

The Glass Bead Game

For baritone, flute, piano, string quartet, and percussion

Maurick Reuser

Conductor

1 Ca. 30" 2 Ca. 50" 3 Ca. 15" 4 Ca. 5" 5 Ca. 30" 1 Ca. 10"

At the start of the performance, everyone is seated, ready to play.

Cue for the baritone and piano to play

Flute

Moderato
ad libitum, mix the fragments

mp *p* < *f* *mp* *p* < *f* *mp* *p* < *f* *mf* *mp* < *ppp*

capricious

Piano

Get up, grab a random marmble, show to the pianist and audience, and prepare for the next piece.

BARITONE AND PIANO

keep the final chord from previous piece

Yellow = Est ist genug (Bach)
Red = Lydia (Fauré)
Blue = Paysage (Messiaen)

Narrate emphatically:
The only way to learn the rules of the Glass Bead Game is to take the usual prescribed course, which requires many years.

Slow repeat right before the sound dies out

p < *ppp*

Slow ad libitum
mf

oh
melodically

Percussion

Snare Drum (S.D.)
(brushes)

pp cresc./dim. ad lib.
(circular movements with both hands)

Violin 1

Violin 2

Viola

Violoncello

