

Stony Brook University



OFFICIAL COPY

The official electronic file of this thesis or dissertation is maintained by the University Libraries on behalf of The Graduate School at Stony Brook University.

© All Rights Reserved by Author.

Legendale

A Dissertation Presented

by

Andrea Daly

to

The Graduate School

in Partial Fulfillment of the

Requirements

for the Degree of

Doctor of Philosophy

in

Music

(Composition)

Stony Brook University

December 2014

Copyright by
Andrea Daly
2014

Stony Brook University

The Graduate School

Andrea Daly

We, the dissertation committee for the above candidate for the
Doctor of Philosophy degree, hereby recommend
acceptance of this dissertation.

**Daniel Weymouth - Dissertation Advisor
Associate Professor, Music Department**

**Daria Semegen - Chairperson of Defense
Associate Professor, Music Department**

**Peter Winkler
Professor Emeritus, Music Department**

**Gilda Lyons
Free-Lance Composer
Artistic and Executive Director of The Phoenix Concerts, NYC**

This dissertation is accepted by the Graduate School

Charles Taber
Dean of the Graduate School

Abstract of the Dissertation

Legendale

by

Andrea Daly

Doctor of Philosophy

in

Music

(Composition)

Stony Brook University

2014

Legendale is a musical comedy written by Andrea Daly (composer) and Jeff Bienstock (bookwriter/lyricist), with a story by Jeff Bienstock and Andrea Daly. It features a cast of eight actors. The synopsis of the story is as follows:

Act I

The show opens on an internet message board for the fantasy role playing video game “Legendale”: three young Gamers—Newbie, Fanboy, and Sir Sarcasm — are soon joined online by players of all ages and backgrounds. Together, they celebrate the act of Play, which they consider to be a fundamental part of survival in a confusing, chaotic modern world: **[1. “When We Play”]**

Morning. Andy is in his apartment, playing Legendale before work. He finds momentary joy in the game. When he leaves his tiny apartment and heads to the office, he muses that Legendale is the only place he really feels alive: **[2. “Dead Again”]**

At work, Andy is startled by the appearance of a shy new temp named Beth. Their small talk is interrupted by Steve, Andy’s overbearing boss. Once left to his own devices, Andy opens the message board, and is informed of an exciting development: Paul Jansen, the creator of Legendale, is about to make an announcement. Jansen reveals to his fans that he has created an online tournament, where 1000 lucky gamers can enter and compete to be “Lord of Legendale” in the ultimate online contest: **[3. “Lord of Legendale”]** The winner will receive a hefty cash prize and unlimited power in the game world. Andy quickly joins, but Steve pulls him away from the computer before he can select an avatar: **[4. Lord of Legendale Reprise”]**

Later that evening, Andy has no choice but to select the last remaining avatar

available: The Cow-Maiden, his least favorite character. Dejected, he enters the tournament, where the Cow-Maiden is quickly ridiculed by other players as “the worst character” in the game.

Back at the office the next morning, it’s Friday. Andy is swamped with upgrading the company server, and Beth is bullied by Steve. Beth and Andy attempt to relate but can’t seem connect until they realize they may have one thing in common after all: **[5. “Nothing In Common”]** Andy tries to work up the nerve to ask her on a date, but misses his chance.

Over the weekend Andy performs terribly in the Legendale tournament, and is about to quit completely when his avatar (the Cow-Maiden) suddenly comes to life. Self-aware and quite feisty, the Cow-Maiden tells Andy that if he quits he will ruin her big chance at success. She says she can still win the tournament, but Andy doesn’t believe her. To prove that she’s got a fighting chance, the Cow-Maiden demonstrates how a little confidence can go a long way: **[6. “I’ve Got A Rock”]** Zelayna wins Andy over, and together they begin to defeat opponents.

JansenArts Headquarters, Silicon Valley. While his corporate lackeys scurry around, benevolent game-creator Paul Jansen fawns over his fictional kingdom, observing that everything is perfect in Legendale: **[7. “My Little World”]**

Andy and the Cow-Maiden have been gaining steam in the tournament all weekend, and the Cow-Maiden has risen to the middle of the leaderboard. Andy decides to customize his avatar and give her a new outfit, hairdo, and a name. Together they choose the name “Zelayna.” While Zelayna sleeps peacefully in the game world, Andy reflects on how different he feels now that she’s around: **[8. “Am I Dreaming”]**

Back at work Monday morning, Andy begins the server upgrade. As files slowly load, he gets distracted by a Legendale message. Another gamer is asking to team up with Zelayna. Against his better judgment, Andy enters the game at work. Zelayna and Tarragon (the other gamer’s avatar) meet in the forest, but their meeting is interrupted by the appearance of another avatar—a towering grotesque figure called The Dark Troll, who chases other gamers on stage and mortally wounds them. Tarragon runs off, while Zelayna yells after him that the meeting was a trap. **[9. “Song of the Dark Troll”]** The Dark Troll is impressed by Zelayna’s fighting skills, and offers her the opportunity to be his henchman, but she refuses. The Troll exits and summons monsters to finish her off. In a panic, Andy has Zelayna throw a harmless fireberry at the monsters. To everyone’s surprise, the fireberry works because as it lands it activates a glitch in the game that makes the monsters explode. However, the glitch freezes Zelayna, so in order to save her from having to regenerate and lose points, Andy restarts his work computer—unwittingly crashing the server upgrade in the process. Ecstatic, Andy sings of his Legendale victory: **[10. “Epic Win”]** Steve enters and angrily fires him.

Act II

Two weeks later, a video of Zelayna fending off the Dark Troll’s monsters has gone viral, and everyone on the message board is buzzing about Zelayna. She continues to climb the leaderboard, but no one knows who the gamer is that’s controlling her (and everyone assumes that it’s a woman): **[11. “Taking Control”]** With skill and creativity, Zelayna fends off opponents right and left, even seducing one gamer

with a charm potion to steal his weapons and treasure: **[12. “Surrender”]**

Andy takes a break from gaming to return to the office to clean out his desk. He discovers a poster of Zelayna among Beth’s things, and realizes that Beth is a Legendale gamer herself. He can hardly wait to reveal that he is the one controlling Zelayna, but Steve interrupts them. Andy quickly invites Beth to meet up at the park later. She agrees. He runs home, eager for the date: **[13. “Anticipation”]**

JansenArts Headquarters, Silicon Valley. Jansen is livid that Zelayna seems to be taking control of the tournament, because he has rigged the tournament to win it himself all along. He decides to take matters into his own hands: **[14. “My Little World Reprise”]**

At the park, Andy and Beth’s date goes well until Andy reveals that Zelayna is his avatar. The revelation backfires. Beth is convinced that he is lying to impress her, and she leaves. Andy returns home, crushed: **[15. “Nothing At All”]** Andy tells Zelayna that the tournament is stupid and not worth playing, because no amount of fictional success will bring him success in the real world. Zelayna counters that she didn’t make it all the way to second place to give up: **[16. “Why Not Me”]** Realizing that he has nothing to lose, Andy agrees to help Zelayna catch the Dark Troll, who is still in first place on the leaderboard but hasn’t reached the winning 1000-point score yet.

Meanwhile the Dark Troll is already on Zelayna’s trail, and takes her by surprise. To Zelayna’s confusion, the Troll reveals himself to be Paul Jansen, and tells Andy that the game is up. Jansen deletes Zelayna’s memory file so that the next time she dies in the tournament she won’t be able to regenerate, but before he can kill her, Tarragon (the mysterious warrior who offered to team up with Zelayna) enters and cuts off his arm. At the same time, Andy hears a knock on his door. It’s Beth. Beth is playing in the tournament, and Tarragon is her avatar. Beth tells Andy she realized he was telling the truth after all, and that she sees Zelayna in him: **[17. “Real”]**

Together, Andy and Beth and Zelayna and Tarragon do battle with the Dark Troll. Gamers around the world watch the fight in real-time: **[18. “This Is War”]** In the climactic moment, Andy and Zelayna use the fireberry glitch to defeat the Dark Troll. Jansen’s avatar explodes and disappears, but Zelayna is again frozen in place from the glitch. Andy realizes that to keep the Dark Troll from regenerating he and Beth need to end the tournament now. Andy and Zelayna volunteer to sacrifice their shot at victory: **[19. “Am I Dreaming Reprise”]** Beth has Tarragon kill Zelayna, thereby reaching 1000 points. Beth has won the tournament, and gamers around the globe go wild: **[20. “Lord of Legendale Reprise”]** In the midst of the celebration Beth closes her laptop and the game world goes dark. Beth and Andy reflect on what fantasy has brought to their real lives: **[21. “Here and Now”]**

Zelayna reappears alone on stage, dressed like the Cow-Maiden once more, and addresses the audience: “You have completed the Cow-Maiden’s Quest. Will you ‘Replay,’ ‘Quit,’ or ‘Start a New Quest?’” **[22. “When I Play Reprise”]**

Table of Contents

Act I

1. When I Play	1
1. Dead Again	30
2. Lord of Legendale	41
3. Lord of Legendale – Andy’s Reprise	63
4. Nothing In Common	64
5. I’ve Got A Rock	79
6. My Little World	95
7. Am I Dreaming	104
8. Song of the Dark Troll	116
9. Epic Win	129

Act II

10. Taking Control	132
11. Surrender	141
12. Anticipation	152
13. My Little World – Reprise	158
14. Nothing At All	162
15. Why Not Me	165
16. Real	179
17. This Is War	190
18. Am I Dreaming – Zelayna’s Reprise	193
19. Lord of Legendale – Gamers’ Reprise	195
20. Here and Now	198
21. When I Play - Reprise	208

List of Performing Roles

Andy: Protagonist. A 29-year-old technologically savvy, socially awkward introvert

Zelayna: (a.k.a. The Cow-Maiden) Andy's intelligent, beautiful, energetic avatar

Beth: Shy, mousy temp worker at Andy's office

Doubles as:

Doctor: An adult gamer

Doubles as:

Voiceover: A pre-recorded voice that makes announcements in the game

Paul Jansen: Famous creator of the video game Legendale.

Doubles as:

Mailman: An adult gamer

Doubles as:

The Dark Troll: An avatar in Legendale

Steve: Andy and Beth's boss.

Doubles as:

Police Officer: An adult gamer

Newbie: A gamer from the Legendale online message board; he is young and gets picked on at school.

Fanboy: A gamer from the Legendale online message board; he is a teenager living in Kansas and dreams of traveling.

Sir Sarcasm: A gamer from the Legendale online message board. He is a recent grad living in debt, and wishes he were rich and successful.

Notes:

Newbie, Fanboy, and Sir Sarcasm double as **Lackeys**, **Zombots** and assorted other non-singing characters. Steve doubles as the following non-singing characters:

Tarragon and the **Warrior**.

Acknowledgments

Lyrics in this work are by Jeff Bienstock, and were written for this work. All lyrics are used by the permission of the author.

1. When I Play

Jeff Bienstock

Andrea Daly

Larghetto ♩ = 60

Newbie

mf

Life is tough,

Piano

mp

8^{va}

New.

4

3

and it's on-ly get-ting tough er. School is rough,

Pno.

8

New.

6

I bare-ly made it through the day. When this world's a grind,

Pno.

8

8

New.

and friends are hard to find, I leave it all behind when I

Pno.



DIALOGUE 1

<p>NEWBIE Hi, Fanboy419! How's Legendale treating you L-O-L-Z?</p> <p>FANBOY Hey! None too shabby, Newbie.</p> <p>NEWBIE W-T-F? How did you know I was hashtag new?</p>	<p>FANBOY Lucky guess, bro. So what do you think of the game so far?</p> <p>NEWBIE Well, it's only been a week, and I've been killed five hundred and eighty-six times. <i>(beat)</i> This is SO awesome!</p>
--	---

11

New.

play.

Pno.

Tempo I
Allegro ♩ = 155

DIALOGUE 1

SAFETY

f *mf* *mp*

15 *mf*

New. I've been fight-ing night and day in-side the

Pno.



18

New. Gob-lins' Grot - to and I'm cov-ered in blood and brine.---

Pno.



21 *f*

New. But do or die is gon-na be my mot - to til I fin-al - ly claim what's mine

Pno.

24

New. *mf*

When I _____ find the ham-mer of the Gob-lin Mag-es then no -

Pno.



27

New. *f*

bo dy will say_ I'm small. _____ With the ham-mer in my hand you know I'll

Pno.



30

New.

feel cour - a__ geous I'll fight like I'm ten__ feet__ tall.____ And

Pno. *mf* *mp*

33

New. *f*

twelfth grade bul-lies who pound__ me 'til__ I'm sore__ can't call me a pip-

Pno.

36

New.

squeak a__ ny - more. I nev-er care what they say_____ when I play.

Pno. *ff*

DIALOGUE 2

FANBOY
 Noice. Sounds like a decent start,
 bro—but when you earn some
 experience and level up a few ranks,
 the game'll get so much better.

NEWBIE
 Even better?!

FANBOY
 Trust me: if you haven't died a thousand times
 in Legendale, you haven't really lived.

39

Fan. *ff*

Piano

Pno. *f mp*

42

New.

