The Harmony Games

An interactive and educational work for narrator and orchestra

Yaniv Segal

The Harmony Games

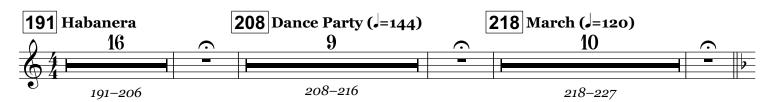




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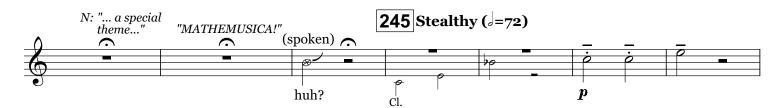
The Harmony Games





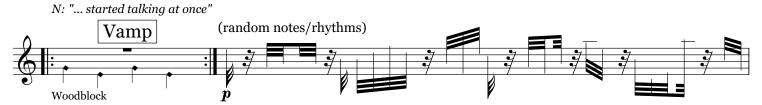


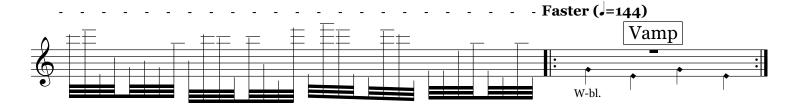


