



DET KONGELIGE DANSKE  
MUSIKKONSERVATORIUM

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## PULSAR 2022 LYS, SYNTH OG SLAGTØJ

Tirsdag 15. marts kl. 19.30, Studiescenen

Anton Lindström:	Extended Superslide
Emil Johansson	Clusterphobia (naked version)
Skibsted Anders	Skibsted Anders
Rob Durnin:	JUNO-60 (uopførelse) Nikolaus von Bemberg, klaver
Anton Lindström:	Hyper-Extended Superslide (uopførelse) For slagtøj og synth Patryk Szczezechowski og Qiyuan Fan, slagtøj

### Tonemestre

Ole Breuer, Jonas Munch, Siddharth Kulkarni, Maricruz Pacey

## **Anton Lindström: Hyper-Extended Superslide**

For any ESS (Extended Superslide), you must gently press the control stick in a direction not directly up or down. Down-left and down-right are preferred as they will require Link to turn more before he stops. The angle has to be very slight: just enough to put pressure on the control stick. If Link quickly flies in a direction and then stops, then you used too much pressure. If Link just stops and doesn't fly in a direction then you didn't use enough pressure. Pressing down-left will make Link spin counterclockwise, and pressing down-right will make Link spin clockwise.

You must lock the camera with Z/L before Link turns too far (270 degrees), or the ESS will be cancelled. As long as you keep locking your camera, you can ESS until you want to stop.

You can change your direction during an ESS by shifting from one side of the control stick to the other while maintaining the same pressure; too much or too little pressure will stop your ESS. In order to avoid accidentally releasing the control stick from ESS position, you can pause the game, adjust the control stick, then unpauses. This is very useful if you want to change which direction you are able to turn during an ESS or a HESS. To perform a HESS, you must roll and get hit by damage 1 - 6 frames before your roll ends.

1. Roll into a source of damage
2. Get hit 1-2 frames before the roll ends
3. Hold the control stick in the ESS position
4. Press Z/L once you begin turning to lock your camera