

# MMMOG

Massive Musical Multiplayer Organized Game



By Steve Horowitz

Commissioned by Composers and Schools in  
Concert for the Berkeley High School Orchestra (2011)

# MMMOG

Music for Large Chamber Ensemble

By Steve Horowitz

*Written on commission for Composers and Schools in Concert for Berkeley High School,  
and dedicated to the memory of Phil Hardiman*

## INSTRUMENTATION

Treble Instrument 1, Treble Instrument 2

Bass Instrument 1 , Bass Instrument 2

String Orchestra, 1<sup>st</sup> Violins, 2<sup>nd</sup> Violins, Violas , Cellos, Basses

Marimba

Percussion 1 (Large Bass Drum, Large Tam Tam)

Percussion 2 (Large Bass Drum, Large Tam Tam)

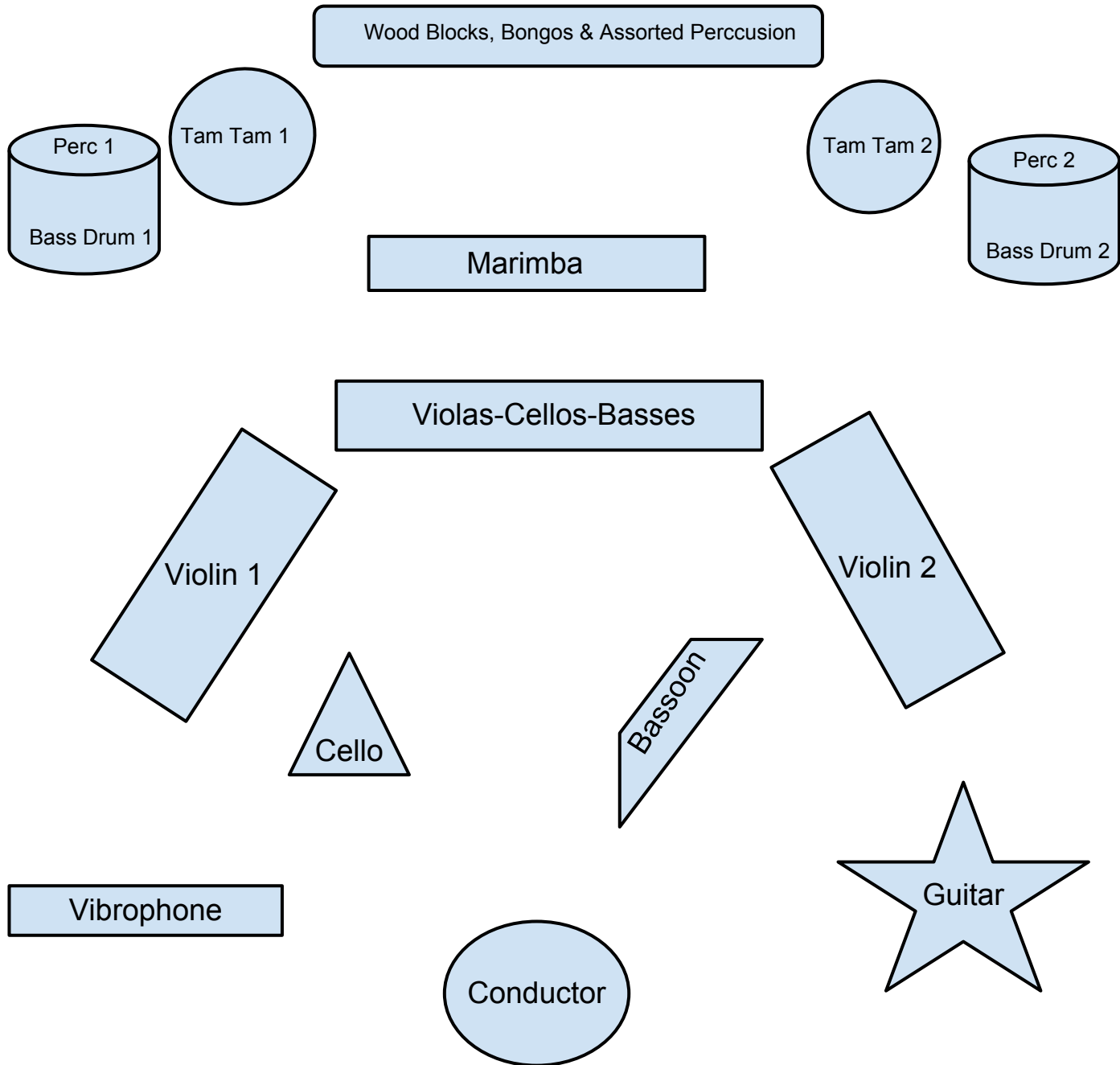
*(Assorted shared percussion both players- Wood Blocks, Vibraslap, Bongos)*

