



AL'S ADVENTURES IN WASTELAND

A world musical
for children

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Music by
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Electronic tracks by **Luigi Mastandrea**

Based on an idea by **Michele Francipane**

CHILDREN'S SCORE

81

J. Wom. *p* cresc... poco a poco...

J. Man *p* cresc... poco a poco...

Tr. Cop *p* cresc... poco a poco...

Pno. *p* cresc... poco a poco... *sfp* *sfp* *sfp*

83

J. Wom. start Stop and start Stop and start stop and... stop and... stop and... stop and...

J. Man start Stop and start Stop and start stop and... stop and... stop and... stop and...

Tr. Cop Stop and start Stop and start Stop and... stop and... stop and... stop and... stop and...

Pno. *Reo.* *sf*

AL'S ADVENTURES IN WASTELAND

37

85

L. Wom. *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

L. Man *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

Tr. Cop *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

Pno.

85

L. Wom. *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

L. Man *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

Tr. Cop *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

Pno.

+ children's choir

92 (1)

L. Wom. chest! — *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the

L. Man chest! — *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The

Tr. Cop chest! —

Pno.

92

L. Wom. (+ childr.) smog is here... and gets on-to my chest! — *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the

L. Man pro - blem is — the smog is here... and gets on-to my chest! — *f* Ja - pan's a spe - cial coun - try!

Tr. Cop

Pno.

98 (2)

L. Wom. smog is here... and gets on-to my chest! — *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the

L. Man pro - blem is — the smog is here... and gets on-to my chest! — *f* Ja - pan's a spe - cial coun - try!

Tr. Cop

Pno.

f Ja - pan's a spe - cial

104 (3)

J. Wom. (+ childr.) best! The pro - blem is — the smog is here... and gets on-to my chest! *f* Ja - pan's a spe - cial

J. Man Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my chest!

Tr. Cop coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

Pno.

104 coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

f

110

J. Wom. (+ childr.) coun - try! Ja - pan it's the best! The pro - blem is — the smog is here... and gets on-to my

J. Man *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the smog is here...

Tr. Cop chest! *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the

Pno.

110

chest! *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the

116 (4)

J. Wom. (+ childr.) chest! *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The pro - blem is — the

J. Man and gets on-to my chest! *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the best! The

Tr. Cop smog is here... and gets on-to my chest! *f* Ja - pan's a spe - cial coun - try! Ja - pan it's the

Pno.

116

f

122

L Wom. (+ childr.) smog is here... and gets on-to my chest! _____

J Man pro - blem is____ the smog is here... and gets on-to my chest! _____

Tr. Cop best! The pro - blem is____ the smog is here... and gets on-to my chest! _____

122

Pno. *pp*

Travel Music III

Vivo ($\text{♩} = 140$)

127 [repeat ad lib.]

Al briefly appears at the side of the stage,
very down-hearted: «Well that wasn't what I expected. Change of mood- now more upbeat again:
Ah well... time to move on... where shall I go next?»

127 [repeat ad lib.]

J Wom. (free coughs!) Exits.

127 [repeat ad lib.]

J Man (free coughs!) Exits.

127 [repeat ad lib.]

Tr. Cop (free coughs!) Exits.

127 [repeat ad lib.]

Pno. *mf p sub.*

AL'S ADVENTURES IN WASTELAND

The light chase indicates that the spaceship is travelling.

Pno.

Pno.

Pno.

The light chase indicates that the spaceship is travelling.

Al

Pno.

El.

attacca n. 4:

(4) (ocean sounds)

4. The World Under The Sea

*Music depicts an under sea world.
The stage is black, but lit by ultra-violet lights.
Actors enter carrying fluorescent, flat shapes, representing sea creatures.
They move as though being propelled by under-sea waves.*

Andantino ($\text{♩} = 82$)

*Al enters wearing fluorescent goggles and snorkels. He explores all around him.
He moves to a spotlit area to lead the children in singing.*

Alto
Tenor
Bass

Children's choir

Piano

El.

dolce
pp
> a piacere
legatissimo

p

1. So si - len - tly —
2. But down be - low

6 *pp* (echo) (A., T.
B.)

