

DANIEL BUKIN

GAMER'S SUITE

CONCERT BAND

INSTRUMENTATION:

1	Piccolo	1	Timpani
4	Flute 1	1	Contrabass
4	Flute 2	1	Synthesizer (Opt. Piano)
2	Oboe		
3	Clarinet in Bb 1	1	Percussion 1:
3	Clarinet in Bb 2		Chimes
3	Clarinet in Bb 3		Glockenspiel
2	Bass Clarinet		Crash Cymbals
2	Bassoon		Xylophone
2	Alto Sax 1	1	Percussion 2:
2	Alto Sax 2		Triangle
2	Tenor Sax		Suspended Cymbal
1	Baritone Sax		Vibraphone
			Tam-tam
3	Trumpet in Bb 1	1	Percussion 3:
3	Trumpet in Bb 2		Snare Drum
3	Trumpet in Bb 3		Suspended Cymbal
2	Horn in F 1	1	Percussion 4:
2	Horn in F 2		Bass Drum
2	Trombone 1		Crash Cymbals
2	Trombone 2	1	Percussion 5:
1	Bass Trombone		Tom-toms (4)
2	Euphonium (T.C.)		
2	Euphonium (B.C.)		
4	Tuba		



**TUX PEOPLE'S
MUSIC.**



ABOUT:

This piece is a love letter to all the video games I played as a young child - specifically, all the fantasy, role-playing, and turn-based action games, including series such as Golden Sun, Pokémon, Final Fantasy, and Kingdom Hearts. They were, and still are, something I can get lost in for hours on end. And of course, the music from these games is catchy and simple, yet also emotional and complex. In fact, many stylistic conventions of video game music have made it into my own compositional process throughout the years. This piece, "Gamer's Suite", is a direct homage to all those video games.

The piece is divided into six movements, each of which characterizes a specific aspect of these video games. It starts off with the Overture to Adventure, which introduces the main theme of our hypothetical game and encapsulates the aura of the start menu - the very first thing you see and hear in a new game.

The 2nd movement, Hometown, is a simple and jaunty tune that paints a picture of the first area of the game you get to explore, your hometown. Very often, it is also the area that teaches you how to play the game and introduces you to some of the main characters.

Shortly after leaving this quaint area, we enter the 3rd movement, Battle! A short but raucous ride that plays alongside random battles fought throughout the game.

In addition to exploration and battles, video games also have many characters, some of whom form very powerful bonds with each other throughout the game. A well-constructed story in a game even has the potential for you, the player, to go on an emotional journey and bond with these characters as well. Hence the 4th movement, Friendship.

The 5th movement, Ancient Magic, describes what is usually, but not always, an integral part of fantasy games. A mysterious force that our characters must discover and master, a powerful magical being who helps our characters along, something unfathomably huge and cosmic that ends up being an important part of the story. Whatever form it takes, it is the source for our character's power needed to face the upcoming big bad.

The final movement, Final Battle and Finale, encompasses two major events at the end of many video games, the final boss battle and conclusion of the game. The final boss battle is the last obstacle to overcome and is usually a larger-than-life event, both in terms of visual/aural aesthetics, and in terms of gameplay difficulty. Hence why it is the most complex of the six movements. But after the boss battle is concluded, we return to our original theme from the first movement to highlight the end of our journey. The end of the game.

In addition to the wide array of standard band instruments in this piece, I've also included an electric keyboard part which plays a major role in the overall timbre of the piece. In each movement, the keyboard part changes patches to add unique blends of sound to an otherwise typical concert band ensemble. Pizzicato strings for a little extra pluck, harp for lush arpeggiations, and my personal favorite, a full dark cathedral organ which starts the final movement with a fortissimo d-minor chord.

I hope you enjoy performing "Gamer's Suite" as much as I enjoyed composing it. Be well and play on!

DURATION: 10'10"



Scan to let the composer know that you are playing their piece!



Scan to learn more about this composer!

First printing, May 2023

Additional parts are available for purchase from the publisher online.



**TUX PEOPLE'S
MUSIC.**



GAMER'S SUITE

for Concert Band

Daniel Bukin
2022

Transposed
Score

I. Overture to Adventure

Fast ♩ = 140

1 2 3 4 5 6

7

Picc.

FL 1/2
1. Cue: Oboe
mf dolce

Ob.
solo
mf dolce

B♭ Cl.
1
p

2
p

3
p

B. Cl.
p

Bsn.
p

A. Sx. 1/2

T. Sx.

B. Sx.

B♭ Tpt.
1

2
3

Hr. 1/2

Tbn. 1/2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk.

Trgl.

