

The idea of composing "Games" was suggested by children playing spontaneously, children for whom the piano still means a toy. They experiment with it, caress it, attack it and run their fingers over it. They pile up seemingly disconnected sounds, and if this happens to arouse their musical instinct they look consciously for some of the harmonies found by chance and keep repeating them. Thus this series does not provide a tutor, nor does it simply stand as a collection of pieces. It is a possibility for experimenting and not for learning "to play the piano".

Pleasure in playing, the joy of movement—daring and if need be fast movement over the entire keyboard right from the first lessons instead of clumsy groping for keys and the counting of rhythms—all these rather vague ideas lay at the outset of the creation of this collection.

Playing is just playing. It requires a great deal of freedom and initiative from the performer. On no account should the written image be taken seriously but the written image must be taken extremely seriously as regards the musical process, the quality of sound and silence. We should trust the picture of the printed notes and let it exert its influence upon us. The graphic picture conveys an idea about the arrangement in time of even the most free pieces.

We should make use of all that we know and remember of free declamation, folk-music *parlando-rubato*, of Gregorian chant and of all that improvisational musical practice has ever brought forth.

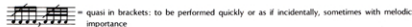
Let us tackle bravely even the most difficult task without being afraid of making mistakes: we should try to create valid proportions, unity and continuity out of the long and short values—just for our own pleasure!

Key to the Signs Used

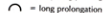
I. Signs indicating value

1. Sound values

White (○) signs indicate generally longer, black (●) signs shorter values. Each sign indicating value is relative in proportion to the chosen tempo of the individual piece.



2a) Signs affecting the duration (over notes or rests)



2b) The range of sound values, in decreasing order:

