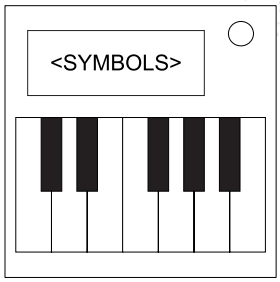
On the Subject of Cruel Piano Keys



The devil's interval approaches...

𝄆 and ∾ and ≥ 2 ind = left most # in SN (RI)

♯ or × and empty plate = # of batt holders (Transpose down by # of mins remaining)

𝅝 or ⊓ and ≥ 2 of same port type = LSD of # of solved modules (I)

𝄡 and 𝄾 and ≥ 2 port plates = 9 − # of unlit ind (R)

¢ or 𝐂 and vowel in SN = LSD of # of strikes (R, transpose down by 3 semitones)

♮ or ᴡ and even # of batt = DVI-D present = 7 otherwise = 3 (P, transpose up by # of ports)

♭ or 𝄽 and ind with no vowels (FRK, FRQ, NLL, SND, CLR, TRN) = G♯ C♯ D C F♯ D♯ A♯ A B G E F

⊓ or 𝄾 1 or no ports = G D♯ F♯ F G♯ C♯ B C A♯ A E D

𝄆 or × = C D♯ F♯ D F C♯ B A G A♯ E G♯

♭ and last # of SN is even = B♭ B♭ B♭ B♭ G♭ A♭ B♭ A♭ B♭ (Final Fantasy)

𝐂 or ♯ and ≥ 2 batt hol = E♭ E♭ D D E♭ E♭ D E♭ E♭ D D E♭ (Guiles Theme)

♮ and 𝅝 = E F♯ F♯ F♯ F♯ E E E (James Bond)

¢ or ∾ and RCA port = B♭ A B♭ F E♭ B♭ A B♭ F E♭ (Jurassic Park)

𝄡 and lit SND ind = E E E C E G G (Super Mario)

ᴡ or 𝅝 or c and ≥ 3 batt = C♯ D E F C♯ D E F B♭ A (Pink Panther)

♭ and ♯ = G G C G G C G C (Superman)

𝄵 or 𝄻 and SN has 3, 7 or 8 = A E F G F E D D F A (Tetris Theme A)

♮ or ∾ or  = G G G E♭ B♭ G E♭ B♭ G (Empire Strikes Back)

Otherwise = B D A G A B D A (Zelda's Lullaby)

RI (Retrograde Inverse):

0= C♯ G F♯ D♯ A C B A♯ D E G♯ F

1= D♯ C D A C♯ F F♯ G E G♯ B A♯

2= D G♯ A G B F C A♯ E D♯ C♯ F♯

3= B C♯ A G♯ G C A♯ D♯ D F♯ F E

4= A C♯ A♯ B G♯ D♯ F E F♯ G C D

5= E G♯ D F D♯ C♯ B G A♯ F♯ A C

6= A♯ B D G C♯ F A C D♯ F♯ E G♯

7= F♯ G♯ D♯ D F A♯ C C♯ A G B E

8= F E G B A A♯ D♯ F♯ C D C♯ G♯

9= D A B C♯ G♯ C F E G F♯ A♯ D♯

I (Inverse):

0= F G♯ E D A♯ B C A D♯ F♯ G C♯

1= A♯ B G♯ E G F♯ F C♯ A D C D♯

2= F♯ C♯ D♯ E A♯ C F B G A G♯ D

3= E F F♯ D D♯ A♯ C G G♯ A C♯ B

4= D C G F♯ E F D♯ G♯ B A♯ C♯ A

I (Inverse):

5= C A F♯ A♯ G B C♯ D♯ F D G♯ E

6= G♯ E F♯ D♯ C A F C♯ G D B A♯

7= E B G A C♯ C A♯ F D D♯ G♯ F♯

8= G♯ C♯ D C F♯ D♯ A♯ A B G E F

9= D♯ A♯ F♯ G E F C G♯ C♯ B A D

R (Retrograde):