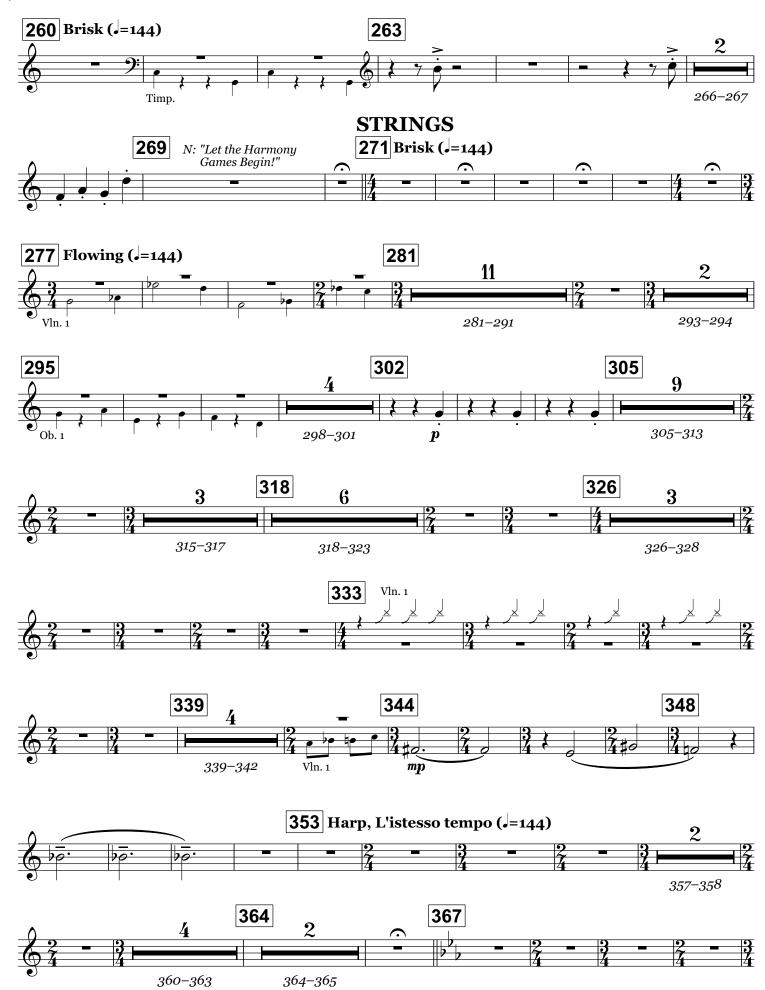




256 Tick-tock (=120) accel.



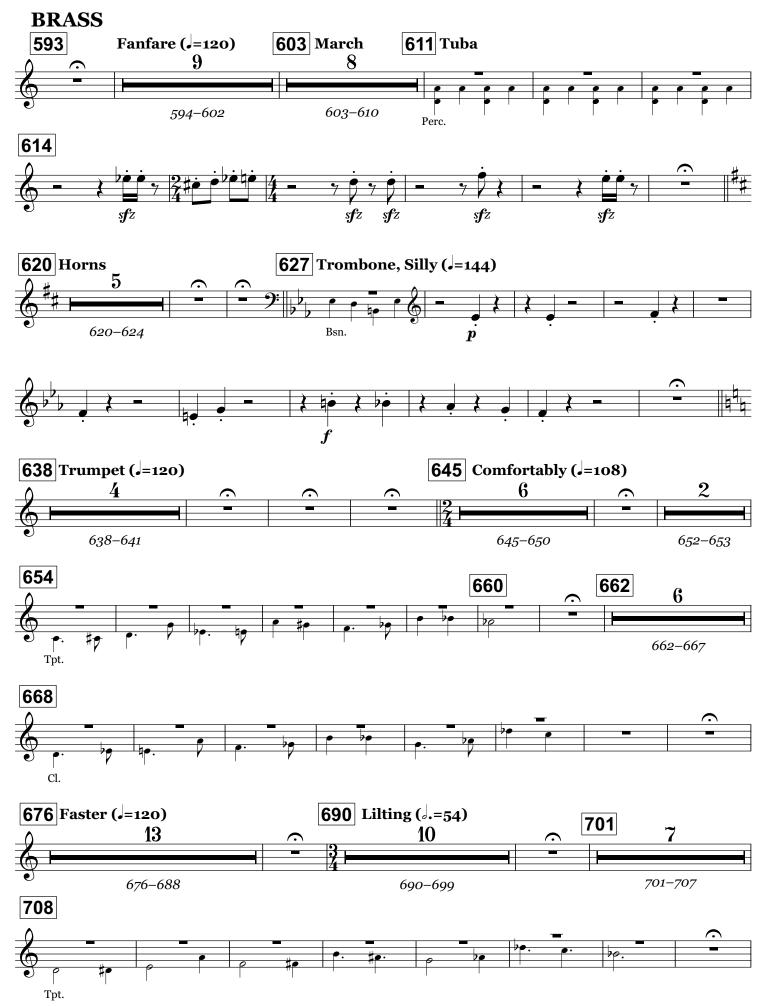










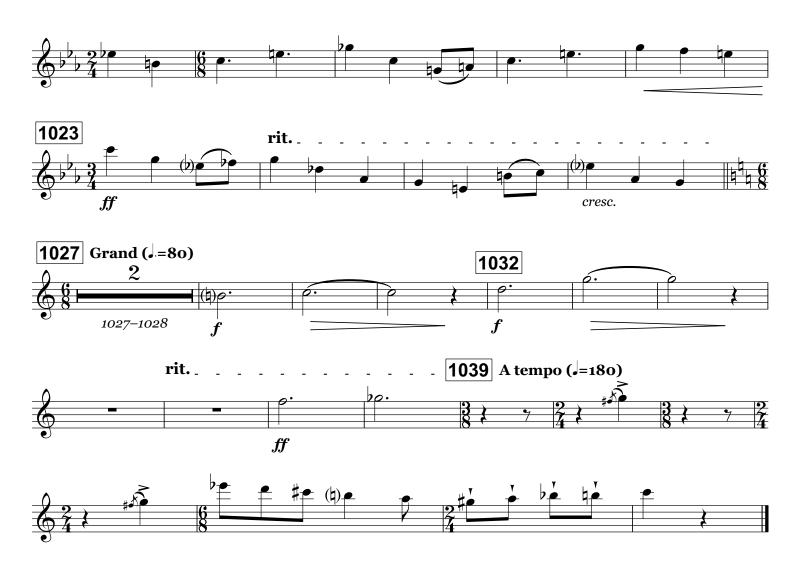






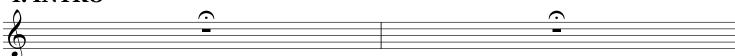


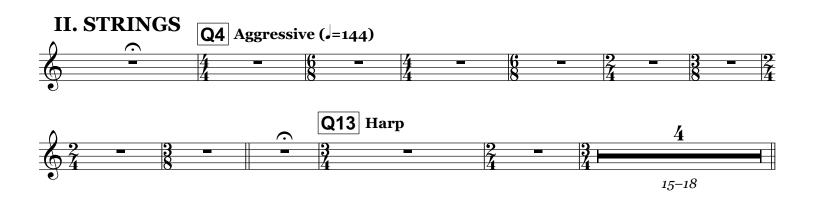




Guided Q & A







III. WINDS

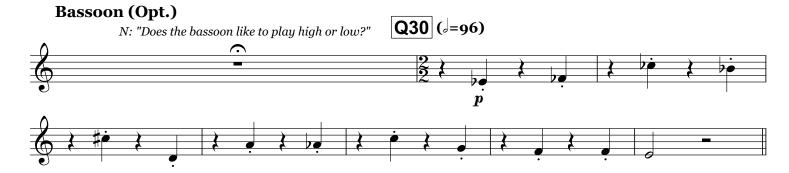


Flute (Opt.)