A.
T.
B.

1. So si - len - tly —
2. In wa - ter dark —

C. Choir

Pno.

6

El.

*a world e - exists be - beneath the sea.
swim fish and tur - tle, whale and shark.
No sun - to Sea ur chins*

(continue...)

1.

C. Choir

II

light, and no stars - weed sway, as if li-stening to drift, songs no moon that a - hides.

Pno.

1. rit.

A. T. B.

16 2. (A. T. B.)

Crabs peer a - round with eyes on stalks

C. Choir

- way.

a tempo

16 2. rit. a tempo

Pno.

21

A. T. B.

And scut - tling side - ways in this ee - rie land

C. Choir

What would they say if they could talk?

Pno.

mp

AL'S ADVENTURES IN WASTELAND

43

25

A.
T.
B.

C. Choir

Pno.

All:
(T. and B. octave below)

pp

So si - len - tly —
They bu - ry them-selves be - neath the sand. — So si - len - tly —

25

mp

p

pp

30

A.
T.
B.

C. Choir

Pno.

a world e - xists be - neath the sea. No sun to light, no stars to

a world e - xists be - neath the sea. No sun to light, no stars to guide,

30

p

(A.
T.
B.)

guide, no clouds that drift, no moon — that hides *p* Crabs peer a - round with

C. Choir

no clouds that drift, no moon that hides.

rit. *a tempo*

mp

p

AL'S ADVENTURES IN WASTELAND

40

A.
T.
B.
eyes on stalks

And scut-tling side-ways in this ee-rie land

C. Choir
What would they say if they could talk?

Pno.

40

mp

A.
T.
B.
mf

C. Choir
They bu - ry them-selves be - neath the sand.

Pno.

45

A.
T.
B.
mf

What would they say?

C. Choir
What would they say? _____

p

Pno.

49

f

mf

8va-

AL'S ADVENTURES IN WASTELAND

45

*As the lighting changes and the fish swim off a new character comes to the stage:
Tim the Turtle is slowly moving. As he gets to centre stage it becomes apparent
that he has a plastic carrier bag stuck in his mouth and it is impeding his breathing.*

53

Tim

A.
T.
B.

C. Choir

Pno.

morendo al nulla

morendo al nulla

(8va) rit.

p

56 Al moves forward to meet him and begins to talk.

Al

Tim

Al: «Hello! You're quite a beautiful monster of a creature, aren't you! I see that you like to take life slowly! My name's Al. Goes to shake hands, Tim offers his flipper. How are you?

Tim The Turtle just looks up at him.

What's that you've got in your mouth? It looks like a plastic bag. Oh dear. Getting anxious: It seems to be stuck in your throat! It seems to be stopping you from breathing... oh no! I'd better pull it out. I'd better be really careful- I don't want to hurt you... Here I go... one... two... three... easing it out... it comes out and he falls onto his bottom. Phew!- It's out! You alright?»

Tim The Turtle: «Thank you. I've had that thing stuck in my throat and haven't been able to eat anything for days- I'm so grateful that you helped me. My name's Tim. Tim the Turtle.»

Al: «Pleased to meet you, Tim. But what I don't understand is how you got into such bad shape with the plastic bag. How on earth did it get here? I've seen the Human Earthlings using them, but I didn't know that sea creatures used them as well.»

Tim.: «No- we don't use them- they just get here when the humans throw them away.»

Al: «Well it wasn't very sensible of you to try and eat it, was it!»

Tim.: «It wasn't like that! I didn't try to eat it- I was just swimming with my mouth open and it just, sort of, flowed in! And since then, the more I tried to get rid of it, the more stuck it got!»

56

Pno.

