

Score

Dragon Hunt - Part 1

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Cinematic $\text{♩} = 150$

3 Suggested: Horn or Trumpet

The score is for a 4/4 piece in B-flat major, marked 'Cinematic' with a tempo of 150 bpm. It features a variety of instruments including woodwinds, brass, strings, and percussion. The score is divided into six measures. Key elements include:

- Solo (Trans. for all instr.):** A melodic line starting in measure 3 with a *mf* dynamic.
- Melody (Trans. for all instr.):** A secondary melodic line.
- Flute, B♭ Clarinet 1-2, E♭ Alto Saxophone, B♭ Tenor Saxophone:** All have rests throughout the piece.
- Low Reeds:** Play a sustained low note in measure 3 with a *p* dynamic.
- B♭ Trumpet 1-2:** Rests throughout.
- Mellophone, Low Brass:** Rests throughout.
- Low Br. (Bass Double) Tuba:** Play a sustained low note in measure 3 with a *p* dynamic.
- Synth (Optional):** Provides atmospheric texture with sustained notes and a *p* dynamic.
- Electric Bass (Optional):** Provides a steady bass line with a *p* dynamic.
- Sound FX (Optional):** Labeled '01_01_Narrator01', it provides a rhythmic accompaniment.
- Mallets 1 Metallic:** Play a rhythmic pattern throughout.
- Mallets 2 Wood:** Play a sustained low note with a *p* dynamic.
- Percussion 1:** Includes a 'Sus. Cym.' (suspended cymbal) in measure 3 with a *p* dynamic, and a *mf* dynamic in measure 4.
- Percussion 2, Snareline, Tenorline, Bass Drums (4), Cymbal Line:** All have rests throughout.

1 2 3 4 5 6

9

Solo

Melody

Fl.

Cl. 1-2

A. Sx. 1-2
Mellophone

T. Sx.
Low Brass

L. R.
Low Br. (Bass Double) Tuba

Tpt. 1-2

Mell.

L.B.

Tuba
Electric Bass (Optional)

Synth

E.B.

SFX
01_02_DragonRoar1 01_03_Narrator02

Mal.1

Mal.2

Perc. 1
Wind Chimes

Perc. 2
mp

S.Dr.
One player
mp

T. Dr.

B. Dr. (4)

Cym.

Div. p

(Δ^{ms})

Sus. Cym. p mf

Bass Drum p

All move... Center

R L R L R L R L R L R L R L R L R L R L R L

R L R L R L R L R L R L R L R L

Sizzle mp

7 8 9 10 11 12

15

Musical score for 'Dragon Hunt - Part 1' page 3, measures 13-18. The score includes parts for Solo, Melody, Flute, Clarinet, Saxophones, Trumpets, Trombones, Tuba, Synthesizer, Electric Bass, Snare Drum, Tom-Toms, and Cymbals. It features dynamic markings like *f*, *fp*, and *mp*, and includes performance instructions such as 'One player' and 'All'. The score is written in a key signature of one flat and a 4/4 time signature. The percussion parts include snare drum, tom-toms, and cymbals, with specific playing techniques indicated by 'R' and 'L' markings. The SFX part includes '01_04_Narrator03' and '01_05_Subdrop'. The Mal.1 and Mal.2 parts feature a rhythmic pattern of eighth notes. The Perc. 1 part includes 'Sus. Cym.' and 'Crash Cym. China Cym.'. The S.Dr. part includes 'One player' and 'All' markings. The T.Dr. part includes 'mp' and 'f' markings. The B. Dr. (4) part includes 'mp' and 'f' markings. The Cym. part includes 'Crash' and 'C' markings.

Solo

Melody

Fl. *subito p* *f* *ff* *mf*

Cl. 1-2 *subito p* *f* *ff* *mf*

A. Sx. 1-2 *subito p* *f* *ff* *mf*

T. Sx. *subito p* *f* *ff* *mf*

L. R. *subito p* *f* *ff* *mf*

Tpt. 1-2 *subito p* *f* *ff* *mf*

Mell. *subito p* *f* *ff* *mf*

L.B. *subito p* *f* *ff* *mf*

Tuba *subito p* *f* *ff* *mf*

Synth *subito p* *f* *ff* *mf*

E.B. *subito p* *f* *ff* *mf*

SFX

Mal.1 *subito p* *ff* *mf*

Mal.2 *subito p* *ff* *mf*

Perc. 1 *p* *f* *ff* *mf*

Perc. 2 *p* *f* *ff* *mf*

S.Dr. *p* *f* *mf* *ff* *p*

T. Dr. *p* *f* *mf* *ff* *mf*

B. Dr. (4) *p* *f* *mf* *ff* *mp* *f* *mp*

Cym.

