Let The Games Begin

Performance Piano Score
(Grade 7 Standard)

by

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Fortune’s Entourage & Dancers)

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Track 1

Introduction
(Instrumental)

Cue - House lights off. Stage lights up.

Steve Titford
Music arr. by Steve Titford
Score arr. by Leo Nicholson

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Introduction
Track 2  Video Game Generations
(Video Game Characters)

Cue - Segue from Track 1.

Let the game be gin,

keep them plug - ging in,

to be in - tro - spec - tive, trapped in our col - lec - tive,
leading them along from the birth of Pong, to be bringing on video game generations. Beep beep bop to the beep beep bop, they can hardly stop. When the nineties hit,
we were sixteen bit, digital arcades were “2 D” parades.

Kids at home would go for the Nintendo or the Sega system,

how we used to twist ’em! More than play-things in their machines,

Optional harmony

how we used to twist ’em! More than play-things in their machines,
more than pixels across their screens, through those windows,

ones and zeros making heroes for video game generations.
So-nic and Ma-ri-o, La-ra and Liu Kang, loaded and good to go, pow-er in your hand.
A - lex; Don - key Kong; Lem - mings led a - long;

Optional harmony

A - lex; Don - key Kong; Lem - mings led a - long;

Pac - man o - ver - ate so we can ve - ge - tate, go - in' eight hou - rs straight; those

win - nin' ge - ne - ra - tions grow and grow and grow and grow.

Optional harmony

win - nin' ge - ne - ra - tions grow and grow and grow and grow.
Video Game Generations

Through those windows,

Optional harmony

ones and zeros making heroes for video game generations.

ones and zeros making heroes for video game generations.
More than play-things in their machines,
more than pixels across their screens,
through those windows, ones and zeros,
mas-king heroes for vi-de-o game ge-ne-ra-tions,
video game generations, video game generations,

video game generations.
Track 3  Video Game Generations Play-Off  
(Instrumental)

Cue - Applause segue from Track 2.

Steve Titford  
Music arr. by Steve Titford  
Score arr. by Leo Nicholson

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Track 4

A Gift
(Instrumental)

Cue - Grandad: Ughhhh! I can see I'm not going to win here without help. Now listen! Years and years ago I met a wise old man. And he gave me a gift.

Atmospheric, with lots of pedal $j = 60$

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Track 5  Dice Roll Into Game Land

(Instrumental)

Cue - Grandad: No Marney! Give them back.
Marney: I want to see some of this magic! Don’t you?

If using a live pianist, play SFX Track 30 (which is solely the sound effect from the start of Track 5) and then play the following music.

Atmospheric, with lots of pedal $\frac{1}{4} = 44$

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**Track 6**

**Fortune’s March**
*(Will Luck & Fortune’s Entourage)*

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Robin: And where's Grandad?

Vicky: Guys... I'm scared!

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Music arr. by Steve Titford

Score arr. by Leo Nicholson

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© Musicline Publications Ltd.
Here we come now with drums all a-blazing, Fortune's servants all are we. Here we come now with games so a-mazing, so that
joy we'll surely bring, you see. Throw the dice and it's we who will

serve you, make your wishes all come true. We are servants of great Lady

Fortune. Troubles fly when she comes round to you. So stamp your
feet and clap your hands and join our mar-ching,

sing our song and join our ranks, two by two.

For-tune’s here, sing don’t sigh, send your trou-bles fly-ing high,
she is com-ing to you, com-ing to you, For-tune now is nigh!

Fortune’s March
So stamp your feet and clap your hands and join our marching, sing our song and join our ranks, two by two. For-tune's here, sing don't sigh, send your
Fortune's March

64

trou-bles fly-ing high, she is co-ming to you,

66

coming to you, For-tune now is nigh!
Track 7  Fortune’s Entourage
(Instrumental)

Cue - Applause segue from Track 6.

Mike Smith
Music arr. by Steve Titford
Score arr. by Leo Nicholson

\( \frac{J}{J} = 112 \)

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Track 8  
Song of the Dice  
*(Lady Fortune, Will Luck, Fortune’s Entourage & Dancers)*

Cue - Lady Fortune: The number seven may be true and pure, but I will win the game, of that, I’m sure!! …. Let us show you!

Mike Smith & Robin Hayes  
Music arr. by Steve Titford  
Score arr. by Leo Nicholson

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**DICE CHORUS**

\[ \begin{align*} 
\text{Em} & \quad \text{Am} & \quad \text{Em} \quad \text{Bb} \\
\text{Em} & \quad \text{Am} & \quad \text{Ab} \\
\text{G} & \quad \text{G} & \quad \text{G} \\
\text{G} & \quad \text{G} & \quad \text{Em} \\
\end{align*} \]

\[ \begin{align*} 
\text{C} & \quad \text{C} & \quad \text{C} \\
\text{C} & \quad \text{C} & \quad \text{C} \\
\text{C} & \quad \text{C} & \quad \text{C} \\
\text{C} & \quad \text{C} & \quad \text{C} \\
\end{align*} \]

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One's the number on its own,
two's the number not alone,

three's the number makes a crowd,
four's the number, shout it loud,
five's the number, two to go.
six the number we all know. Seven is the number of the

seven-sided dice! Seven is the number of the

seven-sided, seven-sided dice.
One's the number on its own,

Two's the number not alone,

Three's the number makes a crowd,

Four's the number, shout it loud,