

Let The Games Begin

Performance Piano Score
(Grade 7 Standard)

by
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Track 1

Introduction *(Instrumental)*

Cue - House lights off. Stage lights up.

Steve Titford
Music arr. by Steve Titford
Score arr. by Leo Nicholson

♩. = 52

G

5

B A B A

9

B A Am C#m9 E/B

13

A Am

Introduction

Musical score for the Introduction, measures 17-20. The score is written for piano in G major (one sharp) and 4/4 time. The key signature is G major (one sharp). The piece begins at measure 17. The first two measures (17-18) feature a C#m9 chord in the right hand and a sustained bass line in the left hand. The next two measures (19-20) feature an A chord in the right hand and a sustained bass line in the left hand. The right hand melody consists of quarter notes and eighth notes, while the left hand provides a steady accompaniment of quarter notes. The score ends with a double bar line at the end of measure 20.

17 C#m9 E/B A C#m9 E/B A

Track 2 Video Game Generations

(Video Game Characters)

Cue - Segue from Track 1.

Steve Titford
Music arr. by Steve Titford
Score arr. by Leo Nicholson

♩ = 120
Fm

Musical notation for measures 1-3. Treble clef, bass clef, 4/4 time signature, key signature of three flats (Fm). Measure 1: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 2: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 3: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3.

Musical notation for measures 4-6. Treble clef, bass clef, 4/4 time signature, key signature of three flats (Fm). Measure 4: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 5: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 6: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3.

Musical notation for measures 7-9. Treble clef, bass clef, 4/4 time signature, key signature of three flats (Fm). Measure 7: Treble has quarter rest; Bass has quarter notes F3, C4, F3. Measure 8: Treble has quarter rest; Bass has quarter notes F3, C4, F3. Measure 9: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Lyrics: Let the game be - gin,

Musical notation for measures 10-12. Treble clef, bass clef, 4/4 time signature, key signature of three flats (Fm). Measure 10: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 11: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Measure 12: Treble has eighth notes G4, A4, Bb4, C5, D5, E5, F5; Bass has quarter notes F3, C4, F3. Lyrics: keep them plug - ging in, to be in - tro - spec - tive, trapped in our col - lec - tive,

13 Fm Fm⁷ Fm⁶

lea - ding them a - long_ from the birth of Pong, to_ be bring - ing on_

16 Db/F Fm

vi - de - o game gen - e - ra - tions. Beep beep bop to the beep beep bop,

19 Fm

they can hard - ly_ stop. When the nine - ties hit,_

22 Fm⁷ Fm⁶ Db/F

we_ were six - teen bit, di - gi - tal ar - cades were "2 D" par - ades.

25 Fm Fm⁷ Fm⁶

Kids at home would go_ for_ the Nin - ten - do_ or_ the Se - ga sys - tem,

28 Db/F ALL Ab Eb/G

how_ we used to twist 'em! More than play - things in their ma - chines,

Optional harmony

how_ we used to twist 'em! More than play - things in their ma - chines,

31 Fm D \flat maj7 A \flat

more than pix - els__ ac - ross their screens, through those win - dows,
 more than pix - els__ ac - ross their screens, through those win - dows,

F

34 E \flat /G Fm 7 D \flat

ones and ze - ros__ ma - king he - roes for vi - de - o game ge - ne - ra - tions.
 ones and ze - ros__ ma - king he - roes for vi - de - o game ge - ne - ra - tions.

G F

37 Fm 7 **ALL**

Beep beep bop to the beep beep bop, they can hard - ly__ stop.

F

40 Eb/G Fm/Ab

So - nic_ and Ma - ri - o, La - ra_ and

43 Db Eb/G

Liu Kang, loa - ded and

46 Fm/Ab Db

good to_ go, pow - er_ in your hand.

49 **ALL**
Eb/G Fm/Ab

A - lex; Don - key Kong; Lem - mings led a - long;

Optional harmony

A - lex; Don - key Kong; Lem - mings led a - long;

51 **ALL**
Db

Pac - man o - ver - ate so we can ve - ge - tate, go - in' eight hou - rs straight; those

54 **ALL**

win - nin' ge - ne - ra - tions grow and grow and grow and grow.

Optional harmony

win - nin' ge - ne - ra - tions grow and grow and grow and grow.

57 *3* *Ab* *Eb/G*

60 *Fm7* *Db* *Ab* **ALL**

Through those win - dows,

Optional harmony

Through those win - dows,

63 *Eb/G* *Fm7* *Db*

ones and ze - ros_ ma - king he - roes for vi - de - o game ge - ne - ra - tions.

ones and ze - ros_ ma - king he - roes for vi - de - o game ge - ne - ra - tions.

