

SYNTHESIZER quart

4/4 GUITAR

BOUNCY

SYNTHESIZER quart

4/4 GUITAR

BOUNCY

S

G

S

G

4 Repeats

S

G

4 Repeats

S

G

G#

S

G

S

G

C#

S

G

S

G

A

Devious SURPRISE

← 5 repet

S

G

Devious SURPRISE

← 5 repet

S

G

B

①

SCAM/EVIL

1 1/2

SYNTHESIZER

A#

A# 4

GUITAR

Handwritten musical score for "SCAM/EVIL". The score is written on five staves, all using treble clefs and a 4/4 time signature. The first staff is labeled "SYNTHESIZER" and the second "GUITAR". Both staves begin with a circled "B" and a double bar line. The synthesizer part features a sequence of notes: G4, A4, B4, C#5, D5, E5, F#5, G5, with a final measure containing a whole note G5. The guitar part follows a similar melodic line: G4, A4, B4, C#5, D5, E5, F#5, G5, with a final measure containing a whole note G5. The third staff contains a dynamic marking "S" and notes G4, A4, B4, C#5, D5, E5, F#5, G5. The fourth staff contains a dynamic marking "6" and notes G4, A4, B4, C#5, D5, E5, F#5, G5, with some notes crossed out. The fifth staff contains a dynamic marking "6" and notes G4, A4, B4, C#5, D5, E5, F#5, G5. The score concludes with a double bar line and a key signature change to B major.

ENCOUNTER FEAR 6

(2)

SYNTHESIZER

SARILL

Handwritten musical notation for Synthesizer, staff 1. Treble clef, 4/4 time signature. Chords are marked with '6' and notes with sharps.

GUITAR

Handwritten musical notation for Guitar, staff 2. Treble clef, 4/4 time signature. Includes a 'BASSEY' annotation with arrows.

Handwritten musical notation for Synthesizer, staff 3. Treble clef, 4/4 time signature. Includes a 'SARILL' annotation.

Handwritten musical notation for Synthesizer, staff 4. Treble clef, 4/4 time signature.

Handwritten musical notation for Synthesizer, staff 5. Treble clef, 4/4 time signature.

Handwritten musical notation for Synthesizer, staff 6. Treble clef, 4/4 time signature. Shows a wavy line representing a tremolo effect.

Handwritten musical notation for Synthesizer, staff 7. Treble clef, 4/4 time signature. Includes a 'regrouping to getter' annotation with arrows.

Handwritten musical notation for Synthesizer, staff 8. Treble clef, 4/4 time signature.

Handwritten musical notation for Synthesizer, staff 9. Treble clef, 4/4 time signature. Shows a wavy line representing a tremolo effect.

Handwritten musical notation for Synthesizer, staff 10. Treble clef, 4/4 time signature.

Handwritten musical notation for Synthesizer, staff 11. Treble clef, 4/4 time signature.

Humorous

D/B D/B

3

D/B D/B 3 rep

SYNTHESIZER

4/4

GUITAR

4/4

D/B

D/B

relaxing

playful

5

6

5

6

5

3

6

3

5

6

5

6

This is a handwritten musical score for a piece titled "Humorous". It is written for Synthesizer and Guitar in 4/4 time. The score consists of 12 staves. The top two staves are for the Synthesizer and Guitar, respectively. The Synthesizer part features a melodic line with various notes and rests, including a blue scribble in the second measure. The Guitar part features a bass line with chords and melodic fragments, including a blue scribble in the second measure. The score is annotated with various musical notations and text:

- Chords:** D/B and D/B are written above the first two staves. D/B and D/B are written above the third and fourth staves.
- Time Signature:** 4/4 is written at the beginning of both the Synthesizer and Guitar parts.
- Tempo/Character:** "relaxing" is written above the fifth staff, and "playful" is written above the sixth staff.
- Repetition:** "3 rep" is written at the end of the first and second staves.
- Other Notations:** There are several blue scribbles, a circled "3" at the top right, and various musical symbols like accidentals (#) and slurs.

SYNTHESIZER

Playful

The musical score is written on ten staves. The top two staves are labeled 'SYNTHESIZER' and 'GUITAR'. The time signature is 4/4. The key signature has one sharp (F#). The score includes various musical notations such as quarter notes, eighth notes, and chords. There are several guitar-specific markings: fret numbers (5, 6) and techniques like 'picks' and 'rest'. Some staves contain wavy lines representing sustained sounds or tremolos. The piece concludes with a double bar line and repeat dots.

SYNTHESIZER BUILDS TO EXPLOSION

5

4/4 \parallel $\text{C}\sharp$

GUITAR $\text{C}\sharp$

6

6

6

10 \rightarrow 10 \leftarrow

$\text{E}/\text{G}\sharp$ E/A

6

$\text{E}/\text{G}\sharp$ E/A D

$\text{G}\sharp/\text{E}$ A/E

randomly screeching down to boom

Handwritten musical notation for the first system, consisting of four staves. The top two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The bottom two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The notation includes various notes, accidentals (sharps), and dynamic markings. A large '5' with an arrow pointing left is written on the bottom staff.

low explosion jet

Handwritten musical notation for the second system, consisting of four staves. The top two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The bottom two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The notation includes various notes, accidentals, and dynamic markings. A large '3' with an arrow pointing left is written on the bottom staff.

Handwritten musical notation for the third system, consisting of four staves. The top two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The bottom two staves are labeled 'S' and 'G' and contain a 4/4 time signature. The notation includes various notes, accidentals, and dynamic markings. A large '3' with an arrow pointing left is written on the bottom staff.

