

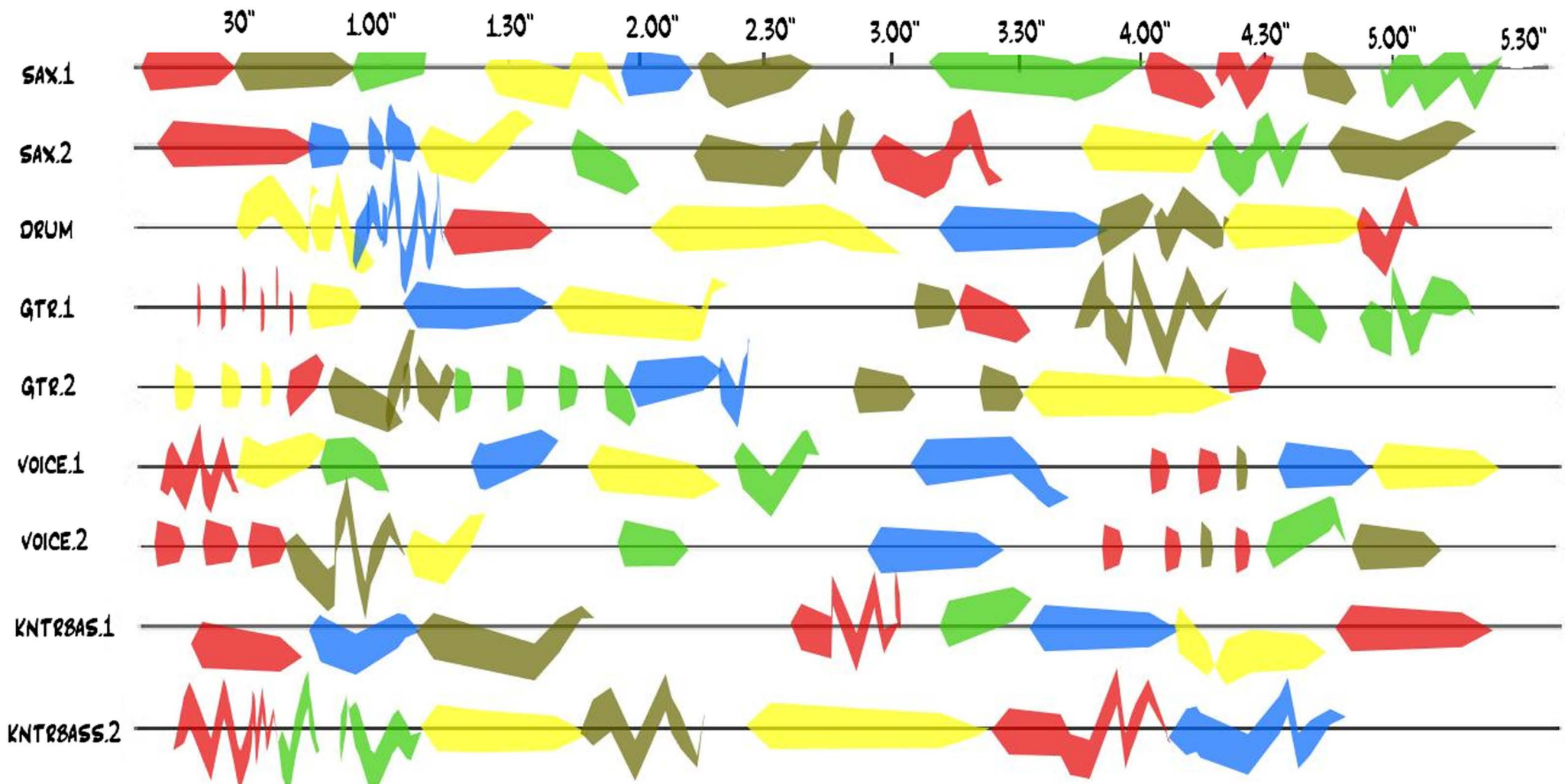
FOR THE DRUM PLAYER:

RED: SNARE W/BRUSH IRREGULARLY. DONT HIT THE SNARE

BROWN: HIT THE CYMBALS GENTLY. IRREGULARLY OR IF IT IS POSSIBLE USE HANG DRUM. OR USE BAR CHIMES. OR RAINSTICK OR. SHAKER

YELLOW: BOW WITH GONG

BLUE: IMPROVISE BETWEEN 2 TIME SIGNATURES 9/8 AND 5/8 (W/ STICKS ON THE HOOPS)



FOR GUITAR PLAYERS:

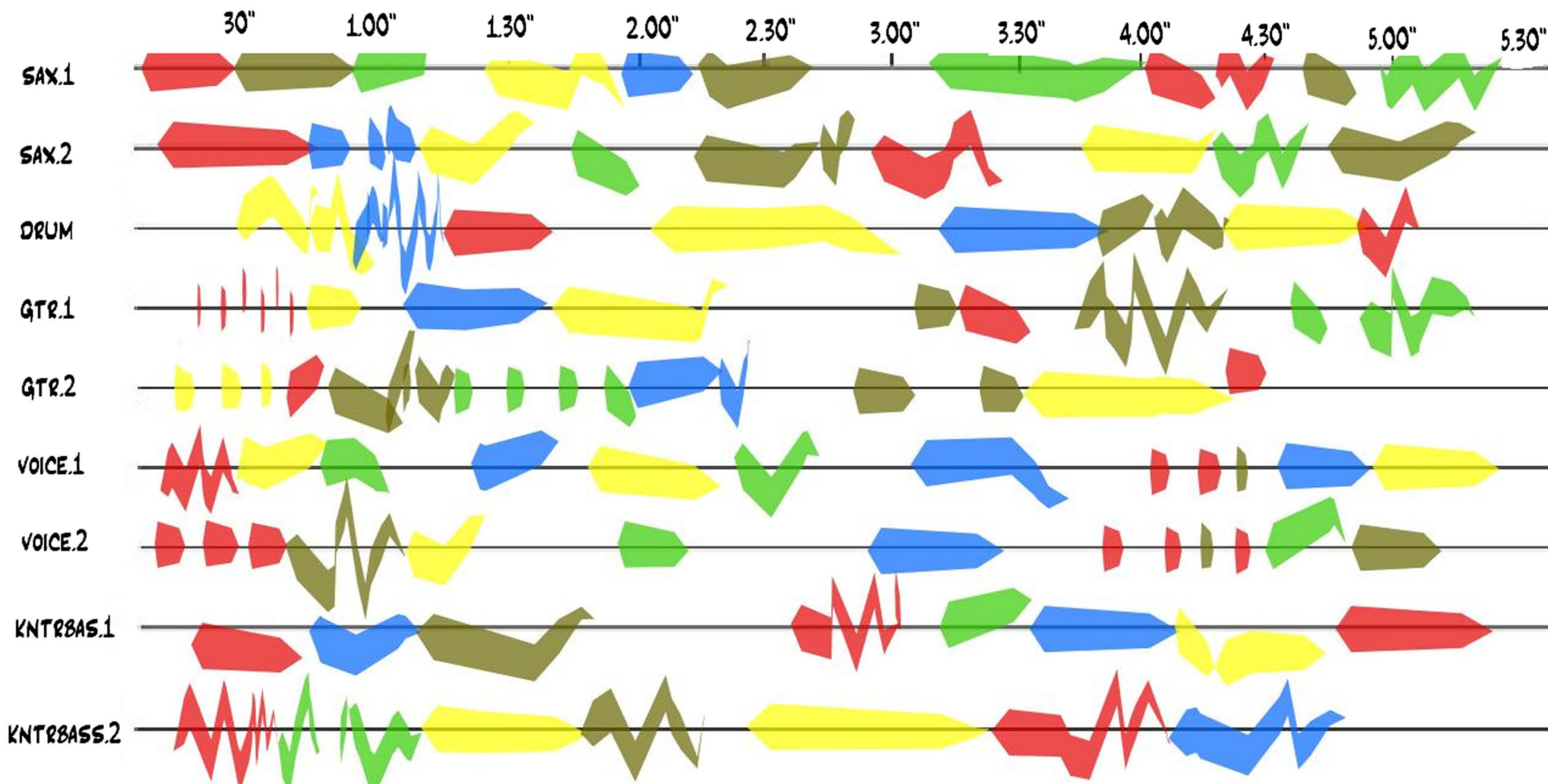
RED: PICK SCRATCH

BROWN: RANDOM POWER CHORDS. WITH PALM MUTING

BLUE: WITH PALM MUTING AND DISTORTION PEDAL. DOWN PICKING BETWEEN E AND A STRING. (LEFT HAND. RAPIDLY BETWEEN RANDOM NOTES)

YELLOW IMITATE BIRD SOUNDS WITH E BOW. OR USE RANDOM PINCH HARMONIC WITH LONG SUSTAIN

GREEN: CREATE A MELODIC LINE. WITH 3 OR MORE NOTES



FOR KONTRABASS PLAYERS:

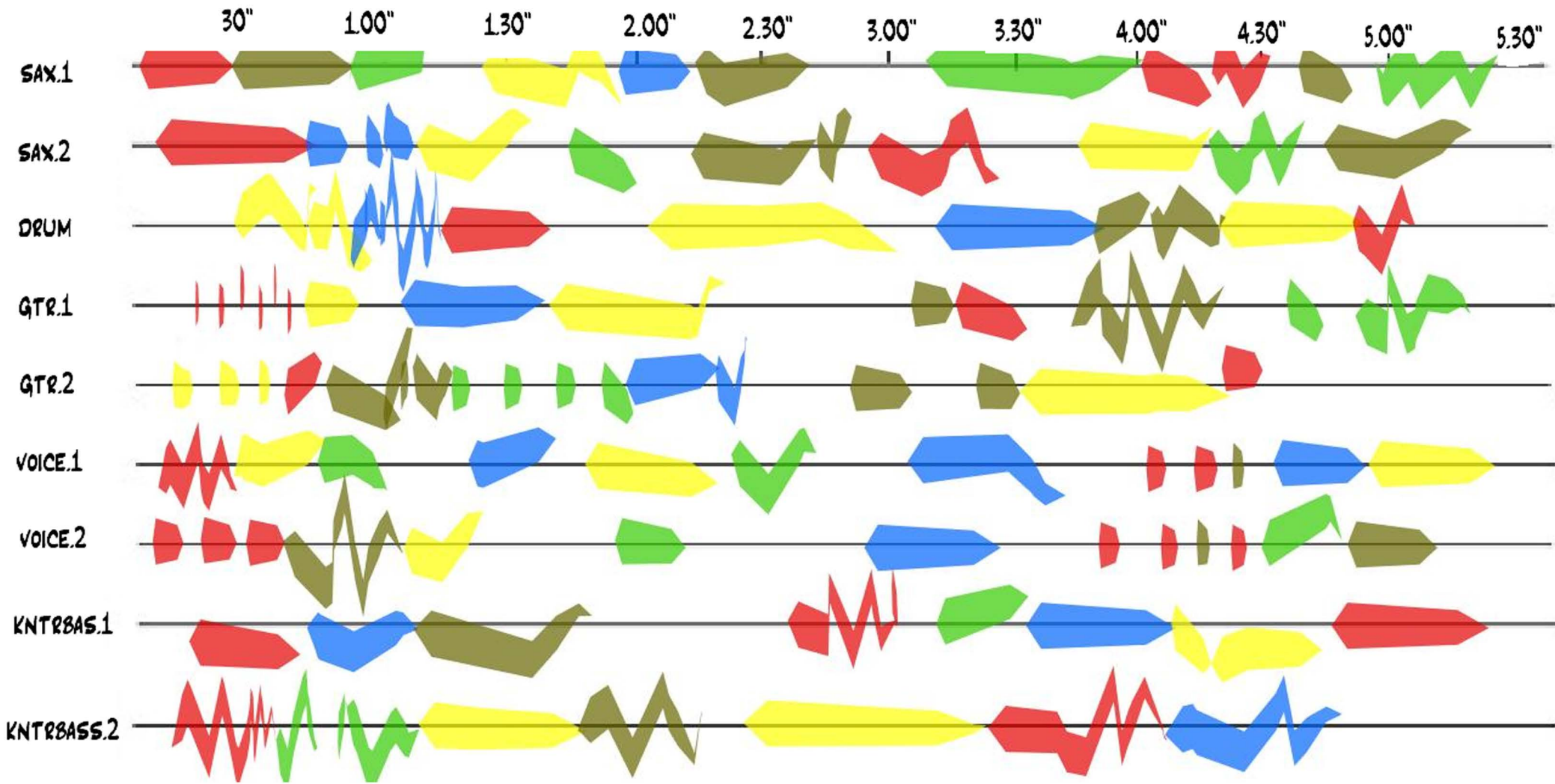
RED: SLOW PRESSURE, SHOULD BE IRREGULAR BETWEEN HARD AND LOW PRESSURE

BROWN: MULTIPHONICS WITH NATURAL HARMONICS, LONG SUSTAIN

BLUE: RAPID PIZZICATO, BETWEEN HIGH AND LOW RANGES OR SPICCATO, OR BOW TREMOLO WITHOUT ACCENT (TREMBLING SOUND)

YELLOW: TIMBRAL VARIATIONS: TREMOLO W/HARMONICS OR LOW STRINGS
TREMOLO W/ FULL BOW PRESSURE, OR DOUBLE STOPS BETWEEN
MIN3RD S

GREEN: CREATE A MELODIC LINE, WITH 3 OR MORE NOTES



FOR SAXOPHONE PLAYERS:

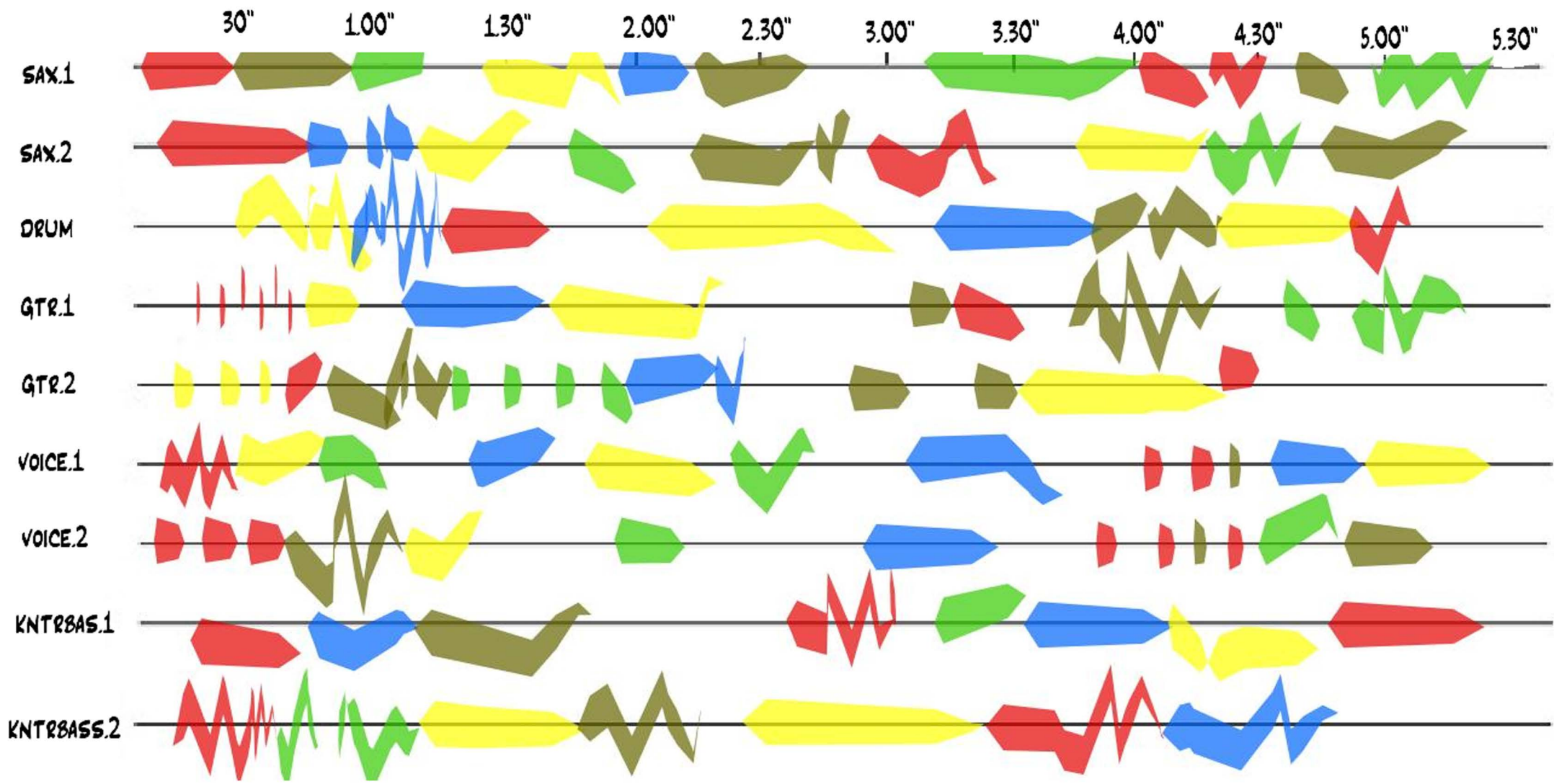
RED: AIRY NOISE WITH AND WITHOUT PITCH

BROWN: MULTIPHONICS WITH LONG SUSTAIN OR RAPID CHANGES BETWEEN 2 MULTIPHONICS

BLUE: DOUBLE TONGUE ENDS W/SLAP. TRANPOSE IT EVERY TIME

YELLOW: WHILE THE FINGERING THE LOWER PITCH. USE ORAL MUSCLES TO PERFORM THE HIGHER PITCH

GREEN: CREATE A MELODIC LINE. WITH 3 OR MORE NOTES



FOR VOICES:

RED: CRACKLING VOICE. VERY SLOWLY

BROWN: HUMMING BETWEEN HIGHEST AND LOWEST NOTES. (IF IT IS POSSIBLE, USE 7TH AND 6TH INTERVALS) OR AFTER THE LOWEST NOTE. SCREAM!

BLUE: MAKE NOISES LIKE CHEWING SMT LOUDLY

YELLOW: WHISTLE. SEMI NOISY (LIKE A WINDY SOUND)

GREEN: CREATE A MELODIC LINE. WITH 3 OR MORE NOTES