

How to play Mozart's Musical Dice Game

1. Throw the PAIR OF DICE, when they land, add the dots on the top faces of both dice together, to produce a number between two and twelve.
2. Find this number in the left hand column of the **first** of the two TABLES OF NUMBERS.
3. Select the number on the same line, but in the second column, of first TABLE OF NUMBERS.
4. Find the bar, in the TABLE OF MUSIC, which has this number.
5. Copy this bar of music onto the blank MANUSCRIPT, as the first bar in your version of the work.
6. Throw the PAIR OF DICE again, as in 1. & 2. above, this time find the bar number in the third column of the TABLE OF NUMBERS
7. As in 4. & 5. above, find the bar in the TABLE OF MUSIC and copy it onto the blank MANUSCRIPT as the second bar in your version of the work.
8. Continue in this way until you get to the ninth column of the TABLE OF NUMBERS, which will produce the eighth bar of your version of the work.
9. All the numbers in the ninth column, of the TABLE OF NUMBERS, will lead you to a bar on the TABLE OF MUSIC that has two options on the Bass Clef. Copy this eighth bar onto the blank MANUSCRIPT, exactly as it is in the TABLE OF MUSIC.
10. Enter a repeat mark at the end of this bar.
11. Throw the two dice for a ninth time.
12. Find the resulting number in the left hand column of the **second** of the two TABLES OF NUMBERS.
13. Continue, as above, to the ninth column of this second TABLE OF NUMBERS.
14. You will now have a sixteen bar Waltz, composed by you! It should be played with the repeat, as twenty-four bars, using the second version of the eighth bar as the sixteenth bar.
15. You can repeat this whole process to produce a longer Waltz. But remember, when you play it at the Festival, you must stay under the 2 minutes Time Limit.
16. Don't forget to bring a copy of your Waltz for the Adjudicator.

Nobody else will have a Waltz like yours!