

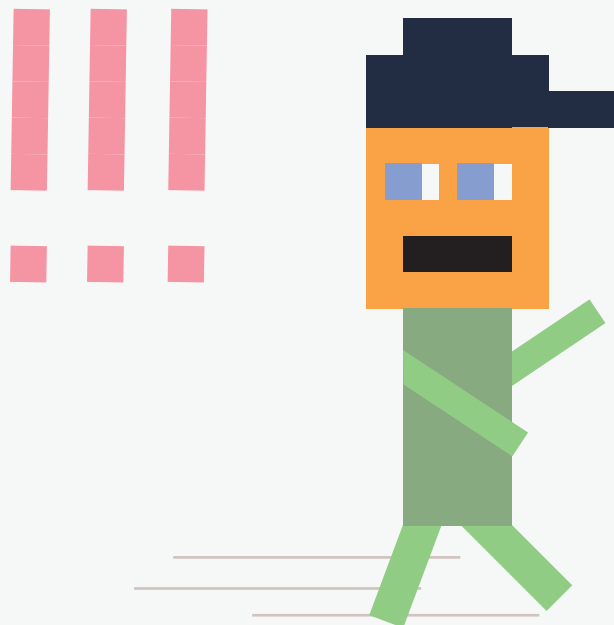
# Katherine Ruhle

## Music

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### *Caught in a Computer Game*

SA with Piano



engage, inspire, connect

# Caught in a Computer Game

Katherine Ruhle

Dramatically

♩ = 70

*mf* unison

I'm caught in a com-put - er game. I

♩ = 70

*mf*

The first system of the score features a vocal line and piano accompaniment. The vocal line begins with a whole rest, followed by a half note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, a quarter note Bb4, a quarter note A4, a quarter note G4, and a whole note F4. The piano accompaniment consists of a series of chords in the right hand and a bass line in the left hand. The tempo is marked as 70 beats per minute.

wish I could ex-plain how I got here. I'm caught in a com-put - er game and

**SAMPLE**

The second system continues the vocal line and piano accompaniment. The vocal line starts with a quarter note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, a quarter note Bb4, a quarter note A4, a quarter note G4, a whole note F4, a quarter rest, a quarter note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, a quarter note Bb4, a quarter note A4, a quarter note G4, and a whole note F4. The piano accompaniment continues with chords and a bass line. A large 'SAMPLE' watermark is overlaid on the piano part.

Lively

♩ = 130

*mf*

S my life will nev-er be the same. I'm caught in a com-put - er

A my life will nev-er be the same.

Lively

♩ = 130

The third system introduces two vocal parts: Soprano (S) and Alto (A). Both parts have the same lyrics: 'my life will nev-er be the same.' The Soprano part continues with 'I'm caught in a com-put - er'. The piano accompaniment features a lively tempo of 130 beats per minute, with a rhythmic pattern of eighth notes in the right hand and a steady bass line in the left hand.

13

game. I wish I could explain how I got here. I'm

*mp*

Game, game, game. I've on - ly got my-self to

# SAMPLE

16

caught in a com-put - er game and my life will nev-er be thesame. There are

blame. Game, game, game. The same.

20

a - li - ens and crea tures. If I touch them I will go ka -

*mf*

They have ter - ri - fy - ing fea - tures. If I touch them I will go ka -

*sim.*

23

boom! There are ob-sta-cles and traps, and  
boom! there are brid-ges that col-lapse and

# SAMPLE

26

*rit..* *f* *mf* **A tempo**  
eve-ry corn-er leads to death and doom. I'm caught in a com-put - er game. I  
*f* *mp*  
eve-ry corn-er leads to death and doom. Game, game, game.  
*rit..* **A tempo**  
*f* *mf*

30

wish I could ex-plain how I got here. I'm caught in a com-put - er  
I've on - ly got my-self to blame.

33

game and my life will nev - er be the same. There are  
Game, game, game. The same.

*mp*

36

cute and fluff-y things. They will on - ly cause me grief and  
They love to dance and sing They will on - ly cause me grief and

*mp*

*8va*  
*mp*  
*8va*  
sim.

39

pain. There are bright and flash-ing lights, and this  
pain. they keep me up at night and this

*mf*

*8va*  
*mf*  
*8va*

42 **rit..** **A tempo**

*f*

mu-sic is driv-ing me in - sane.

*f*

mu-sic is driv-ing me in - sane.

**rit..** **A tempo**

*f*

Detailed description: This block contains measures 42 through 45. It features two vocal staves and a grand staff for piano accompaniment. The vocal lines are in a 4/4 time signature and contain the lyrics "mu-sic is driv-ing me in - sane." The piano accompaniment starts with a 2/4 time signature and then changes to 4/4. It includes triplets of eighth notes and dynamic markings such as *f* (forte) and **rit..** (ritardando), followed by **A tempo** (return to tempo).

46 Have fun with computer game actions and sounds!

*8va*

*mp*

Detailed description: This block contains measures 46 and 47. It features a grand staff for piano accompaniment. The right hand has a melody marked *8va* (octave) and *mp* (mezzo-piano). The left hand has a bass line. The time signature is 4/4.

48

*8va*

Detailed description: This block contains measures 48 and 49. It features a grand staff for piano accompaniment. The right hand has a melody marked *8va* (octave). The left hand has a bass line. The time signature is 4/4.

50

**poco accel..**

Two empty musical staves, one for the vocal line and one for the piano accompaniment, both in a key signature of three flats (B-flat major or D-flat minor).

**poco accel..**

Piano accompaniment for measures 50 and 51. Measure 50 features a *cresc.* marking. Measure 51 features a *poco accel..* marking. The piano part consists of eighth-note patterns in both hands.

52

**rit..**

**mf**

Vocal line for measure 52, starting with the lyrics "I'm". The measure is marked with *rit..* and *mf*. The vocal line consists of a single note with a fermata.

**rit..**

Piano accompaniment for measure 52. The measure is marked with *rit..* and *f*. The piano part features a complex rhythmic pattern with sixteenth notes and chords.