

Many Worlds

for toy piano

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Performance Notes

Many Worlds is a companion piece to *Many Worlds Game – Spoon*, based on the six melodies from that piece. In performance, the piece must not immediately precede or follow *MWG–S*; they must be kept as independent as possible, preferably never performed together in a single program. The same applies to this work's relationship with *Beaters*, another satellite piece for *MWG–S*.

The melodies should be performed in the order given in the score, at the same basic tempo (quarter note at approximately 60) and with short pauses after each melody. The duration of these pauses is free and may vary. Having performed all the melodies, the performer repeats one of them, and then the piece is over.

The performer may transpose any melodies by any interval, even if the transposition renders many of the notes impossible to play – in which case they are simply ignored. Soprano clef is presumed throughout the piece, but any note may be read as if a bass clef was indicated. For example, a soprano clef E6 may be read as a bass clef G4, even if the note in question is part of a chord (the rest of the chord susceptible to the same rule). Thus a simple G5 – C6 – E6 triad may be read as G5 – C6 – G4, or G5 – E4 – E6, and so on. Note that this allows the performer to exclude more notes from the piece by reading them as if they were written in a bass clef, and then removing them since they fall out of the instrument's range. Finally, notes in brackets are optional, allowing for an even more sparse texture.

Glissandi are improvised. Use any notes you like as long as the direction of the glissando is observed at all times.

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(sample realization)

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$\text{♩} = 60$

1

6

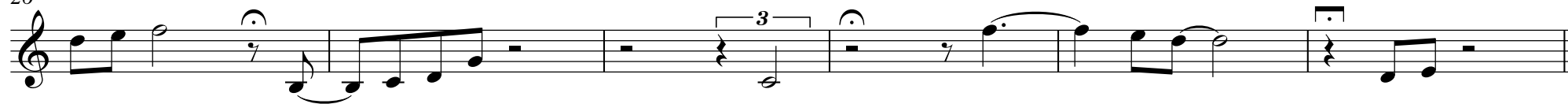
11

16

20

2

26



32

