

# THREE DAYS TO LIVE

The Music of Team Fortress 2

## INSTRUMENTATION:

2 Flutes  
Piccolo  
2 Horns in F  
2 Trumpets  
2 Tenor Trombones  
Piano  
Harpsichord  
Drums  
2 Percussion  
Violin I  
Violin 2  
Viola  
Violoncello  
Contrabass

Concert Score

# THREE DAYS TO LIVE

♩ = 99

The score is for the piece "Three Days to Live" in 6/4 time, with a tempo of 99 beats per minute. The instrumentation includes Flute I, Flute 2, Piccolo, Horn in F I, Horn in F 2, Trumpet I, Trumpet 2, Trombone I, Trombone 2, Piano, Harpsichord, Drums, Percussion, Violin I, Violin II, Viola, Violoncello, and Contrabass. The score is divided into four measures. The Piano part begins in the second measure with a *mf* dynamic and a descending eighth-note pattern. The Harpsichord part is silent throughout. The Drums part features a consistent pattern of HH (Hi-Hat) and Ride cymbals, starting in the first measure with a *mp* dynamic. The Violoncello and Contrabass parts begin in the second measure with a *mf* dynamic and a descending eighth-note pattern. The rest of the instruments are silent throughout the piece.

The score is arranged in systems for various instruments. The first system includes Flute 1 (Fl. 1), Flute 2 (Fl. 2), and Piccolo (Picc.). The second system includes Horn 1 (Hn. 1) and Horn 2 (Hn. 2). The third system includes Trumpet 1 (Tpt. 1) and Trumpet 2 (Tpt. 2). The fourth system includes Trombone 1 (Tbn. 1) and Trombone 2 (Tbn. 2). The fifth system includes Piano (Pno.) and Harpsichord (Hpsd.). The sixth system includes Drums (Dr.). The seventh system includes Percussion (Perc.). The eighth system includes Violin 1 (Vln. I) and Violin 2 (Vln. II). The ninth system includes Viola (Vla.). The tenth system includes Violoncello (Vc.) and Contrabass (Cb.).

Key features of the score include:

- Fl. 1:** Melodic lines in measures 1 and 5, marked *mf*.
- Pno.:** Accompanying figures in measures 1 and 5, marked *mf*.
- Vc. and Cb.:** Bass lines in measures 2, 6, 7, and 8, marked *mf*.
- Dr.:** A complex rhythmic pattern throughout the piece.
- Tempo/Time Signature:** The score starts in 6/4 time and changes to 4/4, 3/4, and back to 6/4.

Fl. 1

Fl. 2

Picc.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Pno.

Hpsd.

Dr.

Perc.

Vln. I

Vln. II

Vla.

Vc.

Cb.

*mf*

9

10

Fl. 1

Fl. 2

Picc.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Pno.

Hpsd.

Dr.

Perc.

Vln. I

Vln. II

Vla.

Vc.

Cb.

12 13 14 15 16 17 18

*mp*

HH Ped.

*mf*

*mf*

*mf*

*v.*

*v.*

Detailed description: This is a page of a concert score for the piece 'Three Days to Live'. The score is arranged in a standard orchestral format with multiple staves for each instrument family. The top section includes woodwinds (Flutes 1 & 2, Piccolo, Horns 1 & 2, Trumpets 1 & 2, Trombones 1 & 2) and strings (Violins I & II, Viola, Violoncello, Contrabass). The middle section includes keyboard instruments (Piano and Harpsichord) and percussion (Drums and Percussion). The bottom section includes strings (Violins I & II, Viola, Violoncello, Contrabass). The score is in 6/4 time, with a key signature of one flat. The page number '5' is in the top right corner. The score includes various musical notations such as rests, dynamics (*mp*, *mf*), and performance instructions like 'HH Ped.' and 'v.'. The bottom of the page is numbered 12 through 18, indicating the measure numbers.

Fl. 1

Fl. 2

Picc.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Pno.

Hpsd.

Dr.

Perc.

Vln. I

Vln. II

Vla.

Vc.

Cb.

mf mp

mf mp mf

mf

mf

19 20 21 22 23 24

Rit...

