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Perception Check

For Two Pianos

Perception Check: The Players' Handbook

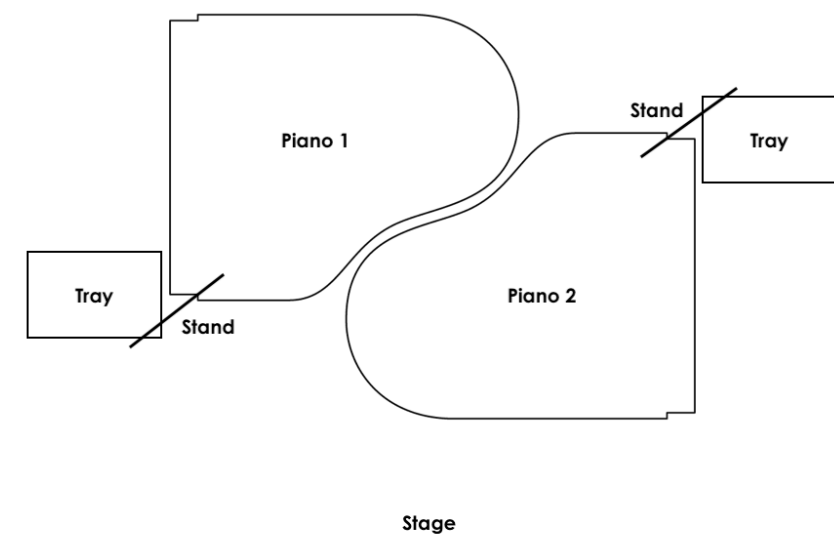
This is a game piece in which the two players use a mechanic of rolling a range of polyhedral dice. (20 sided, 12 sided, 10 sided, 8 sided, 6 sided, and 4 sided, hereafter referred to as D20, D12, D10, D8, D6, and D4).

Setup

The players should agree a number of 'hit points' that they will each start with, essentially representing their life force. I recommend 25 as a good number of hit points to start with. As this number will decrease during performance, they may wish to have a notepad to keep note of this.

Each page is named for its associated die. As such, when I refer to, for example, page D6, I refer not to the sixth page of the score but to the page marked D6.

The rehearsed stage setup is shown below. The piano lids should be removed, with sustain pedals weighed down. Each player's set of dice should be placed (and rolled) on a surface beside each player. A wooden tray would be ideal, as the edges will stop dice rolling off the sides and the sound of wood is preferred. A microphone suspended over this tray to amplify the sound of die rolls is optional. The D20 is rolled on the upper piano strings.



How to Play

Firstly, note that the numbered 'bars' are stand-alone segments, which are selected for performance through the rolling of dice.

This piece is structured in two recurring phases:

To begin, one player rolls their D20 onto the upper strings of their piano to 'attack' the other player. The number rolled will correspond to one of the sides from page D20, which they then play, communicating the outcome to the other player. If the result of this initial roll is 11-20, the attack is successful, If the result is 1-10, the attack fails.

Both players move to the corresponding page and play it the instructed number of times (such as '2D6' on the roll of a 4 or 17)

If the attack was successful, the attacker plays the central 'win' segment while the other player rolls twice and plays the resulting segments, removing the number rolled from their hit point total.

If the attack failed, these roles are reversed.

Both players then return to page D20, with the second player rolling to attack.

Ending

The piece continues until one of two things happens: a player runs out of hit points or a 1 is rolled on a D20 roll.

Rolling a 1

If a D20 roll lands on 1, the piece ends. The sound of the roll is left to ring out to silence.







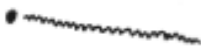


If a 1 is rolled upon the first roll of the performance, the dice may be rerolled until it lands on a different number. This is optional, and the reroll should be done steadily with a pause between rolls.




Running out of hit points

If a player's total hit points are reduced zero or lower, they should signal this before the next D20 roll by rolling all of their dice onto the metal or wood around the outside edge of the piano. Both players immediately move to the 'end' page.

Key and explanation of techniques

‘Bridge’ refers to the end of the resonating part of the string nearest to the player.

	Mute at bridge. This should be lightly muted as close as possible to the bridge with a finger. Play on keys
	High pressure muting. As above, but push harder to deaden the sound to a thud.
	Harmonics (octave). These should be played by placing a finger lightly in the middle of the string. If this is too great a reach, the nearer two octave harmonic should be used.
	Notehead. Pluck the string between the dampers and the bridge.
	Using tip of finger, use a vibrating motion to brush the strings around the marked note. Move the focus of this brushing higher or lower in pitch following the shape of the line.
	Mute string and slowly slide muting finger up the string, playing through a range of harmonics.
	Using fingernail or plectrum scrape down the string towards yourself, catching and plucking the thread of the wire. This should bring a clicking sound of the nail but also a resonance of the string.
	Mute notes with one hand and slap the strings with the other.
	Using fingertip, brush sideways up the specified strings.

