

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

Colegio de Música

Escena 1: Sprite Fright
Escena 2: Charge

Manuel Alejandro Jiménez Mendieta

Composición para Medios Contemporáneos

Trabajo de fin de carrera presentado como requisito
para la obtención del título de
Licenciado en Composición para Medios Contemporáneos

Quito, 12 de diciembre de 2023

UNIVERSIDAD SAN FRANCISCO DE QUITO USFQ

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HOJA DE CALIFICACIÓN DE TRABAJO DE FIN DE CARRERA

Escena 1: Sprite Fright

Escena 2: Charge

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Quito, 12 de diciembre de 2023

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RESUMEN

El siguiente trabajo propone la composición musical para dos cortometrajes, Sprite Fright y Charge de la página web Blender Studio. Este trabajo tiene una dinámica de director y compositor, donde el director es el profesor y el compositor el estudiante. El objetivo de este trabajo es poner a prueba todo lo aprendido en la carrera, así como tener un acercamiento a lo que sería aprovechar nuestras habilidades en una situación de trabajo real.

Palabras claves: Film scoring, composición musical, animación, compositor, director, diseño sonoro, corto, música.

ABSTRACT

The following work proposes the musical composition for two short films, Sprite Fright, and Charge, from the Blender Studio website. The premise of this work is a developing dynamic between the composer and the director. The teachers take the role of directors and the students the role of composers. The objective of this work is to put everything we have learned thus far to the test, as well as having an approach to what it would be like to use our abilities in a real-life work situation.

Key words: Film scoring, musical composition, animation, composer, director, sound design, short film, music.

TABLA DE CONTENIDO

Introducción	8
Desarrollo del Tema.....	9
Lista de Instrumentos Sprite Fright.....	10
Sprite Fright Score	11
Sprite Fright Partichelas.....	42
Lista de Instrumentos Charge	123
Charge Score	124
Charge Partichelas	132
Conclusiones	151
Referencias bibliográficas.....	152

INTRODUCCIÓN

Este proyecto final es el fruto de incontables horas de largas noches de trabajo. El trabajo consiste en dos cortos de Blender Studio sobre los que creé nuevos ambientes musicales. El primer corto fue Sprite Fright y el segundo Charge. La composición musical de este trabajo tuvo varias etapas y desarrollo.

Cada corto tenía un mundo y una paleta de colores diferentes, en el primero se podía apreciar un mundo con toques de fantasía en un escenario en el bosque. El segundo era un escenario de un futuro distópico con menos color y robots.

Gran parte de las decisiones compositivas nació de la idea de componer a base de los sentimientos que los sonidos generan con respecto a la imagen, estas decisiones las tomé en base a mi percepción y utilización de conocimientos de film scoring para conseguir sonidos que complementen a la imagen.

Tomé un acercamiento diferente para cada corto, la paleta musical del primero consistió en orquesta con instrumentos añadidos. El segundo corto fue musicalizado con sound design utilizando técnicas extendidas de guitarra, varios sintetizadores y manipulación de audio.

DESARROLLO DEL TEMA

Durante el último semestre se desarrolló todo el trabajo, se dividió el semestre a la mitad para designar un profesor encargado de supervisar el desarrollo de cada corto. Para la primera mitad Manuel García estuvo a cargo de dirigir mi primer corto Sprite Fright, tras escoger el corto y tener una charla sobre los sonidos y un breve spotting sesión sobre los lugares donde entraría la música y su carácter empecé a desarrollar los primeros avances, el principio estuvo lleno de ideas que descarté varias veces, esto se repitió en todas las partes del corto hasta que llegaba a una por la cuál me decidía. Manuel como director me mandó a realizar un tema en un estilo musical en el cuál no tenía casi nada de experiencia, sin embargo, tras tres semanas de intento y error logré desarrollar un tema que fue del agrado de ambos. Tras esto seguí desarrollando mi concepto sin muchos cambios de parte del director ya que estaba de acuerdo con mi forma de llevar la música, esto permitió bastante libertad y desarrollo, en las revisiones finales solo tuve un par de sugerencias opcionales, sin embargo, por mi afán de mejorar hice todo lo posible para desarrollar mi corto de manera que estuviera contento con su resultado.

Para la segunda mitad del semestre donde tuve que cambiar de profesor tuve una reunión con Nelson García donde llevé mi opción de corto y aprobó mis ideas iniciales para Charge, debido a que seguía realizando el primer corto que era mucho más extenso, empecé tarde el segundo. Tras una sola semana de varios avances, logré llegar a una versión final con Nelson.

A continuación, las partituras y partichelas de la composición.

SPRITE FRIGHT**Alejandro Jiménez****Lista de instrumentos**

Piccolo
Flute
Alto Flute
Oboe
English Horn
Bassoon
Contrabassoon
Electric Guitar
Chimes
Electric Bass
Horn in F
Trumpet
Trombone
Tuba
Glockenspiel
Bells
Wind Chimes
Harp
Nucleus (Kontakt)
Ableton Drumrack
Damage (Kontakt)
Thrill (Kontakt)
Serum Synth
Pad Synth
Soprano
Alto
Tenor
Bass
Solo Violin
Violins 1
Violins 2
Violas
Violoncellos
Contrabasses

Sprite Fright Rescore

1M1 INTRO

Composer: Alejandro Jiménez

♩ = 120

Musical score for measures 1-5. The score is in 4/4 time with a tempo of 120. The instruments and their parts are:

- Flute:** Starts with a *pp* dynamic, then *f* at measure 2, and *p* at measure 5.
- Alto Flute:** Enters at measure 3 with a *p* dynamic.
- Chimes:** Enters at measure 3 with an *mf* dynamic.
- Wind Chimes:** Enters at measure 3 with an *mf* dynamic.
- Harp:** Chords: E \flat F \flat G \sharp A \sharp , D \sharp C \sharp B \sharp . Starts at measure 3 with an *mf* dynamic and a "let ring" instruction. Ends at measure 5 with a *p* dynamic.
- Violins 1 & 2, Violas, Violoncellos, Contrabasses:** All enter at measure 3 with an *mp* dynamic, then *f* at measure 4, and *p* at measure 5.

Musical score for measures 6-12. The score continues from measure 5. The instruments and their parts are:

- Flute:** Enters at measure 6 with an *mf* dynamic.
- Alto Flute:** Enters at measure 8 with a *pp* dynamic.
- Harp:** Continues with the "let ring" instruction from measure 3.
- Violins 1 & 2, Violas, Violoncellos, Contrabasses:** All enter at measure 6 with a *pp* dynamic. At measure 10, they play *ppp* and then *pp* at measure 11.

1M2 Boombox trap

♩ = 145

13 14

D.Rack

Ser. Brass

Pad. Synth.

f

mf

mf

15 16

D.Rack

Ser. Brass

Pad. Synth.

17 18

D.Rack

Ser. Brass

Pad. Synth.

19 20

D.Rack

Ser. Brass

Pad. Synth.

21 22

D.Rack

Ser. Brass

Pad. Synth.

23 24

D.Rack

Ser. Brass

Pad. Synth.

25 26

D.Rack

Ser. Brass

Pad. Synth.

27 28

D.Rack

Ser. Brass

Pad. Synth.

29 30

D.Rack

Ser. Brass

Pad. Synth.

31 32

D.Rack

Ser. Brass

Pad. Synth.

33 34

D.Rack

Ser. Brass

Pad. Synth.

35 $\text{♩} = 120$

Picc.

1M3 Trapped Bird

♩ = 120

The musical score is arranged in six staves. The top staff is for Flute (Fl.), the second for Flute in A (A. Fl.), the third for Violin 1 (Vlns. 1), the fourth for Violin 2 (Vlns. 2), the fifth for Viola (Vlas.), and the sixth for Violoncello and Contrabass (Vcs. and Obs.). The music is in 4/4 time and features a melodic line in the flutes and violins, with supporting parts in the lower strings. Dynamics range from *ppp* to *mf*. Measure numbers 36 through 42 are indicated above the flute staves.

1M4 Boombox Trap

♩ = 145

43 44 45 46 47 48 49 50 51

D.Rack

Pad. Synth.

mf

f

52 53 54

D.Rack

Ser. Brass

Pad. Synth.

f

f

f

55 56

D.Rack

Ser. Brass

Pad. Synth.

57 58

D.Rack

Ser. Brass

Pad. Synth.

59 60

D.Rack

Ser. Brass

Pad. Synth.

61 62 63

D.Rack

Ser. Brass

Pad. Synth.

64 65

D.Rack

Ser. Brass

Pad. Synth.

66 67

D.Rack

Ser. Brass

Pad. Synth.

68 69

D.Rack

Ser. Brass

Pad. Synth.

70 71

D.Rack

Ser. Brass

Pad. Synth.

72 73

D.Rack

Ser. Brass

Pad. Synth.

74 75

Met. Wn Ch.

D.Rack

Ser. Brass

Pad. Synth.

76

The musical score consists of three staves. The top staff, labeled 'D.Rack', uses a snare drum icon and a 2/4 time signature. It begins with a dynamic marking of *p* and contains a sequence of notes: a quarter note, followed by a dotted quarter note, and then a series of eighth notes. The middle staff, labeled 'Ser. Brass', also uses a 2/4 time signature and starts with a dynamic marking of *p*, featuring a single dotted quarter note. The bottom staff, labeled 'Pad. Synth.', is written in grand staff notation (treble and bass clefs) with a 2/4 time signature and a dynamic marking of *p*, containing a single dotted quarter note in the bass clef.

1M5 Mushrooms Appear!

♩ = 150

77 78 79 80

A. Fl. *p* *mf*

D.Rack *> ppp* 3

Vln. S. *mp*

Vlins. 1 *mf*

Vlas. *mp*

Vcs. *p*

81 82 83 84 85 86 87

Fl. *p* *mf*

E. Hn. *mp* 3

Met. Wn Ch. *mp*

Vlins. 1 *mf*

Vlas. *p* *mf*

Vcs. *p* *mf*

88 89 90 91 92 93 94 8

Picc. *ff* *tr*

Fl. *p* *ff* *tr*

A. Fl. *p* *ff*

E. Hn. *p* *ff*

Bsn. *mf* *p* *p* *< mf* *ff*

Cbsn. *p* *mf* *ff*

Hrp. *p* *ff* *gliss.*
 F# G# Ab
 Cb Bb

Vln. S. *p³*

Vlns. 1 *p* *ff*

Vlns. 2 *p* *ff*

Vlas. *p* *ff*

Vcs. *p³* *p* *ff*

Cbs. *p* *ff*

This musical score page features ten staves for various instruments. The Piccolo and Flute parts begin with a tremolo marked '8' and a slur marked '7' over measures 95 and 96. The Alto Flute, E. Horn, Bassoon, and Contrabassoon parts have melodic lines in measures 95 and 96, followed by a triplet of eighth notes in measures 97 and 98. The Harp part includes a tremolo in measure 95 and a slur in measure 96, with the instruction 'Liss.' written below the staff. The Violins 1 and 2 parts have a single note in measure 95 and a rest in measure 96, followed by a triplet of eighth notes in measures 97 and 98. The Viola, Violoncello, and Contrabass parts have melodic lines in measures 95 and 96, followed by a triplet of eighth notes in measures 97 and 98. The score is divided into measures 95, 96, 97, 98, 99, and 100, with time signatures changing from 2/4 to 4/4 and back to 2/4.

1M6 Mushroom Song

♩ = 139

101 102 103 104 105 106 107 108

Fl. *mf* *f* *mf* *f*

A. Fl. *mf* *f* *mf* *f*

Hrp. *mf*

Vlns. 2

Vlas. *mf*

Vcs. *mf*

109 110 111 112 113 9 122

Vln. S. *mf*

Vcs. 9

1M7 Mushroom Falls

♩ = 139

Musical score for measures 123-126. The score is in 4/4 time with a key signature of one sharp (F#). The tempo is marked as ♩ = 139. The instruments are D Horn in F, Trumpet in Bb, Trombone, and Tuba. Measure 123 shows the D Horn and Trombone/Tuba playing a rhythmic pattern of eighth notes. Measure 124 continues this pattern. Measure 125 shows the D Horn and Trombone/Tuba playing a similar pattern, while the Trumpet is silent. Measure 126 shows the D Horn and Trombone/Tuba playing a final pattern, while the Trumpet and Tuba are silent.

1M8 Mushrooms introduce themselves

♩ = 110

Musical score for measures 127-136. The score is for five instruments: Violins 1, Violins 2, Violas, Cellos, and Contrabass. The time signature is 4/4. The tempo is marked as ♩ = 110. The dynamics range from *f* (forte) to *mp* (mezzo-piano). The music features melodic lines in the strings with various articulations and dynamic markings.

Musical score for measures 137-148. The score is for five instruments: Violins 1, Violins 2, Violas, Cellos, and Contrabass. The time signature is 4/4. The dynamics range from *mf* (mezzo-forte) to *f* (forte). The music features melodic lines in the strings, with a prominent seven-measure rest in measures 141-148. The score concludes with a double bar line and a 7/4 time signature change.

1M9 Rough Wake Up

♩ = 110

149 150 151 152 153 154 155

Fl. *p* *pp*

Be. *p* *p* *f*

Dam. Per. *p* *f*

S. *f*

A. *f*

T. *f*

B. *f*

Vlins. 1 *p* *pp* *f*

Vlins. 2 *p* *pp* *f*

Vlas. *p* *pp* *f*

Vcs. *p* *f*

Cbs. *f*

156 157 158 159 160 161

Glock.

Dam. Per.

S.

A.

T.

B.

Vlms. 1

Vlms. 2

Vlas.

Vcs.

Cbs.

162 163 164 165

Glock.

Dam. Per.

S.

A.

T.

B.

Vlms. 1

Vlms. 2

Vlas.

Vcs.

Cbs.

166 167 168 169 170 171

Picc. *ff*

Fl. *ff*

Glock.

Dam. Per. *ff*

S. *ff*

A. *ff*

T. *ff*

B. *ff*

Vlins. 1 *ff*

Vlins. 2 *ff*

Vlas. *ff*

Vcs. *ff*

Cbs. *ff*

1M10 Boombox Electronic Theme

♩ = 165

172 *Guitarra eléctrica con distorsión* 173 174

El. Guit. *f*

El. B. *f*

D Hn. in F *f*

Tpt. in Bb *f*

D.Rack *f*

175 176 177

El. Guit.

El. B.

D Hn. in F *mp*

Tpt. in Bb

D.Rack

Vcs. *f*

178 179 180

El. Guit.

El. B. *mf*

D Hn. in F *p* *f*

Tpt. in Bb *p* *f*

D.Rack

Dam. Per. *f*

Vlns. 1 *f*

Vlns. 2 *f*

Vcs. *f*

Cbs. *f*

rit.

181

182

183

El. Guit.

Three measures of electric guitar chords in 7/4 time. Measure 181: C major chord (C4, E4, G4). Measure 182: D major chord (D4, F#4, A4). Measure 183: E major chord (E4, G4, B4). The piece ends with a double bar line and repeat dots.

El. B.

Electric bass line with eighth-note patterns in 7/4 time. Measure 181: G2, B2, D3, E3. Measure 182: A2, C3, E3, G3. Measure 183: F#2, A2, C3, E3. The piece ends with a double bar line and repeat dots.

D Hn. in F

French horn part in F major with dynamic markings. Measure 181: F4, half note, *p* to *f*. Measure 182: F#4, half note, *p* to *f*. Measure 183: F4, half note. The piece ends with a double bar line and repeat dots.

Tpt. in Bb

Trumpet part in Bb major with dynamic markings. Measure 181: Bb3, half note, *p* to *f*. Measure 182: Bb3, half note, *p* to *f*. Measure 183: Bb3, half note. The piece ends with a double bar line and repeat dots.

D. Rack

Drum rack part with snare and cymbal. Measure 181: Snare on 1, 2, 4, 5, 6; Cymbal on 3. Measure 182: Snare on 1, 2, 4, 5, 6; Cymbal on 3. Measure 183: Snare on 1, 2, 4, 5, 6; Cymbal on 3. The piece ends with a double bar line and repeat dots.

Dam. Per.

Damaged percussion part with snare and bass drum. Measure 181: Snare on 1, 2, 4, 5, 6; Bass drum on 3. Measure 182: Snare on 1, 2, 4, 5, 6; Bass drum on 3. Measure 183: Snare on 1, 2, 4, 5, 6; Bass drum on 3. The piece ends with a double bar line and repeat dots.

Vlins. 1

Violin 1 part with melodic line. Measure 181: G4, A4, B4, C5, B4, A4, G4. Measure 182: F#4, G4, A4, B4, A4, G4, F#4. Measure 183: E4, F#4, G4, A4, G4, F#4, E4. The piece ends with a double bar line and repeat dots.

Vlins. 2

Violin 2 part with melodic line. Measure 181: G4, A4, B4, C5, B4, A4, G4. Measure 182: F#4, G4, A4, B4, A4, G4, F#4. Measure 183: E4, F#4, G4, A4, G4, F#4, E4. The piece ends with a double bar line and repeat dots.

Vcs.

Viola part with harmonic accompaniment. Measure 181: Bb3, G3, F3, E3. Measure 182: D3, C3, B2, A2. Measure 183: G2, F2, E2, D2. The piece ends with a double bar line and repeat dots.

Cbs.

Cello part with harmonic accompaniment. Measure 181: Bb3, G3, F3, E3. Measure 182: D3, C3, B2, A2. Measure 183: G2, F2, E2, D2. The piece ends with a double bar line and repeat dots.

1M11 Mushroom Attack!

184 $\text{♩} = 150$

185

186

187

188

Dam. Per.

