

DREAMS OF CRUELTY

The Music of Team Fortress 2

INSTRUMENTATION:

2 Flutes
2 Oboes
Clarinet in B \flat
Contrabassoon
2 Horns
2 Trumpets
3 Tenor Trombones
2 Bass Trombones
Tuba
Harp
Keyboards
Vibraphone
2 Percussion
Violin I
Violin 2
Violoncello
Contrabass

♩ = 95

This page of the concert score includes the following parts and markings:

- Flutes (Fl. 1, 2):** Rests throughout the page.
- Oboes (Ob. 1, 2):** Rests throughout the page.
- Clarinets (Cl.):** Rests throughout the page.
- Contrabassoon (Cbsn.):** Rests throughout the page.
- Horns (Hn. 1, 2):** Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *mf* in measures 12-14, *f* in measures 15-17.
- Trumpets (Tpt. 1, 2):** Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *mf* in measures 12-14, *f* in measures 15-17.
- Trombones (Tbn. 1, 2, 3, 4, 5):**
 - Tbn. 1, 2, 3, 4: Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *mf* in measures 12-14, *f* in measures 15-17.
 - Tbn. 5: Play a rhythmic pattern of eighth notes in measures 12-17. Dynamics: *mf* in measures 12-14, *p* in measure 15, *f* in measures 16-17.
- Tuba (Tba.):** Play a rhythmic pattern of eighth notes in measures 12-17. Dynamics: *mf* in measures 12-14, *p* in measure 15, *f* in measures 16-17.
- Percussion (Perc.):** Play a rhythmic pattern of eighth notes in measures 12-17. Dynamics: *f* in measure 12, *mf* in measure 13, *tr* (trill) in measure 15.
- Violins (Vln. 1, 2):**
 - Vln. 1: Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *p* in measure 15, *cresc.* in measures 16-17.
 - Vln. 2: Play a rhythmic pattern of eighth notes in measures 12-17. Dynamics: *p* in measure 15, *cresc.* in measures 16-17.
- Violoncello (Vc.):** Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *mf* in measures 12-14, *p* in measure 15, *mp* in measure 16, *f* in measure 17.
- Double Bass (Cb.):** Play a half note G4 (F#4) in measures 12-14, then a half note Bb4 in measures 15-17. Dynamics: *mf* in measures 12-14, *p* in measure 15, *mp* in measure 16, *f* in measure 17.

12

13

14

15

16

17

Fl. 1

Fl. 2

Ob. 1

Ob. 2

Cl.

Cbsn.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. 4

B. Tbn. 5

Tba.

Hp.

Keys

Perc.

Vln. 1

Vln. 2

Vc.

Cb.

18

19

20

21

22

23

mf

f

mp

ff

p

tr

non-div.

Buzzy, alien synth cluster

Synth zweep transition

Dreams Of Cruelty

The musical score is written on two staves in 4/4 time. The first staff begins with a tempo marking of ♩ = 93. It contains three measures of music, each marked with a measure number above the staff: 4, 3, and 3. The first measure (4) is marked with a measure range of 2-5 below it. The second measure (3) is marked with a measure range of 6-8 below it. The third measure (3) is marked with a measure range of 9-11 below it. The tempo marking changes to ♩ = 90 for the second and third measures, and the instruction "Poco Ritardando" is placed above the third measure. The second staff begins with a tempo marking of ♩ = 95. It contains four measures of music. The first measure is marked with a measure number 8 above it and a measure range of 12-19 below it. The second measure is marked with measure numbers 20 and 21 above it, with a slur connecting them. The third measure is marked with measure numbers 22 and 23 above it, with a slur connecting them. The dynamic marking *mf* is placed below the second measure.