	Audible use of the quiet pedal. Square bracket means that the pedal should be slammed down. The arrow means that the pedal should be lifted suddenly.
	With closed fingertips, tap a cluster of strings in the general area beginning from the bottom of the stem.
	Freely timed repetition of prior segment.

1. Roll D20 on upper strings of piano
2. Play corresponding bar of this page.
3. Follow to corresponding page the given number of times (3D4 = 3 rolls and played results on page D4).
4. Return to D20, other player rolls.

5. If you run out of hit points, scatter all dice on the metal beyond the strings.
This signals the end of the piece. Both players proceed to the 'End' page.

6. If a player rolls a 1 on a D20 roll, allow it to ring to silence. The piece is finished.

If D20 roller rolled ≤ 10 , they roll D12 the stated number of times, remove total rolled from hit point total and play corresponding bars. Other player plays 'win' segment.
If D20 roller rolled ≥ 10 , these actions are reversed.

Then return to D20

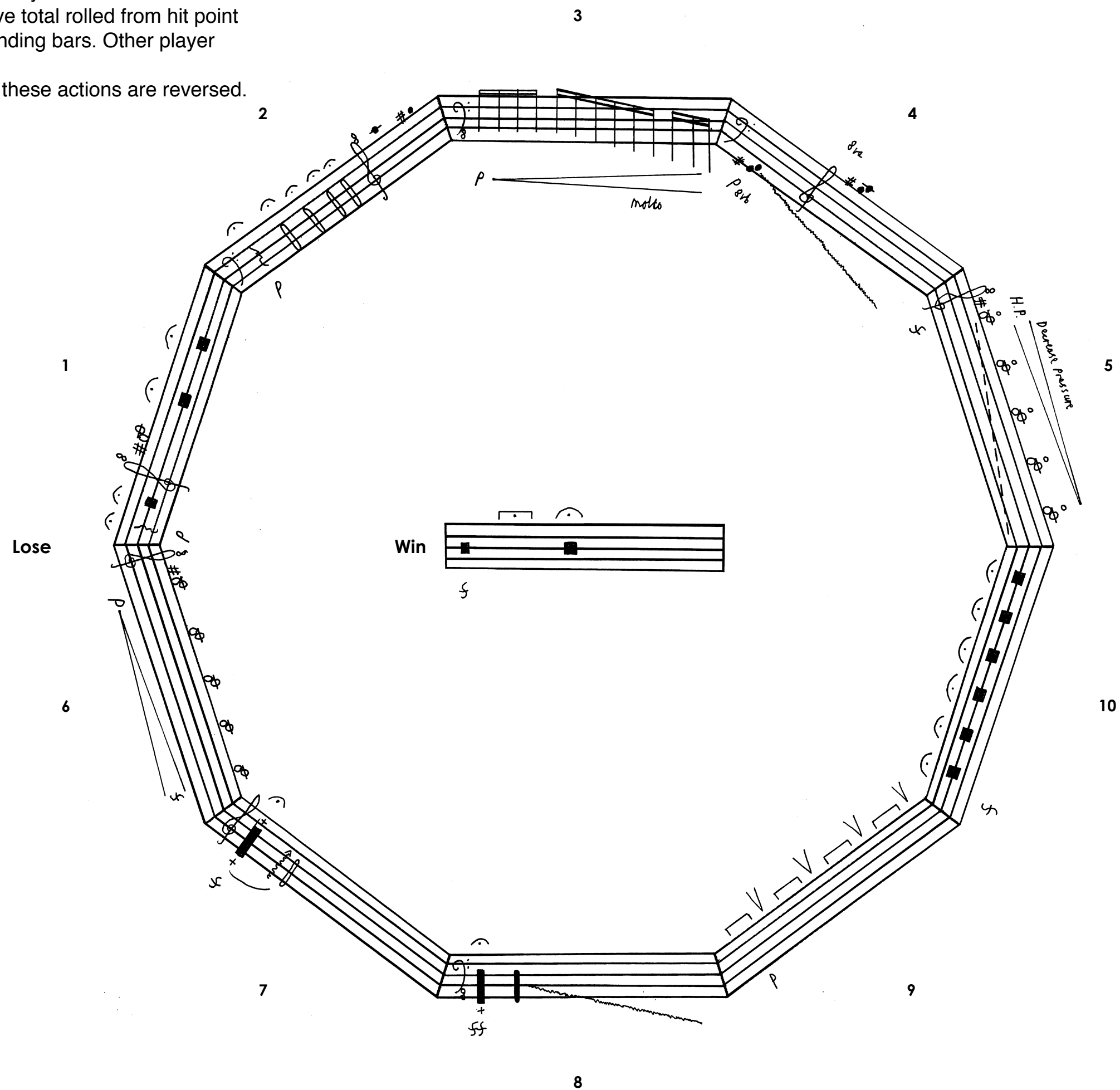
D12



If D20 roller rolled ≤ 10 , they roll D10 the stated number of times, remove total rolled from hit point total and play corresponding bars. Other player plays 'win' segment.
 If D20 roller rolled ≥ 10 , these actions are reversed.

