

# yo momma

*Yo Momma* is a competitive music game. The objective of the game is to steal an 'ending' from the other player. You accomplish this by recontextualizing what the other player is doing as a possible end to the piece.

When you catch the other player in an ending you make a 'thumbs up' gesture to yourself, indicating your claim to the ending. If both players claim the point, no point is scored.

You may 'escape' an ending by skillfully negotiating a context to continue. If the player attempting to create the end feels you egregiously played through an attempted ending, they may make a claim for a point, which the escaping player may concede or refute (using facial gestures).

The game continues until one player scores two points.

When the winner player has scored their second point the losing player begins a solo, which continues until the winner 'ends' them, by creating an ending for their solo.