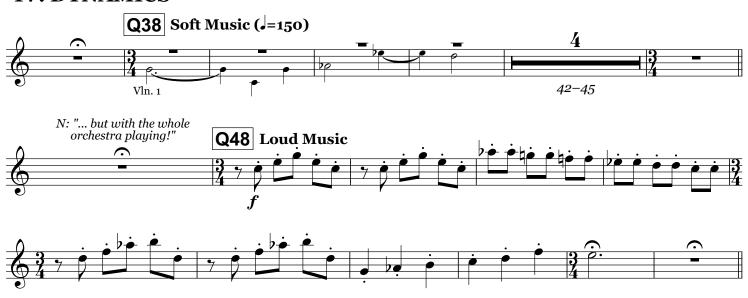


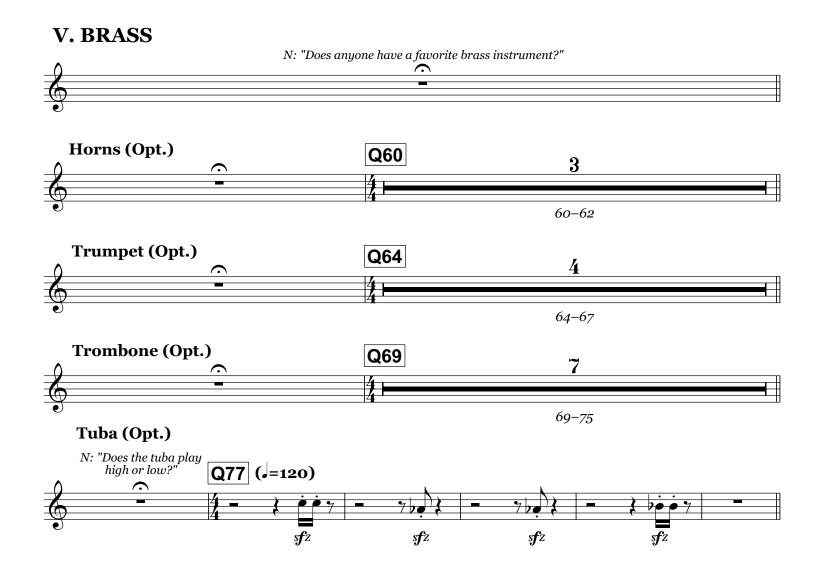
Oboe (Opt.)



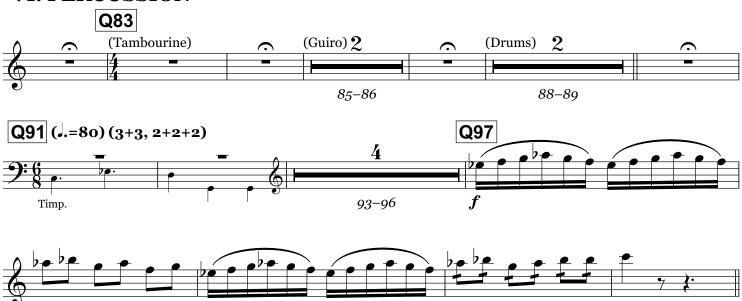


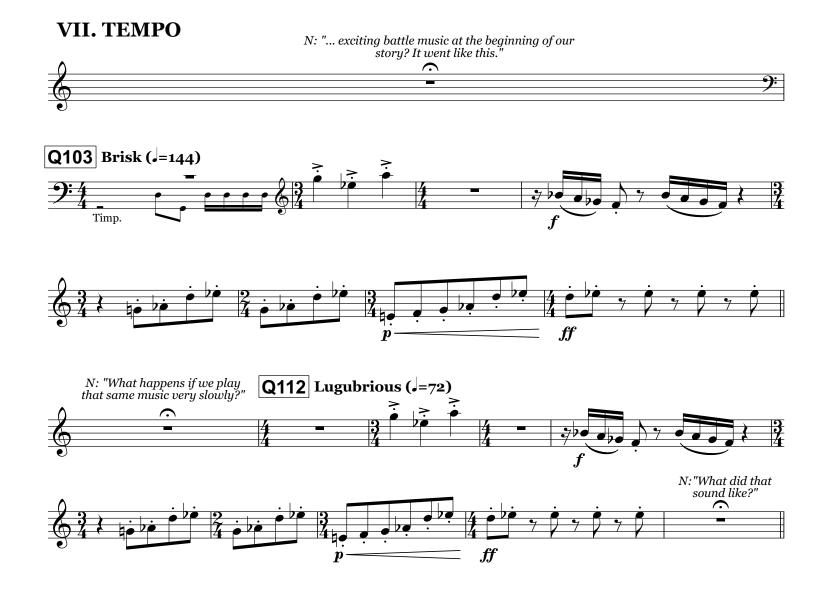
IV. DYNAMICS





VI. PERCUSSION





VIII. "GUESTS" CONDUCTING

Q122

Flexible tempo, rubato, etc. Follow the "guests"



IX. OUTRO