Pno.

mp



45

Fan.

FANBOY
mf

I've been duel-ing with the de-mons in the

Pno.



48

Fan.

Scar-let Mount ains have-n't slept since the night be - fore.

f

Pno.

51

Fan. They al - ways knock me in the Fi - re Fount_ ains but I

Pno.



53

Fan. keep go-ing back for more... I'll climb the gnarl i - est peaks

Pno. *ff* *p*



56

Fan. — you ev — er saw, — while stuck here in flat —

Pno.

58

New. *f* I hold the bul-lies at bay

Fan. — ass Wich i - ta. 'Cause I can still get a - way

Pno.



DIALOGUE 3

SIR SARCASM
Ah yes, Goblin hammer. I remember beating that quest back when I was just learning how to type...

NEWBIE
G-T-F-O!

FANBOY
Easy up on the newb, Mr. Sarcasm.

SIR SARCASM
SIR Sarcasm, if you don't mind.

61

New. — when I play.

Fan. — when I play.

Pno. *f* *gliss.* *mp*

DIALOGUE 3

63 SAFETY

Pno.

65 SIR SARCASM

Sir. *mf*

I've been loot - ing all the treas - ure in the

Pno.

f *mp*

gliss.

67

Sir.

Grey - Wing Cha... sm and the drag - ons are cir... cling low...

Pno.

F

69

Sir.

My wrist is giv - ing out a

Pno.

71

Sir. *f*

8 pain-ful spa_ sm but I'm now the rich_ est guy_ I know. And

Pno.



74

Sir.

8 though I'm work-ing an in_ tern - ship_ for_ free and drown-ing in debt

Pno. *mf*



77

Sir.

8 _ from my_ de - gree, I've got a lot of cach - et_

Pno.

79

New. *f* And hold the bul-lies at bay — when I play.

Fan. *f* And I can go far a-way — when I play.

Sir. — when I play.

Pno.



82

New. *mf* When I — play...

Fan. *mf* When I — play...

Sir. *mf* When I — play...

Pno. *mp*

Tempo II
♩=135

allargando...

New.
85
When I play, I am more than just a

Fan.
85
When I play, I am more than just a

Sir.
85
When I play, I am more than just a

Pno.
85
No break in sound over double barline; bar 86 is an arrival
f mp
Ped.



New.
89
gam - er. When I play, I'm the star I want to

Fan.
89
gam - er. When I play, I'm the star I want to

Sir.
89
gam - er. When I play, I'm the star I want to

Pno.
89
f mp

93

New. *mf* be. Come what may, I'm a he - ro hall of *f*

Fan. *mf* be. Come what may, I'm a he - ro hall of *f*

Sir. *mf* be. Come what may, I'm a he - ro hall of *f*

Pno. *mf*



97

New. *mf* fam - er. When life's a crap-py place, I find my *f*

Fan. *mf* fam - er. When life's a crap-py place, I find my *f*

Sir. *mf* fam - er. When life's a crap-py place, I find my *f*

Pno. *p* *mp*

101 **poco rit.**

New. *8* hap-py place in - side a world that's made for

Fan. *8* hap-py place in - side a world that's made for

Sir. *8* hap-py place in - side a world that's made for

Pno. *f* *mf* **poco rit.**



Tempo I
♩ = 155

105 *p*

New. *8* me.

Fan. *8* me.

Sir. *8* me.

Mail-man *f*

This mod-ern age can drive you in - sane, as ev'ry one of us knows.

Tempo I
♩ = 155

Pno. *p* *f*

108 *f*

Police Officer

There's war and pol-i-tics and hun-ger and pain

Mail-man

Pno.

111

Police Officer

and bad re - al - i - ty shows. — Whoa — I —

Mail-man

Whoa — I —

Pno.

113

Police Officer

— used to think that I could make the world bet — ter,

Mail-man

— used to think that I could make the world bet — ter,

Pno.

115

Doctor *f*
'Cause ev-'ry day I know there's

Police Officer
8 but that ain't ea-sy to do. —

Mail-man
but that ain't ea-sy to do. —

Pno. *mp*



118

Doctor
peo - ple dy___ ing and, there's fear and pov - er - ty and

Police Officer
8 there's fear and pov - er - ty and

Mail-man

Pno.

120

poco rit. *ff*

Doctor bul lets fly_ing and I almost won der what's the use of try_ing but

Police Officer bul lets fly_ing and I almost won der what's the use of try_ing but...

Mail-man I almost won der what's the use of try_ing but...

poco rit. *ff*

Pno. *f*

8^{vb}



Tempo I
♩=155

Doctor *mf* when I play, oo Ho *mf* restrained but excited

New.

Fan. *mf* restrained but excited When I play, I can spend my time ex - plor - ing.

Tempo I
♩=155

Pno. *p* restrained but excited

loco

127

Doctor

New. *f* *restrained but excited*

When I play, I can tough - en up my

Pno.



130

Doctor *mp* Hoo

New. *mp* nerve. Oh

Fan. *mp* Oh

Sir. *f* When I play, then my

Police Officer *mp* Oh

Mail-man *mp* Oh

Pno.

133

Doctor *mf* *pp*
Oh _____ oo _____ Oo _____

New. *mf* *pp*
_____ Oh _____ oo _____ Oo _____

Fan. *mf* *pp*
Oh _____ oo _____ Oo _____

Sir.
day is nev - er bor - ing.

Police Officer *mf*
_____ No mat - ter what you do _____

Mail - man *mf* *p*
Oh _____

Pno. *mf* *subpp*

137

Doctor *p* Oo

New. *p* Oo

Fan. *p* Oo

Sir. *mf* The choice is up to you. *mf* And that's a

Police Officer *mf* The choice is up to you. *mf* And that's a

Mail-man *mf* And that's a

Pno. *mp* *mf*

Detailed description of the musical score: The score is for page 137 and is in a key with two flats (B-flat and E-flat). It features seven parts: Doctor, New., Fan., Sir., Police Officer, Mail-man, and Piano (Pno.). The Doctor, New., and Fan. parts are vocal lines with lyrics 'Oo'. The Sir., Police Officer, and Mail-man parts are vocal lines with lyrics 'The choice is up to you. And that's a'. The Piano part provides accompaniment. Dynamics include *p* (piano), *mf* (mezzo-forte), and *mp* (mezzo-piano). There are triplets in the Sir. and Police Officer parts. The score is written in a system with a brace on the left side.

140 *mf* **poco accel.**

Doctor
Oh

New.
Oh Oh

Fan.
Oh

Sir.
choice we all de-serve. Oh

Police Officer
choice we all de-serve. Oh

Mail-man
choice we all de-serve.

poco accel.
f *p* *f*

Pno.

Ped.

Suddenly faster

$\text{♩} = 160$

144

Doctor *f* Oh

New. *f* Oh

Fan. *f* Oh

Sir. *f* time to dis - cov - er what I

Police Officer *f* Give me time, to dis - cov - er what I

Mail-man *mf* *f* Oh Give me time, to dis - cov - er what I

Pno. *ff* *f*

148

Doctor
Give me space, where I'm

New.
ff
Got ta kill these mag es!

Fan.
ff (Lower line is preferable.)
I've been dream-ing of mount

Sir.
mp (in background)
came for. Oh

Police Officer
came for. Give me space, where I'm

Mail-man
came for. Give me space, where I'm

Pno.

Detailed description of the musical score: The score is for page 148 and consists of seven staves. The top six staves are vocal parts, and the bottom staff is piano accompaniment. The key signature is three sharps (F#, C#, G#) and the time signature is 3/8. The Doctor part starts with a rest followed by the lyrics 'Give me space, where I'm'. The New part starts with a forte (*ff*) dynamic and the lyrics 'Got ta kill these mag es!'. The Fan part has a forte (*ff*) dynamic and the lyrics 'I've been dream-ing of mount'. The Sir part has a mezzo-piano (*mp*) dynamic, marked '(in background)', and the lyrics 'came for. Oh'. The Police Officer part has the lyrics 'came for. Give me space, where I'm'. The Mail-man part has the lyrics 'came for. Give me space, where I'm'. The piano accompaniment consists of chords and rhythmic patterns in both hands.

151

Doctor
firm - ly in con - trol. Oh

New.
Oh

Fan.
— ains! Give me

Sir.
The drag-on swal-losed me whole!

Police Officer
firm - ly in con - trol. Give me

Mail-man
firm - ly in con - trol. Oh

Pno.

Doctor
— Life is what we play the game for, oh

New.
ff
I could play for_ ag__ es! game for. But when I

Fan.
life, life is what we play the game for. But when I

Sir.
f
Oh what we play the game for, Oh

Police Officer
life, life is what we play the game for. But when I

Mail-man
life, what we play_____ for._____

Pno.

158

Doctor
Oh

New.
8 need to go,— it's al - ways good to know, soon I'll be

Fan.
8 need to go,— it's al - ways good to know,

Sir.
8 Oh _____ soon I'll be

Police Officer
8 need to go,— it's al - ways good to know, soon I'll be

Mail-man
Oh _____ Oh _____

Pno.

162

Doctor

New.

Fan.

Sir.

Police Officer

Mail-man

Pno.

back a-gain. And I'll be hap - py then.____

ff I'll be off and a - way__ And I'll be hap - py then.____

back a-gain. 'Cause we can get through the

back a-gain. 'Cause we can get through the

'Cause we can get through the

'Cause we can get through the

8va

165 *ff*

Doctor
Whoa Ha

New. *mf*
day

Fan. *mf*
day

Sir. *mf*
day

Police Officer *mf*
day

Mail-man *mf*
day

(Cues for rehearsal only)

Pno.

Detailed description of the musical score: The score is for page 165 and is in the key of D major (indicated by four sharps). It features seven vocal parts and a piano accompaniment. The Doctor part begins with a rest, followed by a melodic line with lyrics 'Whoa' and 'Ha'. The other vocal parts (New., Fan., Sir., Police Officer, Mail-man) each have a single note on a whole note, with the lyric 'day' underneath. The piano accompaniment consists of chords and a melodic line in the right hand, with rehearsal cues marked above the staff. Dynamics are marked as *ff* for the Doctor and *mf* for the other vocal parts. The score concludes with a double bar line and repeat slashes.

169

Doctor

New.

Fan.

Sir.

Police Officer

Mail-man

Pno.

ff

when we play.

ff

when we play.

ff

when we play!

ff

when we play.

ff

when we play.

(Accompaniment returns)

E Major

ff

2. Dead Again

$\text{♩} = 70$

Andy

Piano

$\text{♩} = 70$

p

Red.

4 **rit.** *mp* **a tempo**

Andy

Pno.

pp

6

Andy

Pno.

The day be- gins, ——— you hope for more_ than

— what you did the day be- fore — but noth- ing in this world is — ev er new.

8

Andy

You comb your hair, you clip your tie, you

Pno.

p

10

Andy

head for work and you don't ask why. You're count-ing down the ho - urs till it's through.

Pno.

12

Andy

mf

You need act - ion and ex-cite-ment but get


Pno.

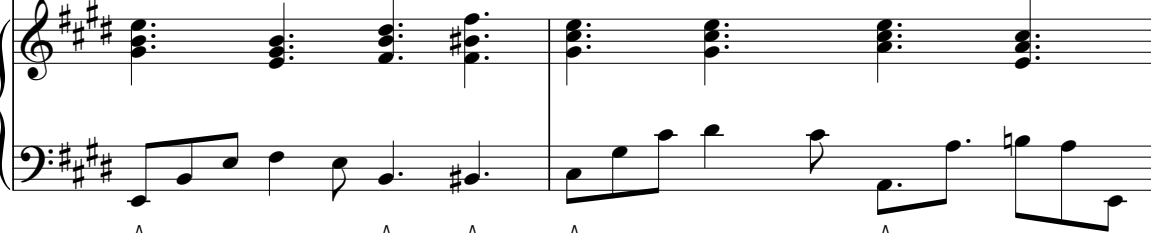
14

Andy  bu-sy work in-stead, a new le-vel would be wel come now and then.

Pno. 

16

Andy  You wish some - how you could press a key, and

Pno. 

18

Andy  skip the day a-head. *mp* but it's eight A. M. *rit.* and you are dead a- gain.

Pno. 

a tempo
A little faster ♩.=73 *mf*

20
 8 Andy — (glances at his watch) Shit. (he exits the apartment) You

Pno. *mp* *p*

Ped.

22
 8 Andy lock and leave your ti-ny place. It's got four walls and ze-ro space. It's all

Pno.

24
 8 Andy — the room your pay - check will al - low.

Pno.

25

Andy

8

The stores_ and bars_ that line your street are

Pno.

mp *p*

27

Andy

8

full of people you'd love to meet. You're stuck in sin-gle play er mode for now.

Pno.

29

Andy

8

Be - - - ing

Pno.

f *mp*

30

Andy

lone - ly is a puz - zle and the

Pno.

31

Andy

ans - wer's never clear. Be - ing soc - ial is a long for - got - ten skill.

Pno.

33

Andy

If you find some one to love you they move

Pno.

35 (,)

Andy
8 on with - in a year. Peo-ple move a-long while you are stand-ing

Pno.

