

Piano Battle Scene (from "Secret")

Transcribed by Benson Yeung

I

First played by Piano II starting at bar 3; then by Piano I from the beginning including the black-key glissandos.

Vivace (♩ = 88)

black-key gliss.

ff brillante

f legato e leggiero *p*

sempre legato *cresc.* *f* *p*

rall. *a tempo* *mf* *f* *p*

cresc. *f* *mp* *espress.*

cresc. *f brillante*

II

First played by Piano II; then by Piano I from bar 16 (no high C#) till the end, followed by bar 1 till bar 16's first note.

Allegro (Piano II: $\text{♩} = 62$, Piano I: $\text{♩} = 100$)

mf

con pedal

Vivace (Piano II: $\text{♩} = 126$, Piano I: $\text{♩} = 180$)

f

sfp begin slowly, then ease into tempo

mf

f

mf

sub. p accel. e cresc. - - - -

f

III

Animato (♩ = 150)

Piano II

Measures 1-10 of Piano II. The score is in common time (C). The dynamics are *p*, *sim.*, *mp*, *mf*, *f*, and *sfz*. The tempo is Animato (♩ = 150). The score includes a *left hand only* section for Piano I in measures 11-14.

left hand only

Piano I

Measures 11-14 of Piano I. The score is in common time (C). The dynamics are *p*, *sim.*, *mp*, and *sfz*. The score includes a *left hand only* section for Piano I in measures 11-14.

7 *mf*

9 *f*
still left hand only

11 *fp cresc.* *f* *sf* *attacca*

Agitato

Piano I *f*

Piano II *f*

4 *8-1*

7

8¹

mf

This system contains measures 7, 8, and 9. The right hand features a continuous sixteenth-note melody. The left hand provides harmonic support with chords and single notes. A dynamic marking of *mf* (mezzo-forte) is present in measure 9. A fingering of 8¹ is indicated for the first finger of the left hand in measure 9.

10

This system contains measures 10 and 11. The musical notation continues with the same melodic and harmonic patterns as the previous system.

12

f

8¹

This system contains measures 12, 13, and 14. A dynamic marking of *f* (forte) is present in measure 12. A fingering of 8¹ is indicated for the first finger of the left hand in measure 12.

15

fp

mf

8.

18

cresc.

f

21

cresc.

ff

ff