S. Dr.
p

B. Dr.
p

Toms
p

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23

Picc.

FL 1
2

Ob.

1
Bb Cl.
2
3

B. Cl.

Bsn.

A. Sx. 1
2

T. Sx.

B. Sx.

1
Bb Tpt.
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk.

Trgl.

S. Dr.

B. Dr.

Toms

Picc. *mf* *ff*

FL 1/2 *mf* *ff* a2

Ob. *mf* *ff*

1 B♭ Cl. *mf* *ff* a2

2/3 *ff*

B. Cl. *p sub.* *ff*

Bsn. *p sub.* *ff*

A. Sx. 1/2 *p sub.* *ff*

T. Sx. *p sub.* *ff*

B. Sx. *p sub.* *ff*

1 B♭ Tpt. *f*

2/3

Hn. 1/2 a2 *ff*

Tbn. 1/2 *p sub.* *ff*

B. Tbn. *p sub.* *ff*

Euph. *p sub.* *ff*

Tuba *p sub.* *ff*

Cb. *p sub.* *ff*

Kbd. *p sub.* *ff*

Timp. *p sub.* *f*

Cr. Cym. *f* *choke*

Trgl. *p* *f*

S. Dr. *f* *f*

B. Dr. *f* *f*

Toms *f* *mp*

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GAMER'S SUITE

The image displays a page of a musical score for 'GAMER'S SUITE'. The score is arranged in a standard orchestral format with multiple staves for different instruments. The instruments listed on the left side of the page include Piccolo (Picc.), Flute 1 and 2 (FL 1/2), Oboe (Ob.), Clarinet in B-flat 1 (Cl. 1), Clarinet in B-flat 2 and 3 (Cl. 2/3), Bassoon (Bsn.), Saxophone Alto 1 and 2 (A. Sax. 1/2), Saxophone Tenor (T. Sax.), Saxophone Baritone (B. Sax.), Trumpet in B-flat 1, 2, and 3 (B♭ Tpt. 1/2/3), Horn 1 and 2 (Hn. 1/2), Trombone 1 and 2 (Tbn. 1/2), Baritone Trombone (B. Tbn.), Euphonium (Euph.), Tuba, and Contrabass (Cb.). The keyboard part (Kbd.) is also present, as are Timpani (Timp.), Cymbals (Cr. Cym.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), and Tom-toms (Toms). The score spans measures 37 to 43. A large, semi-transparent red watermark reading 'COPY' is superimposed diagonally across the center of the page, with the text 'legal use requires purchase' written in smaller red letters below it. The score includes various musical notations such as notes, rests, and dynamic markings (p, mp, ff, mf, f, mf, ff).

II. Home Town

5

Moderately $\text{♩} = 100$

1 solo

mf dolce

mf

mf

p

Cue: Bassoon

p

p

(3. tacet this movement)

p

p

p

pizz.

mf

p

Strings: *pizz.*

mf

p

p

1

2

3

4

5

6

7

GAMER'S SUITE

13

2. Cue: Oboe

FL. 1
2

Ob.

1
B♭ Cl.

2
3
B. Cl.

Bsn.

A. Sax. 1
2

T. Sax.

B. Sax.

1
B♭ Tpt.

2

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Glk.

Trgl.

solo

mf dolce

p *mf* *mp*

mf *mp*

mp

mp

mp

mp

arco

mp

Glockenspiel

mp

p

8

9

10

11

12

13

14

GAMER'S SUITE

Musical score for Gamer's Suite, page 9. The score includes parts for:

- FL 1/2
- Ob.
- B♭ Cl. 1
- B♭ Cl. 2/3
- B. Cl.
- Bsn.
- A. Sx. 1/2
- T. Sx.
- B. Sx.
- B♭ Tpt. 1
- B♭ Tpt. 2
- Hn. 1/2
- Tbn. 1/2
- B. Tbn.
- Euph.
- Tuba
- Cb.
- Kbd.
- Glk.
- Trgl.

Key markings include *mp* and *mf*. Performance instructions include "straight mute" for trumpet parts. A large red watermark reads "PERUSAL COPY legal use requires purchase".

15

16

17

18

19

20

21

GAMER'S SUITE

25 tutti

FL. 1 2

Ob.

1
B♭ Cl.

2
3
B. Cl.

Bsn.

A. Sax. 1 2

T. Sax.

B. Sax.

1
B♭ Tpt.

2

Hn. 1 2

Tbn. 1 2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Xyl.

Trgl.

