# The Harmony Games

An interactive and educational work for narrator and orchestra

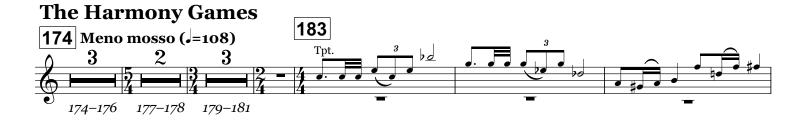
Yaniv Segal

## The Harmony Games

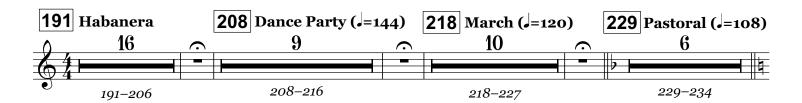


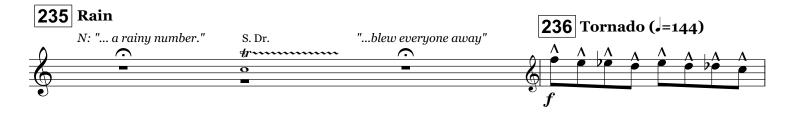




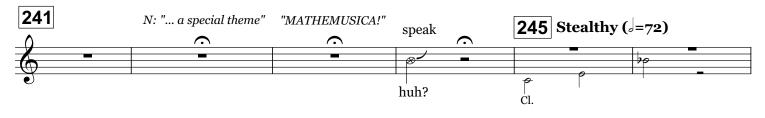




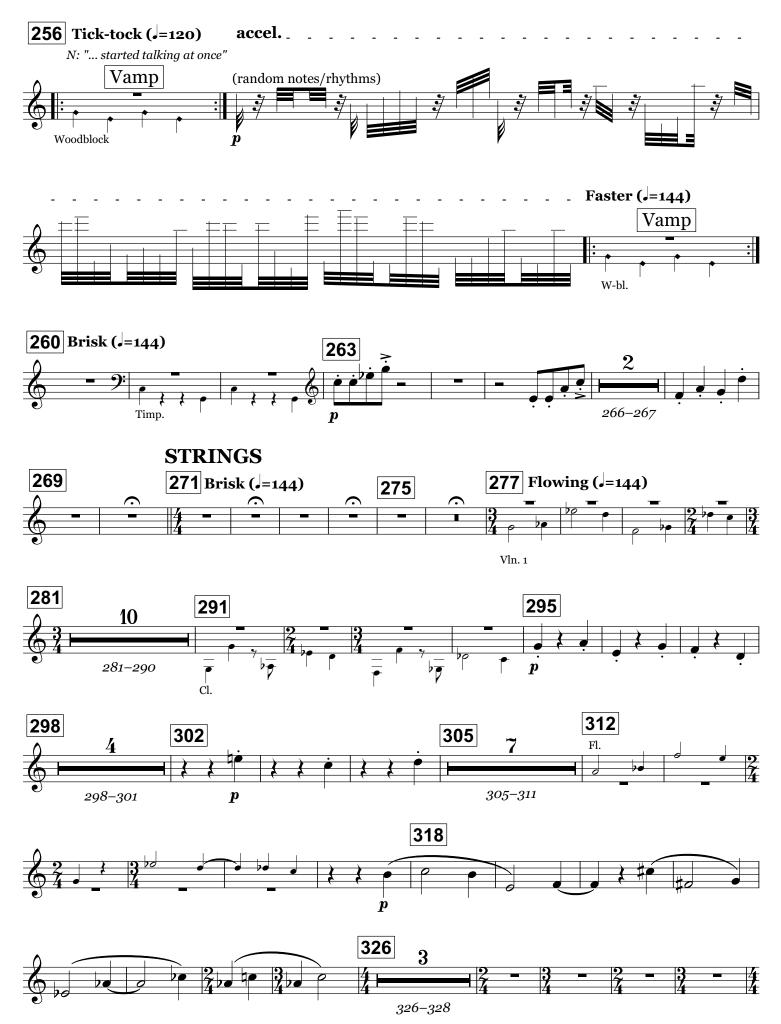


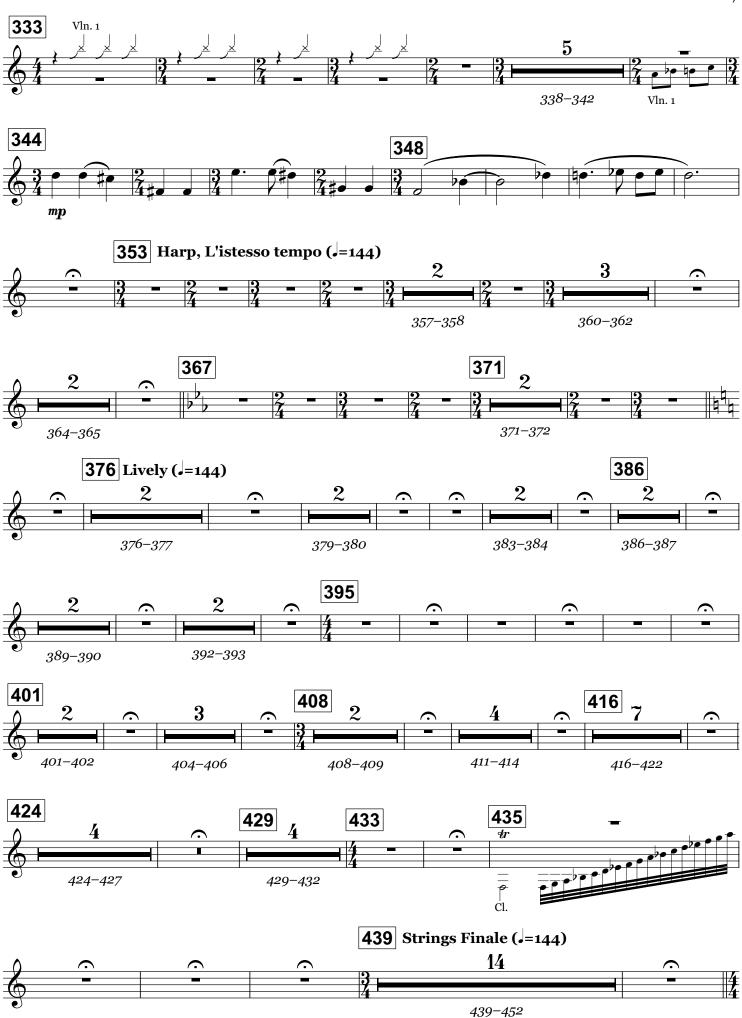
















594-602

