

# SEDUCE ME!

The Music of Team Fortress 2

## INSTRUMENTATION:

2 Alto Saxophones

2 Tenor Saxophones

Bari Saxophone

2 Trumpets

Piano

3 Electric Guitars

Electric Bass

Drums

# SEDUCE ME!

♩ = 110

The musical score is arranged in a standard concert score format with the following parts from top to bottom:

- Alto Saxophone 1**: Rests throughout.
- Alto Saxophone 2**: Rests throughout.
- Tenor Saxophone 1**: Rests throughout.
- Tenor Saxophone 2**: Rests throughout.
- Baritone Saxophone**: Plays a rhythmic pattern in the bass clef, starting with a *mf* dynamic.
- Trumpet 1**: Rests throughout.
- Trumpet 2**: Rests throughout.
- Piano**: Plays chords in the right hand and rests in the left hand, starting with a *mf* dynamic.
- E. Guitar 1**: Plays a melodic line with the instruction "Edgy Tone w/Tremolo" and a *mf* dynamic.
- E. Guitar 2**: Rests throughout.
- E. Guitar 3**: Plays a melodic line with the instruction "Clean tone w/a little edge" and a *mf* dynamic.
- Bass Guitar**: Plays a rhythmic line in the bass clef, starting with a *mf* dynamic.
- Drums**: Plays a consistent drum pattern with the instruction "HH" and a *mf* dynamic.

The score is divided into four measures, numbered 1, 2, 3, and 4 at the bottom.

Alto Sax. 1

Alto Sax. 2

Ten. Sax. 1

Ten. Sax. 2

Bari. Sax.

Tpt. 1

Tpt. 2

Pno.

E. Gtr. 1

E. Gtr. 2

E. Gtr. 3

Bass

Dr.

5 6 7 8 9

*mf*

*mf*

*mf*

The musical score is arranged in a system of staves. The top five staves are for woodwinds: Alto Sax. 1 and 2, Tenor Sax. 1 and 2, and Bari. Sax. The next two staves are for trumpets: Tpt. 1 and 2. The piano part (Pno.) is shown with a grand staff. The electric guitar section (E. Gtr.) has three staves, with E. Gtr. 3 playing a rhythmic pattern. The bass line (Bass) and drum part (Dr.) are at the bottom. The score covers measures 5 through 9. Dynamics include *mf* (mezzo-forte) for the trumpets and guitar. The drum part features a consistent pattern of snare and bass drum hits.

Solo  
Fm<sup>7</sup> (blues)

Alto Sax. 1  
Alto Sax. 2  
Ten. Sax. 1  
Ten. Sax. 2  
Bari. Sax.  
Tpt. 1  
Tpt. 2  
Pno.  
E. Gtr. 1  
E. Gtr. 2  
E. Gtr. 3  
Bass  
Dr.

10 11 12 13

Crash

*mf* *f*

*mf* *f*

*mf*

*f*

Alto Sax. 1

Alto Sax. 2

Ten. Sax. 1

Ten. Sax. 2

Bari. Sax.

Tpt. 1

Tpt. 2

Pno.

E. Gtr. 1

E. Gtr. 2

E. Gtr. 3

Bass

Dr.

Distorted

Ride Bell

*mf*

14 15 16 17

Detailed description: This is a page of a concert score for the piece 'Seduce Me!'. The score is arranged in a system of staves. At the top, there are five saxophone staves: Alto Sax. 1 (with a slash indicating it is silent), Alto Sax. 2, Tenor Sax. 1, Tenor Sax. 2, and Bari. Sax. The next two staves are for Trumpets 1 and 2, both with slashes. The piano part consists of two staves. The electric guitar section has three staves: E. Gtr. 1 (melodic line with a long slur), E. Gtr. 2 (distorted chords, marked *mf*), and E. Gtr. 3 (rhythmic accompaniment, marked *mf*). The bass line is on a single staff. The drum part is on a single staff, featuring a 'Ride Bell' pattern. The page is numbered 14, 15, 16, and 17 at the bottom of the drum staff.

Alto Sax. 1

Alto Sax. 2

Ten. Sax. 1

Ten. Sax. 2

Bari. Sax.

Tpt. 1

Tpt. 2

Pno.

E. Gtr. 1

E. Gtr. 2

E. Gtr. 3

Bass

Dr.

