

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*

First system of musical notation, featuring a grand staff with treble and bass clefs. The music consists of dense chords and arpeggiated patterns. A dynamic marking of *sfp* is present in the right-hand part.

Second system of musical notation, titled "3. The Fields". It includes the tempo marking "Andante cantabile" and a quarter note equal to 96 (♩ = 96). The music is marked *allarg.* and *mp*. The right-hand part features a melodic line with slurs, while the left-hand part has a steady accompaniment. There are *rit.* markings and asterisks in the bass line.

Third system of musical notation, continuing the piece. It features a *mf* dynamic marking. The right-hand part has a melodic line with slurs, and the left-hand part has a steady accompaniment. There are *rit.* markings and asterisks in the bass line.

Fourth system of musical notation, titled "4. Preparing the Subtitle". It includes the tempo marking "Presto" and a quarter note equal to 126 (♩ = 126). The music is marked *p* with a *rall.* marking. The right-hand part features a melodic line with slurs, and the left-hand part has a steady accompaniment. There are *rit.* markings and asterisks in the bass line. A dynamic marking of *f pp* is present in the right-hand part.

Fifth system of musical notation, featuring a grand staff with treble and bass clefs. The music consists of dense chords and arpeggiated patterns. A dynamic marking of *f p* is present in the right-hand part. There are *rit.* markings and asterisks in the bass line.

Sixth system of musical notation, featuring a grand staff with treble and bass clefs. The music consists of dense chords and arpeggiated patterns. A dynamic marking of *ff* with an *acc.* marking is present in the right-hand part. There are *rit.* markings and asterisks in the bass line.

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

acc.

pp *acc.*

6. The Battle
Furioso ♩ = 92

Furioso ♩ = 84

7. Gathering the Corpses
Lamentoso ♩ = 84

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 five 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 five 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 five measures.

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

154

Grandioso

ff

Out of tempo

A tempo

fff

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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