Musical notation for Dam. Per. (184-188). The top staff is in treble clef, and the bottom staff is in bass clef. The bottom staff includes a dynamic marking *f*.

Thrill

Musical notation for Thrill (184-188). The staff is in bass clef and includes a dynamic marking *mf*.

Vlins. 1

Musical notation for Vlins. 1 (184-188). The staff is in treble clef and includes a dynamic marking *f*.

Vlins. 2

Musical notation for Vlins. 2 (184-188). The staff is in treble clef.

Vlas.

Musical notation for Vlas. (184-188). The staff is in bass clef and includes a dynamic marking *f*.

Vcs.

Musical notation for Vcs. (184-188). The staff is in bass clef and includes a dynamic marking *f*.

Cbs.

Musical notation for Cbs. (184-188). The staff is in bass clef and includes a dynamic marking *f*.

D Hn. in F

Musical notation for D Hn. in F (189-193). The staff is in treble clef with a key signature of one sharp (F#). It includes dynamic markings *p* and *f*.

Tpt. in Bb

Musical notation for Tpt. in Bb (189-193). The staff is in treble clef with a key signature of two sharps (Bb, F#). It includes dynamic markings *p* and *f*.

Dam. Per.

Musical notation for Dam. Per. (189-193). The top staff is in treble clef, and the bottom staff is in bass clef.

Thrill

Musical notation for Thrill (189-193). The staff is in bass clef.

Vlins. 1

Musical notation for Vlins. 1 (189-193). The staff is in treble clef.

Vlins. 2

Musical notation for Vlins. 2 (189-193). The staff is in treble clef.

Vlas.

Musical notation for Vlas. (189-193). The staff is in bass clef.

Vcs.

Musical notation for Vcs. (189-193). The staff is in bass clef.

Cbs.

Musical notation for Cbs. (189-193). The staff is in bass clef.

♩ = 165
196

194 195

D Hn. in F

Tpt. in Bb

Tbn.

Tba.

Dam. Per.

Thrill

Vlins. 1

Vlins. 2

Vlas.

Vcs.

Cbs.

1M12 Spiders!

♩ = 165

197 198 199

Fl. *f*

A. Fl. *f*

Dam. Per. *f*

Vlins. 1 *f*

Vlins. 2 *f*

Vcs. *f*

200 201 202

Fl. *f*

A. Fl. *f*

Dam. Per. *f*

Vlins. 1 *f*

Vlins. 2 *f*

Vcs. *f*

203 204 205

Fl. *f*

A. Fl. *f*

Dam. Per. *f*

Vlins. 1 *f*

Vlins. 2 *f*

Vcs. *f*

206 207 208

Fl.

A. Fl.

Dam. Per.

Vlns. 1

Vlns. 2

Vcs.

209 210 211

Fl.

A. Fl.

Dam. Per.

Vlns. 1

Vlns. 2

Vcs.

212

Fl.

A. Fl.

Dam. Per.

Thrill

Vlns. 1

Vlns. 2

Vcs.

1M13 Drowning & Radio

♩ = 165

Musical score for measures 213-216. The score is in 7/4 time and includes the following parts:

- Fl.:** Measures 213-214 are marked *mf*. Measure 215 is a rest. Measure 216 is marked *f* and features a rapid sixteenth-note run.
- A. Fl.:** Measures 213-215 are rests. Measure 216 is marked *f* and features a rapid sixteenth-note run.
- Tpt. in Bb:** Measures 213-215 are marked *f* and feature a melodic line with slurs. Measure 216 is a rest.
- Tbn.:** Measures 213-215 are rests. Measure 216 is marked *f* and features a rhythmic pattern of eighth notes.
- Dam. Per.:** Measures 213-215 are rests. Measure 216 is marked *f* and features a rhythmic pattern of eighth notes.
- Thrill:** Measures 213-216 are marked *mf* and feature a melodic line with slurs.
- S.:** Measures 213-215 are rests. Measure 216 is marked *f* and features a rapid sixteenth-note run.
- A.:** Measures 213-215 are rests. Measure 216 is marked *f* and features a melodic line with slurs.
- Vlns. 1:** Measures 213-214 are rests. Measures 215-216 are marked *f* and feature a melodic line with slurs.
- Vcs.:** Measures 213-216 are marked *f* and feature a rhythmic pattern of eighth notes.

217 218 219

Fl. *ff*

A. Fl.

D Hn. in F

Tpt. in Bb

Tbn.

Tba.

D.Rack *ff*

Dam. Per.

Thrill

S.

A.

Vlns. 1 *ff*

Vlns. 2 *ff*

Vlas. *ff*

Vcs. *ff*

Cbs. *ff*

220 221

El. Guit. *ff*

El. B. *ff*

D Hn. in F

Tpt. in Bb

D.Rack

1M14 Sprite Run!

♩ = 138

222 223 224 225 226 227

Fl. *p*

A. Fl. *p*

E. Hn. *p*

D Hn. in F *p < f* *f*

Tpt. in Bb *p < f* *f*

Tbn. *p < f* *f*

Tba. *p < f* *f*

Dam. Per. *mf*

Thrill

Vlins. 1 *ff* *p*

Vlins. 2 *ff* *mf*

Vlas. *ff*

Vcs. *ff*

Cbs. *ff*

1M15 Sprite Fight!

228 229 230 231 = 138

Picc. *mf*

Fl. *f*

A. Fl. *f*

E. Hn. *f*

D Hn. in F

Tpt. in Bb

Tbn.

Tba.

Ncl. *p* *fff*

Dam. Per. *f*

Thrill

Vlns. 1 *f*

Vlns. 2 *f*

Vlas. *f*

Vcs. *f*

Cbs. *f*

232 233 234

D Hn. in F

Tbn.

Tba.

Dam. Per.

Vlins. 1

Vlins. 2

Vlas.

Vcs.

Cbs.

235 236 237

D Hn. in F

Tbn.

Tba.

Dam. Per.

Vlins. 1

Vlins. 2

Vlas.

Vcs.

Cbs.

238 239 240 241 242 243 244

D Hn. in F

Tbn.

Tba.

Dam. Per.

Thrill

Vlns. 1

Vlns. 2

Vlas.

Vcs.

Cbs.

245 246 247 248 249 250 251 252 253 254 255

D Hn. in F

Tbn.

Tba.

Thrill

Vlns. 1

Vlns. 2

Vlas.

Vcs.

Cbs.

1M16 Final Cue

♩ = 138

256

The musical score consists of seven staves, each with a dynamic marking of *mf* (mezzo-forte). The Picc. and Fl. staves are in treble clef with a 4/4 time signature. The Thrill staff is in bass clef with a 4/4 time signature. The Vlins. 1 staff is in treble clef with a 4/4 time signature. The Vlins. 2 staff is in treble clef with a 4/4 time signature and a key signature of one sharp (F#). The Vlas. staff is in bass clef with a 4/4 time signature. The Vcs. staff is in bass clef with a 4/4 time signature. All staves feature a long, sustained note with a hairpin crescendo and decrescendo across the measure.

Musical score for measures 257-261. The score includes parts for Picc., Fl., E. Hn., Glock., Ncl., Thrill, Vlins. 1, Vlins. 2, Vlas., Vcs., and Cbs. The music is written in treble and bass clefs with various dynamics and articulations.

Measures 257-261 are marked with measure numbers above the staff. Dynamics include *f* (forte) in measures 260 and 261. The Picc., Fl., and E. Hn. parts feature melodic lines with slurs and accents. The Glock. part has a short melodic phrase in measure 261. The Ncl. part has a single note in measure 258. The Thrill part has a sustained bass line. The Vlins. 1, Vlins. 2, Vlas., Vcs., and Cbs. parts provide harmonic support with various rhythmic patterns and slurs.

262 263 264 265 266 267 268 269

Picc. *ff*

Fl. *ff*

A. Fl.

E. Hn. *mp* *ff*

Glock. *ff*

Ncl.

Thrill

Vlns. 1 *p* *mp* *fff*

Vlns. 2 *p* *mp* *fff*

Vlas. *p* *mp* *fff*

Vcs. *p* *mp* *fff*

Cbs. *p* *mp* *fff*

Piccolo

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical staff for 1M1 INTRO. It consists of a single treble clef staff in 4/4 time. The staff contains a whole rest followed by a double bar line. Above the staff, the number '4' is centered. To the right, the number '6' is centered above a second double bar line. The staff ends with a double bar line and a repeat sign.

1M2 Boombox trap

Musical staff for 1M2 Boombox trap. It starts at measure 13. The staff is in 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 145. The number '22' is centered above the staff. The staff ends with a double bar line and a repeat sign.

1M3 Trapped Bird

Musical staff for 1M3 Trapped Bird. It starts at measure 36. The staff is in 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 120. The number '7' is centered above the staff. The staff changes to 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 145. The number '10' is centered above the staff. The staff changes to 2/4 time and contains a whole rest. The staff changes back to 4/4 time and contains a whole rest. Above the staff, the number '22' is centered. The staff ends with a double bar line and a repeat sign.

1M5 Mushrooms Appear!

Musical staff for 1M5 Mushrooms Appear!. It starts at measure 77. The staff is in 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 150. The number '16' is centered above the staff. The staff changes to 3/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. Above the staff, the number '8' is centered. A trill is indicated above the staff with a dashed line and a bracket. The staff changes to 2/4 time and contains a whole rest. The staff changes back to 4/4 time and contains a whole rest. Above the staff, the number '3' is centered. The staff ends with a double bar line and a repeat sign. The dynamic marking *ff* is placed below the staff.

1M6 Mushroom Song

Musical staff for 1M6 Mushroom Song. It starts at measure 101. The staff is in 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 139. The number '12' is centered above the staff. The staff changes to 4/4 time and contains a whole rest. Above the staff, the number '9' is centered. The staff changes to 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 139. The number '2' is centered above the staff. The staff ends with a double bar line and a repeat sign.

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

Musical staff for 1M8 Mushrooms introduce themselves. It starts at measure 127. The staff is in 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 110. The number '13' is centered above the staff. The staff changes to 4/4 time and contains a whole rest. Above the staff, the number '7' is centered. The staff changes to 4/4 time and contains a whole rest. The staff changes to 7/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 110. The number '2' is centered above the staff. The staff changes to 4/4 time and contains a whole rest. The staff changes to 5/4 time and contains a whole rest. The staff changes back to 4/4 time and contains a whole rest. The staff ends with a double bar line and a repeat sign.

1M9 Rough Wake Up

Musical staff for 1M9 Rough Wake Up. It starts at measure 157. The staff is in 4/4 time and contains a whole rest. The staff changes to 1/6 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. Above the staff, the number '6' is centered. The staff changes to 4/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. The staff ends with a double bar line and a repeat sign. The dynamic marking *ff* is placed below the staff.

1M10 Boombox Electronic Theme

Musical staff for 1M10 Boombox Electronic Theme. It starts at measure 170. The staff is in 4/4 time and contains a whole rest. The staff changes to 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 165. The number '10' is centered above the staff. The staff changes to 4/4 time and contains a whole rest. Above the staff, the tempo is marked as *rit.* and the number '2' is centered. The staff changes to 4/4 time and contains a whole rest. Above the staff, the tempo is marked as ♩ = 150. The number '12' is centered above the staff. The staff ends with a double bar line and a repeat sign.

1M11 Mushroom Attack!

1M12 Spiders!

Musical staff for 1M12 Spiders!. It starts at measure 196. The staff is in 2/4 time and contains a whole rest. The staff changes to 7/4 time and contains a whole rest. The staff changes to 8/4 time and contains a whole rest. The staff changes to 7/4 time and contains a whole rest. The staff changes to 8/4 time and contains a whole rest. The staff changes to 7/4 time and contains a whole rest. The staff changes to 8/4 time and contains a whole rest. The staff changes to 7/4 time and contains a whole rest. The staff changes to 8/4 time and contains a whole rest. The staff ends with a double bar line and a repeat sign. Above the staff, the tempo is marked as ♩ = 165.

205

Musical staff 205: A sequence of rests in 7/4, 8/4, 7/4, 8/4, 7/4, 8/4, 7/4, 8/4, and 7/4 time signatures.

1M13 Drowning & Radio

213 $\text{♩} = 165$

1M14 Sprite Run!

$\text{♩} = 138$

Musical staff 213: A sequence of rests in 7/4, 8/4, 7/4, 8/4, 7/4, 8/4, 7/4, 8/4, and 7/4 time signatures, followed by a melodic phrase in 7/4 time starting with a half note G4 and a dotted half note A4. Dynamics include *mf*.

1M15 Sprite Fight!

$\text{♩} = 138$

231

10

10

4

1M16 Final Cue

$\text{♩} = 138$

Musical staff 231: A sequence of rests in 7/4, 4/4, 2/4, 4/4, and 4/4 time signatures, followed by a melodic phrase in 4/4 time starting with a half note G4 and a dotted half note A4. Dynamics include *mf*.

259

Musical staff 259: A sequence of rests in 7/4, 8/4, and 7/4 time signatures, followed by a melodic phrase in 7/4 time starting with a half note G4 and a dotted half note A4. Dynamics include *f* and *ff*.

Flute

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

1M2 Boombox trap
13 ♩ = 145 22 ♩ = 120 ♩ = 120

1M3 Trapped Bird
42 ♩ = 145 10 22 ♩ = 150 8

1M5 Mushrooms Appear!
87 6 8 3

1M6 Mushroom Song
101 ♩ = 139 4 4 9

1M7 Mushroom Falls
123 ♩ = 139 2 14 7 9

1M8 Mushrooms introduce themselves
150 pp

1M9 Rough Wake Up
156 8 ff

1M10 Boombox Electronic Theme
170 ♩ = 165 10 rit. 2

1M11 Mushroom Attack!

184 $\text{♩} = 150$ **12** $\text{♩} = 165$

1M12 Spiders!

197 $\text{♩} = 165$
f

1M13 Drowning & Radio

213 $\text{♩} = 165$
mf

$\text{♩} = 138$

1M14 Sprite Run!

219 **2** **3**
p

1M15 Sprite Fight!

228 $\text{♩} = 138$
f

1M16 Final Cue

232

9 10 4 = 138 mf

Detailed description: This musical staff begins with a treble clef and a key signature of one flat. It contains measures 232 through 248. Measures 232-233 are marked with a '9' and contain a whole rest. Measures 234-235 are marked with a '10' and contain a whole rest. Measures 236-237 are marked with a '4' and contain a whole rest. Measures 238-248 are marked with a tempo of '♩ = 138' and a dynamic of 'mf'. The notation includes a series of eighth notes with a slur, followed by a quarter note with a sharp sign, and a final quarter note.

259

8 f ff

Detailed description: This musical staff contains measures 249 through 259. Measures 249-251 are marked with a dynamic of 'f' and contain eighth notes with a slur. Measures 252-253 are marked with an '8' and contain a whole rest. Measures 254-259 are marked with a dynamic of 'ff' and contain a series of notes with a slur, including a flat sign and a sharp sign.

Alto Flute

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, measures 1-10. The piece starts with a 4/4 time signature. It features a melodic line with dynamics *p* and *f* connected by a hairpin. A fermata is placed over the final note. The piece concludes with a double bar line, a fermata, and a *ppp* dynamic marking.

Musical notation for 1M2 Boombox trap (measures 11-22) and 1M3 Trapped Bird (measures 23-33). 1M2 is in 4/4 time with a tempo of 145. 1M3 is in 4/4 time with a tempo of 120. The notation includes a *pp* dynamic marking and a fermata.

Musical notation for 1M4 (measures 34-41). The piece is in 4/4 time with a tempo of 145. It features a melodic line with a fermata and a *pp* dynamic marking.

Musical notation for 1M5 Mushrooms Appear! (measures 42-56). The piece is in 4/4 time with a tempo of 150. It features a melodic line with dynamics *p* and *mf* connected by a hairpin, and a *p* to *ff* hairpin. The notation includes a 3/4 time signature change and a fermata.

Musical notation for 1M6 Mushroom Song (measures 57-66). The piece is in 4/4 time with a tempo of 139. It features a melodic line with dynamics *mf*, *f*, *mf*, and *f*. The notation includes a 2/4 time signature change and a fermata.

Musical notation for 1M7 Mushroom Falls (measures 67-76). The piece is in 4/4 time with a tempo of 139. It features a melodic line with a fermata and a *pp* dynamic marking.

Musical notation for 1M8 Mushrooms introduce themselves (measures 77-83) and 1M9 Rough Wake Up (measures 84-93). 1M8 is in 4/4 time with a tempo of 110. 1M9 is in 4/4 time with a tempo of 110. The notation includes a 7/4 time signature change and a fermata.

Musical notation for 1M10 Boombox Electronic Theme (measures 94-103). The piece is in 4/4 time with a tempo of 165. It features a melodic line with a *rit.* marking and a fermata.

Musical notation for 1M11 Mushroom Attack! (measures 104-116) and 1M12 Spiders! (measures 117-126). 1M11 is in 4/4 time with a tempo of 150. 1M12 is in 4/4 time with a tempo of 165. The notation includes a 7/4 time signature change and a *f* dynamic marking.

199 *f*

202

205

208

1M13 Drowning & Radio

♩ = 165 **3**

211

216 *f*

1M14 Sprite Run!

♩ = 138 **3**

220 *p*

1M15 Sprite Fight!

♩ = 138

1M16 Final Cue

♩ = 138 **7**

229 *f*

263

Oboe

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO. It consists of a single staff in 4/4 time. The first measure is a whole rest. The second measure contains a whole note with a '4' above it. The third measure contains a whole note with a '6' above it. The fourth measure is a whole rest. The piece ends with a double bar line and repeat dots.

