









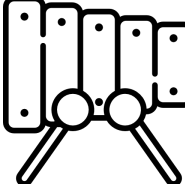




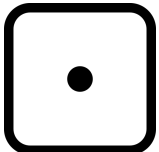







Saulesco's Etude Game

						
Instrument family ¹						
No. of instruments ²	One	Two	Three	Four	Five	Six
	One player			Two players/four hands		
No. of bars	2–12 bars (roll two dice)					
Metre ³	2 		3 		4 	
Tonic	Any tone between C# and B (roll two dice)					
Mode	<i>Ionian</i>	<i>Dorian</i>	<i>Phrygian</i>	<i>Lydian</i>	<i>Mixolydian</i>	<i>Aeolian</i>
						

¹ *Keyboard*: piano, harpsichord; *Woodwind*: piccolo, flute, oboe, cor anglais, clarinet, bass clarinet, bassoon, contrabassoon; *Strings*: violin, viola, cello, double bass; *Brass*: horn, trumpet, trombone, bass trombone, tuba; *Mallets*: marimba, vibraphone, glockenspiel, tubular bells; *Number six*: player's choice.

² For the keyboard instrument family, pick from the lower row – in all other cases, pick from the upper row. ³ Roll one die per row to get the complete time signature.