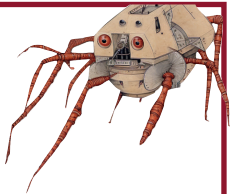




## GAME RULES <sup>[EN]</sup>



François Sarhan's

**LOG BOOK** is a game about the power of imagination when listening to music.

Let your fantasy run wild!

Would you prefer to have **LOG BOOK** explained instead of reading the rules?



Scan here for more information, including the complete music tracks and game variations!

### Idea

When a group of musicians open a rusty music box, they find a strange collection of pictures, weather reports, music and anecdotes. There are memories of strange animals, children at play, everyday hassles and praise for fantastic devices. Are these the memories of a time traveler? How do the motifs relate to the music? The imaginative musicians have very different opinions and seek out an expert to decide for them. Which version will find a sympathetic ear?

### Aim

The players try to win as many points as possible by convincing the Expert of their motif cards.  
As an Expert, you win points by deciding whether the music and motif card fit together as imagined by the composer.

### Game contents

80 motif cards, 1 „1<sup>st</sup> Musician“ card, 1 „Expert“ card





## Preparation

One player is chosen as the 1<sup>st</sup> Musician and the corresponding card is placed in front of him for all to see. The player to his left is the Expert and places the Expert card in front of him.

All other players are the other Musicians. The 80 motif cards are shuffled, then 5 cards are dealt face down to each player.

A way to record the points scored is provided.


A smartphone that is connected to the internet and reads the QR codes is required. For a better listening experience, we recommend connecting the smartphone to external speakers.

## How to play

*Phase 1:* The 1<sup>st</sup> Musician selects a card from his hand, scans the QR code on the back, plays the corresponding sound file and places the card face down in the middle of the table. While the music is playing, all other musicians also select one of their cards that they think could match the music playing.

*Phase 2:* All played cards are now shuffled and placed face up in front of the musicians so that there is one card in front of each musician.

Starting with the Musician to the left of the Expert, each Musician in turn tries to argue to the Expert why the card in front of him best matches the soundtrack. If desired, a time limit of 90 seconds per player, for example, can be agreed upon.





*Phase 3:* Now it is the Expert's turn to decide which card he considers to be the most suitable.

### **Scoring**

Points are awarded as follows:

The Musician whose card was selected gets one point.

The Musician who successfully argued for this card gets two points.

The Expert gets two points if he successfully recognizes the card whose soundtrack was played.

The played cards are discarded and new cards are drawn so that each player has 5 cards again.

The Expert now becomes the 1<sup>st</sup> Musician, the player to his left becomes the new Expert. Then phase 1 begins again.

### **End of the game**

A complete round is played, when everyone has been the Expert once.

Whoever has the most points at the end wins.

### **VARIANT FOR 2 PLAYERS OR 2 TEAMS**

In this cooperative game, both players (or teams) try to be on the same wavelength and select identical cards without communicating with each other.

### **Preparation**

The cards are shuffled and a selection pile is formed, back side up.

The top 7 cards are used to form another pile, the play pile.





## How to play

Play the soundtrack from the top card of the play pile using the QR code, and place two cards from the selection pile on the table, face up. Each player silently selects the card that they think best matches the soundtrack. One card is card 1 and the other is card 2. At the agreed sign, players reveal their choice by showing one or two fingers.

If both players choose the same card it's a match! In the next round, 3 cards from the selection pile are then placed face up, whilst the 2<sup>nd</sup> track is played from the play pile.

As long as you keep making matches, you increase the number of cards taken from the selection pile.

If there was no match, play again with the same number of cards.

If you make a match with 5 cards before the play pile runs out, you win!

If the game is played with 2 teams, the teams must agree internally beforehand which card they will choose.

## THE TEAM

Composer François Sarhan and the 10 musicians of the Zafraan Ensemble share the joy of discovery. Everything can be a source of inspiration: everyday street-scenes, a weather report, childhood memories, even the sounds of machines!

They observe, process, experiment, develop and have fun!

To discover more visit us on [francoissarhan.blogspot.com](http://francoissarhan.blogspot.com) or [zafraanensemble.com](http://zafraanensemble.com).

We look forward to meeting you at one of our concerts!

