Peter McKenzie Armstrong

Patterns from the Game of Life

Part II: Rondo Infernale

for piano 4 hands

2019

Edition Ottaviano Petrucci

NOTES

COMPOSITION

This volume is a second of three evolving music from *Game of Life* start–graph configurations. It differs from Vol. I mainly in comprising a single relatively extended movement rather than multiple tiny ones and in having keyboard texture wide/dense enough to need four hands for performance.

Its *Game of Life* graph sources, one for each of the Rondo's letter–named section groups, are as follows. (For full information on any, access site <ConwayLife.com/wiki/Category:Patterns> and search on its name.)

Rondo Group	GOL Pattern Name	Discoverer	Year
A:	P61 Herschel Loop 2	Paul Callahan	1997
B:	Period–50 Glider Gun	Dean Hickerson	1996
C:	Mirage	(?)	(?)
D:	P48 Toad Hassler	Bill Gosper	1994

I will note here that, aside from the various applications of horizontal &/or vertical reflection, a technique of parameter swapping (X values become Ys and vice versa, i.e., exchanging pitch and time) has figured strongly. Section C', for example, is almost purely C itself rotated ninety degrees.

The score's companion audio file, initially default MIDI output by LilyPond, was separately rewritten by the composer in Rosegarden and realized via Pianoteq's "D4 Vintage Bosendorfer" instrument. Duration is 3 minutes.

PERFORMANCE

Accidentals
Accidentals throughout apply each exactly once. (LilyPond terms this style "Forget".) Natural–signs are cautionary only.

Articulation
Notes within a slur are to be connected. Notes outside a slur either before or after are to be audibly detached from it and from each other. Where, as often occurs, a slur contains immediate note–repetition, connection must be effected via the damper pedal (without "smooth–over" between slurs). There are no ties.

Clusters
Where chords are stretch– &/or density–wise unmanageable, players are invited to hollow them out to avoid undue rolling – discretely, preserving dissonance as far as possible.

– PMA

to Michael Pestel

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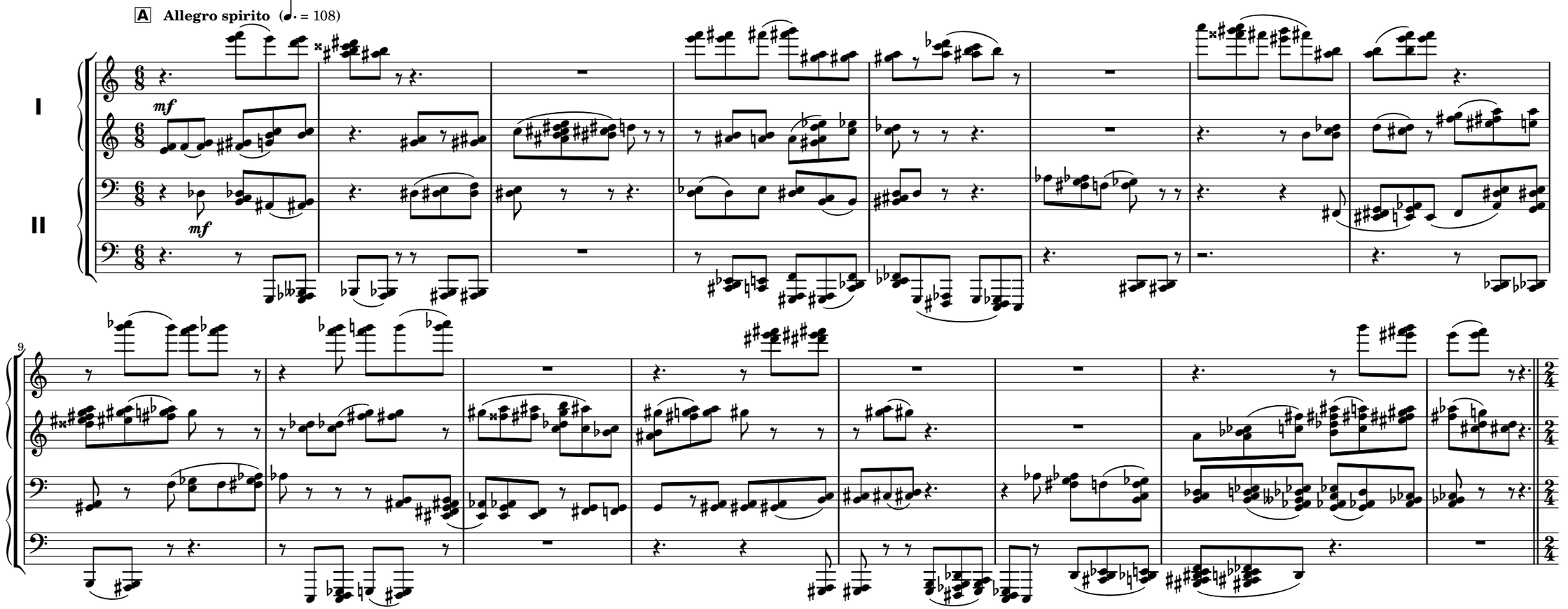

