Wolfgang Amadeus Mozart

Musical Dice Game

K. 516f

for 1 - 8 Player(s)

It is told about Wolfgang Amadeus Mozart that he was passionate about games. That's why the invention of a musically dice game is attributed to him. With his memory game a 32 bar waltz-theme for [illegible] could be composed.
The following 32-bar original version is arranged [illegible] flute or recorder.

Mozart wrote: This game is an instruction «[illegible] without the least knowledge of Music, German *Walzer* or *Schleifer* by throwing a certain Number with two Dice».

[illegible] play

At a time eight bars of [illegible] melody are twice going to be composed. Therefore you need two [illegible] and the attached number tables. The first roll applies for the [illegible] column, the second roll for the second column, the third roll [illegible] third column and so on.
If you total [illegible] pips on the two dice, you will get the line of the number table, where the [illegible] bar's number can be found.
For example you count 10 pips on your third roll. Then you have to look up the bar's number on the third column in line 10, which is bar number 85.
[illegible] number 85 can now be found in the attached sheet music table on page 3 and 4. Like the memory game „I Packed my Suitcase“ each player has to recapitulate by heart all bars which are played before and add the new one. You are now playing the theme with the concert flute, voice flute or tenor recorder from the beginning to the last diced bar with repeating eight bars each time.

sample pages

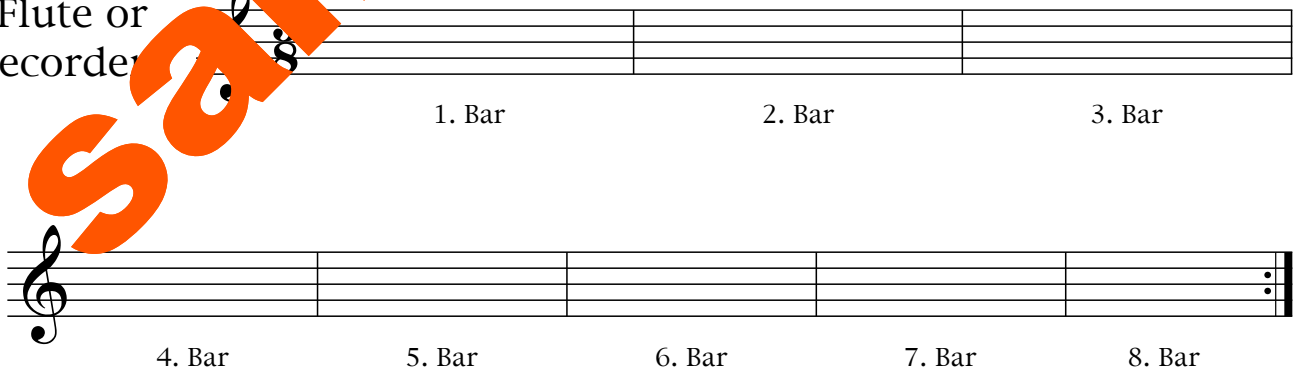
Number Table of the first part

	1. Bar	2. Bar	3. Bar	4. Bar	5. Bar	6. Bar	7. Bar	8. Bar
2	96	22	141	41	105	122	11	30
3	32	6	128	63	146	46	134	81
4	69	95	158	13	153	55	110	2
5	40	17	113	85	161	2	159	00
6	148	74	163	45	80	97	3	1
7	104	157	27	167	154	68	8	0
8	152	60	171	53	99	133	1	127
9	119	84	114	50	140	1	169	94
10	98	142	42	156	75	29	62	123
11	3	87	165	61	135	7	147	33
12	54	130	10	0	28	37	106	5

sample pages

Waltz-Theme, co[illegible]d [illegible]h dice:

Flute or Recorder



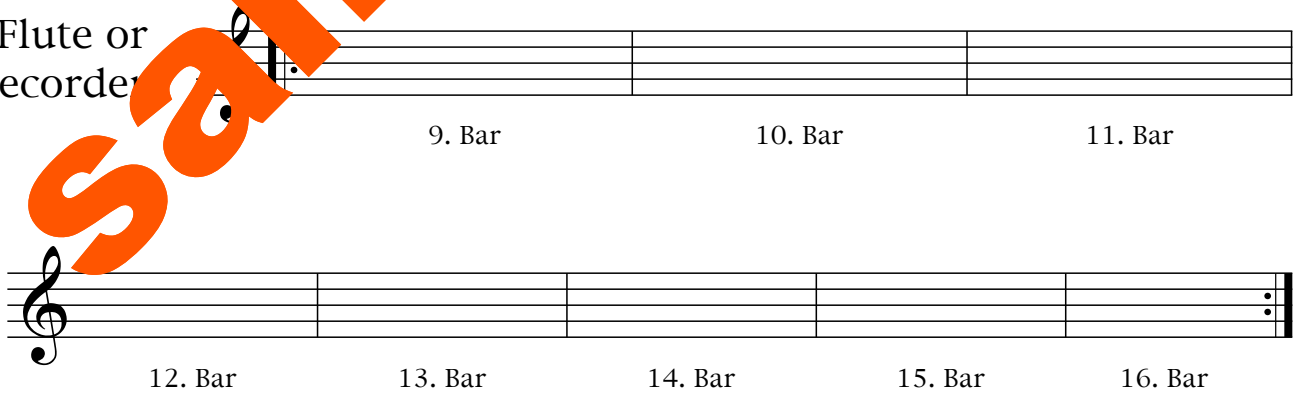
Number Table of the second part

	9. Bar	10. Bar	11. Bar	12. Bar	13. Bar	14. Bar	15. Bar	16. Bar
2	70	121	26	9	112	49	109	14
3	117	39	126	56	174	18	116	83
4	66	139	15	132	73	58	145	7
5	90	176	7	34	67	160	52	70
6	25	143	64	125	76	136		
7	138	71	150	29	101	162	3	
8	16	155	57	175	43	168		172
9	120	88	48	166	51		72	111
10	65	77	19	82	137	3	149	8
11	102	4	31	164	144	9	173	78
12	35	20	108	92	12	124	44	131

