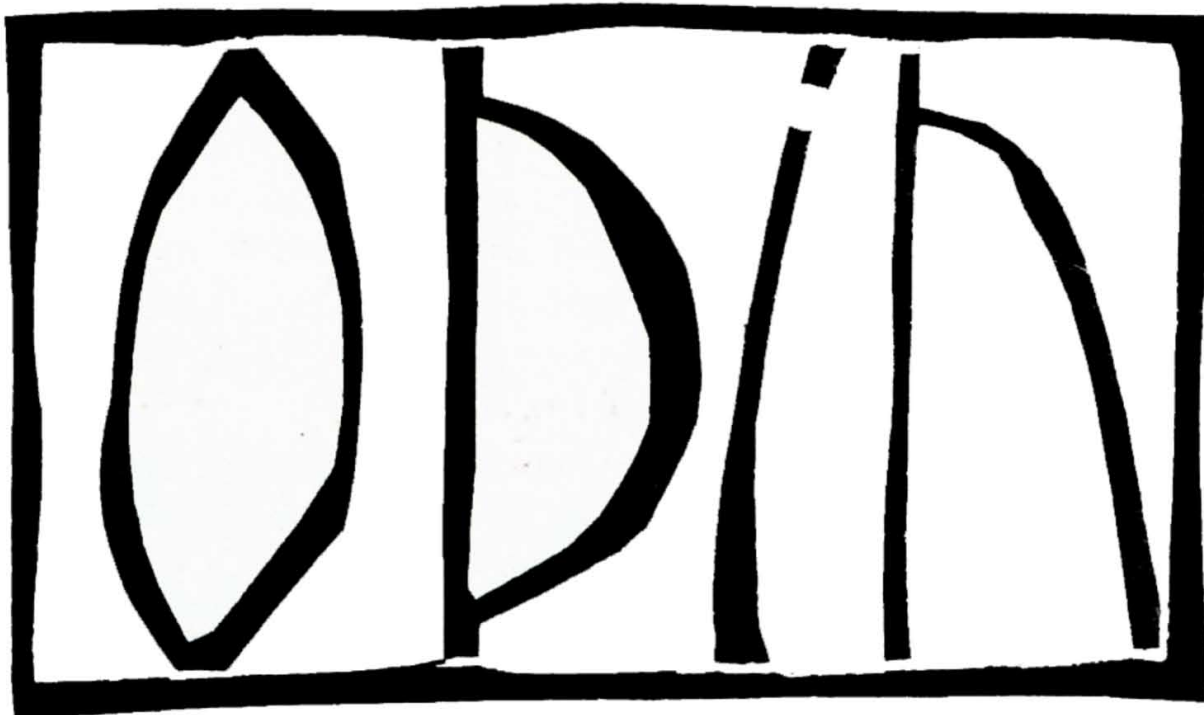




THE OPERA

Act II

Libretto

Donald Knaack (ASCAP)

Music

Donald Knaack (ASCAP)



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Act II – Scene 1

Weather Reporter

Welcome back! Happy Easter! (Or something related depending on the season). In the second act, we will observe four conditions that Odin and the Ancients will confront. First is the “bigger storm” phenomenon: There will always be someone or something bigger and stronger that we must eventually endure.

Two, there’s the “it evaporates into thin air” theory, in which we realize the things that really rule our lives are the little things we have chosen to let “evaporate into thin air” simply by ignoring them.

Three, is Shakespeare’s most famous weather forecast, “Fair is foul and foul is fair.” Even in the world of the Ancients, it wasn’t as simple as black and white, good or evil, right or wrong. In the end, who can really say which cause is more just?

And fourth, there’s the “History repeats itself, but no one seems to listen” theory. Lets take Southern California. Palatial estates are built along the coast, then there’s a drought and fires wipe out the houses. What do we do? We rebuild them. Then it rains and mudslides wipe out the houses again. What do we do? We rebuild them again. Then there’s an earthquake... Hmm... History repeats itself.... Hmm... A Woman’s Right to Choice... Hmm... Civil Rights... Hmm... Countless Wars and Skirmishes... Hum...

Odin’s Ravens, Huginn (meaning thought) and Muninn (meaning mind) report the news exactly as they see it, unlike today’s biased reporting where the right wing is Fox News and the left wing is the Huffington Post.

Today’s forecast calls for Loki to return from her deadly deed at Asgard, and shape shift back into Loko. Loko then tells The Giants how he and Loki killed Baldar.

From high atop their perch amidst low level clouds, Odin's Ravens hear every word Loko says and immediately return to tell Odin. Upon hearing the news, Odin orders the Berserks to capture Loki/Loko and kill it on the spot.

The Ravens brave the Arctic Air that permeates the world during this dark hour. This time they set out to inform Frigg about the death of Baldar.

A high pressure system mounts in Frigg's mind leading to a disagreement with Odin - lashing out at him with gale force. A convergence so fierce, it forces total instability. Frigg collapses, succumbing to her personal apocalypse.

Balder calms Odin from the grave, giving him other-worldly advice about what's in store for the future.

A new day dawns with a mild mist and we are witnessing the funeral of Baldar. The ceremony is led by Gythia (Gith-he-ah), a high Priestess who issues the right of passage and leads the procession to the burial grounds.

Black out – Segue to Scene 2

4 5 6

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Detailed description: This is a musical score for a percussion ensemble, consisting of 11 parts. The score is organized into three measures, labeled 4, 5, and 6 at the top. Percussion 1 (Perc. 1) uses a snare drum and plays a pattern of quarter notes and eighth notes, with a triplet of eighth notes in measure 6. Percussion 2 (Perc. 2) uses a snare drum and plays a continuous pattern of eighth notes, with triplets indicated in measures 4, 5, and 6. Percussion 3 (Perc. 3) uses a snare drum and plays a simple pattern of quarter notes. Percussion 4 (Perc. 4) uses a snare drum and plays a continuous pattern of eighth notes. Percussion 5 (Perc. 5) uses a snare drum and plays a pattern of quarter notes and eighth notes, with rests. Percussion 6 (Perc. 6) uses a snare drum and plays a pattern of eighth notes and quarter notes, with rests. Percussion 7 (Perc. 7) uses a snare drum and plays a simple pattern of quarter notes. Percussion 8 (Perc. 8) uses a snare drum and plays a pattern of quarter notes and eighth notes, with rests. Percussion 9 (Perc. 9) uses a snare drum and plays a pattern of quarter notes and eighth notes, with rests. Percussion 10 (Perc. 10) uses a snare drum and plays a pattern of quarter notes and eighth notes, with rests. Percussion 11 (Perc. 11) uses a snare drum and plays a simple pattern of quarter notes.

7 8 9

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Detailed description: This musical score page contains 11 staves for percussion instruments, labeled Perc. 1 through Perc. 11. The score is organized into three measures, numbered 7, 8, and 9 at the top. Perc. 1 uses a snare drum (H) and features a pattern of quarter notes and eighth-note triplets. Perc. 2 uses a snare drum (H) and features a continuous eighth-note triplet pattern. Perc. 3 uses a snare drum (H) and features a pattern of quarter notes. Perc. 4 uses a snare drum (H) and features a continuous sixteenth-note pattern. Perc. 5 uses a snare drum (H) and features a pattern of quarter notes and eighth notes. Perc. 6 uses a snare drum (H) and features a pattern of eighth notes. Perc. 7 uses a snare drum (H) and features a pattern of quarter notes. Perc. 8 uses a snare drum (H) and features a pattern of quarter notes. Perc. 9 uses a snare drum (H) and features a pattern of quarter notes. Perc. 10 uses a snare drum (H) and features a pattern of quarter notes. Perc. 11 uses a snare drum (H) and features a pattern of quarter notes.

10 11 12

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

This musical score is for a percussion ensemble, spanning measures 10, 11, and 12. The notation is as follows:

- Perc. 1:** Measures 10 and 11 contain quarter notes. Measure 12 contains a triplet of eighth notes.
- Perc. 2:** All three measures contain a continuous eighth-note triplet pattern.
- Perc. 3:** All three measures contain quarter notes.
- Perc. 4:** All three measures contain a continuous sixteenth-note pattern.
- Perc. 5:** All three measures contain a pattern of quarter notes and eighth notes with rests.
- Perc. 6:** All three measures contain a continuous eighth-note pattern.
- Perc. 7:** All three measures contain a single half note.
- Perc. 8:** All three measures contain a pattern of quarter notes and eighth notes with rests.
- Perc. 9:** All three measures contain a pattern of quarter notes and eighth notes with rests.
- Perc. 10:** Measure 10 contains a half note. Measures 11 and 12 contain a whole note.
- Perc. 11:** All three measures contain a whole note.

Loko walks into stage area for AIS3

16 17 18

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Segue to Scene 3

Act II - Scene 3

Loko, the Giants, and the Ravens

$\text{♩} = 120$ The Ravens are perched, watching the Giants below. The Giants are talking to each other until Loko arrives and begins to speak.

Giants

2 3 4 5

Wood Wind Chimes 1

Percussion 2

mf

Percussion 7

Puili (against each other)

mf

Percussion 8

Small Beer Keg w/ finger on hole

mf

6 7 8

Giants

Perc. 2

Perc. 5

Plastic Drums w/ soft sticks

mf

Perc. 6

Plastic Drums w/ soft sticks

mf

Perc. 7

Perc. 8

Chafing Dishes

mf

Perc. 9

Raven's Bass

Perc. 10

A

10 11 Loko enters 12 spoken Yo

Loko

Giants

Xylo 3

Perc. 1 *mf*

Perc. 2

Marching Men

Perc. 3 *mf*

Perc. 5 *mf*

Perc. 6 *mf*

Perc. 7

Perc. 8 *mf*

Perc. 9 *mf*

Perc. 10

Metal CD w/ metal rod

Perc. 11 *mf*

13 14 15 16 Sung
(cue: Player 2 - D)

Loko
Gi-ants My Gi-ants I must tell you of my tri-umph. Our tri-umph. Last night at As- gard, *f* I

Giants
Giants quiet down and listen to Loko

Perc. 1

Perc. 2
+ chime w/ chime mallet

Perc. 3

Perc. 4
metal xylo (muted w/ medium sticks)
mf

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

B

Spoken 18 19 20

Loko killed the god, Bal-dar, the son of O-din. The boy with strange thoughts.

mf

Giants The Giants react to Loko's confession

mf

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score is for a scene involving Loko and Giants. Loko's part is in treble clef, and the Giants' part is in bass clef. The percussion section consists of 11 parts, each with a different rhythmic pattern. The score is divided into measures 18, 19, and 20. Loko's dialogue is: "killed the god, Bal-dar, the son of O-din. The boy with strange thoughts." The Giants' reaction is indicated by a series of notes in measure 20. The score includes a section marker B and dynamic markings mf.

21 Spoken Sung 22 23 Sung 24

Loko He is dead. The heir to O-din's le - ga - cy is dead. *f* I killed him. Spoken *Giant #1*

Giants *mf* How did you do it?

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

C

26

Sung 27 Spoken

Loko

mp I posed as an old wo-man and

Giant #3

Bal-dar was so well pro-tec-ted by his mo-ther.

Perc. 1

mp

Perc. 2

mp

Perc. 3

mp

Perc. 4

mp

Perc. 5

mp

Perc. 6

mp

Perc. 7

mp

Perc. 8

mp

Perc. 9

mp

Perc. 10

mp

Perc. 11

mf

28 Sung Spoken 29

Loko had a dis-cus-sion with his mo-ther Frigg who told me Bal-dar was pro-tec-ted

Giants

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

30 31 32 Sung Spoken Sung

Loko from ev-ery-thing on the earth ex-cept for one thing: mis-tle-toe So I

Giants

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

D

Spoken 34 Sung Spoken 35

Loko made a dart from mis-stle-toe wait - ed for the right mo-ment and shot it

Giants

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

mf

36 Sung 37 Spoken 38

Loko in-to Bal-dar's neck. He did not know what had hit him.

Giant #1 O din will kill you. Giant #3 Rag-na-

Giant #2 *f* This means war.

55 Gallon Metal Drums w/ soft mallets

Perc. 1 *mf*

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

39 Loko shouts 40 41 42 43 44

Loko *ff* Bring it on!. Bring it on!

Giant's mumble as the march off stage

Pattern continues and becomes progressively distant as the Giants march off the stage.

rook *f*

Perc. 1 Measure repeats and fades

Segue to Scene 4

$\text{♩} = 120$

2

3 Repeat as needed

4

Spoken (last time only)

[illegible]

5 6 7

Raven I x - cuse me W - e have some ser-i-ous news to re -

Raven II Spoken
mf E - x - cuse us dear O - din.

Perc. 1

Perc. 2

Perc. 4

Perc. 5 *simile*

Perc. 6 *simile*

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

8 9 10 Spoken

Odin

Raven I

port to you.

Raven II

B - al - dar was mur-dered last night at As - guard.

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

That

11 12 13

Odin can't be I was there. Who did it? Tell me now!

Raven I Ravens back away then regroup their thoughts
W -

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

14 15 16

Raven I e were on the world out - post L - o - ko told the Gi - ants how he

Raven II Wh - en we spot - ted Lo-ko and the Gi-ants

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score is arranged in a system of staves. The vocal parts, Raven I and Raven II, are at the top. Below them are eleven percussion parts, labeled Perc. 1 through Perc. 11. The score is divided into three measures, numbered 14, 15, and 16. Measure 14 contains the lyrics 'e were on the world out - post' for Raven I and 'Wh - en we spot - ted' for Raven II. Measure 15 contains the lyrics 'L - o - ko told the Gi - ants how he' for Raven I and 'Lo-ko and the Gi-ants' for Raven II. Measure 16 contains no lyrics. The percussion parts consist of various rhythmic patterns, including eighth notes, sixteenth notes, and rests, across the three measures.

17 18

Raven I

chan - ges his bo - dy in - to a wo - man who spoke to Frigg and learned the

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

19 20 21

Raven I
one weak-ness that could kill him L - o - ko turned him - self in - to Lo - ki

Raven II
I - t was mis-tle-toe

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

22 23 24

Raven I A - nd shot a dart made from mis-tle-toe K -

Raven II A - t the As-gard par - ty I - n - to Bal - dar's neck.

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

25 26 27

Odin

I must kill the he - thing she thing.