1M2 Boombox trap

Musical notation for 1M2 Boombox trap. It starts at measure 13. The first measure is a whole rest with a tempo marking of ♩ = 145. The second measure contains a whole note with a '22' above it. The third measure is a whole rest with a tempo marking of ♩ = 120. The piece ends with a double bar line and repeat dots.

1M3 Trapped Bird

Musical notation for 1M3 Trapped Bird. It starts at measure 36. The first measure is a whole rest with a tempo marking of ♩ = 120 and a '7' below it. The second measure is a whole rest with a tempo marking of ♩ = 145 and a '10' below it. The third measure is a whole rest with a '22' above it. The fourth measure is a whole rest. The fifth measure is a whole rest with a tempo marking of ♩ = 150 and a '16' below it. The piece ends with a double bar line and repeat dots.

1M5 Mushrooms Appear!

1M6 Mushroom Song

Musical notation for 1M6 Mushroom Song. It starts at measure 94. The first measure is a whole rest with a '2' above it. The second measure is a whole rest with a '3' above it. The third measure is a whole rest with a tempo marking of ♩ = 139 and a '12' below it. The fourth measure is a whole rest with a '9' above it. The piece ends with a double bar line and repeat dots.

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

1M9 Rough Wake Up

Musical notation for 1M7, 1M8, and 1M9. It starts at measure 123. The first measure is a whole rest with a tempo marking of ♩ = 139 and a '2' below it. The second measure is a whole rest with a '14' below it. The third measure is a whole rest with a '7' below it. The fourth measure is a whole rest with a tempo marking of ♩ = 110 and a '4' below it. The fifth measure is a whole rest with a '2' below it. The piece ends with a double bar line and repeat dots.

Musical notation for 1M10. It starts at measure 155. The first measure is a whole rest with a '12' above it. The second measure is a whole rest with a '16' below it. The piece ends with a double bar line and repeat dots.

1M10 Boombox Electronic Theme

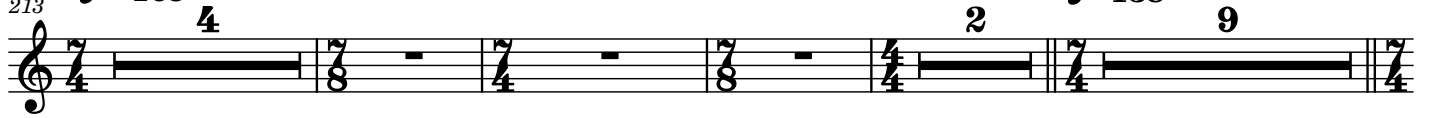
1M11 Mushroom Attack!

Musical notation for 1M10 and 1M11. It starts at measure 172. The first measure is a whole rest with a tempo marking of ♩ = 165 and a '10' below it. The second measure is a whole rest with a 'rit.' above it and a '2' below it. The third measure is a whole rest with a tempo marking of ♩ = 150 and a '12' below it. The piece ends with a double bar line and repeat dots.

Musical notation for 1M12. It starts at measure 197. The first measure is a whole rest with a tempo marking of ♩ = 165 and a '2' below it. The second measure is a whole rest with a '8' below it. The third measure is a whole rest with a '4' below it. The fourth measure is a whole rest with a '8' below it. The fifth measure is a whole rest with a '4' below it. The sixth measure is a whole rest with a '8' below it. The seventh measure is a whole rest with a '4' below it. The eighth measure is a whole rest with a '8' below it. The piece ends with a double bar line and repeat dots.

Musical notation for 1M13. It starts at measure 206. The first measure is a whole rest with a '7' below it. The second measure is a whole rest with a '4' below it. The third measure is a whole rest with a '8' below it. The fourth measure is a whole rest with a '4' below it. The fifth measure is a whole rest with a '8' below it. The sixth measure is a whole rest with a '4' below it. The seventh measure is a whole rest with a '4' below it. The piece ends with a double bar line and repeat dots.

213 1M13 Drowning & Radio $\text{♩} = 165$ 4 2 9 1M14 Sprite Run! $\text{♩} = 138$



231 1M15 Sprite Fight! $\text{♩} = 138$ 10 10 4 1M16 Final Cue $\text{♩} = 138$ 17



English Horn

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO $\text{♩} = 120$

13 1M2 Boombbox trap $\text{♩} = 145$ $\text{♩} = 120$

36 1M3 Trapped Bird $\text{♩} = 120$ $\text{♩} = 145$

77 1M5 Mushrooms Appear! $\text{♩} = 150$

84 p ff

101 1M6 Mushroom Song $\text{♩} = 139$ 1M7 Mushroom Falls $\text{♩} = 139$

127 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 1M9 Rough Wake Up $\text{♩} = 110$

158 12

172 1M10 Boombbox Electronic Theme $\text{♩} = 165$ rit. 1M11 Mushroom Attack! $\text{♩} = 150$

196 **1M12 Spiders!**
 ♪ = 165 ♪ = 165

Musical staff for 1M12 Spiders! starting at measure 196. The staff contains a series of rests in various time signatures: 2/4, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, and 7/4.

205

Musical staff for 1M12 Spiders! continuation starting at measure 205. The staff contains a series of rests in various time signatures: 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, 7/4, and 7/4.

213 **1M13 Drowning & Radio** **1M14 Sprite Run!**
 ♪ = 165 **4** **2** ♪ = 138 **3**

Musical staff for 1M13 Drowning & Radio and 1M14 Sprite Run! starting at measure 213. It features rests in 7/4, 8/8, 7/4, 8/8, 7/4, and 7/4 time signatures, followed by rests in 4/4 and 3/4 time signatures. The piece concludes with a melodic phrase in 3/4 time marked *p*.

226

Musical staff for 1M13 Drowning & Radio continuation starting at measure 226. It features a melodic line with eighth and quarter notes, ending with a rest in 7/4 time, marked *f*.

231 **1M15 Sprite Fight!** **1M16 Final Cue**
 ♪ = 138 **10** **10** **4** ♪ = 138 **3**

Musical staff for 1M15 Sprite Fight! and 1M16 Final Cue starting at measure 231. It features rests in 7/4, 7/4, 2/4, 7/4, and 7/4 time signatures, followed by a melodic phrase in 3/4 time marked *f*.

261

Musical staff for 1M15 Sprite Fight! continuation starting at measure 261. It features a melodic line with eighth notes and quarter notes, followed by a rest in 3/4 time marked *mp*, and then a melodic phrase marked *ff*.

272

Musical staff for 1M15 Sprite Fight! continuation starting at measure 272. It features a melodic phrase marked *p*.

Bassoon

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, measures 1-6. The piece starts in 4/4 time with a whole rest, followed by a 4-measure rest, a 6-measure rest, and ends with a 4-measure rest.

13 1M2 Boombox trap
♩ = 145

Musical notation for 1M2 Boombox trap, measures 13-22. The piece starts in 4/4 time with a whole rest, followed by a 2-measure rest in 2/4 time, a 4-measure rest in 4/4 time, and ends with a 2-measure rest in 2/4 time.

1M3 Trapped Bird
♩ = 120

♩ = 145

Musical notation for 1M3 Trapped Bird, measures 7-10. The piece starts in 4/4 time with a whole rest, followed by a 7-measure rest in 4/4 time, and ends with a 10-measure rest in 4/4 time.

1M5 Mushrooms Appear!

♩ = 150

Musical notation for 1M5 Mushrooms Appear!, measures 53-62. The piece starts in 2/4 time with a whole rest, followed by a 22-measure rest in 4/4 time, a 2-measure rest in 2/4 time, a 4-measure rest in 4/4 time, and a 2-measure rest in 3/4 time. Dynamics include *mf* and *p*.

1M6 Mushroom Song

♩ = 139

Musical notation for 1M6 Mushroom Song, measures 63-71. The piece starts in 3/4 time with a whole rest, followed by a 3-measure rest in 4/4 time, a 2-measure rest in 2/4 time, a 12-measure rest in 4/4 time, and a 9-measure rest in 4/4 time. Dynamics include *p*, *mf*, and *ff*.

1M7 Mushroom Falls

♩ = 139

Musical notation for 1M7 Mushroom Falls, measures 72-74. The piece starts in 4/4 time with a whole rest, followed by a 2-measure rest in 4/4 time, and ends with a 4-measure rest in 4/4 time.

1M8 Mushrooms introduce themselves

♩ = 110

1M9 Rough Wake Up

♩ = 110

Musical notation for 1M8 and 1M9, measures 127-136. The piece starts in 4/4 time with a whole rest, followed by a 14-measure rest in 4/4 time, a 7-measure rest in 4/4 time, a 2-measure rest in 4/4 time, a 2-measure rest in 5/4 time, a 2-measure rest in 7/4 time, and ends with a 16-measure rest in 4/4 time.

1M10 Boombox Electronic Theme

♩ = 165

rit. 2 - - -

Musical notation for 1M10 Boombox Electronic Theme, measures 158-167. The piece starts in 4/16 time with a whole rest, followed by a 12-measure rest in 4/4 time, a 10-measure rest in 4/4 time, and ends with a 7-measure rest in 4/4 time.

1M11 Mushroom Attack!

♩ = 150

1M12 Spiders!

♩ = 165

♩ = 165

Musical notation for 1M11 and 1M12, measures 184-193. The piece starts in 7/4 time with a whole rest, followed by a 12-measure rest in 2/4 time, and ends with a 7-measure rest in 7/4 time.

199

Musical notation for measure 199, showing a sequence of rests in 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, and 8/8 time signatures.

1M13 Drowning & Radio

208

♩ = 165
4

A musical staff in bass clef with a series of rests. The time signatures are 7/8, 4/4, 8/8, 7/4, 4/4, 7/4, 8/8, 4/4, 8/8, and 4/4. A '4' is written below the staff between the 5th and 6th measures.

1M14 Sprite Run!

220

♩ = 138

A musical staff in bass clef with two measures of rests. The first measure is marked with a '2' above it and the second with a '9' above it. The time signature is 7/4.

1M15 Sprite Fight!

231

♩ = 138

1M16 Final Cue

A musical staff in bass clef with five measures of rests. The first measure is marked with a '10' above it, the second with a '10' above it, the third with a '4' above it, and the fourth with a '17' above it. The time signatures are 7/4, 4/4, 2/4, 4/4, and 4/4. A '♩ = 138' is written above the staff between the 4th and 5th measures.

Contrabassoon

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

1M2 Boombbox trap

1M3 Trapped Bird

1M5 Mushrooms Appear!

1M6 Mushroom Song

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

1M9 Rough Wake Up

1M10 Boombbox Electronic Theme

1M11 Mushroom Attack!

1M12 Spiders!

1M13 Drowning & Radio

1M14 Sprite Run!

♩ = 138

218

Musical notation for 1M14 Sprite Run! in bass clef. It consists of five measures. The first two measures are rests in 7/4 time. The third measure is a whole note in 4/4 time with a '2' above it. The fourth measure is a whole note in 7/4 time with a '9' above it. The fifth measure is a whole note in 7/4 time.

2

9

1M15 Sprite Fight!

♩ = 138

231

Musical notation for 1M15 Sprite Fight! in bass clef. It consists of five measures. The first measure is a whole note in 7/4 time with a '10' below it. The second measure is a whole note in 4/4 time with a '10' below it. The third measure is a whole note in 2/4 time. The fourth measure is a whole note in 4/4 time with a '4' below it. The fifth measure is a whole note in 4/4 time with a '17' below it.

10

10

4

17

1M16 Final Cue

♩ = 138

Electric Guitar

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO

♩ = 120

Musical notation for 1M1 INTRO, measures 1-4. It consists of a single whole note in 4/4 time, with a tempo of 120. The notes are marked with '4' and '6' above the staff.

1M2 Boombox trap

Musical notation for 1M2 Boombox trap, measures 13-22. It features a whole note in 4/4 time with a tempo of 145, followed by a 2-measure rest in 2/4 time.

1M3 Trapped Bird

Musical notation for 1M3 Trapped Bird, measures 23-29. It features a whole note in 4/4 time with a tempo of 120, followed by a 7-measure rest in 4/4 time.

1M5 Mushrooms Appear!

Musical notation for 1M5 Mushrooms Appear!, measures 43-52. It consists of a sequence of notes in 4/4 time with a tempo of 145, followed by a 2-measure rest in 2/4 time, and then notes in 4/4 time with a tempo of 150.

1M6 Mushroom Song

Musical notation for 1M6 Mushroom Song, measures 97-106. It features notes in 4/4 time with a tempo of 139, followed by a 3-measure rest in 2/4 time, and then notes in 4/4 time.

1M7 Mushroom Falls

Musical notation for 1M7 Mushroom Falls, measures 107-116. It features notes in 4/4 time with a tempo of 139, followed by a 2-measure rest in 4/4 time.

1M8 Mushrooms introduce themselves

Musical notation for 1M8 Mushrooms introduce themselves, measures 127-136. It features notes in 4/4 time with a tempo of 110, followed by a 7-measure rest in 4/4 time.

1M9 Rough Wake Up

Musical notation for 1M9 Rough Wake Up, measures 137-146. It features notes in 4/4 time with a tempo of 110, followed by a 2-measure rest in 4/4 time, and then notes in 5/4 and 7/4 time signatures.

1M10 Boombox Electronic Theme

Musical notation for 1M10 Boombox Electronic Theme, measures 158-172. It features notes in 4/4 time with a tempo of 165, followed by a 12-measure rest in 4/4 time. The text 'Guitarra eléctrica con distorsión' and a forte 'f' dynamic marking are present.

Musical notation for 1M10 Boombox Electronic Theme, measures 173-174. It continues the rhythmic pattern of eighth notes.

Musical notation for 1M10 Boombox Electronic Theme, measures 175-176. It continues the rhythmic pattern of eighth notes.

Musical notation for 1M10 Boombox Electronic Theme, measures 177-178. It continues the rhythmic pattern of eighth notes.

179 rit. - - - - -

mf

184 $\text{♩} = 150$ **12** $\text{♩} = 165$ $\text{♩} = 165$

1M11 Mushroom Attack! 1M12 Spiders!

200

209 $\text{♩} = 165$

1M13 Drowning & Radio

220

ff

222 $\text{♩} = 138$ **9** $\text{♩} = 138$ **10** **10** **4** $\text{♩} = 138$ **17**

1M14 Sprite Run! 1M15 Sprite Fight! 1M16 Final Cue

Chimes

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO $\text{♩} = 120$

mf

13 1M2 Boombox trap $\text{♩} = 145$ $\text{♩} = 120$

36 1M3 Trapped Bird $\text{♩} = 120$ $\text{♩} = 145$

77 1M5 Mushrooms Appear! $\text{♩} = 150$ 16 2 3 1M6 Mushroom Song $\text{♩} = 139$ 12 9

122 1M7 Mushroom Falls $\text{♩} = 139$ 2 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 14 7 1M9 Rough Wake Up $\text{♩} = 110$ 4

153 2 12

172 1M10 Boombox Electronic Theme $\text{♩} = 165$ 10 rit. 2 1M11 Mushroom Attack! $\text{♩} = 150$ 12

196 1M12 Spiders! $\text{♩} = 165$ $\text{♩} = 165$

205

213 1M13 Drowning & Radio $\text{♩} = 165$ 4 2 9 1M14 Sprite Run! $\text{♩} = 138$

Musical notation for 1M13 Drowning & Radio and 1M14 Sprite Run!. The notation is on a single staff with a treble clef. It consists of seven measures. The first measure is in 7/4 time and contains a whole note. The second, third, and fourth measures are in 8/4 time and contain whole rests. The fifth measure is in 4/4 time and contains a whole note. The sixth and seventh measures are in 7/4 time and contain whole notes. The tempo is 165 for the first part and 138 for the second part.

231 1M15 Sprite Fight! $\text{♩} = 138$ 10 10 4 1M16 Final Cue $\text{♩} = 138$ 17

Musical notation for 1M15 Sprite Fight! and 1M16 Final Cue. The notation is on a single staff with a treble clef. It consists of six measures. The first measure is in 7/4 time and contains a whole note. The second measure is in 4/4 time and contains a whole note. The third measure is in 2/4 time and contains a whole rest. The fourth measure is in 4/4 time and contains a whole note. The fifth and sixth measures are in 4/4 time and contain whole notes. The tempo is 138 for both parts.

Electric Bass

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, measures 1-6. The piece starts in 4/4 time with a whole rest in measure 1. Measures 2-3 contain a whole note. Measure 4 contains a whole rest. Measure 5 contains a whole note. Measure 6 contains a whole rest. The piece ends with a double bar line.

1M2 Boombox trap

Musical notation for 1M2 Boombox trap, measures 13-22. The piece starts in 4/4 time with a whole rest in measure 13. Measures 14-21 contain a whole note. Measure 22 contains a whole rest. The piece ends with a double bar line.

1M3 Trapped Bird

Musical notation for 1M3 Trapped Bird, measures 36-45. The piece starts in 4/4 time with a whole rest in measure 36. Measures 37-40 contain a whole note. Measure 41 contains a whole rest. Measure 42 contains a whole note. Measure 43 contains a whole rest. Measure 44 contains a whole note. Measure 45 contains a whole rest. The piece ends with a double bar line.

1M5 Mushrooms Appear!

Musical notation for 1M5 Mushrooms Appear!, measures 46-55. The piece starts in 4/4 time with a whole rest in measure 46. Measures 47-50 contain a whole note. Measure 51 contains a whole rest. Measure 52 contains a whole note. Measure 53 contains a whole rest. Measure 54 contains a whole note. Measure 55 contains a whole rest. The piece ends with a double bar line.

