Yrro and Pthia

For Concert Band

"In primordial space, timeless creatures made waves..."

Performance time Approx. 8' 30"

Clay Westman

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Instrumentation:

Piccolo

Flute 1

Flute 2

Oboe

Bassoon

Bb Clarinet 1

Bb Clarinet 2

Bass Clarinet

Alto Sax 1

Alto Sax 2

Tenor Sax

Baritone Sax

Bb Trumpet 1

Bb Trumpet 2

Horn in F 1

Horn in F 2

Trombone 1

Trombone 2

Bass Trombone

Euphonim

Tuba

Timpani (5 drums)

Mallets 1

Glockenspiel

Xylophone

Mallets 2

Vibraphone

Percussion 1 (2 Players)

Snare Drum

Bass Drum

Percussion 2

Tam-tam

Crash Cymbals

Suspended Cymbal

Hi-Hat

Program notes:

Yrro and Pthia (2019)

Long before their hit Halo franchise, Bungie Software published another trilogy of sci-fi shooters. The Marathon series, originally published for Macintosh in the mid-90s, saw the player take the role of a security officer aboard the colony ship Marathon, fighting off an invasion of alien slavers with the help of the ship's computer AI. These games had a deep and complex story, told through computer terminals found throughout the game levels. In the second game, *Marathon 2: Durandal*, the player is taken to the desert homeworld of one of the game's many alien species. Deep in the earth, below an alien citadel, a terminal explains the aliens' creation mythos, the story of Yrro (*Eer-roh*) and Pthia (*Thee-a*):

In primordial space, timeless creatures made waves. These waves created us and the others. Waves were the battles, and the battles were waves.

Fleeing all W'rkncacnter, Yrro and Pthia settled upon Lh'owon. They brought the S'pht, servants who began to shape the deserts of Lh'owon into marsh and sea, rivers and forests. They made sisters for Lh'owon to protect and maintain the paradise.

When the W'rkncacnter came, Pthia was killed, and Yrro in anger, flung the W'rkncacnter into the sun. The sun burned them, but they swam on its surface.

Yrro became an angry master, bleeding for his failure, grieving for the loss of Pthia. He broke the S'pht into eleven clans, and spread them over Lh'owon.

And he spoke, yet covered in blood from his exertion,

"I Yrro, who was your master, have failed to preserve you. Take your royalty to guide you, and live upon the paradise that you built for me."

--Six Thousand Feet Under, Terminal 2 (Marathon 2: Durandal)

About the Composer:

Clay Westman (b.1993) grew up in the concert band and percussion ensemble worlds and combines his love for music with his other passion: gaming. He finds inspiration in the stories and settings of both video and tabletop games and seeks to channel those worlds through his music. Clay has a Bachelor's in Music Composition from the University of North Carolina at Greensboro and currently lives in Durham, North Carolina with his wife and their three cats.

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Performance notes:

The piece, as the program notes suggests, follows the story of the characters Yrro and Pthia, and their role in the creation of this alien world.

- m.1 The first section represents the "Waves" in primordial space. As voices enter, they should try to create a sense of mystery and unease, with slight fading in and out as each indivdual player desires.
- m.72 The bass drum should continue to roll until the downbeat, even after the winds have cut off.
- m.120 In the Flute 1 part, three of the players should sneak in quietly under the big chords and hold through the cut off. They should try to be as soft as possible to "shimmer" above the Oboe.
- m.127 The Horn should start fast and aggressive, with the hits on beat 2 of m.128 seeming to come out of nowhere. Likewise with the descending bass runs in m.129.
- m.153 These climactic chords should be big and bright. Before fading, hold as long as you think needed to convey the "Sun burn[ing] them."
- m.178 Everyone should swell right up to the downbeat, where everything immediately cuts to a softer, quieter feel. The accent on beat 2 and pulses on beats 3 and 4 should be felt and noticed, but not necessarily loud or dramatic. In the last two bars, cue the downbeat, the warm bass chord and then finally the resolution of the chord, where several players drop out.