El.

pp

attacca n. 5:

(track n. 4 continues, then fades out at the end of the dialogue)

AL'S ADVENTURES IN WASTELAND

*All the actors slowly enter on scene
as though they are the start of a supportive crowd.
Al conducts the children's choir.*

+ children's choir

51

pp whispered

Al
(+ childr.)

Oooh _____

(Tenor)

p

a place where we can lay our eggs... _____ a

Tim

we are al - ways at our ease... _____ a place where we can lay our eggs... _____ a

Pno.

sim.



Al
(+ childr.)

Oooh _____

Oooh _____

(Alto)

a place that's safe and free from harm... _____ a

(Tenor)

place where we can have our nest... _____

a place that's safe and free from harm... _____ a

Tim

place where we can have our nest... _____

a place that's safe and free from harm... _____ a

Pno.

< >



AL'S ADVENTURES IN WASTELAND

51

59

Al (+ childr.) Oooh _____ Oooh _____

(Alto) place that will not cause a - alarm... a place that's home and gives no dan - ger... from

(Tenor) 8 place that will not cause a - alarm... a place that's home and gives no dan - ger... from

Tim place that will not cause a - alarm... a place that's home and gives no dan - ger... from

Pno.

63

Al (+ childr.) Oooh _____ a place that's safe to live and

(Alto) man nor child nor pas - sing stran - ger... a place that's safe to live and

(Tenor) 8 man nor child nor pas - sing stran - ger... a place that's safe to live and

Tim man nor child nor pas - sing stran - ger... a place that's safe to live and

Pno.

AL'S ADVENTURES IN WASTELAND

(*accel...*)

66

Al (+ childr.) breath! Where we are al - ways at our ease! A

(Alto) breath! Where we are al - ways at our ease! A

(Tenor) breath! Where we are al - ways at our ease! A

Tim breath! Where we are al - ways at our ease! A

Pno.

f

66

Al (+ childr.) place that safe to live to breath! Where we are al - ways at our

(Alto) place that safe to live to breath! Where we are al - ways at our

(Tenor) place that safe to live to breath! Where we are al - ways at our

Tim place that safe to live to breath! Where we are al - ways at our

Pno.

mf

f

(*accel...*)

69

Al (+ childr.) place that safe to live to breath! Where we are al - ways at our

(Alto) place that safe to live to breath! Where we are al - ways at our

(Tenor) place that safe to live to breath! Where we are al - ways at our

Tim place that safe to live to breath! Where we are al - ways at our

Pno.

ff

AL'S ADVENTURES IN WASTELAND

53

(♩=80)

72

Al (+ childr.) ease! A place that safe to live to breath!

(Alto) ease! A place that safe to live to breath!

(Tenor) ease! A place that safe to live to breath!

Tim ease! A place that safe to live to breath!

Pno.

75

Al (+ childr.) Safe!

(Alto) Safe!

(Tenor) Safe!

Tim Safe!

Pno.

Travel Music IV

Vivo ($\text{♩} = 140$)*Blackout. Al exits followed by light chase for travel music.*

Al (+ childr.)

(Alto)

(Tenor)

Tim

Pno.

Pno.

Pno.

Pno.

The musical score consists of five systems of music. System 1 (measures 77-82) features vocal parts (Al, Alto, Tenor, Tim) and a piano part. The vocal parts sing a farewell message, and the piano provides harmonic support. System 2 (measures 83-88) shows the piano taking a more prominent role with complex chords and rhythmic patterns. System 3 (measures 89-94) continues the piano's melodic line. The score is written in various time signatures (eighth notes, sixteenth notes, etc.) and includes dynamic markings like *p*, *sf*, *mf*, and *pp*. The piano part is particularly intricate, featuring many eighth-note chords and sustained notes.

8. Wood Is What You Want!

Entra in scena una squadra di taglialegna vestiti con tute arancioni: hanno motoseghe, asce e altro equipaggio da lavoro. I tre entrano battendo un ritmo, il pubblico li segue eseguendo lo stesso ritmo con mani/strumenti riciclati/legnetti.