37

Andy
8 still. Twent y nine, one more month and you're

Pno.

39

Andy
8 turn - ing thirt - y. Life has passed in the blink of an eye.

Pno.

41

Andy

Pno.

44

Andy

Pno.

And have you real - ly lived so far, —

p

pp

Red.

46

Andy

Pno.

if Leg-end-ale is all you are?

48 *f* *subp*

Andy As a young boy you i-mag-ined your ad-

Pno. *mp* *subpp*

50 *mp*

Andy ven tures lay a-head, you were cer-tain, short of know ing where or when..

Pno.

52 *f*

Andy Now you're old er and you re-a lize what

Pno. *mf*

54

Andy *mf*
 came your way in - stead. This is all you got and it's not a lot.

Pno. *p*

56

Andy
 A-noth - er day of feel - ing dead

Pno. *ppp*
mp

58

Andy

Pno. *f*

60

Andy

8

12/8

a gain. _____

Pno.

mf

62

Andy

8

12/8

Pno.

mp

p

3. Lord Of Legendale

Stately
♩=100

Newbie

mf solemnly

All hail!

Fanboy

mf solemnly *f* *recitative*

All hail! At... ...se- cre cy!

At the age of twenty-five he assembled a small team of engineers who spent their evenings developing his idea in total **se-cre-cy!**

Sir Sarcasm

mf solemnly

All hail!

Andy

ANDY
What every gamer knows--

f *recitative* solemnly

At... ...re - a li ty! All hail!

At the age of twenty, working a summer job as an assistant metermaid, he had a vision of an interactive fantasy world and vowed to make his dream a **re-a-li-ty!**

Piano

Stately
♩=100

5

f *recitativo* *mf*

New. All hail! At... ..his- to - ry! All

Fan. All hail! All

Sir. All hail! All

Andy *mf* All hail! All

Pno. *mf*

At the age of thirty he released to the public a game known as Legendale 1.0, which crashed immediately and was followed by Legendale 2.0, which also crashed and was followed by Legendale 2.5, which worked great, for about five minutes, before it too crashed and was soon replaced by Legendale 3.0 which changed the course of gaming **hi-sto-ry!**

9

New. hail! All hail! To the man who gave us Leg-end-ale. All hail! All hail! The cre

Fan. hail! All hail! To the man who gave us Leg-end-ale. All hail! All hail! The cre

Sir. hail! All hail! To the man who gave us Leg-end-ale. All hail! All hail! The cre

Andy hail! All hail! To the man who gave us Leg-end-ale. All hail! All hail! The cre

Pno.



12

New. a-tor of our fav' rite game. All hail! All hail! To the gen-ius-god of Leg-end-ale. Paul

Fan. a-tor of our fav' rite game. All hail! All hail! To the gen-ius-god of Leg-end - ale.

Sir. a-tor of our fav' rite game. All hail! All hail! To the gen-ius-god of Leg-end-ale. Paul

Andy a-tor of our fav' rite game. All hail! All hail! To the gen-ius-god of Leg-end - ale.

Pno.

15

New. *f*
 Jan-sen is his name, Paul Jan-sen is his name.

Fan. *f*
 Paul Jan-sen is his, Jan sen is his name.

Sir. *f*
 Jan-sen is his, name, Paul Jan-sen is his name.

Andy *f*
 Paul Jan-sen is his, Jan sen is his name.

Pno. *submp* *mf* *f* *ff*



JANSEN
 First of all, I'd like to say: Thank You. You've made Legendale a household name, and you've kept my company busier than a Burglar Beetle in the Diamond Mines of Mobius! [He pauses as everyone laughs uproariously] Yes, I thought you'd enjoy that...But enough about me. Let's talk about you. [Jansen appears on stage] Yes, you. Staring at me from behind your computer screen. I have a proposition for you. A one hundred thousand dollar proposition.

Lively and light
 ♩=125

20 *(JANSEN appears on screen)*

Jan. *Greet-ings Leg-end-al-ers.*

Pno. *SAFETY* *pp*

22 *(JANSEN appears on stage)* *mf*

Jan. Have you climbed the highest mountains? Have you

Pno. *pp* *8va*



24

Jan. swam the deepest seas? Have you chopped off heads and lopped off limbs ga -

Pno. *pp* *8va*



26

Jan. lore? Can you locate any treasure? Cast a magic spell with ease? Has it

Pno. *p* *pp* *ppp* *8va*

29

Jan. left you un - ful-filled and want-ing more? Would you

Pno.

f

8va



31

Jan. like to be im-mor-tal? Would you love to swim in gold? Car-ry

Pno.

loco

pp



33

Jan. weap-on - ry of ev' - ry shape and size? Well I'm

Pno.

mp

2

35

Jan. *is - su - ing a chal - lenge, and it's on - ly for the bold, for the*

Pno.

p



37

Jan. *player who's as tough as he is wise. On ly one may claim the highest gam ing*

poco rit...

Pno.

mp



40

Jan. *prize!*

ff *allargando*

That's right, I'm hosting a tournament!
There will be.....

(Jansen glares at musicians and motions for them to cut off)

Pno.

mf *ff* *mf* **SAFETY** *[OFF when Jansen cues]*

Slower, Grander

43 ...a winner. (*milking it*) ♩=112

Jan. He'll be Lord of L-eg-end-ale... Hea-ven knows who

Pno. *mf* *ff*



47

New. Lord of Leg-end-ale._____

Andy. Lord of Leg-end-ale._____

Jan. will be Lord of Leg-end-ale._____ Could it be you?

Pno.

51 **accel...** *p* *mp*

New. Oh my god I can't be lieve it. Oh my god I can't be lieve it. Oh my god I can't be lieve it.

Fan. Oh my god I can't be lieve it. Oh my god I can't be lieve it. Oh my god I can't be lieve it.

Sir. Oh my god I can't be lieve it. Oh my god I can't be lieve it.

Andy

JANSEN
Yes, the very first tournament in
Legendale history. Here's how it works...

Jan. *mf*
Just a

Pno. *pp* *f* **accel...**



Lively and light

54 ♩=125

Jan. thousand men may ent-er, so be quick and you'll go far. Pay a rath-er large but nec-es-sa-ry

Pno. *ppp*

57

New. *mp*
Oh!

Fan. *mp*
Oh!

Sir. SIR SARCASM
But I'm living on ramen!

Andy

Jan. fee. Ev' ry gam-er starts at ze-ro, with a brand new a -va- tar. Choos-ing

Pno.



60

Jan. NEWBIE
New avatars?!
F-M-L! *f*

care - ful - ly but swift - ly may be key. You'll get

Pno.

62

Jan. *points for find-ing treas-ure, and a point for ev-'ry kill, you will*

Pno. *loco*
pp



64

Jan. *lose some when you die and start a - gain. But the*

Pno. *mp*

FANBOY
So how do we win?



66

Jan. *first to get one thous-and is the first to prove his skill. We will*

Pno. *p*

68 *falsetto* *mp* *poco allargando* *mf*

New. *mp* *f*
Oh!

Fan. *mp* *f*
Oh!

Sir. *f* *close to 'n'* *immediately*
There and thennn -

Andy *f* *close to 'n'* *immediately*
There and thennn -

Jan. *no breath*
gath - er 'round and crown you there and then!

Pno. *mf* *ff* *poco allargando*

Grander again, but not as slow

$\text{♩} = 120$

70 *mf*

New. *mf*
Oh! _____

Fan. *mf*
Oh! _____

Sir. *f*
-nnn! _____ Lord of Leg-end-ale. _____

Andy *f*
-nnn! _____ Lord of Leg-end-ale. _____

Jan. *ff*
You'll be Lord of Leg-end-ale. _____ No-ble and brave!

Grander again, but not as slow

$\text{♩} = 120$

Pno. *mf*

ff

Detailed description: The piano accompaniment consists of two staves. The right hand features chords with accents and triplets. The left hand features chords with accents. The dynamics are marked as *mf* and *ff*.

74

New. Oh! _____

Fan. Oh! _____ Lord of Leg-end-ale. _____

Sir. _____ Lord of Leg-end-ale. _____

Andy _____

Jan. You'll be Lord of Leg-end-ale. _____ Prac-tice your wave!

Pno.



78

Jan. *mp* *entrancing* And you'd have ev - ry sword and dag - ger in ex -

Pno. *suddenly legato, trance-like*

Ped. _____

80

NEWBIE
 Ev'ry weapon?!

Jan. is - tence, a gi - ant treas - ure trove to make your for - tunes

Pno.



82

SIR SARCASM
 Ohhh...gimmegimmegimmegimme.

Jan. thrive. And you could te - le - port to mount - ains in the

Pno.




84

FANBOY
 Teleportation! Sweet!

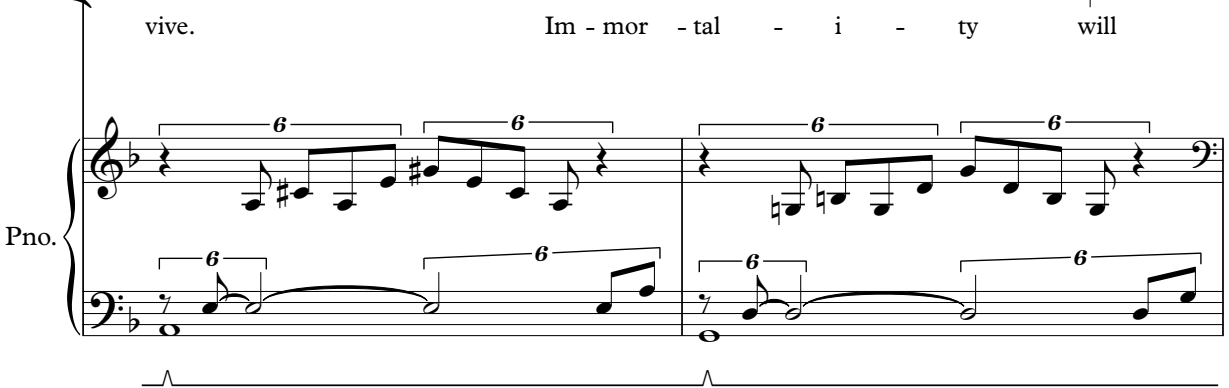
Jan. dis - tance. No more wor - ry - ing of wheth - er you'll sur

Pno.

86

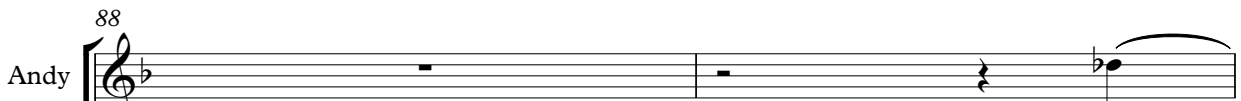
Jan. 

vive. Im - mor - tal - i - ty will


Pno. 



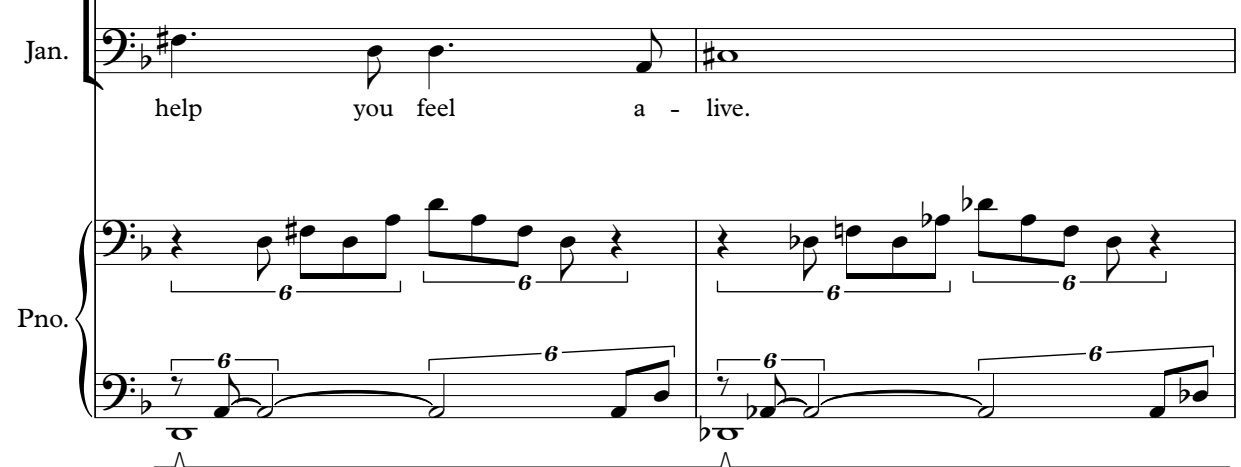
88

Andy 

A -

Jan. 

help you feel a - live.

Pno. 

90

New. *mf* Meet the Lord of Leg-end-ale. —

Fan. Oh —

Sir. Meet the Lord of Leg-end-ale. —

Andy live! —

Jan.

