

**From the introduction to GAME 8-4-4 for the Aleph Quartet (excerpt):**

“The GAME series emerged from the SCAN experiments of Klangforum Wien, which sought to combine and explore experiences of free improvisational music with open structures of New Music. It draws on Roman Haubenstock-Ramati's conception of the mobile on the one hand, and on Christian Wolff's idea of semi-improvisational, open composition on the other.

It no longer exists here as a total score, but only in individual parts.

The eighth piece of the new GAME series now explores the possibility of playing and playing with musical structures and interactions: by introducing indeterminacy, uncertainty and spontaneous decision, the score is opened up as a determinant.

The piece is organized in rounds (“rounds”) that proceed canonically: the musicians choose from mixed sets of cards, following a set of rules of the game: this in turn generates the structure and course of each round.

The decisions of the players are mutually dependent, condition each other.

The resulting form of the play remains variable in many aspects from performance to performance. Self-organization of the system is the goal and the means of these strategies.”