



The Final Frontier

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Objects we See in Orbit

♩ = 170

Mallet 1: Bells (mf)

Mallet 2: Xylo (p)

Mallet 3: Vibes (f, p)

Synthesizer: mp

Bass Guitar: p

Auxiliary 1: Chimes (mp)

Auxiliary 2: Triangle (mf)

Auxiliary 3: -

Auxiliary 4: -

Snare Drums: 1 Only Dreads/Brush (pp), +1 Dreads/Brush (p), +2 Shell, +2 Head (mp)

Tenor Drums: -

Bass Drums: LH Muffle (mp)

Cymbals: -

The Final Frontier - Percussion Score

16 17 18 19 20 21 22

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

p *f* *p*

Granite Blocks

mf *p*

p *mf* *p*

pp

1 only
Halfway
Edge

Sizzle

mp

31 32 33 34 35 36 37 38

Mal 1 *mf* *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Synth *ff*

B. Guit *mf* *ff*

Aux 1 *mp* *ff*

Aux 2 *f*

Aux 3 *f*

Aux 4 Impact Drums *f*

Snares All on Drum *p* *f*

Tenors *p* *f*

Basses *p* *f*

Cym *f*

The Final Frontier - Percussion Score

To Seek out New Life

50 51 52 53 54 55 56 = 130 57 58

Mal 1

Mal 2 *mf* *mf* *p* *pp*

Mal 3 *mf*

Mal 4 *f* *mf*

Mal 5 *mf*

Synth *ppp*

B. Guit *mf* *p*

Aux 1

Aux 2

Aux 3 *mf*

Aux 4

Snares *p*

Tenors

Basses

Cym

The image shows a percussion score for a piece titled "The Final Frontier - Percussion Score", page 7. The score is for the track "To Seek out New Life" and is in 4/4 time with a tempo of 130. The score is divided into measures 50 through 58. The instruments are: Mal 1 (Mallet 1), Mal 2 (Mallet 2), Mal 3 (Mallet 3), Mal 4 (Mallet 4), Mal 5 (Mallet 5), Synth, B. Guit (Bass Guitar), Aux 1-4 (Auxiliary percussion), Snares, Tenors, Basses, and Cym (Cymbal). The score features various dynamics such as *mf*, *p*, *pp*, *f*, and *ppp*. A large watermark "SAMPLE" is visible across the score.

The Final Frontier - Percussion Score

66 67 **68** 69 70 71 72 73 74

Mal 1 *mf*

Mal 2 *mp* *mp*

Mal 3

Mal 4 *mp* *mp*

Mal 5 *mp* *mp*

Synth *ff* *pp*

B. Guit *p* *mf* *p* *mf*

Aux 1 *p*

Aux 2 *mf* *mf*

Aux 3 WChimes *mf*

Aux 4 Triangle *mf* *mf*

Snares *p* *mf* *p* *p*

Tenors *p* *mf* *mp* *p*

Basses *p* *mf* *p*

Cym

1 Only
Dread/Brush

1 only
Soft Mallets

1 Only
Dread/Brush

The Black Hole

83 84 85 86 87 88

Mal 1 *ff* *p* *f*

Mal 2 *ff* *p* *f*

Mal 3 *f* *p* *f*

Mal 4 *ff* *p* *f*

Mal 5 *ff* *p* *f*

Synth *f* *ff*

B. Guit *ff*

Aux 1 *ff*

Aux 2 *f*

Aux 3 BD and Tam Tam *f*

Aux 4 Brake Drum *p* *f*

Snare *f* *p* *f*

Regular Implements

Tenors *f* *p* *f*

Basses *f* *f*

Cym *f*

Inside the Black Hole

95 $\text{♩} = 100$ 96 97 Bells 98 99 100 101 102

Mal 1 *mf*

Mal 2 Xylo *p*

Mal 3 Vibes *f* *p*

Mal 4 *f* *p*

Mal 5 *f* *p*

Synth *ff*

B. Guit *mp* *p*

Aux 1

Aux 2 Triangle *f* *mf*

Aux 3 *mf*

Aux 4 WChimes

Snares

Tenors

Basses

Cym

Different implements and random instruments to create random "smatterings" of sound all over the floor from various players?

Escape Velocity

110 $\text{♩} = 130$ 111 $\text{♩} = 140$ $\text{♩} = 150$ 112 $\text{♩} = 160$ 113 114 115

Mal 1 *ff*

Mal 2 *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Synth *mf* *ff*

B. Guit *ff*

Aux 1 *ff* Brake Drum *ff* Sus. Cymbal

Aux 2 *f*

Aux 3 *p* *f* *f*

Aux 4 Impact Drums *f* *f*

Snares *ff* *p* *ff*

Tenors *ff* *p* *ff*

Basses *ff*

Cym *ff*

The Final Frontier - Percussion Score

125 126 127 128 129 130 131 132 133 134

Mal 1 *p*

Mal 2 *mp* *p*

Mal 3 *p*

Mal 4 *p*

Mal 5 *p*

Synth *p* *p*

B. Guit *mf* *p* *mf* *p* *p*

Aux 1 *p*

Aux 2 *mf* *mf*

Aux 3 WChimes *mf*

Aux 4 *mf*

Snares *mp*

Tenors *mf* *p*

Basses *p* *mf* *p* *mf* *p*

Cym

1 Only

R I R I R I R I

Into the Stillness of Space

142 ♩ = 160

143

144

145

146

147

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth

B. Guit

Aux 1

Aux 2

Aux 3

Aux 4

Snares

Tenors

Basses

Cym

FX 8 (Sci-fi)

3

r l ... R L R L L

p f

p f

p f

f

155 156 157 158 159 160 161 162 163 164 165 166

Mal 1 *mf*

Mal 2

Mal 3 Vibes *f* *p*

Mal 4

Mal 5

Synth *mp* Pad 4 (Choir)

B. Guit

Aux 1 Chimes *mp*

Aux 2 Triangle *f* *mf*

Aux 3

Aux 4

Snares

Tenors

Basses

Cym