

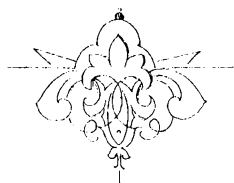
Klavier-Kompositionen

von

EMIL KRONKE.



- | | |
|--|----------|
| 1. Valse Impromptu. (Herm. Scholtz gewidmet) | M 1. 60. |
| 2. Bagatelle für die linke Hand. (Graf Zichy gewidmet) | „ 2. — |
| 3. Scherzo. (D-moll) (Conrad Weyer gewidmet) | „ 3. — |
| 4. Zwei Intermezzi. (Moritz Moszkowski gewidmet.) | „ 3. — |
| 5. Ungarische Skizze. (Eugen d'Albert gewidmet) | „ 2. — |
| 6. Valse Caprice. | „ 2. 80. |
| 7. Die Spieldose. (The musical box) | „ 0. 75. |



Eigenthum und Verlag
von
RICHTER & HOPF
in
DRESDEN.

Die Spieldose. THE MUSICAL BOX.

Allegro comodo.

E. KRONKE.

PIANO. *pp rit.* 1 *accel. un poco* 1 *stacc.*

Ped. sempre una corda

non legato *pp*

sempre pp

Durchweg pianissimo zu spielen und beide Pedale zu gebrauchen. Das „rit“ am Schluss des Stückes soll das Stehenbleiben der Spieldose vorbereiten, während die einleitenden Takte das Aufziehen des Werkes schildern.

To be played softly throughout with both pedals. The „rit“ at the end must be like the stopping of the musical box, but the introduction like the winding.

First system of musical notation, measures 1-8. Treble and bass staves with various fingerings and articulations.

Second system of musical notation, measures 9-16. Treble and bass staves with various fingerings and articulations, ending with a ritardando.

Third system of musical notation, measures 17-24. Treble and bass staves with various fingerings and articulations, including "a tempo" and "pp staccato" markings.

Fourth system of musical notation, measures 25-32. Treble and bass staves with various fingerings and articulations.

Fifth system of musical notation, measures 33-40. Treble and bass staves with various fingerings and articulations.

Sixth system of musical notation, measures 41-48. Treble and bass staves with various fingerings and articulations, including "poco rit." marking.

Seventh system of musical notation, measures 49-56. Treble and bass staves with various fingerings and articulations, including "al fine", "ppp", and "rit." markings.