

# THE BOSS

SCORE

"We hope that eventually there would be an occasion which I can personally prove that game music can in fact impress many different people and move them."  
-Nobuo Uematsu

JEREL ELLEGOOD

Mechanical ♩ = 160

Keyboard (3 Hands)

Percussion 1

Percussion 2

*mf*

Crash Cymbal  
Suspended Cymbal  
Tam-Tam  
Wind Chimes

Sleigh Bells  
Snare Drum  
Bass Drum

7

7

KB

13

13

KB

19

19

KB

## KEYBOARD

*The keyboard sound should mimic the sound of early 8-bit video games. Most decent keyboards will have several voices in their soundbank that will suffice. There's a seemingly limitless number of choices when you consider the various soundbanks and VSTs available. Ultimately, the sound (and it's texture) is in the hands of the conductor and his/her interpretation.*

*Keyboard volume should be relative to the ensemble.*

***Speaker/amp recommended.***

THE BOSS

A 'Mystical'

8<sup>va</sup>

The musical score is arranged in a standard orchestral format. The top section includes the string ensemble (Violins 1 & 2, Violas, Cellos, and Double Basses) and the woodwind section (Piccolo, Flutes 1 & 2, Oboes 1 & 2, Bassoons 1 & 2, Clarinets in Bb 1, 2, & 3, Clarinet in B, Saxophones in A, Tensore, and Bass, and Trumpets in Bb 1 & 2). The middle section contains the brass section (Horns 1, 2, 3, & 4, Trombones 1 & 2, Baritone, Euphonium, and Tuba). The bottom section features the percussion section (Percussion 1 and Percussion 2). The score begins at measure 25 and includes a section marked '8<sup>va</sup>' (octave up) for the strings. A section titled 'A 'Mystical'' is indicated by a dashed line. Dynamic markings include *f* (forte), *mf* (mezzo-forte), *mp* (mezzo-piano), and *p* (piano). The percussion parts show a crescendo from *p* to *f* in measure 25.



THE BOSS

*rit.*

**C**

Swift ♩ = 174

The musical score is arranged in a standard orchestral format. It begins with a *rit.* (ritardando) and a tempo marking of **Swift** at 174 beats per minute. The score is divided into several systems of staves. The woodwind section includes Piccolo, Flutes (1 and 2), Oboes (1 and 2), Bassoons (1 and 2), Clarinets (B-flat, 1 and 2, and B-flat), and Saxophones (Alto, Tenor, and Baritone). The brass section includes Trumpets (B-flat, 1 and 2), Horns (1, 2, 3, and 4), Trombones (1 and 2), Euphonium, and Tuba. The percussion section consists of two parts, Perc. 1 and Perc. 2. The score features a variety of dynamic markings, including *p* (piano), *cresc.* (crescendo), and *ff* (fortissimo). The tempo is marked as **Swift** with a metronome marking of ♩ = 174. The score includes a **C** (Coda) symbol and a *rit.* (ritardando) marking. The percussion parts are marked with *mf* (mezzo-forte) and *fff* (fortississimo). The score is written in a key signature of one flat (B-flat major/D minor) and a 2/4 time signature.

"Playful"

44

*mf*

*f* *cresc.*

Picc.

Fl. 1  
2

Ob. 1  
2

Bsn. 1  
2

B♭ Cl. 1  
2  
3

B. Cl.

A. Sax. 1  
2

T. Sax.

B. Sax.

B♭ Tpt. 1  
2

Hn. 1  
2  
3  
4

Tbn. 1  
2

B. Tbn.

Euph.

Tuba

Perc. 1

Perc. 2

*mf*

*f*

*ff* *fff*

*mf*

*fff*

D

"Epic...and Brutal"

This musical score is for a section titled "Epic...and Brutal" in D major. It features a variety of instruments including Piccolo, Flutes (1 and 2), Oboes (1 and 2), Bassoons (1 and 2), Clarinets (Bb, 1 and 2, and B), Saxophones (A, T, and B), Trumpets (Bb, 1 and 2), Horns (1, 2, 3, and 4), Trombones (1 and 2), Euphonium, Tuba, and Percussion (1 and 2). The score is marked with a dynamic of *fff* (fortississimo) throughout. The key signature has one sharp (F#) and the time signature is 7/8. The score includes various musical notations such as slurs, accents, and dynamic markings. A rehearsal mark "50" is present at the beginning of the Piccolo part and again at the start of the Percussion 2 part.

