



Percussion Score

Afterworld

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Infernus
Intense
♩ = 144

Mallet 1: Bells, mf < f, mf < f, mf < ff, mf < ff

Mallet 2: Xylo, f, ff

Mallet 3: Vibes, mf < f, mf < ff, mf < ff, mf < ff

Mallet 4: Vibes, mf < f, mf < ff, mf < ff, mf < ff

Mallet 5: Marimba, f, ff

Mallet 6: Marimba, f, ff

Auxiliary 1: Chimes

Auxiliary 2: f

Auxiliary 3: Bowed Gong, f

Auxiliary 4: Bass Drum, mf, p mp mf, mp

Snare Drums

Tenor Drums

Bass Drums

Cymbals

13 14 15 16 17 18 19 20

Mal 1 *mf* — *ff* *mf* — *ff* *mf* — *ff* *mf* — *ff*

Mal 2

Mal 3 *mf* — *ff* *mf* — *ff* *mf* — *ff* *mf* — *ff*

Mal 4 *mf* — *ff* *mf* — *ff* *mf* — *ff* *mf* — *ff*

Mal 5

Mal 6

Aux 1 splash choke china choke ride cymbal splash choke china choke ride cymbal
f *p* *f* *p*

Aux 2 large cowbell large cowbell
f *p*

Aux 3 two large jam blocks two large jam blocks
f *f*

Aux 4 bass drum bass drum
f *f*

Aux 5 *f* *pp* *f* *pp*

Snares *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f*

Tenors *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f* *p* — *f*

Basses *f*

Cym *f*

Fast
♩ = 168

31 32 33 34 35 36 37 38 39 40 41

Mal 1 *ff* *f* *ff* *mf*

Mal 2 *fp* *ff* *mf*

Mal 3 *fp* *ff* *mf*

Mal 4 *ff* *f* *ff* *mf*

Mal 5 *fp* *ff* *mf*

Mal 6 *fp* *ff* *mf*

Aux 1 splash choke temple blocks *pp* *ff* sleigh bells triangle bell of ride cymbal *p* *f*

Aux 2 *f* *ff* *mp* *f* *ff*

Aux 3 vibraslap *f* tambourine

Aux 4 *mp*

Snares LH *fp* RLR LRL RLL LRL R RH *p*

Tenors *p*

Basses *mf* *p* *mp* *p*

Cym *mp*

Afterworld - Percussion Score

This percussion score is for the track 'Afterworld' and covers measures 52 to 59. It is written in 4/4 time with a key signature of three flats (B-flat major/D minor). The score is divided into several parts:

- Mal 1-6:** Six melodic lines for mallet percussion. Mal 1 uses various dynamics including *f*, *mf*, and *fp*. Mal 2 and Mal 3 feature complex rhythmic patterns with dynamics ranging from *mf* to *ff*. Mal 4 and Mal 5 play steady eighth-note patterns with dynamics from *mp* to *f*. Mal 6 plays a melodic line with dynamics from *mp* to *fp*.
- Aux 1:** Auxiliary percussion including splash choke, china, and bell of ride cymbal.
- Aux 2:** Auxiliary percussion including 2 brake drums, large cowbell, and triangle.
- Aux 3-4:** Empty auxiliary staves.
- Snares:** Features complex rhythmic patterns with triplets and dynamics from *ff* to *mp*.
- Tenors:** Features rhythmic patterns similar to the snares with dynamics from *mp* to *f*.
- Basses:** Features a steady eighth-note pattern with dynamics from *mp* to *f*.
- Cym:** Features a melodic line with dynamics from *mp* to *f*.

Dynamic markings throughout the score include *ff*, *f*, *mf*, *mp*, and *fp*. Specific performance instructions such as 'splash choke', 'china', 'triangle', 'bell of ride cymbal', and 'wind chimes' are noted above the respective staves.

This percussion score is for the track "Afterworld" and covers measures 70 to 78. It features a variety of percussion instruments and dynamic markings. The score is organized into several systems:

- Mal 1-6:** Six melodic lines for mallets. Mal 1-3 play a consistent eighth-note pattern. Mal 4-6 play a similar pattern but with more complex rhythmic variations. Dynamics range from *ff* (fortissimo) to *mf* (mezzo-forte).
- Aux 1-4:** Auxiliary percussion parts. Aux 1 includes splash, china, crash, and cymbals. Aux 2 includes zil bel and 2 brake drums. Aux 3 includes maracas. Aux 4 includes gong. Dynamics include *mf*, *ff*, and *p* (piano).
- Snares:** A complex rhythmic pattern with sixteenth-note runs and accents. Dynamics include *f* (forte) and *ff*.
- Tenors:** A rhythmic pattern with accents and triplets. Dynamics include *f* and *p*.
- Basses:** A rhythmic pattern with accents and triplets. Dynamics include *f* and *p*.
- Cym:** Cymbal part with a simple rhythmic pattern. Dynamics include *ff*.