1M6 Mushroom Song

Musical notation for 1M6 Mushroom Song, measures 94-103. The piece starts in 4/4 time with a whole rest in measure 94. Measure 95 contains a whole note. Measure 96 contains a whole rest. Measure 97 contains a whole note. Measure 98 contains a whole rest. Measure 99 contains a whole note. Measure 100 contains a whole rest. Measure 101 contains a whole note. Measure 102 contains a whole rest. Measure 103 contains a whole note. The piece ends with a double bar line.

1M7 Mushroom Falls

Musical notation for 1M7 Mushroom Falls, measures 104-113. The piece starts in 4/4 time with a whole rest in measure 104. Measure 105 contains a whole note. Measure 106 contains a whole rest. Measure 107 contains a whole note. Measure 108 contains a whole rest. Measure 109 contains a whole note. Measure 110 contains a whole rest. Measure 111 contains a whole note. Measure 112 contains a whole rest. Measure 113 contains a whole note. The piece ends with a double bar line.

1M8 Mushrooms introduce themselves

Musical notation for 1M8 Mushrooms introduce themselves, measures 124-133. The piece starts in 4/4 time with a whole rest in measure 124. Measure 125 contains a whole note. Measure 126 contains a whole rest. Measure 127 contains a whole note. Measure 128 contains a whole rest. Measure 129 contains a whole note. Measure 130 contains a whole rest. Measure 131 contains a whole note. Measure 132 contains a whole rest. Measure 133 contains a whole note. The piece ends with a double bar line.

1M9 Rough Wake Up

Musical notation for 1M9 Rough Wake Up, measures 134-143. The piece starts in 4/4 time with a whole rest in measure 134. Measure 135 contains a whole note. Measure 136 contains a whole rest. Measure 137 contains a whole note. Measure 138 contains a whole rest. Measure 139 contains a whole note. Measure 140 contains a whole rest. Measure 141 contains a whole note. Measure 142 contains a whole rest. Measure 143 contains a whole note. The piece ends with a double bar line.

Musical notation for 1M9 Rough Wake Up continuation, measures 144-153. The piece starts in 4/4 time with a whole rest in measure 144. Measure 145 contains a whole note. Measure 146 contains a whole rest. Measure 147 contains a whole note. Measure 148 contains a whole rest. Measure 149 contains a whole note. Measure 150 contains a whole rest. Measure 151 contains a whole note. Measure 152 contains a whole rest. Measure 153 contains a whole note. The piece ends with a double bar line.

1M10 Boombox Electronic Theme

Musical notation for 1M10 Boombox Electronic Theme, measures 172-173. The piece starts in 4/4 time with a whole rest in measure 172. Measure 173 contains a whole note. The piece ends with a double bar line.

Musical notation for 1M10 Boombox Electronic Theme continuation, measures 174-176. The piece starts in 4/4 time with a whole rest in measure 174. Measure 175 contains a whole note. Measure 176 contains a whole note. The piece ends with a double bar line.

Musical notation for 1M10 Boombox Electronic Theme continuation, measures 177-180. The piece starts in 4/4 time with a whole rest in measure 177. Measure 178 contains a whole note. Measure 179 contains a whole note. Measure 180 contains a whole note. The piece ends with a double bar line.

180 *rit.*

183 *(rit.)*

1M11 Mushroom Attack! $\text{♩} = 150$ 12

1M12 Spiders! $\text{♩} = 165$ 165

199

208

1M13 Drowning & Radio $\text{♩} = 165$ 4

220 *ff*

1M14 Sprite Run! $\text{♩} = 138$ 9

231

1M15 Sprite Fight! $\text{♩} = 138$ 10

1M16 Final Cue $\text{♩} = 138$ 17

Horn

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 **120**

13 1M2 Boombbox trap **145** **22** **120**

36 1M3 Trapped Bird **120** **7** **145** **10** **22**

77 1M5 Mushrooms Appear! **150** **16** **2** **3**

101 1M6 Mushroom Song **139** **12** **9**

123 1M7 Mushroom Falls **139**

127 1M8 Mushrooms introduce themselves **110** **14** **7**

149 1M9 Rough Wake Up **110** **4** **2** **12**

171 1M10 Boombbox Electronic Theme **165**

1M11 Mushroom Attack!

179 rit. - - - - ♪ = 150 8

Musical notation for 1M11 Mushroom Attack! in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first four measures contain eighth notes with accents (^) above them, with dynamics *p < f*. The fifth measure is a whole note. The sixth measure is a half note. The seventh measure is a whole note. The eighth measure is a whole note. The piece then changes to 7/4 time for the final two measures, which contain a half note and a quarter note, with dynamics *p* and *f* respectively, and a *p < f* dynamic for the final measure.

1M12 Spiders!

194 ♪ = 165 ♪ = 165

Musical notation for 1M12 Spiders! in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a half note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The fifteenth measure is a whole note. The sixteenth measure is a whole note. The seventeenth measure is a whole note. The eighteenth measure is a whole note. The nineteenth measure is a whole note. The twentieth measure is a whole note. The piece ends with a double bar line.

203

Musical notation for 1M13 Drowning & Radio in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a whole note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The piece ends with a double bar line.

1M13 Drowning & Radio

212 ♪ = 165 4

Musical notation for 1M13 Drowning & Radio in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a whole note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The piece ends with a double bar line.

♪ = 138

1M14 Sprite Run!

221

Musical notation for 1M14 Sprite Run! in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a whole note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The piece ends with a double bar line.

♪ = 138

1M15 Sprite Fight!

230

Musical notation for 1M15 Sprite Fight! in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a whole note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The piece ends with a double bar line.

1M16 Final Cue

238 ♪ = 138 17

Musical notation for 1M16 Final Cue in G major, 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure is a whole note. The second measure is a whole note. The third measure is a whole note. The fourth measure is a whole note. The fifth measure is a whole note. The sixth measure is a whole note. The seventh measure is a whole note. The eighth measure is a whole note. The ninth measure is a whole note. The tenth measure is a whole note. The eleventh measure is a whole note. The twelfth measure is a whole note. The thirteenth measure is a whole note. The fourteenth measure is a whole note. The piece ends with a double bar line.

Trumpet

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical staff for 1M1 INTRO. It consists of a single line of music in 4/4 time with a key signature of one sharp (F#). The tempo is marked as ♩ = 120. The staff contains several measures of rests, with some measures containing the numbers 4 and 6, likely indicating measure counts or specific rhythmic values.

1M2 Boombox trap

Musical staff for 1M2 Boombox trap. It starts at measure 13. The tempo is marked as ♩ = 145. The staff contains a long rest followed by a double bar line, then a 2/4 time signature, another long rest, and finally a 4/4 time signature.

1M3 Trapped Bird

Musical staff for 1M3 Trapped Bird. It starts at measure 36. The tempo is marked as ♩ = 120. The staff contains several measures of rests, with some measures containing the numbers 7, 10, and 22. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M5 Mushrooms Appear!

Musical staff for 1M5 Mushrooms Appear!. It starts at measure 36. The tempo is marked as ♩ = 150. The staff contains several measures of rests, with some measures containing the numbers 16 and 22. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M6 Mushroom Song

Musical staff for 1M6 Mushroom Song. It starts at measure 94. The tempo is marked as ♩ = 139. The staff contains several measures of rests, with some measures containing the numbers 2, 3, 12, and 9. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M7 Mushroom Falls

Musical staff for 1M7 Mushroom Falls. It starts at measure 123. The tempo is marked as ♩ = 139. The staff contains several measures of rests, with some measures containing the numbers 14 and 7. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M8 Mushrooms introduce themselves

Musical staff for 1M8 Mushrooms introduce themselves. It starts at measure 123. The tempo is marked as ♩ = 110. The staff contains several measures of rests, with some measures containing the numbers 14 and 7. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M9 Rough Wake Up

Musical staff for 1M9 Rough Wake Up. It starts at measure 148. The tempo is marked as ♩ = 110. The staff contains several measures of rests, with some measures containing the numbers 4 and 2. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M10 Boombox Electronic Theme

Musical staff for 1M10 Boombox Electronic Theme. It starts at measure 159. The tempo is marked as ♩ = 165. The staff contains several measures of rests, with some measures containing the number 12. The time signature changes from 4/4 to 2/4 and back to 4/4. The dynamics are marked as *f*.

1M11 Mushroom Attack!

Musical staff for 1M11 Mushroom Attack!. It starts at measure 178. The tempo is marked as ♩ = 150. The staff contains several measures of rests, with some measures containing the number 8. The time signature changes from 4/4 to 2/4 and back to 4/4. The dynamics are marked as *p < f*, *p < f*, *p < f*, and *p <*. The word *rit.* is written above the staff.

1M12 Spiders!

Musical staff for 1M12 Spiders!. It starts at measure 193. The tempo is marked as ♩ = 165. The staff contains several measures of rests, with some measures containing the number 8. The time signature changes from 4/4 to 2/4 and back to 4/4. The dynamics are marked as *f* and *p < f*.

200

1M13 Drowning & Radio

♩ = 165

209

216

1M14 Sprite Run!

♩ = 138

222

1M15 Sprite Fight!

♩ = 138

1M16 Final Cue

♩ = 138

231

Trombone

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

4 6

1M2 Boombbox trap

13 ♩ = 145 22 ♩ = 120

1M3 Trapped Bird

36 ♩ = 120 7 ♩ = 145 10 22 16 ♩ = 150

1M5 Mushrooms Appear!

94 2 3 ♩ = 139 12 9

1M6 Mushroom Song

1M7 Mushroom Falls

123 ♩ = 139

1M8 Mushrooms introduce themselves

126 ♩ = 110 14 7 ♩ = 110 2

1M9 Rough Wake Up

157 12 ♩ = 165 10 rit. 2

1M10 Boombbox Electronic Theme

1M11 Mushroom Attack!

184 ♩ = 150 10 ♩ = 165 ♩ = 165

1M12 Spiders!

201 *pf*

1M13 Drowning & Radio

210 $\text{♩} = 165$ **3**

1M14 Sprite Run!

218 $\text{♩} = 138$

1M15 Sprite Fight!

228 $\text{♩} = 138$

236

1M16 Final Cue

246 $\text{♩} = 138$

Tuba

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

4 6

13 1M2 Boombox trap
♩ = 145 22

1M3 Trapped Bird
♩ = 120 7

♩ = 145 10

54 1M5 Mushrooms Appear!
♩ = 150 22 16 2 3

101 1M6 Mushroom Song
♩ = 139 12 9

1M7 Mushroom Falls
♩ = 139

124

127 1M8 Mushrooms introduce themselves
♩ = 110 14 7

1M9 Rough Wake Up
♩ = 110 2 2

158 1M10 Boombox Electronic Theme
♩ = 165 12 10 rit. 2

184 1M11 Mushroom Attack!
♩ = 150 10

1M12 Spiders!
♩ = 165 ♩ = 165

201 *pf*

210

1M13 Drowning & Radio
♩ = 165
4

Musical staff for 1M13 Drowning & Radio, measures 210-217. The staff is in bass clef and contains rests for measures 210, 211, 212, and 213. Measure 214 features a whole note chord. Measures 215-217 contain a melodic line with eighth notes and a slur.

220

1M14 Sprite Run!

♩ = 138

Musical staff for 1M14 Sprite Run!, measures 220-227. Measures 220-221 have a whole note chord with a fermata and a '2' above. Measure 222 has a whole note chord with a fermata and a '3' above. Measure 223 has a whole note chord with a sharp sign and dynamics *p < f*. Measures 224-227 contain a melodic line with eighth notes and a slur, ending with a sharp sign.

230

1M15 Sprite Fight!

♩ = 138

Musical staff for 1M15 Sprite Fight!, measures 230-237. Measures 230-231 have a melodic line with eighth notes and a slur, with a '2' above. Measures 232-233 have whole note chords with dynamics *f*. Measures 234-237 contain a melodic line with eighth notes and a slur, with a flat sign.

238

Musical staff for 1M15 Sprite Fight!, measures 238-245. Measures 238-239 have a melodic line with eighth notes and a slur, with a '2' above. Measures 240-241 have whole note chords with a flat sign and dynamics *f*. Measures 242-243 have whole note chords with a '2' above. Measure 244 has a whole note chord with a '5' above. Measures 245-246 have whole note chords with a flat sign.

254

1M16 Final Cue

♩ = 138

Musical staff for 1M16 Final Cue, measures 254-255. Measure 254 has a whole note chord with a fermata and a '2' above. Measure 255 has a whole note chord with a fermata and a '17' above.

Glockenspiel

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO

$\text{♩} = 120$

1M2 Boombbox trap

1M3 Trapped Bird

13 $\text{♩} = 145$ 22 $\text{♩} = 120$ $\text{♩} = 120$ 7 $\text{♩} = 145$ 10 22

1M5 Mushrooms Appear!

1M6 Mushroom Song

77 $\text{♩} = 150$ 16 2 3 $\text{♩} = 139$ 12 9

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

1M9 Rough Wake Up

122 $\text{♩} = 139$ 2 $\text{♩} = 110$ 14 7 $\text{♩} = 110$

150 2 16

158 *f*

163

1M10 Boombbox Electronic Theme

167 3 $\text{♩} = 165$ 10 rit. 2

1M11 Mushroom Attack!

1M12 Spiders!

184 $\text{♩} = 150$ 12 $\text{♩} = 165$ $\text{♩} = 165$

204

Musical staff with measures 204-212. Measures 204-211 contain rests with time signatures 7/8, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8, 7/4, 8/8. Measure 212 has a 7/4 time signature and a rest.

213

1M13 Drowning & Radio $\text{♩} = 165$ 4

1M14 Sprite Run! $\text{♩} = 138$ 2 9

Musical staff with measures 213-220. Measures 213-216 are rests with time signatures 7/4, 8/8, 7/4, 8/8. Measure 217 has a 7/4 time signature and a rest. Measure 218 has a 7/4 time signature and a rest. Measure 219 has a 7/4 time signature and a rest. Measure 220 has a 7/4 time signature and a rest.

231

1M15 Sprite Fight! $\text{♩} = 138$ 10 10 4 2

1M16 Final Cue $\text{♩} = 138$ 2 2

Musical staff with measures 231-238. Measures 231-232 are rests with time signatures 7/4, 4/4. Measure 233 has a 2/4 time signature and a rest. Measure 234 has a 4/4 time signature and a rest. Measure 235 has a 4/4 time signature and a rest. Measure 236 has a 4/4 time signature and a rest. Measure 237 has a 4/4 time signature and a rest. Measure 238 has a 4/4 time signature and notes G4, A4, B4, C5 with a forte (*f*) dynamic.

262

5

Musical staff with measures 262-265. Measure 262 has notes G4, A4, B4, C5 with a slur. Measure 263 has a 5-measure rest. Measure 264 has notes G4, A4, B4, C5 with a slur and a forte (*ff*) dynamic. Measure 265 has notes G4, A4, B4, C5 with a slur and a forte (*ff*) dynamic.

Bells

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO $\text{♩} = 120$

13 1M2 Boombox trap $\text{♩} = 145$ 22 1M3 Trapped Bird $\text{♩} = 120$ 7 $\text{♩} = 120$ 10 $\text{♩} = 145$ 10 22 22

77 1M5 Mushrooms Appear! $\text{♩} = 150$ 16 3 2 2 3 2 1M6 Mushroom Song $\text{♩} = 139$ 12 9

122 1M7 Mushroom Falls $\text{♩} = 139$ 2 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 14 7 1M9 Rough Wake Up $\text{♩} = 110$

150 p f 2 5 7 1 16

158 1M10 Boombox Electronic Theme $\text{♩} = 165$ 10 rit. 2 7

184 1M11 Mushroom Attack! $\text{♩} = 150$ 12 1M12 Spiders! $\text{♩} = 165$ 7 7 7

200 7 7 7 7 7 7 7 7 7 7

209 1M13 Drowning & Radio $\text{♩} = 165$ 4 7 7 7 4 2 7

222 1M14 Sprite Run! $\text{♩} = 138$ 9 1M15 Sprite Fight! $\text{♩} = 138$ 10 4 10 2 4 4 1M16 Final Cue $\text{♩} = 138$ 17

Metal Wind Chimes

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO $\text{♩} = 120$

6 *mf* 1M2 Boombox trap $\text{♩} = 145$ 22 1M3 Trapped Bird $\text{♩} = 120$ $\text{♩} = 120$ $\text{♩} = 145$ 10

54 1M5 Mushrooms Appear! $\text{♩} = 150$ 20

81 *mp* 1M6 Mushroom Song $\text{♩} = 139$ 11 3 4 2 2 3 2 12

113 1M7 Mushroom Falls $\text{♩} = 139$ 9 2 1 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 14 7

149 1M9 Rough Wake Up $\text{♩} = 110$ 4 2 5 7 1 16 12

171 1M10 Boombox Electronic Theme $\text{♩} = 165$ 10 *rit.* 2 1M11 Mushroom Attack! $\text{♩} = 150$ 12

196 1M12 Spiders! $\text{♩} = 165$ $\text{♩} = 165$ 7 8 7 8 7 8 7 8 7 8

205 1M13 Drowning & Radio $\text{♩} = 165$ 7 8 7 8 7 8 7 8 7 8

217 1M14 Sprite Run! $\text{♩} = 138$ 7 8 7 8 7 8 7 8 9 7 10 7 10 7 8

252 1M15 Sprite Fight! $\text{♩} = 138$ 7 8 9 7 10 7 10 7 8

1M16 Final Cue $\text{♩} = 138$ 4 4 17

Harp

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO

♩ = 120

E \flat F \flat G \sharp A \flat
D \sharp C \flat B \sharp

let ring

mf

p

6

let ring

♩ = 120

1M2 Boombox trap

1M3 Trapped Bird

13

♩ = 145

22

♩ = 120

♩ = 145

10

22

1M5 Mushrooms Appear!