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17

B **Birichino, più veloce** (♩. = 116)

mp

mf cresc.

sfz

mp

22

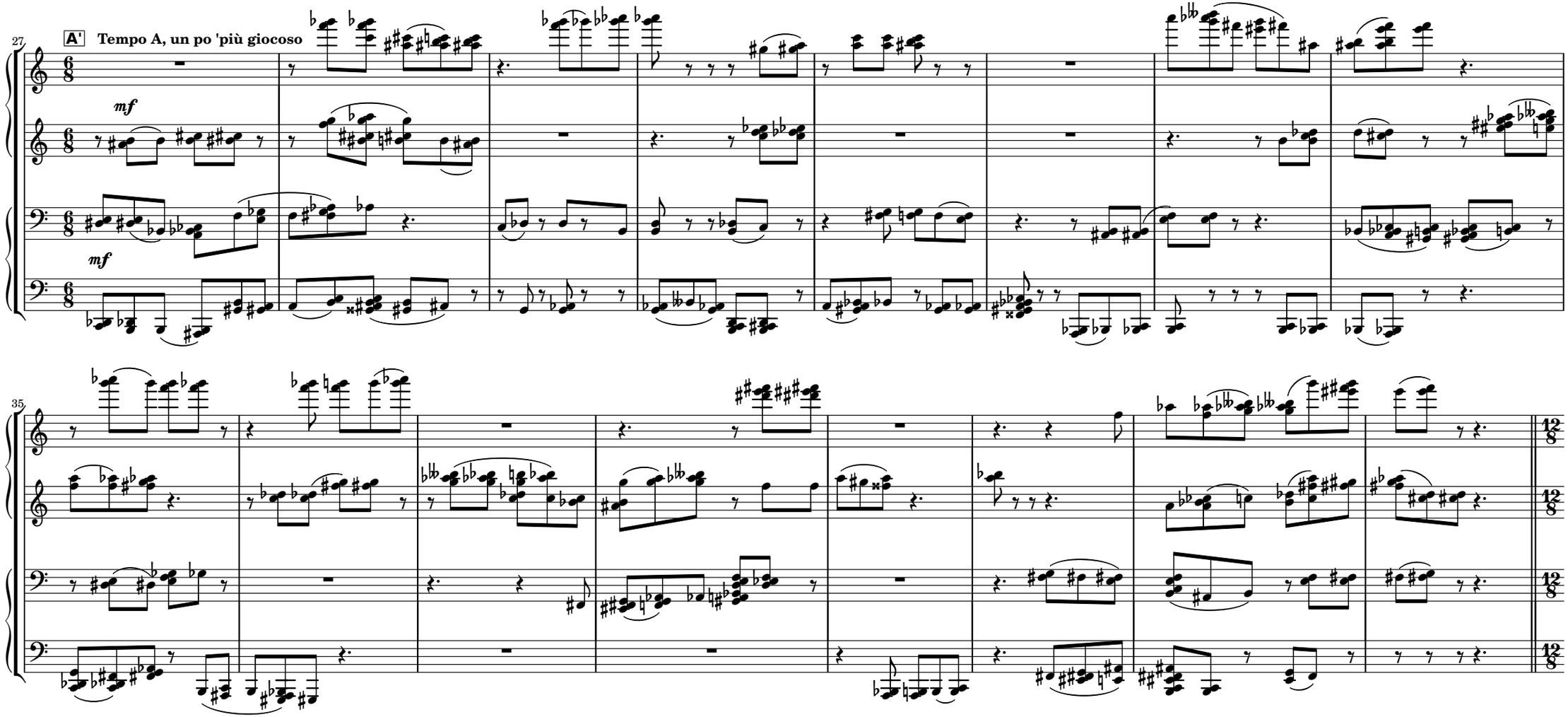
mf

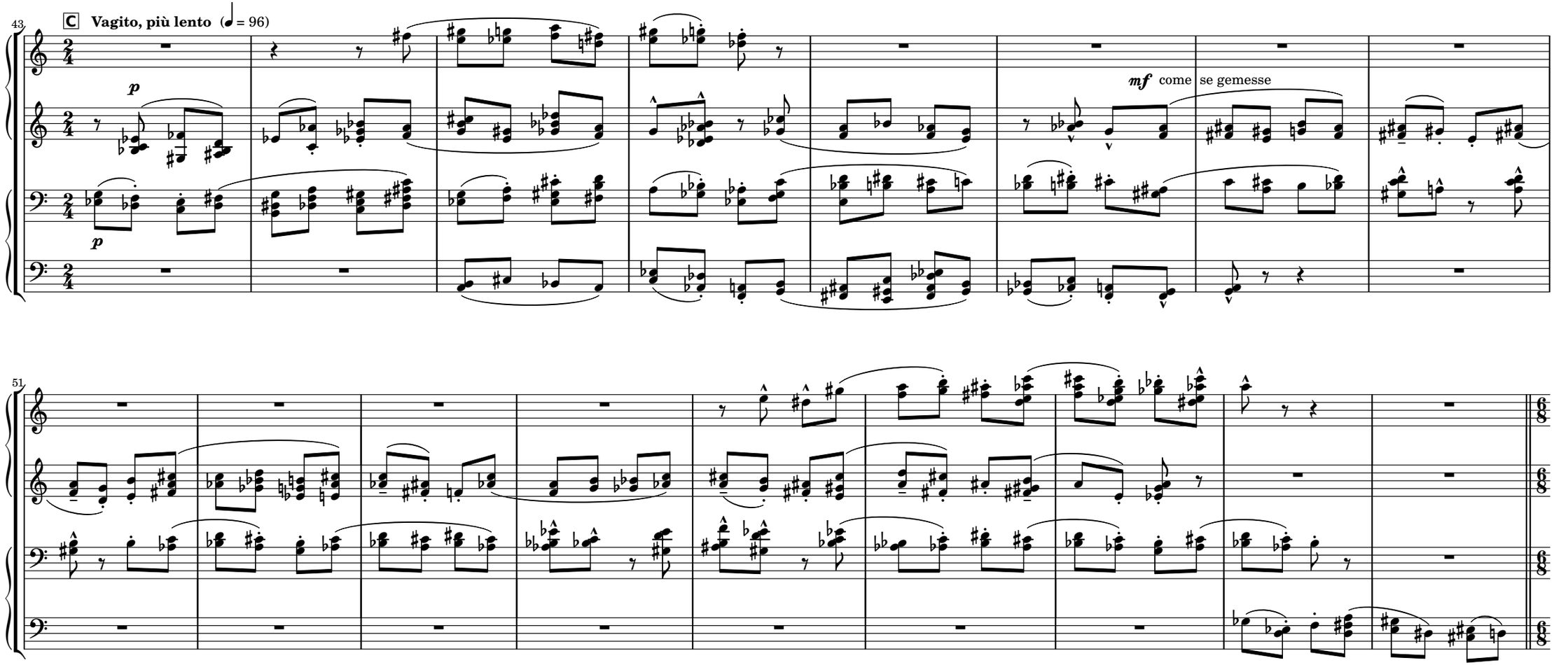
f

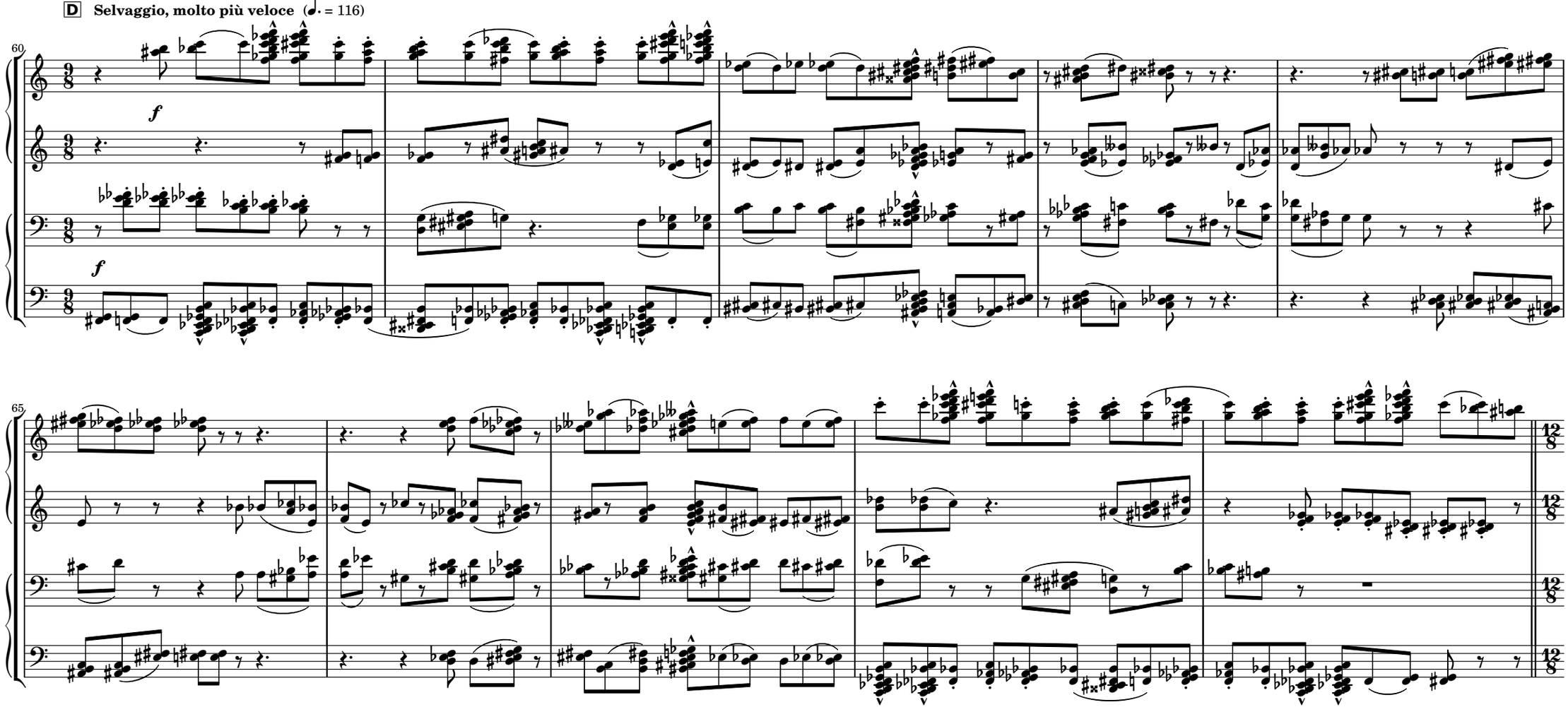
