

Labyrinth of Zeux - Ending

Score

[Subtitle]

Tromdage
Lachesis

This musical score is for the ending of the piece "Labyrinth of Zeux". It is composed by Tromdage and Lachesis. The score is written for a full band and includes a subtitle placeholder. The key signature is three flats (B-flat, E-flat, A-flat), and the time signature is common time (C). The score is divided into two systems, each containing six staves.

System 1:

- Violin:** Plays a melodic line starting with a mezzo-piano (*mp*) dynamic, increasing to mezzo-forte (*mf*), then back to mezzo-piano (*mp*), and finally reaching a forte (*f*) dynamic.
- Electric Guitar:** Remains silent throughout this system.
- Synthesizer:** Plays a sustained chord in the right hand, starting piano (*p*), and a single note in the left hand, also starting piano (*p*).
- Electric Bass:** Remains silent throughout this system.
- Orchestra Hit:** Remains silent throughout this system.
- Drum Set:** Remains silent throughout this system.

System 2:

- Vln.:** Continues the melodic line, marked with a piano (*p*) dynamic.
- E.Gtr.:** Remains silent throughout this system.
- Synth:** Continues the sustained chord in the right hand, marked mezzo-piano (*mp*), and the single note in the left hand, also marked mezzo-piano (*mp*).
- E.Bass.:** Remains silent throughout this system.
- Orch.Hit:** Plays a series of chords, starting with a forte (*f*) dynamic.
- D. S.:** Plays a rhythmic pattern of eighth notes, marked fortissimo (*ff*).

Labyrinth of Zeux - Ending

2

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

14

18

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

18

Labyrinth of Zeux - Ending

3

22

Vln.

E.Gtr. Capo on fret 3

mf *f*

Synth

E.Bass.

Orch.Hit *p* *f* *p* *f* *p* *f*

D. S.

25

Vln.

E.Gtr. These two measures probably need

mf

Synth

E.Bass.

Orch.Hit *p* *f* *p* *f* *p* *f* *p* *f*

D. S.

The musical score is for the ending of 'Labyrinth of Zeux'. It consists of two systems of staves, each starting at measure 22 and 25 respectively. The instruments are Violin (Vln.), Electric Guitar (E.Gtr.), Synthesizer (Synth), Electric Bass (E.Bass.), Orchestral Hits (Orch.Hit), and Drums (D. S.). The key signature is B-flat major (two flats). The time signature is 4/4. The score includes various musical notations such as notes, rests, accidentals, and dynamic markings (*mf*, *f*, *p*). The E.Gtr. part has a 'Capo on fret 3' instruction. The Synth part features sustained chords. The E.Bass. part has a consistent eighth-note pattern. The Orch.Hit part has a pattern of hits that change in dynamics. The D. S. part has a consistent eighth-note pattern. The Vln. part is mostly silent. The score ends with a repeat sign and a '3' indicating a triple ending.

Labyrinth of Zeux - Ending

4

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

improvization cuz they suck

f

mf

p

f

mp

pp

f

pp

mf

Labyrinth of Zeux - Ending

5

37

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

40

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

f *p* *f* *p* *f*

mf

Chords would probably work here too

mp

p *f* *p* *f* *p* *f*

Detailed description: This is a musical score for the ending of 'Labyrinth of Zeux'. It consists of six staves: Violin (Vln.), Electric Guitar (E.Gtr.), Synth, Electric Bass (E.Bass.), Orchestral Hits (Orch.Hit), and Drums (D. S.). The score is divided into two systems, each containing measures 37, 38, and 39. The first system (measures 37-39) features a complex arrangement of notes and rests. The Violin part is mostly silent, with a few notes in measure 39. The Electric Guitar part has a melodic line with some bends. The Synth part has a sustained chord in measure 37 and a more complex texture in measure 39. The Electric Bass part has a steady eighth-note pattern. The Orchestral Hits part has a series of hits with dynamic markings of *f*, *p*, *f*, *p*, and *f*. The Drums part has a consistent pattern of eighth notes. The second system (measures 40-42) continues the arrangement. The Violin part has a few notes in measure 40 and a sustained note in measure 42. The Electric Guitar part has a melodic line with some bends. The Synth part has a sustained chord in measure 40 and a more complex texture in measure 42. The Electric Bass part has a steady eighth-note pattern. The Orchestral Hits part has a series of hits with dynamic markings of *p*, *f*, *p*, *f*, *p*, and *f*. The Drums part has a consistent pattern of eighth notes. The score is written in a key signature of two flats (Bb and Eb) and a 4/4 time signature.

Labyrinth of Zeux - Ending

6

Vln. *f*

E.Gtr. 43

Synth 43

E.Bass. 43

Orch.Hit 43 *p* *f* *p* *f* *p* *f*

D. S.

Vln. 46 *mp*

E.Gtr. 46

Synth 46

E.Bass. 46

Orch.Hit 46 *p* *f* *p* *f* *p* *f*

D. S.

The musical score is for a piece titled "Labyrinth of Zeux - Ending". It is written for a full orchestra and features several instruments: Violins (Vln.), Electric Guitar (E.Gtr.), Synthesizer (Synth), Electric Bass (E.Bass.), Orchestral Hit (Orch.Hit), and Drums (D. S.). The score is divided into two systems, each containing six staves. The first system starts at measure 6 and the second system starts at measure 43. The key signature is B-flat major (two flats). The time signature is 4/4. The first system includes a dynamic marking of *f* for the Violins. The second system includes dynamic markings of *mp* for the Violins and *p* and *f* for the Orchestral Hit. The score includes various musical notations such as notes, rests, and slurs, indicating a complex and dynamic composition.

Labyrinth of Zeux - Ending

7

49

Vln.

ffz *mf*

E.Gtr.

mf *p*

Synth

E.Bass.

p *f* *mf*

Orch.Hit

D. S.

55

Vln.

Improvise

E.Gtr.

mf

Synth

E.Bass.

mf

Orch.Hit

D. S.

This musical score is for the ending of the piece 'Labyrinth of Zeux'. It is written for a full band and includes parts for Violin (Vln.), Electric Guitar (E.Gtr.), Synthesizer (Synth), Electric Bass (E.Bass.), Orchestrated Hits (Orch.Hit), and Drums (D. S.). The score is divided into two systems, starting at measures 49 and 55. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The first system (measures 49-54) features a complex interplay of instruments. The Violin part begins with a series of eighth notes, followed by a half note. The Electric Guitar part has a sustained note, followed by a series of eighth notes. The Synthesizer part has a sustained note, followed by a series of eighth notes. The Electric Bass part has a series of eighth notes, followed by a half note. The Orchestrated Hits part has a series of eighth notes, followed by a half note. The Drums part has a series of eighth notes, followed by a half note. The second system (measures 55-60) continues the interplay. The Violin part has a series of eighth notes, followed by a half note. The Electric Guitar part has a series of eighth notes, followed by a half note. The Synthesizer part has a series of eighth notes, followed by a half note. The Electric Bass part has a series of eighth notes, followed by a half note. The Orchestrated Hits part has a series of eighth notes, followed by a half note. The Drums part has a series of eighth notes, followed by a half note. The score includes dynamic markings such as *ffz*, *mf*, *p*, *f*, and *Improvise*. The score ends with a final measure at measure 60.

Labyrinth of Zeux - Ending

8

Easy Rider of Death - Frank Zappa

Vln.

E.Gtr.

Synth

E.Bass.

Orch.Hit

D. S.

62

Vln.

ffp

E.Gtr.

ffp

Synth

ffp

ffp

E.Bass.

ffp

Orch.Hit

ffp

D. S.

ffp