Pno. *mf* *ff*

Detailed description of the musical score for page 90, measures 1-4:

- Measures 1-2:** The vocalists enter with a rest. The piano accompaniment features a rhythmic pattern of eighth notes and sixteenth notes in the right hand, and a bass line with sixteenth notes in the left hand. Dynamics are *mf*.
- Measure 3:** The vocalists begin their phrases. The piano accompaniment continues with similar rhythmic patterns. Dynamics are *mf*.
- Measure 4:** The vocalists conclude their phrases. The piano accompaniment features chords in the right hand and sustained notes in the left hand. Dynamics are *ff*.

93

New.  Ev' ry-one kneel! Oh

Fan.  Lord of Leg-end-ale. Oh

Sir.  Greet the Lord of Leg-end-ale.

Andy  Lord of Leg-end-ale. Ev' ry-one kneel! Greet the Lord of Leg-end-ale.

JANSEN (*shouting*)
A key to every door in
the kingdom!

Jan. 

Pno. 

97

New. Such a big deal! Oh! _____

Fan. Such a big deal! Oh! _____

Sir. Call me Lord of Leg end-ale,

Andy Call me Lord of Leg end - ale. _____

Jan. _____

Every weapon and magic spell in existence!

Pno.

101

New.  Oh! _____

Fan.  Lord of Leg-end-ale. _____ Oh! _____

Sir.  Lord of Leg-end-ale. _____ I'll be Lord of Leg-end-ale. _____

Andy  I've got-ta win! I'll be Lord of Leg-end-ale. _____

Jan.  A One Hundred THOUSAND dollar cash reward! For a thousand points..  it can all be

Pno. 

105

New. *f* $\overset{3}{\curvearrowright}$ $\overset{3}{\curvearrowright}$
 Let the con-test be-gin!

Fan. *f* $\overset{3}{\curvearrowright}$ $\overset{3}{\curvearrowright}$
 Let the con-test be-gin!

Sir. *f* $\overset{3}{\curvearrowright}$ $\overset{3}{\curvearrowright}$
 Let the con-test be-gin!

Andy *f* $\overset{3}{\curvearrowright}$ $\overset{3}{\curvearrowright}$
 Let the con-test be-gin!

Jan. *f* $\overset{3}{\curvearrowright}$ $\overset{3}{\curvearrowright}$
 yours! Let the con-test be-gin

Pno.

110

New.

Fan.

Sir.

Andy

Jan.

Pno.

(Nothing happens.)

(Nothing happens.)

eye roll, sigh...

(Chaos erupts.)

annoyed...

now! Let the con-test be-gin NOW. RIGHT NOW.

8va

ff

4. Lord Of Legendale Andy's Reprise

Stately
♩=120 (Steve pushes Andy's rolling chair into the conference room.)

Andy

Piano

mf

4

Perc.

But my av-a-tar!

Pno.

f *ff* *f*

The musical score is divided into two systems. The first system features a vocal line for 'Andy' and a piano accompaniment. The piano part has a treble clef with a key signature of one flat and a 3/4 time signature. It begins with a *mf* dynamic and includes several triplet markings. The bass clef part consists of simple chords. The second system features a percussion part with a snare drum pattern and a piano accompaniment. The piano part has a treble clef and includes dynamic markings of *f*, *ff*, and *f*. The bass clef part continues with chords. The percussion part is marked with a '4' at the beginning and includes the lyrics 'But my av-a-tar!'.

5. Nothing In Common

Poco rubato

♩ = 112

[Cue:
ANDY
Well, anyway,
today's
almost over.]

ANDY
Thank God it's Friday, huh? The weekend awaits! So what do you do when you're not working?

Piano

A bit faster

6 ♩ = 124 *molto leggiero*

Pno.

DIALOGUE 1

DIALOGUE 1

BETH (*not understanding*)
I go home.

ANDY
No, I meant -- for fun.

BETH
I like yoga.

ANDY
Me too! Not that I've done it,
but the general concept
seems - interesting.

BETH (*disappointed*)
Oh.

Pno.

14

BETH *mf*
I don't un-der - stand him at all.

ANDY *mf*
Noth-ing in com-mon,

Pno. *p*
mf bring out bottom staff throughout

17

Beth
Noth-ing in com_mon,

Andy
I

Pno. *p* *f* *p*
f *mf*

20

Beth *f* When peo-ple work to- geth. er__ ev'_

Andy *f* might as well talk to the wall.__ When peo-ple work to- geth. er ev'_

Pno.

23

Beth — ry day, they should have some con-nect ion, or some thing to say,_ but he's got

Andy — ry day

Pno.

26 *mf*

Beth
noth-ing in com mon, noth-ing in com_mon with

Andy
mf
noth-ing in com_mon, noth-ing in com_mon with

Pno.
a little more tender
pp
mp

DIALOGUE 2

ANDY
Hey, have you seen that movie that opened last week?

BETH
The one based off the comic book?
How was it?

ANDY
Actually, I was hoping you'd seen it.

BETH
I don't really get the whole superhero thing.

ANDY (*shocked*)
... What?!

29 **DIALOGUE 2**

Beth
me.

Andy
me.

Pno.
fp PPP

33

Beth

Andy

Pno.

mf

Noth-ing in com mon,

mp *p*

mp

37

Beth

Andy

Pno.

mf

Noth-ing in com_ mon,

it is-n't my fault_ she's so meek.

6/4

39

Beth

Noth-ing in com_mon, I guess I'm not his_kind of geek.

Andy

Noth-ing in com_mon,

Pno.

42

Beth

f I bet his head is full_ of codes_ and stats.

Andy

f I bet her

Pno.

45

Beth

Andy

Pno.

house is home to an ar-my of cats, and she has noth-ing in com.mon,

mf

more tender

pp

48

Beth

Andy

Pno.

noth-ing in com mon, noth-ing in com mon Al - ways temp ing al_

mf

f

noth-ing in com mon at all.

f

ff

51

Beth

Andy

Pno.

very steady...

f

p

mp

ways new, they al - ways think I'm shy. — But by the time I get to know

55

Beth

Andy

Pno.

f

ff

_ him, I'll be tell - ing him_ good - bye.

Ev - en if_ I screw_ up bad, she

59

Beth

Andy

Pno.

...to com

won't be here_ for long,_ so it's not too late,_ to com

f *mp* *f* *mp*

bring out top line

ff

62

Beth

Andy

Pno.

mun - i - cate._ It's not too late,_

mun - i - cate._ It's not too late,_ to get her num ber.

molto rit.

mp *falsetto; tentative*

sim. *f* *mf*

ff *ff* *ff*

a tempo

65 *tr* SAFETY

Pno. *ppp* DIALOGUE 3 *mp* *p* [Repeat until "Yes!"]

DIALOGUE 3	ANDY N-never?	ANDY Yeah, same here.
ANDY (<i>quickly</i>) So, after work...	BETH Sometimes I am, but not tonight.	BETH But I thought you said you weren't.
BETH (<i>just as quickly</i>) Yes?	ANDY It's ok. I'm busy too.	ANDY I thought you said <i>you</i> weren't.
ANDY (<i>etc.</i>) I mean, I'm sure you're probably busy Fridays...	BETH I mean I'm <i>not</i> busy tonight.	BETH Well, are you or aren't you?
BETH No.		ANDY Yes!

73

Beth *p* What the hell was_ that?

Andy *mp* What the hell was_ that? And

Pno. *ppp* *pp*

77

Beth *f*
Noth-ing in com_ mon.

Andy *f*
now she must think I'm a creep.

Pno. *p* *f*

79

Beth *mf* *f* *mf* *mp*
A - ny - way, — I'd prob_ a - bly bore_ him to sleep. — It's like I'm

Andy
It's like I'm

Pno. *mf* *f* *mf* *mp*

82

Beth
stuck re - liv__ ing fresh__ man year. We've gone from bad to worse, it's pain

Andy
stuck re - liv__ ing fresh__ man year. It's pain

Pno.
p
mp
mf

85

Beth
__ ful-ly clear. Sil - ly and hope-less. We're

Andy
__ ful-ly clear_ that this is per-fect-ly point-less. We're

Pno.
mp
pp
mp
f
more tender

88 DIALOGUE 4

Beth
dif' rent as peo ple can be. _____

Andy
dif' rent as peo ple can be. _____

Pno.
mp *ff* *pp*

DIALOGUE 4

STEVE
Beth--in my office! Andy, I want you here early Monday morning--no excuses, no sick days, no dead parents or pets! And if I seem a *little* on edge, it's because every single running back on my fantasy team is injured, or in jail, or both! Now, OUT!
(Steve exits)

ANDY
God, I hate this job.

BETH
Me too.

92

Pno. *ff*

[OFF for:
"it's because..."]

Slower
♩ = 88
mp

96

Beth

Some-thing in com_ mon,

Andy

Slower
♩ = 88
tender

(lightbulb...)

Pno.

[**HOLD** for "...every single running back..."
"God I hate this job."
"Me too."]

p *pp*

Almost back to Tempo I
♩ = 110

99

Beth

One thing in com_ mon with

Andy

mp

Some-thing in com_ mon, one thing in com_ mon with

Almost back to Tempo I
♩ = 110

Pno.

ppp *very delicate pp*

103

Beth

me.

(Beth exits.)

Andy

me.

(Andy turns around again, ready to ask her out, but she is gone.)

(Andy grimaces.)

Pno.

SAFETY

ppp

pp

6. I've Got A Rock

Playful, rubato
♩ = 130 *mf*

Zelayna

You see a rock and you piss and moan, and you want to quit the game.

Piano

mf

5 Zel **molto rit.** *f*

I see this rock as a step - ping stone, to

Pno.

8 Zel *sp*

vict - o - ry and fame.

Pno. *p*

11 Slowly finding the groove **accel.**

p

Zel. *I've got a rock a use - ful rock. If you put it down and call it dull pro-*

Pno. *p*

15 Full steam ahead *mf* *mp*

mf *mp*

Zel. *tect your skull be-fore I clean your clock. Don't knock my*

Pno. *mf* *mp*

♩ = 145

18 *mf* *mp*

Zel. *rock be-cause it's mine. I could fi - le down the sharp-est edge and*

Pno. *mf* *mp*

21 *mf* *f*

Zel

make a wedge to bu-ry in your spine. We could strike it for a spark if I'm

Pno. *mf* *p* *f* *8va*

24

Zel

wand' ring in the dark, break the lock on an - y heav-y dun-geon door. We could

Pno. *8va*

27 **poco rit.**

Zel

build a might-y wall stand-ing fif - ty stor-ies tall.

Andy

8 **poco rit.** *loco* If we

Pno. *mp*

a touch slower
 ♩ = 130

Zel *p*
 And that's not

Andy
 on-ly had a hun-dred thous-and more. *8va loco*

Pno.
8vb loco

Slowly finding the groove again

Zel *accel.*
 all this rock can do. It's the fin-est weap-on of its kind but

Andy *sarcastic*
 Oh I bet. Pray tell. *accel.*

Pno.
p

Full steam ahead
 ♩ = 145

Zel *mf* *f*
 keep in mind its fate is up to you. You couldwish for some-thing bet-ter but there's

Pno.
mf *f*

38

Zel *f*
noth-ing else in stock, so don't be snide, as sert with pride...

Andy
I've got a

Pno. *mf* *p* *mp*

41

Zel
ZELAYNA
That's the spirit.
Someone's coming!
Quick, hide me!

Andy
ANDY
Look, I still don't think...
rock.

Pno.

44 (Newbie enters, with a small knife) **NEWBIE** *mp*

New. *pp*
I've got a knife a dead - ly knife. If you

Pno. *mf*

47

New. *f*

tease me cause my blade is short, I might re-tort by short-en-ing your life.

Pno. *p* *mf*

50

New. *mp*

And with this knife I fear no fears; once I

Pno. *p* *pp* *mf*

53

New. *f*

fric-a-ssé my fool-ish foes I'll take their toes to sell as sou-ve-nirs And I'll

Pno. *mp* *mf*

56

New. *mp*

roam this world for-ev-er spread-ing mis-er-y and strife. I'm in the zone, I've got a

Pno. *f*

59

Zel. *mf*

(Zelayna smacks him over the head with the rock.) (He falls down dead. She collects his knife.)

I've got a stone.

New. *mf*

knife... huh!

Fan. *mf*

(Fanboy enters, with a medium-size sword)

Pno. *p* *mf*

63

FANBOY *mf*

I've got a sword, a se - xy sword. I could

Pno. *p* *mf*

8^{vb}.....| loco

66

Fan. *f*

slice you o-pen neck to nuts and use your guts for pup pets when I'm bored. Think of

Pno. *mp* *mf*

69

Fan. *f*

all the heads I'll sever and the treasure I'll shall hoard before I'm through. I've got a

Pno. *mp* *f*

72

(Zelayna kills him with the knife.) (She collects the sword.)

Zel. Now I do too. You can win a doz-en duels with the

Fan. sword... *Aaack!*

Pno. *mp* *f* *8va*

76

Zel
sim-pl est of tools. You see? Once you

Andy
Who knew con fi-dence could make us such a threat?

Pno.

