

Angels and Demons - Part 1: The Battle Eternal

Score

by Randall Standridge
(ASCAP)

Fast, Cinematic ♩ = 154

6

Recommended: Trumpet

The musical score is arranged in a standard orchestral layout with 24 staves. The instruments and parts include:

- Solo/Ens. 1 & 2
- Flute
- B. Clarinet 1 & 2
- E. Alto Saxophone
- B. Tenor Saxophone
- Low Reeds
- B. Trumpet 1 & 2
- Mellophone
- Low Brass 1 & 2
- Tuba
- Electric Bass
- Choir
- Synth
- Sound FX
- Bells/Chimes
- Xylophone/Chimes
- Vibraphone (2M)
- Marimba 1 (2M)
- Marimba 2 (4M)
- Percussion 1 (Sus. Cymr., Bass Drum, Tam-Tam)
- Percussion 2
- Percussion 3
- Snareline
- Tenorline
- Bass Drums (4)

The score is in 4/4 time with a tempo of 154 beats per minute. It features a variety of dynamics including *mf*, *mp*, *p*, and *pp*. The percussion section includes complex patterns with triplets and accents. A large watermark 'Preview Only - Purchase required for legal use.' is overlaid diagonally across the entire score.

This musical score is for 'Angels and Demons - Part 1' and spans measures 15 to 21. It features a variety of instruments and dynamic markings. The instruments listed on the left are: S/E 1, S/E 2, Fl., Cl. 1, Cl. 2, A. Sax., T. Sax., L.R., Tpt. 1, Tpt. 2, Mell., L.B. 1, L.B. 2, Tuba, Synth, E.B., FX, Bls./Ch., Xyl./Ch., Vib., Mrb. 1, Mar. 2, Perc. 1, Perc. 2, Perc. 3, S.Dr., T. Dr., and B. Dr. (4). The score includes dynamic markings such as *mf* (mezzo-forte), *p* (piano), and *f* (forte). Specific percussion parts are labeled: 'Bells' for Perc. 1, 'Ride Cym. Dome' for Perc. 2, 'China Cym.' for Perc. 3, and 'Sus. Cym.' for Perc. 3. The score is overlaid with a large, diagonal watermark that reads 'Preview Only - Purchase required for legal use.'

This musical score is for 'Angels and Demons - Part 1' and spans measures 22 to 28. The score is written for a large ensemble, including strings (S/E 1 & 2), woodwinds (Flute, Clarinets 1 & 2, Saxophones Alto and Tenor, Bassoon, Trumpets 1 & 2, Trombones 1 & 2, Tuba), brass (Euphonium, Trombones), percussion (Bells/Chimes, Xylophone/Chimes, Vibraphone, Maracas, Snare Drum, Tom-Tam, Bass Drum), and keyboard (Synthesizer). The score is marked with dynamics such as *p* (piano), *cresc.* (crescendo), *mf* (mezzo-forte), and *f* (forte). It also includes performance instructions like 'Div.' (divisi) and 'Sus. Cym.' (sustained cymbal). A watermark 'Preview Only - Purchase required for legal use.' is overlaid diagonally across the page.

Preview Only - Purchase required for legal use.

Preview Only - Purchase required for legal use.

m.1 of Part 2
Faster ♩ = 160

01_03_Drone1 (Fade out as necessary)

Crash

Sus. Cym.

Crash

Sus. Cym.

Crash Cym.
China Cym.

Sus. Cym.

One Player

mf

f

44 45 46 47 48 49 50 51