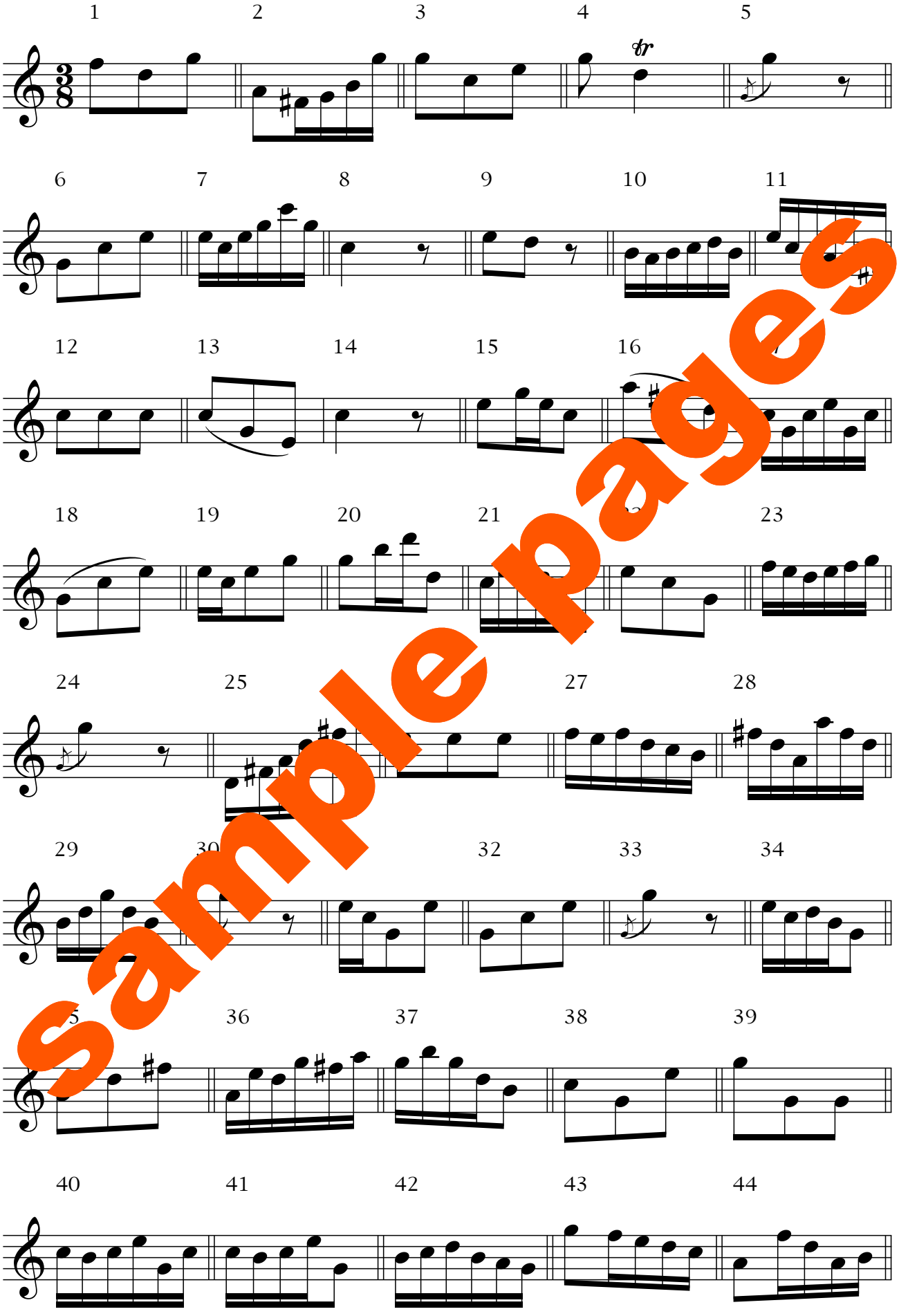
sample pages

Waltz-Theme, co[illegible]d [illegible]h dice:

Flute or Recorder



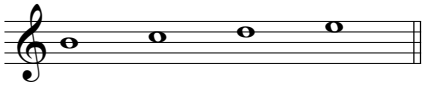
Sheet Music Table



Sample pages

Robert Fayrfax (1465 - 1521)

Melodical Music-Puzzle



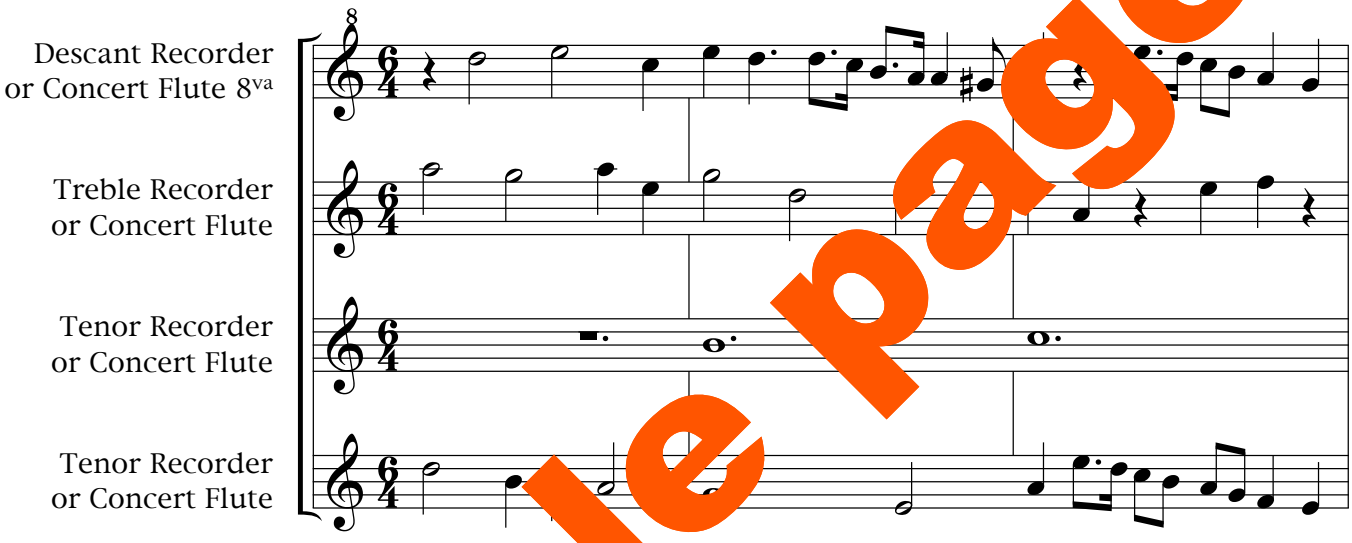
Put this four notes of the tetrachord b - c - d - [illegible] in ever-same note values and without rests into the third stave, so the melody sounds in basis, sequence (= retrograde inversion), inversion and [illegible]grade!