(8)

79 **molto rit.**

Zel
give your self a chance, see how quickly we ad vance, till we're tak ing on our big gest chal lenge

Andy
till we're tak ing on our big gest chal lenge

Pno.

loco **molto rit.**

f

Slower, clunkier
♩ = 115

82

Zel
yet...

Andy
yet...

(Sir Sarcasm enters with a huge battle axe) **SIR SARCASM**
f

Sir.
I've got an axe, a big ole axe. All I

Slower, clunkier
♩ = 115

Pno.

*Slowly gliss. higher and higher.
On a long downward gliss Sir
Sarcasm enters at last.*

**Picking up speed,
but still clunky**
accel. ♩ = 130

86

Sir.
need to do is swing and then a hun-dred men go fly ing on their backs.

Pno.
mf

89 *(Zelayna hacks away at the armor, to no avail)*

Sir. Oh no you don't, my cle-ver friend. Since I'm

Pno. SAFETY *mf* *f*

92

Sir. wear-ing tons of heav y steel I rath-er feel your day is at an end. Yes there's

Pno. *f*

95

Sir. noth ing on your per son that my ar mour can not block. So just re - lax, and face my

Pno. *f*

98

Zel

Sir.

Pno.

I've got a rock!

axe, I've got an axe!

(She throws the rock; upon impact, Sir Sarcasm tumbles backwards from the weight of his own armor...)

black & white cluster

(Zel dusts off her hands, and takes hold of the axe.)

102

Zel

Andy

Pno.

Loose, lazy

$\text{♩} = 95$ *p* *poco rubato*

Take my ad - vice, quit think ing

ANDY Holy crap.

Loose, lazy

$\text{♩} = 95$ *mp* *poco rubato*

p

Ped.

106 **accel.** .. - - - - -

Zel *—* small. It might be just a rock, a dull and

Andy *p* It might be just a rock,

accel. .. - - - - -

Pno.

109 **A bit faster** $\text{♩} = 110$ **accel.** .. - - - - - **Faster still** $\text{♩} = 135$

Zel dust y rock, a smooth and sand-y rock.

Andy *mp* a cool and crust-y rock, a real ly

A bit faster $\text{♩} = 110$ **accel.** .. - - - - - **Faster still** $\text{♩} = 135$

Pno.

112

mf

Zel Ho oh oh oh Ho oh oh oh

Andy hand-y rock. Ho oh oh oh

mf

gradually shorter and punchier...

Pno. *mp*

116

accel. **Even faster** *f* ♩=150

Zel Ho oh oh oh Ho oh Hoo hoo

Andy Ho oh oh oh Ho oh oh Oh

accel. **Even faster** ♩=150

Pno. *mf*

119

Zel *ff*
oo oh oh oh oh oh Hey hey It's

Andy *ff*
oh oh oh oh oh Hey hey

Pno. *f*

123

Zel *mf*
just a rock, a stu-pid rock, a harm-less rock a

Andy *mf*
an awe-some rock a knock out rock a kil ler rock

Pno. *mf*

126

f *ff*

Zel
bor-ing rock but just one rock can win it

Andy
a clas-sic rock can win it *f*

Pno.

129

Zel
all! ZELAYNA
(cheerily)
Nope! *(she brings his axe down on his head)*

Andy
all!

Sir.
SIR SARCASM
Mercy!!

Pno.

7. My Little World

A little music box waltz

♩=170

Piano

The piano introduction consists of two staves in 3/4 time. The right hand features a series of chords, each with a dotted quarter note followed by an eighth note, creating a music box effect. The left hand plays a simple bass line with quarter notes. Dynamics include *pp* and *p*.

*Tempo is fluid throughout,
and slowly gains momentum.*

mp **poco accel.** . . ♩=174

Jansen

8

The clouds are al - ways fluf-fy and bright, they spark - le with light in

Pno.

The piano accompaniment for the first line features chords in the right hand and a bass line in the left hand. Pedal markings are present under the bass line. Dynamics range from *mf* to *mp*. The tempo is marked *poco accel.* with a metronome marking of ♩=174.

poco rit. ♩=170

Jansen

15

my lit-tle world. The hills and dales are lusc-ious and green,

Pno.

The piano accompaniment for the second line continues with chords and a bass line. Pedal markings are present. Dynamics include *mf*. The tempo is marked *poco rit.* with a metronome marking of ♩=170.

21 **poco accel.** . . ♩=174 **poco accel.** . . ♩=178 *mf*

Jansen

so per - fect-ly clean in my lit-tle world The sun il -

Pno.

28 *f*

Jansen

lu-mi-nates ev' - ry glen and clear - ing, each ray a day's worth of

Pno.

35 **rit.** ♩=170 *mp* **poco accel.** . .

Jansen

care - ful en - gi - neer - ing. And soon the moon looks down from up

Pno.

♩=174

42

Jansen

high, and so do I at my lit-tle world

mf *p*

Pno.

mf *p*

(do not rearticulate two outermost notes on repeat)

DIALOGUE 1

MARKETING LACKEY
Mr. Jansen, sir!

JANSEN
Well, how'd I do? Did my little announcement
make waves?

MARKETING LACKEY
You're not going to believe this. 12.8 million hits!

JANSEN
(*nonchalantly*)
Not bad, not bad.

MARKETING LACKEY
Sir, at this rate, Lord of Legendale is on track to
become the most popular online tournament of all time!

JANSEN
I know, I know--as a promotional stunt, this
tournament was an incredible stroke of towering
genius. But the players themselves deserve some
of the credit.

MARKETING LACKEY
(turning to leave)
Sir...I have a little boy at home who wants to be
just like you when he grows up.

JANSEN
Well, tell him--so do I.

DIALOGUE 1

49

Jansen

If I see a tree with a ti - ny

poco accel. ♩=178 *f* *Getting carried away!*
Possibly dancing.

Pno.

mf

56

Jansen

flaw, then I slave all day on the tree I saw. I can tweak it or

Pno.

62

Jansen

turn it, e - rase it or burn it, the choice feels odd - ly close to

Pno.

molto rit. .

8^{va} loco

ENGINEERING LACKEY
 Ahem, Mr. Jansen, sir.

JANSEN
 (quickly regaining his composure, embarrassed)
 Yes?

68

Jansen

god - - ly!

Pno.

8^{va} loco

pp

rubato

cascading into the next bar so that the sound never stops...

a tempo

$\text{♩} = 170$

ENGINEERING LACKEY

I just got an update from my team. You know how you made the bold decision to launch the tournament before—ahem—we were completely finished debugging it?

71

Pno.

JANSEN

Are you saying I made a...mistake?

76

Jansen

SAFETY

...mis - take?

(A silence that lasts way too long...)

Pno.

DIALOGUE 2

ENGINEERING LACKEY
(gulping)
 No, sir. Not at all. But, uh--
(music begins)
 there's a possibility that a few glitches may have escaped their attention.

JANSEN
(relaxing)
 Ha! Calm yourself. There are no glitches in Legendale. There can't be.
 But just to make sure-- forward the report to me, and I'll conduct the final
 round of testing myself.

ENGINEERING LACKEY
(turning to leave)
 You're an inspiration to every one of us, sir.

JANSEN
(waving him off)
 Yesyesyesyes...

*(ENGINEERING LACKEY exits. Jansen returns his attention to the
 map once more.)*

poco accel.
mf

81 **DIALOGUE 2**

Jansen

The

SAFETY

Cue:
 No, sir.
 Not at all.
 But, uh--

[Music
 returns]

pp

(do not rearticulate two outermost notes on repeat)

Taking off with fresh vigor

88 $\text{♩} = 178$

Jansen *f*

Leg - en - dal - ers bat - tle and play, they're hap - py to stay in my lit-tle

Pno. *mp* *mf*

95 *mp* *mf* *mp*

Jansen

world. Through thick and thin, they fol-low their quest, con - tent - ed and

Pno. *mf* *mp*

102 *poco accel.* $\text{♩} = 182$

Jansen *mf* *mp* *mf* *f*

blessed in my lit-tle world. I give them all the ad - ven - tures

Pno. *mf* *mp* *mf* *f*

109 *mf* *f*

Jansen they re - qui - re the glo - ry and the suc - cess their souls de -

Pno.

116 *rit.* *p* *mf* ♩=178

Jansen si - re Though most will fail, they're wel - come to try to live and

Pno.

123 *f* *poco accel.* *mf* ♩=182

Jansen die in my lit - tle world!

Pno.

130

Jansen

Pno.

135 *p* *(Lights Dim. JANSEN puts his feet up on his desk and stares lovingly up at his creation.)*

Jansen

My world. _____

Pno.

pp

Ped. _____ *ppp*

8. Am I Dreaming?

[Cue:
ANDY
Trust me, nobody's
gonna get the drop
on you while I'm
around.]

Wistful, delicate

♩ = 78 *mp*

Andy I re

Piano

molto rubato *p* *pp* *mp* *pp*

8^{va} loco 3 3 8^{va} loco

5

Andy

mem ber this. I re mem-ber how to feel like a man who can be con-fi-dant and

Pno.

p *p* *p*

8

Andy

strong. If she's just a dream, then why is it so real? This ex-

Pno.

mp

11 *mf* *mp* *3*

Andy cite-ment that I've missed for far too long? And I hope it lasts, if for

Pno. *mf* *p* *legato throughout* *p* *Red.*

14 *mf* *3* *p*

Andy just a - noth-er day and does - n't slip a - way be - fore the dawn.

Pno. *mp*

16 *mp* *3*

Andy Am I dream-ing?

Pno. *p* *p* *mp*

18

Andy

Am I sleep - ing? When I wake will she be gone?

Pno.

20

Andy

I can see her

Pno.

22

Andy

ly - ing near me, Does she know I'm look - ing on? _

Pno.

24 *mf*

Andy All at once the

Pno. *mf*

gliss.

26

Andy world is diff - 'rent from the world I thought I

Pno.

28 *mp*

Andy knew, and I would rath - er

Pno.

30

Andy

dream for - ev - er than a - wak - en with - out

Pno.

32 *mf*

Andy

you. It has

Pno.

f

mf

34

Andy

been so long since I've made it through the day - with-out

Pno.

36

Andy

giv - ing in to ev - 'ry lit - tle fear. Now I'm

Pno.

38

Andy

not a - fraid of the mon - sters in our way, cause to-

Pno.

40

Andy

night the road a - head is fin - 'ly clear.

poco accel.

Pno.

Pushing forward

42 $\text{♩} = 83$ *f*

Andy *Am* I dream-ing? Can you see me?

Pno.

44

Andy Can you hear me call your name?—

Pno.

46

Andy You are bold and full of cour-age,

Pno.

48

Andy

are you lone - ly just the same?

Pno.

50

mp
tender

Andy

You may van - ish in - to noth - ing

Pno.

mp

52

poco rit.

Andy

when this cra - zy night is through, but

Pno.

54 **a tempo**

Andy *I would rath - er be this cra - zy*

Pno. *p* *mf*

56

Andy *than be nor - mal with - out you.*

Pno. *p* *mp*

58 **SAFETY**

Andy

Pno. **[VAMP until "Andy?"]**

59 SAFETY

Pno.

pp DIALOGUE 1 *pp*

DIALOGUE 1

(FANBOY enters, clad in a large black cloak and fangs. He silently creeps towards the sleeping ZELAYNA.)

ZELAYNA
(half asleep, motionless)
Andy?

ANDY
Yes, Zel?

ZELAYNA
Correct me if I'm wrong, but, isn't that a level nine vampire heading right for me?

ANDY
Oh! Right. Uh...let's see, what about a storm spell?

(He presses a button. SFX: A mighty whoosh of wind. The vampire's cloak billows as it catches the gust; he staggers and flails backwards offstage, screaming.)

VAMPIRE
Agghhhhhhh!!!!!!!

ZELAYNA
Nice work.

ANDY
Don't mention it.

63

Andy

p Am I dream-ing? Are you al - so?

Pno.

66

Andy

Is this fan - ta - sy your own? — If I woke you

Pno.

69

Andy

from your slum - ber, would you find your - self a - lone? _

Pno.

72

Andy

I could stay a - wake for ho - urs just to make our dream come

Pno.

Red.

75 rit.

Andy *true, but I would rath-er stay in your world than in my world with-out...*

Pno.

ANDY
 Huh?! There's no way it's-- *(checks his phone)*
 MONDAY MORNING?!
(ANDY runs all over the apartment, throwing on his jacket and tie and spraying himself with deodorant. Then he runs over to his laptop and closes it. Immediately, the game-world area [including the sleeping ZELAYNA] goes dark.)

(ANDY slowly walks to the front door. Before he leaves, he pauses, staring at the darkened space where ZELAYNA was lying.) [MUSIC OFF]

79 mp

Andy *I don't*

Pno. *SAFETY*
dreamy
Red.

82 *(He exits.)*

Andy *know if I can do this with-out you.*

Pno. *pp*
Red.

9.
Song of the Dark Troll

Heavy, Vicious
Presto ♩=200 *larger than life, and loving it... f*

Dark Troll

SAFETY Nerds!

Piano *mp* *mf*

6

Dark Troll

Nerds! Are you man e-nough to meet me? Do you think you will de

Pno.

10

Dark Troll

feat me? Come face your doom. Geeks! Freaks!