Then return to D20

D10

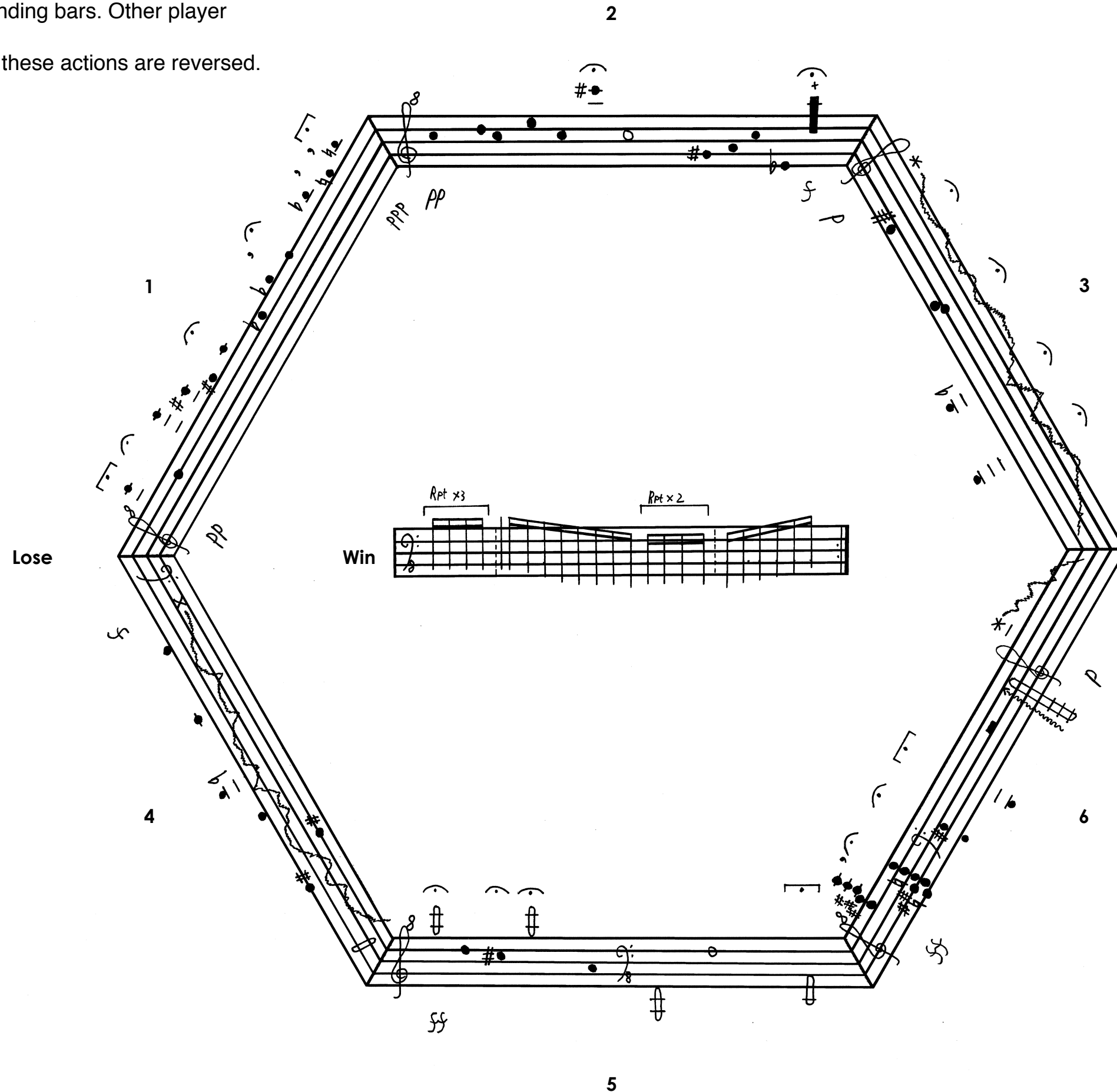


D8

If D20 roller rolled ≤ 10 , they roll D6 the stated number of times, remove total rolled from hit point total and play corresponding bars. Other player plays 'win' segment.
 If D20 roller rolled ≥ 10 , these actions are reversed.

