

PLAYER ONE PRESS START

for young jazz band and audio track

4-part FLEX Instrumentation



BENJAMIN DEAN TAYLOR

BENJAMIN TAYLOR MUSIC PRESENTS

PLAYER ONE PRESS START

for young jazz band and audio track

difficulty level: medium-easy; duration: 4:40

by **Benjamin Dean Taylor**

4-part FLEX Instrumentation

(ideal for small band programs with limited or unusual instrumentation)

Full Score

Solo Sheets

Part 1: Flute (opt.), Bb Clarinet 1 (opt.), Alto Sax 1, Trumpet 1

Part 2: Bb Clarinet 2 (opt.), Alto Sax 2, Trumpet 2

Part 3: Tenor Sax, F Horn (opt.), Trombone 1

Part 4: Bari Sax (opt.), Trombone 2, Euphonium (opt.)

Guitar (opt.)

Piano

Bass

Tuba (opt.) (doubles Bass)

Drums

Electronic Audio Track (free download)

[email benjamintaylormusic@gmail.com to request link]

TO THE DIRECTOR

This chart is a unique, multi-media work for 4-part flexible jazz band and audio track. Following the Doug Beach model, this medium-easy work is specifically well-suited for small jazz band programs with limited or unusual instrumentation. Super fun to play and with a professionally produced "video-game-score-esque" accompaniment track, your ensemble will sound great!

All rhythm section parts are fully written out and do not require knowledge of comping or reading chord symbols (though chord symbols are still provided during solo changes).

The audio track features the nostalgic style and feel of retro video game titles like *Tetris*, *Zelda*, *Super Mario Brothers*, *Contra*, *Pac-man* and *Dr. Mario*.

This work was designed for a middle school or first year high school group, and is an adaptation of a work with the same title for grade 2.5 concert band. You can explore the original version at benjamintaylormusic.com.

About the Composer

Benjamin Dean Taylor is an award-winning composer of contemporary concert music. His energetic, adventurous music provides a uniquely refreshing sonic experience for performers and audiences alike. As a sought-after composer for wind band, Taylor has been commissioned by over 100 band directors of players at all educational levels. He received his doctorate degree from Indiana University and currently resides in Bloomington, Indiana with his wife and seven children.

BENJAMINTAYLORMUSIC.COM



Performance Note

At measures 3 - 7, the players are instructed to blow air across their mouthpiece. This should visually and sonically resemble the old-school practice of blowing dust out of a video game cartridge prior to putting it into the game console.

Technical Note - electronic audio track

The electronic audio track is not optional. This work is intended to be as easy and straight-forward as possible for the director. It can be performed without any special equipment such as microphones, interfaces, mixing board, earbuds, click track, etc. Simply download the electronic track onto a laptop or any portable device that will play back audio and connect that device to speakers. The piece is as simple as hitting play on the downbeat of measure 1 and then following the tempo of the electronic track.

The ideal setup for performance will have a stereo pair of speakers facing the audience (placed on the right and left side of the lip of the stage), and monitor(s) onstage for the conductor and band. During performance, it will be helpful to have an assistant to start the track (and also ride the faders at a mixing board, if available). The track must be able to be heard by the audience at an equal dynamic level to the band so that they are heard as one mega-instrument.

In the event that a performing ensemble does not have stage monitors available, please place the speakers behind the drums so that the ensemble and director can hear and follow the track. In this scenario, it is ideal for the speakers to be elevated so the sound can travel to the director and audience more easily. Also, you may consider asking a member of the ensemble to start the track.

EMAIL benjamin.taylor.music@gmail.com to request download link

Distribution of audio track to students

It will be helpful for the band director to give all of the band members their own personal copy of the track so that they can get familiar with it and practice it individually. Distribution of the track in this way is authorized with purchase of this work. The band rehearsal room will need to have the ability to play the electronic track on stereo speakers so that the conductor (and ideally the band) can hear the electronics even during the loudest sections. For convenience in rehearsal, the score has track timings indicated so that the band can begin at any major rehearsal letter.