22

23

24

25

26

27

FL. 1 2
Ob.
1
B. Cl.
2 3
B. Cl.
Bsn.
A. Sax. 1 2
T. Sax.
B. Sax.
1
B. Tpt.
2
Hn. 1 2
Tbn. 1 2
B. Tbn.
Euph.
Tuba
Cb.
Kbd.
Xyl.
Trgl.

28 29 30 31 32 33 34

Fast ♩ = 160

III. Battle!

The musical score is arranged in a standard orchestral format. The woodwinds (Piccolo, Flute, Oboe, Clarinet in B♭, Bass Clarinet, Bassoon, Alto Sax, Tenor Sax, Baritone Sax) and strings (Trumpet in B♭, Horn in F, Trombone, Bass Trombone, Euphonium, Tuba, Contrabass) play a rhythmic accompaniment. The brass instruments (Trumpet, Horn, Trombone, Bass Trombone, Euphonium, Tuba) play a melodic line with dynamic markings of *f* and *sf*. The keyboard part (Keyboard) plays a rhythmic accompaniment. The percussion parts (Percussion 2, 3, 4, 5) play a rhythmic accompaniment. A large red watermark 'PERUSAL.COM legal use requires purchase' is overlaid diagonally across the score.

1

2

3

4

5

6

7

Musical score for Gamer's Suite, page 13. The score includes parts for Picc., FL 1/2, Ob., 1, B♭ Cl. 2/3, B. Cl., Bsn., A. Sx. 1/2, T. Sx., B. Sx., B♭ Tpt. 1/2/3, Hn. 1/2, Tbn. 1/2, B. Tbn., Euph., Tuba, Cb., Kbd., Timp., Xyl., Trgl., S. Dr., B. Dr., and Toms. The score is marked with a large red watermark: "PERMISSIONS ALL COPY legal use requires purchase".

7

8

9

10

11

12

GAMER'S SUITE

15

19 1 2

Picc.

FL 1 2

Ob.

1 2 3

B♭ Cl.

B. Cl.

Bsn.

A. Sx. 1 2

T. Sx.

B. Sx.

B♭ Tpt. 1 2 3

Hn. 1 2

Tbn. 1 2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Xyl.

Trgl.

S. Dr.

B. Dr.

Toms

p sub.

mp sub.

mp

mf

f

p

f

mf

f

to Suspended Cymbal (1st time only)

Suspended Cymbal

Triangle

19 20 21 22 23

IV. Friendship

Moderately $\text{♩} = 100$

Flute 1 2 *p*

Clarinet in B \flat 1 *solo*
mf dolce

Clarinet in B \flat 2 3 *p*

Bass Clarinet *p*

Bassoon *p*

Alto Sax 1

Alto Sax 2 *Cue: Hn. 1*
p

Tenor Sax *Cue: Hn. 2*
p

Baritone Sax

Trumpet in B \flat 1

Trumpet in B \flat 2 (3. tacet this movement)

Horn in F 1 2 *p*

Trombone 1 2

Bass Trombone

Euphonium

Tuba

Contrabass

Keyboard *[Harp]*
mf lv. sempre

Vibraphone

7 **9**

FL 1/2

1

B♭ Cl.

2/3

B. Cl.

Bsn.

1

A. Sx.

2

T. Sx.

B. Sx.

1

B♭ Tpt.

2

Hn. 1/2

Tbn. 1/2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Vib.

17

FL 1
2

1
B♭ Cl.

2
3
B. Cl.

Bsn.

1
A. Sx.
2

T. Sx.

B. Sx.

1
B♭ Tpt.
2

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Vib.

solo
mf

mf

p

straight mute

straight mute
p

p

p

p

p

p

solo
mf

14

15

16

17

18

19

20

FL 1 2

1

B♭ CL

2 3

B. CL

Bsn.

1

A. Sx.

2

T. Sx.

B. Sx.

1

B♭ Tpt

2

Hn. 1 2

Tbn. 1 2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Vib.

Cue: Hn 1

Cue: Hn 2

mf dolce

mf dolce

a2

21 22 23 24 25 26 27

The musical score is arranged in a multi-staff format. The instruments listed on the left are: Fl. 1 & 2, B♭ Cl. 1 & 2, B. Cl., Bsn., A. Sax. 1 & 2, T. Sax., B. Sax., B♭ Tpt. 1 & 2, Hn. 1 & 2, Tbn. 1 & 2, B. Tbn., Euph., Tuba, Cb., Kbd., and Vib. The score includes dynamic markings such as *p*, *pp*, *ppp*, and *tutti*, as well as the tempo instruction *molto rit.* A large, diagonal red watermark reading "PERUSAL COPY" is overlaid across the center of the page, with the text "legal use requires purchase" written below it in a smaller font.

