

THE SHELL GAME

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

THE SHELL GAME

Woman 1: *Mezzo Soprano*

Woman 2: *Soprano*

Man 1: *Tenor*

Man 2: *Baritone*

The "Shell Game" is an opera commissioned by Andreas Tselikas and Raia Tsakiridi (2014).

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THE SHELL GAME

Score

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

Scene I "LUST"

(At a party)

Woman 1

Man 1

Woman 2

Man 2

Piano

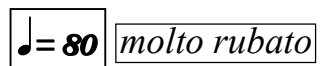
8va

f *pp*

f *pp*

f *pp*

Ped.

THE SHELL GAME
Scene I "Lust" $\text{♩} = 80$ *molto rubato*

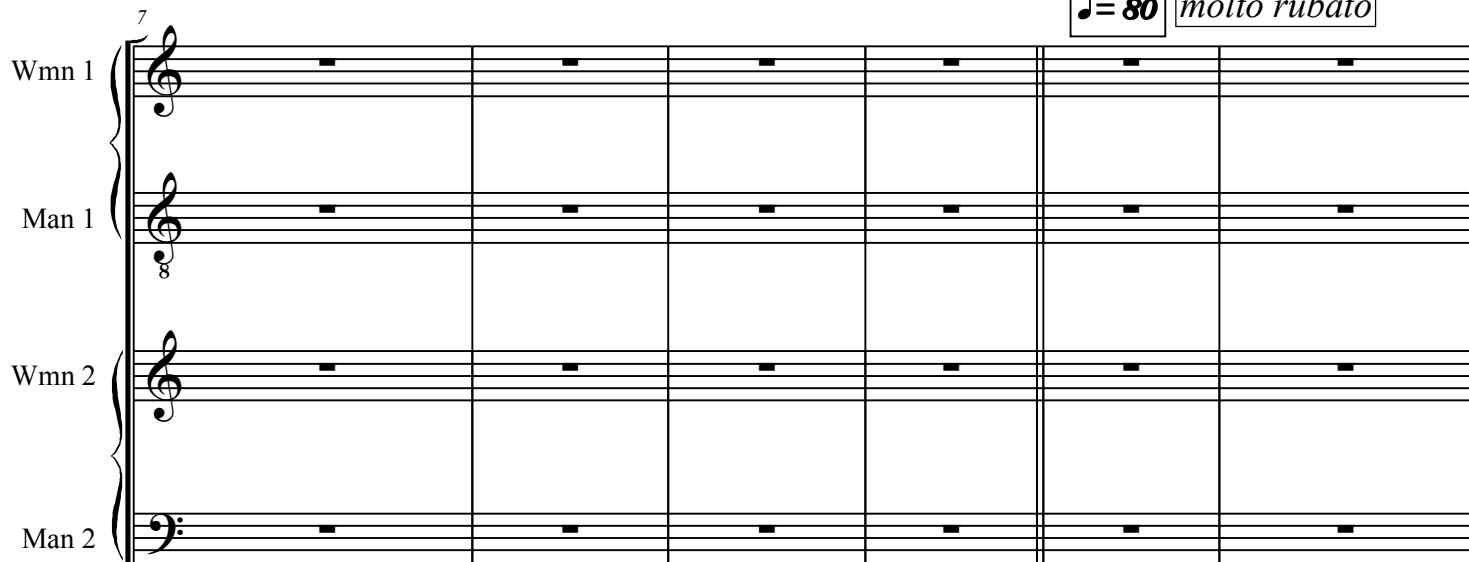
7

Wmn 1

Man 1

Wmn 2

Man 2



Pno.

f *pp* *mf*

rit....

$\text{♩} = 80$ *molto rubato*



13

Wmn 1

Man 1

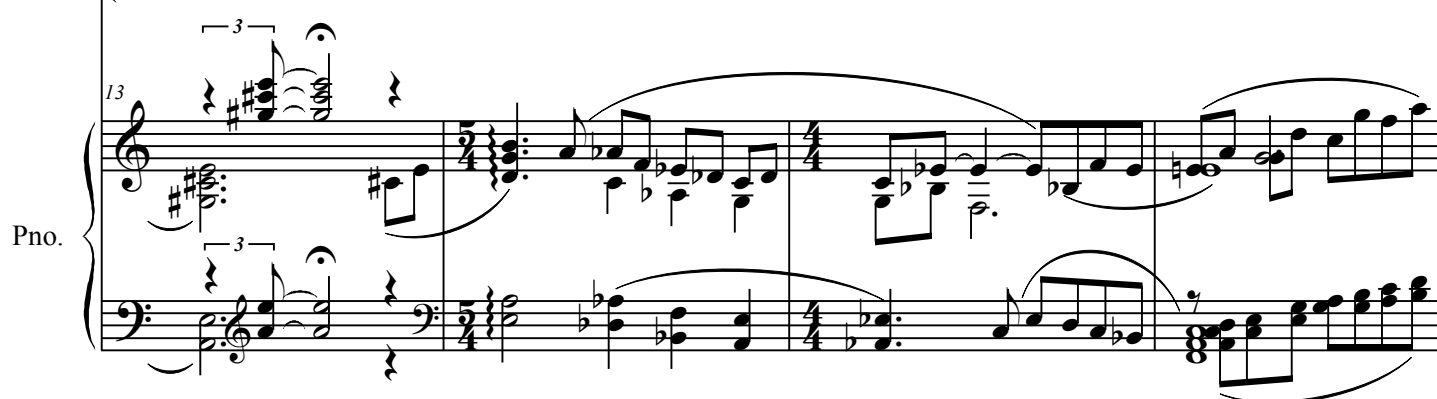
Wmn 2

Man 2



Pno.