Raven I

il - ling him in - stant - ly

Perc. 1

Perc. 2

Perc. 3

Pie Pan w/ finger
mf

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

28 29 30 Odin calms a bit as he speaks to the Ravens

Odin

No one gets away with mur-dering my son. *f* No one! *ff* No one! Go and or - der

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

31 32 33

Odin

the Ber-serks to find Lo-ki *f* *ff* Lo-ko, who-ev-er it is and kill her him on the spot

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

34 35 36 37 38

Odin *mf* slow - ly with no mer - cy *mp* on - ly pain.

Perc. 1 *ff*

Perc. 2 *ff*

Perc. 3 *ff*

Perc. 4 *ff*

Perc. 5 *ff*

Perc. 6 *ff*

Perc. 7 *ff*

Perc. 8 *ff*

Perc. 9 *ff*

Perc. 10 *ff*

Perc. 11 *ff*

ff
Segue to Scene 5

Act II - Scene 5

The Ravens, Frigg & Odin

♩ = 120

The Ravens are on the world patrol ²

3

Frying Pans w/ rattan sticks

4

Percussion 1

Wood Wind Chimes 1

Percussion 2

Metal Xylo (muted)

Percussion 4

Cardboard Box w/ skewer brushes

Percussion 5

Cardboard Box w/ skewer brushes

Percussion 6

mf

mp

mp

Perc. 1

Perc. 2

Bottle Xylo w/ med. mallets

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Candy Box w/ thumb

mf

mp

A They stumble upojn Frigg and the Midget in a patch of straw

Frying Pans ¹⁰ 11 12

Perc. 1 *mp*

Perc. 2 Puili 2 *mf*

Perc. 4 *mp*

Perc. 5 *mf*

Perc. 6 *mf*

Perc. 7 *f* *mf* *f* *mf* *f* *simile*

Perc. 8 Keg *mf*

Perc. 9 Chafing Dishes *mf*

Perc. 10 Raven's Bass *mf*

Perc. 11 Large Metal *mf* *l.v.* *simile*

13 14 15 16

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score consists of 11 staves, each labeled Perc. 1 through Perc. 11. The measures are numbered 13, 14, 15, and 16 at the top. Perc. 1 and Perc. 2 play a steady quarter-note pattern. Perc. 4 plays eighth-note pairs. Perc. 5 and Perc. 6 play continuous sixteenth-note patterns with accents. Perc. 7 plays a pattern with slurs and accents. Perc. 8, Perc. 9, and Perc. 10 play various rhythmic patterns including eighth and sixteenth notes. Perc. 11 is mostly silent with occasional notes and slurs.

B $\text{♩} = \text{♩}$ Spoken 18 $\text{♩} = \text{♩}$ 19

Frigg

You star-tled us Spoken - Raven 1

Ravens *f* I - I we have some ver - y bad news

Perc. 1

Perc. 2

Perc. 3 *mf*

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score is written for 11 percussion parts and two vocalists, Frigg and Ravens. The time signature is 6/8. The key signature has one flat (B-flat). The score is divided into two systems, 18 and 19. In system 18, Frigg and Ravens have vocal parts. Frigg's part starts with a whole note, followed by a half note. Ravens' part starts with a whole note, followed by a half note. The percussion parts are: Perc. 1 (quarter note, eighth note, quarter note), Perc. 2 (quarter note, eighth note, quarter note), Perc. 3 (quarter note, eighth note, quarter note), Perc. 4 (quarter note, eighth note, quarter note), Perc. 5 (quarter note, eighth note, quarter note), Perc. 6 (quarter note, eighth note, quarter note), Perc. 7 (quarter note, eighth note, quarter note), Perc. 8 (quarter note, eighth note, quarter note), Perc. 9 (quarter note, eighth note, quarter note), Perc. 10 (quarter note, eighth note, quarter note), and Perc. 11 (quarter note, eighth note, quarter note). In system 19, the vocal parts continue. Frigg's part has a whole note, followed by a half note. Ravens' part has a whole note, followed by a half note. The percussion parts continue with their respective patterns. The score includes dynamic markings like 'f' and 'mf'.

20 21 22 23

Frigg

What is it? Please tell me. Spoken - Raven 2

Ravens

I - it's Bal - dar. He's dead.

Perc. 3

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

24 25 26 27 28

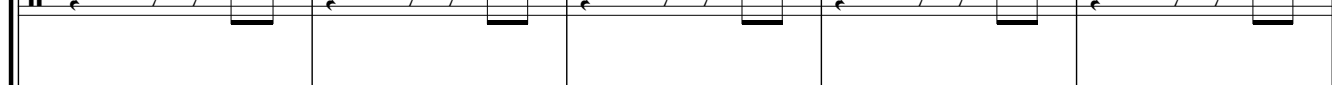
Frigg 

Oh my God! It can't be my Bal-dar. It just can't be.

Perc. 3 

Perc. 5 

Perc. 6 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 

29 30 31

Frigg

No - thing could harm him ex - cept mis - tle - toe

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

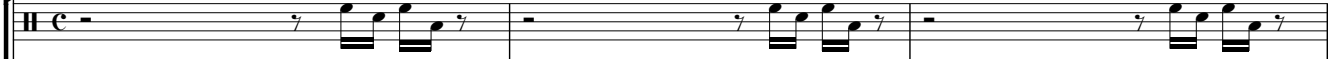
Perc. 10

Perc. 11

The musical score consists of ten staves. The top staff is for the vocal part 'Frigg' in treble clef. Below it are nine percussion staves, labeled 'Perc. 3' through 'Perc. 11'. The music is in common time (C). Measures 29, 30, and 31 are indicated at the top. The lyrics 'No - thing could harm him' are under measures 29 and 30, and 'ex - cept mis - tle - toe' is under measure 31. Perc. 3 and 6 play eighth-note patterns. Perc. 5 and 6 play sixteenth-note patterns. Perc. 7, 8, and 9 play quarter-note patterns. Perc. 10 and 11 play dotted half-note patterns. A fermata is placed over the final measure of Perc. 11.

C  Spoken - Raven 1 33 The Dwarf disappears 34

Ravens 

Perc. 1 

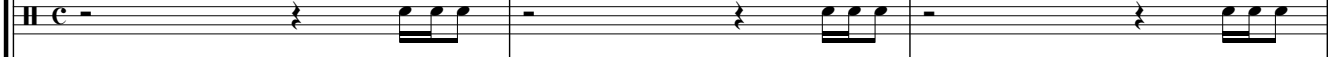
Perc. 2 

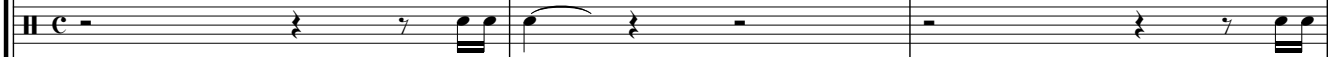
Perc. 4 

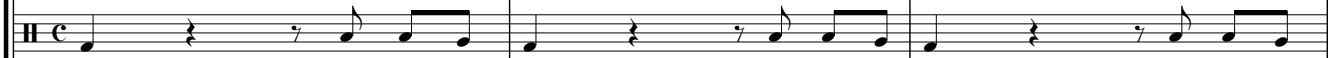
Perc. 5 

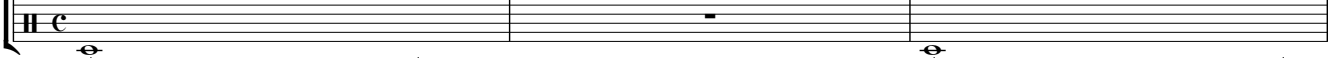
Perc. 6 

Perc. 7 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 



35 36 37 38

Frigg

Ravens

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

No one knew a - bout

dart a poi-son dart.

39 40 41 42

Frigg Bal - dar's weak - ness to mis - tle - toe ex - cept the old wo - man who

Perc. 3

Perc. 5

Perc. 8

Perc. 9

Perc. 10

Perc. 11

43 44 45 46

Frigg asked all the ques - tions a - bout Bal - dar. It was that wo - man who killed him!

Perc. 3

Perc. 5

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

47 $\text{♩} = \text{♩}$ Spoken - Raven 2 48 Spoken - Raven 1 49

Ravens *mf* I - I'm a - fraid that's not so. W - We saw his kil - ler and it was not an old

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

50 Spoken - Raven 2 51 52

Ravens

wo - man I - It was Lo-ko the lea-der of the Gi-ants

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

53  54 Begins weeping

Frigg *mf* My God.

Perc. 3

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11



D $\text{♩} = \text{♩}$

56 57 $\text{♩} = \text{♩}$ 58

Somewhat regaining composure

Frigg

Ravens

Spoken - Raven 1

I know I

I - Is there an-y-thing we can do for you?

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

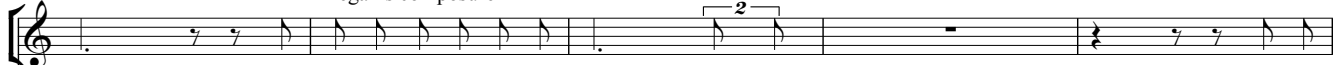
Perc. 8

Perc. 9

Perc. 10

Perc. 11

59 60 Regains composure 61 62 63

Frigg 

know I do know the eyes of that old wo - man. It was

Perc. 3 

Perc. 5 

Perc. 6 

Perc. 8 

Perc. 9 

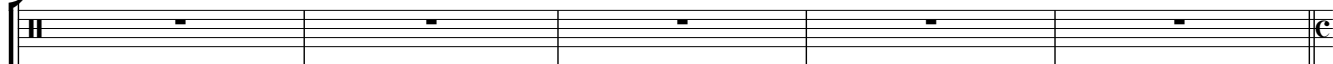
Perc. 10 

Perc. 11 

64 65 66 67 68

Frigg 

Lo - ko Lo - ko killed my boy!

Perc. 2 

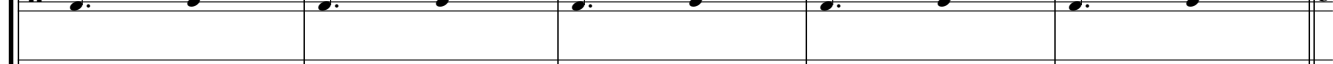
Perc. 3 

Perc. 5 

Perc. 6 

Perc. 7 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 

E $\text{♩} = \text{♩}$ Spoken 70 $\text{♩} = \text{♩}$ 71 72

Odin mf Frigg

mf He was such a good boy.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score for Percussion 1 through 11 is written on 11 staves. The time signature is common time (C). The key signature is one flat (B-flat). The score is divided into three measures, numbered 70, 71, and 72. Measure 70 contains the vocal line for Frigg, which is a spoken line. Measure 71 contains the vocal line for Frigg, which is a sung line. Measure 72 contains the vocal line for Frigg, which is a sung line. The percussion parts are as follows: Perc. 1: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 2: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 3: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 4: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 5: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 6: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 7: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 8: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 9: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 10: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72. Perc. 11: A series of eighth notes in measure 70, followed by a rest in measure 71, and a series of eighth notes in measure 72.

[illegible]

77 78 79 80 ♪ = ♪

Odin

mf It was you who gave a - way the sec - ret

Frigg

How did you not know a - bout Lo - ki's plan?

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

81  Completely irrate 82 83 84

Frigg 

A plot a - gainst your son and you blind - ly watched it hap - pen

Perc. 3 

Perc. 5 

Perc. 6 

Perc. 7 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 

Frigg collapses in Odin's arms. He lays her on the ground.

85 86 87

Perc. 3 

Perc. 5 

Perc. 6 

Perc. 7 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 

F ♩ = ♩

Odin

mf Bal-dar was right and I knew it But I

89 90

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

91 92 93

Odin

could-n't face his words

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

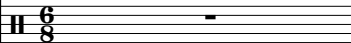
Perc. 9

Perc. 10

Perc. 11

94 95 96 97

Perc. 1 

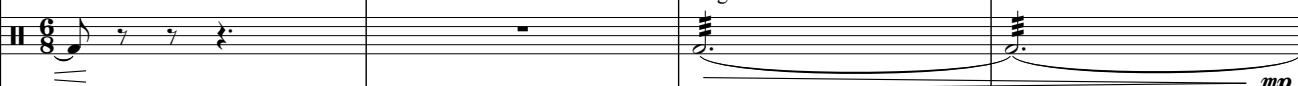
Perc. 2 

Perc. 3 *mp*

Perc. 4 *mp*
Small Thunder Sheet

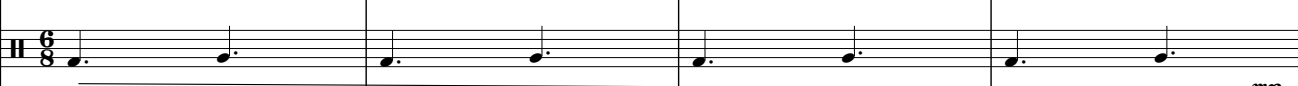
Perc. 5 *mp*

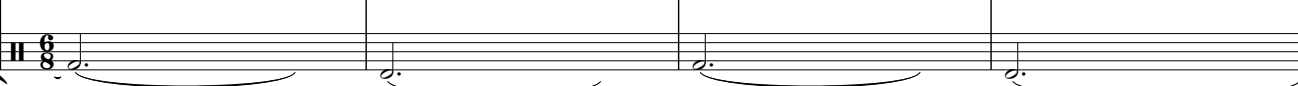
Perc. 6 *mp*

Perc. 7 *mp*
Large Thunder Sheet w/ soft mallets

Perc. 8 *mp*

Perc. 9 *mp*

Perc. 10 *mp*

Perc. 11 *mp*

Segue to Scene 6

Act II - Scene 6

Glythia, Odin, Frigg and Mourners (Entire Cast)

Dim lights come up on Glythia, Odin and Frigg as they lead the funeral procession with black headbands. The mourners follow all dressed head to toe in black and are unrecognizable. Glythia carries a large hammer.

♩ = 82

Buzz lips into tube 1

3

4

Percussion 1

mf

Buzz lips into tube 2

Percussion 2

mf

Buzz lips into tube 3

Percussion 3

mf

Percussion 5

Lids with chopsticks

Percussion 10

mf

5

6

7

8

Perc. 1

mf

Perc. 2

mf

Perc. 3

mf

Buzz lips into tube 4

Perc. 5

mf

Perc. 10

mf

9 10 11 12

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf*

Perc. 5 *mf*

Perc. 10

13 14 15 16

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf*

Perc. 5 *mf*

Perc. 9

Perc. 10

A

18

19

20

Four mourners enter carrying Baldar's body. They place it before Glythia at the altar as other mourners enter.

