For at least 12 players each with different instruments
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Play with a soft, yet clear tone. Dolce.

Choose a range on your instrument that allows for such a tone.

Except for beginning and ending, each player plays independently of the others.

Each player plays from unique randomly-generated pages of score.
A page of score consists of a series of numbers, grouped in 3's by parentheses.
For example:

(143, 4.2, 1.3)

Each group in parentheses is an event.

The first number in each group indicates the pitch.
This number ranges from 0 to 1000.
The lowest note in your range is 0. The highest is 1000.
Play a microtonal pitch at approximately the pitch number.

The second number in each group indicates the duration of the pitch.
This number ranges from 0.5 to 6.0.
Hold the pitch for approximately that number of seconds.

The second number in each group indicates the duration of the rest after the pitch.
This number ranges from 0.5 to 6.0.
Rest for approximately that number of seconds.

Play around the same dynamic. Notes can be slightly in the foreground or slightly in the background.

Choose a duration beforehand.
Generate enough events for each player to cover that duration and more.
Begin and end by a signal from one player.
Begin and end within a few seconds of together (end by finishing the event you are on).
Do not use a clock or metronome.
Do not worry if at the end you haven't played all the events on your page,
or if you have to go back to the beginning and repeat some.