0= A D♯ E G C♯ A♯ B C G♯ F♯ D F

1= F G♯ F♯ B G D♯ D C♯ E C A A♯

2= A♯ E D♯ F C♯ G C D G♯ A B F♯

3= A G B C C♯ G♯ A♯ F F♯ D D♯ E

4= G D♯ F♯ F G♯ C♯ B C A♯ A E D

5= G♯ E A♯ G A B C♯ F D F♯ D♯ C

6= F♯ F D A D♯ B G E C♯ A♯ C G♯

7= D C F F♯ D♯ A♯ G♯ G B C♯ A E

8= B C A F G F♯ C♯ A♯ E D D♯ G♯

9= E A G F A♯ F♯ C♯ D B C G♯ D♯

P (Prime):

0= F D F♯ G♯ C B A♯ C♯ G E D♯ A

1= A♯ A C E C♯ D D♯ G B F♯ G♯ F

2= F♯ B A G♯ D C G C♯ F D♯ E A♯

3= E D♯ D F♯ F A♯ G♯ C♯ C B G A

4= D E A A♯ C B C♯ G♯ F F♯ D♯ G

P (Prime):

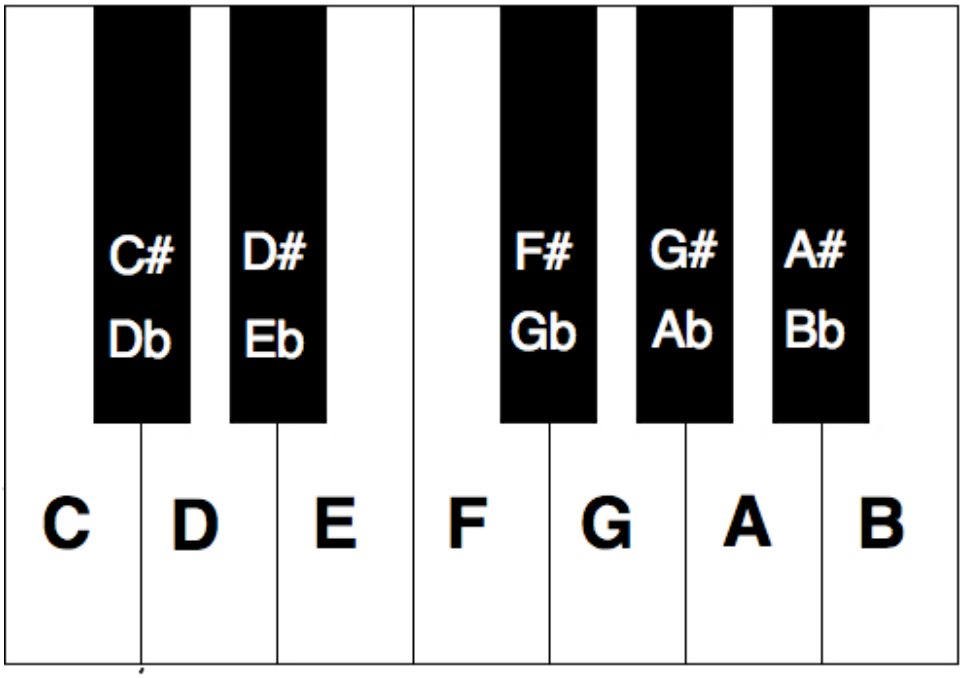
5= C D♯ F♯ D F C♯ B A G A♯ E G♯

6= G♯ C A♯ C♯ E G B D♯ A D F F♯

7= E A C♯ B G G♯ A♯ D♯ F♯ F C D

8= G♯ D♯ D E A♯ C♯ F♯ G F A C B

9= D♯ G♯ C B D C♯ F♯ A♯ F G A E



𝅜 = Breve ~ = Turn

♯ = Sharp × = Double Sharp

𝄐 = Fermata ⊓ = Down Bow

𝄡 = Clef 𝄾 = 16th Rest

𝄵 = Cut Time 𝄴 = Common Time

♮ = Natural 𝆖 = Mordent

♭ = Flat 𝄽 = Quarter Rest