Then return to D20

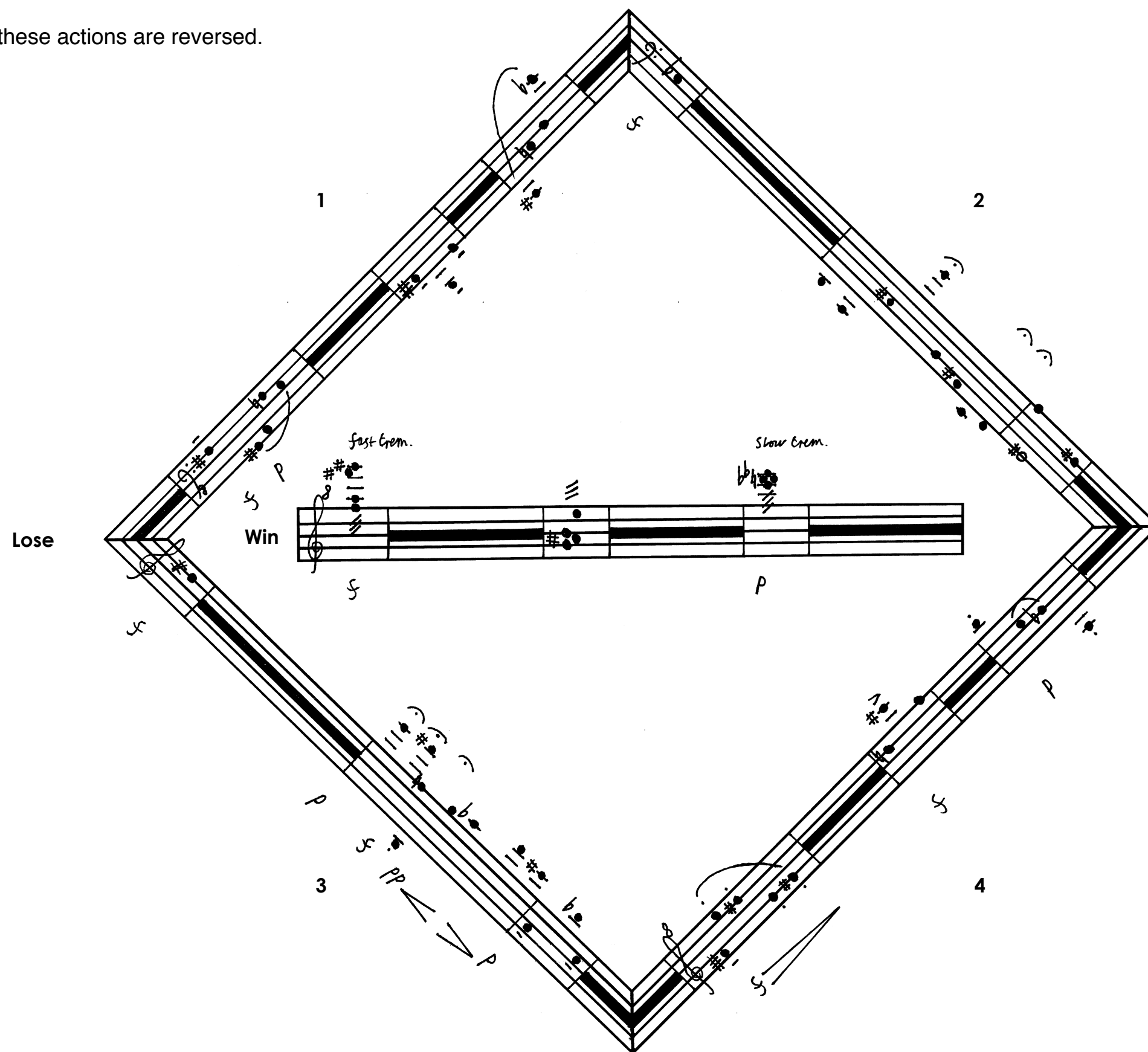
D6



If D20 roller rolled ≤ 10 , they roll D4 the stated number of times, remove total rolled from hit point total and play corresponding bars. Other player plays 'win' segment.
If D20 roller rolled ≥ 10 , these actions are reversed.