Pno.

15

Dark Troll

Aren't you real-ly sit-ting limp - ly? Fat and pit-i-ful and pimp - ly

Pno.

19

Dark Troll

in-side your room? Are you hap py with the choic-es you have

Pno.

24

Dark Troll

made? I drive an Es-ca-lade. You make pen-nies pump-ing

Pno.

29

Dark Troll

oth er peop les' gas. I'm filth y rich and k - ick ing your ass.

Pno.

34

Zel. **ZELAYNA** *mf*

Ho -ly shit this guy is good.

Andy **ANDY** *mf*

Ho -ly shit this guy is good.

Dark Troll **DARKTROLL** *f*

Dorks! Dorks!

Pno. *mf*

39

Dark Troll

I'm the one you've all been fear - ing. Can you see the end is near - ing?

Pno.

43

Dark Troll

Come taste my blade. Fools! Tools!

Pno.

47

Dark Troll

Are you hap-py with your place-ment? Liv-ing in your moth-er's base-ment

Pno.

51

Dark Troll

not get-ting laid? Sad vir - gin - i - ty is all your fut-ure

Pno.

56

Dark Troll

holds. I'm bang-in' cen-ter-folds. You watch porn to make the

Pno.

61

Dark Troll

lone-ly ho-urs pass. Watch me get off by k - ick-ing your ass.

Pno.

66

ZELAYNA *mf* *mp*

Oh my god I'm gon-na die. Ho - ly

ANDY *mf* *mp*

Oh my god I'm gon-na die. Ho - ly

Pno.

71

Zel. *mf*
crap is he for real? — Oh ho - ly crap who is this guy?_

Andy *mf*
crap is he for real? — Oh ho - ly crap who is this guy?_

Pno.

77

Zel. *mf*
O M F G what is his deal? — O M F

Andy *mf*
O M F G what is his deal? — O M F

GAMERS:

mf
O M F G what is his deal? — O M F

Pno.

83 **accel.**

Zel. G we're gon - na die!

Andy G we're gon - na die!

Gamers G we're gon - na die!

Pno.

88 **Faster** f $\text{♩} = 210$

Zel.

Andy **f** What? Hey!

Gamers **f**

Dark Troll **f** Girl! Girl! What's a wo-man do-ing

Faster $\text{♩} = 210$

Pno. *gliss.* **f**

92

Zel.

Andy

Dark Troll

Pno.

in here? Can't you see I want to win here, not score a

96

Zel.

Andy

Dark Troll

Pno.

Not int'-rest ed.

No... Ow!

date? Miss! miss! What's the use of ev-en try - ing?

101

Zel.

Andy

Dark Troll

Pno.

You're a real piece of work!

Girls are on ly good at dy - ing! You're se-cond rate!

105

Zel.

Andy

Dark Troll

Pno.

Do you think that you be - long in Leg-end - ale? "oop-sies I

110 *p* *mf*

Zel. Oo...

Andy

Gamers **GAMERS**
all three, in falsetto *p* *mf*
Oo...

Dark Troll *3*
broke a nail!" You're un - fit to face a fight-er of my class, so

Pno.

115 *mf* *f* *mf*

Zel. Ho - ly crap is he for real?

Andy *f* × Die!

Gamers *same splits as before; belting where possible* *mf*
Ho - ly crap is he for real?

Dark Troll *f*
Girl! Girl! What's a wo-man do-ing in here?

Pno. *f*

119

Zel. Oh ho - ly crap. You're such an ass.

Andy

Gamers Oh ho - ly crap who is this guy?_

Dark Troll Can't you see I want to win here, not score a date?

Pno.

123

Zel. O M F G what is his deal?

Andy (fighting sounds) x

Gamers *f* O M F G what is his deal?

Dark Troll Miss! What's the use of ev-en try - ing?

Pno.

FREEZE ACTION
 Steve enters.
 Dialogue. (See book)
UNFREEZE

128

Zel. *O M F G we're gon - na die!*

Andy *(fighting sounds)* *Huh!*

Gamers *O M F G we're gon - na die!*

Dark Troll *Girls are on-ly good at dy - ing! You're se-cond rate! You're un -*

Pno.

133 **accel. . . . Prestissimo ♩=250**

Zel. *fit to face a fight-er of my class. My time is tick-ing.*

Gamers

Dark Troll

Pno. **accel. . . . Prestissimo ♩=250**

138

Dark Troll

Come take your lick-ing. I hope the les-son's stick-ing while I'm kick - ing —

Pno.

143

Dark Troll

— your ass! —

Pno.

10. Epic Win

Allegro ♩=145 **poco accel.** **f** ♩=155

Andy

Piano

Ho - ly

Zel

ZELAYNA **f**

Hey _____ yeah

Andy

crap, we just ab - so - lute - ly crushed it.

Pno.

Zel

Hey _____ yeah _____

Andy

Ho - ly hell, what a bat - tle we just

Pno.

10

Zel

we fought!

Andy

fought. And I'll be Lord of Leg-end ale!

Pno.

13

Zel

Lord of Leg-end ale! Oh

Andy

I'll be

Pno.

mp

p

16

Zel

Lord of Leg-end ale! Oh

Andy

Lord of Leg-end- ale! Lord of Leg - end- ale!

Pno.

mf

mp

19

Steve

Zel

Andy

Pno.

f

Lord of Leg-end ale!_

f

Lord of Leg - end- ale!_

mf *f*

You're fired.

Dragging ♩=130

23

Andy

Pno.

mf

'Cause Leg - end - ale is all I've

poco accel. . . .

27

Andy

Pno.

f

got.

♩=155

11. Taking Control

Wistful
♩=125

Piano

pp

p

mp

3

Pno.

5

pp

Pno.

mf

Ped.

mp

8^{va}

loco

3

(alternate left hand part)

(preferred left hand part)

pp

Ped.

The musical score is for a piano piece titled 'Taking Control' (No. 11). It is in a wistful mood with a tempo of 125 beats per minute. The key signature has two flats (B-flat and E-flat). The score is divided into four systems. The first system is for a piano and includes dynamics *pp* and *p*. The second system is for piano and includes a triplet of eighth notes. The third system is for piano and includes dynamics *pp* and *mf*, with a pedal marking. The fourth system is for piano and includes dynamics *mp* and *pp*, with an 8va marking, a loco section, and two alternative left-hand parts. The piece concludes with a final pedal marking.

9 *pp*

Pno.

mf

Ped.

11

Pno.

mf

DIALOGUE 1

SIR SARCASM What did you find out?	FANBOY She's awesome.
FANBOY Not a thing, Bro-bocop. I've been on every single Legendale message board and blog in existence. No one's sure <i>who</i> she is.	NEWBIE (sighing) Totes awesome!
NEWBIE Whoever she is, she's a hashtag genius! Exploding three Zombots and then <i>punching</i> out a Bogster?!	SIR SARCASM You guys are wannabes. <i>I</i> was killed by Zelayna before it was cool!
SIR SARCASM Lucky thing I recorded the whole fight on video. It's the most epic win of all time...	

13

Pno.

Allegro ♩ = 155

DIALOGUE 1

f *mf* *mp*

16

Pno.

19

Pno.

SAFETY

21

Pno.

Cue: "killed by Zelayna before it was cool."

24

New.

Fan.

Sir.

Pno.

mf

She burst on the scene and went to town, Zel - ay-na is real.

27

New.  ly on a roll. Just watch as she takes

Fan.  ly on a roll. Just watch as she takes

Sir.  ly on a roll. Just watch as she takes

Pno. 

29

New.  op - po_nents down, she's tak-ing con trol.

Fan.  op - po_nents down, she's tak-ing con trol.

Sir.  op - po_nents down, she's tak-ing con trol.

Pno. 

DIALOGUE 2

(While fighting)

ANDY

...and it was viewed more than 8 million times! Can you believe that? 8 million views in only two weeks!

ZELAYNA

(yawning)

Um...neat?

ANDY

Not to mention all of the comments people left underneath, which were overwhelmingly positive and only occasionally racist! Don't you know what this means? You've gone viral!

(Zelayna kills an opponent.)

ZELAYNA

Viral? Is that bad? It sounds bad.

ANDY

No, it's great! Gamers have created Tumblrs and parody Twitter accounts devoted to you. They've formed tribute bands and written slash-fiction in your honor...Zelayna, you are a full-blown MEME!

ZELAYNA

I have never heard so many nonsensical words in my life. And I live in Legendale.

(SFX: Bzzzt! Zelayna disarms an opponent with a spell. The three gamers sing again...)

32 **DIALOGUE 2**

Pno. *p*

35

Pno.

38

Pno.

41

Pno.

44

Pno.

47

Pno.

51

Pno.

SAFETY

Cue: "And I live in Legendale."

ff

55

New.

Fan.

Sir.

Pno.

mf

mf

mf

mf \rightarrow *mp*

From way in the back__ to near the top,__ Ze - lay-na has made

From way in the back__ to near the top,__ Ze - lay-na has made

From way in the back__ to near the top,__ Ze - lay-na has made

58

New. *8*
 — first place_ her goal._ Who knows if she's ev__ er go__ na stop?

Fan. *8*
 — first place_ her goal._ Who knows if she's ev__ er go__ na stop?

Sir. *8*
 — first place_ her goal._ Who knows if she's ev__ er go__ na stop?

Pno.

61

New. *8*
 — She's tak-ing con trol._

Fan. *8*
 — She's tak-ing con trol._

Sir. *8*
 — She's tak-en con trol._

Pno.

mf p

gliss.

DIALOGUE 3

(While fighting)

ANDY
Zel, I just got a call from the office. They want me to take home everything I left at my workstation, or it'll get thrown out.

ZELAYNA
You want to *leave*?

ANDY
Believe me, I'm not thrilled—Zel!

ZELAYNA
I got it.

(SFX: TWING. She shoots an arrow skyward.)

ZELAYNA
I'm not thrilled about going back. But I want to pick up my last paycheck before it gets tossed in the mail. I don't have that hundred grand yet, you know.

(SFX: BOOM. A body falls from the sky.)

ZELAYNA
Wait until the end of the day, wouldja? We're almost in second place.

ANDY
And miles behind the Dark Troll.

ZELAYNA
Well, that's—ooh look!

VOICEOVER
You have found one charm potion.

ZELAYNA
I always wanted to try one of these.

(She gulps down the potion.)

64 **DIALOGUE 3**

67

70

73

Pno.

76

Pno.

79 SAFETY

Cue: "I always wanted to try one of these." (She gulps down the potion)

Pno.

p

82

Pno.

ZELAYNA
Ooh cherry.

ppp

86

ANDY
Wait, what happens now?

FANBOY
DIE ZELAYNA!

ZELAYNA
Watch this!

[SEE NEXT SCORE]

Pno.

ff

cres.

(Zel. strikes a pose)

12. Surrender

(Arrangement
consult from
Brad Whiteley)

Sultry Swing
♩ = 95

Zelayna

Piano

ff (Zel. strikes a pose)

8^{vb}

Zel.

Pno.

6 *mp*

I saw you com-ing from a mile a way,— in— such a hur-ry, but I

Pno. *p*

loco

9

Zel. hope you'll stay, I know a game that's lots of

Pno. *mp*

ped.

11

Zel. fun to play, why don't you sur - ren - der to me?_

Pno. *mf* *f*

13

Zel. You're so much cut - er than the

Pno. *mf* *f* *p*

15

Zel. *3* oth - er guys. — So sweet and trust - ing, — *3* with those

Pno.

17

Zel. — help - less eyes, — the per - fect height to cut you

Pno. *3* *mp* *mf*

19

Zel. *3* down to size, why don't you *3* sur - ren - der to — me. —

Pno. *f* *ff* *f*

22 *f* 3 3 3 3

Zel. Come on ba_ by, let me hold you_ tight. Per-haps I'll nev-er_ let you

Pno.

25 3 3

Zel. go, oo oh I could squeeze you in my

Pno.

27

Zel. arms all_ night, this school girl crush_ will turn you to mush.

Pno. *ff*

30 *subp*

Zel. *3* *3*

So let your guard down for a cozy tryst,

Pno. *subp*

3 *3*

32

Zel.

I've got some moves a man can not resist,

Pno.

3 *3*

3

34 *mp* *mf* *p*

Zel. *3* *3* *3*

And when it's over you'll be dearly missed, after you surrender to me.

Pno.

37 *f*

Zel.

ff

ff

(Zelayna and Newbie dance)

40 (spoken playfully, in time)

Zel. En garde!

ff

44

Zel. Tou-ché

ff

47

Zel. ||

Pno.

50

Zel. ||

Pno.

53

Zel. *mf*

You're on the run, but Babe I

Pno. *ff* *very deliberately* *f*

F

55

Zel. *love the chase, there's no de-fense a-against a pret-ty face,*

Pno.

58

Zel. *and once I trap you in a warm em-brace you're gon-na sur-ren der to me.*

Pno.

61

Zel. *Come on lov-er - boy, lay*

Pno.

63

Zel.

 down your arms. — These arms are strong e-nough for two..

Pno.

65

Zel.