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf*

Perc. 5 Buzzing lips into Tube 5 *mf*

Perc. 6 *mf*
O Ring + with metal rod *mf*

Perc. 7 *mf*

Perc. 9 Bass guitar played with wood sticks *mf*

Perc. 10

21

22

23

24

Glythia sets down the hammer and picks up a horn.

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf*

Perc. 5 *mf*

Perc. 6 *mf*

Perc. 7 *mf*

Perc. 9 *mf*

Perc. 10

[illegible]

This musical score is for measures 29 through 32 of a piece. It features eleven percussion parts and a vocal part named Glythia. The notation is as follows:

- Glythia:** Measures 29 and 30 are silent. In measure 31, there is a whole note on G4 with a forte (*f*) dynamic and a crescendo hairpin. In measure 32, there is a whole note on A4 with a decrescendo hairpin.
- Perc. 1:** Measures 29 and 30 have a half note on G4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin. Measures 31 and 32 have a half note on G4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin.
- Perc. 2:** Measures 29 and 30 have a half note on F#4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin. Measures 31 and 32 have a half note on F#4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin.
- Perc. 3:** Measures 29 and 30 have a half note on E4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin. Measures 31 and 32 have a half note on E4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin.
- Perc. 4:** Measures 29 and 30 are silent. In measure 31, there is a whole note on G4 with a forte (*f*) dynamic and a crescendo hairpin. In measure 32, there is a whole note on A4 with a decrescendo hairpin.
- Perc. 5:** Measures 29 and 30 have a half note on G4 with a decrescendo hairpin. In measure 31, there is a half note on G4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin. Measure 32 is silent.
- Perc. 6:** Measures 29 and 30 have a half note on G4 with a mezzo-forte (*mf*) dynamic and a decrescendo hairpin. Measures 31 and 32 have a half note on G4 with a decrescendo hairpin.
- Perc. 7:** This part plays a continuous eighth-note pattern (G4, A4, B4, C5) throughout all measures.
- Perc. 9:** Measures 29 and 30 have a half note on G2 with a decrescendo hairpin. In measure 31, there is a triplet of eighth notes on G2, A2, B2. In measure 32, there is a half note on G2 with a decrescendo hairpin and the instruction *l.v.* (loosely).
- Perc. 10:** This part plays a continuous eighth-note pattern (G4, A4, B4, C5) throughout all measures.
- Perc. 11:** This part plays a continuous eighth-note pattern (G4, A4, B4, C5) throughout all measures.

Glythia places conch on altar, and picks up wine horn.

B 34 35 36

Glythia

Perc. 7

Bell plate in water, soft stroke

Perc. 8

mf

Perc. 9

Perc. 10

Perc. 11

37 38 39 40

She holds it toward the sky, takes a drink and passes it to the mourners.

Glythia

Perc. 7

Perc. 8

Perc. 9

mf l.v.

Perc. 10

mf l.v.

Perc. 11

Repeat until all have drunk/kissed.

C

42

43

44

Each mourner either takes a drink of wine, or kisses the horn before passing it to another.

Glythia

Perc. 1 Jingle sticks
sub. f

Perc. 2 Burner caps with metal
sub. f

Perc. 3 Marching men
sub. f

Perc. 4 Sizzle
sub. f *l.v.*

Perc. 5 Metal xylophone
sub. f

Perc. 6 Bowed metal
sub. f

Perc. 7

Perc. 8
sub. f

Perc. 9
sub. f

Perc. 10 Coke bottle whistle
improvise very sparsely and slowly; build into complete frenzy by end of the final repeat.

Perc. 11

45 46 47 48

Glythia

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

This musical score page contains eleven staves, each representing a different percussion instrument or a vocal line. The staves are labeled on the left as Glythia, Perc. 1, Perc. 2, Perc. 3, Perc. 4, Perc. 5, Perc. 6, Perc. 7, Perc. 8, Perc. 9, Perc. 10, and Perc. 11. The measures are numbered 45, 46, 47, and 48 at the top. The time signature is 3/4, indicated by a '3' over a '4' at the end of each staff. Glythia's part consists of a single note in measure 45, followed by a long, low, triangular-shaped line that spans the entire measure. Perc. 1 plays a continuous eighth-note pattern. Perc. 2 plays a continuous eighth-note pattern with a triplet of eighth notes in each measure. Perc. 3 plays a continuous eighth-note pattern. Perc. 4 plays a continuous eighth-note pattern. Perc. 5 plays a continuous eighth-note pattern. Perc. 6 plays a continuous eighth-note pattern. Perc. 7 plays a continuous eighth-note pattern. Perc. 8 plays a continuous eighth-note pattern. Perc. 9 plays a continuous eighth-note pattern. Perc. 10 plays a continuous eighth-note pattern. Perc. 11 plays a continuous eighth-note pattern. The score is written in a standard musical notation style with a key signature of one flat (Bb) and a time signature of 3/4.

D $\text{♩} = \text{♩}$

Call 50

Glythia ff Bal - dar Gay - bo Woon - yo
blessing/gift joy

Odin, Frigg & Mourners Response

ff Bal - dar Gay - bo Woon - yo
blessing/gift joy

51 52

Glythia Bal - dar So - wee - low Woon - yo
perfection joy

Odin, Frigg & Mourners

Bal - dar So - wee - low Woon - yo
perfection joy

53 54 $\text{♩} = \text{♩}$

Glythia Bal - dar Thaw - gauze Woon - yo
sunlight/enlightenment joy

Odin, Frigg & Mourners

Bal - dar Thaw - gauze Woon - yo
sunlight/enlightenment joy

Perc. 1 55 gallon metal drum mf

Perc. 2 Mailbox with wood mf

Perc. 6 Army drum with wood mf

Perc. 7 Plastic drums mf

Perc. 8 Plastic drums mf

Perc. 9 Bass mf

Perc. 10 Cardboard box mf

Perc. 11 Drum mf

E

56 Holds up Eye-waz rune 57 58

Glythia

Odin, Frigg & Mourners

Perc. 1
Artillery shells with wood sticks
ff *l.v.*

Perc. 2

Perc. 3
Sawblades
ff

Perc. 4
Metal xylo (muted)
ff

Perc. 5

Perc. 6

Perc. 7
Large thunder sheet
ff

Perc. 8

Perc. 9
l.v. *l.v.*

Perc. 10
Transmission cover
ff

Perc. 11
Triangle like with metal
ff

59 60 Holds up Bear-kawn-oh rune 61 62

Glythia

Odin, Frigg & Mourners

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Crash metal

Perc. 5

ff

Perc. 6

Perc. 7

Bell plate/Water

Perc. 8

Perc. 9

l.v.

Perc. 10

Perc. 11

[illegible]

68

69

70

Repeat as needed

Glythia
 Odin, Frigg & Mourners
 Perc. 1 Tube 1
 Perc. 2 Tube 2
 Perc. 3 Tube 3
 Perc. 4
 Perc. 5 Tube 4
 Perc. 6 Tube 5
 Perc. 7 O Rings
 Perc. 8
 Perc. 9
 Perc. 10 Lids with chopsticks
 Perc. 11 Triangle like metal

Musical score for Percussion 1-11, Glythia, and Odin, Frigg & Mourners. The score is in 4/4 time and consists of four measures. Glythia and Odin, Frigg & Mourners have whole rests. Percussion parts include Tube 1, Tube 2, Tube 3, Tube 4, Tube 5, O Rings, Lids with chopsticks, and Triangle like metal. Dynamics range from *mf* to *niente (last time)*.

71 CODA 72 73 74

Perc. 7

Perc. 9

Perc. 10

Perc. 11

mf

dim.

l.v.

niente

Act II – Scene 7

Weather Reporter

The forecast calls for a low lying depression to cover the earth as Odin sits at the Tree of Life contemplating his future.

Then, prevailing winds force us to realize how small some of our biggest stars really are. The brutal day-to-day life that Loko and Loki must endure as part male and part female take their toll, as he-she suffers a complete mental breakdown.

The Berserks finally catch up with the anguished Loko/Loki and unleash an unbridled squall on he/she. But in spite of their rage, they cannot kill Loko/Loki because they suddenly find that killing someone who is not an enemy on a battlefield is unacceptable.

Yes, thanks to Odin and the late Baldar, the Berserks are slowly gaining knowledge, and with knowledge, comes conscience.

As the clouds continue to gather, the forecast for Odin's well being is not very promising.

As he deals with his dual personas, the impending Ragnarok, Baldar's death, and his inner struggle between civility and barbarism, he is pushed near the brink.

However, the warrior in him will not give up and sink into self-destruction. Instead, his warrior ways continue his push him towards Ragnarok. After all, its not the size of the dog in a fight, it's the size of the fight in the dog.

Black out – Segue to Scene 8

Act II - Scene 8

Odin & Baldar's Ghost

♩ = 132

Odin sits at the base of the Tree of Life, contemplating

Wood wind chimes 2 3 4 5 6

Percussion 1 *mf*

Percussion 5 *mf* Odin Wood

Brass key wind chimes

Percussion 11 *mp*

7 8 9 10 Odin stands and paces about

Chorus *mf*

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

Perc. 1

Perc. 5

Perc. 11

11 12 13 14

Chorus

mf O ———— din ———— O ———— din ————
mf O ———— din ———— O ———— din ————
mf O ———— din ———— O ———— din ————
mf O ———— din ———— O ———— din ————

simile *simile* *simile* *simile*

Perc. 1

Perc. 5

Perc. 11

15 16 17 18

Odin

mf Tree of Life, speak to me. I am born of the sword, yet I feel more and more
 Baldar was right

Chorus

O ———— din ———— O ———— din ————
 O ———— din ———— O ———— din ————
 O ———— din ———— O ———— din ————
 O ———— din ———— O ———— din ————

Perc. 1

Perc. 5

Perc. 11

19 20 21 22

Odin

Knowledge is a power far greater than force. I feel it more and more and I'm drawn to its presence.

Chorus

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

O _____ din _____ O _____ din _____

Perc. 1

Perc. 5

Perc. 11

Detailed description: The musical score is for measures 19 through 22. It features a vocal part for Odin and a four-part chorus. The percussion section includes three parts: Perc. 1, Perc. 5, and Perc. 11. The key signature has one flat (B-flat). The time signature is 4/4. The lyrics for Odin are: 'Knowledge is a power far greater than force. I feel it more and more and I'm drawn to its presence.' The Chorus lyrics are: 'O _____ din _____' repeated for each of the four voices. The percussion parts consist of rhythmic patterns: Perc. 1 has a pattern of eighth notes, Perc. 5 has a pattern of eighth notes, and Perc. 11 has a pattern of eighth notes.

A

24 25 Spoken

Odin

Baldar's Ghost Spoken

Bal- dar? Is that you?

mf

Fa - ther! From a - far, I am with you.

mf

Chorus

Hea _____ then _____ Hu _____

Hea _____ then _____ Hu _____

Hea _____ then _____ Hu _____

Hea _____ then _____ Hu _____

Alto Duet

mat - ter mat - ter

Tenor Duet

Mind o - ver Mind o - ver

Perc. 1

Perc. 5

Bass (amplified)

Perc. 9

mf

Perc. 11

26 27 28

Baldar

It is I, Bal - dar. Fa-ther I must tell you, we can live with our neigh-bors in peace

Chorus

man _____ Hea _____ then _____

man _____ Hea _____ then _____

man _____ Hea _____ then _____

man _____ Hea _____ then _____

Alto Duet

mat - ter

Tenor Duet

Mind o - ver

Perc. 1

Perc. 5

Perc. 9

Perc. 11

29 30 31 Sing (cue: Chorus Soprano - G)

Odin

Baldar

Chorus

Alto Duet

Tenor Duet

Perc. 1

Perc. 5

Perc. 9

Perc. 11

I can see it in my pos - se

Res - pect dif - fer - ences, have com - pas - sion

Hu _____ man _____ Chan - ging

Hu _____ man _____ Chan - ging

Hu _____ man _____ Chan - ging

Hu _____ man _____ Chan - ging

mat - ter mat - ter

Mind o - ver Mind o - ver

32 33 34 35

Odin

They're fal-ling a-part In their fin-est ho-ur they are fal-ling a-part. Know-ledge tem-pers and a tem-pered

Chorus

slow - ly Chan - ging slow - ly Chan - ging

slow - ly Chan - ging slow - ly Chan - ging

slow - ly Chan - ging slow - ly Chan - ging

slow - ly Chan - ging slow - ly Chan - ging

Alto Duet

mat ter mat ter

Tenor Duet

Mind o - ver Mind o - ver

Perc. 1

Perc. 5

Perc. 9

Perc. 11

(cue: Percussion 5, xylophone, 39 3rd and 4th beat)

36 37 38 39

Odin
war-rior has lost his edge. And that can kill him which may be our fate.

Baldar
Spoken
mf Times are chan-ging

Chorus
slow - ly Chan - ging slow - - ly now ing
slow - ly Chan - ging slow - - ly here — chang —
slow - ly Chan - ging slow - - ly is — are —
slow - ly Chan - ging slow - - ly Truth — Times —

Alto Duet
mat-ter

Tenor Duet
Mind o - ver

Perc. 1

Perc. 5

Perc. 9

Perc. 11

40 41 42

Baldar

Peo-ple are chan-ging. You are can-ging. The Hea-then Age is o-ver.

Chorus

now ing now ing now ing

here chang here chang here chang

is are is are is are

Truth Times Truth Times Truth Times

Perc. 1

Perc. 5

Perc. 9

Perc. 11

43 44

Baldar *mf* Join in - stead of con - quer - ing. The ice is melt - ing!

Chorus

now ing now ing

here chang here chang

is are is are

Truth Times Truth Times

Perc. 1

Perc. 5

Perc. 9

Perc. 11

45 wood wind chimes 46

Perc. 1 *mp* niente

Perc. 5 *mp*

Perc. 9

brass key wind chimes

Perc. 11 *mp* niente

Act II - Scene 9

Berserks & Loko/Loki

Berserks come upon Loko/Loki unconscious on the ground and drag the body to the fire pot.

