**Sounds**

1. "screech"
2. "halo"
3. "ratchet"
4. "drone"
5. "rumble"
6. "tessellate"

**Instructions**
- to be played by 6 or more (ideally >= 8) players, divided into 2 equal size groups.
- the visual presentation is key; be conscious physical performers!

**Movement 1**
- players to assume "ninja stance": comfortably crouching on one knee to maximize range of motion with gametrak, from rest to fully extending the gametrak tether.
- follow conductor cues.

**Patterns**

**Movement 2**
- players to assume "hibernation stance": comfortably kneeling on both knees while cradling the laptop
- when cued, move to "fetal stance": still kneeling, slowly lean forward with laptop