1M6 Mushroom Song

77

♩ = 150

16

3

3

♩ = 139

p

ff

F \sharp G \sharp A \flat
C \flat B \sharp

102

1M7 Mushroom Falls

♩ = 139

108

4

9

2

4

9

2

127 $\text{♩} = 110$ 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 1M9 Rough Wake Up

158 $\text{♩} = 165$ 1M10 Boombox Electronic Theme **rit.** 1M11 Mushroom Attack! $\text{♩} = 150$

196 $\text{♩} = 165$ 1M12 Spiders! $\text{♩} = 165$

205 1M13 Drowning & Radio $\text{♩} = 165$

217 1M14 Sprite Run! $\text{♩} = 138$ 1M15 Sprite Fight! $\text{♩} = 138$

252 1M16 Final Cue $\text{♩} = 138$

Nucleus

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, measures 1-6. The piece starts in 4/4 time. Measure 1 is a whole rest. Measures 2-3 are marked with a '4' above the staff. Measure 4 is marked with a '6' above the staff. Measures 5-6 are marked with a '4' above the staff.

13 1M2 Boombox trap
♩ = 145

Musical notation for 1M2 Boombox trap, measures 13-22. The piece starts in 4/4 time. Measure 13 is a whole rest. Measures 14-22 are marked with a '22' above the staff.

1M3 Trapped Bird

♩ = 120 ♩ = 120 ♩ = 145

Musical notation for 1M3 Trapped Bird, measures 23-32. The piece starts in 2/4 time. Measure 23 is a whole rest. Measures 24-25 are marked with a '7' above the staff. Measures 26-27 are marked with a '4' above the staff. Measures 28-31 are marked with a '10' above the staff. Measure 32 is a whole rest.

1M5 Mushrooms Appear!

Musical notation for 1M5 Mushrooms Appear!, measures 53-68. The piece starts in 2/4 time. Measure 53 is a whole rest. Measures 54-55 are marked with a '22' above the staff. Measures 56-57 are marked with a '16' above the staff. Measures 58-59 are marked with a '2' above the staff. Measures 60-61 are marked with a '3' above the staff. Measures 62-63 are marked with a '2' above the staff. Measures 64-65 are marked with a '3' above the staff. Measures 66-67 are marked with a '2' above the staff. Measure 68 is a whole rest.

1M6 Mushroom Song

Musical notation for 1M6 Mushroom Song, measures 100-109. The piece starts in 2/4 time. Measure 100 is a whole rest. Measures 101-102 are marked with a '12' above the staff. Measures 103-104 are marked with a '9' above the staff. Measures 105-106 are marked with a '9' above the staff. Measures 107-108 are marked with a '4' above the staff. Measure 109 is a whole rest.

1M7 Mushroom Falls

Musical notation for 1M7 Mushroom Falls, measures 123-124. The piece starts in 4/4 time. Measure 123 is a whole rest. Measure 124 is marked with a '2' above the staff.

1M8 Mushrooms introduce themselves

Musical notation for 1M8 Mushrooms introduce themselves, measures 127-136. The piece starts in 4/4 time. Measure 127 is a whole rest. Measures 128-129 are marked with a '14' above the staff. Measures 130-131 are marked with a '7' above the staff. Measure 132 is a whole rest. Measures 133-134 are marked with a '4' above the staff. Measures 135-136 are marked with a '2' above the staff.

1M9 Rough Wake Up

Musical notation for 1M9 Rough Wake Up, measures 137-146. The piece starts in 4/4 time. Measure 137 is a whole rest. Measures 138-139 are marked with a '4' above the staff. Measures 140-141 are marked with a '2' above the staff. Measures 142-143 are marked with a '5' above the staff. Measures 144-145 are marked with a '7' above the staff. Measure 146 is marked with a '16' above the staff.

Musical notation for 1M10 Boombox Electronic Theme, measures 158-167. The piece starts in 4/16 time. Measure 158 is a whole rest. Measures 159-160 are marked with a '4' above the staff. Measures 161-162 are marked with a '12' above the staff. Measures 163-164 are marked with a '4' above the staff. Measures 165-166 are marked with a '4' above the staff. Measure 167 is a whole rest.

1M10 Boombox Electronic Theme

Musical notation for 1M10 Boombox Electronic Theme, measures 172-181. The piece starts in 4/4 time. Measure 172 is a whole rest. Measures 173-174 are marked with a '10' above the staff. Measures 175-176 are marked with a '2' above the staff. Measures 177-178 are marked with a '7' above the staff. Measures 179-180 are marked with a '12' above the staff. Measure 181 is marked with a '4' above the staff.

1M11 Mushroom Attack!

Musical notation for 1M11 Mushroom Attack!, measures 182-191. The piece starts in 2/4 time. Measure 182 is a whole rest. Measures 183-184 are marked with a '2' above the staff. Measures 185-186 are marked with a '12' above the staff. Measures 187-188 are marked with a '4' above the staff. Measures 189-190 are marked with a '2' above the staff. Measure 191 is marked with a '4' above the staff.

1M12 Spiders!

Musical notation for 1M12 Spiders!, measures 197-206. The piece starts in 7/4 time. Measure 197 is a whole rest. Measures 198-199 are marked with an '8' above the staff. Measures 200-201 are marked with a '4' above the staff. Measures 202-203 are marked with an '8' above the staff. Measures 204-205 are marked with a '4' above the staff. Measures 206-207 are marked with an '8' above the staff. Measures 208-209 are marked with a '4' above the staff. Measures 210-211 are marked with an '8' above the staff. Measures 212-213 are marked with a '4' above the staff. Measures 214-215 are marked with an '8' above the staff. Measure 216 is marked with a '4' above the staff.

♩ = 165
4

206

218

1M14 Sprite Run!

♩ = 138

1M15 Sprite Fight!

♩ = 138

241

1M16 Final Cue

♩ = 138

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

4 6

1M2 Boombbox trap
♩ = 145

13

14

15

16

17

18

19

20

Musical score for guitar, measures 22 through 31. The score is written on a single staff with a treble clef and a key signature of one flat (B-flat). The time signature is 3/4. The music features a repeating melodic pattern in the right hand, often marked with a '3' and a bracket, indicating a triplet. The left hand provides a steady accompaniment, primarily using quarter and eighth notes. Measures 23, 25, 27, 29, and 31 include a double bar line followed by a repeat sign, suggesting a recurring rhythmic or melodic figure. The notation includes various note values, rests, and dynamic markings such as accents and slurs.

32

Musical notation for measure 32, featuring a treble clef, a key signature of one flat, and a 3/4 time signature. The melody consists of eighth notes and quarter notes, with a triplet of eighth notes in the final part of the measure.

33

Musical notation for measure 33, continuing the melody from measure 32. It includes a triplet of eighth notes and a sixteenth-note flourish at the end.

34

1M3 Trapped Bird

♩ = 120 ♩ = 120 ♩ = 145

1M4 Boombox Trap

Musical notation for measure 34, including tempo markings: ♩ = 120, ♩ = 120, and ♩ = 145. It features a 7-measure rest and a change in time signature to 2/4, 4/4, and 4/4.

44

f

Musical notation for measure 44, starting with a forte (*f*) dynamic. The notation consists of a series of 'x' marks representing a percussive or rhythmic pattern.

51

Musical notation for measure 51, showing a change in time signature to 2/4 and 4/4. The melody is sparse, with rests and a few notes.

54

Musical notation for measure 54, featuring a treble clef, a key signature of one flat, and a 4/4 time signature. It includes a triplet of eighth notes and a sixteenth-note flourish.

55

Musical notation for measure 55, continuing the melody from measure 54. It includes a triplet of eighth notes and a sixteenth-note flourish.

56

Musical notation for measure 56, continuing the melody from measure 54. It includes a triplet of eighth notes and a sixteenth-note flourish.

57

Musical notation for measure 57, continuing the melody from measure 54. It includes a triplet of eighth notes and a sixteenth-note flourish.

58

Musical notation for measure 58, continuing the melody from measure 54. It includes a triplet of eighth notes and a sixteenth-note flourish.

59

60

61

63

64

65

66

67

68

69

Detailed description: This page contains ten musical staves, numbered 59 through 69. Each staff is written in treble clef with a key signature of one flat (B-flat). The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and triplets. Some measures feature complex rhythmic patterns, including sixteenth-note runs and triplets. The staves are arranged vertically, with measure numbers 59, 60, 61, 63, 64, 65, 66, 67, 68, and 69. The notation is clear and professional, typical of a published musical score.

70

71

72

73

74

75

76

1M5 Mushrooms Appear!

p

77

$\text{♩} = 150$

ppp

15

94

1M6 Mushroom Song

$\text{♩} = 139$

12

9

1M7 Mushroom Falls

$\text{♩} = 139$

124

1M8 Mushrooms introduce themselves

$\text{♩} = 110$

14

7

1M9 Rough Wake Up

$\text{♩} = 110$

4

2

156

12

16

1M10 Boombbox Electronic Theme

$\text{♩} = 165$

f

173

176

179 rit. - - - -

183 (rit.) - - - $\text{♩} = 150$ 12 $\text{♩} = 165$ 12 $\text{♩} = 165$

200

209 1M13 Drowning & Radio $\text{♩} = 165$ 4

218 *ff*

221 1M14 Sprite Run! $\text{♩} = 138$ 9 1M15 Sprite Fight! $\text{♩} = 138$ 10

241 1M16 Final Cue $\text{♩} = 138$
 10 4 17

Damage

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO $\text{♩} = 120$ 4 6 1M2 Boombbox trap $\text{♩} = 145$ 22 $\text{♩} = 120$

36 1M3 Trapped Bird $\text{♩} = 120$ 7 $\text{♩} = 145$ 10 22 1M5 Mushrooms Appear! $\text{♩} = 150$ 16

94 1M6 Mushroom Song $\text{♩} = 139$ 12 9 1M7 Mushroom Falls $\text{♩} = 139$

124 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 14 7 1M9 Rough Wake Up $\text{♩} = 110$

151 *p* *f*

156 *p* *f*

161

165

ff

1M10 Boombbox Electronic Theme

169

$\text{♩} = 165$

f

1M11 Mushroom Attack!

181

rit. $\text{♩} = 150$

f

187

191

194

$\text{♩} = 165$

f

1M12 Spiders!

197

$\text{♩} = 165$

f

201

205

209

1M13 Drowning & Radio
♩ = 165₃

216

f

220

1M14 Sprite Run!
♩ = 138

mf

226

229

1M15 Sprite Fight!
♩ = 138

f

232

235

Musical score for measures 235-237. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music consists of three measures of rhythmic patterns with various note values and rests.

238

Musical score for measures 238-240. The top staff is in treble clef with a key signature of one sharp (F#). The bottom staff is in bass clef. The music consists of three measures of rhythmic patterns with various note values and rests, ending with a double bar line and a 4/4 time signature.

241

10

4

17

1M16 Final Cue

$\text{♩} = 138$

Musical score for measures 241-243. The top staff is in treble clef. The music consists of three measures of rhythmic patterns with various note values and rests, ending with a double bar line. The time signature changes from 4/4 to 2/4 and back to 4/4. The tempo is marked as 1M16 Final Cue and the tempo is 138.

Thrill

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, starting with a treble clef and 4/4 time signature. It features a whole rest followed by a 4-measure phrase, a double bar line, a 6-measure phrase, another double bar line, and a final 4-measure phrase.

1M2 Boombox trap

Musical notation for 1M2 Boombox trap, starting with a treble clef and 4/4 time signature. It begins at measure 13 with a 145 BPM tempo. It features a 22-measure phrase, a double bar line, a 2-measure phrase, and ends with a 120 BPM tempo.

1M3 Trapped Bird

Musical notation for 1M3 Trapped Bird, starting with a treble clef and 4/4 time signature. It begins at measure 36 with a 120 BPM tempo. It features a 7-measure phrase, a 145 BPM tempo change, a 10-measure phrase, a 2/4 time signature change, a 22-measure phrase, a 2/4 time signature change, a 150 BPM tempo change, a 16-measure phrase, and ends with a 4/4 time signature.

1M5 Mushrooms Appear!

Musical notation for 1M5 Mushrooms Appear!, starting with a treble clef and 4/4 time signature. It begins at measure 94 with a 139 BPM tempo. It features a 2-measure phrase, a 2/4 time signature change, a 3-measure phrase, a 2/4 time signature change, a 12-measure phrase, a 2/4 time signature change, a 9-measure phrase, and ends with a 139 BPM tempo.

1M6 Mushroom Song

1M7 Mushroom Falls

Musical notation for 1M6 Mushroom Song and 1M7 Mushroom Falls, starting with a treble clef and 4/4 time signature. It begins at measure 124 with a 110 BPM tempo. It features a 2-measure phrase, a 14-measure phrase, a 7-measure phrase, a 110 BPM tempo change, a 4-measure phrase, a 2-measure phrase, and ends with a 7/4 time signature.

1M8 Mushrooms introduce themselves

1M9 Rough Wake Up

Musical notation for 1M8 Mushrooms introduce themselves and 1M9 Rough Wake Up, starting with a treble clef and 7/4 time signature. It begins at measure 156 with a 12-measure phrase, a 16-measure phrase, and ends with a 7/4 time signature.

1M10 Boombox Electronic Theme

Musical notation for 1M10 Boombox Electronic Theme, starting with a treble clef and 4/4 time signature. It begins at measure 172 with a 165 BPM tempo. It features a 7-measure phrase, a 3-measure phrase, a *rit.* marking, and a 2-measure phrase.

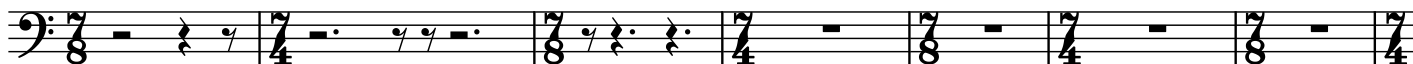
1M11 Mushroom Attack!

Musical notation for 1M11 Mushroom Attack!, starting with a bass clef and 7/4 time signature. It begins at measure 184 with a 150 BPM tempo. It features a series of eighth notes with a *mf* dynamic marking.

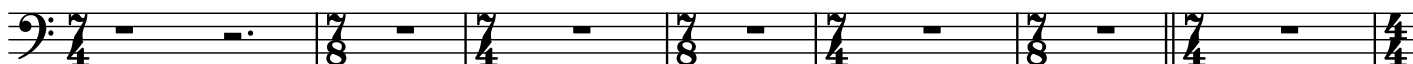
1M12 Spiders!

Musical notation for 1M12 Spiders!, starting with a bass clef and 7/4 time signature. It begins at measure 192 with a 165 BPM tempo. It features a series of eighth notes with a *mf* dynamic marking, followed by a 2/4 time signature change and a 7/4 time signature change.

198



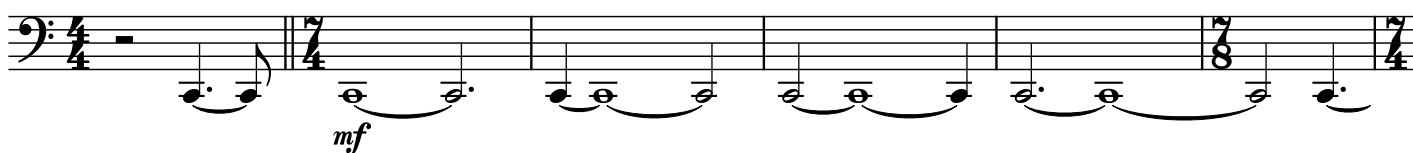
205



1M13 Drowning & Radio

♩ = 165

212



1M14 Sprite Run!

♩ = 138

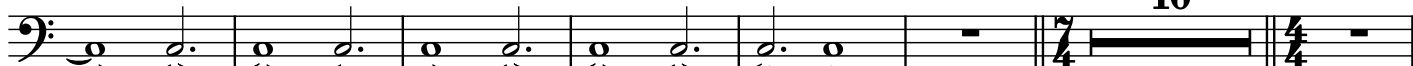
218



1M15 Sprite Fight!

♩ = 138

225



10

242



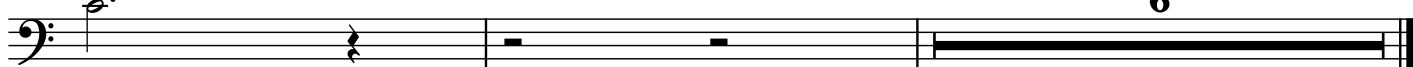
1M16 Final Cue

♩ = 138

253



265



6

Serum Bass

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO. It consists of a single treble clef staff in 4/4 time. The first measure is a whole rest. The second measure is a whole bar with a '4' above it. The third measure is another whole bar with a '6' above it. The fourth measure is a whole rest. The piece ends with a double bar line and a 4/4 time signature.

13 1M2 Boombox trap
♩ = 145

Musical notation for 1M2 Boombox trap. It consists of a single bass clef staff in 4/4 time. The first measure is a whole rest. The second measure is a quarter note followed by a quarter rest. The third measure is a quarter note with an accent (^) followed by a quarter rest. The fourth measure is a whole rest. The fifth measure is a quarter note with an accent (^) followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note with an accent (^) followed by a quarter rest. The eighth measure is a whole rest. The piece starts with a forte (*f*) dynamic marking.