sfz

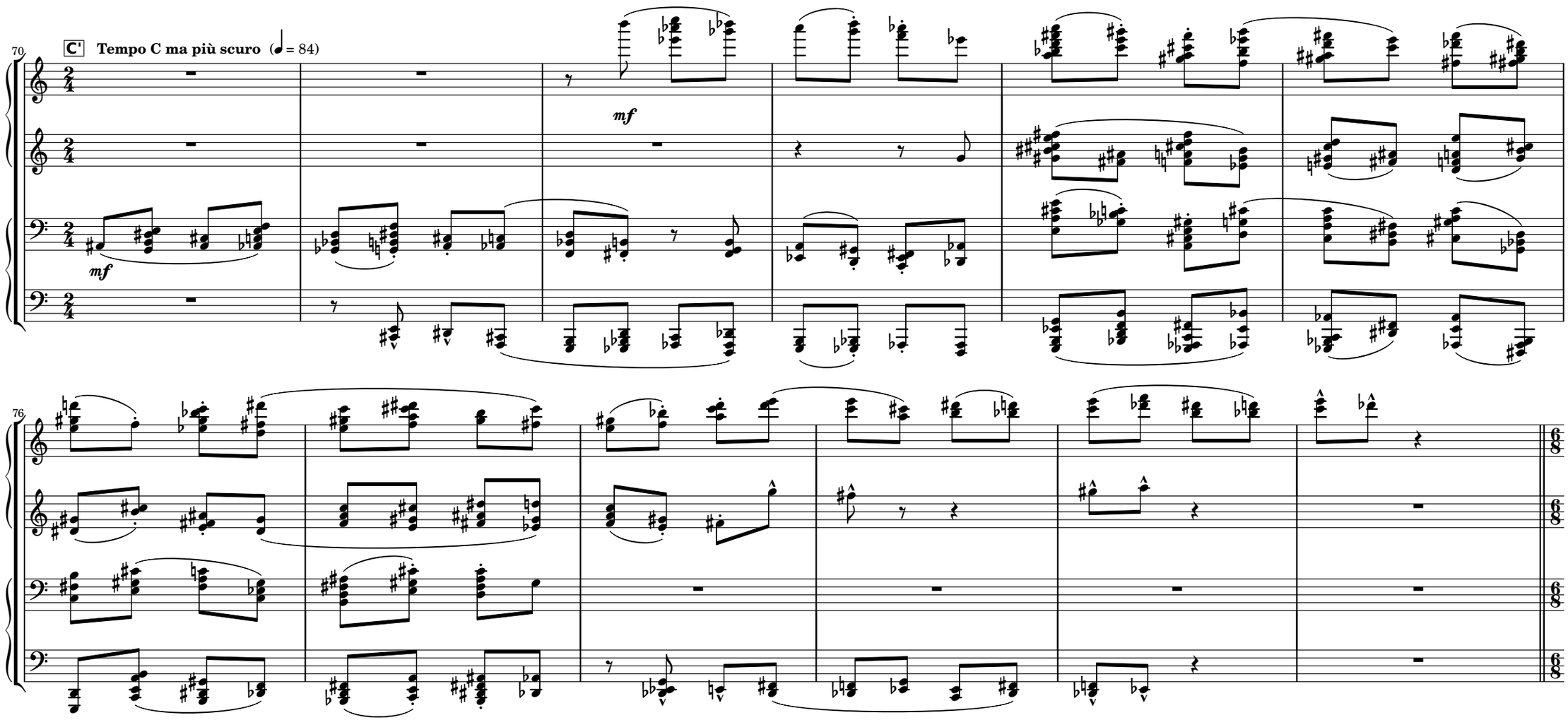
p

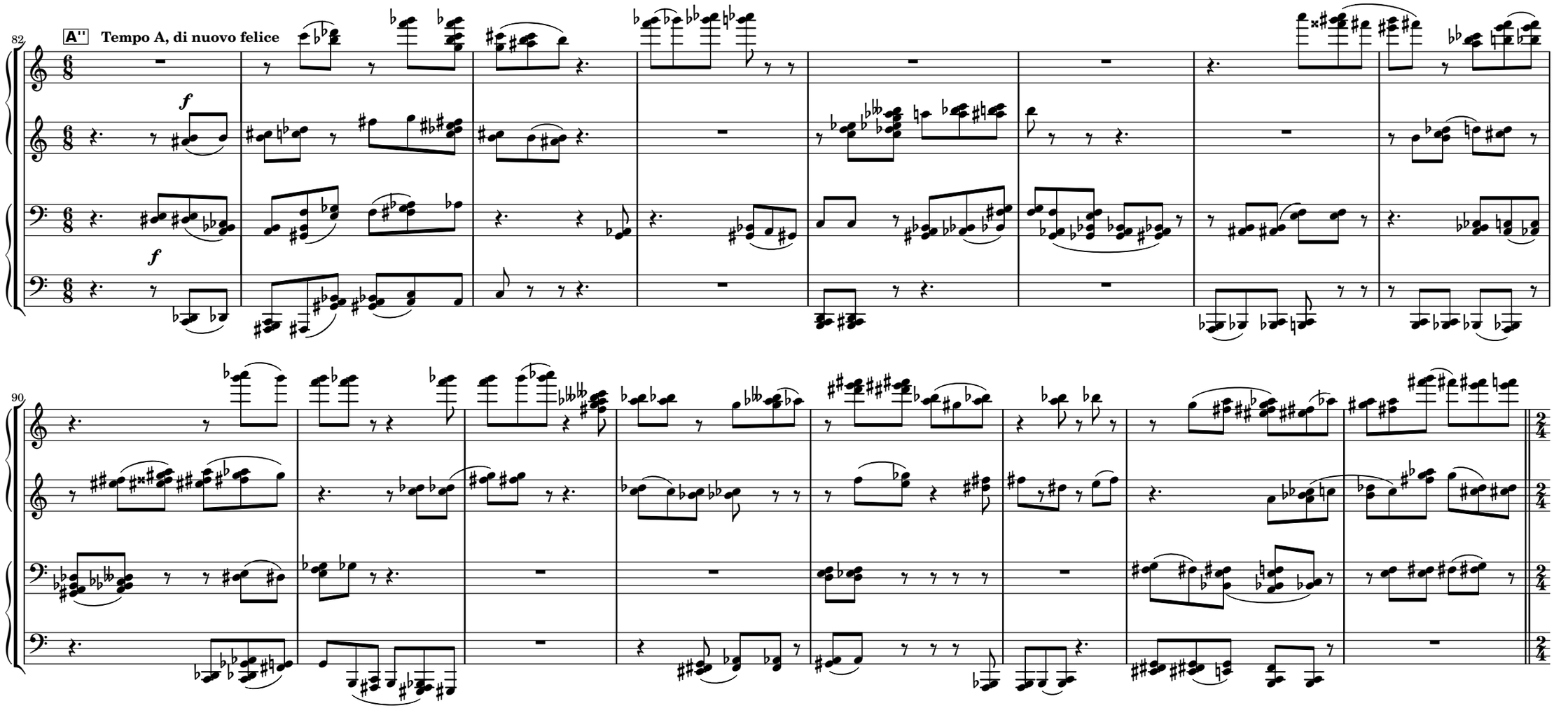
decel. - - - a - - -