The score includes various dynamic markings such as *ff*, *mf*, *f*, and *p*. It also features articulation marks like accents and slurs, as well as specific performance instructions like "zil bel" and "2 brake drums".

Purgatorio

88 $89 \downarrow = 88$ 90 91 92 93 94 95 96 97 98

Mal 1 *mf* *f* *mp*

Mal 2 Crotales *f* *mf* *mf*

Mal 3 *mf* *f* *mp*

Mal 4 *mf* *f* *mp*

Mal 5 *mp* *mp* *mp*

Mal 6 *mp* *mp* *mp*

Aux 1 wind chimes *mf*

Aux 2 finger cymbals

Aux 3 triangle *f* triangle *f*

Aux 4 coin scrape coin scrape on cymbal on gong *f* gong with thin tri btrs *mf* *mf*

Snares

Tenors Soft Mallets *p* *mp*

Basses Soft Mallets *mp* *mp*

Cym

108 109 110 111 112 113 *Slightly Faster* ♩ = 104 114 115

Mal 1

Mal 2 *mf < f* *mf < f* *mp* *mf* *f*

Mal 3 *mp* *mf*

Mal 4 *mp* *mf*

Mal 5 *mp* *mf*

Mal 6 *mp* *mf*

Aux 1 cabasa *mp f* cabasa *mp f* wind chimes *mp* *mf*

Aux 2 *f* ride cymbal w/thin tri btrs

Aux 3 claves *mp f* triangle *mf f* *mf f* *mf f* *mf* triangle *p* tambourine

Aux 4 triangle *f*

Snares Halfway *p* *mf*

Tenors *mf* RH R L R L RH R R L

Basses

Cym *mf*

124 125 126 127 128 129 130 131

Mal 1 *ff* *f* *ff*

Mal 2 *ff* *f* *ff*

Mal 3 *ff* *f* *ff*

Mal 4 *ff* *f* *ff*

Mal 5 *ff* *f* *ff*

Mal 6 *ff* *f* *ff*

Aux 1 china splash choke china wind chimes china china

Aux 2 *ff* china *ff* china *f* *ff* china *ff* china *ff* china

Aux 3 *ff* bass drum or real low floor tom *ff* *ff* *ff* *ff*

Aux 4 *ff* *ff* *ff* *ff* *ff* *ff*

Snares *ff* Center *ff* Regular Mallets *mf*

Tenors *ff* *p mp* *mf* *p*

Basses *ff* *p ff* *mf* *p*

Cym *ff* *p*

Suddenly Fast
♩ = 160

139 140 141 142 143 144 145 146 147

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

mp

f *mf* *ff* *f* *mf* *f* *f* *f* *f*

p *ff* *p* *ff*

mf *mf* *mf* *mf mp* *mf*

ff *mf* triangle *ff* *mf* triangle *ff* *mf* *ff* *mf* *ff* *mf* *mp*

ff tambourine *mf* *f* *ff* tambourine *mf* *f* *ff* tambourine *mf* *mp* coin scrape on gong coin scrape on cymbal *mf*

f *f* *f* *f* *f* *f*

p *p*

pp *p*

Crotales

Xylo

wind chimes

3 3 3 3 3 3 3 3

R L L R L L R L L R L L

154 155 156 157

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

ff

R L R R L R L L

add more triangles in IF players exist

Afterworld - Percussion Score
21

166 167 168 169 170 171 172 173 174 175 176

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

mp

mp coin scrape on ride cym

f

ff coin scrape on gong

f coin scrape on ride cym

RH

RH

The score is for a percussion ensemble and includes the following parts:

- Mal 1: Melodic line with dynamics *f*.
- Mal 2: Melodic line with dynamics *f*.
- Mal 3: Melodic line with dynamics *f*.
- Mal 4: Melodic line with dynamics *f*.
- Mal 5: Melodic line with dynamics *f*.
- Mal 6: Melodic line with dynamics *f*.
- Aux 1: Empty staff.
- Aux 2: Rhythmic pattern with dynamics *mp*.
- Aux 3: Rhythmic pattern with dynamics *mp*.
- Aux 4: Coin scrape effects on ride cym (measures 167, 171, 175) and gong (measure 172) with dynamics *f* and *ff*.
- Snares: Rhythmic pattern with dynamics *f*.
- Tenors: Rhythmic pattern with dynamics *f*.
- Basses: Empty staff.
- Cym: Empty staff.