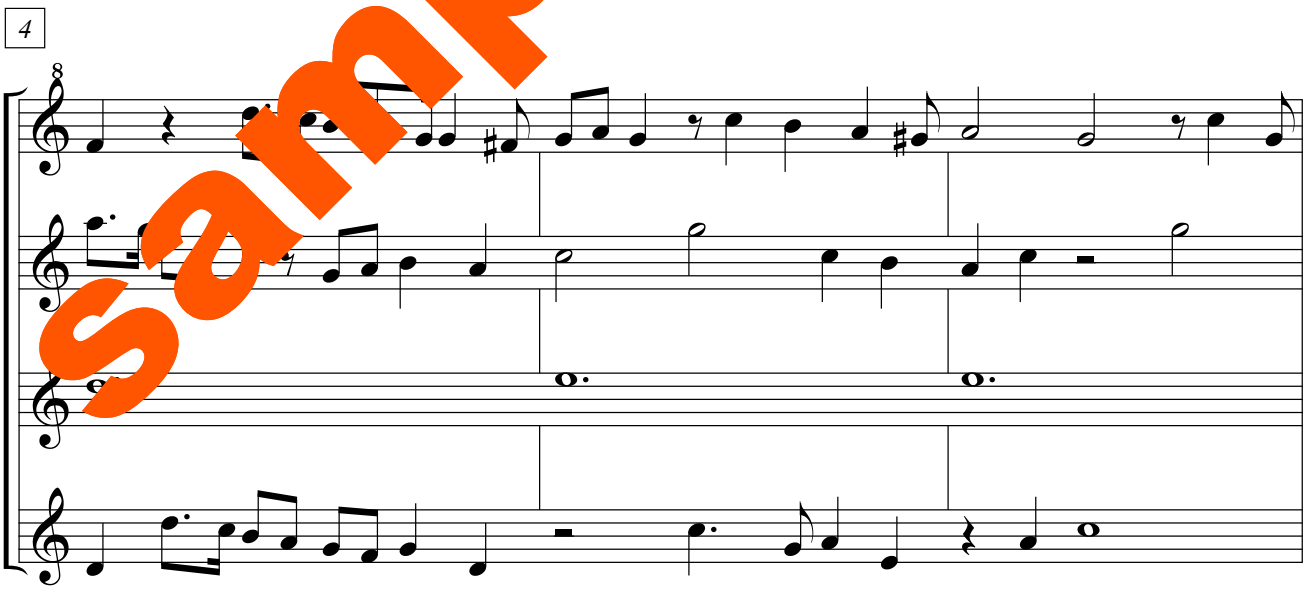
sample pages

Robert Fayrfax (1465 - 1521)

