

**AntiGray: Chart for Movement among Combinations of up to 5 Players with  
Maximum Changes between Steps**

Step	Actions					Bitchanges	Graph
	Player 1	Player 2	Player 3	Player 4	Player 5		
1	Begin	Begin	Begin	Begin	Begin	5	1 2 3 4 5
2	Continue	End	End	End	End	4	1
3	End	Begin	Begin	Begin	Begin	5	2 3 4 5
4	Begin	Continue	End	End	End	4	1 2
5	End	End	Begin	Begin	Begin	5	3 4 5
6		Begin	End	End	End	4	2
7	Begin	End	Begin	Begin	Begin	5	1 3 4 5
8	End	Begin	Continue	End	End	4	2 3
9	Begin	End	End	Begin	Begin	5	1 4 5
10	Continue	Begin	Begin	End	End	4	1 2 3
11	End	End	End	Begin	Begin	5	4 5
12	Begin		Begin	End	End	4	1 3
13	End	Begin	End	Begin	Begin	5	2 4 5
14		End	Begin	End	End	4	3
15	Begin	Begin	End	Begin	Begin	5	1 2 4 5
16	End	End	Begin	Continue	End	4	3 4
17	Begin	Begin	End	End	Begin	5	1 2 5
18	Continue	End	Begin	Begin	End	4	1 3 4
19	End	Begin	End	End	Begin	5	2 5
20	Begin	Continue	Begin	Begin	End	4	1 2 3 4
21	End	End	End	End	Begin	5	5
22		Begin	Begin	Begin	End	4	2 3 4
23	Begin	End	End	End	Begin	5	1 5
24	End	Begin		Begin	End	4	2 4
25	Begin	End	Begin	End	Begin	5	1 3 5
26	Continue	Begin	End	Begin	End	4	1 2 4
27	End	End	Begin	End	Begin	5	3 5
28	Begin		End	Begin	End	4	1 4
29	End	Begin	Begin	End	Begin	5	2 3 5
30		End	End	Begin	End	4	4
31	Begin	Begin	Begin	End	Begin	5	1 2 3 5
32	End	End	End		End	4	

In each of the 32 transitions, either four or all five of the players begin or end playing. Any of those players may trigger the transition by clearly signalling, audibly or visually. The others should respond as quickly as possible, avoiding "jump-cut" abruptness.

A player may, at anytime, gesture to indicate or question the current step number. In case of disagreement, negotiate wordlessly to arrive at consensus. If no consensus can be found, move to the earliest step number being suggested.

**Composed by Joseph Zitt for the ensemble Gray Code, 1998-2000**

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