

pχ2 practiceboard¹ how to :

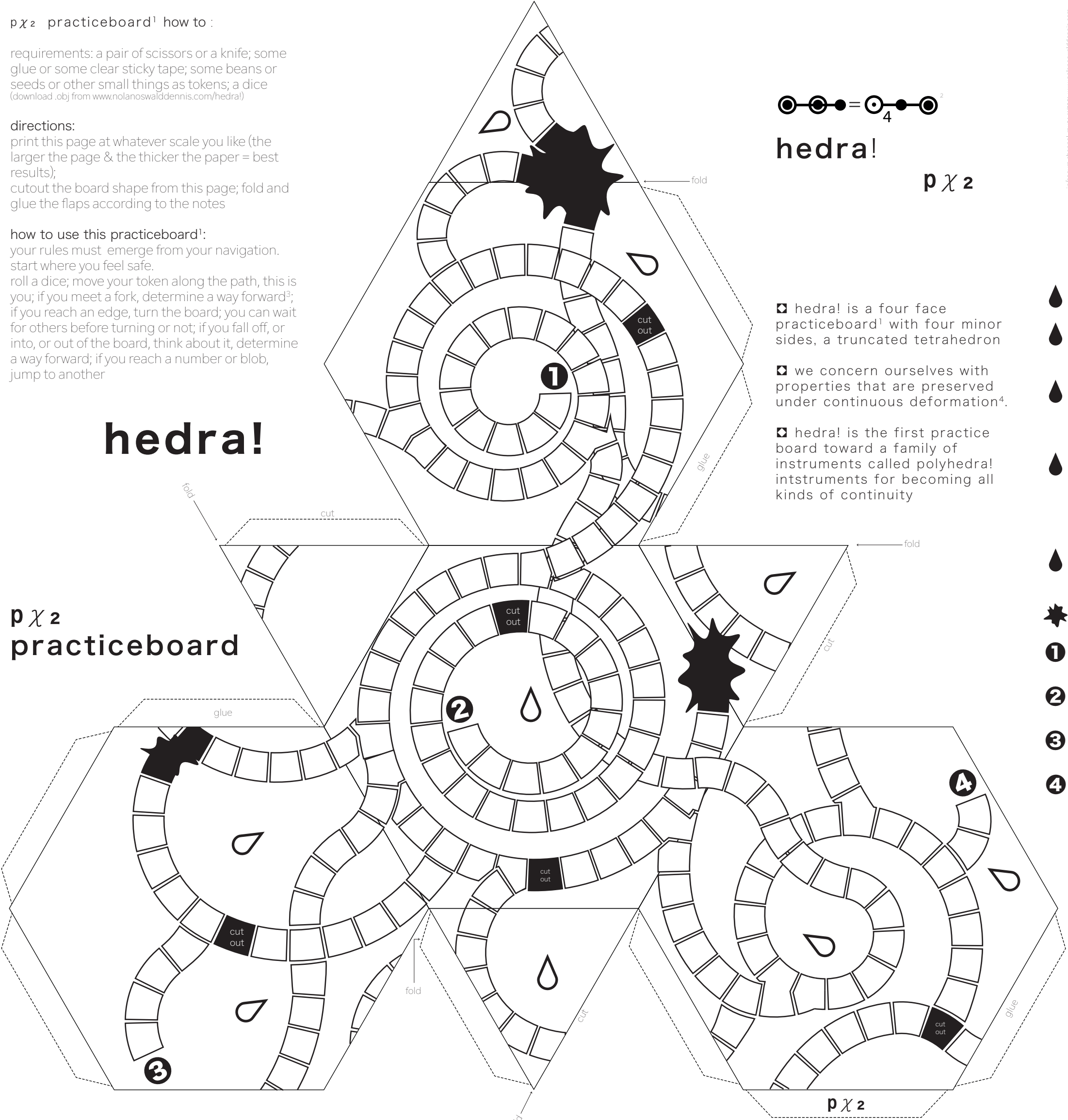
requirements: a pair of scissors or a knife; some glue or some clear sticky tape; some beans or seeds or other small things as tokens; a dice (download .obj from www.nolanoswaldennis.com/hedra!)

directions:
print this page at whatever scale you like (the larger the page & the thicker the paper = best results);
cutout the board shape from this page; fold and glue the flaps according to the notes

how to use this practiceboard¹:
your rules must emerge from your navigation.
start where you feel safe.
roll a dice; move your token along the path, this is you; if you meet a fork, determine a way forward³;
if you reach an edge, turn the board; you can wait for others before turning or not; if you fall off, or into, or out of the board, think about it, determine a way forward; if you reach a number or blob, jump to another

hedra!

pχ2 practiceboard



> wherein:
a practice for
connectedness,
or pretending a structure
linking disparate points in
space and time is what we
desire

> therein:
the conditions for an
instrument, or
instrumentation
for such a practice emerge
[Parameters]
It would be good if this
instrument could have the
following 4 qualities in sets
of 4:

<To be>
1. a place where here
becomes nowhere,
2. an indexical mirror,
3. A model for disarranging

continuity,
4. a mountain in reverse

<To have>
1. A long memory.
2. Capacities which survive
continuous deformation.
3. A part of itself which is not
itself.
4. Holes everywhere

<To Know>
1. The end is also an edge
2. The universe is nothing
but edges
3. How to fall and how to
catch, and how to be caught;
4. how to reevaluate and let
go.

<To share>
1. A long time.
2. A relationship where none
is possible;
3. A little bit of everything;

4. All possible faces;

[Some caveats]_in 4, minor
sets of 4

<Time>
1. There is no single time:
there is a duration for every
trajectory; and time passes
at different rhythms
according to place and
according to speed;
2. the difference between
past and future does not
exist in the elementary
equations of the world;
3. the notion of the present
does not work;
4. We are still waiting for a
comprehensive theory of
waiting.

<Space>
1. orientation is merely a
contingent aspect that

appears when we look at
things and neglect the
details;
2. the world is made up of
networks of kisses, not of
stones;
3. The difference between
things and events is that
things persist in time, events
persist only in our collective
memory;
4. Where there is no place,
we will have to make a place.

<Practice>
1. It is too early, or too late;
2. Late is never a bad start
(in africa my beginning and
africa my ending);
3. There was once a field,
which began to vibrate,
oscillation became pattern,
became crease, became fold,
became point, became line,
became knot, became weave,

became wave, became
signal, became secret,
became practice;
4. Hold tight and let go
often.

<Rules>
1. Your rules emerge from
your navigation and your
interaction;
2. Start where you feel safe;
3. If your path forks,
determine a way forward;
4. If you reach an edge,
bend, twist, turn, fall,
de-form, transform and
change everything

zχd

hedra!