Melodical Music-Puzzle

How to solve the puzzle

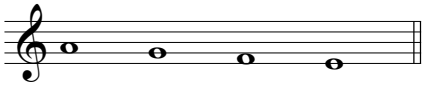




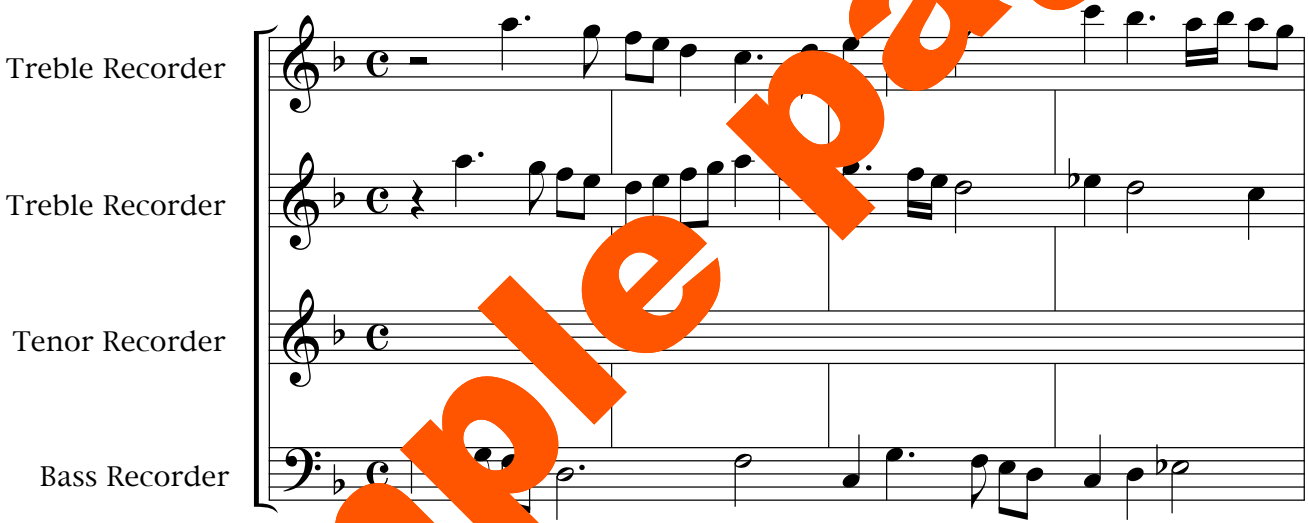
sample pages

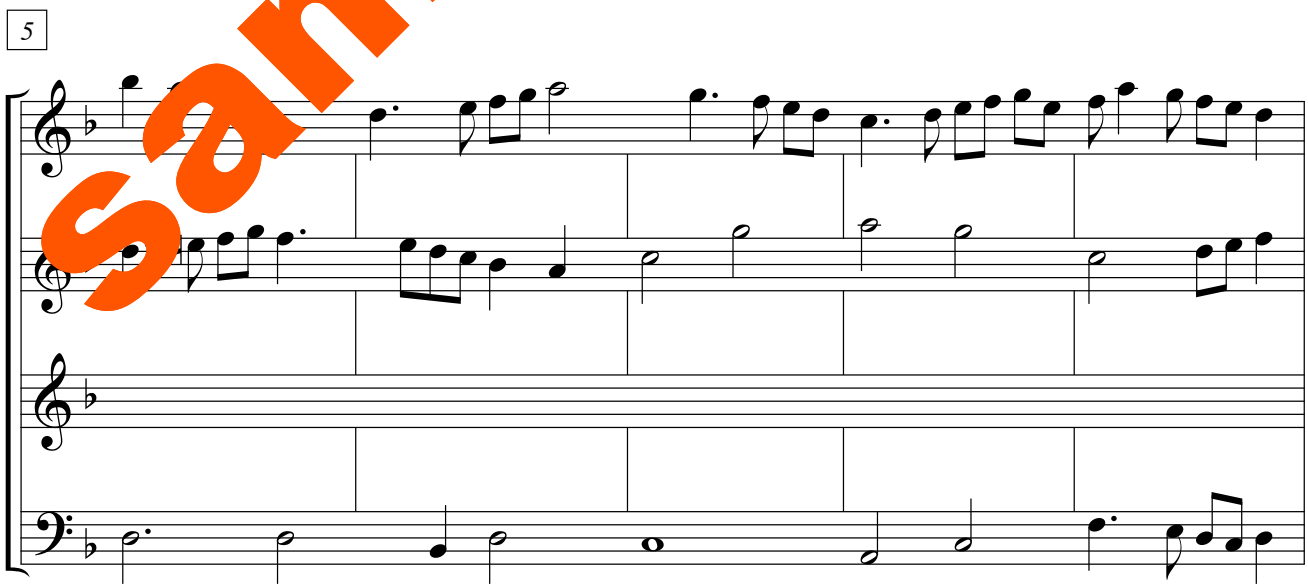
John Lloyd (1475 - 1523)