66 $A\flat$ $E\flat/G$ Fm

More than play - things in their ma - chines, more than pix - els__ ac -

More than play - things in their ma - chines, more than pix - els__ ac -

G F

69 $D\flat^{maj7}$ $D\flat^{sus2}$ $A\flat$ $E\flat/G$

-ross their screens, through those win - dows, ones and ze - ros__

-ross their screens, through those win - dows, ones and ze - ros__

G

72 Fm^7 $D\flat$

ma - king he - roes__ for vi - de - o game ge - ne - ra - tions,

F

74

vi - de - o game ge - ne - ra - tions, vi - de - o game ge - ne - ra - tions,

76

vi - de - o game ge - ne - ra - tions.

3

∞

Track 3 Video Game Generations Play-Off

(Instrumental)

Cue - Applause segue from Track 2.

Steve Titford
Music arr. by Steve Titford
Score arr. by Leo Nicholson

♩ = 120

3 Ab Eb/G

4 Fm7 Db Ab

7 Eb/G Fm7 Db

10 Ab Eb/G Fm

13 $D\flat^{maj7}$ $D\flat^{sus2}$ $A\flat$ $E\flat/G$

G

16 Fm^7 $D\flat$

F

19

3

V

Track 4

A Gift (Instrumental)

Cue - Granddad: Ughhhh! I can see I'm not going to win here without help. Now listen! Years and years ago I met a wise old man. And he gave me a gift.

Mike Smith
Music arr. by Steve Tifford
Score arr. by Leo Nicholson

Atmospheric, with lots of pedal ♩ = 60

Musical notation for measures 1-4. The score is in 4/4 time with a key signature of three flats (B-flat, E-flat, A-flat). Measure 1 features a whole note chord in the right hand and a half note in the left hand, marked *pp*. Measures 2-4 show a melodic line in the right hand with eighth notes and a bass line in the left hand with quarter notes.

Musical notation for measures 5-7. The right hand continues with a melodic line of eighth notes, while the left hand provides a steady bass line of quarter notes.

Musical notation for measures 8-10. The right hand maintains the eighth-note melodic pattern, and the left hand continues with quarter notes, including a half note in measure 9.

Musical notation for measures 11-13. The right hand continues with the eighth-note melodic line, and the left hand continues with quarter notes. The piece concludes with a double bar line at the end of measure 13.

Track 5 Dice Roll Into Game Land

(Instrumental)

Cue - Grandad: No Marney! Give them back.

Marney: I want to see some of this magic! Don't you?

Mike Smith

Music arr. by Steve Titford

Score arr. by Leo Nicholson

If using a live pianist, play SFX Track 30 (which is solely the sound effect from the start of Track 5) and then play the following music.

Atmospheric, with lots of pedal ♩. = 44

The musical score is written for piano in 6/8 time, featuring a key signature of three flats (B-flat, E-flat, A-flat). It consists of two systems of music, each with a treble and bass clef staff. The first system contains three measures. The second system contains four measures, starting with a measure number '5' in the top left. Chord symbols are placed above the treble staff: D^b above the first measure of both systems, E^b above the second measure of both systems, D^b above the third measure of the first system and the first measure of the second system, and E^b above the fourth measure of the second system. A 'rit.' (ritardando) marking with a dotted line is placed above the third measure of the second system. The piece concludes with a fermata over the final note of the fourth measure in the second system.

Track 6

Fortune's March

(Will Luck & Fortune's Entourage)

Cue - Robin: And where's Grandad?
Vicky: Guys... I'm scared!

Mike Smith & Robin Hayes
Music arr. by Steve Titford
Score arr. by Leo Nicholson

♩ = 112
F⁵

Musical notation for measures 1-4. The score is in 4/4 time with a key signature of two flats (Bb and Eb). The tempo is marked as quarter note = 112. The first measure starts with a piano (pp) dynamic and a chord of F5. The melody in the treble clef consists of eighth notes, while the bass clef provides a steady accompaniment of quarter notes.

Musical notation for measures 5-8. Measure 5 begins with a forte (f) dynamic and a chord of F5. The melody in the treble clef features a rising eighth-note line. Measure 8 introduces a chord change to Bb/F. The bass clef continues with quarter notes.

Musical notation for measures 9-12. Measure 9 starts with a chord of Bb. The melody in the treble clef continues with eighth notes, and the bass clef provides a steady accompaniment of quarter notes.

Musical notation for measures 13-16. Measure 13 begins with a chord of Bb. The melody in the treble clef continues with eighth notes, and the bass clef provides a steady accompaniment of quarter notes.

17 Bb Bb⁷ Eb C⁷ Bb Eb Bb

**FORTUNE'S
ENTOURAGE**

20 Bb Eb Bb Bb Eb Bb Cm/Eb Bb Bb Eb

Here we come now with drums all a-

24 Bb Bb Eb F

- bla - zing, For - tune's ser - vants all are we. Here we

27 Bb Eb Bb

come now with games so a - ma - zing, so that

Fortune's March

29 B \flat F 7 B \flat B \flat E \flat

joy we'll sure - ly bring, you see. Throw the dice and it's we who will

F F F G A F G

32 B \flat B \flat E \flat F B \flat E \flat

serve you, make your wish - es all come true. We are ser - vants of great La - dy

F G A F G F G A F G

36 B \flat B \flat F 7 B \flat

For - tune. Trou - bles fly when she comes round to you. So stamp your

F G A F F A G

39 F Bb F

feet and clap your hands and join our mar - ching, sing our song and join our ranks, two by

42 Bb Bb Bb7 Eb C7

two. For - tune's here, sing don't sigh, send your trou - bles fly - ing high, she is

45 Bb Eb Bb Bb Eb Bb Bb Eb Bb Cm/Eb Bb

co - ming to you, co - ming to you, For - tune now is night!

