

AURELIO SCOTTO
GAME SYMPHONY

Per Quartetto d'Archi

SERIE
MUSICA D'INSIEME ORIGINALE

EDIZIONI MUSICALI MASTER SYMPHONY

GAME SYMPHONY

per quartetto d'archi

Aurelio Scotto (*1983)

I. Allegro con brio $\text{♩} = 126 \text{ ca.}$

Violino I

Violino II

Viola

Violoncello

Vln. I

Vln. II

Vla.

Vc.

Vln. I

Vln. II

Vla.

Vc.

4

Vln. I

Vln. II

Vla.

Vc.

Vln. I

Vln. II

Vla.

Vc.

Vln. I

Vln. II

Vla.

Vc.

II. Vivace [$\text{d} = 80 \text{ ca.}$]
arco

15

Vln. I
Vln. II
Vla.
Vc.

16

Vln. I
Vln. II
Vla.
Vc.

47

Vln. I

Vln. II

Vla.

Vc.

p

p

p

f

f

f

f

pizz.

54

Vln. I

Vln. II

Vla.

Vc.

Musical score for orchestra, page 16, measures 61-62. The score includes parts for Vln. I, Vln. II, Vla., and Vc. The key signature is A major (three sharps). Measure 61 starts with a dynamic *p* for Vln. I. Measures 62 begin with a dynamic *f* for Vln. II and Vla., followed by a dynamic *ff*. Measure 63 starts with a dynamic *p* for Vc. Various performance instructions like "arco" and dynamics such as *f*, *ff*, and *p* are indicated throughout the score.

III. Andante [♩ = 68 ca.]

III. Andante [♩ = 68 ca.]

Musical score for strings (Vln. I, Vln. II, Vla., Vc.) in 4/4 time. The score consists of four staves. Vln. I starts with an eighth-note rest followed by sixteenth-note patterns. Vln. II and Vla. play sustained notes. Vc. starts with a sustained note. Dynamics include *mp*, *p*, and *tr*. Measure 4 concludes with a fermata over the bassoon's note.

7

Vln. I

Vln. II

Vla.

Vc.

mf

stretto \geqslant

mf

mf

pizz.

p

pizz.

p

15

Vln. I
Vln. II
Vla.
Vc.

rit. *a tempo*
pizz. *arco*

26

Vln. I
Vln. II
Vla.
Vc.

f *f*

20

Vln. I
Vln. II
Vla.
Vc.

mp *p*

29

Vln. I
Vln. II
Vla.
Vc.

p *pp*
pizz. *arco* *rall.*
pp

23

Vln. I
Vln. II
Vla.
Vc.

f *p* *mp* *f* *p* *p*

33

Vln. I
Vln. II
Vla.
Vc.

p *pp*
p *pp*
pizz. *pp* *arco* *rall.*
pp