Tempo di Samba ($\text{♩} = 164$)

[repeat ad lib.]

3 Workers
(A, T, B)

Musical score for three workers (A, T, B) in samba tempo. The score consists of three staves, each with a treble clef, common time, and a key signature of one sharp. The first two staves have a 8th note basso clef. The third staff has a bass clef. The music starts with a rest followed by eighth notes. A bracket above the first two staves indicates 'instrumental rhythm (with children)'. The piano staff begins with a dynamic 'p' and a sixteenth-note pattern. The electric instrument staff (el.) has a sustained note. A circled '6' with '(sounds of the forest)' written below it is positioned at the bottom of the page.

[repeat ad lib.]

Piano

(last repeat:)

p

el.

⑥ (sounds of the forest)

3 Work.

Continuation of the musical score for three workers. The first two staves show eighth-note patterns. The third staff shows a sustained note. The page number '6' is at the top left of the staff.

Pno.

subito

el.

Continuation of the musical score for piano and electric instrument. The piano staff shows a sixteenth-note pattern. The electric instrument staff shows a sustained note. The page number '6' is at the top left of the staff.

AL'S ADVENTURES IN WASTELAND

ALL:

3 Work. *p* Wood, wood, wood, wood's what you want! Wood, wood, wood, wood's what you want!

Pno. *p*

1.

3 Work. 15 what you want! 2. (stop beating)

Pno. 15 2. *f* *mf*

3 Work. 20 1st Worker (A): 1. You want _____ a di - ning
2nd Worker (T): 2. Ta bles _____ for the

Pno. 20

3 Work. 25 *f* ta - ble? You want _____ a di - ning chair?
gar - den? And chairs _____ to place a - round!

Pno. 25

The musical score consists of five systems of music. System 1: Treble and bass staves for '3 Work.' and piano. '3 Work.' sings 'Wood, wood, wood, wood's what you want!' twice, followed by a piano solo. System 2: Treble and bass staves for '3 Work.' and piano. '3 Work.' sings 'what you want!' once more, followed by a piano solo. System 3: Treble and bass staves for '3 Work.' and piano. '3 Work.' sings lyrics starting with '1st Worker (A): 1. You want _____ a di - ning' and '2nd Worker (T): 2. Ta bles _____ for the'. System 4: Treble and bass staves for '3 Work.' and piano. '3 Work.' sings 'ta - ble?' and 'gar - den?'. System 5: Treble and bass staves for '3 Work.' and piano. '3 Work.' sings 'You want _____ a di - ning chair?' and 'And chairs _____ to place a - round!', followed by a piano solo.

AL'S ADVENTURES IN WASTELAND

73

3 Work. *mp*

You want an ex - tra stool____ or box? We'll give _____ as we have wood to spare!
You want an ex - tra 2____ or 3? We'll cut, _____ we'll cut a - no - ther tree!

Pno. *mp* *f* *mf*

ALL:

3 Work. *mf*

Wood, wood, wood, wood's what you want! Wood, wood, wood, wood's what you want!

instrumental rhythm (with children)

Pno. *f*

3 Work. *f*

What you want!

(stop beating)

Pno. *mf* *Ad.*

AL'S ADVENTURES IN WASTELAND

91

52

Al «To stop the problems and put things right.
The three of you could not possibly
make enough changes to save the world.»

Rosa «And they could ask their friends to help them!»

Danny «Too late for what?»

Mario «It's never too late!» «Well, perhaps not only us...
we could ask our friends to help us!»

Pno.

Tempo di Marcia ($\text{♩} = 76$)

+ children's choir

53

Rosa p Oooh _____ Oooh.

Danny 8 Dragging out an old computer
from the Waste Mountain- as if connecting it to the internet.

«Well, we could call out to children
all around the World
to help us create a Children's Army!
A Children's Army for Change!»