49 F5

Fortune's March

53 Bb Bb7 Eb C7 Bb Eb Bb

56 Bb Eb Bb Bb Eb Bb Cm/Eb Bb

So stamp your

59 F Bb

feet and clap your hands and join our mar - ching, sing our

61 F Bb Bb Bb7

song and join our ranks, two by two. For - tune's here, sing don't sigh, send your

64 Eb C7 Bb Eb Bb

trou - bles fly - ing high, she is co - ming to you,

Chords: Eb, C7, Bb, Eb, Bb

Lyrics: trou - bles fly - ing high, she is co - ming to you,

66 Bb Eb Bb Bb Eb Bb Cm/Eb Bb

co - ming to you, For - tune now is nigh!

Chords: Bb, Eb, Bb, Bb, Eb, Bb, Cm/Eb, Bb

Lyrics: co - ming to you, For - tune now is nigh!

Track 7

Fortune's Entourage
(Instrumental)

Cue - Applause segue from Track 6.

Mike Smith

Music arr. by Steve Titford

Score arr. by Leo Nicholson

♩ = 112

The first system of the musical score is in 4/4 time. It consists of two staves: a treble clef staff and a bass clef staff. The treble staff begins with a treble clef, a 4/4 time signature, and a key signature of one flat (F major). The first measure contains a chord of F major (F, A, C) and a piano (*pp*) dynamic marking. The melody in the treble staff is a sequence of eighth notes: F4, A4, C5, B4, A4, G4, F4, E4, D4, C4, B3, A3, G3, F3, E3, D3, C3. The bass staff begins with a bass clef and a 4/4 time signature. The first measure contains a chord of F major (F, A, C) and a piano (*pp*) dynamic marking. The bass line consists of eighth notes: F3, A2, C3, B2, A2, G2, F2, E2, D2, C2, B1, A1, G1, F1, E1, D1, C1.

The second system of the musical score is in 4/4 time. It consists of two staves: a treble clef staff and a bass clef staff. The treble staff begins with a treble clef, a 4/4 time signature, and a key signature of one flat (F major). The first measure contains a chord of F major (F, A, C) and a forte (*f*) dynamic marking. The melody in the treble staff is a sequence of eighth notes: F4, A4, C5, B4, A4, G4, F4, E4, D4, C4, B3, A3, G3, F3, E3, D3, C3. The bass staff begins with a bass clef and a 4/4 time signature. The first measure contains a chord of F major (F, A, C) and a forte (*f*) dynamic marking. The bass line consists of eighth notes: F3, A2, C3, B2, A2, G2, F2, E2, D2, C2, B1, A1, G1, F1, E1, D1, C1. The system ends with a double bar line.

Track 8 Song of the Dice

(Lady Fortune, Will Luck, Fortune's Entourage & Dancers)

Cue - Lady Fortune: The number seven may be true and pure, but I will win the game, of that, I'm sure!! Let us show you!

Mike Smith & Robin Hayes
Music arr. by Steve Titford
Score arr. by Leo Nicholson

DICE CHORUS

♩ = 100

Em Am Em

Se - ven, six, five, four, three, two, one. Spin the dice, the

6 B^{sus4} B Em Am A^b

game's be - gun. Se - ven, six, five, four, three, two, one: ma - gic num - bers

10 G^{sus4} G G^{sus4} G G^{sus4}

ev - 'ry one.

poco rit...... **Slightly faster** ♩ = 108

ff

13 **G** **Dm⁷**

p

16 **Gm/D** **Dm** **Gm/D**

One's the num - ber on its own, two's the num - ber not a - lone,

8ba

19 **Dm** **Gm/D**

three's the num - ber makes a crowd,

(8)

21 **Bb/F** **Gm**

four's the num - ber, shout it loud, five's the num - ber, two to go, —

(8)

LADY FORTUNE (Spoken)

23

D F#m/C#

six the num - ber we all know. Se - ven is the num - ber of the

26

D/C Bm G Bm Em7

se - ven - si - ded dice! Se - ven is the num - ber of the

DICE CHORUS

30

C Fmaj7 Asus4 A

se - ven - si - ded, se - ven - si - ded dice.

34 *A*_{sus4} A Gm/D

One's the num - ber on its own,

8^{ba}

37 Dm Gm/D Dm

two's the num - ber not a - lone,

(8)

40 Gm/D Bb/F

three's the num - ber makes a crowd, four's the num - ber, shout it loud,

(8)