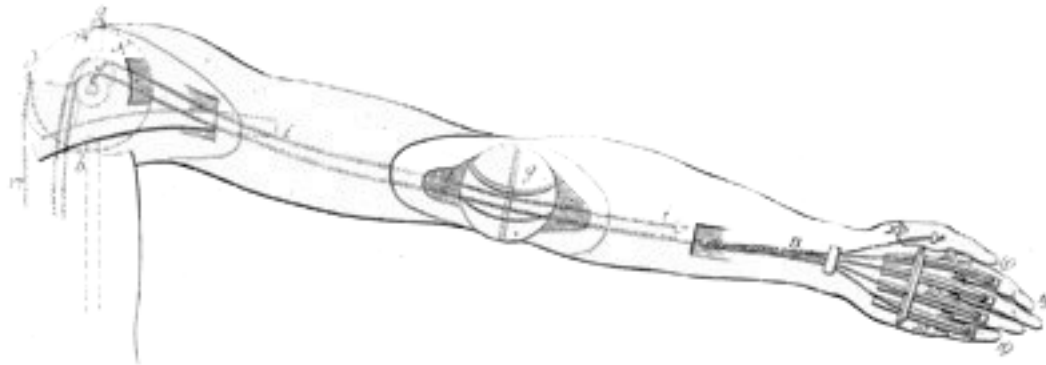


*In Wahrheit saß ein buckliger Zwerg darin, der ein Meister im
Schachspiel war und die Hand der Puppe an Schnüren lenkte*

-for alto kalimba and electronic sounds-



*Ethan Hayden
2013*

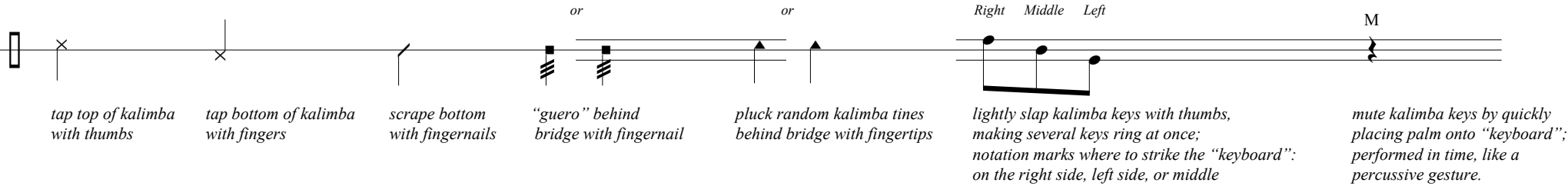
Instrumentation:

- Alto kalimba (preferably Hugh Tracey model), amplified
- Computer (running Max/MSP 5.1.8 or higher)
- 2 or 4 loudspeakers, preferably with subwoofer

Performance Notes:

- Numbered electronic cues are shown above the kalimba part in triangles.
- These should be cued by the performer, preferably with a foot pedal.
- The amplified kalimba should be the same volume as the samples of unprocessed kalimba notes. There is an example sound in the patch which can be used to test levels.

Percussion Notation:



The diagram illustrates various percussion notation symbols on a single staff line. From left to right, the symbols and their descriptions are:

- A vertical rectangle with a vertical line extending downwards, labeled: *tap top of kalimba with thumbs*
- An 'x' mark with a vertical line extending downwards, labeled: *tap bottom of kalimba with fingers*
- A diagonal slash mark with a vertical line extending downwards, labeled: *scrape bottom with fingernails*
- A double vertical line with a vertical line extending downwards, labeled: *"guero" behind bridge with fingernail*
- A double vertical line with a vertical line extending downwards, labeled: *or*
- A triangle pointing upwards with a vertical line extending downwards, labeled: *pluck random kalimba tines behind bridge with fingertips*
- A triangle pointing upwards with a vertical line extending downwards, labeled: *or*
- Three dots labeled *Right*, *Middle*, and *Left* above the staff, with a thick horizontal bar below them, labeled: *lightly slap kalimba keys with thumbs, making several keys ring at once; notation marks where to strike the "keyboard": on the right side, left side, or middle*
- A symbol labeled *M* above the staff, consisting of a vertical line with a horizontal bar and a small 'z' shape at the bottom, labeled: *mute kalimba keys by quickly placing palm onto "keyboard"; performed in time, like a percussive gesture.*

Duration: ca. 7.5'

Program Note:

The story is told of an automaton constructed in such a way that it could play a winning game of chess, answering each move of an opponent with a countermove. A puppet in Turkish attire and with a hookah in its mouth sat before a chessboard placed on a large table. A system of mirrors created the illusion that this table was transparent from all sides. Actually, a little hunchback who was an expert chess player sat inside and guided the puppet's hand by means of strings.