Rhythmical Music-Puzzle



Insert this four notes of the tetrachord a - g [illegible] without rests nine times into the third stave, so the melody has eq[illegible]te valus within one tetrachord, but each tetrachord with diminished no[illegible]





sample pages

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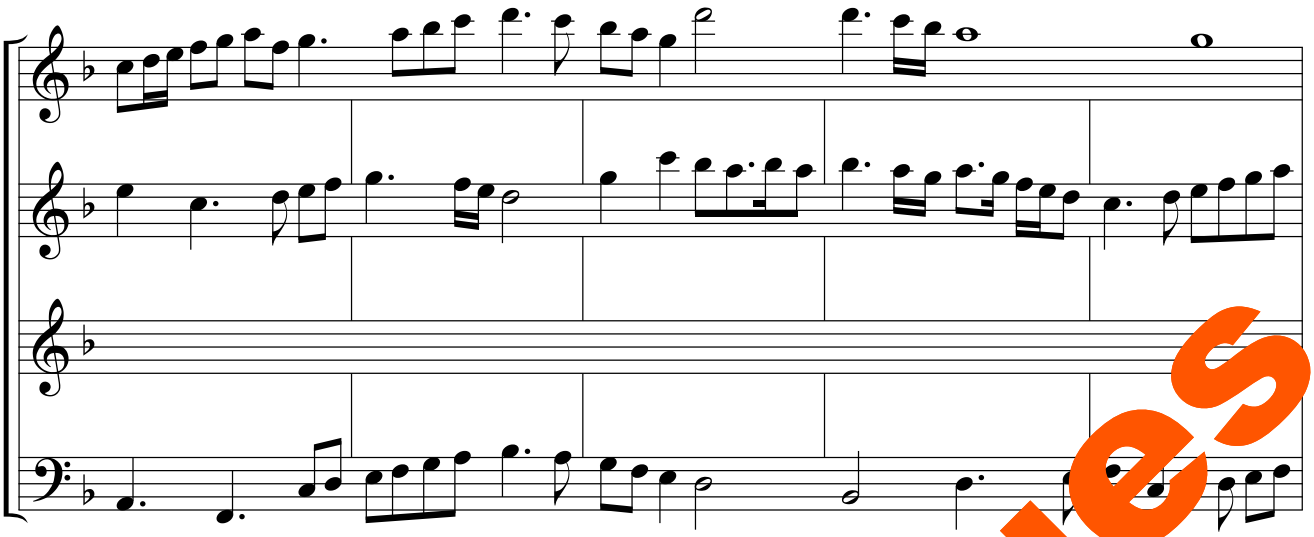