13



THE SHELL GAME
Scene I "Lust"

7

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

17

rit....

17

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

20

$\bullet = 110$

rit....

f

6

20

THE SHELL GAME
Scene I "Lust"

22

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

3 6

25

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

$\text{♩} = 80$

$\text{♩} = 110$

mf

f

8va -

8va -

THE SHELL GAME
Scene I "Lust"

9

29 *rit....*

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

32 *♩ = 90*

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

8va -

Ped.

THE SHELL GAME
Scene I "Lust"

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

34

8va

rit....

34

rit....

3

Reo.

*

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

37

accel.

37

accel.

3

mf

p

f

Reo.

THE SHELL GAME
Scene I "Lust"

11

40

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

43

♩ = 140

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

43

♩ = 140

THE SHELL GAME
Scene I "Lust"

46

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

f

3

3

3

3

3

3

47

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

ff

3

3

3

3

3

3

This musical score is for a scene titled "Lust" from "THE SHELL GAME". It features four vocal parts (Wmn 1, Man 1, Wmn 2, Man 2) and a piano accompaniment (Pno.). The score is divided into two systems, each starting at measure 46 and ending at measure 47. The vocal parts are mostly silent, indicated by rests. The piano accompaniment is in 4/4 time and features a series of triplet patterns in the bass line. The first system begins with a forte (*f*) dynamic and a piano introduction in the right hand. The second system ends with a fortissimo (*ff*) dynamic. The score is marked with double bar lines and repeat signs at the beginning and end of each system.

THE SHELL GAME
Scene I "Lust"

13

48

Wmn 1

Man 1

Wmn 2

Man 2

48

Pno.

p

ff

Red. *

50

Wmn 1

Man 1

Wmn 2

Man 2

f

Such a beu - ti - ful wo - man

50

Pno.

f

Red. *

THE SHELL GAME
Scene I "Lust"

52

Wmn 1

Man 1

Wmn 2

Man 2

I'ha-ven't seen in years. —

52

Pno.

simile

Leo. *

55

Wmn 1

Man 1

Wmn 2

Man 2

God, ————— what a ————— fai - ry fi - gure —

55

Pno.

Leo. *

15

58

Wmn 1

Man 1

Wmn 2

Man 2

she's got

fai - ry fi - gure

she's got

61

Wmn 1

Man 1

Wmn 2

Man 2

fai - ry fi - gure she's got!

Musical score for Piano (Pno.). The score is written for two staves (treble and bass clef) and includes a key signature of one flat (B-flat) and a time signature of 6/4. The piece is marked with a tempo of 61. The score features a complex melodic line in the bass clef, characterized by triplets and a key signature change to 4/4 time. The treble clef part consists of chords and a melodic line. The score is divided into two systems by a double bar line. The first system is marked with a tempo of 61. The second system is marked with a tempo of 4/4. The score includes various musical notations such as triplets, key signature changes, and time signature changes.

Scene I "Lust"

mp

134

Wmn 1

Man 1

Wmn 2

Man 2

Go a - wa - y go a - wa - y

Pno.

134

f

mp

Red. *

137

Wmn 1

Man 1

Wmn 2

Man 2

You are with me a - lways a - rround!

f

What more but a

Pno.

137

5

THE SHELL GAME
Scene I "Lust"

140

Wmn 1

And ne - ver with faith

Man 1

Wmn 2

co - - - mmon phi - la - - - - nder

Man 2

140

Pno.

142

Wmn 1

I want to go, Let me go, I want

Man 1

Wmn 2

- what more but co-mmon phi - la - - nder co - mmon

Man 2

142

Pno.

29



very sweet, half whispering

 = 40

Call me mine and I'll be yours

call me mine

and I'll be yours

THE SHELL GAME
Scene I "Lust"

31

157

Wmn 1

Call me mine and I'll be yours

Man 1

call me mine and I'll be yours

Wmn 2

Man 2

Pno.

Detailed description: This block contains the musical score for measures 157 and 158. Wmn 1 and Man 1 have vocal lines. Wmn 2 and Man 2 have rests. The piano accompaniment is in the right hand of the piano part. The key signature has two flats (Bb and Eb). The time signature is 4/4. Measure 157: Wmn 1 sings 'Call me mine' (quarter, eighth, quarter, quarter, eighth, quarter, quarter, quarter). Man 1 has a rest. Measure 158: Wmn 1 sings 'and I'll be yours' (quarter, quarter, quarter, quarter, quarter, quarter, quarter, quarter). Man 1 has a rest.

158

Wmn 1

call me mine and I'll be yours

Man 1

call me mine

Wmn 2

Call me mine

Man 2

Call me mine

Pno.