187 188 189 190 191 192 193 194 195

Mal 1 *f* *ff*

Mal 2 *ff* *f* *ff* *f*

Mal 3 *ff* *f* *ff* *f*

Mal 4 *ff* *f* *ff* *f*

Mal 5 *ff* *f* *ff* *f*

Mal 6 *f* *ff* splash choke splash choke *f* china splash choke china choke

Aux 1

Aux 2 continue groove *mf* *f* *f* continue groove *mf* *ff* brake drums

Aux 3 *mf* *mf* *mf*

Aux 4 muted bas drum hit *ff* *ff*

Snares R L R R L L R L R R L L *f* *f* *f* R L R R L L R L R R L L *mp*

Tenors *mp* *mf* *p* *f* *mp*

Basses *mp*

Cym

The score consists of ten staves. Mal 1-6 are melodic lines with dynamics *f* and *ff*. Aux 1-4 are auxiliary percussion tracks with various effects and dynamics like *mf*, *f*, and *ff*. Snares, Tenors, and Bases are rhythmic tracks with specific patterns and dynamics. Cym is a cymbal track.

205 206 207 208 209 210 211 **212** 213

Mal 1 *f* *f* *ff* *ff*

Mal 2 *f* *ff* *ff* *ff*

Mal 3 *f* *ff* *ff* *ff*

Mal 4 *f* *ff* *ff* *ff*

Mal 5 *f* *ff* *ff* *ff*

Mal 6

Aux 1 *mf* *f* *ff* splash choke *ff* splash & chinaboy

Aux 2 *ff* triangle

Aux 3 *ff* large cymbal

Aux 4 *ff* bass (choke) drum *ff* gong & bass drum

Center

Snares *f* *ff* *f*

Tenors *f* *ff*

Basses *ff*

Cym *ff*

Musical score for percussion instruments, measures 223 to 233. The score includes parts for Mal 1-6, Aux 1-4, Snares, Tenors, Basses, and Cym.

Measures 223-229: 2/4, 4/4, 2/4, 4/4, 2/4, 4/4, 2/4, 4/4, 2/4, 4/4.

Measure 230: 4/4.

Measures 231-233: 4/4, 2/4, 4/4.

Measures 231-233 are marked with a box containing the number 231.

Instrument parts and dynamics:

- Mal 1-6: Melodic lines with various dynamics including *ff*, *p*, and *ff*.
- Aux 1: Suspended cymbal, splash & china. Dynamics: *p*, *ff*.
- Aux 2: Jam block ON beats & hi-hat on upbeats. Dynamics: *f*.
- Aux 3: Bass drum. Dynamics: *ppp*, *fff*.
- Snares: Dynamics: *f*, *p*, *f*. Includes triplets (3) and R L L patterns.
- Tenors: Dynamics: *mp*, *f*, *p*, *f*. Includes triplets (3) and R L L patterns.
- Basses: Dynamics: *p*, *f*.
- Cym: Dynamics: *f*.

Musical score for percussion instruments, measures 242-246. The score includes parts for Mal 1-6, Aux 1-4, Snares, Tenors, Basses, and Cym. The key signature is B-flat major (two flats). The time signature is 4/4. The score is marked with dynamics such as *ff* (fortissimo) and *mf* (mezzo-forte). The score includes various percussion instruments and techniques, such as triangle, cymbal & low floor tom, and jam block ON beats & hi-hat on upbeats. The score is divided into measures 242, 243, 244, 245, and 246. A large watermark is visible across the page.

242 243 244 245 246

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1

Aux 2 triangle *ff* cymbal & low floor tom *ff* jam block ON beats & hi-hat on upbeats *f* cymbal & low floor tom *ff*

Aux 3 *ff*

Aux 4 *ff*

Snares *mf* *ff* R L R R L R L R L R L R R L L R L R R L L

Tenors *mf* *ff* R L R R L R L R L R L R R L L R R L L

Basses *mf* *ff* R L R R L R L R L R L R R L L

Cym *ff*