Mario «Yes! We will mobilize a
WHOLE WORLD ARMY OF YOUNG PEOPLE
to help us SAVE THE PLANET!»

Pno.

58

Rosa (+childr.) Oooh _____ Oooh _____

Pno.

63

Rosa (+childr.)

Danny

Mario

Pno.

Mosso ($\text{♩} = 154$)

67

Rosa

Danny

Mario

Pno.

AL'S ADVENTURES IN WASTELAND

93

72

Rosa (+childr.) chil - dren make de - ci - sions our Pla - net will be green. The Chil - dren are our fu -

Danny 8 chil - dren make de - ci - sions our Pla - net will be green. The Chil - dren are our fu -

Mario chil - dren make de - ci - sions our Pla - net will be green. The Chil - dren are our fu -

Pno. 72 *mf*

Rosa (+childr.) - ture, we know that and a - gree, if chil - dren make de - ci - sions our

Danny 8 - ture, we know that and a - gree, if chil - dren make de - ci - sions our

Mario - ture, we know that and a - gree, if chil - dren make de - ci - sions our

Pno. 77

Rosa (+childr.) Pla - net will be green.

Danny 8 Pla - net will be green.

Mario Pla - net will be green. *mf* It's chil - dren who'll make the dif - fe - rence, it's chil - dren who are

Pno. 82 *p*

AL'S ADVENTURES IN WASTELAND

87

Al - - - - - **c** - - - - - **mf** The

Rosa - - - - - **c** - - - - - **mf** The

Danny - - - - - **c** - - - - - **mf** The

Mario **c** - - - - - **mf** The

wise, we'll un - der - stand the pro - blems and o - pen up — your e - yes! — **mf** The

Pno. **f** — — — — — **c** — — — — —

92

Al (+ childr.) Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de ci -

Rosa Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de ci -

Danny Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de ci -

Mario Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de ci -

Pno. **mf** — — — — — **c** — — — — —

97

Al (+ childr.) - sions our Pla - net will be green. —

Rosa - sions, make de - ci-sions our Pla - net will be green. — **mf** We'll re - cre - ate our

Danny - sions our Pla - net will be green. —

Mario - sions, make de - ci-sions our Pla - net will be green. —

Pno. **p** — — — — — **c** — — — — —

AL'S ADVENTURES IN WASTELAND

95

Rosa 101

sy - stems, so we won't need oil fuel, we won't al-low such wa - stage and we'll

Pno.

Rosa 101

teach our friends in school

Danny 106

f We'll learn to pro-tect our pla - net, we'll teach re-spect of the

Mario

f We'll learn to pro-tect our pla - net, we'll teach re-spect of the

Pno. 106

mf

Al III (+childr.)

The

Rosa

f we'll stop the ice - caps me - lting and try to plant more trees! *f* The

Danny 8

sea, we'll stop the ice - caps me - lting and try to plant more trees! *f* The

Mario

sea, we'll stop the ice - caps me - lting and try to plant more trees! *f* The

Pno.

f

AL'S ADVENTURES IN WASTELAND

116

Al (+childr.) Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de - ci -

Rosa Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de - ci -

Danny Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de - ci -

Mario Chil - dren are our fu - ture, we know that and a - gree, — if chil - dren make de - ci -

Pno. *f*

121

Al (+childr.) - sions our Pla - net will be green. — *f* The Chil - dren are our fu -

Rosa - sions, make de - ci-sions our Pla - net will be green. — The Chil - dren are

Danny - sions our Pla - net will be green. — *f* The Chil - dren are our fu -

Mario - sions, make de - ci-sions our Pla - net will be green. — The Chil - dren are

Pno. *f*

AL'S ADVENTURES IN WASTELAND

125

Al (+childr.) - ture, we know that and a - gree, if chil - dren make de-ci - sions our

Rosa — our fu - ture, we know that and a - gree, if chil-dren make de-ci - sions our

Danny - ture, we know that and a - gree, if chil - dren make de-ci - sions our

Mario — our fu - ture, we know that and a - gree, if chil - dren make de-ci - sions our

Pno.