V. Ancient Magic

Slowly $\text{♩} = 80$

5

Piccolo

Flute 1/2

Oboe

Clarinet in B \flat 1/2/3

Bass Clarinet

Bassoon

Alto Sax 1/2

Tenor Sax

Baritone Sax

Trumpet in B \flat 1/2/3

Horn in F 1/2

Trombone 1/2

Bass Trombone

Euphonium

Tuba

Contrabass

Keyboard

Timpani

Percussion 1

Chimes

Glockenspiel

Crash Cymbals

Xylophone

Vibraphone

mf

p

p

p

p

p

p

Celeste

Glockenspiel

If this part is performed on an acoustic piano, play 8va throughout this entire movement.

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1

2

3

4

5

6

7

13

Picc.

FL 1/2

Ob. *solo*
mf dolce e legato
solo - if Oboe, play bottom passage; if no Oboe, one player cover the top passage and one player the bottom passage

1
B♭ Cl. *mf dolce e legato*

2
3

B. Cl.

Bsn.

A. Sx. 1/2

T. Sx.

B. Sx.

1
B♭ Tpt

2
3

Hn. 1/2

Tbn. 1/2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk.

Vib. *motor on - fast*

mp

pedal sim.

8

9

10

11

12

13

14

15 21

Picc.

FL 1 2

Ob.

1 2 3

B♭ Cl.

B. Cl.

Bsn.

A. Sx. 1 2

T. Sx.

B. Sx.

1 2 3

B♭ Tpt.

Hn. 1 2

Tbn. 1 2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk. Glockenspiel

Vib.

mf dolce e legato

mp

mf dolce e legato

mf dolce e legato

mp

mf dolce e legato

mp

p

mp

mp

mp

mp

mp

mp

mp

mf legato

mf legato

mp

mf legato

15 16 17 18 19 20 21

22 23 24 25 26 27 28

pedal sim.

29

Picc. *mf*

FL 1/2 *mf*

Ob.

1

B♭ CL

2/3

B. CL

Bsn.

A. Sx. 1/2 *mf* Cue: Hns.

T. Sx.

B. Sx.

1

B♭ Tpt

2/3

Hn. 1/2 *mf*

Tbn. 1/2

B. Tbn.

Euph. *mf*

Tuba *mf*

Cb.

Kbd.

Timp.

Glk.

Vib.

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29

30

31

32

33

34

35 **37** *molto rit.*

Picc.
FL 1
2
Ob.
1
B♭ Cl.
2
3
B. Cl.
Bsn.
A. Sx. 1
2
T. Sx.
B. Sx.
1
B♭ Tpt.
2
3
Hn. 1
2
Tbn. 1
2
B. Tbn.
Euph.
Tuba
Cb.
Kbd.
Timp.
Glk.
Vib.

pp
mf
pp
pp
pp
f
pp
to Tam-tam

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35 36 37 38 39 40 41 42

VI. Final Battle & Finale

Andante $\text{♩} = 60$

Piccolo

Flute 1/2

Oboe

Clarinet in B \flat 1/2/3

Bass Clarinet

Bassoon

Alto Sax 1/2

Tenor Sax

Baritone Sax

BRASS: Play if no electric keyboard, or if asked by the conductor to do so in order to support volume.

Trumpet in B \flat 1/2/3

Horn in F 1/2

Trombone 1/2

Bass Trombone

Euphonium

Tuba

Contrabass

Organ, Ark., Full, Cathedral

Keyboard

Timpani

Percussion 1
Chimes
Glockenspiel
Crash Cymbals
Xylophone

Percussion 2
Triangle
Suspended Cymbal
Vibraphone
Tam-tam

Percussion 3
Snare Drum
Suspended Cymbal

Percussion 4
Bass Drum
Crash Cymbals

Percussion 5
Tom-toms (4)

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9 Vivace ♩ = 155

Score for Gamer's Suite, page 29. The score includes parts for Piccolo, Flute 1 & 2, Oboe, Clarinets 1 & 2, Bass Clarinet, Bassoon, Saxophones (Alto, Tenor, Baritone), Trumpets 1, 2, & 3, Horns 1 & 2, Trombones 1 & 2, Euphonium, Tuba, Contrabass, Keyboard, Timpani, Glockenspiel, Triangle, Snare Drum, Bass Drum, and Toms. The music is in 2/4 time with a tempo of 155 beats per minute. A large red watermark 'PERUSAHAL.COM legal use requires purchase' is overlaid on the score. Performance markings include dynamics such as *mf* and *ff*, and specific instructions like 'Cue: Hns.', '(open)', and 'play (open)'. The score spans measures 9 through 16.