The musical score is written for six percussion parts, labeled Percussion 1 through Percussion 6. The score is organized into five measures, numbered 2 through 5 at the top. Each measure contains a staff with a key signature of one flat (Bb) and a 2/4 time signature. The notation includes various rhythmic values (half notes, quarter notes, eighth notes, and sixteenth notes) and dynamic markings (f for fortissimo). The score is divided into six sections, each labeled 'Bottle 1' through 'Bottle 6'. Bottle 1 is in measure 2, Bottle 2 in measure 3, Bottle 3 in measure 4, Bottle 4 in measure 5, Bottle 5 in measure 2, and Bottle 6 in measure 3. The score is written for six percussion parts, labeled Percussion 1 through Percussion 6. The notation includes various rhythmic values (half notes, quarter notes, eighth notes, and sixteenth notes) and dynamic markings (f for fortissimo). The score is divided into six sections, each labeled 'Bottle 1' through 'Bottle 6'. Bottle 1 is in measure 2, Bottle 2 in measure 3, Bottle 3 in measure 4, Bottle 4 in measure 5, Bottle 5 in measure 2, and Bottle 6 in measure 3.

Percussion 1

Percussion 3

Percussion 4

Percussion 5

Percussion 6

Bottle 1

Bottle 2

Bottle 3

Bottle 4

Bottle 5

Bottle 6

f

f

f

f

f

♩ = 120

A

They bind and gag him/her, tie him/her to the stake and verbally assault him/her.

7 Spoken

8

9

Berserks A

1 - Come with us

3 - You're gonna die

Berserks B

Spoken

2 - Odin wants you dead

Perc. 1

Mailbox w/ wood stix

Perc. 2

ff

3

3

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Plastic Drums (bass) w/ med. mallets

ff

3

3

Perc. 8

Plastic Drums (bass) w/ med. mallets

ff

3

3

Perc. 9

Plastic Drums (bass) w/ med. mallets

ff

3

3

Perc. 10

Army Drum w/ med. mallets (at Player 6 station)

ff

3

3

Perc. 11

Bottle 10

p

10 11 12 13

Berserks A

5 - The fire awaits you 7 - Don't get cold feet

Berserks B

4 - You will pay for Baldar's death 6 - An eye for an eye

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Red Pitcher w/ finger

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score is arranged in a system with 12 staves. The top two staves are for Berserks A and B, both in treble clef. Berserks A has lyrics '5 - The fire awaits you' and '7 - Don't get cold feet'. Berserks B has lyrics '4 - You will pay for Baldar's death' and '6 - An eye for an eye'. The remaining ten staves are for Percussion parts 1 through 11. Perc. 1 and 3 have whole notes with fermatas. Perc. 2, 4, 6, 8, 9, 10, and 11 have eighth-note triplets. Perc. 5 has a 'Red Pitcher w/ finger' part with a forte 'f' dynamic and eighth-note triplets. Perc. 7 has eighth-note triplets with a '3' marking. Perc. 8, 9, and 10 have eighth-note triplets with a '3' marking. Perc. 11 has a whole note with a fermata. The measures are numbered 10, 11, 12, and 13 at the top.

B

Berserks prepare fire and set stage for Loko/Loki's execution

15

16

17

Berserks A

Berserks B

8 - You little freak

Perc. 2

Perc. 7

Perc. 8

Perc. 9

Perc. 10

f

f

f

f



18

19 Jingle Stick

20

Perc. 1

Perc. 2

Perc. 7

Perc. 8

Perc. 9

Perc. 10

f

f

f

f

A devisiveness develops as the Berserks gradually (by letter C) divide into two camps

21 Bottle 1 22 Jingle Stick 23 24

Perc. 1: Measure 21 has a half note, measures 22-24 have quarter notes.

Perc. 2: Measure 21 has a whole rest, measures 22-24 have eighth notes in groups of 3 (triplets).

Perc. 3: Measure 21 has a half note, measures 22-24 have quarter notes.

Perc. 4: Measure 21 has a half note, measures 22-24 have quarter notes.

Perc. 5: Measure 21 has a half note, measures 22-24 have whole rests.

Perc. 6: Measure 21 has a half note, measures 22-24 have whole rests.

Perc. 7: Measure 21 has a whole rest, measures 22-24 have eighth notes in groups of 3 (triplets).

Perc. 8: Measure 21 has a whole rest, measures 22-24 have eighth notes in groups of 3 (triplets).

Perc. 9: Measure 21 has a whole rest, measures 22-24 have eighth notes in groups of 3 (triplets).

Perc. 10: Measure 21 has a whole rest, measures 22-24 have quarter notes with a triplet in measure 23 and measure 24.

Perc. 11: Measure 21 has a half note, measures 22-24 have whole rests.

Labels for Percussion parts:

- Perc. 2: Bottle 2, Can Shaker 1
- Perc. 4: Bottle 4, Can Shaker 1
- Perc. 5: Bottle 5
- Perc. 6: Bottle 6
- Perc. 10: Bottle 10

25 26 27

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 7

Perc. 8

Perc. 9

Perc. 10

The musical score is organized into three measures, numbered 25, 26, and 27. It features ten percussion parts, labeled Perc. 1 through Perc. 10. Perc. 1 and Perc. 3 play a simple eighth-note pattern. Perc. 2 plays a complex sixteenth-note pattern with triplets. Perc. 4 plays a simple eighth-note pattern. Perc. 7 plays a pattern of eighth notes with eighth rests. Perc. 8 and Perc. 9 play eighth-note patterns with triplets. Perc. 10 plays a simple eighth-note pattern with a triplet in measure 27. The score is written on ten staves, with Perc. 2 using a bass clef and the others using a C-clef.

28

29 Bottle 1

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Bottle 2

Bottle 4

Bottle 5

Bottle 6

Bottle 10

The musical score is divided into two measures, 28 and 29. Measure 28 contains rhythmic notation for 11 percussion parts. Percussion 1 has a steady quarter-note pattern. Percussion 2 features a triplet of eighth notes followed by a quarter note, then another triplet of eighth notes followed by a quarter note. Percussion 3 has a steady quarter-note pattern. Percussion 4 has a steady quarter-note pattern. Percussion 5 is silent. Percussion 6 is silent. Percussion 7 has a triplet of eighth notes followed by a quarter note, then another triplet of eighth notes followed by a quarter note. Percussion 8 has a triplet of eighth notes followed by a quarter note, then another triplet of eighth notes followed by a quarter note. Percussion 9 has a triplet of eighth notes followed by a quarter note, then another triplet of eighth notes followed by a quarter note. Percussion 10 has a steady quarter-note pattern. Percussion 11 is silent. Measure 29 shows the continuation of the patterns for Percussion 1, 3, 4, 7, 8, 9, and 10, while Percussion 2, 5, 6, and 11 are silent. Annotations 'Bottle 1' through 'Bottle 10' are placed above the staves for measures 29 and 30, indicating specific bottle-related events or techniques.

C Both sides argue 31

Berserks A *f*

Berserks B Both sides argue

Perc. 1 Jingle Stick *f*

Perc. 2 *f* 3 3 3 3 3 3 3 3

Perc. 3 Can Shaker 1 *f*

Perc. 4 Can Shaker 2 *f*

Perc. 7 *f* 3 3 3 3 3 3 3 3

Perc. 8 *f* 3 3 3 3 3 3 3 3

Perc. 9 *f* 3 3 3 3 3 3 3 3

Perc. 10 *f* 3 3 3 3

32 Spoken - Berserk 1 33 Both sides argue

Berserks A

This is no a bat - tle.

Spoken - Berserk 2 Both sides argue

Berserks B

f Kill it.

Perc. 1

Perc. 2

mf

Perc. 3

Perc. 4

Perc. 7

mf

Perc. 8

mf

Perc. 9

mf

Perc. 10

mf

Detailed description: This is a musical score for measures 32 and 33. It features two vocal parts, Berserks A and B, and ten percussion parts (Perc. 1-10). Berserk A's part in measure 32 includes the lyrics 'This is no a bat - tle.' and is marked with a treble clef and a key signature of one sharp (F#). Berserk B's part in measure 32 includes the lyrics 'Kill it.' and is marked with a treble clef and a key signature of one sharp. Both parts have a 'Spoken - Berserk' instruction. The percussion parts are marked with various dynamics (mf, f) and include rhythmic patterns such as triplets and sixteenth notes. The score is divided into two measures, 32 and 33, with a 'Both sides argue' instruction for measure 33.

34

35 Spoken - Berserk 3

Berserks A

This is mur - der.

Spoken - Berserk 4

Berserks B

f Kill it.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 7

Perc. 8

Perc. 9

Perc. 10

mf

mf

mf

mf

mf

Both sides argue

37

This musical score is for a percussion ensemble and two vocal parts, Berserks A and Berserks B. The score is divided into two measures, 36 and 37, by a vertical bar line. The percussion parts are numbered 1 through 10. Berserks A and B are vocal parts. The score includes various musical notations such as treble and bass clefs, time signatures, and dynamic markings like *f* (forte). The percussion parts feature a variety of rhythms, including eighth notes, quarter notes, and triplets. Berserks A and B have a simple melody consisting of a series of eighth notes. The score is written in a standard musical notation style with a white background and black ink.

36 Both sides argue 37

Berserks A

Berserks B

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Spoken - Berserk 5

38 39 40

Berserks A

This is not right. No No No No

Spoken - Berserk 6

Berserks B

O-din said Kill it. Yes Kill it. Yes

Perc. 2

mf

Perc. 7

mf

Perc. 8

mf

Perc. 9

mf

Perc. 10

mf

Detailed description: The musical score is arranged in five systems. The first system is for Berserks A, with a vocal line in treble clef. The second system is for Berserks B, also with a vocal line in treble clef. The third system is for Percussion 2, in bass clef. The fourth system contains Percussion 7 (treble clef), Percussion 8 (treble clef), and Percussion 9 (treble clef). The fifth system is for Percussion 10 (treble clef). Measures 38, 39, and 40 are indicated at the top. Berserks A's lyrics are 'This is not right.' in measure 38, and 'No No No No' in measures 39 and 40. Berserks B's lyrics are 'O-din said Kill it. Yes Kill it. Yes' across the three measures. Percussion parts 2, 7, 8, and 9 play a continuous triplet pattern of eighth notes. Percussion 10 plays a pattern of quarter notes with a triplet of eighth notes in measure 39. Dynamics are marked as *mf* for Percussion 2, 7, 8, 9, and 10.

Arguing diminished and more agreeable chatter about freeing Loko/Loki

41 42 43 44 45

Berserks A

Berserks B

Arguing diminished and more agreeable chatter about freeing Loko/Loki

Perc. 1 *f* *mf* niente

Perc. 2 *f* *mf* niente

Perc. 3 *f* *mf* niente

Perc. 4 *f* *mf* niente

Perc. 5 Plastic Drum (soft mallets) *f*

Perc. 6 Army Drum (soft mallets) *f* *p*

Perc. 7 Plastic Drum *f*

Perc. 8 *f* *mf* niente

Perc. 9 *f* *mf*

Perc. 10 *mf* niente

Perc. 11 Large Drum w/ soft mallets *f* *mf* niente

D

Loko/Loki is freed and runs away. The Berserks slowly disband in all directions

A fresh, enlightened comrade 47 Chatter... 48 Chatter...

Berserks A

Berserks B

Perc. 3 Sandwich Container w/ rattan sticks
sub. *ff* *mf*

Perc. 4 Sm. Thunder Sheet
sub. *ff*

Perc. 5 *p*

Perc. 6 Kit
sub. *ff* *mf*

Perc. 7 Siren w/ rattan sticks
p *mf*

Perc. 8 Bell Plate
sub. *ff* *mf*

Perc. 9 *p*

Perc. 10 Log Drum 2
sub. *ff* *mf*

Perc. 11 sub. *ff* *mf*

... becomes more sparce and fades as Berserks disappear off stage

49 50 51

Berserks A

Berserks B

... becomes more sparce and fades as Berserks disappear off stage

Perc. 2

Metal Gong

mf LV

Perc. 3

Perc. 4

Perc. 6

Perc. 7

Perc. 8

mf

Perc. 9

Shade

mf LV

Perc. 10

Perc. 11

This musical score page contains eleven staves. The top two staves, labeled 'Berserks A' and 'Berserks B', are in treble clef and contain a continuous, dense pattern of sixteenth notes. Above these staves, a text annotation reads '... becomes more sparce and fades as Berserks disappear off stage'. The remaining nine staves are for percussion, labeled 'Perc. 2' through 'Perc. 11'. Percussion 2 is in bass clef and features a 'Metal Gong' sound at measure 51, marked with a *mf* dynamic and a long sustain line ending at 'LV'. Percussion 3, 6, 7, 10, and 11 have various rhythmic patterns, including eighth and sixteenth notes. Percussion 4 has a few scattered notes. Percussion 8 has a single note at measure 50 marked *mf*. Percussion 9 has a single note at measure 51 marked *mf*, with a 'Shade' annotation above it and a long sustain line ending at 'LV'. Measure numbers 49, 50, and 51 are indicated at the top of the page.

52 53 54

Berserks A

Berserks B

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Bottle 1

mf

LV

Bottle 5

LV

LV

Detailed description: This page contains a musical score for measures 52, 53, and 54. The top two staves are for 'Berserks A' and 'Berserks B', both featuring a continuous tremolo pattern. Below them are eleven percussion staves. Perc. 1 and 2 have rests in measures 52 and 53, with Perc. 1 playing a half note in measure 54 marked *mf*. Perc. 2 has a half note in measure 53 marked 'LV'. Perc. 3 plays a rhythmic pattern of eighth notes. Perc. 4 has a half note in measure 53. Perc. 5 has a half note in measure 53 marked 'Bottle 5' and a half note in measure 54. Perc. 6, 7, 8, 9, 10, and 11 all play continuous rhythmic patterns throughout the measures. Perc. 9 has a half note in measure 53 marked 'LV' and a half note in measure 54 marked 'LV'. Perc. 10 and 11 play continuous eighth-note patterns.

55 56 57 58

Berserks A

Berserks B

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

LV

LV

niente

niente

LV

LV

niente

niente

59 60 61 62

Perc. 1 *niente*

Perc. 2 *LV niente*

Perc. 5 *niente*

Perc. 6 *niente*

Perc. 7 *niente*

Perc. 9 *LV niente*

Perc. 11

Measure 59: Perc. 1 has a half note. Perc. 2 has a half note. Perc. 5 has a half note. Perc. 6 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 7 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 9 has a half note. Perc. 11 is silent.

Measure 60: Perc. 1 has a half note. Perc. 2 has a half note. Perc. 5 has a half note. Perc. 6 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 7 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 9 has a half note. Perc. 11 is silent.