The musical score is arranged in systems for various instruments. The top system includes Flute 1 (Fl. 1), Flute 2 (Fl. 2), and Piccolo (Picc.). The second system includes Horn 1 (Hn. 1) and Horn 2 (Hn. 2). The third system includes Trumpet 1 (Tpt. 1) and Trumpet 2 (Tpt. 2). The fourth system includes Trombone 1 (Tbn. 1) and Trombone 2 (Tbn. 2). The fifth system includes Piano (Pno.) and Harpsichord (Hpsd.). The sixth system includes Drums (Dr.) and Percussion (Perc.). The seventh system includes Violin 1 (Vln. I), Violin 2 (Vln. II), Viola (Vla.), and Cello (Cb.).

The score is divided into measures 25 through 30. The time signature changes from 2/4 to 4/4 at measure 28 and to 5/4 at measure 29. The score includes dynamic markings such as *mp*, *mf*, *cresc.*, *f*, *p*, and *tr*. The Percussion part includes specific instructions for Tubular Bells, Suspended Cymbal with soft mallets, and a Bass Drum (BD) part.

♩ = 91

Fl. 1

Fl. 2

Picc.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Pno.

Hpsd.

Dr.

Perc.

Vln. I

Vln. II

Vla.

Vc.

Cb.

slight build on each note

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

slight build on each note

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

*mf* *f*

*mf* *f*

slight build on each note

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

slight build on each note

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

*f*

*mf*

*tr*

*mp*

31 *mp* 32 33 34 35 36



♩ = 92

This page of the concert score includes the following parts and their musical content:

- Fl. 1:** Melodic line with eighth-note patterns and rests.
- Fl. 2:** Melodic line with eighth-note patterns, marked *mf*.
- Picc.:** Piccolo part, currently silent.
- Hn. 1 & 2:** Horn parts, currently silent.
- Tpt. 1 & 2:** Trumpet parts, currently silent.
- Tbn. 1 & 2:** Trombone parts, currently silent.
- Pno.:** Piano accompaniment in the bass clef, featuring a rhythmic eighth-note pattern. A dashed line labeled *8<sup>vb</sup>* indicates a sub-octave extension.
- Hpsd.:** Harpsichord part, currently silent.
- Dr.:** Drum part with a consistent rhythmic pattern and *trm* (trumpet) markings.
- Perc.:** Percussion part, currently silent.
- Vln. I & II:** Violin parts, currently silent.
- Vla.:** Viola part, currently silent.
- Vc. & Cb.:** Violoncello and Double Bass parts, featuring a melodic line with eighth-note patterns and rests, marked *f*. Measure numbers 37, 38, 39, 40, and 41 are indicated below the staff.

Fl. I

Fl. 2

Picc.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

Tbn. 2

Pno.

Hpsd.

Dr.

Perc.

Vln. I

Vln. II

Vla.

Vc.

Cb.

Random flurries of chromaticism!

5 *f*

Random flurries of chromaticism!

*mf* 5 *f*

Elephant shake!

(lip slur) *f*

(lip slur) *f*

Elephant shake!

*p* *mf* *ff*

Random flurries of chromaticism!

OVERDUB

*p* *mf* *ff*

Random flurries of chromaticism!

OVERDUB

*p* *mf* *ff*

*sfz* *f*

*sfz* *f*

42 43 44 45

Flute I

# THREE DAYS TO LIVE

The Music of Team Fortress 2

The musical score for Flute I consists of four staves of music. The first staff (measures 1-8) starts with a tempo of ♩ = 99 and a 3-measure rest. It features a melodic line starting at measure 5 with a *mf* dynamic, moving through various time signatures (4/4, 6/4, 4/4, 3/4, 6/4). The second staff (measures 9-29) includes a 15-measure rest and a tempo change to ♩ = 92 at measure 12. The third staff (measures 30-40) begins with a *Rit...* marking and a tempo of ♩ = 91, followed by a 6-measure rest. The fourth staff (measures 41-45) contains a section labeled "Random flurries of chromaticism!" starting at measure 44, marked with a *f* dynamic and a five-measure rest.