Percussion 1

Percussion 2

1

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1

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1











Yrro and Pthia 11



mp



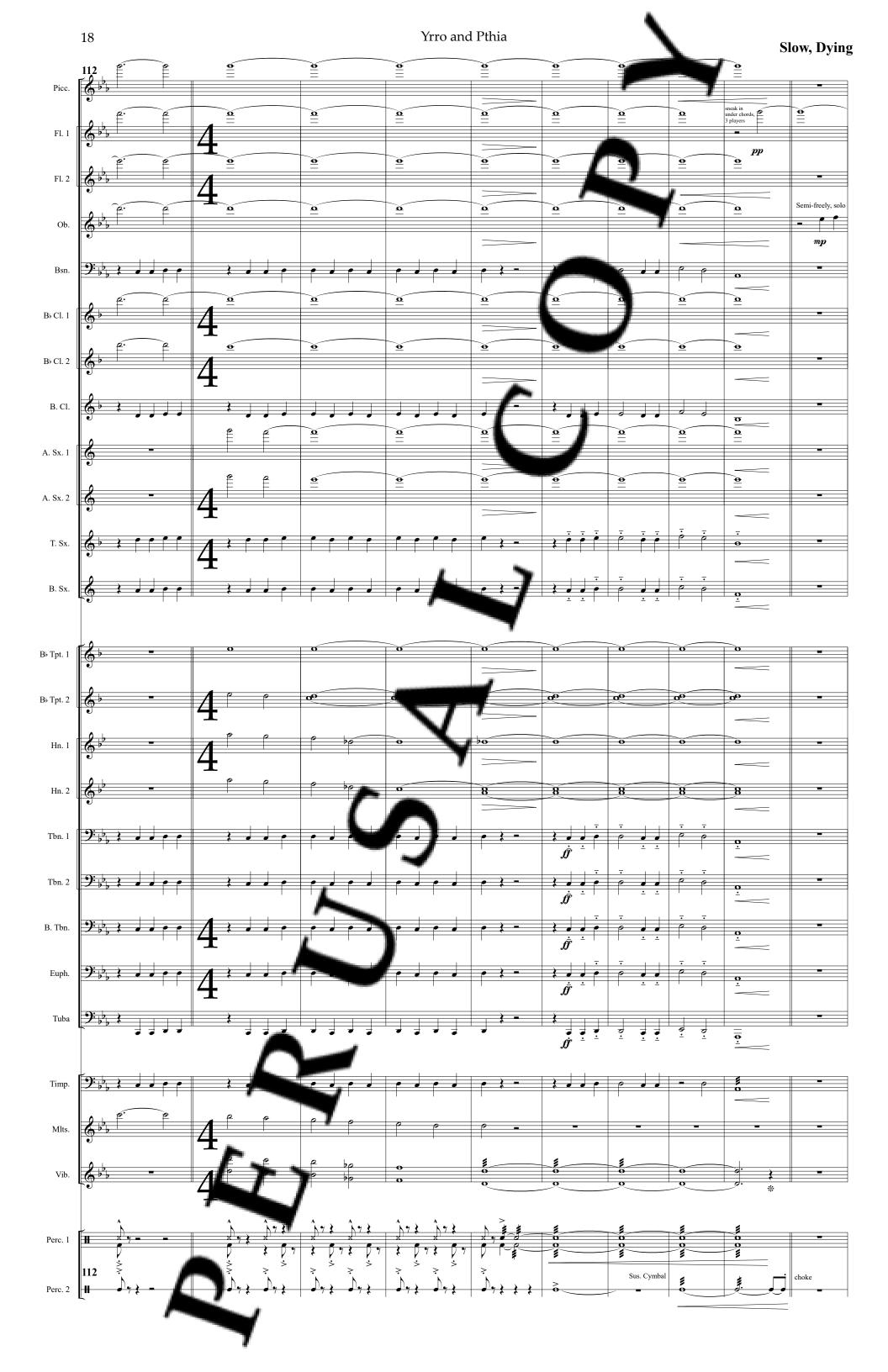


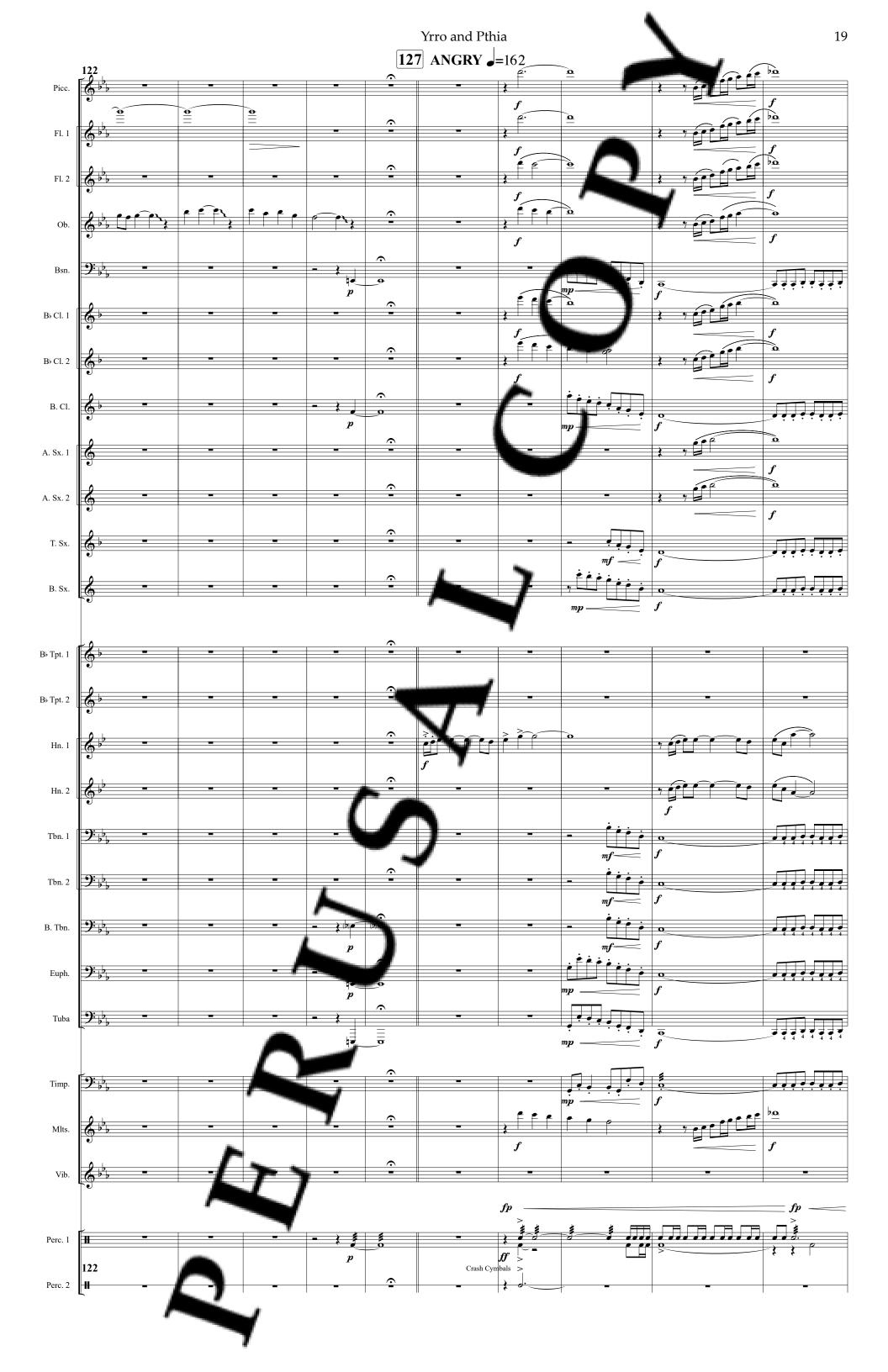