Detailed description: This block contains the musical score for measures 158 and 159. Wmn 1 and Man 1 have vocal lines. Wmn 2 and Man 2 have vocal lines. The piano accompaniment is in the right hand of the piano part. The key signature has two flats (Bb and Eb). The time signature is 4/4. Measure 158: Wmn 1 sings 'call me mine' (quarter, eighth, quarter, quarter, eighth, quarter, quarter, quarter). Man 1 has a rest. Measure 159: Wmn 1 sings 'and I'll be yours' (quarter, quarter, quarter, quarter, quarter, quarter, quarter, quarter). Man 1 has a rest.

THE SHELL GAME
Scene I "Lust"

160

Wmn 1

and I'll be yours

call me mine and I'll be yours call me

Man 1

Call me mine call me mine call me

Wmn 2

call me mine call me mine call me mine

Man 2

call me mine call me mine call me mine

Pno.

163

Wmn 1

mine call me mine

call me mine

Man 1

mine call me mi - ne

call me mine and I'll be

Wmn 2

and I'll be

yours call me mine

Man 2

call me mi - - - ne and I'll be

Pno.

f

33

167

Wm 1

Man 1

Wm 2

Man 2

Pno.

ah

yours so call me mine and

yours call me mine and i'll be yours call me mine and i'll be yours

call me mine and i'll be

167

THE SHELL GAME
Scene I "Lust"

169

Wmn 1

ah _____ 3 so call 3 me mine _____

Man 1

8 i'll be yours _____ 6 and i'll be _____

Wmn 2

call me mine _____ call me mine and i'll be yours call me

Man 2

yours call me mine and i'll be yours _____

Pno.

169

171

Wmn 1

ah _____

Man 1

8 yours _____ so call _____ me _____

Wmn 2

mine and I will be yours call me mine and i'll be yours

Man 2

call me mine i'll be yours

Pno.

171

THE SHELL GAME
Scene I "Lust"

35

rit....

173

Wmn 1

call me mine

Man 1

mine

call me mine

me me me

Wmn 2

call me mine

call me mine

call call call

Man 2

call me mine

call me mine

call me mine

call call call

Pno.

173

173

176

a tempo

Wmn 1

call me mine

Man 1

ff

me me me

p

call me mine

p

call me mine

call me

Wmn 2

ff

call call call

Man 2

ff

call call call

176

Pno.

176

ff

pp

176

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

180

mine call me mine call me mine

whistling while leaving

p

a piacere 5

5

180

♩ = 140

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

186

5

5

186

, *attacca*

THE SHELL GAME

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

Scene II "ROMANCE"

(On a bed, kissing)

190

Wmn 1

Man 1

Wmn 2

Man 2

190

$\text{♩} = 76$

19

Pno.

pp

Rev.

*

The musical score is for a scene titled "ROMANCE" from "THE SHELL GAME". It is for four vocalists (Wmn 1, Man 1, Wmn 2, Man 2) and a piano (Pno.). The tempo is marked as 76 beats per minute (♩ = 76). The score begins at measure 190. The vocal parts are in 3/4 time and contain rests. The piano part is in 3/4 time and features a melody in the right hand that starts at measure 190 and continues through measure 19. The left hand has a bass line with a fermata. The score is marked with a piano (pp) dynamic. The scene is set "On a bed, kissing".

38

THE SHELL GAME

Scene II "Romance"
rit....

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

f

192

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

195

THE SHELL GAME
Scene II "Romance"

39

rit....

199

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

203

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

mf

8vb

Red.

✱

40

 $\text{♩} = 70$ THE SHELL GAME
Scene II "Romance"*rit....*

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

molto accel.

Very heavy operatic voice

f

O tre - sor di - gne des cieux!

$\text{♩} = 60$

p *ff*

Ped. *

THE SHELL GAME
Scene II "Romance"

41

$\text{♩} = 60$

molto accel.

207

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p

ff

Quelle cla - rte sou - daine a de - ssi -

Ped.

$\text{♩} = 60$

molto accel.

208

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p

lle mes

Ped.

209

Wmn 1

Man 1

yeux!

Wmn 2

Man 2

Pno.

ff

210

Wmn 1

Man 1

Wmn 2

Man 2

furiously!

Pno.

THE SHELL GAME
Scene II "Romance"

43

$\text{♩} = 60$

molto accel.

212

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p

ff

Leg.

Je ne co - - - nnai - sais pas la beau -

$\text{♩} = 60$

molto accel.

213

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p

ff

Leg.

te ve - ri - ta

44

THE SHELL GAME
Scene II "Romance"

214

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

a piacere

a

able!

Ai -

214

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

*rit....***smoother**

je'ai - me jus - qui' - ici? ai - je'ai - mai!?

Ai - je'ai - me jus - qui' - ici Ai -

 $\text{♩} = 90$

Leo.

* Leo.

* Leo.

* Leo.

* Leo.

* Leo.

*

Scene II "Romance"

45

218 Scene II "Romance"

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

je'ai - me jus - qui' - ici Ai - je'ai - me jus - qui' - ici? ai - je'ai - mai!?

very delicate

pp

Red. *

221

Wmn 1

Man 1

Wmn 2

Man 2

a piacere

221

Pno.

f

accel.