18 19 20 21

*mf*

*mf*

The musical score is arranged in a system of staves. The top section includes Alto Sax. 1 (with a slash indicating it is silent), Alto Sax. 2, Tenor Sax. 1, Tenor Sax. 2, and Bari. Sax. The middle section includes Tpt. 1 and Tpt. 2, both marked *mf*, and the Piano (Pno.) part. The bottom section includes E. Gtr. 1, E. Gtr. 2, E. Gtr. 3, Bass, and Dr. The score spans measures 18 to 21. Measure 18 shows the start of the saxophone and bass parts. Measure 19 features a long note in E. Gtr. 1 and a chord in E. Gtr. 2. Measure 20 shows a rhythmic pattern in E. Gtr. 3 and Bass. Measure 21 concludes the section with a final note in E. Gtr. 1 and a chord in E. Gtr. 2.

Solo cont.  
Fm7 (blues)

The musical score is arranged in a standard orchestral layout. It includes staves for Alto Sax. 1, Alto Sax. 2, Ten. Sax. 1, Ten. Sax. 2, Bari. Sax., Tpt. 1, Tpt. 2, Pno., E. Gtr. 1, E. Gtr. 2, E. Gtr. 3, Bass, and Dr. The score is divided into four measures, numbered 22 through 25 at the bottom. The Alto Sax. 1 part has a red annotation 'Solo cont. Fm7 (blues)' above it. The piano part features a complex chordal accompaniment. The guitar parts include a lead line with a long note in measure 22 and a rhythmic pattern in measure 24. The bass and drums provide a steady accompaniment.

This musical score page, numbered 8, is for the piece "SEDUCE ME!". It features a variety of instruments including saxophones, trumpets, piano, electric guitars, bass, and drums. The score is organized into systems of staves. The first system includes Alto Sax. 1 (with a slash indicating it is silent), Alto Sax. 2, Ten. Sax. 1, Ten. Sax. 2, and Bari. Sax. The second system includes Tpt. 1 and Tpt. 2, both marked *mf*. The piano part (Pno.) is shown in grand staff notation. The third system includes E. Gtr. 1, E. Gtr. 2, and E. Gtr. 3. The fourth system includes Bass and Dr. The drum part (Dr.) is marked with measure numbers 26, 27, 28, and 29 at the bottom of the staff. The Alto Sax. 1 part is marked with a slash throughout the first three measures, indicating it is silent. The Alto Sax. 2 and Ten. Sax. 1 parts have melodic lines in the first three measures. The Bari. Sax. part has a melodic line in the first three measures. The Tpt. 1 and Tpt. 2 parts are silent in the first three measures and play a note in the fourth measure. The piano part has a complex chordal texture in the first three measures. The E. Gtr. 1 part has a melodic line in the first three measures. The E. Gtr. 2 part has a chordal texture in the first three measures. The E. Gtr. 3 part has a rhythmic pattern in the first three measures. The Bass part has a rhythmic pattern in the first three measures. The Dr. part has a rhythmic pattern in the first three measures.



Alto Sax. 1

Alto Sax. 2  
OVERDUB extra part  
*mf*

Ten. Sax. 1

Ten. Sax. 2

Bari. Sax.

Tpt. 1

Tpt. 2

Pno.

E. Gtr. 1

E. Gtr. 2

E. Gtr. 3

Bass

Dr.

Fm Gm Ab B

30 31 32 33 3

Ritard...  
C

The musical score is arranged in a system with the following parts from top to bottom:

- Alto Sax. 1:** Staff with a treble clef, containing a series of diagonal slashes indicating a rest.
- Alto Sax. 2:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Ten. Sax. 1:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Ten. Sax. 2:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Bari. Sax.:** Staff with a bass clef, containing a long note with a slur and a fermata.
- Tpt. 1:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Tpt. 2:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Pno.:** Piano part with a grand staff (treble and bass clefs). The right hand has a series of chords and a long note with a slur and a fermata. The left hand has a long note with a slur and a fermata.
- E. Gtr. 1:** Staff with a treble clef, containing a long note with a slur and a fermata.
- E. Gtr. 2:** Staff with a treble clef, containing a long note with a slur and a fermata.
- E. Gtr. 3:** Staff with a treble clef, containing a long note with a slur and a fermata.
- Bass:** Staff with a bass clef, containing a long note with a slur and a fermata.
- Dr.:** Staff with a drum clef, containing a long note with a slur and a fermata.

At the bottom of the score, the measures are numbered: 34, 35, and 36.

Alto Saxophone I

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$  9

Solo  
Dm<sup>7</sup> (blues)

1-9 10 11 12 3 13

14 15 16 17

Solo cont.  
Dm<sup>7</sup> (blues)

18 19 20 21 22 23

24 25 26 27 28 29

Dm Em F G#

30 31 32 33

Ritard...