## RUNNING ORDER

**\*Opening-G1-Cutsceen #1-G2-G3-Transitions-Cutsceen #2-Closing**

### **NOTES:**

- 1- Please encourage the performers to **have fun** and develop their own sense of this piece. Talk to them about graphic scores, open form notation and the New York school of composers such as, Earle Brown, Morton Feldman and John Cage. Also inform them about the next generation of improvising musicians that were inspired by them such as, Elliott Sharp, Anthony Braxton, and John Zorn.
- 2- **The opening piece**, is to be played as written, with the exception of the 4 top instrumental parts. These players should be encouraged to transform the long held trill passages using their ears and extended techniques. Let the players get familiar with the notation on the page & then let them add their own spin to it.
- 3- **Pieces G1-G3, Transitions and Closing**, should be played by following the conductor as they choose a number and que each player or section to enter and exit the game. The conductor has control over the form and length of each section and is also responsible for creating a satisfying musical transition between sections. Downbeat should be equal to upbeat in most cases, but do not be afraid of leaving silences between sections. If the conductor feels as if the performers are really getting the music and ready to move onto the "next level", then in boxes and sections where no tempo is required from the conductor, players can choose to enter and exit as they see fit, *(similar to piece G3)* creating a two way street between the conductor and the ensemble.



Opening

♩ = 150

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The musical score is arranged in a standard orchestral format with the following parts and staves from top to bottom:

- Guitar:** Treble clef, playing a melodic line with a forte (*f*) dynamic and a tremolo effect.
- Vibraphone:** Treble clef, playing a melodic line with a forte (*f*) dynamic and a tremolo effect, marked "Arco".
- Cello:** Bass clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic.
- Bassoon:** Bass clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic.
- Strings:** Four staves (Violins 1, 2, 3, and 4).
  - Violin 1: Treble clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic, marked "Pizz".
  - Violin 2: Treble clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic, marked "Arco".
  - Violin 3: Bass clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic, marked "Pizz".
  - Violin 4: Bass clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic, marked "Arco".
- Marimba:** Treble clef, playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic, marked "Hard Mallets".
- Percussion 1:** Snare drum (B.D.), playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic.
- Percussion 2:** Snare drum (B.D.), playing a rhythmic accompaniment of eighth notes with a forte (*f*) dynamic.

This musical score is arranged in a system of staves. The instruments and their parts are as follows:

- Gtr. (Guitar):** Treble clef. Features melodic lines with slurs and vibrato, and a final section with a forte (*f*) dynamic.
- Vib. (Vibraphone):** Treble clef. Mirrors the guitar's melodic lines with slurs and vibrato, also featuring a forte (*f*) dynamic.
- B. Sx. (Baritone Saxophone):** Bass clef. Plays a steady eighth-note accompaniment, with a final melodic flourish marked *f*.
- Bass:** Bass clef. Plays a steady eighth-note accompaniment, with a final melodic flourish marked *f*.
- 1, 2, 3, 4 (String Quartet):** Four staves (1: Treble, 2: Treble, 3: Bass, 4: Bass). All strings play a consistent eighth-note accompaniment.
- Perc 1 (Percussion 1):** Features a rhythmic pattern of eighth notes with occasional accents (>).
- Perc 2 (Percussion 2):** Features a steady eighth-note accompaniment.

The score includes various musical notations such as slurs, vibrato lines, and dynamic markings (*f*) to guide the performance.

This musical score is arranged in a system with seven staves. The instruments and their parts are as follows:

- Gtr. (Guitar):** Treble clef, melodic line with trills and slurs. Dynamics: *mf*.
- Vib. (Vibraphone):** Treble clef, melodic line with trills and slurs. Dynamics: *mf*.
- B. Sax. (Bass Saxophone):** Bass clef, melodic line with trills and slurs. Dynamics: *mf*.
- Bass:** Bass clef, melodic line with trills and slurs. Dynamics: *mf*.
- 1 (String 1):** Treble clef, mostly rests, with a dynamic change to *f* at the end.
- 2 (String 2):** Treble clef, mostly rests, with a dynamic change to *f* at the end.
- 3 (String 3):** Bass clef, mostly rests, with a dynamic change to *f* at the end.
- 4 (String 4):** Bass clef, mostly rests, with a dynamic change to *f* at the end.
- Perc 1 (Percussion 1):** Rhythmic pattern with accents. Dynamics: *mf*. Includes markings for "Tam Tam", "Let Ring", and "tt LR".
- Perc 2 (Percussion 2):** Rhythmic pattern with accents. Dynamics: *mf*. Includes markings for "Tam Tam", "Let Ring", and "tt LR".

