

I. KINGDOM OF DREAMS

Arranged for piano solo by
SAMUEL LABRECQUE

Original music by
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Maestoso e appassionato $\text{♩} = 60$

p

1. The Kingdom's Land

A tempo $\text{♩} = 120$

ritard.
sfz

p

rit.

a tempo

p

f p cresc. poco a poco

Red. * Red. * Red. * Red. *

Red. * Red. * Red. * Red. *

rit. *a tempo* *f*

Red. * Red. * Red. * Red. *

ff *decresc. e rit.*

Red. * Red. * Red. * Red. *

2. The Sorcerer's Shack / The Dark Forest
Misterioso ♩ = 72

p *trem. sotto voce* *pp* 3 3 3

Red. * Red. * Red. * Red. *

3 3 3 *pp*

sfp

Andante cantabile $\text{♩} = 96$
3. The Fields

allarg. *mp*

rall. *

mf

rall. *

4. Preparing the
Subito *rit.* $\text{♩} = 126$

mp *p* *f* *pp*

rall. *

f p

rall. *

f *mp* *ff* *acc.*

rall. *

82

Furioso ♩ = 84

p *sfz* *fff*

p *fff*

p *sfz* *fff* *decresc. e rall poco*

Misterioso ♩ = 72

5. The Sorcerer Approaches

poco *p*

Subito allegro ♩ = 120

pp *acc.*

First system of musical notation, featuring a grand staff with treble and bass clefs. The music consists of chords and moving lines in both hands.

6. The Battle
Furioso ♩ = 92

Second system of musical notation, starting with "6. The Battle Furioso ♩ = 92". It includes dynamic markings *ff* and *pesante*.

Third system of musical notation, continuing the piece "6. The Battle".

Fourth system of musical notation, including the marking "L.H.".

Furioso ♩ = 84

7. Gathering the Corpses
Lamentoso ♩ = 84

Fifth system of musical notation, starting with "7. Gathering the Corpses Lamentoso ♩ = 84". It includes dynamic markings *fff* and *mp*.

Sixth system of musical notation, continuing the piece "7. Gathering the Corpses".

First system of musical notation. Treble clef, bass clef. Dynamics: *mp*. Performance markings: *rit.* and asterisks. The system contains four measures.

Second system of musical notation. Treble clef, bass clef. Dynamics: *mf* in the first measure, *mp* in the last measure. Performance markings: *rit.* and asterisks. The system contains four measures.

Third system of musical notation. Treble clef, bass clef. Performance markings: *rit.* and asterisks. The system contains four measures.

Fourth system of musical notation. Treble clef, bass clef. Dynamics: *mf*. Performance markings: *rit.* and asterisks. The system contains four measures.

Fifth system of musical notation. Treble clef, bass clef. Dynamics: *f*. Performance markings: *poco acc.*, *rall.*, *decresc. e rall.*, and *rit.* with asterisks. The system contains four measures.

Sixth system of musical notation. Treble clef, bass clef. Dynamics: *p*. Performance markings: *tempo*, *rit.*, and asterisks. The system contains four measures.

154

Grandioso

ff

This musical score block covers measures 154 to 156. It is written for piano in a key with two flats (B-flat major or D minor). The tempo is marked 'Grandioso'. The piece begins with a dynamic marking of *ff* (fortissimo). The right hand plays a series of chords, while the left hand plays a steady eighth-note accompaniment. A fermata is placed over the final chord of measure 156.

Out of tempo

A tempo

fff

This musical score block covers measures 157 to 160. The right hand features a wavy line indicating a 'ritardando' or 'ritardando' effect, labeled 'Out of tempo'. The left hand continues with the eighth-note accompaniment. The tempo returns to 'A tempo' in measure 158. The piece concludes with a final chord in measure 160, marked with a dynamic of *fff* (fortississimo).

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KINGDOM OF DREAMS

First movement of the *Harmonic Suite* for concert band

KINGDOM OF DREAMS is the overture of the suite. Well, actually, it's more than that. It is what we call – I think – program music – but I prefer to say that it is a soundtrack without movie!

It starts with a little prelude (8 first bars). Then the first melody arrives. We are in in the kingdom's meadows. No one could ever think about something going wrong. It's a bit the "dreamed world" and I'm not kidding ("dreamed world" fits with KINGDOM OF DREAMS and gives a very boring joke).

So, let's continue. At bar 41, everything changes. We are no longer in that hopeful ambiance. No way. The sorcerer who lives in the Dark Forest has destroyed happiness.

Fortunately, this part of the song is not very long. At bar 57, we're entering in the kingdom's fields, the agriculture lands. So the lyric part comes back with a new melody (in 3/4 this time). But this part isn't long either. At bar 69, we're changing again. There is no melody in this fourth part called "Preparing the Battle". It has been done to link "The Fields" and "The Sorcerer Approaches" together with a dramatic interlude. The military style of this segment shows that the army is very strict on the rules. Everybody MUST follow the rules! Understand?

Then "The Sorcerer Approaches". The fifth part of the song is a reprise of "The Sorcerer's Shack/The Dark Forest" (the second fragment of the piece). It shows that slowly, the sorcerer comes near the battlefield. Between bars 107 and 110 (the 6/8 part), the music is accelerating, telling that the wizard is ready to fight the king's armies.

Then the battle begins. It lasts only 4 bars. It is short, but so sanguinary. On the first beat of bar 115, the sorcerer is killed. Then we can gather the corpses.

The intensity of the song grows slowly and at bar 154, we have the final *Grandioso* part. "The sorcerer is dead, hope, happiness, love and friendship are back!"

That is how I would analyse the song...

Samuel Labrecque, March 15th 2010