Low Br. (Bass Double) Tuba

Pizz. Strings

Edge move... Center

Mute w/LH

19 20 21 22 23 24

28

Solo

Melody

Fl.

Cl. 1-2

A. Sx. 1-2

T. Sx.

L. R.

Tpt. 1-2

Mell.

L.B.

Tuba

Synth

E.B.

SFX

Mal. 1

Mal. 2

Perc. 1

Perc. 2

S. Dr.

T. Dr.

B. Dr. (4)

Cym.

mf

mf

mf

mf

mf

mf

p

mf

rim

Natural

HH
mp

Musical score for Dragon Hunt - Part 1, page 36. The score includes parts for Solo, Melody, Fl., Cl. 1-2, A. Sx. 1-2, T. Sx., L. R., Tpt. 1-2, Mell., L.B., Tuba, Synth, E.B., SFX, Mal.1, Mal.2, Perc. 1, Perc. 2, S.Dr., T. Dr., B. Dr. (4), and Cym.

Key features of the score include:

- Fl.:** (8^{va}) - Flute part with a grace note at the start of the measure.
- A. Sx. 1-2:** Alto Saxophone part with a *mf* dynamic marking.
- T. Sx.:** Tenor Saxophone part with a *mf* dynamic marking.
- L. R.:** Trombone part with a *mf* dynamic marking.
- Mellophone:** Part with a *mf* dynamic marking.
- Low Brass:** Part with a *mf* dynamic marking.
- Low Br. (Bass Double) Tuba:** Part with a *mf* dynamic marking.
- Mell.:** Mellophone part with a *mf* dynamic marking.
- L.B.:** Low Brass part with a *mf* dynamic marking.
- Tuba:** Part with a *mf* dynamic marking.
- Synth:** Synthesizer part.
- E.B.:** Electric Bass part.
- SFX:** Sound Effects part.
- Mal.1, Mal.2:** Maracas parts with a *mf* dynamic marking.
- Perc. 1:** Percussion part with dynamics *mf*, *p*, and *mf*. Includes (ch) markings.
- Perc. 2:** Percussion part.
- S.Dr.:** Snare Drum part with a *mf* dynamic marking. Includes "Hallway" and "R L R R" markings.
- T. Dr.:** Tom Drum part with a *mf* dynamic marking. Includes "R L R L R L L L" markings.
- B. Dr. (4):** Bass Drum part with a *mf* dynamic marking. Includes "R R R" and "L L R L R" markings.
- Cym.:** Cymbal part with a *mf* dynamic marking.

The musical score is arranged in a standard orchestral layout. It includes the following parts and instruments:

- Solo:** A single staff at the top, mostly containing rests.
- Melody:** A staff with a melodic line, including dynamic markings like *f* and accents.
- Fl. (Flute):** A staff with rests and a melodic entry in the later measures.
- Cl. 1-2 (Clarinets):** A staff with rests and a melodic entry.
- A. Sx. 1-2 (Alto Saxophones):** A staff with a melodic line.
- T. Sx. (Tenor Saxophone):** A staff with a melodic line.
- L. R. (Low Brass):** A staff with a rhythmic accompaniment.
- Tpt. 1-2 (Trumpets):** A staff with a rhythmic accompaniment.
- Mell. (Mellophone):** A staff with a melodic line.
- L.B. (Low Brass):** A staff with a rhythmic accompaniment.
- Tuba:** A staff with a rhythmic accompaniment.
- Synth (Synthesizer):** A grand staff with a rhythmic accompaniment.
- E.B. (Electric Bass):** A staff with a rhythmic accompaniment.
- SFX (Special Effects):** A staff with rests.
- Mal. 1 & 2 (Maracas):** Two staves with rhythmic accompaniment.
- Perc. 1 & 2 (Percussion):** Two staves with rhythmic accompaniment, including notes marked with a 'ch' for cymbal.
- S. Dr. (Snare Drum):** A staff with a rhythmic accompaniment and stick notation (e.g., R L R R R).
- T. Dr. (Tom Drum):** A staff with a rhythmic accompaniment and stick notation (e.g., R L R L R).
- B. Dr. (4) (Bass Drum):** A staff with a rhythmic accompaniment and stick notation (e.g., L L R L R).
- Cym. (Cymbal):** A staff with a rhythmic accompaniment.