- Walter Benjamin, *Theses on the Philosophy of History*

In Wahrheit saß ein buckliger Zwerg darin, der ein Meister im Schachspiel war und die Hand der Puppe an Schnüren lenkte consists of contrapuntal dialogue between a live equal-tempered kalimba and its just-intoned and/or ring-modulated electronic reflections. The piece was composed for and is dedicated to percussionist Patti Cudd, with great thanks for her enthusiasm and artistry.

In Wahrheit saß ein buckliger Zwerg darin, der ein Meister im Schachspiel war und die Hand der Puppe an Schnüren lenkte

-for Patti Cudd-

- introduction -

Ethan Hayden

♩ = 72 *freely, but together (as if played by a single instrument)*

The musical score is written for two parts: Kalimba and Computer. The Kalimba part begins with a 4/4 time signature, a key signature of one sharp (F#), and a dynamic marking of *mp*. It includes a first ending bracket labeled '1' and a second ending bracket labeled '2'. The Computer part also starts in 4/4 time with the same key signature. The score features various time signature changes, including 3/4, 5/4, and 11/16. There are several triplet markings and a '3' marking with a slur. The piece concludes with a final time signature of 10/4. The score is marked with a circled '7' and a triangle '3' at the beginning of the second system.

Kalimba

Computer

Klm.

Comp.

7

3

1

2

4

5

3

11/16

10/4

3

3

1-2"

- Durch ein System von Spiegeln wurde die Illusion erweckt, dieser Tisch sei von allen Seiten durchsichtig -

♩ = 60 *very freely*

14

6

Klm.

Comp.

10/4

mf

16

Klm.

Comp.

18

3-5"

Klm.

Comp.

12/4

8/4

20

7

Klm.

Comp.

8/4 10/4 8/4

23

8

Klm.

Comp.

8/4 11/4 8/4

(25)

Klm. *(pluck tines behind bridge)*

Comp.

mf *("guero")* *3* *5:4* *mp*

(30)

Klm. *(mute keys)*

Comp.

mf *mp* *mf* *mp* *3*

- interlude -

(35) ♩ = 72

Klm.

Comp.

mp *(l.v. throughout)* 9 10 12 8^o 10

29 11 12

Klm.

Comp.

- In Wahrheit saß ein buckliger Zwerg darin, der ein Meister im Schachspiel war und die Hand der Puppe an Schnüren lenkte -

♩ = 60

42 13 14

Klm.

Comp.

mf

48 15

Klm.

Comp.

3:2

54

Klm.

Comp.

16

17

3:2

9"

59

Klm.

Comp.

18

19

(tap top of kalimba body with thumbs)

mp

64

Klm.

Comp.

20

21

♩ = 72

(scrape with nails)

mp

69

Klm.

Comp.

mf
(tap top of kalimba body with thumbs)

mp

22

73

Klm.

Comp.

("guero" behind bridge with fingernail)

p *mf*
(scrape with nails)

mf

mf

(tap bottom of kalimba with fingers)

78 26

Klm.

Comp.

mp

mp

81 27

Klm.

Comp.

mf
(tap bottom of kalimba with fingers)

85 28 29 30

Klm.

Comp.

mf

("guero")

91 31

Klm.

Comp.

f as fast as possible

(add vibrato if possible)

stop shortly before computer cuts off,
mute resonance in sync with computer cut-off

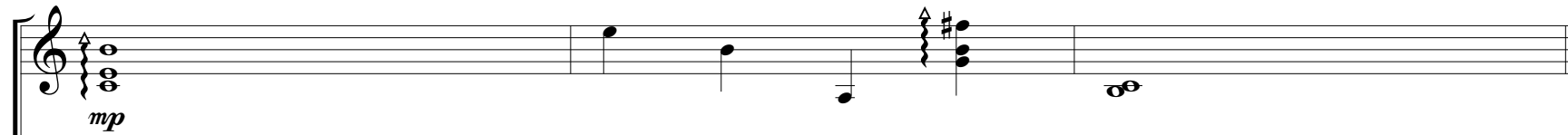
- coda -

94 ♩ = 60 *very freely*

molto rit. -----> ,

Klm.

mp



Comp.

(computer tacet)

