

# A Video Games Parade

Composed by  
Gerald Sebesky

## Instrumentation:

1	Conductor	3	B♭ Trumpet 1
10	Flutes	3	B♭ Trumpet 2
2	Oboe	3	B♭ Trumpet 3
2	Bassoon	2	F Horn 1
4	B♭ Clarinet 1	2	F Horn 2
4	B♭ Clarinet 2	2	Trombone 1
4	B♭ Clarinet 3	2	Trombone 2
2	B♭ Bass Clarinet	2	Trombone 3
2	E♭ Alto Saxophone 1	2	Euphonium
2	E♭ Alto Saxophone 2	2	Baritone T. C.
2	B♭ Tenor Saxophone	3	Tuba
2	E♭ Baritone Saxophone	2	Orchestra Bells
		2	Xylophone
		2	Snare Drum/Bass Drum
		2	Tri Toms
		2	Sus. & Cr. Cymbals/Shaker
		2	Timpani

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**Moderately** ♩ = 100

2 Ebm Ab Ebm 3 4 Gb 5 Ab 6 Cb Ab

Flute

Oboe

Bassoon

B♭ Clarinet 1

B♭ Clarinet 2, 3

B♭ Bass Clarinet

E♭ Alto Saxophone 1, 2

B♭ Tenor Saxophone

E♭ Baritone Saxophone

B♭ Trumpet 1

B♭ Trumpet 2, 3

F Horn 1, 2

Trombone 1

Trombone 2, 3

Euphonium

Tuba

Orchestral Bells (Hard metal mallets)

Xylophone (Hard mallets)

Snare Drum Bass Drum

Tri Toms

Sus. & Cr. Cymbals Shaker

Timpani Eb, Bb, F

*p* *mf* *mp* *a2*

# A Video Games Parade/Sebesky/p. 3

(Do Not Pause)

7  $B\flat$   $A\flat/B\flat$  8  $B\flat$  9  $Fm^7$  10  $G\flat/F$   $Fm^7$  11  $B\flat$  12

Fl.  $mf$   $f$

Ob.  $f$

Bsn.  $f$

$B\flat$  Cl. 1  $mf$   $mf$   $f$

$B\flat$  Cl. 2, 3  $mf$   $mf$   $f$

$B\flat$  B. Cl.  $f$

$E\flat$  A. Sax. 1, 2  $mf$   $mf$   $f$

$B\flat$  T. Sax.  $mf$   $f$

$E\flat$  B. Sax.  $f$

$B\flat$  Tpt. 1  $mf$   $f$

$B\flat$  Tpt. 2, 3  $mf$   $f$

F Hn. 1, 2  $mf$   $f$

Tbn. 1  $mf$   $f$

Tbn. 2, 3  $mf$   $f$

Euph.  $mf$   $f$

Tba.  $f$

Orch. Bells

Xyl.

S.D.  $mf$   $f$

B.D.

T. T.  $mf$   $f$

Sus. Cr.  $mf$   $f$

Cym. Shaker

Timp.  $f$

Let Ring

A Video Games Parade/Sebesky/p. 4

**13** Lively with spirit ♩=132

This page contains the musical score for measures 14 through 20 of the piece 'The Rose Tree'. The score is written for a large orchestra and includes the following instruments and parts:

- Fl.** (Flute)
- Ob.** (Oboe)
- Bsn.** (Bassoon)
- B♭ Cl. 1** (B-flat Clarinet 1)
- B♭ Cl. 2, 3** (B-flat Clarinet 2, 3)
- B♭ B. Cl.** (B-flat Bass Clarinet)
- E♭ A. Sax. 1, 2** (E-flat Alto Saxophone 1, 2)
- B♭ T. Sax.** (B-flat Tenor Saxophone)
- E♭ B. Sax.** (E-flat Baritone Saxophone)
- B♭ Tpt. 1** (B-flat Trumpet 1)
- B♭ Tpt. 2, 3** (B-flat Trumpet 2, 3)
- F Hn. 1, 2** (F Horn 1, 2)
- Tbn. 1** (Tenor Trombone 1)
- Tbn. 2, 3** (Tenor Trombone 2, 3)
- Euph.** (Euphonium)
- Tba.** (Tuba)
- Orch. Bells** (Orchestra Bells)
- Xyl.** (Xylophone)
- S.D. B.D.** (Snare Drum / Bass Drum)
- T.T.** (Tom Tom)
- Sus. Cr. Cym. Shaker** (Suspension Cymbal / Shaker)
- Timp.** (Timpani)

The score is in 2/4 time and features a key signature of one flat (B-flat). The dynamics range from *mf* (mezzo-forte) to *p* (piano). The music includes various melodic lines, harmonic support, and rhythmic patterns, with some instruments playing sustained notes and others playing more active, rhythmic parts. A large, stylized watermark is visible across the page.

# A Video Games Parade/Sebesky/p. 5

21 Bb+11 22 tr 23 Eb+9 24 Cm7 25 Bb 26 Gm7

Fl. *f*

Ob. *f*

Bsn.

Bb Cl. 1 *f*

Bb Cl. 2, 3 *f* a2

Bb B. Cl. *f*

Eb A. Sax. 1, 2 *f* a2

Bb T. Sax. *f*

Eb B. Sax.

Bb Tpt. 1 *mf*

Bb Tpt. 2, 3 *mf*

F Hn. 1, 2 *mf* (Bring out) *f*

Tbn. 1 *mf*

Tbn. 2, 3 *mf*

Euph. *f*

Tba.

Orch. Bells *mf*

Xyl.

S.D. B.D.

T. T.

Sus. Cr. Cym. Shaker

Timp.

A Video Games Parade/Sebesky/p. 6

27 F/Eb Eb 28 Cm 29 F Eb/F 30 Bb 31 32 Ab/bb 33 F F#11 F#13 34

Fl.

Ob.

Bsn.

Bb Cl. 1

Bb Cl. 2, 3

Bb B. Cl.

Eb A. Sax. 1, 2

Bb T. Sax.

Eb B. Sax.

Bb Tpt. 1

Bb Tpt. 2, 3

F Hn. 1, 2

Tbn. 1

Tbn. 2, 3

Euph.

Tba.

Orch. Bells

Xyl.

S.D. B.D.

T. T.

Sus. Cr. Cym. Shaker

Timp.

A Video Games Parade/Sebesky/p. 7

# A Video Games Parade/Sebesky/p. 8

41 42  $E^b$  43  $Cm^7$  44 F  $F^7$  45  $F^9$  46  $B^b$  47

Fl.  $f$

Ob.  $f$

Bsn.  $f$

$B^b$  Cl. 1  $f$

$B^b$  Cl. 2, 3  $f$  a2

$B^b$  B. Cl.  $f$

$E^b$  A. Sax. 1, 2  $f$

$B^b$  T. Sax.  $f$

$E^b$  B. Sax.  $f$

$B^b$  Tpt. 1  $f$

$B^b$  Tpt. 2, 3  $f$  a2

F Hn. 1, 2  $f$  a2

Tbn. 1  $f$

Tbn. 2, 3  $f$  a2

Euph.  $f$

Tba.  $f$

Orch. Bells  $f$

Xyl.

S.D. B.D.  $f$

T. T.  $f$

Sus. Cr. Cym. Shaker  $f$  ( Choke Cym. )

Timp.