Let The Games Begin

Performance Piano Score
(Grade 7 Standard)

by
Mike Smith & Steve Titford
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Track 1

(Cue - House lights off. Stage lights up.)

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Introduction
Track 2  Video Game Generations  
(Video Game Characters)  

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

---Segue from Track 1.---  

\[ \text{Cue} \]  

\[ j = 120 \]  

Fm  

4  

\[ \text{ALL} \]  

Fm  

7  

Let the game begin.  

10  

Keep them plugging in.  

to be introspective,  
trapped in our collective,
they can hardly stop.

When the nineties hit,

leading them along from the birth of Pong, to be bringing on

video game generations. Beep beep bop to the beep beep bop,
we were sixteen bit, digital arcades were “2 D” parades.

Kids at home would go for the Nintendo or the Sega system, how we used to twist ‘em!

More than play-things in their machines,

Optional harmony
more than pixels across their screens, through those windows,

more than pixels across their screens, through those windows,

ones and zeros making heroes for video game generations.

ones and zeros making heroes for video game generations.

Beep beep bop to the beep beep bop, they can hardly stop.

Beep beep bop to the beep beep bop, they can hardly stop.
Video Game Generations

40  
\[ Eb/G \] Sonic and Mario, Lara and
\[ Fm/Ab \]

43  
\[ Db \] Liu Kang, loaded and
\[ Eb/G \]

46  
\[ Fm/Ab \] good to go, power in your hand.
\[ Db \]
Video Game Generations

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;

ALL

Db

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

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.

ALL
Through those windows,

Optional harmony

ones and zeros making heroes for video game generations.
More than play-things in their machines, more than pixels across their screens, through those windows, ones and zeros making heroes for video game generations,
Video Game Generations

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

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

F
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

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Video Game Generations Play-Off

13
\[ D_{b}\text{maj7} \quad D_{b}\text{sus2} \quad A_{b} \quad E_{b}/G \]

16
\[ F_{m}\text{7} \quad D_{b} \quad G \]

19
\[ F \]
Track 4

A Gift

(Instrumental)

Cue - Grandad: 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.

Atmospheric, with lots of pedal \( \frac{j}{\text{d}} = 60 \)

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

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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?

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 $\frac{\text{rit}}{\text{rit.}}$ = 44

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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

F

F

F

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FORTUNE'S ENTOURAGE

Here we come now with drums all a-

-bla-zing, Fortune's servants all are we. Here we

come now with games so a-ma-zing, so that
joy we’ll surely bring, you see. Throw the dice and it’s we who will
serve you, make your wishes all come true. We are servants of great Lady

Fortune’s March
feet and clap your hands and join our marching, sing our song and join our ranks, two by two.

Fortune's March
troubles flying high, she is coming to you,

coming to you, Fortune now is nigh!
Cue - Applause segue from Track 6.

Fortune’s Entourage
(Instrumental)

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

\( \text{Tempo: } \frac{4}{4} \text{ at } 112 \)
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

Track 8

\[ i = 100 \]

DICE CHORUS

1. Em Am Em DICE CHORUS
   
   Se-ven, six, five, four, three, two, one. Spin the dice, the game's begun.

2. G G sus4 G sus4 G G sus4
   
   poca rit. Slightly faster \[ i = 108 \]
   
   e-v-e-ry one.

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One's the number on its own, two's the number not alone,

three's the number makes a crowd,

four's the number, shout it loud, five's the number, two to go.

Song of the Dice
six the number we all know. Seven is the number of the

seven-sided dice! Seven is the number of the

seven-sided, seven-sided dice.
One's the number on its own,

Two's the number not alone,

Three's the number makes a crowd,

Four's the number, shout it loud,