A

34 35 36

Alto Saxophone 2

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$       10

1-10      11      12      13

14      15      16      17

18      19      20      21

22      23      24      25      26      27      28      29

OVERDUB extra part

30      31      32      33

*mf*

Ritard...

34      35      36

Detailed description: This is a musical score for an Alto Saxophone 2 part. It is written in 4/4 time with a tempo of 110 beats per minute. The key signature has three sharps (F#, C#, G#). The score consists of six staves of music. The first staff starts with a 10-measure rest, followed by notes in measures 11-13. The second staff contains measures 14-17. The third staff contains measures 18-21. The fourth staff contains measures 22-29. The fifth staff, labeled 'OVERDUB extra part', contains measures 30-33 and features a mezzo-forte (*mf*) dynamic and accents. The sixth staff contains measures 34-36, with a 'Ritard...' marking and a long slur over measures 34 and 35.

Tenor Saxophone I

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$     6

The musical score is written for Tenor Saxophone I in 4/4 time with a tempo of 110 beats per minute. It consists of six staves of music, numbered 1 through 36. The key signature has two sharps (F# and C#). The first staff (measures 1-11) begins with a 6-measure rest. The second staff (measures 12-17) continues the melody. The third staff (measures 18-21) features a similar melodic line. The fourth staff (measures 22-29) continues the piece. The fifth staff (measures 30-33) includes a 'Ritard...' instruction and accents on the notes. The sixth staff (measures 34-36) concludes with a long note spanning measures 34 and 35, followed by a final rest in measure 36.

1-6    7    8    9    10    11

12    13    14    15    16    17

18    19    20    21

22    23    24    25    26    27    28    29

30    31    32    33

**Ritard...**

34    35    36

Tenor Saxophone 2

# SEDUCE ME!

The Music of Team Fortress 2

♩ = 110

The musical score is written on three staves in treble clef with a key signature of two sharps (F# and C#) and a 4/4 time signature. The tempo is marked as ♩ = 110. The first staff contains measures 1-13 and 14-17, both represented by solid black bars. The second staff contains measures 18-21 (solid bar), 22-29 (solid bar), and measures 30-33 with individual notes and rests. Measure 30 has two eighth notes with accents (>). Measure 31 has two eighth notes with accents (>). Measure 32 has two eighth notes with accents (>). Measure 33 has two eighth notes with accents (>). The third staff starts at measure 34 with a half note, measure 35 with a half note, and measure 36 with a whole rest. A slur covers measures 34 and 35, with the instruction 'Ritard...' written above it.

13 4

1-13 14-17

4 8

18-21 22-29 30 > > 31 > > 32 > > 33 > >

Ritard...

34 35 36

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$

The musical score is written for Baritone Saxophone in 4/4 time with a tempo of 110 beats per minute. The key signature has three sharps (F#, C#, G#). The score consists of seven staves of music, numbered 1 through 36. The first staff (measures 1-7) begins with a dynamic marking of *mf*. The second staff (measures 8-13) continues the melodic line. The third staff (measures 14-17) features a more complex rhythmic pattern with eighth and sixteenth notes. The fourth staff (measures 18-21) continues this pattern. The fifth staff (measures 22-27) shows a change in the melodic contour. The sixth staff (measures 28-33) includes a *Ritard...* marking at the beginning. The seventh staff (measures 34-36) concludes the piece with a long, sustained note in measure 34 and a final cadence in measure 36.

Trumpet I

# SEDUCE ME!

The Music of Team Fortress 2

1 *mf* = 110 3 2-4

2 5-6 7 *mf* 8

2 9-10 11 *mf* 12

13 *mf* *f* 4 14-17

3 18-20



# Trumpet I

3

21 *mf* 22-24

4

25-28

29 *mf* 30 31 32 33

Ritard...

34 35 36

Trumpet 2

# SEDUCE ME!

The Music of Team Fortress 2

♩ = 110

1 *mf* 2-6 7 *mf* 8-10 11 *mf* 12

13 *mf* *f* 14-17

18-20 21 *mf* 22-26

27-28 29 *mf* 30 31 32 33

Ritard...

34 35 36

Piano

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$   
*mf*

1 2 3 4 5 6 7  
8 9 10 11 12 13  
14 15 16 17  
18 19 20 21  
22 23 24 25 26  
27 28 29

V.S.

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Musical score for measures 30-36. The score is written on a grand staff with a treble and bass clef. Measures 30-33 show a sequence of chords with a melodic line in the treble clef. Measure 34 is marked "Ritard..." and features a tremolo on the bass clef. Measures 35-36 show a final chord with a long note in the treble clef.

# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$   
Edgy Tone w/Tremolo

1 *mf* 2 3 4 5 6 7

8 9 10 11 12 13

14 15 16 17 18

E. Guitar I

Musical staff 1: Treble clef, measures 19-25. Contains eighth and sixteenth notes with slurs.

Musical staff 2: Treble clef, measures 26-33. Contains eighth and sixteenth notes with slurs.

**Ritard...**

Musical staff 3: Treble clef, measures 34-36. Features a long slur over three whole notes.

# SEDUCE ME!

The Music of Team Fortress 2

The musical score is written in 4/4 time with a tempo of 110. It consists of three staves. The first staff covers measures 13 to 16. Measure 13 is a whole note chord with a capo at the 13th fret, indicated by '13' above the staff and '1-13' below. Measure 14 is a whole rest, with '14' below. Measure 15 is a whole rest, with '15' below. Measure 16 is a half note chord with a vibrato mark above and a dynamic marking of *mf* below, with '16' below. The second staff covers measures 17 to 21. Measure 17 is a half note chord with a vibrato mark above, with '17' below. Measure 18 is a whole rest, with '18' below. Measure 19 is a half note chord with a vibrato mark above, with '19' below. Measure 20 is a whole rest, with '20' below. Measure 21 is a half note chord with a vibrato mark above, with '21' below. The third staff is measure 22, which is a whole rest, with '22' below.

# E. Guitar 2

Musical staff 1: Treble clef, measures 23-29. Features four chords with vibrato (v) and rests.

Musical staff 2: Treble clef, measures 30-33. Features eighth notes with vibrato and various accidentals.

**Ritard...**

Musical staff 3: Treble clef, measures 34-36. Features a long note with a hairpin indicating a ritardando.



# SEDUCE ME!

The Music of Team Fortress 2

$\text{♩} = 110$  Clean tone w/a little edge

The musical score is written in 4/4 time with a tempo of 110 beats per minute. It consists of seven staves of music. The first staff (measures 1-9) features a melodic line with a 'mf' dynamic and a '2' above measures 4-5 and 8-9. The second staff (measures 10-14) continues the melody with a 'mf' dynamic and a '2' above measures 12-13. The third staff (measures 15-17) continues with a 'mf' dynamic. The fourth staff (measures 18-21) includes a key signature change to one flat (Bb) and continues the melody. The fifth staff (measures 22-27) continues with a 'mf' dynamic. The sixth staff (measures 28-30) continues with a 'mf' dynamic. The seventh staff (measures 31-36) includes a 'Ritard...' marking above measure 31 and ends with a fermata over measures 34-35 and a hairpin decrescendo over measure 36. The piece concludes with a double bar line.

# SEDUCE ME!

The Music of Team Fortress 2

♩ = 110

1 *mf* 2 3 4 5

6 7 8 9

10 11 12 13

14 15 16 17

18 19 20 21

22 23 24 25

26 27 28 29

30 31 32 33

V.S.

Bass Guitar

The image shows a musical staff for Bass Guitar. It begins with a bass clef and a double bar line. The first measure, labeled '34', contains a half note on the second line (G2). The second measure, labeled '35', contains a half note on the second space (A2). The third measure, labeled '36', contains a half note on the second space (A2). A long, curved line (a slur) spans across all three measures, indicating a sustained note. Below the staff, there are two horizontal lines that taper to the right, representing a deceleration or 'ritardando' effect. The staff ends with a double bar line.

Drums

# SEDUCE ME!

The Music of Team Fortress 2

HH  
+ ♩ = 110

1 *mf* 2 3 4 5 6 7

8 9 10 11 12 13 *f* Crash

Ride Bell

14 15 16 17

18 19 20 21

22 23 24 25

26 27 28 29

V.S.

# Drums

Drum notation for measures 30-33. The notation is on a single staff with a key signature of one flat. Measure 30 contains a series of eighth notes with various articulations (accents, slurs, and asterisks). Measure 31 continues with eighth notes and a dotted quarter note. Measure 32 features a quarter note with a circled 'x' above it, followed by eighth notes. Measure 33 shows a triplet of eighth notes. The measure numbers 30, 31, 32, and 33 are written below the staff, with a '3' below the final measure.

**Ritard...**

Drum notation for measures 34-36. The notation is on a single staff with a key signature of one flat. Each measure (34, 35, and 36) contains a single half note. The notes are connected by a long slur above the staff and a long slur below the staff, indicating a Ritardando. The measure numbers 34, 35, and 36 are written below the staff.