The Harmony Games

An interactive and educational work for narrator and orchestra

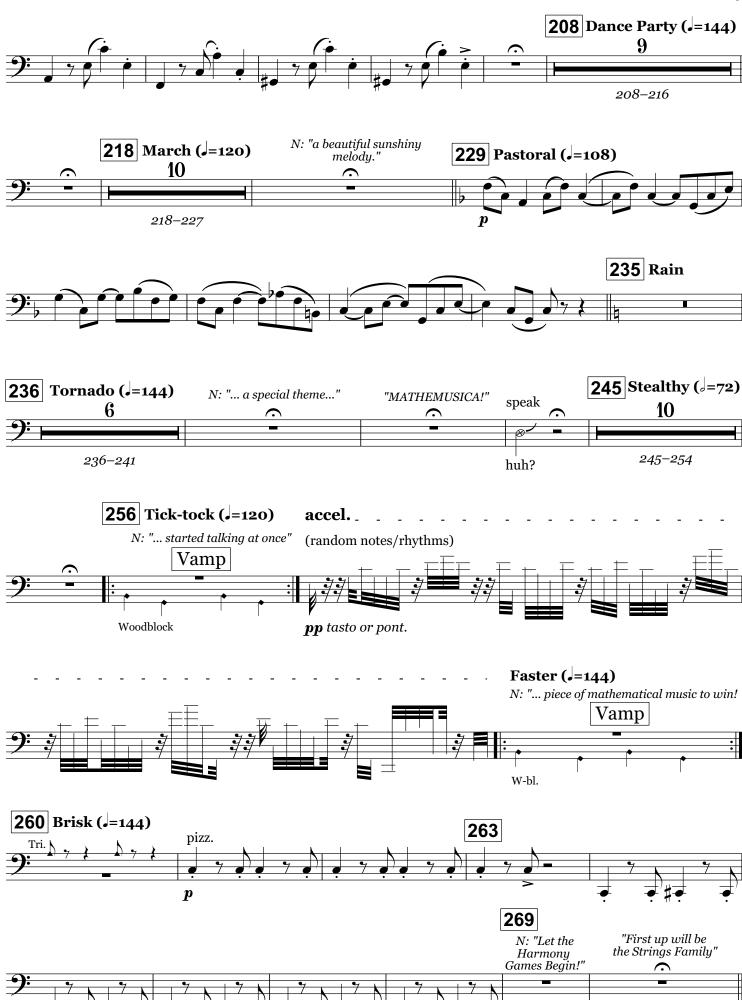
Yaniv Segal

The Harmony Games

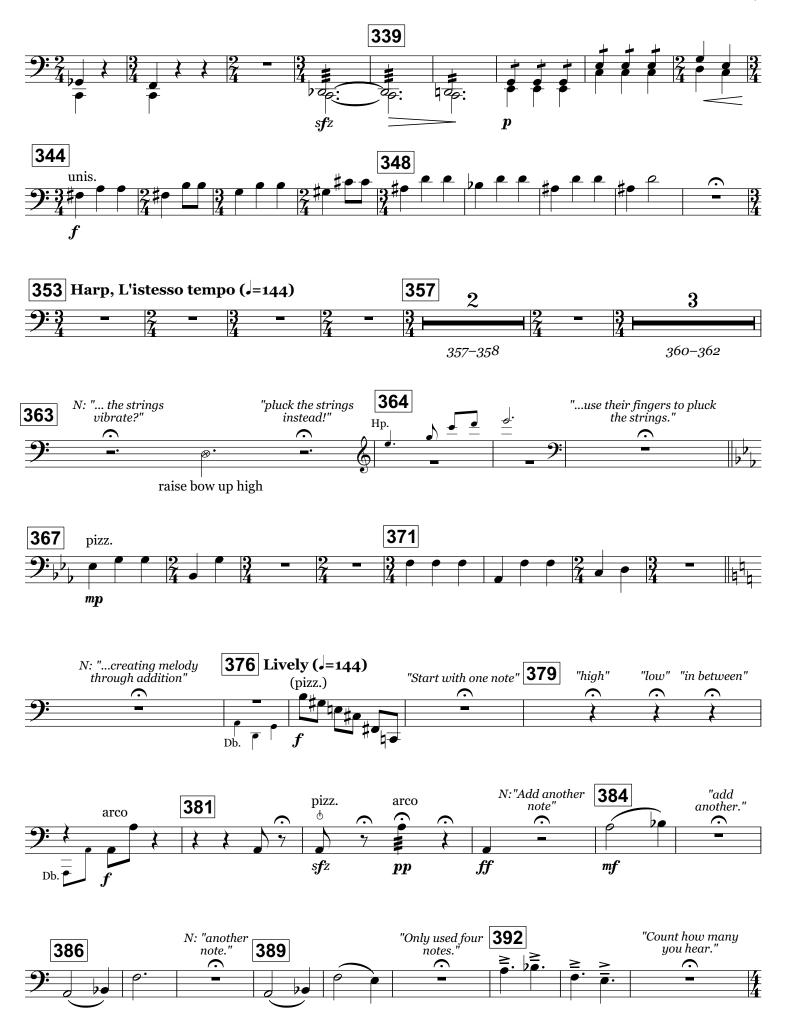


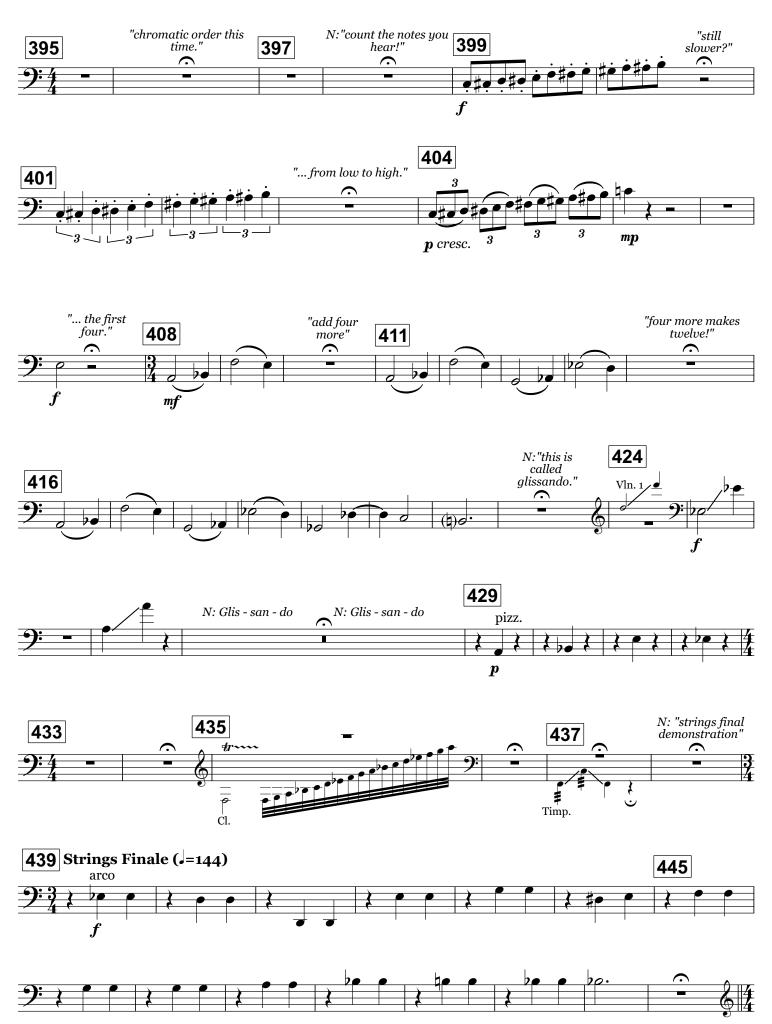