Sua-

14

The musical score is arranged in two systems. The first system includes staves for Wmn 1, Man 1, Wmn 2, and Man 2. The second system includes staves for Pno. (Piano) and a Cello/Double Bass part.

Vocal Soloists:

- Wmn 1:** Treble clef, key signature of one sharp (F#). Part 1 has a whole rest. Part 2 has a melodic line starting on G4, moving through A4, B4, and ending on a half note F#5.
- Man 1:** Treble clef, key signature of one sharp (F#). Part 1 has a whole rest. Part 2 has a melodic line starting on E4, moving through F#4, G4, A4, B4, and ending on a half note F#5.
- Wmn 2:** Treble clef, key signature of one sharp (F#). Part 1 has a whole rest. Part 2 has a whole rest.
- Man 2:** Treble clef, key signature of one sharp (F#). Part 1 has a whole rest. Part 2 has a whole rest.

Piano Accompaniment (Pno.):

- Right Hand:** Treble clef, key signature of one sharp (F#). It features a series of chords and single notes, starting on G4 and moving up to F#5. Dynamics range from *p* (piano) to *ff* (fortissimo).
- Left Hand:** Bass clef, key signature of one sharp (F#). It features a series of chords and single notes, starting on E3 and moving up to F#4. Dynamics range from *p* (piano) to *ff* (fortissimo).

Cello/Double Bass:

- Bass clef, key signature of one sharp (F#). It features a series of chords and single notes, starting on E3 and moving up to F#4. Dynamics range from *p* (piano) to *ff* (fortissimo).

shouting

Je veux vivre!

224

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p *ff*

Red.

*

Je - veux - viiiiiivre!

225

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p *ff*

Red.

*

Scene II "Romance"

rit....

mf

273

Wmn 1

Oui! Oui! Oui! Oui!

Man 1

mf

8 2 2 2 2

Oui! Oui! Oui! Oui!

Wmn 2

Man 2

Pno.

273

8va

16 16 16

ff

275

Wmn 1

Oui!

Man 1

ff

8

Wmn 2

Man 2

Pno.

275

8va

f

16 16 16

2/4 2/4 4/4

Rev.

278

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

p

mf

Leo.



281

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

Leo.



THE SHELL GAME
Scene II "Romance"

61

rit....

285

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

f

molto rit....

288

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

pp

ff *mf*

Reo.

**
attaca*

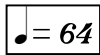
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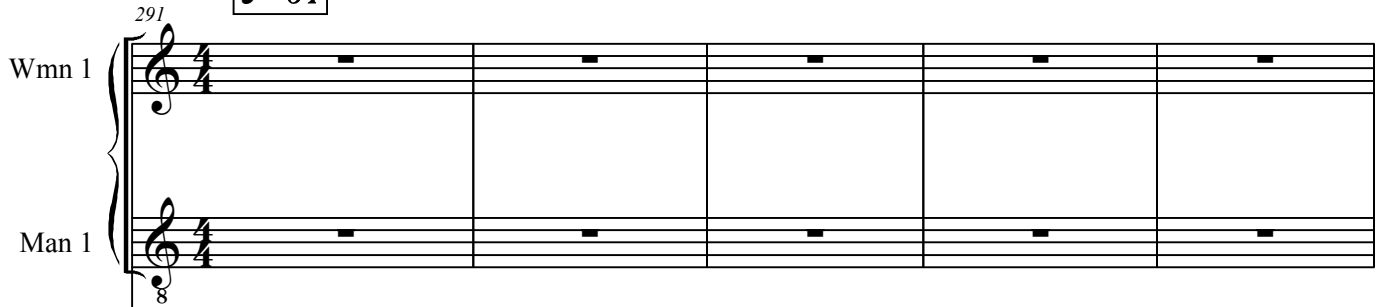
Music by George Dousis

Scene III "Illusion"

 = 64

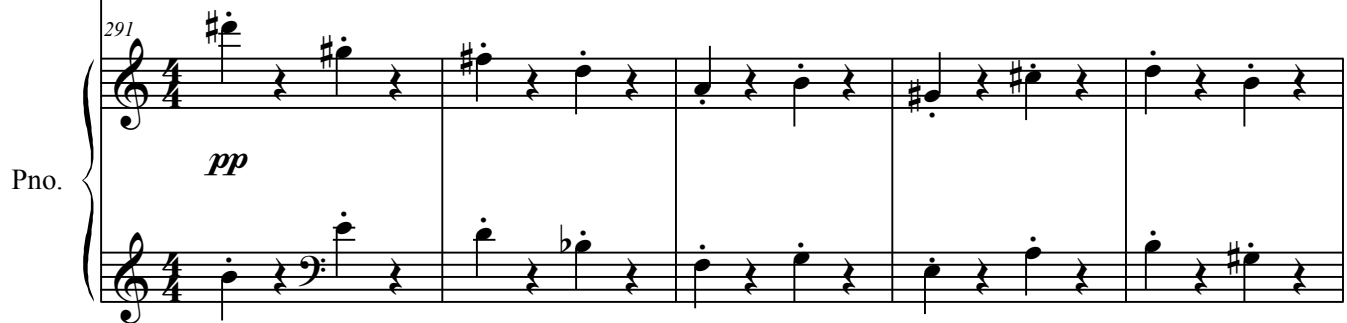
Wmn 1

Man 1



Pno.