44

48

Musical score for 'Dragon Hunt - Part 1' featuring various instruments and sections:

- Solo**: Empty staff.
- Melody**: Treble clef, notes with accents, dynamic *f*.
- Fl.**: Treble clef, notes with accents, dynamic *f*.
- Cl. 1-2**: Treble clef, notes with accents, dynamic *f*.
- A. Sx. 1-2**: Treble clef, notes with accents, dynamic *f*.
- T. Sx.**: Treble clef, notes with accents, dynamic *f*.
- L. R.**: Bass clef, notes with accents, dynamic *f*.
- Tpt. 1-2**: Treble clef, notes with accents, dynamic *f*.
- Mell.**: Treble clef, notes with accents, dynamic *f*.
- L.B.**: Bass clef, notes with accents, dynamic *f*.
- Tuba**: Bass clef, notes with accents, dynamic *f*.
- Synth**: Treble and Bass clefs, notes with accents, dynamic *f*.
- E.B.**: Bass clef, notes with accents, dynamic *f*.
- SFX**: Treble clef, notes with accents, dynamic *f*. Includes cues: 01_06_Chant1, 01_07_Chant2, 01_08_Chant3.
- Mal.1**: Treble clef, notes with accents, dynamic *f*.
- Mal.2**: Treble clef, notes with accents, dynamic *f*.
- Perc. 1**: Percussion, includes Crash Cym., China Cym., Brake Drum, Bass Drum. Dynamics: *p*, *f*, *f* (triplets).
- Perc. 2**: Percussion, includes Tam-Tam, Center. Dynamics: *f*.
- S. Dr.**: Snare Drum, includes rhythmic notation (R, L, R, L). Dynamics: *f*, *mp*, *mp*, *ff*.
- T. Dr.**: Tom Tom, includes rhythmic notation (R, L, R, L). Dynamics: *f*.
- B. Dr. (4)**: Bass Drum, includes rhythmic notation (R, L, R, L). Dynamics: *f*, *p*, *ff*.
- Cym.**: Cymbal, includes rhythmic notation. Dynamics: *f*.

Measures 43 through 48 are indicated at the bottom of the score.

52

01_08_Chant3

Crash Choke

move... Center

Dragon Hunt - Part 1

This musical score is for 'Dragon Hunt - Part 1' and spans measures 61 to 68. The score is arranged for a large ensemble with the following parts:

- Solo**: Treble clef, mostly rests.
- Melody**: Treble clef, mostly rests.
- Fl.**: Treble clef, melodic line with dynamics *fp* and *ff*.
- Cl. 1-2**: Treble clef, harmonic accompaniment with dynamics *fp* and *ff*.
- A. Sx. 1-2**: Treble clef, harmonic accompaniment with dynamics *f* and *ff*.
- T. Sx.**: Treble clef, melodic line with dynamics *fp* and *ff*.
- L. R.**: Bass clef, rhythmic accompaniment with dynamics *fp* and *ff*.
- Tpt. 1-2**: Treble clef, harmonic accompaniment with dynamics *fp* and *ff*.
- Mell.**: Treble clef, harmonic accompaniment with dynamics *f* and *ff*.
- L.B.**: Bass clef, rhythmic accompaniment with dynamics *fp* and *ff*.
- Tuba**: Bass clef, rhythmic accompaniment with dynamics *fp* and *ff*.
- Synth**: Treble and Bass clefs, harmonic accompaniment with dynamics *fp* and *ff*.
- E.B.**: Bass clef, rhythmic accompaniment with dynamics *fp* and *ff*.
- SFX**: Treble clef, effects track with markers *01_05_Subdrop* and *01_09_Stinger1*.
- Mal. 1**: Treble clef, melodic line with dynamics *f*.
- Mal. 2**: Treble clef, melodic line with dynamics *f*.
- Perc. 1**: Snare drum, dynamics *p* and *f*, includes *Sus. Cym.* and *(ch)* markings.
- Perc. 2**: Bass drum, dynamics *ff*.
- S. Dr.**: Snare drum, dynamics *f* and *mf*, includes rhythmic notation (R, L, RR, LL, RL, LR).
- T. Dr.**: Tom-tom drum, dynamics *f* and *mf*, includes rhythmic notation (R, L, B, RR, LL, RL, LR).
- B. Dr. (4)**: Bass drum, dynamics *ff*, includes rhythmic notation (R, L, RL, LR).
- Cym.**: Cymbal, dynamics *ff*.