Then return to D20

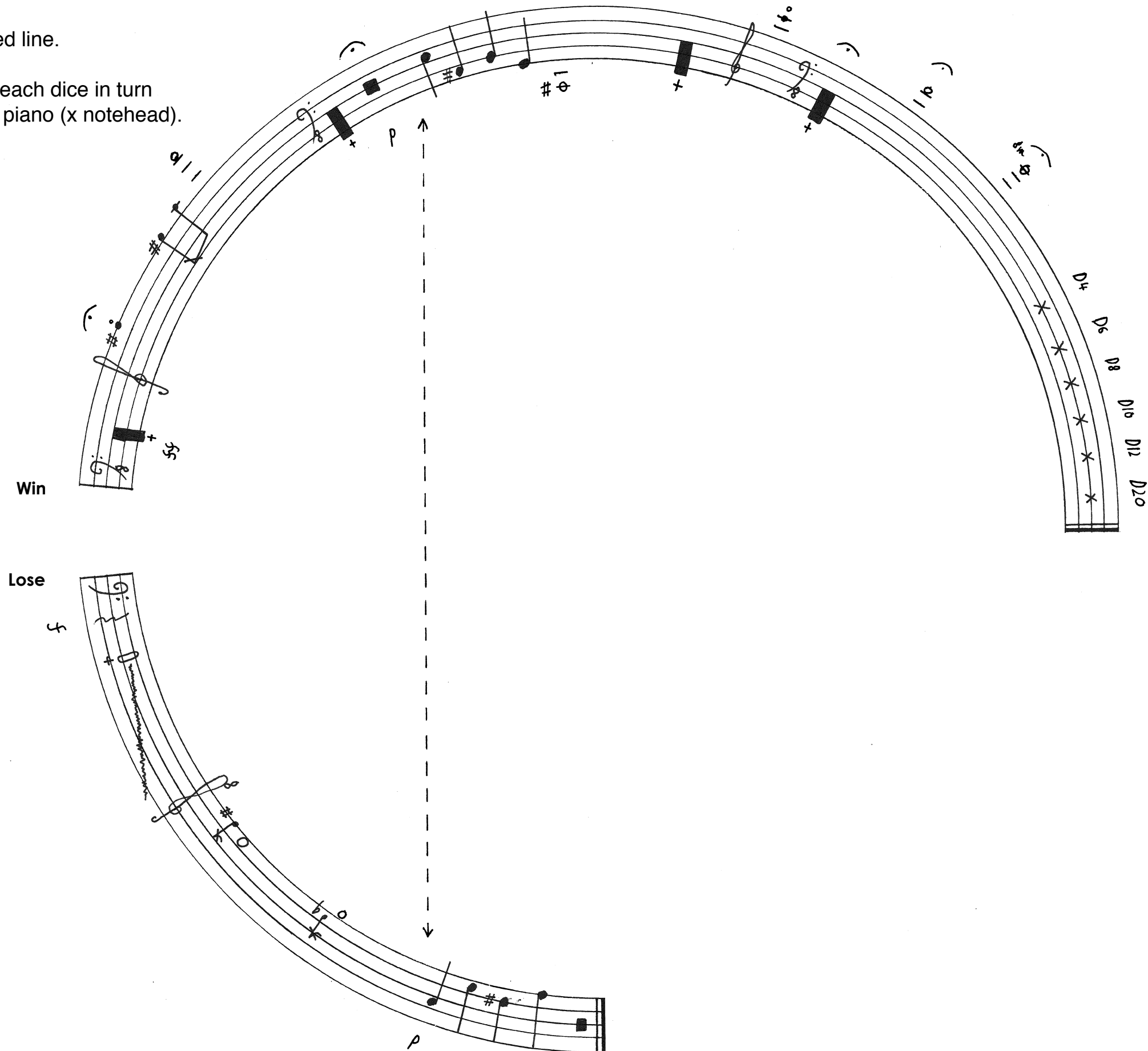
D4



The player who ran out of Hit Points plays the 'lose' line
The other player plays the win line.

Synchronise at the dashed line.

The 'winner' ends rolling each dice in turn
beyond the strings of the piano (x notehead).



End