Measure 61: Perc. 1 has a half note. Perc. 2 has a half note. Perc. 5 has a half note. Perc. 6 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 7 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 9 has a half note. Perc. 11 is silent.

Measure 62: Perc. 1 has a half note. Perc. 2 has a half note. Perc. 5 has a half note. Perc. 6 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 7 has a quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note, eighth note, eighth note, quarter note. Perc. 9 has a half note. Perc. 11 is silent.

Segue to Scene 10

Act II - Scene 10

Loko/Loki

Light comes upon Loko in a disturbing contemplation. In this scene, Loko/Loki loses his/her sanity.

♩ = 224

2 3 4 5 6 7 8

paint sticks - strike together

Percussion 1

mf

tin cans w/ chop stix

Percussion 3

mf

sizzle w/ med. mallet

Percussion 4

mf LV

plastic buckets

Percussion 5

mf

siren 3 w/ wood sticks

Percussion 6

mf

siren 4 w/ wood sticks

Percussion 7

mf

bell plate in water

Percussion 8

mf

wood wind chimes

Percussion 9

mf

shade w/ soft mallet

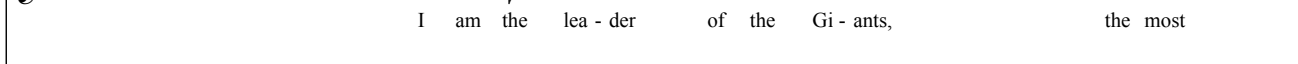
mf LV LV LV LV LV

wood wind chimes 2

Percussion 11

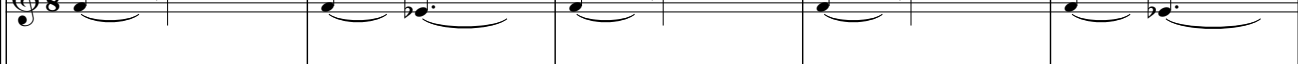
mf

A  *As Loko*
10 Sung (cue: Player 4 - F) 11 12 13

Loko/Loki  
I am the lea - der of the Gi - ants, the most

Perc. 1  *mf*

Perc. 3  *mf*
Loki Pipes w/ soft mallets

Perc. 4  

Perc. 5  *mf*

Perc. 8 

Perc. 9  *mf* LV LV LV LV LV

Perc. 11 

C *As Loki Sung* 28 *As Loko* 29 *As Loki* 30 *As Loko* 31 *As Loki Spoken* 32

Loko/Loki: or a she; if I'm a lea-der or a fol-low-er; if I'm a god or a

Perc. 1: *mf*

Perc. 3: saw blades tin cans *mf*

Perc. 4: *mf*

Perc. 5: on rims on heads rims heads rims *mf*

Perc. 8: *mf*

Perc. 9: *mf*

Perc. 10: pipes w/ hard wound mallets *mf*

Perc. 11: *mf*

33 34 *As Loki* Shouted 35 36 37 38 *As Loki* 1/2 voice

Loko/Loki

whore; *f* if I am the foe who once and for all de-feats O - din, *mf* or the

Perc. 1

Perc. 3 tin cans saw blades

Perc. 4

Perc. 5 heads rims

Perc. 8 *mf*

Perc. 9

Perc. 10

Perc. 11

D *As Loko*
Sung (cue: Player 4 - B♭)

45 46 47 48 49

Loko/Loki *f* I have a plan to rule the world. *mf* A plan that will make me the su-preme be-ing

Perc. 1

Perc. 2 pipes

Perc. 3 tin cans

Perc. 4

Perc. 5 heads

Perc. 8 *mf*

Perc. 9 *mf*

Perc. 10 pipes *mf*

Perc. 11 *mf* LV

The musical score is written for a percussion ensemble and a vocal soloist. The key signature has one flat (B♭) and the time signature is 5/8. The score covers measures 45 to 49. The vocal soloist, Loko/Loki, has two parts: a vocal line starting in measure 45 with the lyrics 'I have a plan to rule the world.' and a second vocal line starting in measure 46 with the lyrics 'A plan that will make me the su-preme be-ing'. The percussion ensemble consists of 11 parts, numbered Perc. 1 through Perc. 11. Perc. 1 is a snare drum. Perc. 2 is a melodic instrument labeled 'pipes'. Perc. 3 is a melodic instrument labeled 'tin cans'. Perc. 4 is a melodic instrument. Perc. 5 is a melodic instrument labeled 'heads'. Perc. 8 is a melodic instrument. Perc. 9 is a melodic instrument. Perc. 10 is a melodic instrument labeled 'pipes'. Perc. 11 is a melodic instrument. Dynamic markings include *f* (forte) for the vocal soloist in measure 45, *mf* (mezzo-forte) for the vocal soloist in measure 46, and *mf* (mezzo-forte) for Perc. 8, Perc. 9, and Perc. 10. A 'cue' for Player 4 is indicated in measure 45. A 'LV' (Loud Volume) marking is present in measure 49.

50 *As Loki* 51 *Whispered* 52 53 54 55 Sung 56 $\text{♩} = \text{♩}$

Loko/Loki *f* but that plan re-quires me to con-spire, be-tray, and lie to O-din.

Perc. 1 *mf* Siren 1

Perc. 2 *mf* Siren

Perc. 3

Perc. 4

Perc. 5

Perc. 6 *mf* Siren

Perc. 7 *mf* Siren

Perc. 8 *mf*

Perc. 9

Perc. 10 *mf* Siren

Perc. 11

E $\text{♩} = \text{♩}$ *As Loko*
Spoken 58 *Sung* 59 *Spoken* 60 61

Loko/Loki $\text{♩} = \text{♩}$ *mf* At first I was o - kay with that, but now it makes me feel

Perc. 1 $\text{♩} = \text{♩}$

Perc. 2 $\text{♩} = \text{♩}$ *mf*

Perc. 3 $\text{♩} = \text{♩}$

Perc. 4 $\text{♩} = \text{♩}$

Perc. 5 $\text{♩} = \text{♩}$

Perc. 8 $\text{♩} = \text{♩}$ *mf*

Perc. 9 $\text{♩} = \text{♩}$ *mf*

Perc. 10 $\text{♩} = \text{♩}$ *mf*

Perc. 11 $\text{♩} = \text{♩}$ *mf* small fry pan c simile

c = strike in center
 e = strike on edge

62 Shouted 63 64 *As Loki Sung* 65 66 *Echo - moves head w/ each repetition* 67 *As Loko Sung*

Loko/Loki *sick.* *ff* *mf* I don't know what's hap-pen-ing to me. *mp* to me to me *mf* I am

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6 pipes w/ hard wound mallets *mf* pipes w/ hard wound mallets

Perc. 7 *mf*

Perc. 8

Perc. 9

Perc. 10

Perc. 11 e c e c e c *simile*

68 69 70 Spoken 71 72 73 Shout

Loko/Loki

chang-ing. I am fal-ling a-part in the face of the big-gest chal-lenge of my life. I am fal-ling **ff**

Perc. 1

Perc. 2

Perc. 4

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11



Loko regains composure, but despairation is in Loko's soul

The musical score for measures 78-80 features five percussion parts. Percussion 2 and 4 play a rhythmic pattern of eighth notes, while Percussion 6 and 7 play a pattern of quarter notes. Percussion 10 plays a pattern of eighth notes. The key signature is one flat (Bb) and the time signature is 8/8. The score is marked with a *mf* dynamic.

78 79 80

Perc. 2

Perc. 4

Perc. 6

Perc. 7

Perc. 10

mf

F *As Loki Spoken* 82 *Echo - moves head w/ each repetition* 84 *As Loki Spoken*

Loko/Loki

Some-thing's hap - pen - ing in my head my head my head. There's so much

mp *mf*

Perc. 1

Perc. 2

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 10

Perc. 11

u pipe 2

u pipe 1

systum bells

f

mf

85 *Echo - moves head* 86 *w/ each repetition* 87 *Spoken* 88 89 90 *Echo - moves head* *w/ each repetition*

Loko/Loki

go - ing on go - ing on go - ing on. No-thing's as clear as it used to be to be to be

mp *mf* *mp*

Perc. 1

Perc. 2

Perc. 3

u pipe 3 w/ hard wound mallet

f

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 10

Perc. 11

91 *As Loki*
Spoken 92 93 94 95 96 *Echo - moves head*
w/ each repetition

Loko/Loki

Then there was Frigg and how I tricked her in - to re - veal-ing Bal-dar could die from mis-tle-toe toe toe.

mf *mp*

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

u pipe 4 w/ hard wound mallet

Perc. 9

f

Perc. 10

Perc. 11

Loko/Loki 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200

At first I was o-kay with that But now I mourn it. That was

CADENZA - repeat cells
 u pipe 2 *mf* 4

CADENZA - repeat cells
 pipes *mf* 4

CADENZA - repeat cells
 u pipe 3 *mf* 4

CADENZA - repeat cells
 Loki pipes *mf* 4

CADENZA - repeat cells
 u pipe 1 *mf* 4

CADENZA - repeat cells
 pipe *mf* 4

CADENZA - repeat cells
 pipe *mf* 4

CADENZA - repeat cells *mf* 4

CADENZA - repeat cells
 u pipe 4 *mf* 4

CADENZA - repeat cells
 pipes *mf* 4

CADENZA - repeat cells
 systrum bells *mf* 4

109 Shouted 110 *As Loko* Spoken 111 *As Loki* 112 113 114 Shouted 115 116 117 *Loki breaks down*

Loko/Loki

mur-der. It was-n't com-bat. It was cold blood-ed mur-der. *ff*

Perc. 1 8 12 lessen cell activity

Perc. 2 8 12 lessen cell activity

Perc. 3 8 12 lessen cell activity

Perc. 4 8 12 lessen cell activity

Perc. 5 8 12 lessen cell activity

Perc. 6 8 12 lessen cell activity

Perc. 7 8 12 lessen cell activity

Perc. 8 8 12 lessen cell activity

Perc. 9 8 12 lessen cell activity

Perc. 10 8 12 lessen cell activity

Perc. 11 8 12 lessen cell activity

Regains composure, but character continues to break down

118 119 120 121 122 123 124w/ each repetition 125

As Loko Spoken

Loko/Loki

mf I am Lo-ko, r - ru - ler oof the Gi-ants Gi-ants Gi-ants. *mp*

Perc. 1 16 20

Perc. 2 16 20

Perc. 3 16 20

Perc. 4 16 20

Perc. 5 16 20

Perc. 6 16 20

Perc. 7 16 20

Perc. 8 16 20

Perc. 9 16 20

Perc. 10 16 20

Perc. 11 16 20

126 127 128 129

Loko/Loki

Spoken

mf

I - I don't know what's wrong with

sparce cell activity 24

Perc. 1

sparce cell activity 24

Perc. 2

sparce cell activity 24

Perc. 3

sparce cell activity 24

Perc. 4

sparce cell activity 24

Perc. 5

sparce cell activity 24

Perc. 6

sparce cell activity 24

Perc. 7

sparce cell activity 24

Perc. 8

sparce cell activity 24

Perc. 9

sparce cell activity 24

Perc. 10

sparce cell activity 24

Perc. 11

130 *Echo - moves head w/ each repetition* 131 132 Loko becomes weakened

Loko/Loki

me me me

Perc. 1 28

Perc. 2 28

Perc. 3 28

Perc. 4 28

Perc. 5 28

Perc. 6 28

Perc. 7 28

Perc. 8 28

Perc. 9 28

Perc. 10 28

Perc. 11 28

*Echo - moves head
w/ each repetition*

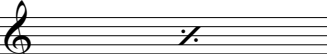
134 135 136 137 138 139 Scream

Loko/Loki **H**

mf I - I want to be re-mem-bered d d *ff* His-to - ry will re -

dip u pipe 2 frequently in water 4 dip less frequently

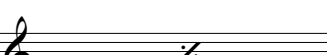
Perc. 1 

Perc. 2 

32 36

dip u pipe 2 frequently in water 4 dip less frequently

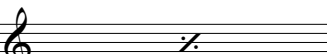
Perc. 3 

Perc. 4 

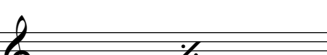
32 36

dip u pipe 3 frequently in water 4 dip less frequently

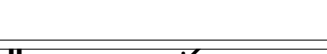
Perc. 5 

Perc. 6 

32 36

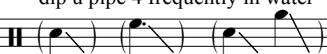
Perc. 7 

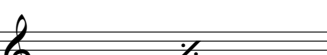
32 36

Perc. 8 

32 36

dip u pipe 4 frequently in water 4 dip less frequently

Perc. 9 

Perc. 10 

32 36

refridgerator - vary speed of glissandi 4 very slow glissandi

Perc. 11 

Loko breaks down

	140	141	142	143	144	145	146	147
Loko/Loki	mem-ber me!							
Perc. 1	8				12			
Perc. 2			40				44	
Perc. 3	8				12			
Perc. 4			40				44	
Perc. 5	8				12			
Perc. 6			40				44	
Perc. 7			40				44	
Perc. 8			40				44	
Perc. 9	8				12			
Perc. 10			40				44	
Perc. 11	8				12			

I Spoken - as Loki regains composure

149 150 Echo - moves head w/ each repetition 151

Loko/Loki *mf* O - - Or will it re - mem - ber me me me?

dip u pipe 2 in water arhythmically
choose cells at random 4

Perc. 1 *mf*

dip pipe in water arhythmically
choose cells at random 4

Perc. 2 *mf*

dip u pipe 3 in water arhythmically
choose cells at random 4

Perc. 3 *mf*

dip Loki pipes in water arhythmically
choose cells at random 4

Perc. 4 *mf*

dip u pipe 1 in water arhythmically
choose cells at random 4

Perc. 5 *mf*

dip pipe in water arhythmically
choose cells at random 4

Perc. 6 *mf*

dip pipe in water arhythmically
choose cells at random 4

Perc. 7 *mf*

dip bell plate in water arhythmically
choose cells at random 4

Perc. 8 *mf*

dip u pipe 4 in water arhythmically
choose cells at random 4

Perc. 9 *mf*

dip pipe in water arhythmically
choose cells at random 4

Perc. 10 *mf*

dip pipe in water arhythmically
choose cells at random 4

Perc. 11 *mf*

Echo - move head *Echo - move head* *Echo - move head* *Echo - move head*

As Loko *As Loko* *As Loko* *As Loko* *As Loko*

152 Spoken 153 154 155 156 157 158 159 160

Loko/Loki

f N - No it will be me me me. M - Me e e. M - Me e e M - Me e e

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 1

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 2

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 3

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 4

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 5

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 6

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 7

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 8

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 9

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 10

dip same cells, moderate amount 8 dip same cells, sparser towards end 12

Perc. 11

161 *As Loki* 162 *Echo - move head* 163 *Loki collapses on the ground*

Loko/Loki *f* M - - Me e e

Perc. 1

Perc. 2 *Siren* *ff*

Perc. 3

Perc. 4

Perc. 5 *Hose Bottle - vary pitches (continue into A2S7)*

Perc. 6 *Siren* *ff*

Perc. 7 *Siren* *ff*

Perc. 8

Perc. 9 *Siren* *ff*

Perc. 10 *Siren* *ff*

Perc. 11

Segue to Scene 11

Act II - Scene 11

Odin's Apocalypse

@ 54 sec.
Odin speaks in metric rhythm
(As God of Knowledge)

♩ = 92

Odin *mf* I am the great-est

Percussion 1 @ 18 sec. @ 24 sec.
p begin periodic arhythmic swells *p < mf > p*

Superball rubbed on wood @ 6 sec.