Flute 2

# THREE DAYS TO LIVE

The Music of Team Fortress 2

Musical score for Flute 2, titled "THREE DAYS TO LIVE" (The Music of Team Fortress 2). The score is written in treble clef and consists of four staves of music. The tempo is marked as ♩ = 99. The score includes various time signatures: 4/4, 3/4, 6/4, 2/4, and 5/4. Measure numbers 1 through 45 are indicated. Key features include:

- Measures 1-10: A series of rests with a "3" above measures 2-4 and a "2" above measures 7-8.
- Measures 11-29: A series of rests with a "15" above measures 13-27.
- Measures 30-36: A series of rests with a "6" above measures 31-36. A "Rit..." marking is present above measure 30.
- Measures 37-40: A melodic line starting with a "mf" dynamic marking. The tempo is marked as ♩ = 92.
- Measures 41-43: A melodic line continuing from the previous staff, also marked "mf".
- Measures 44-45: A section labeled "Random flurries of chromaticism!" featuring a rapid chromatic scale.

Piccolo

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3

2

1 2-4 5 6 7-8 9 10

11 12 13-27 28 29

Rit... ♩ = 91

6

♩ = 92

7

30 31-36 37-43 44 45

*mf* *f*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

Horn in F I

# THREE DAYS TO LIVE

The Music of Team Fortress 2

Musical score for Horn in F I, titled "THREE DAYS TO LIVE" (The Music of Team Fortress 2). The score is written in treble clef with a key signature of one sharp (F#). It consists of four staves of music.

- Staff 1:** Measures 1-10. Tempo:  $\text{♩} = 99$ . Time signatures: 4/4, 6/4, 4/4, 3/4, 6/4, 5/4, 3/4. Rehearsal marks: 1, 2-4, 5, 6, 7-8, 9, 10. A large number "3" is placed above measures 2-4, and a large number "2" is placed above measures 7-8.
- Staff 2:** Measures 11-29. Tempo:  $\text{♩} = 91$ . Time signatures: 3/4, 6/4, 4/4, 2/4, 4/4, 5/4. Rehearsal marks: 11, 12, 13-27, 28, 29. A large number "15" is placed above measures 13-27. Dynamics: *f* (measures 29-30), *f* (measure 30).
- Staff 3:** Measures 30-36. Tempo:  $\text{♩} = 92$ . Time signatures: 5/4, 4/4, 4/4, 4/4, 4/4. Rehearsal marks: 30, 31-33, 34, 35, 36. Dynamics: *p* (measure 34), *mp* (measure 35), *mf* (measure 36), *f* (measure 36). Performance instructions: "Rit..." (measures 30-31), "slight build on each note" (measures 34-36), "molto" (measure 36).
- Staff 4:** Measures 37-45. A large number "9" is placed above measure 34.

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

Horn in F 2

# THREE DAYS TO LIVE

The Music of Team Fortress 2

Musical score for Horn in F 2, titled "THREE DAYS TO LIVE" (The Music of Team Fortress 2). The score is written in treble clef with a key signature of one sharp (F#). It consists of four staves of music.

- Staff 1:** Starts with a tempo marking of  $\text{♩} = 99$ . It contains measures 1 through 10. Measure 1 is a whole rest. Measures 2-4 are a triplet of eighth notes. Measure 5 is a whole rest. Measure 6 is a whole rest. Measures 7-8 are a pair of eighth notes. Measure 9 is a whole rest. Measure 10 is a whole rest.
- Staff 2:** Starts with measure 11. Measure 11 is a whole rest. Measure 12 is a whole rest. Measures 13-27 are a long triplet of eighth notes. Measure 28 is a whole rest. Measure 29 contains a quarter note (F#), a quarter note (G), and a quarter note (A), all marked with *f* and an accent (>).
- Staff 3:** Starts with measure 30. Measure 30 is a quarter note (F#) marked with  $\text{♩} = 92$ . Measure 31 is a quarter rest. Measure 32 is a quarter rest. Measures 33-35 are a triplet of eighth notes. Measure 36 is a quarter note (F#) marked with *molto*. Below the staff, dynamics are indicated: *9p* (with a hairpin) for measures 31-33, *mp* (with a hairpin) for measures 34-35, and *mf* (with a hairpin) for measure 36, followed by *f* (with a hairpin).
- Staff 4:** Contains measures 37-45, which are a long whole rest.

Additional markings include "Rit..." above measure 12 and "slight build on each note" above measures 31-35.