Program Note

I can remember first playing video games with my brothers and friends on the Atari my dad bought - *Space Invaders* and *Frogger* were a few of my favorites! A few years later we got a Nintendo for Christmas and then a Gameboy which got me hooked on games like *Mario Bros*, *Zelda*, *Tetris*, *Dr. Mario*, *Contra* and *Donkey Kong*. Even after all these years, those early 8-bit games still have a very special place in my heart. (It was very hard for me not to list twenty or thirty more of my favorite games here...) Even now, in 2023 I enjoy playing *Rally-X*, *Pac-man* or *Final Fantasy* when taking a break from work. (haha! I snuck a few more game titles into this program note!) So why not combine my love of retro games and their simplistic yet catchy soundtracks with my love of writing for young ensembles? My answer: *Player One Press Start*. I hope this piece brings back great memories of problem solving and exploration, finding and sharing new moves in *Mortal Combat* or *Sonic*, all while consuming way too much junk food during late night summer sleep-overs. Who knew that a few blips and bleeps could bring back so much nostalgia and fun!? "Here we go!"

PLAYER ONE PRESS START

BENJAMIN DEAN TAYLOR
(ASCAP)

[Horns are in concert pitch] ♩ = 120

Part 1 Tpt. 1 A. Sx. 1
Part 2 Tpt. 2 A. Sx. 2
Part 3 T. Sx. Tbn. 1
Part 4 B. Sx. Tbn. 2

*blow air

[take instrument]

Guitar

Piano

Bass

Drum Set

Electronic Track

Press PLAY (excited voices) (rhythmic clicks) *8va* -----sim.

1 2 3 4 5 6 7 8

[email benjamintaylormusic@gmail.com
to request download link for audio track]

*blow air back and forth across your mouthpiece.
(As if you are blowing dust out of a video game cartridge.)

9 A [0:21]

1
2
3
4

Gtr.

Pno.

Bass

Drums

Track

(dubstep groove, hi-hat ad lib.)

(mirrors ensemble parts)

(anxious conversation)

"Play-er one press start!"

9 10 11 12 13 14 15 16 17

[0:43]

B ♩ = 100

C [0:47]

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

(optional: simplify by playing only one hand)

(playful groove, hi-hat ad lib.)
(stick click on rim)

(metronome)

18 19 20 21 22 23 24 25 26

D [0:57]

27

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

27

28

29

30

31

32

33

34

35

E [1:04] **F** [1:15] ♩ = 120

1
2
3
4

Gtr.
Pno.
Bass
Drums
Track

36 37 38 39 40 41 42 43 44 45

46 G [1:31]

1
2
3
4

Gtr.

Pno.

Bass

Drums

Track

46 47 48 49 50 51 52 53

54

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

54 55 56 57 58 59 60 61

[1:55]

H SOLOS (F blues)

62

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

62 63 64 65 66 67 68 69

(play notated backgrounds or comp ad lib.)

(play notated rock groove or time ad lib.)

(play notated backgrounds or comp ad lib.)

(play notated rock groove or time ad lib.)

70 F7 C7 Eb7 F7 C7

1

2

3

4

Gtr. F7 C7 Eb7 F7 C7

Pno. F7 C7 Eb7 F7 C7

Bass F7 C7 Eb7 F7 C7

Drums

Tuba

70 71 72 73 74 75 76 77 78

I [2:49] Solo

J [2:57]

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

(drum groove)

79 80 81 82 83 84 85 86

Perusal Score Only

87 [3:19] **K** ♩ = 100

1
2
3
4

Gtr.

Pno. (optional: simplify by playing only one hand)

Bass

Drums (playful groove, hi-hat ad lib.)

Track (conversation) (metronome)

87 88 89 90 91 92 93 94 95 96

Detailed description: This is a page of a musical score for 'Player One Press Start' by Taylor. It covers measures 87 to 96. The score is for a four-piece band: tracks 1-4 (likely piano), guitar (Gtr.), piano (Pno.), bass, drums, and a track (likely vocal or another instrument). The key signature is one flat (Bb), and the tempo is 100 beats per minute. A 'K' time signature is present at measure 90. A large red watermark 'Perusal Score Only' is overlaid diagonally across the page. Performance instructions include '(optional: simplify by playing only one hand)' for the piano part, '(playful groove, hi-hat ad lib.)' for the drums, '(conversation)' for the track, and '(metronome)' for the final measures.

97 L

1
2
3
4
Gtr.
Pno.
Bass
Drums
Track

97 98 99 100 101 102 103 104 105 106

107 M [3:40] N [3:54] ♩ = 120

1
2
3
4
Gtr.
Pno.
Bass
Drums
Track

107 108 109 110 111 112 113 114 115 116

"stage clear" "final boss"

fill

117

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

(add ride cym. ad lib.)

117 118 119 120 121

122 O [4:16]

1
2
3
4
Gtr.
Pno.
Bass
Drums
Track

(cheering)

122 123 124 125 126 127

128

P

1

2

3

4

Gtr.

Pno.

Bass

Drums

Track

128 129 130 131 132 133 134