



Molenaar Edition

Mini - Score

www.molenaar.com

Molenaar Edition

Adventure Games

Ennio Salvere

Adventure Games

Adventure Game / Free Again / Jamaican Sun / Rock the House

Ennio Salvere

Art.Nr: 040238050

Difficulty: A

Duration: 10:21

Brass Band / 4 Parts Flexible + Percussion

Flexible Wind

Colofon

Molenaar Edition BV

Industrieweg 23
NL 1521 ND Wormerveer
the Netherlands
Phone: +31 (0)75 - 628 68 59
Fax: +31 (0)75 - 621 49 91
Email: office@molenaar.com
Website: www.molenaar.com

© Molenaar Edition BV - Wormerveer - the Netherlands

Copying of sheetmusic from this booklet is illegal.

For Band
BrassBand

Full Score
04.0238.05



UITGAVE, VERLAG, EDITIÖN
MOLENAAR EDITION MUSIC PUBLISHER

Adventure Games

04.0238.05

BrassBand

- 1 Full Score
- 1 Soprano
- 4 Solo Cornet
- 1 Repiano
- 1 Flugelhorn Solo
- 4 Cornet II
- 1 Solo Horn
- 2 Horn II Eb
- 1 Trombone I Bb (TC)
- 1 Trombone II Bb (TC)
- 1 Trombone III C
- 1 Baritone Bb (TC)
- 1 Bariton II Bb (TC)
- 1 Euphonium Bb (TC)
- 1 Euphonium 2 Bb (TC)
- 2 Bas Bb (TC)
- 2 Bas Eb (TC)
- 1 Drums
- 1 Mallets
- 1 Timpani



MOLENAAR EDITION BV

Copyright Molenaar Edition BV, Wormerveer

Niets van deze uitgave mag worden veeelvoudigd en/of openbaar te worden gemaakt door middel van fotokopie, microfilm of welke andere wijze ook, zonder voorafgaande toestemming van de uitgever.

No Part of this book may be produced in any form of print, for print, microfilm or any other means without written permission of the publisher

ADVENTURE GAMES

for Youthband

Ennio Salvere

Score in C

ADVENTURE GAME

5

Alla Marcia $\text{♩} = 120$

Part 1

Part 2

Part 3

Part 4

Timpani

Mallets

Drum Set

If possible separate players for Snare, Concertbass and Cymb. & 2

1

2

3

4

Temp.

Mel.

D. S.

© 2004 Molenaar Edition B.V.

04.0238.05

13 *trp. play*

1 *p* *cresc.*

2 *trp. play* *p* *cresc.*

3 *p* *cresc.*

4 *p* *cresc.*

Timp. *p* *cresc.*

Mal.

D.S. *p* *cresc.*

1

2

3

4

Timp.

Mal.

D.S.

22

1 *mf* *f*

2 *mf* *f*

3 *mf* *f*

4 *mf* *f*

Timp.

Mal.

D.S. *mf* *f*

32

1 *p sub.*

2

3

4

Timp.

Mal.

D.S.

04.0238.05

- 2 -

- 3 -

04.0238.05

2nd time only - *trp. tacet*

1 *mp esp.* *trp. tacet* *p - mp*

2 *p - mp*

3 *p - mp*

4 *p - mp*

Timp.

Mal.

D.S. *p - mp*

44 *trp. play*

1 *mf* *cresc. poco a poco*

2 *trp. play* *mf* *cresc. poco a poco*

3 *mf* *cresc. poco a poco*

4 *mf* *cresc. poco a poco*

Timp.

Mal.

D.S. *mf* *cresc. poco a poco*

1

2

3

4

Timp.

Mal.

D.S.

52

1

2

3

4

Timp.

Mal.

D.S.

04.0238.05

- 4 -

- 5 -

04.0238.05

FREE AGAIN

1. 2. 3. 4. Timp. Mal. D.S.

1. 2. 3. 4. Timp. Mal. D.S.

04.0238.05

Andante $\text{♩} = 72$
1. 2. 3. 4. Timp. Mal. D.S. (trumpet) p

5. 1. 2. 3. 4. Timp. Mal. D.S. (trumpet) p

04.0238.05

1. 2. 3. 4. Timp. Mal. D.S. tutti f Glockenspiel (snare) mf

1. 2. 3. 4. Timp. Mal. D.S. mf

04.0238.05

1. 2. 3. 4. Timp. Mal. D.S. trp. tacet p mp

2. 1. 2. 3. 4. Timp. Mal. D.S. solo (ad lib.) mp rit. trp. tacet p rit. mp

04.0238.05

JAMAICAN SUN

Calypsó $\text{♩} = 94$

1 *f*

2 *f*

3 *f*

4 *f*

Timp. *f* 2nd time only (play always)

Mal. *f* Marimba or Xylophone

D.S. *f* (Alto) (Tenor) + Congo's ad lib. (or any Latin percussion free)

1 *f* 9 2nd time only - trp. tacet

2 *mf* 2nd time only - trp. tacet

3 *mf*

4

Timp.

Mal.

D.S. Time

04.0238.05

- 10 -

To Coda

1

2

3

4

Timp.

Mal.

D.S.

1 17 trp. play

2 *f* trp. play

3 *f*

4 *f*

Timp.

Mal.

D.S.

04.0238.05

- 11 -

1 25 trp. tacet

2 *mf* trp. tacet

3 *mf*

4 *mf*

Timp.

Mal.

D.S. *mf*

1

2

3

4

Timp.

Mal.

D.S.

04.0238.05

- 12 -

1 33

2

3

4

Timp.

Mal.

D.S.

1 *cresc.* D.C. al Coda senza rep.

2 *cresc.*

3 *cresc.*

4

Timp.

Mal.

D.S.

04.0238.05

- 13 -

♠ Coda

42 *trp. only (ad lib.)*

1 *f* Handclap

2 *f* Handclap

3 *f* Handclap

4 *f* Handclap

Timp. *f* Handclap

Mal. *f* Handclap

D.S. *f*

1

2

3

4

Timp.

Mal.

D.S.

04.0238.05

- 14 -

50 *tutti*

1 *ff*

2 *ff*

3 *ff*

4 *ff*

Timp. *ff*

Mal. *ff*

D.S. *ff*

1

2

3

4

Timp.

Mal.

D.S.

- 15 -

04.0238.05

ROCK THE HOUSE

House Beat ♩ = 100

1 *trp. tacet* *trp. play*

2 *trp. tacet* *trp. play*

3 *f*

4 *f*

Timp. *f*

Mal. *f* Maracas or Xylophone

D.S. *f* (hi-hat)

1 *sfzp*

2 *sfzp*

3 *sfzp*

4 *sfzp*

Timp. *sfzp*

Mal. *sfzp*

D.S. *sfzp*

04.0238.05

- 16 -

1

2

3

4

Timp.

Mal.

D.S.

1 *sf*

2 *sf*

3 *sf*

4 *sf*

Timp. *sf*

Mal. *sf*

D.S. *sf* Cr. Cym. Cowbell

- 17 -

04.0238.05

To Coda 26

trp. play

04.0238.05

Coda 36

Shout (ad lib.) repeat 4 x

04.0238.05