Musical notation for 1M2 Boombox trap continuation. It consists of a single bass clef staff in 4/4 time. The first measure is a quarter note with an accent (^) followed by a quarter rest. The second measure is a quarter note followed by a quarter rest. The third measure is a quarter note with an accent (^) followed by a quarter rest. The fourth measure is a whole rest. The fifth measure is a quarter note with an accent (^) followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note with an accent (^) followed by a quarter rest. The eighth measure is a whole rest.

Musical notation for 1M2 Boombox trap continuation. It consists of a single bass clef staff in 4/4 time. The first measure is a quarter note with an accent (^) followed by a quarter rest. The second measure is a quarter note followed by a quarter rest. The third measure is a quarter note with an accent (^) followed by a quarter rest. The fourth measure is a whole rest. The fifth measure is a quarter note with an accent (^) followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note with an accent (^) followed by a quarter rest. The eighth measure is a whole rest. The piece ends with a double bar line and a 4/4 time signature.

29 1M3 Trapped Bird
♩ = 120 7 ♩ = 145 10

Musical notation for 1M3 Trapped Bird. It consists of a single bass clef staff in 4/4 time. The first measure is a whole bar with a '7' above it. The second measure is a whole bar with a '10' above it. The third measure is a whole rest. The fourth measure is a quarter note followed by a quarter rest. The fifth measure is a quarter note followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note followed by a quarter rest. The eighth measure is a quarter note followed by a quarter rest. The piece starts with a forte (*f*) dynamic marking.

Musical notation for 1M3 Trapped Bird continuation. It consists of a single bass clef staff in 4/4 time. The first measure is a quarter note followed by a quarter rest. The second measure is a quarter note followed by a quarter rest. The third measure is a quarter note followed by a quarter rest. The fourth measure is a whole rest. The fifth measure is a quarter note followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note followed by a quarter rest. The eighth measure is a whole rest.

Musical notation for 1M3 Trapped Bird continuation. It consists of a single bass clef staff in 4/4 time. The first measure is a quarter note followed by a quarter rest. The second measure is a quarter note followed by a quarter rest. The third measure is a quarter note followed by a quarter rest. The fourth measure is a whole rest. The fifth measure is a quarter note followed by a quarter rest. The sixth measure is a quarter note followed by a quarter rest. The seventh measure is a quarter note followed by a quarter rest. The eighth measure is a whole rest.

58 1M5 Mushrooms Appear!
♩ = 150 16 2 3

Musical notation for 1M5 Mushrooms Appear!. It consists of a single bass clef staff in 4/4 time. The first measure is a quarter note followed by a quarter rest. The second measure is a quarter note followed by a quarter rest. The third measure is a whole bar with a '16' above it. The fourth measure is a whole rest. The fifth measure is a whole bar with a '2' above it. The sixth measure is a whole rest. The seventh measure is a whole bar with a '3' above it. The eighth measure is a whole rest. The piece starts with a piano (*p*) dynamic marking.

74 1M6 Mushroom Song
♩ = 139 12 9

Musical notation for 1M6 Mushroom Song. It consists of a single treble clef staff in 2/4 time. The first measure is a whole rest. The second measure is a whole bar with a '12' above it. The third measure is a whole bar with a '9' above it. The fourth measure is a whole rest. The fifth measure is a whole rest. The sixth measure is a whole bar with a '2' above it. The seventh measure is a whole rest. The eighth measure is a whole rest. The piece ends with a double bar line and a 4/4 time signature.

100 1M7 Mushroom Falls
♩ = 139 2

Musical notation for 1M7 Mushroom Falls. It consists of a single treble clef staff in 4/4 time. The first measure is a whole rest. The second measure is a whole rest. The third measure is a whole rest. The fourth measure is a whole rest. The fifth measure is a whole bar with a '2' above it. The sixth measure is a whole rest. The seventh measure is a whole rest. The eighth measure is a whole rest. The piece ends with a double bar line and a 4/4 time signature.

127 1M8 Mushrooms introduce themselves $\text{♩} = 110$ 14 7 1M9 Rough Wake Up $\text{♩} = 110$ 4 2

158 1M10 Boombox Electronic Theme $\text{♩} = 165$ 12 10 rit. 2

184 1M11 Mushroom Attack! $\text{♩} = 150$ 12 1M12 Spiders! $\text{♩} = 165$ $\text{♩} = 165$

200

209 1M13 Drowning & Radio $\text{♩} = 165$ 4 2

222 1M14 Sprite Run! $\text{♩} = 138$ 9 1M15 Sprite Fight! $\text{♩} = 138$ 10 10 4 1M16 Final Cue $\text{♩} = 138$ 17

Pad Synthesizer

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

1M2 Boombbox trap

13 ♩ = 145

23

1M3 Trapped Bird

34 ♩ = 120 ♩ = 120y ♩ = 145

48

60

1M5 Mushrooms Appear!

$\text{♩} = 150$ 16 2

71

1M5 Mushrooms Appear! musical score, measures 71-75. Treble and bass clefs. Treble clef notes: G4, A4, Bb4, C5, Bb4, A4, G4. Bass clef notes: Bb3, G3, F3, E3, D3, C3, Bb2. Measure 71-75 includes dynamic markings *p* and time signature changes: 2/4, 4/4, 3/4, 4/4, 2/4.

1M6 Mushroom Song

$\text{♩} = 139$ 12 9

1M7 Mushroom Falls

$\text{♩} = 139$ 2

96

1M6 Mushroom Song and 1M7 Mushroom Falls musical score, measures 96-100. Treble clef. Time signatures: 2/4, 4/4, 2/4, 4/4, 4/4, 4/4, 4/4, 4/4.

1M8 Mushrooms introduce themselves

$\text{♩} = 110$ 14 7

1M9 Rough Wake Up

$\text{♩} = 110$ 2

126

1M8 Mushrooms introduce themselves and 1M9 Rough Wake Up musical score, measures 126-130. Treble clef. Time signatures: 4/4, 4/4, 4/4, 4/4, 4/4, 4/4, 5/4, 7/4, 4/4.

1M10 Boombbox Electronic Theme

$\text{♩} = 165$ 12 10 rit. 2

157

1M10 Boombbox Electronic Theme musical score, measures 157-161. Treble clef. Time signatures: 4/4, 1/6, 4/4, 4/4, 4/4, 4/4, 4/4, 4/4.

1M11 Mushroom Attack!

$\text{♩} = 150$ 12

1M12 Spiders!

$\text{♩} = 165$ $\text{♩} = 165$

184

1M11 Mushroom Attack! and 1M12 Spiders! musical score, measures 184-188. Treble clef. Time signatures: 7/4, 2/4, 7/4, 7/8, 7/4, 7/8.

200

1M12 Spiders! musical score, measures 200-204. Treble clef. Time signatures: 7/8, 4/4, 8/8, 4/4, 8/8, 4/4, 8/8, 4/4.

1M13 Drowning & Radio

$\text{♩} = 165$ 4 2

209

1M13 Drowning & Radio musical score, measures 209-213. Treble clef. Time signatures: 7/4, 8/8, 4/4, 4/4, 4/4, 8/8, 4/4, 8/8, 4/4.

1M14 Sprite Run!

$\text{♩} = 138$ 9

1M15 Sprite Fight!

$\text{♩} = 138$ 10 10

1M16 Final Cue

$\text{♩} = 138$ 4 17

222

1M14 Sprite Run!, 1M15 Sprite Fight!, and 1M16 Final Cue musical score, measures 222-226. Treble clef. Time signatures: 7/4, 7/4, 4/4, 2/4, 4/4, 4/4.

Soprano

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

4 6

13 1M2 Boombox trap
♩ = 145 21

1M3 Trapped Bird
♩ = 120 7 ♩ = 120 10 ♩ = 145

54 1M5 Mushrooms Appear!
♩ = 150 22 16 2 3

101 1M6 Mushroom Song
♩ = 139 12 9

1M7 Mushroom Falls
♩ = 139 2

127 1M8 Mushrooms introduce themselves
♩ = 110 14 7

1M9 Rough Wake Up
♩ = 110 4 2

156 *p* *f* 3

164 *ff*

170 1M10 Boombox Electronic Theme
♩ = 165 10 rit. 2

184 1M11 Mushroom Attack!
♩ = 150 12

1M12 Spiders!
♩ = 165

200

209

1M13 Drowning & Radio

$\text{♩} = 165$ **3**

f

217

1M14 Sprite Run!

$\text{♩} = 138$ **9**

2

1M15 Sprite Fight!

231 $\text{♩} = 138$ **10** **10** **4** $\text{♩} = 138$ **17**

1M16 Final Cue

Alto (C clef)

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

13 1M2 Boombox trap
♩ = 145

1M3 Trapped Bird
♩ = 120

♩ = 145

1M5 Mushrooms Appear!

1M6 Mushroom Song

1M7 Mushroom Falls

1M8 Mushrooms introduce

1M9 Rough Wake Up

1M10 Boombox Electronic Theme

1M11 Mushroom Attack!

1M12 Spiders!

1M13 Drowning & Radio

209 $\text{♩} = 165$ ₃

f

1M14 Sprite Run!

217 $\text{♩} = 138$ ₉

2

1M15 Sprite Fight!

1M16 Final Cue

231 $\text{♩} = 138$ ₁₀ ₁₀ ₄ $\text{♩} = 138$ ₁₇

Tenor

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO

♩ = 120

4

6

Musical notation for 1M1 INTRO, measures 1-6. The piece starts in 4/4 time with a tempo of 120. It consists of a whole rest in measure 1, followed by a whole note in measure 2, a whole note in measure 3, a whole rest in measure 4, and a whole note in measure 5. The piece ends with a double bar line in measure 6.

1M2 Boombox trap

♩ = 145

22

♩ = 120

1M3 Trapped Bird

♩ = 120

7

Musical notation for 1M2 Boombox trap (measures 7-28) and 1M3 Trapped Bird (measures 29-35). 1M2 is a whole rest in 4/4 time at 145 bpm. 1M3 is a whole rest in 4/4 time at 120 bpm.

1M5 Mushrooms Appear!

♩ = 145

10

22

♩ = 150

16

2

Musical notation for 1M5 Mushrooms Appear! (measures 36-51). The piece starts in 4/4 time at 145 bpm, changes to 2/4 for measures 37-38, returns to 4/4 for measures 39-42, changes to 2/4 for measures 43-44, returns to 4/4 for measures 45-46, and ends in 2/4 for measures 47-48.

1M6 Mushroom Song

♩ = 139

12

9

1M7 Mushroom Falls

♩ = 139

2

Musical notation for 1M6 Mushroom Song (measures 52-63) and 1M7 Mushroom Falls (measures 64-65). 1M6 is a whole rest in 4/4 time at 139 bpm, changes to 2/4 for measures 53-54, returns to 4/4 for measures 55-58, and ends in 4/4 for measures 59-63. 1M7 is a whole rest in 4/4 time for measure 64 and a whole note in 4/4 time for measure 65.

1M8 Mushrooms introduce themselves

♩ = 110

14

7

1M9 Rough Wake Up

♩ = 110

4

2

Musical notation for 1M8 Mushrooms introduce themselves (measures 66-80) and 1M9 Rough Wake Up (measures 81-82). 1M8 is a whole rest in 4/4 time at 110 bpm. 1M9 is a whole rest in 4/4 time for measure 81 and a half note in 5/4 time for measure 82, marked with a forte (*f*) dynamic.

Musical notation for 1M9 Rough Wake Up continuation (measures 83-85). It starts in 7/4 time with a piano (*p*) dynamic, changes to 4/4 for measures 84-85, and ends with a forte (*f*) dynamic.

Musical notation for 1M9 Rough Wake Up continuation (measures 86-89). It continues in 4/4 time with a fortissimo (*ff*) dynamic, ending with a half note in 5/4 time.

1M10 Boombox Electronic Theme

♩ = 165

10

rit. 2

Musical notation for 1M10 Boombox Electronic Theme (measures 90-99). The piece starts in 4/4 time at 165 bpm, changes to 7/4 for measures 91-92, returns to 4/4 for measures 93-96, and ends in 7/4 for measures 97-99. It includes a *rit.* (ritardando) marking over measures 98-99.

1M11 Mushroom Attack!

♩ = 150

12

♩ = 165

1M12 Spiders!

♩ = 165

Musical notation for 1M11 Mushroom Attack! (measures 100-111) and 1M12 Spiders! (measures 112-117). 1M11 is a whole rest in 7/4 time at 150 bpm, changes to 2/4 for measures 101-102, returns to 7/4 for measures 103-106, changes to 8/8 for measure 107, returns to 7/4 for measures 108-110, and ends in 8/8 for measure 111. 1M12 is a whole rest in 7/4 time for measure 112, changes to 2/4 for measure 113, returns to 7/4 for measure 114, changes to 8/8 for measure 115, returns to 7/4 for measure 116, and ends in 8/8 for measure 117.

200

8

209

1M13 Drowning & Radio
♩ = 165

4 2

8

222

1M14 Sprite Run!
♩ = 138

1M15 Sprite Fight!
♩ = 138

1M16 Final Cue
♩ = 138

9 10 10 4 17

8

Bass

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, measures 1-4. The piece starts in 4/4 time with a whole rest in measure 1. Measure 2 contains a whole note. Measure 3 contains a whole note. Measure 4 contains a whole rest. The tempo is 120 BPM.

Musical notation for 1M2 Boombox trap (measures 13-22) and 1M3 Trapped Bird (measures 23-32). 1M2 is in 4/4 time with a whole rest in measure 13 and a whole note in measure 22. 1M3 starts in 2/4 time with a whole rest in measure 23, changes to 4/4 in measure 24, and has a whole note in measure 32. The tempo for 1M2 is 145 BPM and for 1M3 is 120 BPM.

Musical notation for 1M5 Mushrooms Appear! (measures 53-62). The piece starts in 2/4 time with a whole rest in measure 53, changes to 4/4 in measure 54, and has a whole note in measure 62. The tempo is 150 BPM.

Musical notation for 1M6 Mushroom Song (measures 100-109), 1M7 Mushroom Falls (measures 110-119), and 1M8 Mushrooms introduce themselves (measures 120-129). 1M6 starts in 2/4 time with a whole rest in measure 100, changes to 4/4 in measure 101, and has a whole note in measure 109. 1M7 starts in 4/4 time with a whole rest in measure 110 and a whole note in measure 119. 1M8 starts in 4/4 time with a whole rest in measure 120 and a whole note in measure 129. The tempo for 1M6 is 139 BPM, for 1M7 is 139 BPM, and for 1M8 is 110 BPM.

Musical notation for 1M9 Rough Wake Up (measures 141-157). The piece starts in 4/4 time with a whole rest in measure 141, changes to 7/4 in measure 142, and has a whole note in measure 157. The tempo is 110 BPM. Dynamics include *f* and *p*.

Musical notation for 1M9 Rough Wake Up continuation (measures 158-165). The piece starts in 4/4 time with a whole note in measure 158, changes to 7/4 in measure 159, and has a whole note in measure 165. Dynamics include *f*.

Musical notation for 1M10 Boombox Electronic Theme (measures 166-175). The piece starts in 4/4 time with a whole note in measure 166, changes to 7/4 in measure 167, and has a whole note in measure 175. The tempo is 165 BPM. Dynamics include *ff*.

Musical notation for 1M11 Mushroom Attack! (measures 182-191) and 1M12 Spiders! (measures 192-201). 1M11 starts in 4/4 time with a whole rest in measure 182, changes to 7/4 in measure 183, and has a whole note in measure 191. 1M12 starts in 2/4 time with a whole rest in measure 192, changes to 7/4 in measure 193, and has a whole note in measure 201. The tempo for 1M11 is 150 BPM and for 1M12 is 165 BPM. The piece ends with a whole rest in measure 201.

Musical notation for 1M12 Spiders! continuation (measures 202-209). The piece starts in 7/8 time with a whole rest in measure 202, changes to 4/4 in measure 203, and has a whole note in measure 209.

1M13 Drowning & Radio

♩ = 165

4

207

Musical notation for 1M13 Drowning & Radio. It consists of a single staff with a bass clef. The piece is divided into ten measures with the following time signatures: 7/4, 7/8, 7/4, 7/8, 7/4, 4/4, 7/4, 7/8, 7/4, and 7/8. Each measure contains a whole rest.

1M14 Sprite Run!

1M15 Sprite Fight!

♩ = 138

♩ = 138

219

2

9

10

10

Musical notation for 1M14 and 1M15. It consists of a single staff with a bass clef. The piece is divided into five measures with the following time signatures: 7/8, 4/4, 7/4, 7/4, and 2/4. The first measure contains a whole rest. The second measure is marked with a '2' above it. The third measure is marked with a '9' above it. The fourth measure is marked with a '10' above it. The fifth measure is marked with a '10' above it. Each measure contains a whole rest.

1M16 Final Cue

♩ = 138

251

4

17

Musical notation for 1M16 Final Cue. It consists of a single staff with a bass clef. The piece is divided into three measures with the following time signatures: 2/4, 4/4, and 4/4. The first measure contains a whole rest. The second measure is marked with a '4' above it. The third measure is marked with a '17' above it. Each measure contains a whole rest.

Violin

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

4 6

13 1M2 Boombbox trap
♩ = 145 22

1M3 Trapped Bird
♩ = 120 7

♩ = 145 10

54 1M5 Mushrooms Appear!
♩ = 150 22 2 8

mp

89 *p*³

93 1M6 Mushroom Song
♩ = 139 2 3 8

mf

111 1M7 Mushroom Falls
♩ = 139 9 2

127 1M8 Mushrooms introduce themselves
♩ = 110 14 7

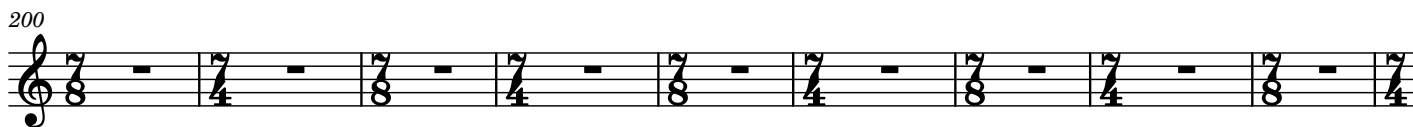
1M9 Rough Wake Up
♩ = 110 4 2

158 1M10 Boombbox Electronic Theme
♩ = 165 12 10 rit. 2 - -

184 1M11 Mushroom Attack!
♩ = 150 12

1M12 Spiders!
♩ = 165

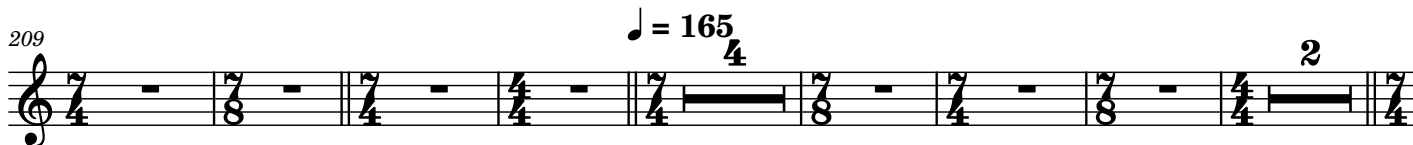
200



1M13 Drowning & Radio

209

♩ = 165



1M14 Sprite Run!

1M15 Sprite Fight!

1M16 Final Cue

222

♩ = 138

9

♩ = 138

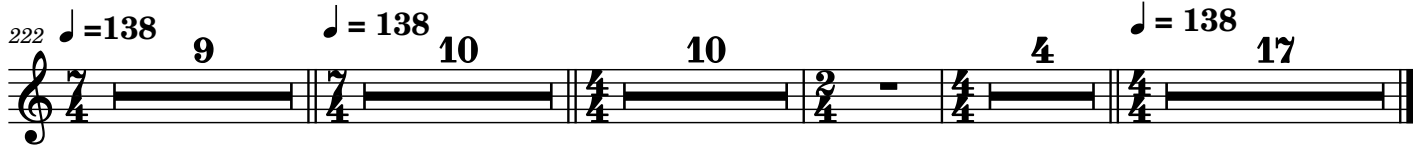
10

10

4

♩ = 138

17



Violins (section) 1

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical staff for 1M1 INTRO, measures 1-8. Dynamics: *mp* < *f*, *mp* < *f*, *p*, *pp*.

9

1M2 Boombox trap
♩ = 145 22

1M3 Trapped Bird
♩ = 120 ♩ = 120

Musical staff for 1M2 and 1M3, measures 9-18. Dynamics: *ppp* < *pp*, *pp* < *mf*.

39

♩ = 145 10

22

Musical staff for 1M4, measures 19-38. Dynamics: *pp* < *mf*.

1M5 Mushrooms Appear!

76

♩ = 150

7 5

Musical staff for 1M5, measures 39-75. Dynamics: *mf*, *mf*, *p*.

1M6 Mushroom Song

94

♩ = 139

8 3 12 9

Musical staff for 1M6, measures 76-93. Dynamics: *ff*, *p*.

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

123

♩ = 139

2

♩ = 110

7

Musical staff for 1M7 and 1M8, measures 94-122. Dynamics: *f*, *mf*, *p*.

131

Musical staff for 1M8 continuation, measures 123-130. Dynamics: *f*, *p*, *mf*.

1M9 Rough Wake Up

138

♩ = 110

7

Musical staff for 1M9, measures 131-137. Dynamics: *f*, *p*.

151

Musical staff for 1M9 continuation, measures 138-150. Dynamics: *pp*, *f*, *p* < *f*.

158

Musical staff 158-163. Starts with a 16-measure rest, then a 4/4 time signature change. The music begins with a forte (*f*) dynamic. The melody consists of eighth and sixteenth notes, some with grace notes.

164

Musical staff 164-168. Continuation of the melody from the previous staff, ending with a fortissimo (*ff*) dynamic. The notes are mostly eighth notes with grace notes.

169

1M10 Boombox Electronic Theme

$\text{♩} = 165$ γ

Musical staff 169-180. Starts with a treble clef and a key signature of one sharp (F#). It begins with a whole rest, followed by a 4-measure rest, then a 4/4 time signature change. The music is marked forte (*f*). A *rit.* (ritardando) marking is placed over a dashed line spanning from the start of the staff to the beginning of the next section.

181

1M11 Mushroom Attack!

$\text{♩} = 150$

Musical staff 181-184. Continuation of the melody from the previous staff, marked forte (*f*). The tempo is marked as $\text{♩} = 150$. The melody features eighth notes with grace notes.

185

Musical staff 185-188. Continuation of the melody from the previous staff, marked forte (*f*). The notes are mostly eighth notes with grace notes.

190

Musical staff 190-193. Continuation of the melody from the previous staff, marked forte (*f*). The notes are mostly eighth notes with grace notes.

194

1M12 Spiders!

$\text{♩} = 165$ $\text{♩} = 165$

Musical staff 194-198. Continuation of the melody from the previous staff, marked forte (*f*). The tempo is marked as $\text{♩} = 165$. The staff includes a 2/4 time signature change and a 7/8 time signature change.

199

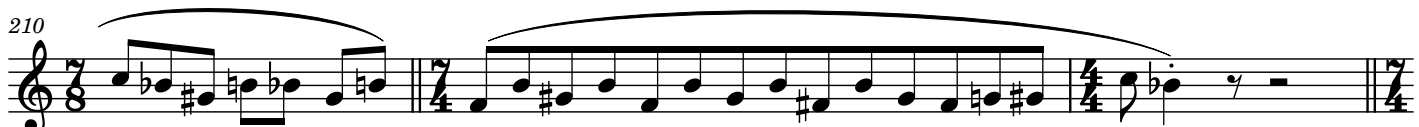
Musical staff 199-202. Continuation of the melody from the previous staff, marked forte (*f*). The staff includes a 7/8 time signature change and a 4/4 time signature change.

203

Musical staff 203-206. Continuation of the melody from the previous staff, marked forte (*f*). The staff includes a 7/8 time signature change and a 4/4 time signature change.

207

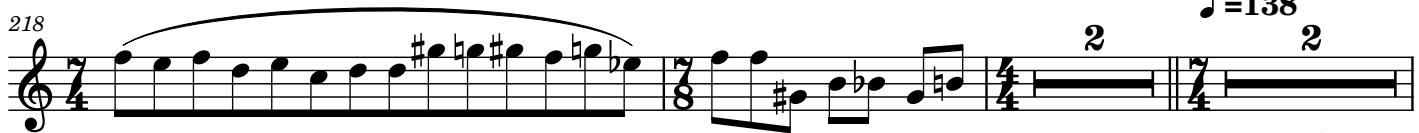
Musical staff 207-210. Continuation of the melody from the previous staff, marked forte (*f*). The staff includes a 7/8 time signature change and a 4/4 time signature change.

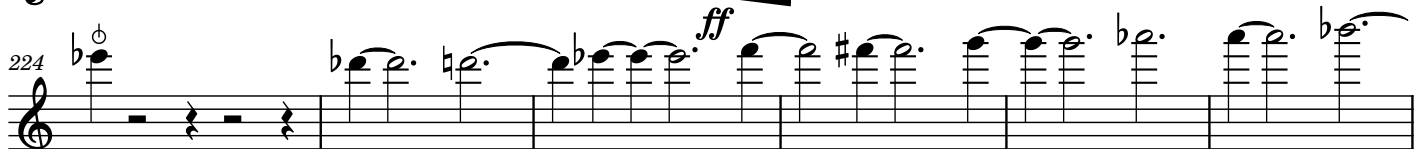
210 

1M13 Drowning & Radio

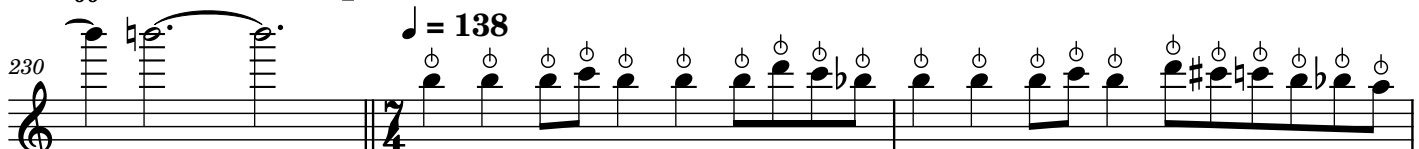
213 $\text{♩} = 165$ 

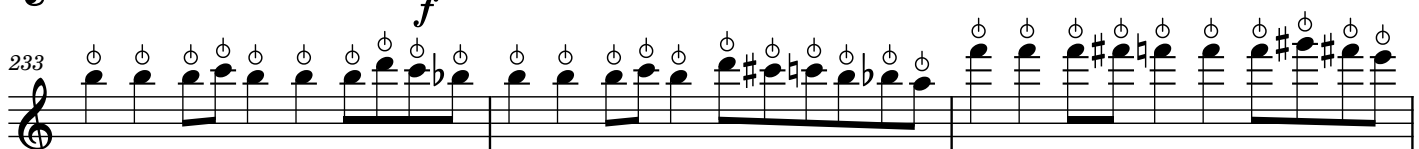
1M14 Sprite Run! $\text{♩} = 138$

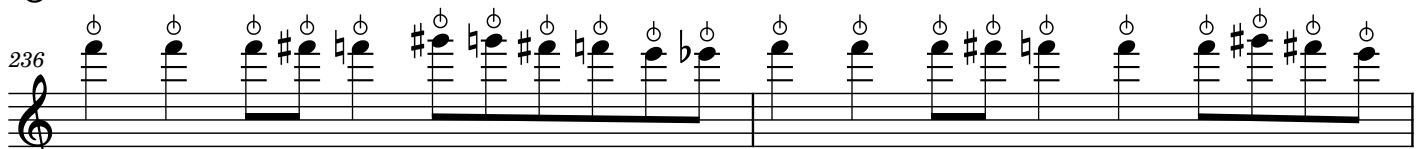
218 

224 

1M15 Sprite Fight!

230 $\text{♩} = 138$ 

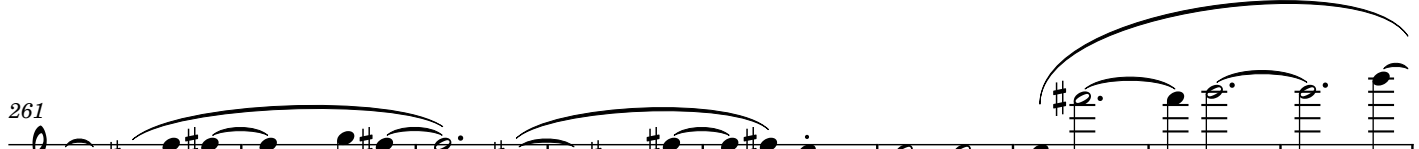
233 

236 

238 

1M16 Final Cue

252 $\text{♩} = 138$ 

261 

mp ————— *fff*

270

The image shows a musical score for guitar, measures 270 to 272. Measure 270 contains a half note on the first string, first fret, with a fingering of 1. Measure 271 contains a half note on the second string, second fret, with a fingering of 2. Measure 272 contains a half note on the third string, third fret, with a fingering of 3. A long slur covers all three notes. The bass staff shows a whole rest in measure 272. The piece ends with a double bar line at the end of measure 272.

Violins (section)

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

9

1M2 Boombox trap
♩ = 145 22

1M3 Trapped Bird
♩ = 120 ♩ = 120

39

1M5 Mushrooms Appear!
♩ = 150 16

1M6 Mushroom Song
♩ = 139 3

103

1M7 Mushroom Falls
♩ = 139 2

127

1M8 Mushrooms introduce themselves
♩ = 110

138

1M9 Rough Wake Up
♩ = 110 7

152

159

f

164

ff

1M10 Boombox Electronic Theme

♩ = 165 *ry*

169

rit. *f* 1M11 Mushroom Attack!

181

♩ = 150 **4**

188

192

1M12 Spiders!

196

♩ = 165 *f*

199

f

201

f

203

f

205

207

209

211

1M13 Drowning & Radio
♩ = 165 4

218

1M14 Sprite Run!
♩ = 138 2

224

ff *mf* 1M15 Sprite Fight!
♩ = 138

230

f

233

236

239

1M16 Final Cue
♩ = 138

mf

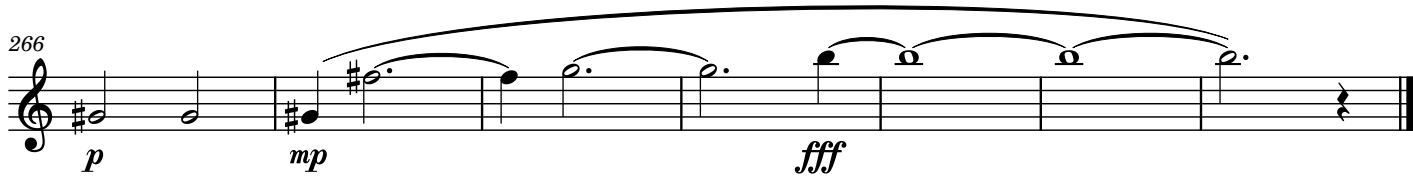
257



f

Musical notation for measure 257, featuring a treble clef, a key signature of one sharp (F#), and a series of notes with slurs and a dynamic marking of *f*.

266



p *mp* *fff*

Musical notation for measure 266, featuring a treble clef, a key signature of one sharp (F#), and notes with slurs and dynamic markings of *p*, *mp*, and *fff*.

Violas (section)

Sprite Fright Rescore

1M1 INTRO

Composer: Alejandro Jiménez

♩ = 120

9

mp < f *mp < f* *p* *pp*

1M2 Boombox trap 1M3 Trapped Bird

♩ = 145 22 ♩ = 120 ♩ = 120

41

ppp < pp

1M5 Mushrooms Appear!

♩ = 145 10 22 ♩ = 150

80

p *mf* *p* *ff*

97

mf

1M6 Mushroom Song

♩ = 139

106

f *mf* *p* *f* *p*

1M7 Mushroom Falls

♩ = 139

126

f *mf* *p* *f* *p*

1M8 Mushrooms introduce themselves

♩ = 110

137

mf *f* *p*

1M9 Rough Wake Up

♩ = 110

152

Musical staff 152: A single staff with a treble clef and a key signature of one flat. The time signature changes from 12/8 to 4/4, then 5/4, 7/4, 4/4, 1/16, and finally 4/4. Dynamics include *pp*, *f*, *p*, and *f*.

159

Musical staff 159: A single staff with a treble clef and a key signature of one flat. The time signature is 4/4. Dynamics include *f*.

163

Musical staff 163: A single staff with a treble clef and a key signature of one flat. The time signature is 12/8. Dynamics include *ff*.

170

1M10 Boombbox Electronic Theme $\text{♩} = 165$ 10 *rit.* $\text{♩} = 150$ 2

1M11 Mushroom Attack!

Musical staff 170: A single staff with a treble clef and a key signature of one flat. The time signature changes from 12/8 to 4/4, then 7/4, and finally 4/4. Dynamics include *f*.

185

Musical staff 185: A single staff with a treble clef and a key signature of one flat. The time signature is 12/8. Dynamics include *f*.

189

Musical staff 189: A single staff with a treble clef and a key signature of one flat. The time signature is 12/8. Dynamics include *f*.

193

1M12 Spiders! $\text{♩} = 165$ $\text{♩} = 165$

Musical staff 193: A single staff with a treble clef and a key signature of one flat. The time signature changes from 12/8 to 2/4, then 7/4, 8/4, and finally 7/4. Dynamics include *f*.

199

Musical staff 199: A single staff with a treble clef and a key signature of one flat. The time signature changes from 7/4 to 8/4, 4/4, 8/4, 7/4, 8/4, 7/4, 8/4, 7/4, and 8/4. Dynamics include *f*.

208

1M13 Drowning & Radio $\text{♩} = 165$ 4

Musical staff 208: A single staff with a treble clef and a key signature of one flat. The time signature changes from 7/8 to 4/4, 8/4, 4/4, 4/4, 7/4, 8/4, and 4/4. Dynamics include *f*.

218

1M14 Sprite Run! $\text{♩} = 138$ 2 $\text{♩} = 138$ 2 $\text{♩} = 138$ 2

Musical staff 218: A single staff with a treble clef and a key signature of one flat. The time signature changes from 7/4 to 8/4, 4/4, 7/4, and 4/4. Dynamics include *ff*.

225

1M15 Sprite Fight!

♩ = 138

231

234

237

1M16 Final Cue

244

♩ = 138

260

270

Violoncellos (section)

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical staff for measures 1-8. The piece begins in 4/4 time with a tempo of 120. The dynamics are marked as *mp* < *f*, *mp* < *f*, *p*, and *pp*.

Musical staff for measures 9-38. Measure 9 is marked with *ppp* < *pp*. Measure 10 is marked with *mf*. The tempo changes to 145 for measures 11-22, then returns to 120 for measures 23-38. The time signature changes from 4/4 to 2/4 and back to 4/4.