125

Al (+childr.) — our fu - ture, we know that and a - gree, if chil - dren make de-ci - sions our

Pno.

Lo stesso tempo ($\text{♩} = 154$)

130

Al (+childr.) Pla - net will be green. (Al solo) So... now my Space Ad - ven-ture is

Rosa Pla - net will be green.

Danny Pla - net will be green.

Mario Pla - net will be green.

Pno.

130

Pno.

135

Al co-ming to an end, we all have lots to think a - bout, our waste-ful ways to end.

Pno.

224

Al «Well... in that case... NO PROBLEM!»

Rosa

Danny «Hooray!!!»

Mario «Hooray!!!»

Pno.

230 [repeat ad lib.]

Al

«So now I must go back and report to The Space Controller all about my mission.
I will tell him that I have found:
A planet that is OUTSTANDING!
A planet that is PHENOMENAL!
A planet that will be the one which WILL SECURE THE HOPE FOR OUR FUTURE!

I had begun to think that all was lost, but now I have faith in you... and - to audience - all your friends.

GOODBYE, my friends.
GOOD LUCK, my friends.
BE SAFE, my friends.

But remember this... I'LL BE BACK!!!»

[repeat ad lib.,
con la voce]

Pno.

El.

(9) (space sounds)

AL'S ADVENTURES IN WASTELAND

105

235

Al (+childr.) **f** The Chil - dren are our fu - ture, we know that and a - gree, — if

Rosa **f** The Chil - dren are our fu - ture, we know that and a - gree, — if

Danny 8 **f** The Chil - dren are our fu - ture, we know that and a - gree, — if

Mario **f** The Chil - dren are our fu - ture, we know that and a - gree, — if

Pno. { 235 **f**

El. 235

240

Al (+childr.) chil - dren make de - ci - sions our Pla - net will be green. — **f** The

Rosa chil - dren make de - ci - sions, make de - ci - sions our Pla - net will be green. —

Danny 8 chil - dren make de - ci - sions our Pla - net will be green. — **f** The

Mario chil - dren make de - ci - sions, make de - ci - sions our Pla - net will be green. —

Pno.

El. 240

244

Al (+childr.) Chil - dren are our fu - ture, we know that and a - gree, if

Rosa The Chil - dren are our fu - ture, we know that and a - gree,

Danny 8 Chil - dren are our fu - ture, we know that and a - gree, if

Mario The Chil - dren are our fu - ture, we know that and a - gree, if

Pno. *f*

El.

244

248 (Al) chil - dren make de ci - sions our Pla - net will be green, our

Rosa if chil-dren make de ci - - sions our Pla - net will be green, our

Danny 8 chil - dren make de ci - sions, make de - ci-sions our Pla - net will be green, our

Mario chil - dren make de ci - - sions our Pla - net will be green, our

Pno.

El.

248

Lo stesso tempo ($\text{♩} = 154$)

252

Al rit. ***ff*** ***a tempo***

Rosa rit. ***ff*** ***a tempo***

Danny rit. ***ff*** ***a tempo***

Mario rit. ***ff*** ***a tempo***

Pno. rit. ***ff*** ***a tempo***

El.

Al's vocal line consists of three staves: Al, Rosa, and Danny. Mario's vocal line is on a separate staff below them. The piano accompaniment starts at measure 252 with a dynamic of ***ff*** and continues with ***a tempo***. The vocal parts sing "Pla - net will be green. Our Pla - net will be green!" in unison.

257

Al *Al exits quickly, the others say goodbay to him.
There is the light chase and he disappears from view.*

Rosa

Danny

Mario

Pno. *BLACKOUT/CURTAIN.*

El.

The vocal parts (Al, Rosa, Danny, Mario) sing a short phrase and then fade out. The piano accompaniment begins at measure 257 with a dynamic of ***fff***. The vocal parts are silent during the blackout/curtain.



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