

Media Advisory - The Game Room

April 26, 1979

EVENT: THE GAME ROOM

DATE: May 1-3 TIME: 6-8 p.m.

LOCATION: Mandeville Center, University of California, San Diego (please phone for room number on day of event)

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BACKGROUND: The Game Room is part of the Contemporary Music Festival cosponsored by UC San Diego, the California Institute of the Arts and the University of Nevada. The game is a board game similar to chess or checkers, with a complex lighting and sound system adding an unusual dimension to the activity. Each move triggers a sound or light "event" and the sound/light event identifying the player is established by the first move. The object of the game is to capture the opponent's playing pieces, and to cause the proper sound/light event. Sound complicated? It's colorful and noisy and offers good photo and recording possibilities.

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