

PLAYERS:

- Soprano
- Actor.

- Flute (also piccolo, alto flute and bass-flute.)
- Clarinet in Bb (also bass-clarinet.)
- Percussion -1 player- (see below the complete list.)
- Piano.
- Accordion.
- Violin I
- Violin II.
- Viola.
- Violoncello.
- Double-bass.

List of percussion instruments:

- Vibraphone
- 2 Tam-tams (high, low)
- 4 sups. cymbal (high, medium and two lows)
- Susp. cymbal (low)
- 4 cow bells.
- Chinese cymbal
- 3 Javanese or Thai gongs (high, medium and low)
- triangle (low)
- spring coil
- glockenspiel
- whip
- bass-drum
- 2 maracas
- 1 Timpano (32" = 73 cm.)
- 1 Tibetan singing bowl
- 4 wood blocks.
- 1 rainstick.
- 4 bamboo-cimes
- 5 tom-toms
- Metal chimes.
- A 6th string guitar, 4th string violoncello or low string piano used by the percussionist to use at the edge of a cymbal.
- Metal chimes.
- 1 flexatone.

Other objects used as musical instruments:

- 18 wooden pencils (except for the percussionist and the voice, two pencils for every musician)

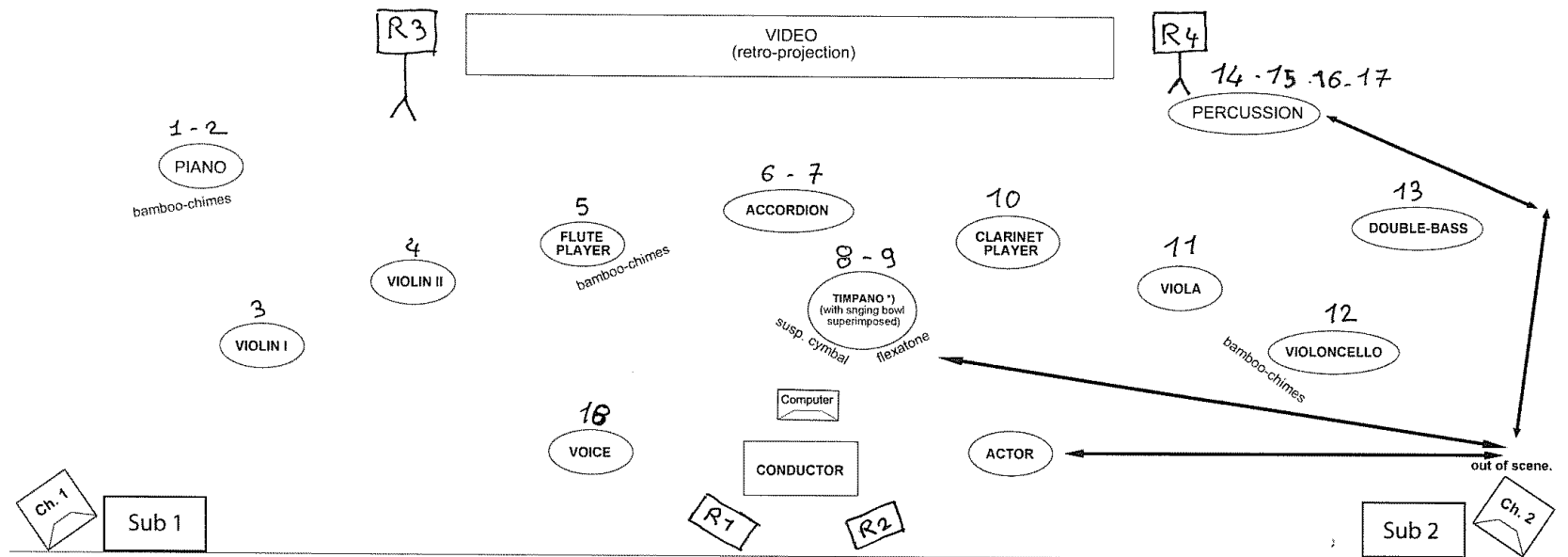
- 9 little toys:

Except for the singer and for the percussionist, each performer will be assigned a small toy that produces sound (mechanically, not electronically), like a music box, clockwork toys, little harmonicas, toy rattles, toy drums (as small as possible)...

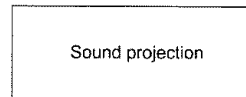
As far as possible, each player will use a toy that produces a sound different from others.

In the case of toys that produce excessively loud sounds for the dynamics specified in the score, they can be blown into a bag of skin or a thick cardboard box or other containers that could serve as a damper.

- 7 crystal glasses (one for every of the next players: flute, clarinet, piano, accordion, violin I, violin II and viola), each one preferably with a different timbre.



AUDIENCE



AUDIENCE



*) Only for the V scene (INTERLUDIO);