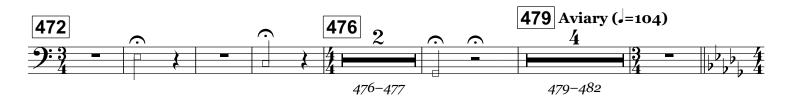


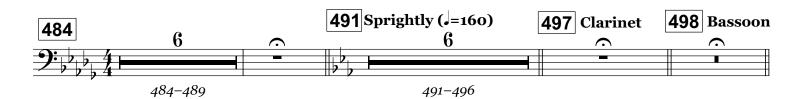


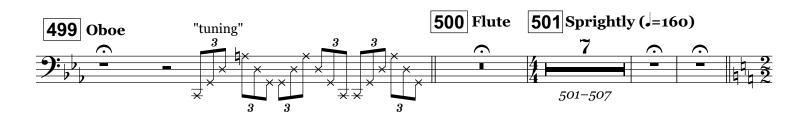


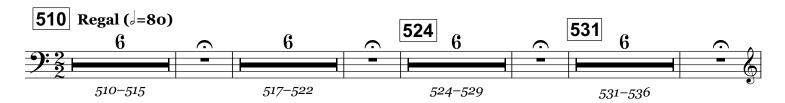






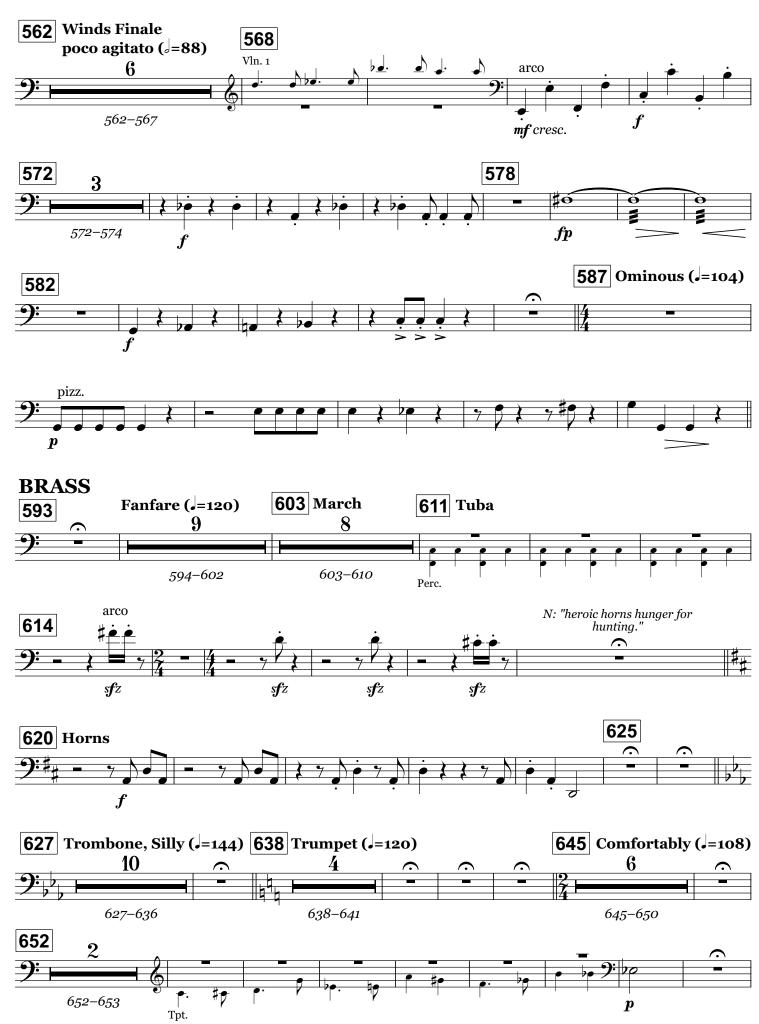




















Violoncello 15 965 March (= 120) 965-968 973-975 969-972 Timp. 977 Fast (=180) 982 (3+3, 2+2+2) 990 arco ≥ 986 994 pizz. \boldsymbol{f} 992-993 988-989 1005 998 1000-1001 996-997 1009 1013 **1017** arco **1027** Grand 1023 ff cresc. 1032 rit.



