

# Wicked Game

(Roots rock, 1989)

Arranged by Sasani

Composed by Chris Isaak

The musical score consists of three systems of music for four instruments: Alto Recorder, Tenor Recorder, Bass Recorder, and Bass Ukulele. The key signature is B-flat major (two flats), and the time signature is common time (indicated by a '4'). The tempo is 96 BPM.

**System 1:** Measures 1-5. The Alto Recorder starts with a sustained note followed by eighth notes. The Tenor Recorder and Bass Recorder enter with eighth-note patterns. The Bass Ukulele enters at measure 5 with a sustained note followed by eighth notes. The lyrics are: "The world was on fire and no one could save me but you. It's".

**System 2:** Measures 6-10. The Alto Recorder has a melodic line with eighth and sixteenth notes. The Tenor Recorder and Bass Recorder provide harmonic support. The Bass Ukulele enters at measure 10 with a sustained note followed by eighth notes. The lyrics are: "strange what de-sires can make fool-ish peo-ple do...".

**System 3:** Measures 11-15. The Alto Recorder continues its melodic line. The Tenor Recorder and Bass Recorder provide harmonic support. The Bass Ukulele enters at measure 15 with a sustained note followed by eighth notes. The lyrics are: "I ne-ver dreamed that I'd meet some-bo-dy like\_\_ you. And I ne-ver dreamed that I'd".

15

A. Rec.

— lose some-bod-y like you... Whata wick-ed game to play

T. Rec.

B. Rec.

B. Ukr.

17

19

*mp*

21

A. Rec.

to make me feel this way. What a wicked thing to do. to make me dream

T. Rec.

B. Rec.

B. Ukr.

23

25

A. Rec.

a-bout you. What a wick-ed thing to say. You ne-ver felt this way.

T. Rec.

B. Rec.

B. Ukr.

27

29

*mf*

A. Rec.

T. Rec.

B. Rec.

B. Ukr.

A. Rec.

T. Rec.

B. Rec.

B. Ukr.

A. Rec.

T. Rec.

B. Rec.

B. Ukr.

What a wick-ed thing to do—  
to make me dream of you. Now

*f*  
I wan-na fall in love. Now I

— wan-na fall in love. Now I

45

A. Rec.

T. Rec.

B. Rec.

B. Uk.

wan-na fall in love with

47 49

51

A. Rec.

T. Rec.

B. Rec.

B. Uk.

you

p pp

p pp

p pp