Percussion 2 *p* begin periodic arhythmic swells *p < mf > p*

@ 24 sec. @ 30 sec.
Superball rubbed on wood

Percussion 3 *p* begin periodic arhythmic swells *p < mf > p*

@ 6 sec.

Percussion 4 begin periodic arhythmic swells *p < mf > p*

@ 6 sec. @ 18 sec.
Large and Small Chains

Percussion 5 *p* begin periodic arhythmic swells *p < mf > p*

@ 30 sec. @ 36 sec.
Gears rubbed slowly on wood

Percussion 6 *p* begin periodic arhythmic swells *p < mf > p*

Large Thunder Sheet @ 12 sec.

Percussion 7 begin periodic arhythmic swells *p < mf > p*

@ 48 sec.
Metal with Bow

Percussion 8 *p* begin periodic arhythmic swells *p < mf > p*

@ 42 sec.
Bell Plate scraped with Tin Can

Percussion 9 *p* begin periodic arhythmic swells *p < mf > p*

@ 12 sec. Puili 3 @ 24 sec.

Percussion 10 begin periodic arhythmic swells *p < mf > p*

Wood w/ soft mallet

Percussion 11 periodic arhythmic swells *p < mf > p*

1 2 3 4 3

Odin

and most feared war-rior the world has ev-er known, but now I have a most wor-thy op-po-nent.

continue pattern

Perc. 1

continue pattern

Perc. 2

continue pattern

Perc. 3

continue pattern

Perc. 4

continue pattern

Perc. 5

continue pattern

Perc. 6

continue pattern

Perc. 7

continue pattern

Perc. 8

continue pattern

Perc. 9

continue pattern

Perc. 10

continue pattern

Perc. 11

5 6 7

Odin

An op-po-nent like no o-ther, an op-po-nent who can bring me to my knees with-out draw-ing a

f *mf*

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

8 9 10 11

Odin

sword. An op-po-nent who gives hope in the dark-est hour. An op-po-nent who gives civ-il-i-ty to me and those a-round me

Perc. 1

diminish swelling activity

Perc. 2

diminish swelling activity

Perc. 3

diminish swelling activity

Perc. 4

diminish swelling activity

Perc. 5

diminish swelling activity

Perc. 6

diminish swelling activity

Perc. 7

diminish swelling activity

Perc. 8

diminish swelling activity

Perc. 9

diminish swelling activity

Perc. 10

diminish swelling activity

Perc. 11

diminish swelling activity

12 13 14

Odin

f and ex-cites me like no oth-er, an op-po-nent who has pro-ven to be the fu-ture. I know not what to do.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

A

16 17 18

Odin

mf They say keep your friends close and your enemies closer

Perc. 1 random rubs *mf*

Perc. 2 random rubs *mf*

Perc. 3 Pie Pan with finger *mf*

Perc. 4 *mf*

Perc. 5 Suspended Nail w/ nail *mf*

Perc. 6 Grill Top w/ soft stick

Perc. 7

Perc. 8 Brake Drums w/ soft mallets *mf*

Perc. 9 Flywheel *mf*

Perc. 10 Shade *mf*

Perc. 11 Silver Tray w/ Wood Sticks *mf*

19 20 21

Odin

Well, I have taken this opponent into my world and now it's engulfed my soul. Even my warriors think

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

22 23 24

Odin

before they act. That hesitation is enough to get them killed. Everything's changed. Nothing's the same.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

The musical score is arranged in a system with three measures (22, 23, 24). The vocal line for Odin is in the top staff, with lyrics: "before they act. That hesitation is enough to get them killed. Everything's changed. Nothing's the same." Below the vocal line are 11 percussion staves, labeled Perc. 1 through Perc. 11. Perc. 1 and Perc. 2 play a continuous pattern of eighth notes with a curved line above them. Perc. 3 plays a continuous pattern of eighth notes. Perc. 4 plays a continuous pattern of eighth notes with a curved line above them. Perc. 5 plays a continuous pattern of eighth notes. Perc. 6 plays a continuous pattern of eighth notes. Perc. 7 plays a continuous pattern of eighth notes. Perc. 8 plays a continuous pattern of eighth notes. Perc. 9 plays a continuous pattern of eighth notes. Perc. 10 plays a continuous pattern of eighth notes. Perc. 11 plays a continuous pattern of eighth notes.

Odin has a personal apocalypse and enters a dream-like state of frenzy and uncertainty.

B

Spoken.

Progressively increase agitation.

Bold/Italic words sung B₂ (cue: Perc. 2)

B1

B2

26 When knowledge first came into my *being*,
I was curious and sought additional *information*.
I then drank from the spring, which gave me
acumen to those who tested the water. I gave
my eye for that drink, yet I thirst for more.

I then *conferred* with the Tree of Life, the
tree that roots and shelters all *terrestrial*
substrates. I suspended my body from a
noose around my *cervical*

Odin

Perc. 1

Perc. 2

Perc. 4

Perc. 9

Perc. 11

Bass Wood

mf play four-note cell in rhythm,
but play cells at random

Metal w/ Water w/ soft stick
strike and vary pitch at random

Metal Plate w/ water - soft stick
strike and vary pitch at random

Wood

mf

B3

B4

B5

Odin



spine for 216 consecutive cycles of daylight and darkness. *Multitudes* made their *pilgrimage* to see me hanging. No one offered sustenance or water. Someone stabbed me in the side with a rapier.

But in my *torment*, I saw the light. That light represented a huge beacon of civility and erudition. A new society where one spoken word of kindness brought *many returns*. A place where the hand that rocks the cradle rules the world.

One good deed *recapitulates* itself *vielen zeit*. I could *envision* a *rehabilitated* planet where evil is overcome by good.

Perc. 1

Perc. 2

Perc. 4

Perc. 6

Metal w/ Water
strike and vary pitch at random

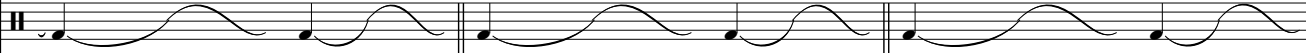
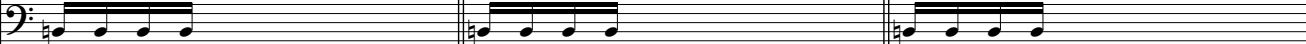
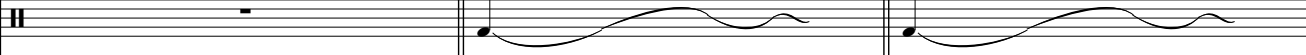
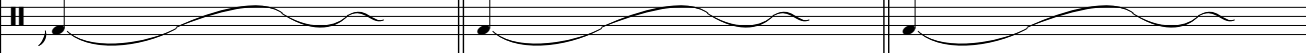
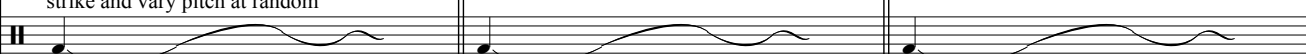
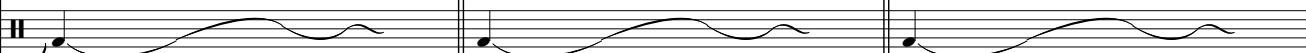
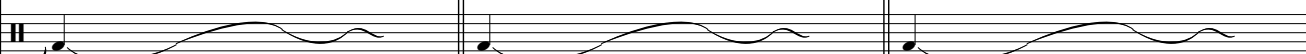
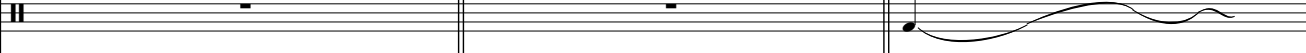
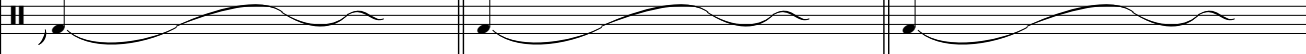
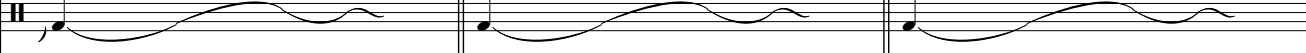
Perc. 7

Perc. 9

Perc. 10

Metal Plate w/ water
strike and vary pitch at random

Perc. 11

	B6	B7	B8
Odin	 I was <i>cognizant</i> Ragnarok would be my fifteen minutes, but light transformed my being.	<i>Heretofore</i> , I was Odin: proponent of violent acts	<i>Hence</i> , I am Odin: the <i>pundit</i> of gray matter.
Perc. 1			
Perc. 2			
Perc. 3			
Perc. 4			
Perc. 5			
Perc. 6			
Perc. 7			
Perc. 8			
Perc. 9			
Perc. 10			
Perc. 11			

Metal w/ Water - soft stick strike and vary pitches at random

Metal w/ Water strike and vary pitch at random

Metal w/ Water - soft stick strike and vary pitches at random

C

Odin snaps out of his state
(As God of War) Shouts

D

Shouts

Odin



But no, I am Odin. My manliness and warrior ways
refuse to change. I have no choice but to commit
myslef to death at Ragnarok: I shall fight to the end!



f

Fro - min! Fro - min! Fro - min!

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

♩ = 92

E

Fromin appears, salutes and gives his undivided attention to Odin

Odin

37

38 Spoken

Lis-ten care-ful-ly. We have a

Perc. 1

Xylo 3

mf

Perc. 2

Bass Wood - soft sticks

mf

Perc. 3

Xylo 2

mf

Perc. 6

Kit

mf

Perc. 10

Log Drum 2

mf

Odin

39

40

change in the bat-tle plan. The Strays are our en-e-my. Un-der

Perc. 1

Perc. 2

Perc. 3

Perc. 6

Perc. 10

Perc. 11

Large Metal in water - soft mallet

dip

41 42 Fromin looks confused

Odin Lo-ko's com-mand they're set to turn on us— So here's what we

Perc. 1

Perc. 2

Perc. 3

Perc. 6

Perc. 10

Perc. 11

dip

simile

F Odin picks up a stick and draws maps on the ground as he speaks

44 45

Odin do. The Strays are set to meet The Ber-serks and the

Perc. 1

Perc. 2

Perc. 3

Perc. 5 Sizzle *mf*

Perc. 6

Perc. 9 Flywheel *mf*

Perc. 10

Perc. 11

46 47 48 Fromin nods in agreement

Odin

Ar-my of Val-hal-la in the Sep-tor Val-ley. From there we all head for Rag-na - rok.

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 9

Perc. 10

Perc. 11

49 50 51

Odin

I want you to get both ar-mies in place be - fore The Strays ar - rive. Spread them out so that once The Strays ar -

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 9

Perc. 10

Perc. 11

Odin

rive we can sur-round them, take their wea-pons and cloth - ing,

cresc...

Perc. 1

cresc...

Perc. 2

cresc...

Perc. 3

cresc...

Perc. 5

cresc...

Perc. 6

cresc...

Perc. 9

cresc...

Perc. 10

cresc...

Perc. 11

cresc...

G The new Odin does not want The Strays to be killed

55

(an afterthought)

56

Odin

bind, gag, and kill_____ *mf* make sure they don't es-cape. And

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Brake Drums w/ hard mallet

mf

57 58 59

Odin

then I want all of The Ber serks to each take a Stray un-i-form and place it o-ver their clothes.

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 8

Perc. 9

Perc. 10

Perc. 11

60 61

Odin

Half of the Ber-serks dis - guised as Strays will strike The Gi-ants from the east while half of the Val-

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Large Thunder Sheet

mf

Detailed description: The musical score is divided into two measures, 60 and 61. The vocal line for Odin is in a low register, using a bass clef. The lyrics are written below the vocal line. The percussion parts are numbered 1 through 11. Perc. 1, 2, 3, 8, 10, and 11 have continuous rhythmic patterns. Perc. 5 has a sustained note with a grace note. Perc. 6 has a rhythmic pattern with a grace note. Perc. 7 is marked 'Large Thunder Sheet' and has a sustained note. Perc. 9 has a sustained note with a grace note. Perc. 11 has a sustained note with a grace note. The dynamic marking *mf* is present in measure 61.

62 63

Odin

hal - la Ar - my at-tacks from the west. The oth - er half at-tacks from the north. and

Perc. 1

Perc. 2

Perc. 3

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

64 65

Odin

here the re- main - ing Ber - serks will at - tack from the south. Now

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

66 67 68

Odin go and do what you must do and do not for - get to kick up the dust.
sub. ff

Fromin Spoken Kick up the dust.
ff

Perc. 1 *sub. ff*

Perc. 2 *sub. ff*

Perc. 3 *sub. ff*

Perc. 4 *sub. ff* choke

Perc. 5 *sub. ff* choke

Perc. 6 *sub. ff* choke

Perc. 7 *ff*

Perc. 8 *sub. ff*

Perc. 9

Perc. 10 *sub. ff* choke

Perc. 11 *ff*

Act II – Scene 12

Weather Reporter

Ah, the quest for knowledge! We've become so smart and we have the toys to prove it. Smart toys, smart houses, smart automobiles, smart phones, smart computers – even smart bombs. Yes, we're really quite smart. So smart, in fact, we've even figured out how to use the way we communicate with each other as a means of deception. Insurance policies, legal documents, warranties, government websites? Yeah, all designed for clear and clean communication.