 You're no match for my a -

Pno.

67

Zel.

 bun-dant_ charms. With one last_ thrust, I'll grind you to dust!

Pno.

79

Zel. *ren der to me! Sur - ren- der*

Pno. *ff*

82

Zel. *to me. Sur - ren - der to me.* *mp*

Pno. *f*

84

Zel.

Pno. *p* *pp* *ff*

[Cue:
Head rolls onto stage]

13. Anticipation

Lively and Light
Presto ♩ = 160

Andy *mp*
Who'd have thought she'd say yes?_

Piano *p*
short but not staccato
pp *p* *pp* *p*

Andy *pp*
I con - fess_ I was_ n't sure_ she would. I brought it up_

Pno. *pp* *ppp*

Andy *p* *mp*
full of doubt and found my-self ask_ ing her out like it was noth-ing at all!

Pno. *p* *mp* *gliss.*

11

Andy

Pno.

14

Andy

mf

Should I shave?_

Pno.

pp

16

Andy

8

Could-n't hurt. Where's the shirt I don't look chub_ by in? I'm

Pno.

19 *f*

Andy *8* such a nerd, ev-en so, she sounded so eag er to go! And

Pno. *mf*

23

Andy *8* when it seems like the date is go ing well,

Pno.

25

Andy *8* I'll tell her my a va - tar is Zel, and that'll blow her a - way!

Pno.

DIALOGUE 1

ZELAYNA
Well, someone's in a good mood.

ANDY
Can't talk long--I have a date!

ZELAYNA
What? Now that we're in the top ten, I can't have you stepping away from the computer to push somebody else's buttons.

ANDY
I'll be back before you know it. We're meeting at the park after she gets off work!

ZELAYNA
It's a trap.

ANDY
Zel...

ZELAYNA
I know an ambush when I hear one. Have you forgotten about that jerkface Tarragon and his stupid flowers?

ANDY
No, but--hey, that's an idea.

ZELAYNA
What is?

ANDY
Tell you later. Right now, I've got to get ready, so--

(He begins to power down his computer.)

ZELAYNA
Don't you *dare*.

ANDY
Logging off!

ZELAYNA
I'll log *you* off--!

28

Andy

DIALOGUE 1

Pno.

p mp pp

SAFETY SAFETY

[Cue:
"hey, that's an idea."]

p > pp pp

32

Pno.

[Cue:
"I'll log you off--!"]

p mp p

34 *mp*

Andy

Beth likes games, so do I. She is shy but kind a pretty, I could

Pno.

pp

38

Andy

take a chance, if I choose and what do I have to lose?

Pno.

f

41

Andy

Noth-ing at all!

Pno.

pp

45

Andy *mp*
Noth-ing at all!

Pno. *ppp*
Ped.

48

Andy

Pno. *pp*

14. My Little World Reprise

Fast and ugly JANSEN
Game. Over. Cow-Maiden

$\text{♩} = 185$

Jansen 

Piano 

Jan. 

Pno. 

Jan. 

Pno. 

molto rit.

22

Jan. hun - dred grand for it, I won't stand for it!

Pno.

27 **accel.** **f** **a tempo** ♩=185

Jan. The bat - tle - field is blood - y but fair, there's just - ice to spare in

Pno.

34

Jan. **MY** lit - tle world. The los - ers fall, a win - ner sur - vives, de -

Pno.

41 *f*

Jan. mo - cra-cy thrives in MY lit-tle world. And if an av - a - tar

Pno.

48

Jan. proves her-self de-serv - ing, through skill and sav-vy and stub - born-ness un-

Pno.

56 *mp*

Jan. swerv - ing she'll earn her re - ward, and suf-fer a loss, she can't be-come

Pno.

63 *mf* *f* *ff*

Jan. lord, she'll ne-ver be boss. For I made the earth, and I own the

Pno. *mf* *f* *ff*

69 *accel.*

Jan. sky, she won't de - ny me MY lit-tle

Pno. *f*

Waltzing out of control
(approximately double time)

76

Jan. world!

Pno. *ff*

Ped.

15. Nothing At All

Dreamy and sad
♩=55

Andy *mp* *3*

Piano *molto rubato* *pp*

You ___ have failed,

4

Andy *3* *3* *3* *poco rit.* *3*

failed_ your quest. Who'd have guessed it would hap ___ pen a- gain?

Pno. *p* *pp*

7 **a tempo** *mf*

Andy *mf* *3* *3* *3*
 Chase a dream, seek the prize, try to rise—when you

Pno. *p* *mp*

10 **poco accel.** *f* *mp*
A bit faster $\text{♩} = 62$

Andy *f* *mp* *3* *3*
 fall. But then, all at once—you're lost—and a-lone,

Pno. *p* *mp*

13 *f* *subp* **poco rall.**
3 *3* *3*

Andy *f* *subp*
 now—ful-ly grown. The race—has been run, here's—what you've won:

Pno. *subp*

16 *p* **Tempo I** ♩=55

Andy

Noth-ing at all There's noth-ing at all You're noth-ing

Pno.

pp *ppp*

19 **poco rit.**

Andy

at all

Pno.

pp *ppp*

8va

8vb

16. Why Not Me?

[Cue:
ZELAYNA **Allegro** ♩ = 130
Nothing is over!] *distinct but not staccato*

Piano

f
ff

5

Pno.

9

Zel. *mf*

Don't you show me a road and then say not to take it.

Pno. *mp*

mf

11

Zel.

Don't you tell me that the jour - ney's far too long.

Pno.

13

Zel. *mf* *f*

Don't you give me a rule and then say not to break it. Don't expect me not to

Pno.

16

Zel. *f*

try and prove you wrong. And don't you stand in my way hey

Pno. *f* *ff*

20

Zel. *mf*

I've been wish-ing and wait-ing so long on the side-lines,

Pno. *f* *mf*

23

Zel. watch - ing jeal - ous - ly as oth - ers fought and bled,

Pno.

25

Zel. while I fol - lowed the rules and o - beyed all the guide - lines, slay - ing dra - gons in my

Pno.

28

Zel. head. Now don't tell me not to fight, 'cause I've got

Pno.

f

ff

31

Zel.

 ___ to fight, it's what I know I'm meant to do. Don't say I'll ne___ver win, I won't ev

Pno.

35

Zel.

 ___er win if I'm as cyn-i - cal as you. You say it can't___ be done by just a_

Pno.

39

Zel.

 ___ny-one. I a - gree___ why___ not

Pno.

43 *p*
breathy

Zel. me? oh

Pno. *mf*
f

47 *mf*

Zel. From the ve-ry be-gin-ning I knew my po-ten-tial. I saw pro_mise that lay

Pno. *mf*

50

Zel. hid-den deep in - side___ All I want is to prove that my life is es-sen- tial..

Pno.

53

Zel. *f*

All I'm play ing for is pride. So don't tell me not

Pno. *f* *ff*

56

Zel.

to win cause I've got to win, I'm gon-na sa-vor each at-tack. Don't say I should

Pno.

60

Zel.

n't fight, once I could n't fight, and now I'm ne-ver turn-ing

Pno.

63

Zel.

Pno.

67

Zel.

Pno.

70

Zel.


Pno.

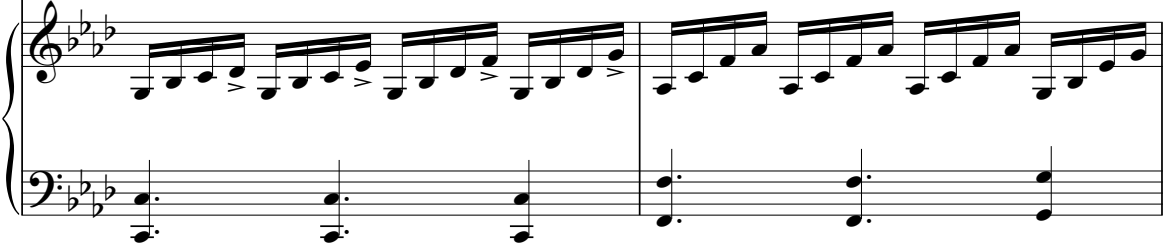
72

Zel.  hour is late


Pno. 

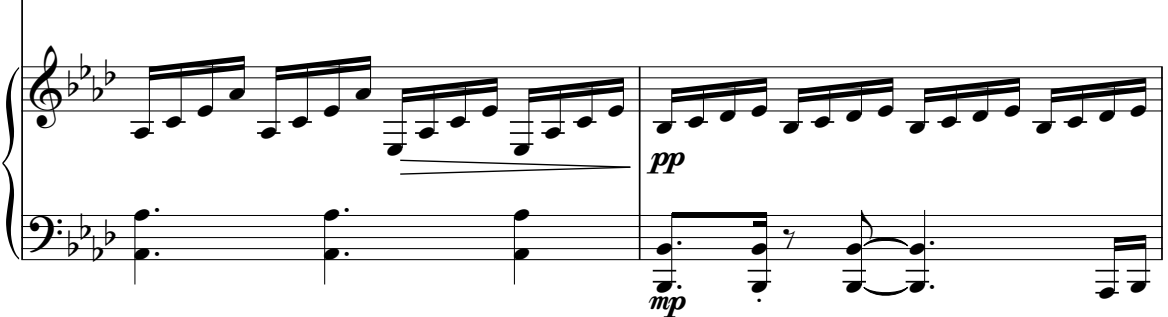
74

Zel.  the task is grim, and

Pno. 

76

Zel.  still, I can't wait

Pno. 

78 *mf*

Zel. I'm gon - na show _____ them

Pno. *p* *mp*

80

Zel. _____

Pno. *mf* *f*

82

Zel. they ne - ver knew _____ me

Pno.

84 *f*

Zel. *the true me...*

Pno.

poco rit. *a tempo*

86 *ff*

Zel. *Come and bat-tle me, try to rat-tle me,*

poco rit. *a tempo*

Pno. L.H. *f mp*

88

Zel. *— bethe first to me, do your worst to me, — don't you give me a mom-ent's rest.*

Pno.

90 *(Db is preferable)*

Zel. I'll take you all. Come and pounce on me, ev - 'ry ounce on me,

Pno.

92

Zel. — take a shot at me, all you got at me, try to prove that I'm not the best.

Pno.

94 *mf*

Zel. And if I fall at least I had a quest. And was-n't just look

Pno. *mf*

98

Zel. *f*

— ing on — as some-bo-dy el — se's pawn...

Pno. *mf*

101

Zel.

but a fight-er who needs to win lives to win bleeds to win, that's what I'm

Pno.

104

Zel. *ff*

des-tined to do — me — and

Pno.

Broader, grander

108 $\text{♩} = 125$

Zel.
you. Don't think I'm done__ with you, I've just be - gun with you. You're gon-na

Pno. *ff*

111
make it worth my while. Don't say you're scared__ to win, 'cause if you

Pno.

114
dared to win, I think you'd find it suits your style__ Yes, you're a no_

Pno.

117

Zel. *bo - dy, a non - en - ti - ty, I was too*

Pno.

8^{vb}

119

Zel. *but why not you*

Pno.

loco

122

Zel. *and why not*

Pno.

125

Zel. *me?*

Pno.

Red.

17. Real

[Cue:
ANDY
I hadn't
thought
of that.]

Dialogue

4/4 **Evenly** ♩ = 72

ANDY
Tell me, when you figured out who was
behind Zelayna - were you surprised?

Piano

pp

Red.

3

Perc.

BETH
Yes I was. But now, I don't know why I didn't see it right away.

Pno.

5

Beth

mf

She's on her own, all a-

Pno.

SAFETY *bring out top voice*

[REPEAT
as necessary
until voice
catches up]

8

Beth

lone and un-a-fraid. to face her world, — to de-fend her-self from bul-lies with her

Pno.

11

Beth

— blade. She may be fic-tion-al, — and yet I know her. Yes, I —

Pno.

p *mp*

14

A little faster

$\text{♩} = 75$

Beth

— know her. She used to hide. Peop-le

Pno.

pp *p molto legato*

16

Beth

doubt-ed she was strong. un - til the day they dis -

Pno.

18

Beth

cov-ered she was worth_ y all a - long. It seems ri -

Pno.

20

Beth

di - cu - lous, and yet I see_ her. Yes, I

Pno.

22

Beth

see_ her._ And though I know she's

Pno.

ppp
very light

24

Beth

just an art_ i- fi- cial go be tween, a row

Pno.

26

Beth

of flash ing pix- els on_ a screen._ It

Pno.

28

Beth

does-n't change the way she makes me feel, and so she's

Pno.

30

Beth

real to me.

ANDY *mf*

The ones we

Pno.

p

Spinning forward

33 **accel.** ♩ = 80

Andy

love, seem to cast a mag-ic spell. We make them change, and for

Pno.

p

8va

Ped. G F

36

Andy

get that they are chang-ing us as well. It sounds like

Pno.

loco

D

38

Andy

fant - a - sy, but that's what love is, that's what

Pno.

loco

G

40

Beth

I be- lieve that we can win.

Andy

love is. We have a quest, and I

Pno.

mf

42

Beth

We'll be there to save your skin.

Andy

want to beat the game, but come what may I'll be

Pno.