Dreams Of Cruelty

♩ = 93

4

♩ = 90

3

Poco Ritardando

3

2-5

6-8

9-11

8

12-19

20

mf

21

22

23

Dreams Of Cruelty

♩ = 93

4

♩ = 90

3

Poco Ritardando

3

2-5

6-8

9-11

8

12-19

20

21

22

23

mf

Dreams Of Cruelty

$\text{♩} = 93$ $\text{♩} = 90$ Poco Ritardando

1 4 3 3

2-5 6-8 9-11

$\text{♩} = 95$ 8 20 21 22 23

12-19

mf

Dreams Of Cruelty

♩ = 93

1

4

♩ = 90

3

Poco Ritardando

3

2-5

6-8

9-11

♩ = 95

8

20

21

22

23

12-19

mf

Dreams Of Cruelty

The musical score is written for Horn in F I in 4/4 time. It consists of three staves of music. The first staff begins with a tempo marking of ♩ = 93 and a 4-measure rest. The tempo then changes to ♩ = 90. The music starts at measure 6 with a dynamic of *mp*. A slur covers measures 9, 10, and 11, with the instruction "Poco Ritardando" above it. The second staff starts at measure 12 with a dynamic of *mf*. A slur covers measures 14 and 15, and another slur covers measures 16 and 17, with a dynamic of *f*. The third staff starts at measure 18 with a dynamic of *f*. A slur covers measures 20 and 21, and another slur covers measures 22 and 23. The score ends at measure 23.

Dreams Of Cruelty

Musical score for Horn in F 2, titled "Dreams Of Cruelty". The score is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It consists of three staves of music, numbered 1 through 23. The tempo is marked as quarter note = 93, with a change to quarter note = 90 at measure 7. The score includes various musical notations such as rests, notes, slurs, and dynamics. A "4" is written above measures 2-5, and "a2" is written above measure 7. The instruction "Poco Ritardando" is written above measures 9-11. Dynamics include *mp* (measures 7-8), *mf* (measures 12-13), and *f* (measures 14-17, 20-21). The score ends with a double bar line at measure 23.

Trumpet I

The Music of Team Fortress 2

Dreams Of Cruelty

Musical score for Trumpet I of "Dreams Of Cruelty". The score is written in treble clef with a key signature of two sharps (F# and C#) and a 4/4 time signature. It consists of three staves of music.

Staff 1: Measures 1 through 11. Measure 1 is a whole rest. Measure 2 contains a whole note chord with a fingering of 2-5. Measure 3 is a whole rest. Measure 4 is a half note with a fingering of 6. Measure 5 is a half note with a fingering of 7 and an accent (>). Measure 6 is a quarter note. Measure 7 is a quarter note. Measure 8 is a quarter note. Measure 9 is a quarter note. Measure 10 is a quarter note. Measure 11 is a quarter note. The tempo is marked as $\text{♩} = 93$ and the dynamics are *mp*. The instruction "Poco Ritardando" is placed above measures 9 and 10.

Staff 2: Measures 12 through 19. Measure 12 is a half note with a dynamic of *mf*. Measure 13 is a half note. Measure 14 is a half note. Measure 15 is a half note. Measure 16 is a whole rest. Measure 17 is a half note with a dynamic of *f* and an accent (>). Measure 18 is a half note with an accent (>). Measure 19 is a whole rest.

Staff 3: Measures 20 through 23. Measure 20 is a quarter note with a dynamic of *f*. Measure 21 is a quarter note. Measure 22 is a quarter note. Measure 23 is a quarter note.

Trumpet 2

The Music of Team Fortress 2

Dreams Of Cruelty

Musical score for Trumpet 2, titled "Dreams Of Cruelty". The score is written in treble clef with a key signature of two sharps (D major) and a 4/4 time signature. It consists of three staves of music.

Staff 1 (Measures 1-11): Starts with a tempo marking of ♩ = 93. Measure 1 is a whole rest. Measure 2 contains a whole note chord marked "2-5". Measure 3 is a whole rest. Measure 4 is a half note marked "6". Measure 5 is a half note marked "7_{a2}". Measure 6 is a half note marked "8". Measure 7 is a half note marked "9". Measure 8 is a half note marked "10". Measure 9 is a half note marked "11". Measure 10 is a half note marked "10". Measure 11 is a half note marked "11". The tempo changes to ♩ = 90 at measure 6. The dynamic is *mp*. The instruction "Poco Ritardando" is written above measures 9-11.

Staff 2 (Measures 12-19): Starts with a tempo marking of ♩ = 95. Measure 12 is a half note marked "12" with dynamic *mf*. Measure 13 is a half note marked "13". Measure 14 is a half note marked "14". Measure 15 is a half note marked "15". Measure 16 is a whole rest. Measure 17 is a half note marked "17" with dynamic *f*. Measure 18 is a half note marked "18". Measure 19 is a whole rest.