9

10

11

12

13

14

15

16

19

Musical score for 'Gamer's Suite' page 30, featuring various instruments. The score includes parts for Piccolo, Flute (1/2), Oboe, Clarinet (1/2), Bassoon, Saxophone (A, T, B), Trumpet (1/2), Horn (1/2), Trombone (1/2), Euphonium, Tuba, Cello, Keyboard, and Percussion (Timp., Glk., Trgl., S. Dr., B. Dr., Toms). The score is marked with a large red watermark: 'PERU SALL COPY legal use requires purchase'. The page number '19' is in a box at the top. The score is divided into measures 17 through 23, with measure 19 being the current page.

17

18

19

20

21

22

23

29

Picc.

FL 1
2

Ob.

1
B♭ CL

2
3

B. CL

Bsn.

A. Sx. 1
2

T. Sx.

B. Sx.

1
B♭ Tpt

2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk. Glockenspiel

Trgl.

S. Dr.

B. Dr.

Toms

24

25

26

27

28

29

30

Picc.

FL 1/2

Ob.

1

B♭ Cl.

2/3

B. Cl.

Bsn.

A. Sx. 1/2

T. Sx.

B. Sx.

1

B♭ Tpt.

2/3

Hn. 1/2

Tbn. 1/2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Glk.

Trgl.

S. Dr.

B. Dr.

Toms

mf

p

f

Cue: Bsn.

mf

f

f

to Chimes

Picc.

FL 1
2

Ob.

1
Bb Cl.

2
3

B. Cl.

Bsn.

A. Sx. 1
2

T. Sx.

B. Sx.

1
Bb Tpt.

2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Chm.

Trgl.

S. Dr.

B. Dr.

Toms

Cue: Hns.

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45

Picc.

Fl. 1
2

Ob.

1
B♭ Cl.
2
3

B. Cl.

Bsn.

A. Sx. 1
2

T. Sx.

B. Sx.

1
B♭ Tpt.

2
3

Hr. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Chm. [Chimes]

Trgl.

S. Dr. [Snare Drum]

B. Dr.

Toms

f, *sf*, *ff*

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45

46

47

48

49

50

51 53

Picc.

FL 1
2

Ob.

1
Bb CL
2
3

B. CL

Bsn.

A. Sx. 1/2

T. Sx.

B. Sx.

1
Bb Tpt
2
3

Hn. 1/2

Tbn. 1/2

B. Tbn.

Euph.

Tuba

Cb.

Kbd.

Timp.

Chm.

Trgl.

S. Dr.

B. Dr.

Toms

51 52 53 54 55 56

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COPY

57 Picc. *mf*

58 FL 1 2 *mf*

Ob. *mf*

1 B♭ Cl. *mf*

2 3 B. Cl. *mf*

Bsn. *mf*

A. Sx. 1 2 *mf*

T. Sx. *mf*

B. Sx. *mf*

1 B♭ Tpt. *mf*

2 3 Hn. 1 2 *mf*

Tbn. 1 2 *mf*

B. Tbn. *mf*

Euph. *mf*

Tuba *mf*

Cb. *mf*

Kbd. *mf*

Timp. *mf*

Chm. *mf*

Trgl. *mf*

S. Dr. *mf*

B. Dr. *mf*

Toms *mf*

59 *mf*

60 *ff*

61 *ff*

62 *ff*

63 *ff*

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molto rit.

66 Andante ♩ = 60

64

Picc.

FL 1
2

Ob.

1

B♭ CL
2
3

B. CL

Bsn.

A. Sx.
1
2

T. Sx.

B. Sx.

1

B♭ Tpt
2
3

Hn. 1
2

Tbn. 1
2

B. Tbn.

Euph.

Tuba

Cb.

[Flute Organ]

Kbd.

Timp.

Chm.

Trgl.

S. Dr.

B. Dr.

Toms

64 65 66 67 68 69 70 71

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74 Fast ♩ = 140

Musical score for 'Gamer's Suite' page 38, featuring various instruments and a large red watermark. The score includes parts for Piccolo, Flute 1 & 2, Oboe, Clarinets (B♭, B), Bassoon, Saxophones (Alto, Tenor, Baritone), Trumpets (B♭), Horns (F), Trombones (B♭), Euphonium, Tuba, Contrabass, Keyboard, Timpani, Chimes, Triangle, Snare Drum, Bass Drum, and Toms. The score is marked 'Fast' with a tempo of ♩ = 140. A large red watermark 'PERUSAL COPY legal use requires purchase' is overlaid on the score.

78 79 80 81 82 83 84

85 *molto rit.*

85 86 87 88 89 90 91