Use instruments

approx. milk rise

3 measure long

YAW! BOOMIE!!
BOOMIE!!

Fall out

7

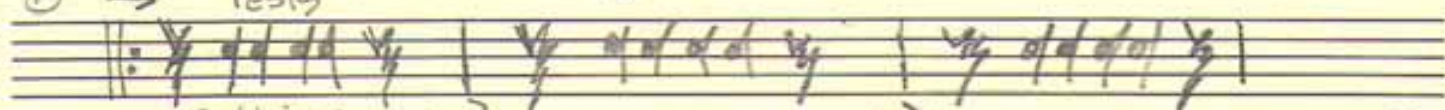
S →

use weird sounds

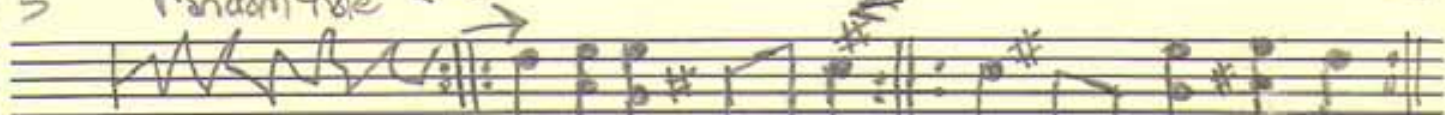
any sounds



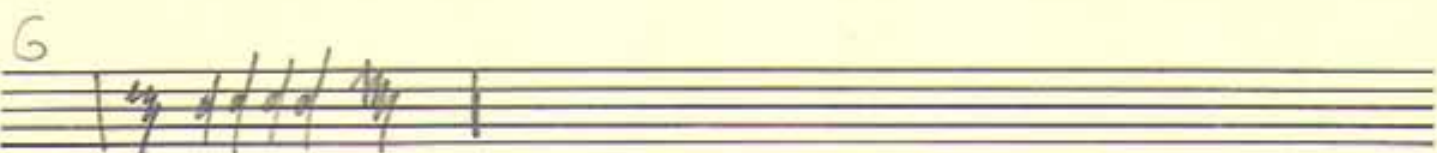
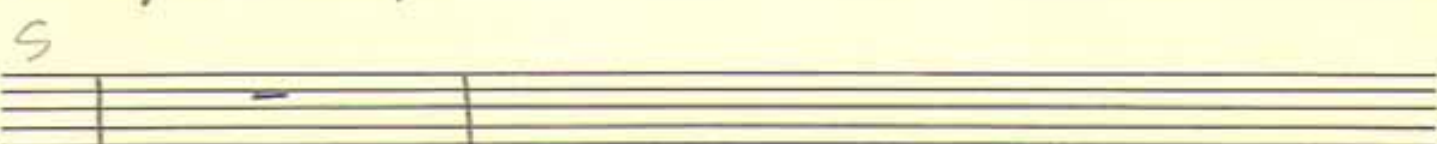
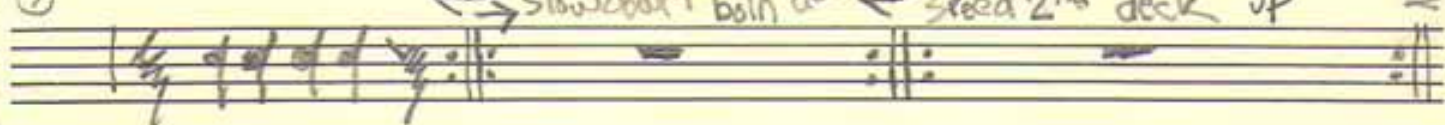
G → use hard on tape deck rests



S ← setting random note



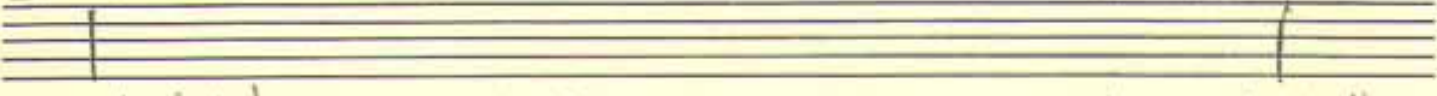
G ← 3 slow down both decks → speed 2nd deck up



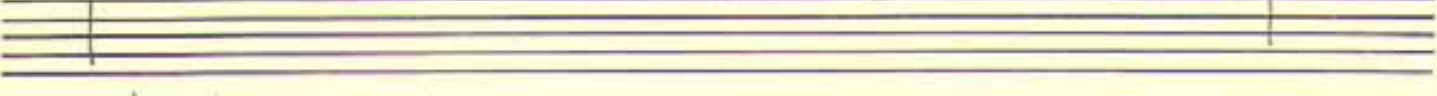
S slowly continue turning up line input keeping V.U. meter setting around



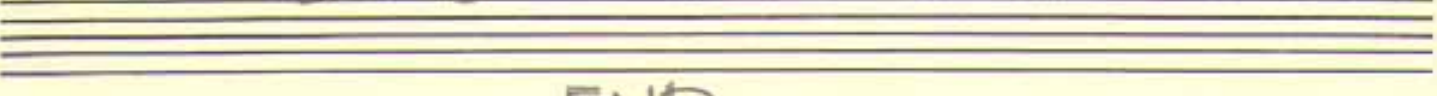
G point where red + black meet until sound is unbearably



S distorted then let fade by setting line level to "3 1/2"



G and leaving stage



END