

Dedicated to Diego Alfonso

# GAMER

Percussion & Electronics

Luke Carlson

## ACT I: NOVICE

1 2 3  $\text{♩} = 80$

Turn on the video game system.

Press the start button.

Use the controller to move up and down in the game menu.

7

The menu malfunctions.

Try again harder.

11

Mash the button again in frustration.

Switch the system off and begin walking away.

G.P. 1

15

A beam of light radiates from the game system. Turn to investigate.

You are suddenly transported into the game's opening sequence.

Move about in surprise at the new surroundings.

20

You notice a metal bowl on the ground. Walk over to it, investigate it, then place it on your head as if it were a helmet.

The musical score is divided into systems for Percussion and Electronics. The Percussion part uses a snare drum and a hi-hat in 4/4 time. The Electronics part features a piano with various dynamics (ppp, f, p, mf) and includes a Grand Pause (G.P.) at measure 11. Narrative annotations in text boxes are connected to specific measures in the score by arrows. A large, semi-transparent watermark '©' is overlaid on the score.



2

Strut around confidently, like an armored knight, bopping in time to the video game theme.

23

27

Freeze...

...then slowly lift the bowl off your head.

Rotate and study the object in your hands. You realize it is no ordinary bowl.

Quietly improvise with the metal bowl to familiarize yourself with the object.

31

Set the bowl down.

4 Imitate the surprising metallic sound by striking the bowl.

40

46

5

51

You notice a woodblock.  
Study it inquisitively.

Touch the woodblock with your finger. Marvel at the sounds that emanate from it.

6

Strike the woodblock, echoing the electronics.

55

You notice a clay bowl.

8

Scrape the inside of the clay bowl with a metal mallet.

64

69

74

9

"Air play" the rhythms with mallets in sync with the electronics.

77

Musical score for measures 77-79. The top staff shows a woodblock part with dynamics *p*, *mf*, *mp*, and *f*. The middle and bottom staves show a melodic line and a bass line respectively, with dynamics *mf* and *p*.

80

Musical score for measures 80-82. The top staff shows a woodblock part with time signatures 4/4, 2/4, and 4/4. The middle and bottom staves show a melodic line and a bass line respectively.

83

Musical score for measures 83-85. The top staff shows a woodblock part with dynamics *f*, *pf*, *p*, *f*, *pf*, *pf*, and *pf*. The middle and bottom staves show a melodic line and a bass line respectively.

86

Musical score for measures 86-88. The top staff shows a woodblock part with dynamics *ff* and *attacca*. The middle and bottom staves show a melodic line and a bass line respectively, with dynamics *ff* and *ppp*.

### ACT II: TRAINING

Look around in confusion, wondering why the sounds stopped.

Try again, assuming the sounds will return when you play.

Percussion staff for the training section. It shows a sequence of notes with dynamics *ff*, *pp*, *ff*, and *ppp*. Tempo markings include  $(\text{♩} = 80)$ , *poco rit.*, *a tempo*, and *rit.*

Even though the sounds do not return, try again, harder than before.

Strike the woodblock in frustration. To your surprise, the electronics return.

Percussion staff for the training section. It shows a sequence of notes with dynamics *ff*, *ppp*, *f*, and *f*. Cue markers [10], [11], and [12] are present.

\* Strike the note after triggering cue 10. The mic will detect the attack and trigger cue 11. Wait for the sound to completely die away before striking the note at cue 12 and 13 (which are also triggered by attack detection). The volume for cue 13 gradually ramps up after a brief pause. Wait for the sound to establish a steady rhythmic pattern before triggering cue 14. Make sure to trigger cue 14 precisely on the beat as notated so that the electronics will be in sync with the rhythmic pattern. Cue 14 initiates a sound file which repeats each phrase the number of times indicated.