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

Trumpet I

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3

2-4

2

7-8

9

10

11

12

8

13-20



# Trumpet I

4

Musical staff with a whole rest for measures 21-24.

3

Musical staff with a whole rest for measures 25-27 and a 2/4 time signature change at measure 28.

Rit... ♩ = 91

2

Musical staff with measures 29-36, including a 5/4 time signature change at measure 30 and dynamic markings *mf* and *f*.

♩ = 92

6

Musical staff with measures 37-45, including a lip slur at measure 43 and an "Elephant shake!" marking at measure 44.

Trumpet 2

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3 2

1 2-4 5 6 7-8 9 10 11 12

14

13-26

Rit... ♩ = 91

2

27 28 29 30 31 32-33 34

*mf*

♩ = 92

6

Elephant shake!

35 36 37-42 43 44 45

*mf* *f*

(lip slur)

Trombone I

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3

1 2-4 6 7-8

2

5 6 7-8 9 10 11 12 13-20

9 10 11 12 13-20

8

13-20

# Trombone I

4

21-24

3

25-27 28

Rit...

♩ = 91

2

29 30 31-32

♩ = 92

9

slight build on each note

33 34 35 36 37-45

*p*  $\longleftarrow$  *mp*  $\longleftarrow$  *mf*  $\longleftarrow$  *f*  
molto

Trombone 2

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3

1 2-4 6/4

2

5 6 7-8 6/4

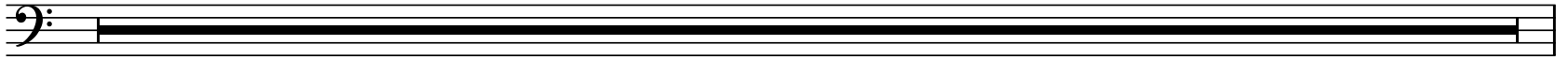
9 10 11 12 4/4

8

13-20

# Trombone 2

## 6



21-26

Rit... ♩ = 91 **3**

slight build on each note



27

28

29

30

31-33

34

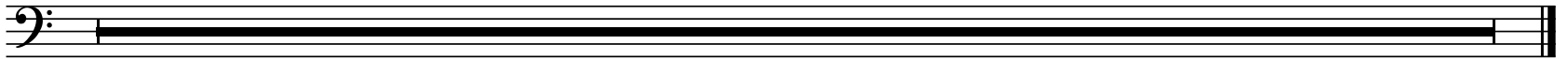
35

36

♩ = 92

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

## 9



37-45

Piano

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

1 2 3-4 5 6 7 8

9 10 11 12 13 14 15

16 17 19 20

22 23 24 25 ♩ = 91 26 27

28 29 30 31 32 33 34

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

*Rit...* *cresc.*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

♩ = 92

Musical score for piano, measures 35-45. The score is written in bass clef with a treble clef above it. The tempo is marked as ♩ = 92. The key signature has one sharp (F#). The score consists of two systems of four measures each. Measure 35 is a whole rest in the treble and a whole note chord in the bass. Measure 36 is a sixteenth-note triplet in the bass. Measure 37 has an 8<sup>vb</sup> marking. Measure 38 has an 8<sup>vb</sup> marking. Measure 39 has an 8<sup>vb</sup> marking. Measure 40 has an 8<sup>vb</sup> marking. Measure 41 has an 8<sup>vb</sup> marking. Measure 42 has an 8<sup>vb</sup> marking. Measure 43 has an 8<sup>vb</sup> marking. Measure 44-45 are a double bar line with a fermata and a '2' above and below the staff.



Harpsichord

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3

2

1 2-4 5 6 7-8 9 10

11 12 13-27 28 29

Rit... ♩ = 91

mf

3

30 31 32 33 34-36

♩ = 92

9

37-45

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

Drums

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

HH + Ride

*mp*

1 2 3 4 5 6 7 8 9 10 11 12 13-27 28 29

HH Ped. +

Detailed description: This is a drum score for the song 'Three Days to Live' from Team Fortress 2. The score is written on a single staff with a treble clef and a 4/4 time signature. It consists of 29 measures. The first measure is marked with a tempo of 99 BPM and a dynamic of *mp*. The notation includes various drum symbols: HH (Hi-Hat) with '+' for accents, Ride, and Pedal (Ped.). The score is divided into systems: measures 1-3, 4-6, 7-9, 10-11, and 12-29. Measures 13-27 are indicated by a long horizontal line, suggesting a repeating pattern. The time signature changes from 4/4 to 6/4 at measure 5, back to 4/4 at measure 6, to 3/4 at measure 7, back to 4/4 at measure 8, to 5/4 at measure 9, back to 4/4 at measure 10, to 3/4 at measure 11, and back to 4/4 at measure 12. The notation includes many 'x' marks, likely representing cymbal crashes or specific hi-hat patterns.