Staff 3 (Measures 20-23): Measure 20 is a half note marked "20" with dynamic *f*. Measure 21 is a half note marked "21". Measure 22 is a half note marked "22". Measure 23 is a half note marked "23".

Trombone I

The Music of Team Fortress 2

Dreams Of Cruelty

1 $\text{♩} = 93$

4

2-5

6 $\text{♩} = 90$

7 a2

8

9

10

11

Poco Ritardando

12 $\text{♩} = 95$

13

14

15

16

17

mf

f

18

19

20

21

22

23

f

Detailed description: The score is written on three staves in bass clef with a 4/4 time signature. The first staff (measures 1-11) starts with a tempo of 93 and a dynamic of mp. It features a whole rest in measure 1, followed by a four-measure rest in measure 4. Measures 7-11 contain a melodic line with slurs and a 'Poco Ritardando' instruction. The second staff (measures 12-17) starts with a tempo of 95 and a dynamic of mf. It includes a crescendo leading to a dynamic of f. The third staff (measures 18-23) continues the melodic line with a dynamic of f.

Trombone 2

The Music of Team Fortress 2

Dreams Of Cruelty

Poco Ritardando

1 $\text{♩} = 93$

6 $\text{♩} = 90$

7

8

9

10

11

Musical staff 1 (bass clef, 4/4 time) containing measures 1 through 11. Measure 1 has a whole rest. Measure 2 has a whole note G2. Measure 3 has a whole rest. Measure 4 has a whole note G2 with an 'a2' marking above it. Measures 5-11 contain a melodic line: G2 (quarter), A2 (quarter), B2 (quarter), A2 (quarter), G2 (quarter), F2 (quarter), E2 (quarter), D2 (quarter), C2 (quarter), B1 (quarter), A1 (quarter). A slur covers measures 9-11. Dynamics include '2-5' below measure 2 and 'mp' below measure 7.

12 $\text{♩} = 95$

13

14

15

16

17

Musical staff 2 (bass clef, 4/4 time) containing measures 12 through 17. Measure 12 has a whole note G#2. Measure 13 has a whole note F#2. Measure 14 has a whole note E2. Measure 15 has a whole note D2. Measure 16 has a whole rest. Measure 17 has a whole note C2. Dynamics include 'mf' below measure 12, a crescendo hairpin between measures 14 and 16, and 'f' below measure 17.

18

19

20

21

22

23

Musical staff 3 (bass clef, 4/4 time) containing measures 18 through 23. Measure 18 has a whole note G#2. Measure 19 has a whole rest. Measure 20 has a whole note F#2. Measure 21 has a whole note E2. Measure 22 has a whole note D2. Measure 23 has a whole note C2. Dynamics include 'f' below measure 20.

Dreams Of Cruelty

♩ = 93

4

♩ = 90

3

Poco Ritardando

3

2-5

6-8

9-11

12 *mf* 13

14 15

16 17 18

19

20 *f* 21

22

23

Dreams Of Cruelty

1 $\text{♩} = 93$ $\text{♩} = 90$ Poco Ritardando 3

4 3 3

2-5 6-8 9-11

12 $\text{♩} = 95$ 13 14 15 16 17 18

mf *f*

19 20 21 22 23

f

Dreams Of Cruelty

♩ = 93

♩ = 90

Poco Ritardando

4

3

3

A musical staff in bass clef with a 4/4 time signature. It contains three measures of whole rests, each spanning the duration of a 4-measure phrase, 3-measure phrase, and 3-measure phrase respectively.

2-5

6-8

9-11

♩ = 95 2

A musical staff in bass clef with a 2/4 time signature. It begins with a whole rest for measures 12-13. From measure 14, it features a series of eighth notes with accents. A crescendo hairpin starts at measure 15 and ends at measure 16, with dynamics *p* and *f* indicated. The notes continue through measure 18.

12-13

14

15

16

17

18

p

f

A musical staff in bass clef with a 2/4 time signature. It continues the eighth-note pattern from the previous staff, starting at measure 19 and ending at measure 23. Each note has an accent.