Musical staff for measures 39-76. Measure 39 is marked with *ppp* < *pp*. The tempo is 145 for measures 40-50, then returns to 120 for measures 51-76. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M5 Mushrooms Appear!

Musical staff for measures 77-88. Measure 77 is marked with *p*. Measure 88 is marked with *p* < *mf*. The tempo is 150. A fermata is present over measure 80.

Musical staff for measures 89-92. Measure 89 is marked with *p*³. Measure 92 is marked with *mf*. The time signature changes from 4/4 to 3/4.

1M6 Mushroom Song

Musical staff for measures 93-102. Measure 93 is marked with *p* < *ff*. Measure 102 is marked with *mf*. The tempo is 139. The time signature changes from 3/4 to 4/4.

Musical staff for measures 103-111. The tempo is 139. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M7 Mushroom Falls

1M8 Mushrooms introduce themselves

Musical staff for measures 112-130. Measure 112 is marked with *f*. Measure 130 is marked with *p*. The tempo is 110. The time signature changes from 4/4 to 2/4 and back to 4/4.

Musical staff for measures 131-140. Measure 131 is marked with *f*. Measure 140 is marked with *f*. The tempo is 110. The time signature changes from 4/4 to 2/4 and back to 4/4.

1M9 Rough Wake Up

148 $\text{♩} = 110$

p *f*

156

f

161

p *f*

165

ff

1M10 Boombbox Electronic Theme

171 $\text{♩} = 165$

f *f* rit. - - - -

1M11 Mushroom Attack!

183 (rit.) $\text{♩} = 150$

f

188

f

192 $\text{♩} = 165$

f

1M12 Spiders!

197 $\text{♩} = 165$

f

200

f

203

f

206

209

1M13 Drowning & Radio

212

$\text{♩} = 165$

f *f*

216

1M14 Sprite Run!

$\text{♩} = 138$

ff

222

2

ff

1M15 Sprite Fight!

$\text{♩} = 138$

230

f

233

236

239

2 **2** **7**

1M16 Final Cue

256 ♩ = 138

Musical staff 1: Bass clef, 4/4 time signature. Measures 256-264. Dynamics: *mf*, *f*.

Musical staff 2: Bass clef, 4/4 time signature. Measures 265-273. Dynamics: *p*, *mp*, *fff*.

Contrabasses (section)

Sprite Fright Rescore

Composer: Alejandro Jiménez

1M1 INTRO
♩ = 120

Musical notation for 1M1 INTRO, starting at measure 1. The piece is in 4/4 time. It begins with a whole rest, followed by a quarter rest, then a quarter note G2, a half note G2, and a whole note G2. The dynamic is *mp* < *f*. The piece ends with a whole note G2, a whole note G2, and a whole note G2, with a *pp* dynamic.

Musical notation for 1M2 Boombox trap (measures 10-22) and 1M3 Trapped Bird (measures 23-35). 1M2 is in 4/4 time with a tempo of ♩ = 145. 1M3 is in 4/4 time with a tempo of ♩ = 120. The notation includes various rests and notes, with a *f* dynamic at the end of 1M3.

Musical notation for 1M5 Mushrooms Appear! (measures 43-59). The piece starts in 4/4 time with a tempo of ♩ = 145. It changes to 2/4 time for measures 44-45, then back to 4/4 for measures 46-52. It ends in 3/4 time with a tempo of ♩ = 150. Dynamics range from *p* to *ff*.

Musical notation for 1M6 Mushroom Song (measures 95-125) and 1M7 Mushroom Falls (measures 126-140). 1M6 is in 2/4 time with a tempo of ♩ = 139. 1M7 is in 4/4 time with a tempo of ♩ = 139. Dynamics include *p* and *ff*.

Musical notation for 1M8 Mushrooms introduce themselves (measures 126-140). The piece is in 4/4 time with a tempo of ♩ = 110. It features a triplet of eighth notes and a half note. Dynamics range from *p* to *f*.

Musical notation for 1M9 Rough Wake Up (measures 141-157). The piece is in 4/4 time with a tempo of ♩ = 110. It includes a 7/4 time signature change. Dynamics range from *f* to *p* < *f*.

Musical notation for measures 158-163. The piece starts in 1/16 time, then changes to 4/4 time. It features a series of eighth notes and a *f* dynamic.

Musical notation for measures 164-169. The piece is in 4/4 time with a tempo of ♩ = 110. It features a series of eighth notes and a *ff* dynamic.

1M10 Boombox Electronic Theme

169 $\text{♩} = 165$ **8** *rit.* -----

1M11 Mushroom Attack!

184 $\text{♩} = 150$

188

192 $\text{♩} = 165$

1M12 Spiders!

197 $\text{♩} = 165$

206 $\text{♩} = 165$ **4** 1M13 Drowning & Radio

217 $\text{♩} = 138$ **2** **2** 1M14 Sprite Run!

224 **ff** 1M15 Sprite Fight!

$\text{♩} = 138$

231 **f**

234

237

2 2

244

7

2

1M16 Final Cue
♩ = 138
3

f

261

p mp fff

271

CHARGE

Alejandro Jiménez

Lista de instrumentos

Electric Guitar 1
Electric Guitar 2
Electric Bass
Trombone
Tuba
Piano
Drum Rack Ableton
Serum Bass Synth
Serum Bass Synth 2
Serum Brass
SFX
Serum Saw
Violin

Charge

Composer: Alejandro Jiménez

1M1 Intro

♩ = 85

Realizar sonidos con la vitela y el feedback del amplificador, aplicar palm mute, utilizar distorsión, delay, reverb, fuzz y vocoder.

♩ = 180

Electric Guitar

Electric Guitar 2

Serum Bass Synth

1M2 Infiltración

♩ = 180

13

Tbn.

Tba.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

Ser. Brass.

18

Tba.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

Ser. Brass.

23

Tbn.

Tba.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

Ser. Brass.

28

Tbn.

Tba.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

Ser. Brass.

$\text{♩} = 110$

1M3 Alarma

♩ = 110

31

Ser. Ba. 2

SFX

Ser. Saw

p *f* *mf*

35

Utilizar distorsión

El. Guit.

D. Rack.

Ser. Ba. Syn.

f *f* *f*

38

El. Guit.

D. Rack.

Ser. Ba. Syn.

f

40

El. Guit.

D. Rack.

Ser. Ba. Syn.

f

41

El. Guit.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

f *f*

42

El. Guit.

D. Rack.

Ser. Ba. Syn.

Ser. Ba. 2

SFX

mf

3 3 3 3

10/8

10/8

10/8

10/8

10/8

1M4 Pelea Robot

$\text{♩} = 166$

Guitarra con Distorsión

44

El. Guit. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$
ff

El. B. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$
ff

D. Rack. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$
ff

48

El. Guit. $\frac{10}{8}$ $\frac{3}{4}$ $\frac{10}{8}$

El. B. $\frac{10}{8}$ $\frac{3}{4}$ $\frac{10}{8}$

D. Rack. $\frac{10}{8}$ $\frac{3}{4}$ $\frac{10}{8}$

50

El. Guit. $\frac{10}{8}$ $\frac{6}{8}$ $\frac{3}{4}$ $\frac{4}{16}$

El. B. $\frac{10}{8}$ $\frac{6}{8}$ $\frac{3}{4}$ $\frac{4}{16}$

D. Rack. $\frac{10}{8}$ $\frac{6}{8}$ $\frac{3}{4}$ $\frac{4}{16}$

53

El. Guit. $\frac{1}{16}$ $\frac{2}{4}$ $\frac{10}{8}$

El. B. $\frac{1}{16}$ $\frac{2}{4}$ $\frac{10}{8}$

D. Rack. $\frac{1}{16}$ $\frac{2}{4}$ $\frac{10}{8}$

56

El. Guit. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$

El. B. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$

D. Rack. $\frac{10}{8}$ $\frac{4}{4}$ $\frac{10}{8}$

Ser. Ba. 2 $\frac{4}{4}$ $\frac{10}{8}$
p

58

El. Guit.

El. B.

D. Rack.

Ser. Ba. 2

SFX

ff

mf

61

El. Guit.

El. B.

D. Rack.

SFX

63

El. Guit.

El. B.

D. Rack.

66

El. Guit.

El. B.

68

El. Guit.

D. Rack.

fff

69

El. Guit.

D. Rack.

♩ = 92
Guitarra clean con delay y reverb

70

El. Guit.

D. Rack.

Ser. Saw

p *mf*

77

Ser. Saw

80 $\text{♩} = 90$
1M5 Ending

Pno.

Vln.

90

Pno.

Vln.

Electric Guitar

Charge

Composer: Alejandro Jiménez

♩ = 85

1M1 Intro

Realizar sonidos con la vitela y el feedback del amplificador,
aplicar palm mute, utilizar distorsión, delay, reverb, fuzz y vocoder.

♩ = 180

3

50

54

56

58

61

64

66

68

70

75

fff

p

$\text{♩} = 92$

$\text{♩} = 90$

Guitarra clean con delay y reverb

5 17

Electric Guitar 1

Charge

Composer: Alejandro Jiménez

♩ = 85

1M1 Intro

Realizar sonidos con la vitela y el feedback del amplificador, aplicar palm mute, utilizar distorsión, delay, reverb, fuzz y vocoder

♩ = 180
3

Electric Bass

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$ 1M1 Intro 9 $\text{♩} = 180$ 3 $\text{♩} = 180$ 16 1M2 Infiltración 2 $\text{♩} = 110$ 3 1M3 Alarma 8 $\text{♩} = 110$ 7 $\text{♩} = 166$ 10 8

44 1M4 Pelea Robot *ff*

48

51

55

57

60

62

64

67

4 ♪ = 92 8 ♪ = 90
1M5 Ending 17

A musical staff in bass clef with a 16/4 time signature. The staff contains a single bar with a fermata. Above the staff, there are tempo and measure markings: '4' above the first measure, '♪ = 92' above the second measure, '8' above the third measure, and '♪ = 90' above the fourth measure. Below the staff, there are markings '1M5 Ending' and '17'.

Trombone

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$ 1M1 Intro 9
 $\text{♩} = 180$ 3
 $\text{♩} = 180$ 1M2 Infiltración 2
 5
p *p* *f*

23
 $\text{♩} = 110$ 3
 $\text{♩} = 110$ 3
 $\text{♩} = 110$ 1M3 Alarma 3
p *f* *p*

35
 $\text{♩} = 166$ 1M4 Pelea Robot 2 2
 8 7 10 4 10 3 10 6 3
 4 4 8 4 8 4 8 8 4

52
 2
 3 1 2 10 4 10 3 10
 4 16 4 8 4 8 4 8

60
 $\text{♩} = 90$ 1M5 Ending 17
 7 4 8
 10 19 4 17
 8 16 4 8

Tuba

Charge

Composer: Alejandro Jiménez

♩ = 85
1M1 Intro
9

♩ = 180
3

♩ = 180
1M2 Infiltración

19

♩ = 110

30

♩ = 110
1M3 Alarma
3

♩ = 166
1M4 Pelea Robot
2 2

50

58

♩ = 92
8

♩ = 90
1M5 Ending
17

Piano

Charge

Composer: Alejandro Jiménez

♩ = 85 1M1 Intro 9
♩ = 180 3
♩ = 180 1M2 Infiltración 16
♩ = 110 2
♩ = 110 3 1M3 Alarma 8
7 10
8

♩ = 166 1M4 Pelea Robot
44 2 2 10 3 10 6 3 4 16
8 4 8 4 8 8 4 16

53 2 7 19
16 4 8 4 8 4 8 16

67 4 8 1M5 Ending
♩ = 92 8
♩ = 90 8
19 4 8 8 8 8 8 8 8 8
16 4 8 8 8 8 8 8 8 8

ppp *p* *mp* *p*
ppp *p* *mp* *p*

88 *mp* *f* *f*
mp *f*

95

The score is divided into several sections: 1M1 Intro (measures 1-9), 1M2 Infiltración (measures 10-16), 1M3 Alarma (measures 17-23), 1M4 Pelea Robot (measures 24-30), and 1M5 Ending (measures 31-38). The ending section includes dynamic markings: *ppp*, *p*, *mp*, and *p*. The final section (measures 39-45) features a melodic line in the right hand and a complex accompaniment in the left hand, with dynamics *mp* and *f*.

Drum Rack Ableton

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$
1M1 Intro
9

$\text{♩} = 180$
3

$\text{♩} = 180$
1M2 Infiltración

Musical notation for measures 1-15. The first staff has a 9-measure rest followed by a 3-measure rest, then a melodic line starting with a sharp sign. The second staff has a 9-measure rest followed by a 3-measure rest, then rests.

16

Musical notation for measures 16-19. The first staff has a melodic line with accents and slurs. The second staff has rests.

20

Musical notation for measures 20-23. The first staff has a melodic line with accents and slurs. The second staff has rests.

24

Musical notation for measures 24-28. The first staff has a melodic line with accents and slurs. The second staff has rests.

29

$\text{♩} = 110$ $\text{♩} = 110$
2 1M3 Alarma **3**

Musical notation for measures 29-36. The first staff has rests for 2 and 3 measures, then a melodic line starting with a forte (*f*) dynamic. The second staff has rests for 2 and 3 measures, then rests.

37

Musical notation for measures 37-40. The first staff has a melodic line with accents and slurs. The second staff has rests.

39

Musical notation for measure 39, featuring a bass line with chords and a treble line with a melodic line.

40

Musical notation for measure 40, featuring a bass line with chords and a treble line with a melodic line.

41

Musical notation for measure 41, featuring a bass line with chords and a treble line with a melodic line.

42

Musical notation for measure 42, featuring a bass line with chords and a treble line with a melodic line.

44

$\text{♩} = 166$
1M4 Pelea Robot

ff

Musical notation for measure 44, featuring a bass line with chords and a treble line with a melodic line.

46

Musical notation for measure 46, featuring a bass line with chords and a treble line with a melodic line.

49

49

51

51

54

54

56

56

57

57

59

59

63

3 19 4
16 4

68

fff

69

8

70

$\text{♩} = 92$ 8

8

$\text{♩} = 90$
1M5 Ending
80 17

Serum Bass Synth

Charge

Composer: Alejandro Jiménez

♩ = 85
1M1 Intro

♩ = 180
3

13
1M2 Infiltración

p *f* *p*

19 *mf*

25
♩ = 110 2
♩ = 110 3
1M3 Alarma

35 2
f

40
f

♩ = 166
f

43
1M4 Pelea Robot
2 2

53 2 7

67
♩ = 92 4 8 17
1M5 Ending

Serum Bass Synth 2

Charge

Composer: Alejandro Jiménez

♩ = 85
1M1 Intro
9

♩ = 180
3

♩ = 180
1M2 Infiltración

♩ = 110
2
1M3 Alarma

♩ = 166
1M4 Pelea Robot

60

7

4

♩ = 92 8

♩ = 90
1M5 Ending

17

Serum Brass Synth

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$ 1M1 Intro 9
 $\text{♩} = 180$ 3
 $\text{♩} = 180$ 3 1M2 Infiltración
 $\text{♩} = 110$ 3 1M3 Alarma
 $\text{♩} = 110$ 3
 $\text{♩} = 166$ 1M4 Pelea Robot
 $\text{♩} = 92$ 8 1M5 Ending 17
 $\text{♩} = 90$

21 2 3 $\text{♩} = 110$ 3
 34 8 2 2 10 4 10 3 10 6
 51 2 10 4 10 3 10 8
 60 7 4 8 17

SFX

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$ 1M1 Intro **9**
 $\text{♩} = 180$ **3**
 $\text{♩} = 180$ 1M2 Infiltración **16**
 $\text{♩} = 110$ **2**
 $\text{♩} = 110$ 1M3 Alarma **3**
 8

$\text{♩} = 166$ 1M4 Pelea Robot **2**
2

43

53

2

61

5 **4** $\text{♩} = 92$ **8** $\text{♩} = 90$ 1M5 Ending **17**

Serum Saw

Charge

Composer: Alejandro Jiménez

$\text{♩} = 85$ 1M1 Intro **9**
 $\text{♩} = 180$ **3**
 $\text{♩} = 180$ 1M2 Infiltración **16**
 $\text{♩} = 110$ **2**

31 $\text{♩} = 110$ 1M3 Alarma
 $\text{♩} = 166$ 1M4 Pelea Robot

49

58 $\text{♩} = 92$

75 $\text{♩} = 90$ 1M5 Ending **17**

Violin

Charge

Composer: Alejandro Jiménez

♩ = 85
1M1 Intro 9

♩ = 180
3

♩ = 180
1M2 Infiltración 16

♩ = 110
2

31

♩ = 110
1M3 Alarma 3

8

♩ = 166
1M4 Pelea Robot 2

50

2

58

7

4

♩ = 92 8

80

♩ = 90
1M5 Ending 2

p *mf* *mp*

88

p *f*

95

CONCLUSIONES

Tras acabar esta tarea puedo notar mi evolución como compositor y mi mejora como profesional en todos los aspectos, sin duda escogí videos desafiantes que me obligaron a mejorar como compositor y me ayudaron a conocerme más.

Pude aplicar exitosamente todo lo que he aprendido en los últimos meses para así llevar a cabo un trabajo digno de final de carrera.

Ahora tengo una mejor visión de lo que sería trabajar dentro de mi carrera en el ámbito de la composición y gracias a esta experiencia puedo saber qué me espera y estar más preparado.

Gracias a esto, he podido ver una mejora sustancial en mis habilidades para la composición en todos los ámbitos tanto como en el manejo de programas como en el uso de mi tiempo y materialización de mis ideas para poder plasmarlas en un proyecto.

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