

**Erik game**  
per orchestra d'infanti

Girolamo De Simone

su tema di Erik Satie

Flauto

Violino

Chitarra

Sintetizzatore {

1 {

2 {

Triangolo

Glockenspiel

The score consists of nine staves, each representing a different instrument or group of instruments. The instruments listed are Flauto, Violino, Chitarra, Sintetizzatore, 1, 2, Triangolo, and Glockenspiel. The Sintetizzatore, 1, and 2 groups share a common staff. The Triangolo and Glockenspiel also have single staves. All staves begin with a treble clef and two sharps. The Sintetizzatore staff shows eighth-note patterns of 'e' and 'o'. The 1 and 2 staves show eighth-note patterns of 'e' and 'o' starting from measure 5. The Triangolo staff shows a continuous pattern of 'e' and 'o'. The Glockenspiel staff has a continuous pattern of 'e'.

Fl.

Vno.

Chit.

Synth

1

2

Trgl.

Glk.

Musical score for Erik game, page 3, featuring seven staves of music:

- Fl.**: Flute part, mostly rests. Measure 18: - - - | F F F F E | F F F F E |
- Vno.**: Violin part, eighth-note patterns. Measure 18: D D D D | C C C C | B B B B | A A A A | G G G G | F F F F |
- Chit.**: Cello part, sixteenth-note patterns. Measure 18: D D D D | C C C C | B B B B | A A A A | G G G G | F F F F |
- Synth 1**: Synthesizer part, sustained notes. Measure 18: G G G G | G G G G | G G G G | G G G G | G G G G | G G G G |
- Synth 2**: Synthesizer part, eighth-note chords. Measure 18: C C C C | C C C C | C C C C | C C C C | C C C C | C C C C |
- Trgl.**: Triangle part, sustained notes. Measure 18: - - - | - - - | - - - | - - - | - - - | - - - |
- Glk.**: Glockenspiel part, sustained notes. Measure 18: - - - | - - - | - - - | - - - | - - - | - - - |

25

Fl.

Vno.

Chit.

25

Synth {

1 {

2 {

Trgl.

Glk.

The musical score for "Erik game" on page 4 features eight staves. The instruments are: Flute (Fl.), Violin (Vno.), Cello/Bass (Chit.), Synth (two voices, 1 and 2), Triangle (Trgl.), and Glockenspiel (Glk.). The time signature is 2/4 and the key signature is two sharps. Measures 25-27 are shown. The flute has eighth-note patterns. The violin has sixteenth-note patterns. The cello has eighth-note patterns. The synth voices play sustained notes. The triangle and glockenspiel play sustained notes.

Musical score for Erik game, page 5, featuring seven staves:

- Fl.**: Treble clef, key signature of two sharps. Notes: - (rest), eighth note pair, eighth note pair.
- Vno.**: Treble clef, key signature of two sharps. Notes: eighth note, eighth note.
- Chit.**: Treble clef, key signature of two sharps. Notes: sixteenth note pairs.
- Synth 1**: Treble clef, key signature of two sharps. Notes: eighth note pairs.
- Synth 2**: Bass clef, key signature of two sharps. Notes: eighth note pairs.
- Trgl.**: Notes: - (rest), - (rest), - (rest), - (rest), - (rest), - (rest), - (rest).
- Glk.**: Notes: - (rest), - (rest), - (rest), - (rest), - (rest), - (rest), - (rest).

The score is in 32nd note time (indicated by the '32' above each staff) and includes dynamic markings such as  $\text{ff}$  (fortissimo) and  $\text{ff}$  (fortissimo) on the Synth 1 and 2 staves respectively.

Fl. 39 Fine

Vno. 39 Fine

Chit. 39 Fine

Synth { 39 Fine

1 { 39 Fine

2 { 39 Fine

Trgl. 39 Fine

Glk. 39 Fine

The musical score for 'Erik game' on page 6 features eight staves, each representing a different instrument or group of instruments. The instruments are: Flute (Fl.), Violin (Vno.), Cello/Bass (Chit.), Synthesizer (Synth), Bassoon 1 (1), Bassoon 2 (2), Triangle (Trgl.), and Glockenspiel (Glk.). The score is primarily in common time (indicated by a '4'). However, measure 39 is explicitly marked with a '3' over the staff, indicating a change to three-quarter time. The music begins with eighth-note patterns followed by rests. The 'Fine' marking is placed at the end of each staff's section, and a final 'Fine' marking is placed at the end of measure 39.

Musical score for Erik game, page 7, featuring eight staves:

- Fl.**: Flute part, treble clef, key signature of two sharps. It consists of eighth-note pairs connected by slurs.
- Vno.**: Violin part, treble clef, key signature of two sharps. It consists of eighth-note pairs connected by slurs.
- Chit.**: Cello part, bass clef, key signature of two sharps. It consists of eighth-note pairs connected by slurs.
- Synth**: Synthesizer part, split into two staves. The top staff follows the flute's rhythm, and the bottom staff provides harmonic support with sustained notes.
- 1**: Trombone 1 part, bass clef, key signature of two sharps. It features eighth-note pairs connected by slurs.
- 2**: Trombone 2 part, bass clef, key signature of two sharps. It consists of eighth-note pairs connected by slurs.
- Trgl.**: Triangle part, shown as a continuous eighth-note pattern on a single staff.
- Glk.**: Glockenspiel part, treble clef, key signature of two sharps. It consists of eighth-note pairs connected by slurs.

The score is marked with measure numbers 48 throughout. Measures 48-51 are identical for most instruments, while measures 52-55 show more variation, particularly in the synth and brass parts.

58

Fl.

Vno.

Chit.

Synth {

1 {

2 {

Trgl.

Glk.

The musical score for Erik game, page 8, features eight staves of music. The instruments are: Flute (Fl.), Violin (Vno.), Cithara (Chit.), Synth (Synth), Synth (Synth 1), Synth (Synth 2), Triangle (Trgl.), and Glockenspiel (Glk.). The key signature is A major (two sharps). The tempo is indicated as 58. The music consists of two systems of measures. In the first system, the Flute, Violin, and Cithara play a continuous melody. The Synth part consists of sustained notes. The second system begins with a repeat sign. The Synth 1 part continues to provide harmonic support. The Triangle and Glockenspiel parts play rhythmic patterns. Measure numbers 58 are indicated above each staff.

## Erik game

9

*D.C. al Fine*

Fl.

Vno.

Chit.

Synth 1

Synth 2

Trgl.

Glk.

68

68

68

68

68

68

Erik game

*D.C. al Fine*

*D.C. al Fine*