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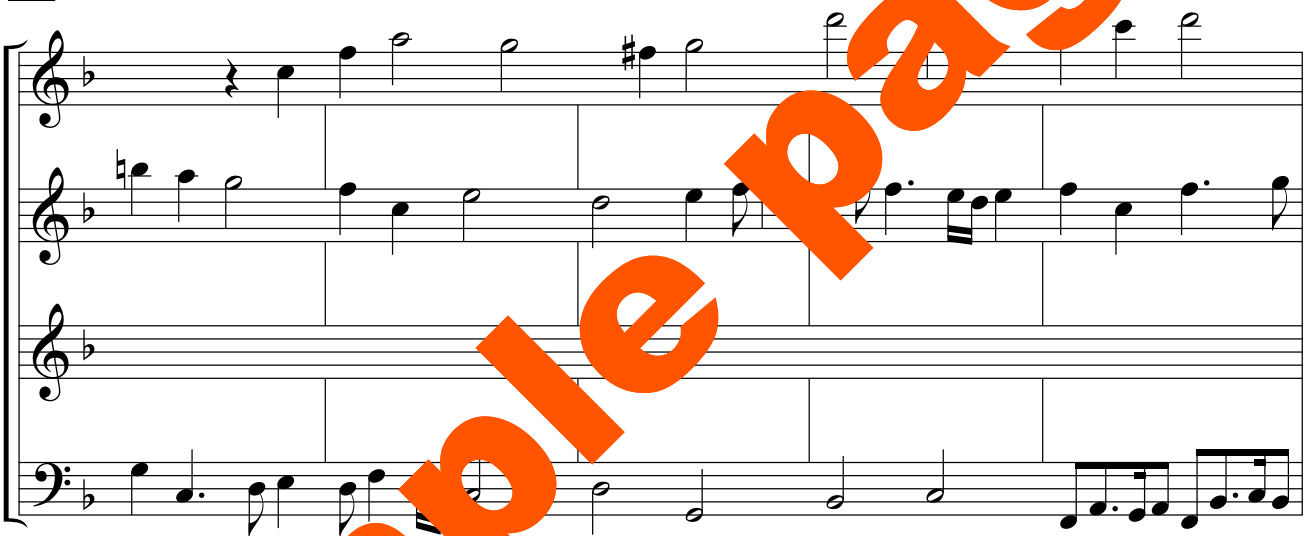

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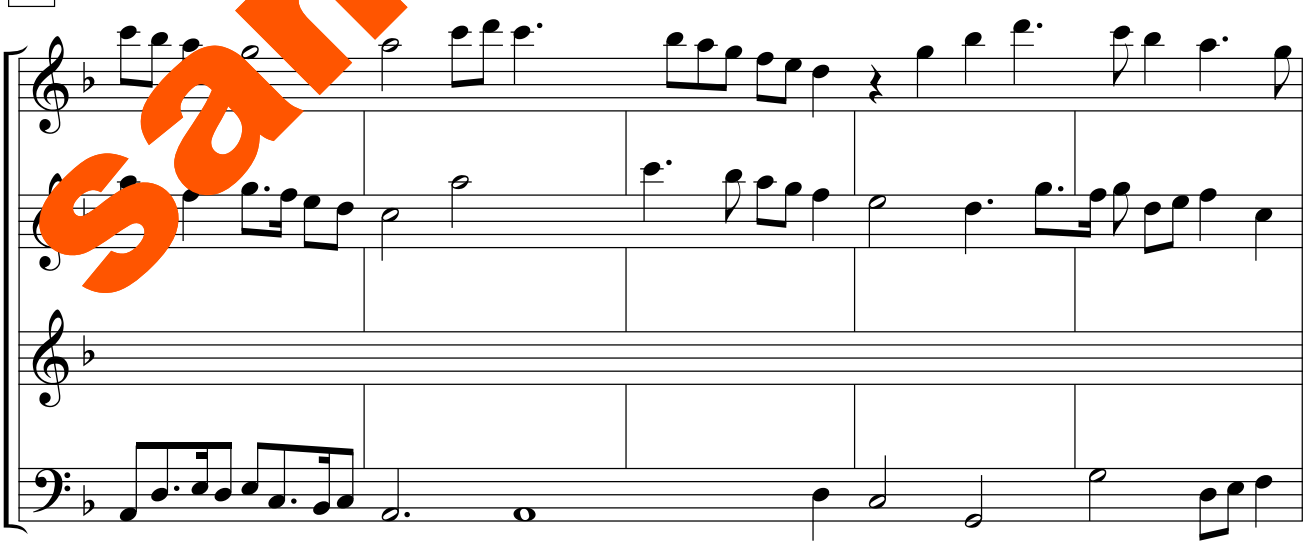
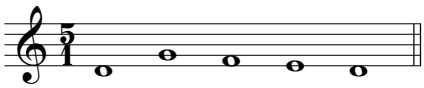


sample pages

John Dunstable (ca.1380 - 1453)

Melodical and Rhythmical Music-Puzzle



Insert this five notes d - g - f - e - d wit[illegible]ests four times with right note values into the second stave, so the [illegible]nds in basis and sequence!

sample pages