The score features various musical notations including trills, slurs, and dynamic markings (*mf*, *f*) throughout the piece.

This page of a musical score features the following parts and markings:

- Gtr. (Guitar):** Treble clef, playing a series of eighth notes with a tremolo effect, marked with a forte *f* dynamic.
- Vib. (Violin):** Treble clef, playing a series of eighth notes with a tremolo effect, marked with a forte *f* dynamic.
- B. Sx. (Viola):** Bass clef, playing a series of eighth notes with a tremolo effect, marked with a forte *f* dynamic.
- Bass:** Bass clef, playing a series of eighth notes with a tremolo effect, marked with a forte *f* dynamic.
- String Quartet (1-4):** Treble clefs for parts 1 and 2, Bass clefs for parts 3 and 4. All parts are marked *f* and include the instruction "ARCO" and "Glissando" with a wedge accent (>). The notes are slurred together.
- Perc 1 (Percussion 1):** A rhythmic pattern of eighth notes.
- Perc 2 (Percussion 2):** A rhythmic pattern of eighth notes.

This musical score is arranged in a system with seven staves. The instruments and their parts are as follows:

- Gtr. (Guitar):** Treble clef. Features a melodic line with a wavy vibrato effect. Dynamics include *mf* and *f*.
- Vib. (Vibraphone):** Treble clef. Features a melodic line with a wavy vibrato effect. Dynamics include *mf* and *f*.
- B. Sx. (Saxophone):** Bass clef. Features a melodic line with a wavy vibrato effect. Dynamics include *mf* and *f*.
- Bass:** Bass clef. Features a melodic line with a wavy vibrato effect. Dynamics include *mf* and *f*.
- 1 (Violin 1):** Treble clef. Starts with a *Glissando* and *Pizz* (pizzicato) marking. Dynamics include *mf* and *f*.
- 2 (Violin 2):** Treble clef. Starts with a *Glissando* and *Arco* (arco) marking. Dynamics include *mf* and *f*.
- 3 (Viola):** Bass clef. Starts with a *Glissando* and *Pizz* marking. Dynamics include *mf* and *f*.
- 4 (Cello):** Bass clef. Starts with a *Glissando* and *Arco* marking. Dynamics include *mf* and *f*.
- Perc 1 (Percussion 1):** Features a rhythmic pattern of eighth notes with accents. Includes markings for *tt* (tutti) and *LR* (left-right). Dynamics include *mf* and *f*.
- Perc 2 (Percussion 2):** Features a rhythmic pattern of eighth notes with accents. Includes markings for *tt* and *LR*. Dynamics include *mf* and *f*.



Repeat and hold till conductor cues downbeat into last bar

**Gtr.** *mf* *ff*

**Vib.** *mf* *ff*

**B. Sx.** *mf* *ff*

**Bass** *mf* *ff*

**1** *mf* *f* Arco Glissando

**2** *mf* *f* Arco Glissando

**3** *mf* *f* Arco Glissando


**4** *mf* *f* Arco Glissando

**Perc 1** *mf* *f* Lt LR


**Perc 2** *mf* *f* Lt LR

MMMOG-G1

TR  $\mu$   $\frac{1}{2}$  **2**

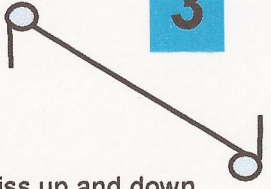


Half step trills high or low notes at choice



TR  $\mu$   $\frac{1}{2}$

**3**




Gliss up and down notes at choice

**0**


FREE ZONE

**1**



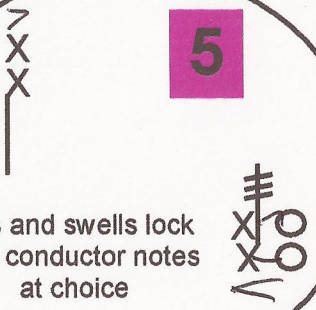
1/4 note pulse lock tempo with conductor

FAP **4**



Play lick fast as possible notes at choice

**5**



Hits and swells lock with conductor notes at choice