The amazing composer and philosopher John Cage spoke about the fact that we have armed or militarized our language, and that we now use it in many ways to purposefully miscommunicate or sometimes mislead. Yes, even civility, knowledge, and the quest to possess it has an ominous storm cloud hanging over it.

Our Storm Tracker 5000 tells me the greatest storm of all time is now upon us. Ragnarok, the war to end all wars, is near. The wind will blow and we will experience dramatic and abrupt storm patterns: from a raging tornado to a bone-chilling ice storm, all in a matter of minutes.

But the Ancients are ready. The Giants are poised on the Plain, the Army of Valhalla is moving into position from the north and east, and the Berserks from the south and the west.

It's a fight to the death. Until, eventually, all becomes quiet.

All is destroyed, but from a distance, we see two survivors. As they come into view, we see a young Loki and young Odin. A new chapter begins. And, once again, history will repeat itself, and no one will listen.

Black out - Segue to Scene 13

Act II - Scene 13

The Cast

$\text{♩} = 72$
As the armies head to Ragnarok...

1 2 divisi 3 4 5

Tenor *mf* Go - - od ver - sus e - vil

Bass *mf* O *niente*

Percussion 5 Bass Wood w/ soft mallets

Percussion 8 Blow Bottles *mf* *niente*

Percussion 9 Amp Bass 3 *mf* *niente*

Percussion 11 Blow Bottles *mf* *niente*

6 7 8 9 10

Ten. *mf* e - vil ver - sus go - - od

Bas. *mf* O *niente*

Perc. 1 55 Gallon Drum w/ wound med. mallets 3 *mf*

Perc. 5 *niente*

Perc. 8 *niente*

Perc. 9 *niente* 3 *mf*

Perc. 11 *niente*

The musical score is arranged in a system with ten staves. The vocal parts include Soprano (Sop.), Alto (Alt.), Tenor (Ten.), and Bass (Bas.). The percussion ensemble consists of five parts: Perc. 5, Perc. 8, Perc. 9, Perc. 10, and Perc. 11. The score is divided into three measures, each with a rehearsal mark (15, 16, 17, 18) and a section title: 'Spoken - Sop. 1', 'Spoken - Sop. 2', and 'Spoken - Sop. 3'. The lyrics are: 'earth - quakes fires cli - mate chan - ges dis -'. The music features a variety of instruments and techniques, including woodwinds, strings, and percussion. The tempo is marked 'Allegretto' and the time signature is 4/4. The score includes dynamic markings such as *mf* and *f*, and articulation marks like accents and slurs. The percussion parts include a variety of instruments, including snare drum, tom-tom, and cymbal. The vocal parts are written in a clear, legible font, and the lyrics are placed below the corresponding staves. The overall layout is clean and professional, with a focus on clarity and readability.

19 Spoken - Sop. 5 20 Spoken - Sop. 6 21/Spoken - Sop. 7 22 Spoken - Sop. 8 23 Spoken - Sop. 9

Sop. ease po - ver - ty, lack of car - ing, I, me, mine, lack of mo - rals, ci - vil un - rest.

Alt. Spoken - Alt. 5 Spoken - Alt. 6 Spoken - Alt. 7 Spoken - Alt. 8 Spoken - Alt. 9

Alt. hun - ger greed self vi - o - lence lack of eth - ics ci - vil

Ten. e - vil good e - vil good e - vil

Bas. good e - vil good e - vil good

Perc. 4 Crash Metal w/ wood stick *f*

Perc. 5

Perc. 7 Slapstick

Perc. 8

Perc. 9 3

Perc. 10

Perc. 11

The musical score is written for a five-measure section (measures 19-23). The vocal parts (Soprano, Alto, Tenor, and Bass) are in a key with one flat (B-flat major or D minor). The Soprano part has a melodic line with lyrics: "ease po - ver - ty, lack of car - ing, I, me, mine, lack of mo - rals, ci - vil un - rest." The Alto part has a similar melodic line with lyrics: "hun - ger greed self vi - o - lence lack of eth - ics ci - vil". The Tenor and Bass parts provide harmonic support with lyrics: "e - vil good e - vil good e - vil". The percussion parts include a Crash Metal part (Perc. 4) with a wood stick, a Slapstick part (Perc. 7), and various drum parts (Perc. 5, 8, 9, 10, 11). The Crash Metal part starts with a forte (f) dynamic. The Slapstick part has a triplet of eighth notes in measure 23. The drum parts provide a rhythmic foundation with various patterns and dynamics.

24 25 26

Sop. A fight to the death. You're e - vil. I am good. To Voice

Alt. dis - o - be - di - ence You're e - vil. I am good. Cha - os

Ten. good e - vil good

Bas. e - vil good e - vil

Perc. 4

Perc. 5

Perc. 7

Perc. 8

Perc. 9 3

Perc. 10

Perc. 11

27 28

Sop. 1 *mf* This song will re - peat it - self This song will re - peat it - self

Sop. 2 *mf* This song will re - peat it -

Alt. 2 *mf* This song will re - peat it - self This song will re - peat it - self

Ten. 1 e - vil good

Ten. 2 e - vil good

Bass 1 good e - vil

Bass 2 good e - vil

Perc. 4

Perc. 5

Perc. 6 Army Drum

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

29 30

Sop. 1 *f* This song will re - peat it - self *ff* This song will re - peat it - self *ff*

Sop. 2 self This song will re - peat it - self *ff*

Alt. 1 *f* This song will re - peat it - self *ff*

Alt. 2 *f* This song will re - peat it - self *ff*

Ten. 1 e - vil good

Ten. 2 e - vil good

Bass 1 good e - vil

Bass 2 good e - vil

Perc. 1 55 Gallon Drum *ff*

Perc. 4

Perc. 5 *ff*

Perc. 6 Army Drum *ff*

Perc. 7

Perc. 8 *ff*

Perc. 9 *ff*

Perc. 10

Perc. 11 *ff*

B Giants and Berserks are squared off for battle. Confrontation takes place in slow motion

32 33 34

Sop. 1 *ff* A - po - ca - lypse *f* A - po - ca - lypse

Sop. 2 *ff* Rag - na - rok *f* Rag - na - rok *mf* Rag - na - rok

Alt. 1 *ff* A - po - ca - lypse *f* A - po - ca - lypse

Alt. 2 *ff* Rag - na - rok *f* Rag - na - rok *mf* Rag - na - rok

Ten. 1 *ff* A - po - ca - lypse *f* A - po - ca - lypse

Ten. 2 *ff* Rag - na - rok *f* Rag - na - rok *mf* Rag - na - rok

Bass 1 *ff* A - po - ca - lypse *f* A - po - ca - lypse

Bass 2 *ff* Rag - na - rok *f* Rag - na - rok *mf* Rag - na - rok

Perc. 1 *niente*

Perc. 2 Mailbox *niente*

Perc. 3 Sandwich Container *niente*

Perc. 4 *ff* LV *mf* Conch Shell

Perc. 5 LV

Perc. 6 3 LV

Perc. 7 L. Thunder Sheet *ff* *f*

Perc. 8 Plastic Drums

Perc. 9 3 LV

Perc. 10

Perc. 11 Plastic Drum w/ med. mallets

C

36 37 38 39

Sop. *mf* The Gods will die

Alt. *mf* The Gods will die. Ev - ery - one will die. More

Ten. war to end all wars is u - pon us. The Gods will die Ev - ery - one will die. The be no

Bass. *mf* The Gods will die Ev - ery - one will die. Earth shall

40 41 42 43 44

Sop. Good will be de - fea - ted. Is that so bad? *p* real - ly knows why *mf* His - to - ry His - to - ry will re - peat o - ver and

Alt. Good will be de - fea - ted. *p* And no one. real - ly knows why *mf* His - to - ry will re - peat ov - er and

Ten. Good will be de - fea - ted. *p* real - ly knows why *mf* will re - peat ov - er and

Bass. Good will be de - fea - ted. *p* real - ly knows why *mf* O - ver and

45 46 47 48 49

Sop. o - ver and o - ver. *p* We face the cold of win - ter as we dream of spring. *pp* The road the jour - ney it can - ges us. *rall...*

Alt. o - ver and o - ver. *p* face the cold of win - ter as we dream of spring. *pp* The road the jour - ney it chan - ges us. *rall...*

Ten. o - ver and o - ver. *p* face the cold of win - ter as we dream of spring. chan - ges us.

Bass. o - ver and o - ver. *p* face the cold of win - ter as we dream of spring. chan - ges us. *mf* We

50 51 52 53 54

Sop. *mf* skin and grow new. *p* It's al - ways the same you can nev - er go home. *f* Some see.

Alt. *mf* shed our skin and grow new. *p* It's al - ways the same you can nev - er go home. *f* Some see.

Ten. *mf* our skin we shed skin and grow new. *p* It's al - ways the same you can nev - er go home. *f* Some see.

Bass. shed our skin and grow new. *p* al - ways the same you can nev - er go home. *f* Some see.

55 56

Sop. oth - ers are blind. We are not who we were when the jour - ney be - gan so we must

Alt. oth - ers are blind. Who we were when the jour - ney be - gan so we must

Ten. oth - ers are blind. When the jour - ney be - gan so we must

Bass. oth - ers are blind. ney be - gan so we must



57 58 59

Sop. march on march on march on
f *ff* *fff*

Alt. march on march on march on
f *ff* *fff*

Ten. march on march on march on
f *ff* *fff*

Bass. march on march on march on
f *ff* *fff*

Perc. 6 cue: march on, march on, march on

Perc. 8 cue: march on, march on, march on

Perc. 11 cue: march on, march on, march on

D The demise of the Ravens

Snowboards 61 62

Perc. 1 *f*

Perc. 2 Mailbox *f*

Perc. 3 Marching Men *f*

Perc. 4 Small Thunder Sheet *f*

Perc. 5 Crash Metal *f*

Perc. 6 Kick Drum *f*

Perc. 7 Large Thunder Sheet *f*

Perc. 8 Plastic Drum *f*

Perc. 9 Flywheel *f*

Perc. 10 New Metal Plate *f*

Perc. 11 Plastic Drum w/ medium mallets *f*

Chime

E

64 65

Sop. Rag *mf* na rok

Alt. Rag *mf* na rok

Ten. Rag *mf* na rok

Bass. Rag *mf* na rok

Perc. 1 *f*

Perc. 2 *f*

Perc. 3 *f*

Perc. 4 Metal Xylo (muted) *mf*

Perc. 5 Frying Pans w/ med. wound mallets (at Player 2 station) *mf*

Perc. 6 *f*

Perc. 7 *f*

Perc. 8

Perc. 9

Perc. 10 *f*

Perc. 11 Jingle Stix 2 *mf*

66 67 68

Sop. Rag na rok Rag na

Alt. Rag na rok Rag na

Ten. Rag na rok Rag na

Bass. Rag na rok Rag na

Perc. 1

Perc. 2

Perc. 3

Perc. 4 *f*

Perc. 5 *f*

Perc. 6

Perc. 7

Perc. 8 *f*

Perc. 9

Perc. 10

Perc. 11

69 70

Sop. rok Rag - na - rok *fff*

Alt. rok Rag - na - rok *fff*

Ten. rok Rag - na - rok *fff*

Bass. rok Rag - na - rok *fff*

Perc. 1 *ff*

Perc. 2 *ff* 3

Perc. 3 *fff* niente

Perc. 4 *fff* niente

Perc. 5 *ff* niente

Perc. 6 *ff* 3 3 3

Perc. 7 *ff*

Perc. 8 *ff* niente

Perc. 9 *ff* niente

Perc. 10

Perc. 11 *fff* niente

F

Loko/Loki's demise

72 Spoken 73

Sop. *mf* I will ques-tion au - thor - i - ty

Alt. *mf* I will ques-tion au - thor - i - ty

Ten. *mf* I will ques-tion au - thor - i - ty

Bass. *mf* I will ques-tion au - thor - i - ty

Perc. 1 *mf*

Perc. 2 *mf*

Perc. 3 *mf* Saw Blades Marching Men

Perc. 4 *mf* Metal Glock

Perc. 5 *mf* Metal 1

Perc. 6 *mf*

Perc. 7 *mf*

Perc. 8 *mf* Bell Plate

Perc. 9 *mf* Flywheel

Perc. 10 *mf*

Perc. 11

74 75 76

Sop. war is the great - est af - fair The box of death my dear

Alt. war is the great - est af - fair The box of death my dear

Ten. war is the great - est af - fair The box of death my dear

Bass. war is the great - est af - fair The box of death my dear

Perc. 1

Perc. 2

Perc. 3 Saw Blades Marching Men Saw Blades

Perc. 4

Perc. 5 *mf* dip in water

Perc. 6 Cooking Tray w/ soft sticks *mf* Army Drum Cooking Tray

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

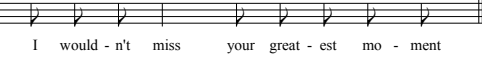
77

Sop.  78 

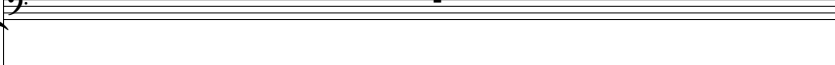
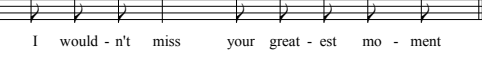
I would - n't miss your great - est mo - ment

Alt.  

I would - n't miss your great - est mo - ment

Ten.  

I would - n't miss your great - est mo - ment

Bass.  