19

20

21

22

23

Dreams Of Cruelty

1 $\text{♩} = 93$ 2 3 4 5

6 $\text{♩} = 90$ 7 8 9 Poco Ritardando 10 11

12 $\text{♩} = 95$ 13 14 15 16 17

18 19 20 21 22 23

Dreams Of Cruelty

♩ = 93 4 ♩ = 90

4

I 2-5 6 7 8

Poco Ritardando

Ab C# B# Eb

9 10 12 11

♩ = 95

12

12-23

Dreams Of Cruelty

♩ = 93

4

♩ = 90

3

Poco Ritardando

3

2-5

6-8

9-11

4

3

3

♩ = 95

6

18

19

20

Buzzy, alien synth cluster

21

22

23

mf

12-17

6

Synth zweep transition

p

12-17

6

Synth zweep transition

p

Dreams Of Cruelty

1 $\text{♩} = 93$ 2 3 4 5

(2 players)
Low Deep Drums
w/soft mallets

tr

f *mp* *p*

6 $\text{♩} = 90$ 7 8 9 10 11

Vibraphone
w/soft mallets

Poco Ritardando

p *mp* *p* *mp*

tr

12 $\text{♩} = 95$ 13 14 15 16 17

f *mf*

tr

V.S.

2

Percussion

18

19

20

21

22

23

Musical score for Percussion, measures 18-23. The score is written on a grand staff with a treble clef on the upper staff and a bass clef on the lower staff. The upper staff contains rests for all measures. The lower staff contains rhythmic notation with various articulations. Measure 18 features a series of eighth notes with a *tr* marking and a *tr* marking below. Measure 19 has a single eighth note with a *tr* marking above and a *tr* marking below. Measure 20 has a single eighth note with a *tr* marking above and a *tr* marking below. Measure 21 has a single eighth note with a *tr* marking above and a *tr* marking below. Measure 22 has a single eighth note with a *tr* marking above and a *tr* marking below. Measure 23 has a single eighth note with a *tr* marking above and a *tr* marking below, followed by a quarter rest.

Dreams Of Cruelty

The musical score is written for Violin I in 4/4 time. It begins with a tempo of $\text{♩} = 93$ and a dynamic of *p*. The first system (measures 1-5) features a melodic line in the first staff and a sustained harmonic line in the second and third staves. The tempo changes to $\text{♩} = 90$ at measure 6. The second system (measures 6-8) includes a melodic line with a *Poco Ritardando* marking, a *cresc.* dynamic, and a *f* dynamic. The third system (measures 9-11) features a melodic line with a *cresc.* dynamic and a *f* dynamic. The fourth system (measures 12-14) consists of sustained harmonic lines in all three staves. The score includes various performance instructions such as *OVERDUB #1*, *OVERDUB #2 (sounds) Harmonics*, and *non-divisi*. Measure numbers 1, 2-5, 6, 7, 8, 9, 10, 11, and 12-14 are clearly marked throughout the score.

Violin I

non-div.

p *cresc.* *f* *non-div.* *mp*

15 16 17 18 19

f *f*

20 21 22 23

Dreams Of Cruelty

♩ = 93 4 ♩ = 90 Poco Ritardando

1 2-5 6 7 8 9

♩ = 95 4

10 11 12-15 16 17

18 19 20

21 22 23

p *mp* *p* *mp*

cresc. *f* *p* *cresc.*

mp cresc. *f*

f *f* *mp* *f*

mp *f*

Dreams Of Cruelty

♩ = 93

1 *mp* OVERDUB #1

2 *mp* 3 4 *dim.* 5 *Poco Ritardando*

6 *p* 7 8 9 *pp* 10 *cresc.* 11

12 *mf* 13 14 *p* 15 *mp* 16 *f* 17

18 19 *ff* 20 *f* V.S.

Violoncello

Musical score for Violoncello, measures 21-23. The score is written in bass clef with a key signature of one flat (B-flat). The music is in 3/4 time. Measure 21 features a melodic line in the upper voice and a rhythmic accompaniment in the lower voice. Measure 22 continues the melodic line and accompaniment. Measure 23 concludes the passage with a final melodic phrase and accompaniment. The score is enclosed in a double bar line at the end of measure 23.

Dreams Of Cruelty

♩ = 93

1 *mp* OVERDUB #1

2 *mp* 3 4 *dim.* 5

6 *p* 7 8 9 *pp* 10 11

12 *mf* 13 14 *p* 15 *mp* 16 *f* 17

18 19 *ff* 20 21 22 23

♩ = 90

♩ = 95

Poco Ritardando

cresc.