pp

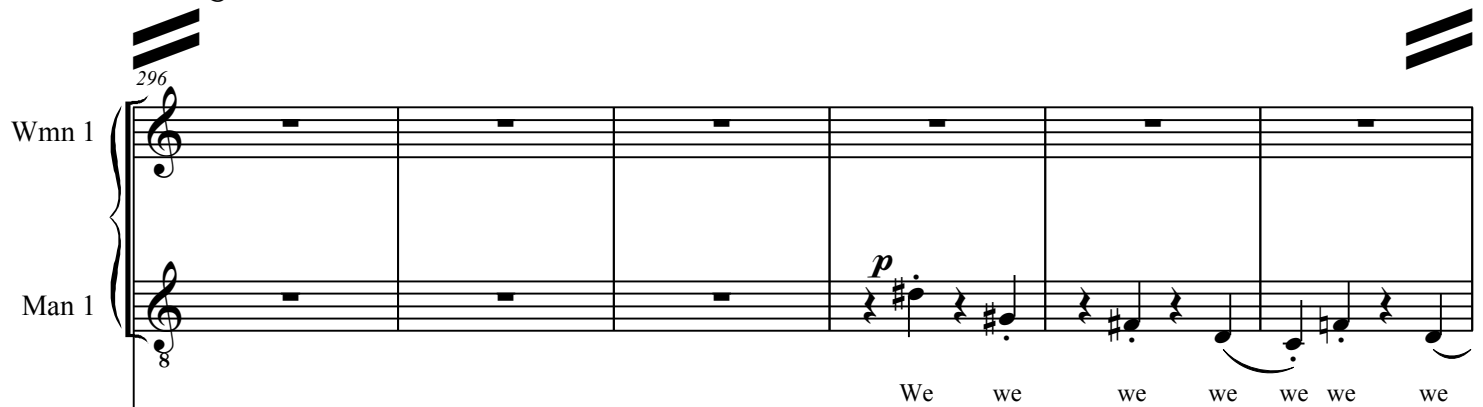


Wmn 1

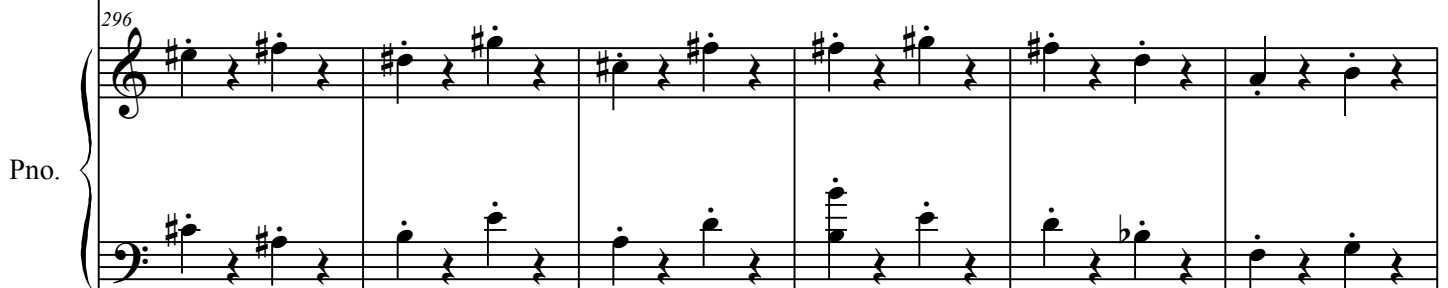
Man 1

p

We we we we we we we



Pno.



THE SHELL GAME
Scene III "Illusion"

Wmn 1

Man 1

Pno.

302

we we we we we we we we we we we we we we

Wmn 1

Man 1

Pno.

308

p

we we we we we we we we we we we we

THE SHELL GAME
Scene III "Illusion"

65

313

Wmn 1

we we we we we we we we

Man 1

we we we we we we we we we

Pno.

mp



318

Wmn 1

we we we we we we we we we

Man 1

we we we we we we we we we

Pno.

Wmn 1

Man 1

Pno.

323

mf

we we we we we we we we we we we we we we

we we we we we we we we we we we we we we

323

mf

Wmn 1

Man 1

Pno.

327

we we we we we we we we we we we we we we

we we we we we we we we we we we we we we

327

THE SHELL GAME
Scene III "Illusion"

67

330

Wmn 1

Man 1

Pno.

we we we we we we we we we we we we we we

Measure 330: Wmn 1 starts with a half note G4, quarter note A4, quarter note Bb4, quarter note C5. Man 1 starts with a half note G3, quarter note A3, quarter note Bb3, quarter note C4. Pno. right hand has a half note G4, quarter rest, quarter note A4, quarter note Bb4. Pno. left hand has a half note G3, quarter rest, quarter note A3, quarter note Bb3.