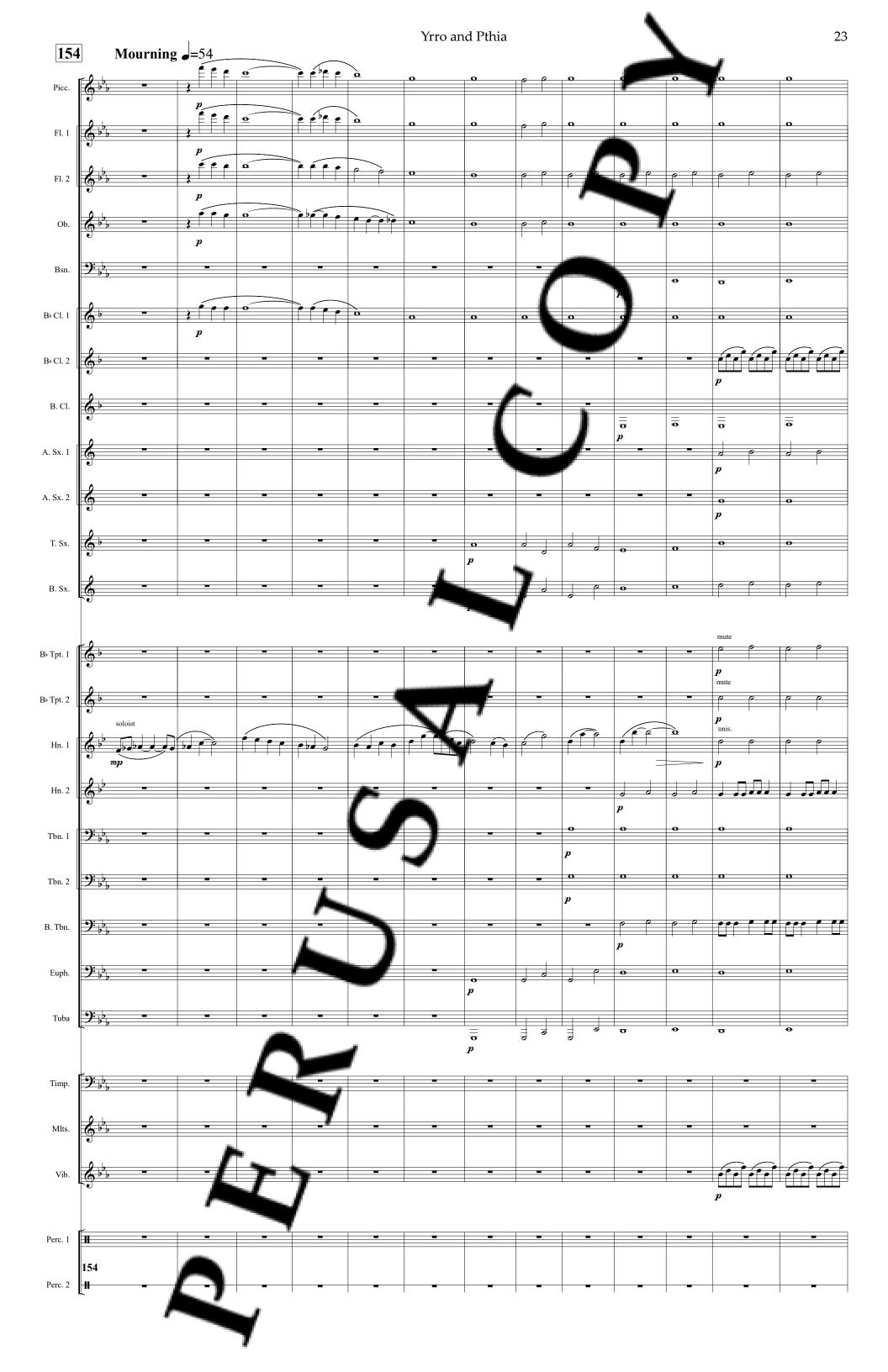














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