fp

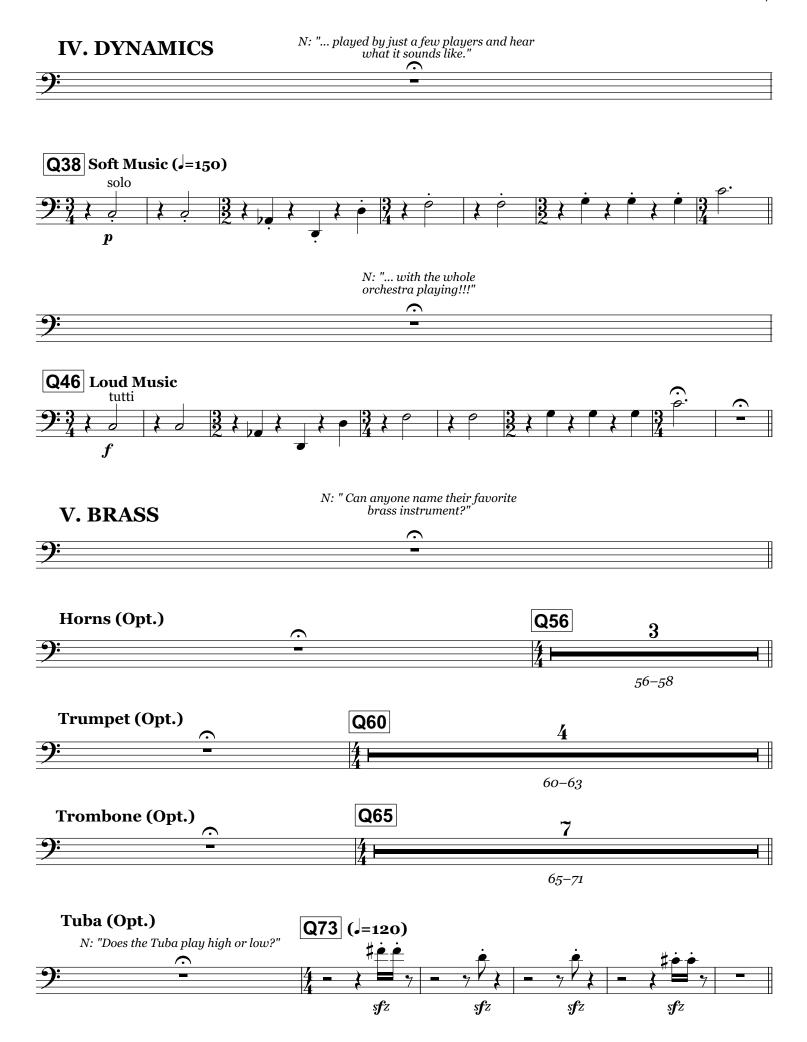
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fp

Bassoon (Opt.)

Guided Q & A I. INTRO N: "... to make the strings vibrate?? The bow!" II. STRINGS Q4 Aggressive (=144) Q13 Harp 15–18 III. WINDS **Q20** Clarinet (cadenza) N: "Can anyone name another wind instrument?" Flute (Opt.) **Q23** 23-25 **Q27** Oboe (Opt.) "tuning"

Q30





VIII. "GUESTS" CONDUCTING

Q118Flexible tempo, rubato, etc. Follow the "guests"





IX. OUTRO