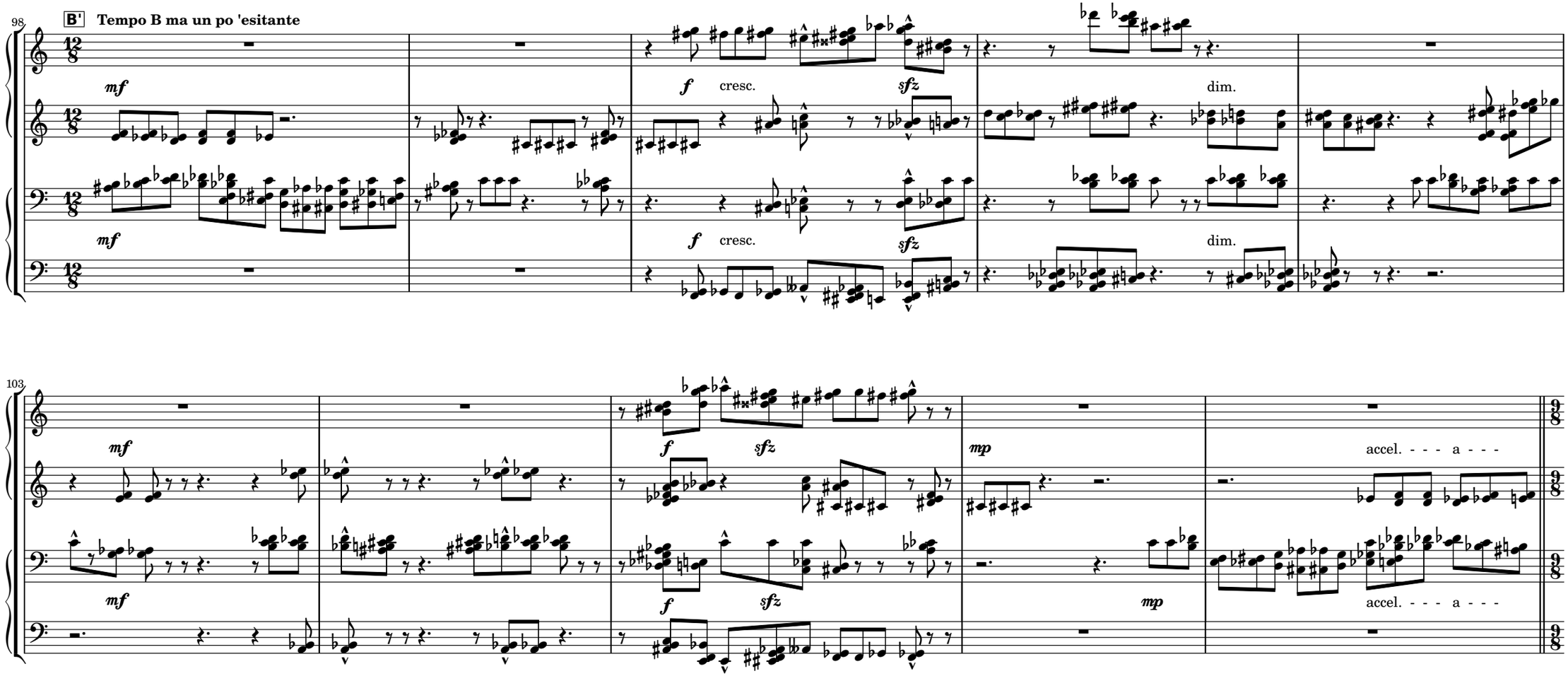

27
A'
Tempo A, un po 'più giocoso
mf
mf
35

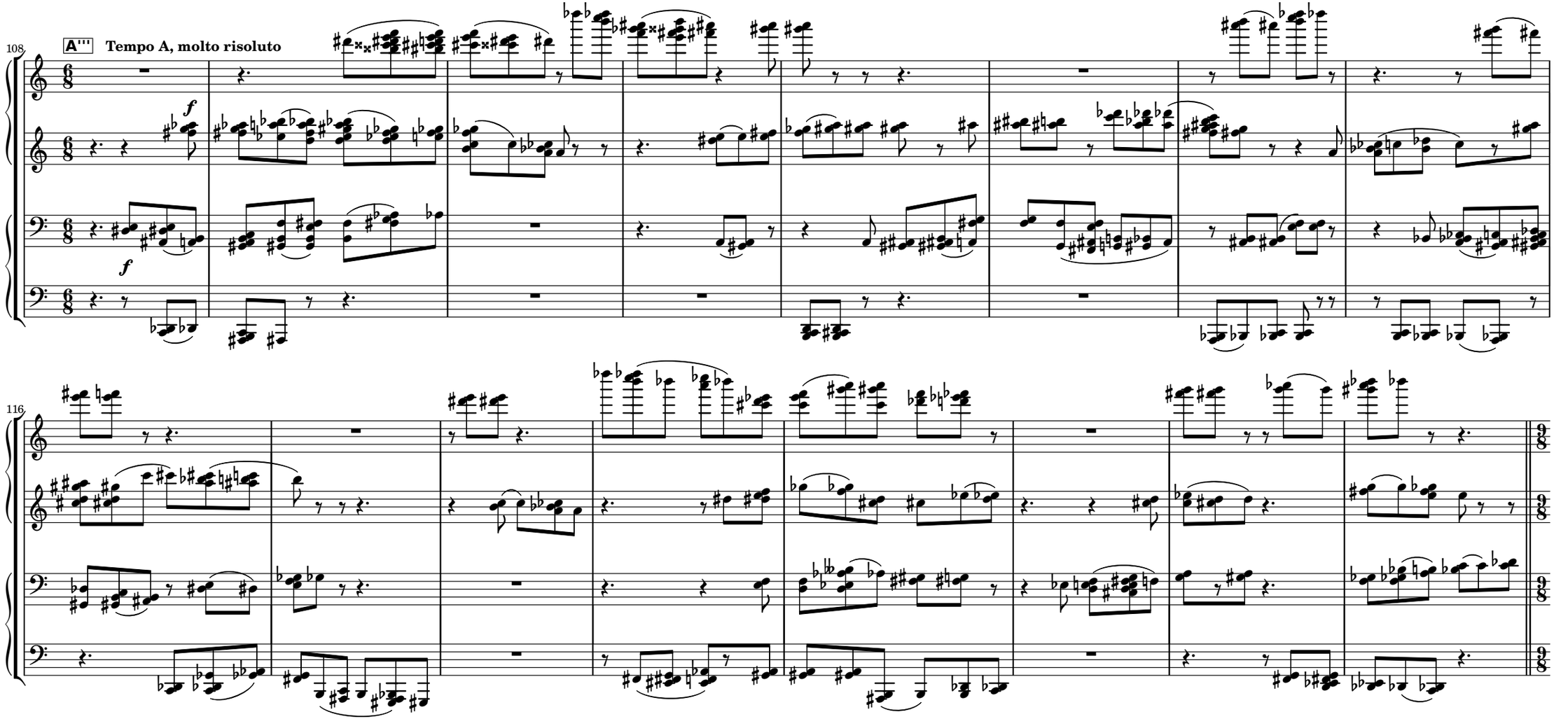

43
C
Vagito, più lento
= 96
p
p
mf
come se gemesse
51


D
Selvaggio, molto più veloce
= 116
60
f
f
65


70
C'
Tempo C ma più scuro
♩ = 84
mf
mf
mf
76


82
A''
Tempo A, di nuovo felice
f
f
90


98
B'
Tempo B ma un po 'esitante
mf
f
cresc.
sfz
dim.
103
mp
accel. - - - a - - -


108
A'''
Tempo A, molto risoluto
f
f
116

Coda **Tempo D ma furioso attaccato** (♩. = 120)

124

ff

ff

128

sfz

sfz