

For 1 or 2 players
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Setup is a pocketless billiards table, a set of 15 pool balls, and a cue ball. A camera above the table is connected to a computer that tracks the movement of each ball.

The computer plays 16 sine tones corresponding to the location of each ball. The length of the table is calibrated to some interval chosen by the players. One end of the table is calibrated to be the low frequency of the chosen range, the other end is the high frequency. The frequencies are rated exponentially so that the same distance in inches equals the same pitch interval. The sine tones are balanced to be perceived as equal in dynamic.

On each turn, the goal is to hit the balls in numbered order with the cue ball.

Play for as long as desired.