Measure 331: Wmn 1 continues with a half note D5, quarter note E5, quarter note F5, quarter note G5. Man 1 continues with a half note D4, quarter note E4, quarter note F4, quarter note G4. Pno. right hand has a half note A4, quarter rest, quarter note Bb4, quarter note C5. Pno. left hand has a half note A3, quarter rest, quarter note Bb3, quarter note C4.

Measure 332: Wmn 1 continues with a half note A5, quarter note B5, quarter note C6, quarter note B5. Man 1 continues with a half note A4, quarter note B4, quarter note C5, quarter note B4. Pno. right hand has a half note Bb4, quarter rest, quarter note C5, quarter note Bb4. Pno. left hand has a half note Bb3, quarter rest, quarter note C4, quarter note Bb3.

333

Wmn 1

Man 1

Pno.

we we we we we we we we we we we we we we

Measure 333: Wmn 1 starts with a half note G4, quarter note A4, quarter note Bb4, quarter note C5. Man 1 starts with a half note G3, quarter note A3, quarter note Bb3, quarter note C4. Pno. right hand has a half note G4, quarter rest, quarter note A4, quarter note Bb4. Pno. left hand has a half note G3, quarter rest, quarter note A3, quarter note Bb3.

Measure 334: Wmn 1 continues with a half note D5, quarter note E5, quarter note F5, quarter note G5. Man 1 continues with a half note D4, quarter note E4, quarter note F4, quarter note G4. Pno. right hand has a half note A4, quarter rest, quarter note Bb4, quarter note C5. Pno. left hand has a half note A3, quarter rest, quarter note Bb3, quarter note C4.

Measure 335: Wmn 1 continues with a half note A5, quarter note B5, quarter note C6, quarter note B5. Man 1 continues with a half note A4, quarter note B4, quarter note C5, quarter note B4. Pno. right hand has a half note Bb4, quarter rest, quarter note C5, quarter note Bb4. Pno. left hand has a half note Bb3, quarter rest, quarter note C4, quarter note Bb3.

THE SHELL GAME
Scene III "Illusion"

Wmn 1

335 *f*

we we we we we we we

Man 1

8 *f*

we we we we

Pno.

335 *f*

6 6 6 6



Wmn 1

336

we we we we we we we

Man 1

8

we a we we we

Pno.

336

6 6 6 6

THE SHELL GAME
Scene III "Illusion"

69

Wmn 1

Man 1

Pno.

337

we we we we we we

we we we we we we

6 6 6 6

Wmn 1

Man 1

Pno.

338

we we we we we we

we we we we

3 3 3 3

THE SHELL GAME
Scene III "Illusion"

Wmn 1

339

we we we we we we

Man 1

we we we we we we we we

Pno.

339

6 6 6 6 6 6

Wmn 1

341

piu f

we we we we we

Man 1

piu f

we we we

Pno.

341

piu f

3 3 3 3 3 3 7 7 7 7 7 7

THE SHELL GAME
Scene III "Illusion"

71

344

Wmn 1

we we we

Man 1

we we we we we

Pno.

3 3 3 3 3 3

7 7 7 7 7 7

Double bar lines at the end of the system.

347

Wmn 1

we we we we we we we

Man 1

we we we we we

Pno.

3 3 3 3 5

7 7

Double bar lines at the end of the system.

[illegible]

Scene III "Illusion"

73

358

Wmn 1

we we we we

Man 1

we we we

358

Pno.

7

rit....

[illegible]



p -

THE SHELL GAME
Scene III "Illusion"

75

371

Wmn 1

Man 1

Pno.

Hit on another's head

$\text{♩} = 66$

we we we we we we we Ow!!!

we we we we we we we Ow!!!

f

374

Wmn 1

Man 1

Pno.

rit....

rit....

THE SHELL GAME
Scene III "Illusion"

Wmn 1

Man 1

Pno.

379

$\bullet = 54$

mf

Measures 379-382. Wmn 1 and Man 1 have whole rests. Pno. has a complex accompaniment with triplets and chords. A tempo marking of 54 bpm is shown.

Wmn 1

Man 1

Pno.

383

3

Measures 383-386. Wmn 1 and Man 1 have whole rests. Pno. continues with triplets and chords.

THE SHELL GAME
Scene III "Illusion"

77

386

Wmn 1

Man 1

Pno.

ff

386

387

388



389

Wmn 1

Man 1

Pno.

mf

3

389

390

THE SHELL GAME
Scene III "Illusion"

Wmn 1

Man 1

Pno.

391

mp *p*



Wmn 1

Man 1

Pno.

393

f *ff*

THE SHELL GAME
Scene III "Illusion"

79

Wmn 1

Man 1

Pno.

395

8

395

IV

==

Wmn 1

Man 1

Pno.

397

8

397

rit....

THE SHELL GAME
Scene III "Illusion"

Wmn 1

Man 1

Pno.