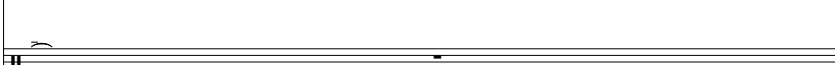
I would - n't miss your great - est mo - ment

Perc. 1  

Perc. 2  

Perc. 3  

Saw Blades

Perc. 4  

Perc. 5  

Perc. 6  

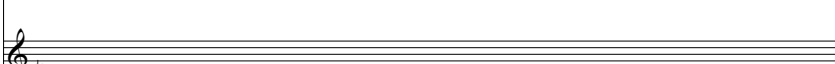
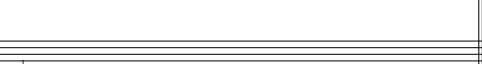
Army Drum

Cooking Tray

Perc. 7  

+ Plastic Drum w/ soft mallets

Perc. 8  

Perc. 9  

Perc. 10  

Perc. 11  

G Frigg's demise as Baldar's ghost watches from afar

80

Sop. *mf* Bal - dar you are my life

Alt. *mf* Bal dar

Ten. *mf* Bal dar

Bass. *mf* Bal dar

Perc. 1

Perc. 2

Perc. 3 Marchign Men Furniture Leg *mf*

Perc. 4 Baldar Bass w/ soft mallet *mf*

Perc. 5 Lids w/ chop sticks *mf*

Perc. 6 Tube Drums w/ med. mallets *mf*

Perc. 7

Perc. 8 Metal Rasp *mf*

Perc. 9

Perc. 10

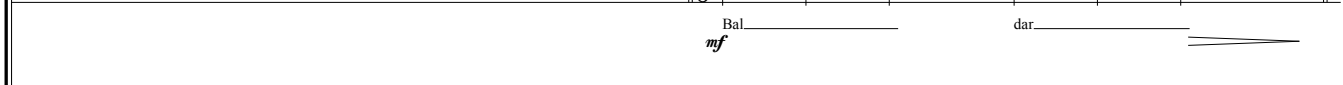
Perc. 11

81 

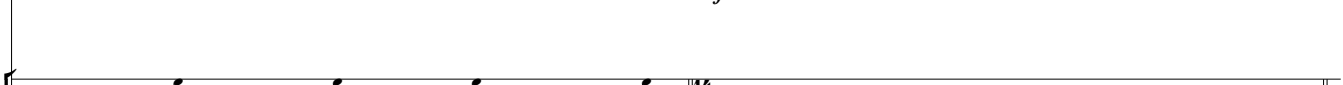
Sop.  *mf* I have ar - ranged hid pro - tec - tion

Alt.  *mf* Bal dar

Ten.  *mf* Bal dar

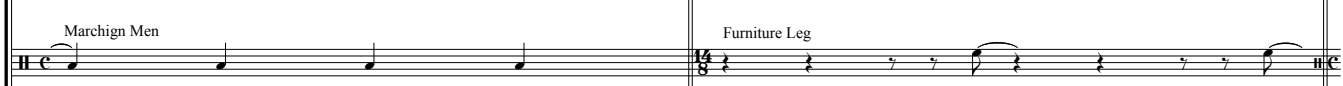
Bass.  *mf* Bal dar

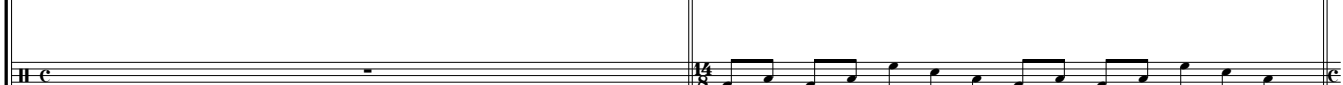
Perc. 1 

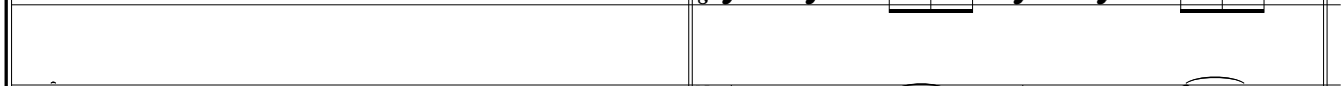
Perc. 2 

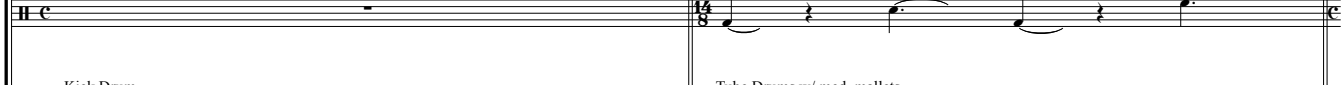
Perc. 3  Marchign Men Furniture Leg

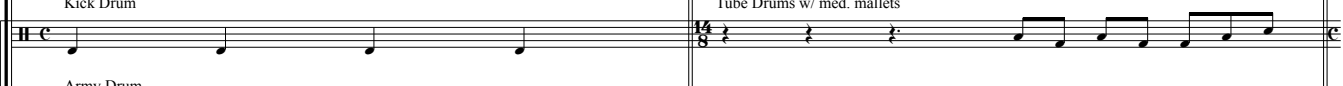
Perc. 4 

Perc. 5 

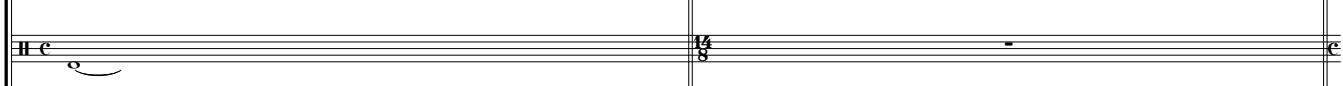
Perc. 6  Kick Drum Tube Drums w/ med. mallets

Perc. 7 

Perc. 8 

Perc. 9 

Perc. 10 

Perc. 11 

82 

83 84

Sop. *mf* No once can hurt him. No one can hurt him.

Alt. *mf* Bal dar

Ten. *mf* Bal dar

Bass. *mf* Bal dar

Perc. 1

Perc. 2

Perc. 3 Marchign Men Furniture Leg

Perc. 4

Perc. 5

Perc. 6 Kick Drum Tube Drums w/ med. mallets

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

85 86

Sop. *mf* He was such a good boy.

Alt. *mf* Bal dar

Ten. *mf* Bal dar

Bass. *mf* Bal dar

Perc. 1

Perc. 2

Perc. 3 Marchign Men Furniture Leg

Perc. 4

Perc. 5

Perc. 6 Kick Drum Tube Drums w/ med. mallets

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

H

Odin meets his demise.
Fenrir, the wolf, brutally attacks Odin

88

89

Sop. *f* O ———— din ———— *f* Wo ————
Stomp *f*

Alt. *f* O ———— din ———— *f* Wo ————

Ten. *f* O ———— din ———— *f* Wo ————

Bass. *f* O ———— din ———— *f* Wo ————

Perc. 1

Perc. 2

Perc. 3 Marchign Men

Perc. 4 Sm. Thunder Sheet *f*

Perc. 5 Chime *f* Chains on Wood *f*

Perc. 6

Perc. 7

Perc. 8 Brake Drum w/ hard wound mallets *f* ———— *p*

Perc. 9 Flywheel *f* L.V.

Perc. 11 Plastic Drum *f* ———— *p*

90 91 92

Sop. *don* *Wu* *ton*
f

Sop. Feet

Alt. *don* *Wu* *ton*
f
Stomp

Alt. Feet

Ten. *don* *Wu* *ton*
f

Bass. *don* *Wu* *ton*
f

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Jingle Sticks L.V.

Crash Metal

f *p* *f* *p*

93 94 95

Sop. *f* O ———— din ———— Wo ———— *f*

Sop. Feet

Alt. *f* O ———— din ———— Wo ———— *f*

Alt. Feet

Ten. *f* O ———— din ———— Wo ———— *f*
Stomp

Ten. Feet *f*

Bass. *f* don ———— Wu ———— ton ———— *f*
Stomp

Bass Feet *f*

Perc. 1

Perc. 2 *f*

Perc. 3

Perc. 5

Perc. 6 Army Drum

Perc. 7

Perc. 8 *f*

Perc. 9

Perc. 10

Perc. 11 *p* *f*

96 97 98

Sop. *din* *Wo* *don*
f

Sop. Feet

Alt. *din* *Wo* *don*
f

Alt. Feet

Ten. *din* *Wo* *don*
f

Ten. Feet

Bass. *din* *Wo* *don*
f

Bass Feet

Perc. 1

Perc. 2

Perc. 3

Perc. 4 S. Thunder Sheet w/ med. hard timpani stick
ff

Perc. 5

Perc. 6 Kit Army Drum
ff

Perc. 7 + Slapstick

Perc. 8 Bow on Metal
ff

Perc. 9

Perc. 10 Log Drum

Perc. 11 *p* *f* *p* *f*

99 100

Sop. *f* Wu ton Wo tan

Sop. Feet

Alt. *f* Wu ton Wo tan

Alt. Feet

Ten. *f* Wu ton Wo tan

Ten. Feet

Bass. *f* Wu ton Wo tan

Bass Feet

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 9

Perc. 10

Perc. 11 *p* *f*

101 Odin dies. 102

Sop. *f* O ———— din ———— *f* O ———— din ———— O ———— din ————

Sop. Feet

Alt. *f* O ———— din ———— *f* O ———— din ———— O ———— din ————

Alt. Feet

Ten. *f* O ———— din ———— *f* O ———— din ———— O ———— din ————

Ten. Feet

Bass. *f* O ———— din ———— *f* O ———— din ———— O ———— din ————

Bass Feet

Perc. 1

Perc. 2 *f*

Perc. 3

Perc. 4 *ff*

Perc. 5 *ff*

Perc. 6

Perc. 7

Perc. 9 *f*

Perc. 10 *f*

Perc. 11 *f*

I

104 Stagger breathing 105 106 107

Sop. His - to - ry *ff* Stagger breathing

Alt. His - to - ry *ff* Stagger breathing

Ten. His - to - ry *ff* Stagger breathing

Bass. His - to - ry *ff* Stagger breathing

Perc. 1 Superball on Plywood lessen activity niente

Perc. 2 Superball on Plywood lessen activity niente

Perc. 3 Superball on Plywood lessen activity niente

Perc. 4

Perc. 5 lessen activity niente

Perc. 7 Slapstick *fff* Bow on Metal *fff* lessen activity niente

Perc. 8 Bow on Metal *fff* lessen activity niente

Perc. 9 *fff*

Perc. 10 *fff*

Perc. 11 *fff*

fff

Segue to Scene 14

Act II - Scene 14

Epilogue

♩ = 92

(continued from Scene 13) 2 3 4 5

A young Loki & Odin appear onstage,
but cannot be identified

Percussion sounds in voices

niente *mf* CK CK

(continued from Scene 13) *niente*

(continued from Scene 13) *niente* White Noise w/ mouth *mf* PS

(continued from Scene 13) *niente*

Metal Wind Chime *mf*

Metal Wind Chime *mf*

Metal Wind Chime *mf*

6 7 8 9

S. CK CK CK CK CK CK CK CK

S. Body Snap Fingers *mf*

A. Spoken (stagger breathing)
SI OO SI OO SI OO SI

A. Body Hands on Chest *mf* *mf* *mf*

T. OO PS OO PS OO PS OO PS

T. Body Hands on Cheeks w/ mouth open & flexing *mp*

B. Body Hands on Abdomen *mf*

Perc. 4

Perc. 5

Perc. 6

10 11 12

S. 

S. Body 

A. 

A. Body 

T. 

T. Body 

B. 

+ Foot Stomp
B. Body 

A $\text{♩} = \text{♩}$
They begin to dance and move downstage

14 15 16 17

S. *mf* CK CK CK CK CK CK CK CK

S. Body *mf*

A. *mf* SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI

A. Body *mf* *simile*

T. *mf* OO PS OO PS OO PS OO PS OO PS

T. Body *mf*

B. *mf*

B. Body *mf*

Perc. 9 Wine Glasses w/ chop sticks *mf*

18 19 20 21

S. CK CK CK CK CK CK CK CK

S. Body

A. SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI

A. Body

T. OO PS OO PS OO PS OO PS

T. Body

B.

B. Body

Perc. 3 Furniture Leg w/ hand *mf*

Perc. 5 Metal Pipe w/ soft mallet

Perc. 6 Metal Pipe w/ soft mallet

Perc. 7 O Ring w/ metal rod *mf*

Perc. 8 Metal Rasp w/ metal beaters *mf*

Perc. 9 Pipe w/ soft mallet

Perc. 10 *mf*

22 23 24 25 26

S. CK CK CK CK CK CK CK CK CK CK

S. Body

A. SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI

A. Body

T. OO PS OO PS OO PS OO PS OO PS

T. Body

B.

B. Body

Perc. 1 Glass Bottles w/ med. mallets *mf*

Perc. 2 Saw Blades (at Player 3 station) *mf*

Perc. 3

Perc. 4 Systrum *mf*

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10 Transmission

Perc. 11 *mf*

27 28 29 30

S. CK CK CK CK CK CK CK CK

S. Body

A. SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI

A. Body

T. OO PS OO PS OO PS OO PS

T. Body

B.

B. Body

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

31 32 33 (2x We finally recognize a young Odin and Frigg)

S. CK CK CK CK CK CK

S. Body

A. SI OO SI OO SI SI OO SI OO SI SI OO SI OO SI

A. Body

T. OO PS OO PS OO PS

T. Body

B.

B. Body

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5 Zither w/ triangle beater (1st time only) *mf*

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

1. 34 35 36 37 38 39 2.

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Act II – Scene 15

Weather Reporter

Weather Reporter slowly moves towards Center Stage

Well, there you have it. Obsession is more than a fragrance, tolerance is something expected of others, peace has no meaning without war, laws are made to be broken, many people don't live the religion they practice, and we always return to a place we have already been.

Weather Reporter at Center Stage

History repeats itself yet our politics, habits, and social & cultural compasses do not learn from the experience. Retailers, investors, advertisers, and marketers bet millions on it every day, and yep.....we buy it!

Black Out - Curtain Call

Act II - After Music

$\text{♩} = 132$

2

3 55 Gallon Drums

4

Percussion 1

Large Blue Plastic Drums

Percussion 7

Large Blue Plastic Drums

Percussion 8

f

5

6

7

8

Perc. 1

Plastic Drums

Perc. 5

f

Army Drum + Kick

Perc. 6

f

Perc. 7

Perc. 8

Plastic Drums

Perc. 9

f

Large Jingle Sticks

Perc. 10

f

A

Repeat as needed. Players 2 & 3 can improvise duet of the repeat for variation if needed. Upon completing final repetition, go to ending.

10 11 12 13 14 15 16

Perc. 1

Frying Pans w/ hard wrapped mallets

Perc. 2

f

Brake Drums w/ hard wrapped mallets (at Player 8 station)

Perc. 3

f

Conch Shell

Perc. 4

f

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

Large Plastic Drum w/ med. mallet

edge center edge center edge center simile

B Ending.

18 19 20 21

Perc. 1

Perc. 2

Perc. 3

Perc. 4

Perc. 5

Perc. 6

Perc. 7

Perc. 8

Perc. 9

Perc. 10

Perc. 11

edge center edge center edge center edge center (center)