44

Beth

Andy

hap-py just to know how close we came. It's not im-

Pno.

46

Beth

Andy

Pno.

f (to Beth)

pos - si - ble__ if we're to - geth - er,__ all to -

48

Zel

Beth

Andy

Pno.

ZELAYNA *f*

This is what I'm meant to do.__

And though I know__ this is what I'm meant to do.__

geth - er.__ And though I know our jour

50

Zel
Whoa I won't make it with out you.

Beth
Whoa whoa whoa I won't make it with out you.

Andy
ney may be hope less in the end, and vic

Pno.

52

Zel
Whoa I won't give up this dream.

Beth
Whoa I won't give up this dream

Andy
to-ry is hard to comp re-hend, I can't

Pno.
f
Ped.

54

Zel

Beth

Andy

Pno.

— give up this dream of mine for free, be-cause it's real to

be-cause it's real to

57

Zel

Beth

Andy

Pno.

I won't give up this dream.

me, it's real

me, it's real, it's

59

Zel

Beth *mp*
to me.

Andy *mp*
real _____ to me.

Pno.

(Jansen enters, his arm now reattached.)

DIALOGUE 1

JANSEN
Okay, Andy -- time to send the Cow-Maiden home!

ZELAYNA
My name is Zelayna, Troll. And we're not going anywhere.

JANSEN
This. Means. War!

(He raises his mace, but his arm clatters to the floor again.)

61

Pno.

DIALOGUE 1

62

Pno.

SAFETY

JANSEN
Shit!

[OFF when arm clatters to the floor]

18.
This Is War
[Underscoring Theme]

Presto ♩ = 200

Piano

Musical notation for measures 1-3. The score is in 6/4 time with a key signature of one sharp (F#). The piano part features a strong dynamic of *f*. The right hand plays chords with a tremolo effect, while the left hand plays a rhythmic pattern of eighth and quarter notes.

Pno.

Musical notation for measures 4-6. The notation continues from the previous system, maintaining the same rhythmic and harmonic structure.

Pno.

Musical notation for measures 7-8. The right hand part begins with a *pp* dynamic and features a tremolo effect. The left hand part includes a *f* dynamic and a *Ped.* (pedal) marking. The key signature changes to one flat (Bb) in measure 8.

Pno.

Musical notation for measures 9-10. The right hand part continues with a tremolo effect. The left hand part includes a *Ped.* marking and a *v.* (accents) marking. The key signature changes to two sharps (D major) in measure 9.

11

Pno.

Ped. Ped.

13

Pno.

Ped. Ped. *f*

16

Pno.

f

19

Pno.

pp *f* Ped. Ped.

21

Pno.

Ped.

23

Pno.

Ped.

25

Pno.

f

Ped.

28

Pno.

f

19. Am I Dreaming Zelayna's Reprise

ZELAYNA
I won't be destroyed... Just back in
the swamp, handing out quests

Dreamy, delicate

deep inside, I'll be happier
than I ever was before.

$\text{♩} = 78$

Zelayna

like in the old days. But -- [CUE MUSIC]

Piano

L.H.

mp molto legato

Ped.

Zel.

mf

All at once the

SAFETY

Pno.

mf

gliss.

5

Zel. world is diff - 'rent from the world I thought I

Pno.

7 *mp*

Zel. knew, and I will glad - ly

Pno.

9 *mf* **molto rit.**

Zel. dream for - ev - er (slows almost to a stop)

Pno. *p*

20. Lord Of Legendale Gamers' Reprise

Allegro
♩=125

poco rit.

Jansen

Newbie

Fanboy

Sir Sarcasm

Piano

mf

f

mf

mf

mf

Oh my god I can't be-lieve it. Oh my god I can't be-lieve,

Oh my god I can't be-lieve it. Oh my god I can't be-lieve,

Oh my god I can't be-lieve it. Oh my god I can't be-lieve it.

Allegro
♩=125

poco rit.

Edo.

4 **a tempo** JANSEN
No! Impossible! They cheated!

Jan.

New. *f*
ah _____ Lord of Leg-end-ale. _____ Oh _____

Fan. *f*
ah _____ Lord of Leg-end-ale. _____ Ev'-ry-one kneel!

Sir. *ff*
Meet the Lord of Leg-end-ale. _____ Ev'-ry-one kneel!

a tempo

Pno. *ff*



8

Jan.

New. _____ Leg - end - ale! _____ Oh! _____ Such a big deal! _____

Fan. Oh _____ Leg-end-ale! Such a big deal,

Sir. Greet the Lord of Leg-end-ale. _____ Oh! _____ Oh! _____

Pno.

21. Here and Now

Cue:
ANDY
Whatever we want.

$\text{♩} = 70$

Piano

mf
Red.

Andy

2 *f*

The lit-tle world be-yond my door. seems

Pno.

Andy

4

big ger than it did be-fore. It's bright er than a screen could ev er be.

Pno.

Andy

6

Oppor-tu nity is ev'ry where, and

Pno.

ff *f*

8

Andy

now I see it was al-ways there, the on-ly thing that held me back_ was

Pno.

10

Andy

me. I can start a brand new jour-ney I can

triumphant

Pno.

triumphant

12

Andy

play a brand new role I_ can push my - self as hard_ as I know how.

Pno.

14

Andy

8

Though the fut-ure is un- cer- tain I can

Pno.

16

Andy

8

still be in con - trol, and there's plen - ty of ad-ven- ture here and

Pno.

18

Andy

8

now. We can dream, we can turn with a

Pno.

20

Andy

world in mot - ion. Dreams are born in the blink of an eye.

Pno.

22

Beth

f Oh And

Andy

Pno.

24

Beth

there is mag-ic all a - round us,

Andy

There is mag-ic all a - round us,

Pno.

ff LH

26

Beth

once you change your point of view.

Andy

once you change your point of view.

Pno.

28

Beth

— Find new path-ways, — take new chanc-es; —

Andy

— Find new path-ways, — take new chanc-es; —

Pno.

30 *mf*

Beth
that's what brought me close to you.

Andy
that's what brought me close to you.

Pno.

32

Beth & Andy

ANDY
So what are you going to do with a hundred thousand dollars?

BETH
I don't know.

Pno.

mf *pp*

34

Beth & Andy

BETH (cont'd)
Maybe I'll quit the temp agency and start up my own gaming company.

ANDY
Wow, I think you'd be awesome at that!

Pno.

36

BETH
At the creative side, maybe. Do you happen to know anyone who's good at Data Management?

Beth & Andy

Pno.

ppp *p*

38

poco rall. **Majestic, full**
♩ = 75 (approx. ♩ = ♩) *mf*

Beth
It's im

Andy
mf
As we go on, it's im

poco rall. **Majestic, full**
♩ = 75 (approx. ♩ = ♩)

Pno.

mp *f*

40

Beth
pos - si - ble to say what lies a - head, or the

Andy
pos - si - ble to say what lies a - head, or the

Pno.

42

Beth
 chal - leng - es we'll face a - long the__ way. But when they

Andy
 chal - leng - es we'll face a - long the__ way. But when they

Pno.

44

Beth
 slow us down, we'll look for won - der in the

Andy
 slow us down, we'll look for won - der

Pno.

46

Beth *mf*
here and now, here and

Andy *mf*
here and now, here and

Pno. *submp*

Allegro
♩ = 120

Beth
now.

Andy
now.

Allegro
♩ = 120

(Andy holds the door for Beth as they prepare to exit, talking quietly beneath the following...)

(Zelayna reappears in her original costume and addresses the audience)

VOICEOVER
You have completed The Cow-Maiden's quest.

Pno. *p*

53

ZELAYNA
(robotically) Welcome back, Wanderer. Our time together has come to an end, but take heed! More adventures await the truly daring in this world.

Zel.

Pno. *pp*

57

Zel. Will you **Replay**, **Quit**--
(and here she gives a smile and a nod) --or Start a New Quest?

Pno. SAFETY

60

Zel. *(She holds out her hand.
 As the spotlight fades,
 she slowly makes a fist.)*

ZELAYNA
(almost a whisper)
 Boom!

Pno. *ppp* *ff* *fff*

22.
When I Play Reprise
[Curtain Call]

Allegro
♩=155

Piano

mf

The first system of the musical score is for piano. It features a 4/4 time signature and a key signature of two flats (B-flat and E-flat). The tempo is marked 'Allegro' with a metronome marking of 155. The dynamics are marked 'mf'. The right hand plays a melody of eighth notes, while the left hand plays a steady accompaniment of quarter notes. The system consists of three measures.



4

Pno.

The second system of the musical score continues the piece. It starts with a measure rest of 4 measures. The notation is identical to the first system, with a 4/4 time signature, two flats in the key signature, and a tempo of Allegro (155). The dynamics are 'mf'. The right hand plays a melody of eighth notes, and the left hand plays a steady accompaniment of quarter notes. The system consists of three measures.

8

Doctor *mp* Oh Oh

New. *mp* Oh *mf* Oh

Fan. *mp* Oh Oh

Sir. *f* When I play, then my day is nev - er

Police Officer *mp* Oh *mf*

Mail-man *mp* Oh Oh

Pno.

12 *mf* *pp*

Doctor

New.

Fan.

Sir.

Police Officer

Mail-man

Pno.

mf *subpp* *mp*

bor - ing. The choice is

No mat - ter what you do The choice is

Detailed description of the musical score: The score is for page 210 and features seven parts. The vocal parts are Doctor, New., Fan., Sir., and Police Officer, all in treble clef. The Mail-man part is in bass clef. The Piano accompaniment (Pno.) is in grand staff. The key signature has two flats (B-flat and E-flat), and the time signature is 8/8. The Doctor part starts at measure 12 with a dynamic of *mf* and a crescendo to *pp*. The New. part starts at measure 8 with a dynamic of *pp*. The Fan. part starts at measure 8 with a dynamic of *mf* and a crescendo to *pp*. The Sir. part has lyrics 'bor - ing.' and 'The choice is'. The Police Officer part has lyrics 'No mat - ter what you do' and 'The choice is', with a triplet of eighth notes. The Mail-man part starts with a dynamic of *mf* and a crescendo to *p*. The Piano accompaniment starts with a dynamic of *mf*, has a section marked *subpp*, and ends with a dynamic of *mp*.

16

Doctor *p* Oo _____ *mf* Oh _____

New. *p* Oo _____ Oh _____

Fan. *p* Oo _____

Sir. *mf*
 up to you. _____ And that's a choice we all de-serve. _____

Police Officer *mf*
 up to you. _____ And that's a choice we all de-serve. _____ Oh _____

Mail-man *mf*
 And that's a choice we all de-serve. _____

Pno. *mf* *f* *p*

Ped. _____

Suddenly faster
♩=160

poco accel. **f**

20 Doctor Oh

New. Oh

Fan. Oh

Sir. Oh

Police Officer Give me

Mail-man Oh Give me

poco accel. **Suddenly faster** ♩=160 **f** **ff** **f**

Pno.

24

Doctor
Give me

New.
8 Oh Got-ta kill these mag__ es! *ff*

Fan.
8 Oh

Sir.
8 Time to dis-cov-er what I came for. Oh

Police Officer
8 time, to dis-cov-er what I came for. Give me

Mail-man
8 time, to dis-cov-er what I came for. Give me

Pno.

28

Doctor
space, where I'm firm - ly in con-trol.

New.
Oh

Fan.
ff
I've been dream ing of mount__ains!

Sir.
ff
The drag on swal lowed me whole!

Police Officer
space, where I'm firm - ly in con-trol.

Mail-man
space, where I'm firm - ly in con-trol.

Pno.

31

Doctor
Oh _____ Life is what we play the game for,

New.
_____ *ff* I could play for_ ag_ es! game for.

Fan.
Give me life, life is what we play the game for.

Sir.
Oh _____ *f* what we play the game for,

Police Officer
Give me life, life is what we play the game for.

Mail-
man
Oh life, what we play_____

Pno.

35

Doctor
oh Oh

New.
8 But when I need to go,— it's al - ways good to know,

Fan.
8 But when I need to go,— it's al - ways good to know,

Sir.
8 Oh Oh

Police Officer
8 But when I need to go,— it's al - ways good to know,

Mail-
man for. Oh

Pno.

39 *breathe here if necessary* (,)

Doctor

New. *8* soon I'll be back a - gain. And I'll be

Fan. *ff* I'll be off and a - way__ And I'll be

Sir. *8* soon I'll be back a - gain.

Police Officer *8* soon I'll be back a - gain.

Mail-man Oh

Pno. *8va*

42

ff

Doctor
Whoa

mf

New.
8 hap - py then. day

mf

Fan.
8 hap - py then. day

mf

Sir.
8 'Cause we can get through the day

mf

Police Officer
8 'Cause we can get through the day

mf

Mail-man
8 'Cause we can get through the day

Pno.

45

Doctor

Ha

New.

when

Fan.

when

Sir.

when

Police Officer

when

Mail-man

when

Pno.

loco

loco

48

Doctor

New.

Fan.

Sir.

Police Officer

Mail-man

Pno.

we play.

we play.

we play!

we play.

we play.

fff