399

8

Lunga

fff

sfz

8^{vb} - - - -

The musical score is for a scene titled "THE SHELL GAME Scene III 'Illusion'". It is page 80 of the score. The score is for three parts: Wmn 1 (Woman 1), Man 1, and Pno. (Piano). The Wmn 1 and Man 1 parts are vocal staves, both in treble clef. The Pno. part is a piano accompaniment with two staves, treble and bass clef. The key signature has two sharps (F# and C#). The time signature is not explicitly shown but appears to be 4/4. The score is divided into measures by vertical bar lines. The Wmn 1 and Man 1 parts have rests in all measures shown. The Pno. part has a complex accompaniment. It starts with a measure marked "399" and a "8" below the staff. The piano part features a series of chords and single notes, with a crescendo leading to a fortissimo (fff) section. The word "Lunga" is written above the piano part, indicating a long note. The piano part ends with a measure marked "8^{vb} - - - -", indicating a very soft dynamic. The score is written in a standard musical notation style with a clean, professional layout.

THE SHELL GAME

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

Scene IV "Obsessive Observation"

♩ = 48

402

Wmn 1

Man 1

Wmn 2

Man 2

402

Pno.

Repeat as needed

Step and roll with your left foot on a half-filled plastic water bottle. Keep applying this effect till bar 31

mf

p

8vb

sfz

Plastic bottle

continue till bar 31

THE SHELL GAME

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

Scene V "Disdain"

$\text{♩} = 110$

accel.

474

Wmn 2

Man 2

Pno.

pp

mf

$\text{♩} = 110$

477

Wmn 2

Man 2

Pno.

p

mf

f

ff

mf

THE SHELL GAME
Scene V "Disdain"

100

481

Wmn 2

Man 2

Pno.

Wmn 2

Man 2

Pno.

Wmn 2

Man 2

Pno.

$\text{♩} = 160$

$\text{♩} = 160$

487

mf

491

Wmn 2

Man 2

Pno.



495

Wmn 2

Man 2

Pno.

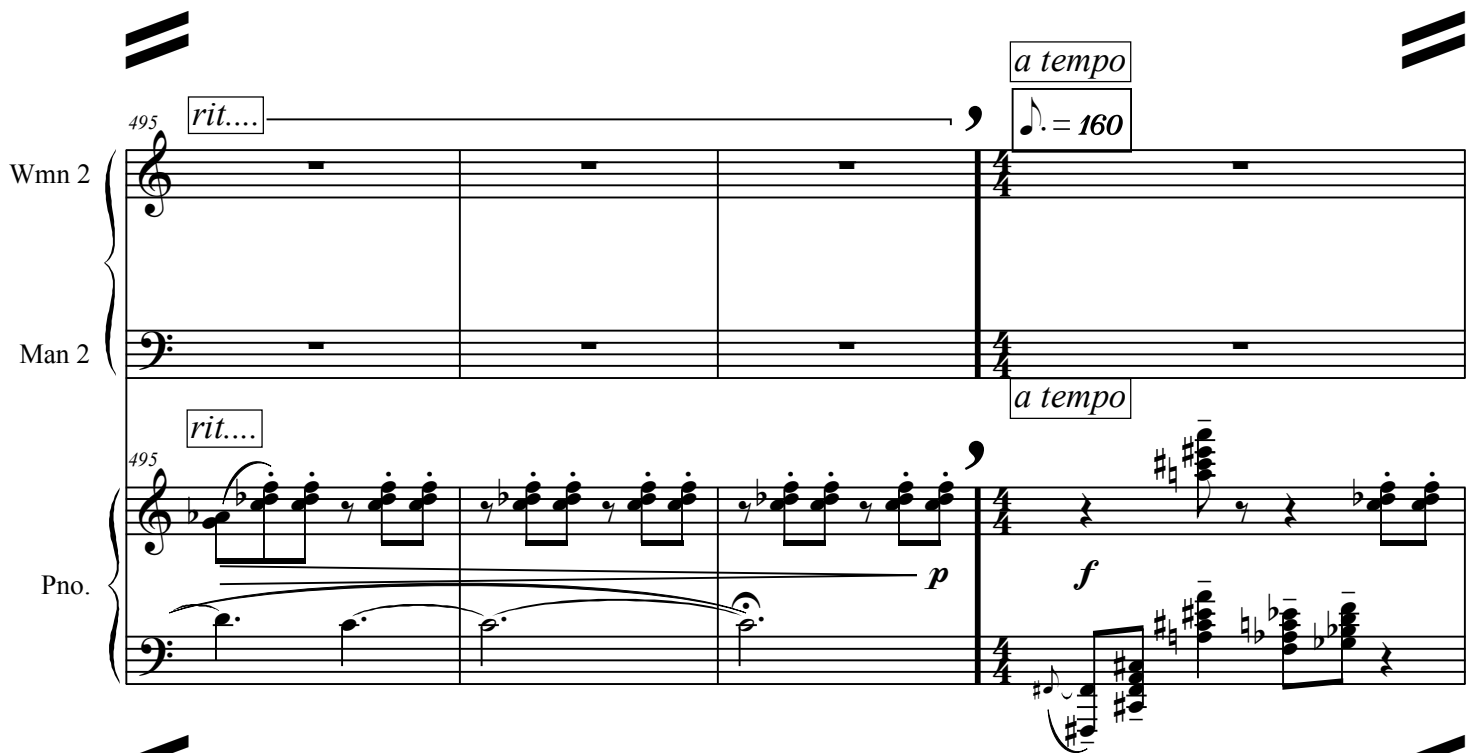
rit....