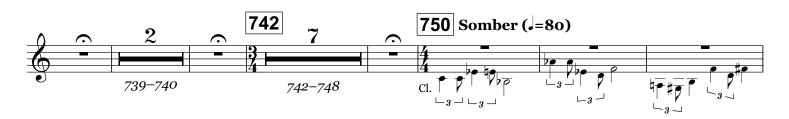


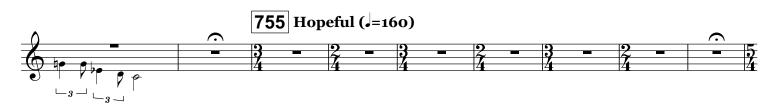
603-610

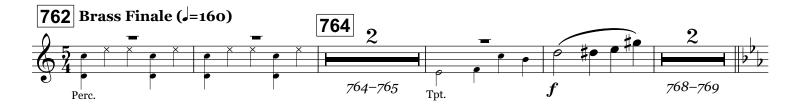




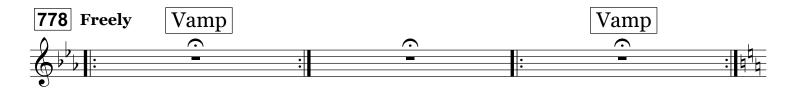




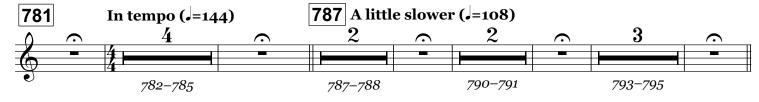








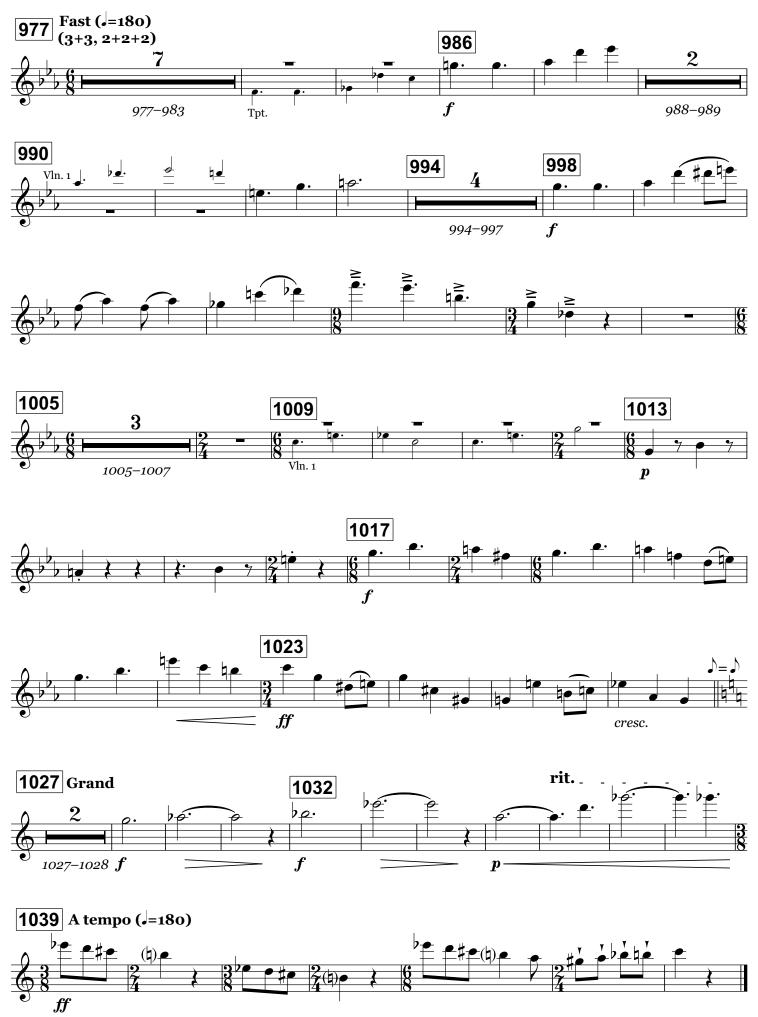
#### **PERCUSSION**











### Guided Q & A

#### I. INTRO

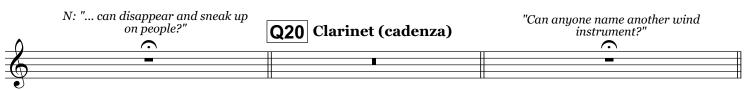


#### II. STRINGS



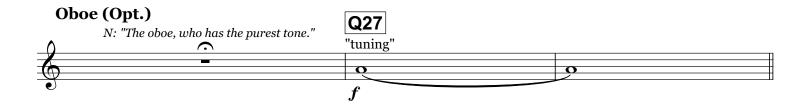


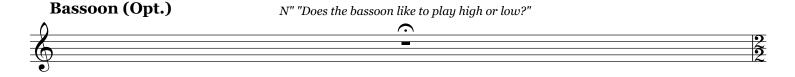
#### III. WINDS



#### Flute (Opt.)









#### IV. DYNAMICS







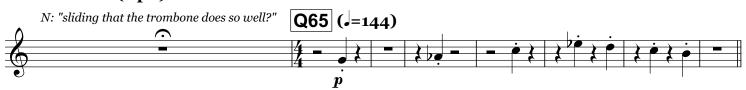
#### V. BRASS







#### Trombone (Opt.)





#### VI. PERCUSSION







#### VII. TEMPO









#### VIII. "GUESTS" CONDUCTING

#### Q118

Flexible tempo, rubato, etc. Follow the "guests" **start ca. J.=50** 





#### IX. OUTRO