# Drums

Rit... ♩ = 91

30 31 32 33 34

♩ = 92

35 36 37 38 39

40 41 42 43 44-45

Percussion

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

Musical score for measures 1-10. The score is written for two staves: a treble clef staff and a bass clef staff. The tempo is marked as ♩ = 99. The time signature starts at 4/4 and changes to 3/4, 4/4, 3/4, 6/4, 4/4, 5/4, and 3/4. Above the staves, the numbers 3 and 2 are placed over measures 2-4 and 7-8 respectively. Below the staves, the numbers 3 and 2 are placed under measures 2-4 and 7-8 respectively. The measures are numbered 1 through 10.

Musical score for measures 11-30. The score is written for two staves: a treble clef staff and a bass clef staff. The time signature starts at 3/4 and changes to 6/4, 4/4, 2/4, 4/4, and 5/4. Above the staves, the number 15 is placed over measures 13-27. Below the staves, the number 15 is placed under measures 13-27. The measures are numbered 11 through 30. The score includes instructions for Tubular Bells, Susp. Cym. w/soft mallets, and BD (Bass Drum) with a dynamic marking of mp.

Rit... ♩ = 91

Musical score for measures 31-45. The score is written for two staves: a treble clef staff and a bass clef staff. The tempo is marked as ♩ = 91. The time signature starts at 5/4 and changes to 4/4. Above the staves, the numbers 6 and 9 are placed over measures 31-36 and 37-45 respectively. Below the staves, the numbers 6 and 9 are placed under measures 31-36 and 37-45 respectively. The measures are numbered 30 through 45. The score includes instructions for (tr) (trill) and L.R. (Left/Right) with a dynamic marking of mf.

Violin I

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3 2

1 2-4 5 6 7-8 9 10 11 12

2 2

13-14 15 16 17-18 19 20 21 22

23 *mf* *mp* 24 *mf* 25 *mp* 26 *mf*

27 *mp* *cresc.* 28 29 *f* 30 *Rit...*

♩ = 91 6 6

31-36 37-42 43 44 45

*p* *mf* *ff*

Random surges of chromaticism!

OVERDUB

Violin II

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

3 2

1 2-4 5 6 7-8 9 10 11 12

2 2

13-14 15 16 17-18 19 20 21 22

23 *mf* *mp* 24 *mf* 25 *mp* 26 *mf*

27 *mp* *cresc.* 28 29 *f* *p* *f*

Rit... ♩ = 91 6 ♩ = 92 6

30 31-36 37-42 43 44 45

Random flurries of chromaticism!

OVERDUB

Viola

# THREE DAYS TO LIVE

## The Music of Team Fortress 2

♩ = 99

1 2-4 5 6 7-8 9 10 11 12

13-14 15 *mf* 16 17-18 19 20 21

22 23 *mf* Rit... 24 *mf* ♩ = 91 25-26 27 *mf* ♩ = 92 28 29 *f*

30 31-36 37-42 43 44 *p* < *mf* 45 < *ff*

Violoncello

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

2 2

1 2 3-4 5 6 7-8 9 *mf*

10 11 12 13 14-27 28 29 *f*

Rit... ♩ = 91

30 31 32 33 34 35 36

♩ = 92

37 38 39 40

2

41 42 43 44-45

*f* *sfz* *f*



Contrabass

# THREE DAYS TO LIVE

The Music of Team Fortress 2

♩ = 99

2 2

1 2 *mf* 3-4 5 *mf* 6 7-8 9 *mf*

10 *mf* 11 *Rit...* 12 13 14-27 28 29 *f*

♩ = 91

30 *mp* 31 32 33 34 35 36

♩ = 92

37 *f* 38 39 40

2

41 *f* 42 *sfz* *f* 43 44-45