

# Puzzle of a Park

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## For the Cyberinet

Cyberinet

$\text{♩} = 50$  rec.

*mp* *mp*

6 **A**  $\text{♩} = 72$

*mf* *p*

10 *f*

12 *ff*

15 *mf*

17 *f*

19 *p* *f*

21

*f* *p*

24

**B**  $\text{♩} = 50$

*mf* *ff* *mf*

rall. .... a tempo

28

*p* *mp* *mp* *f*

33

stop play/rec. **C**  $\text{♩} = 72$

*mp* *mp* *f* *p* *mf*

41

**D**

*p* *mf*

47

*f* *mf*

53

**E**  $\text{♩} = 50$

*p* *mf* *p*

59 **rall.** ..... **a tempo** stop play/rec.

66 **F**  $\text{♩} = 50$  **G**  $\text{♩} = 72$

71

74

76 **H**

79

81

83

*mp* *f* *mp* *mf* *f* *mf* *p* *mf*



112 *ff* *mf* *f* *tr*

116 *ff* *mf* *mf* *tr*

120 *tr* *mf* *tr* *mp* *tr*

124 *mp* *mp* *mp* *rall.*

The musical score consists of four staves of music in treble clef. The first staff (measures 112-115) features a series of eighth and sixteenth notes with a forte (*ff*) dynamic, followed by a mezzo-forte (*mf*) section and a fortissimo (*f*) section. The second staff (measures 116-119) includes a trill (*tr*) and a forte (*f*) dynamic, with a mezzo-forte (*mf*) section. The third staff (measures 120-123) shows a trill (*tr*) and a mezzo-forte (*mf*) dynamic, followed by a mezzo-piano (*mp*) section. The fourth staff (measures 124-127) begins with a mezzo-piano (*mp*) dynamic and includes a 'rall.' (rallentando) marking. The score includes various musical notations such as trills, slurs, and dynamic markings.