a tempo

$\text{♩} = 160$

p

f



499

Wmn 2

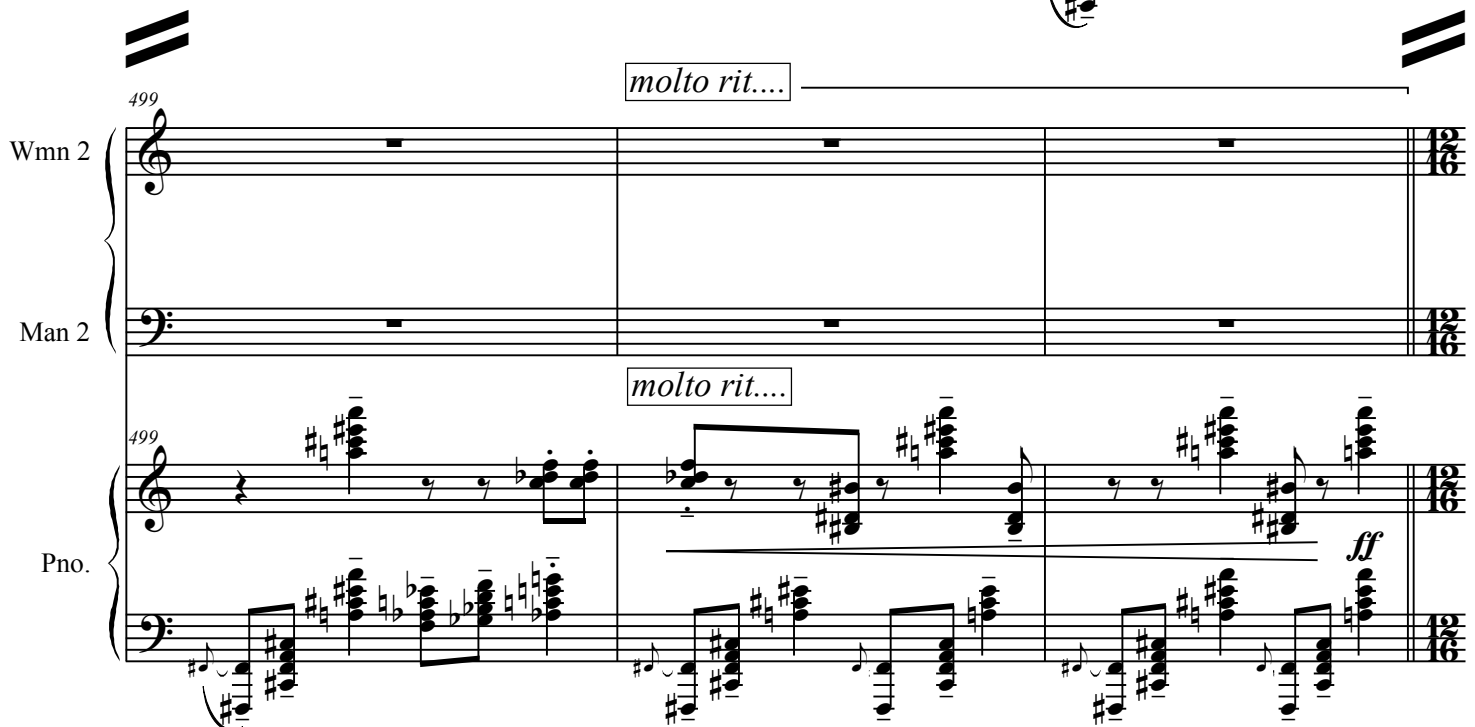
Man 2

Pno.

molto rit....

molto rit....

ff



THE SHELL GAME
Scene V "Disdain"

102
502

$\text{♩} = 160$

Wmn 2

Man 2

Pno.

Wmn 2

Man 2

Pno.

Wmn 2

Man 2

Pno.

shouting

f

Where have you been?

It's a - lmost fu - cking

ironically

f

Am I of your i - nterest now

Highest possible

mo - rning.

THE SHELL GAME
Scene V "Disdain"

103

511 *molto rit....*

Wmn 2 Rea lly, rea - lly, rea - lly have I made it? At long bloo²-dy last it

Man 2

Pno.

514 *ff* $\text{♩} = 70$ *a piacere*

Wmn 2 took² a man's e - sta - te. Oh! _____ did a - ny - one call for a grown man? _____

Man 2

Pno.

517 $\text{♩} = 100$ *a piacere*

Wmn 2 You're _____ sick. In - deed. _____

Man 2 *f* Stop it you i - rony _____ I'm sick of it! *f p ff*

Pno.

THE SHELL GAME
Scene V "Disdain"

104

$\text{♩} = 60$ *accel.*

520

Wmn 2

Man 2

mf

Dare not leave this room un - less you tell me where you've been, with whom you've

accel.

Pno.

p

$\text{♩} = 110$

molto rit.

$\text{♩} = 80$ *accel.*

523

Wmn 2

Man 2

You are sick in - deed. Da-rling, da-rling, da-rling da-rling,

been. You can't just come and go at will.

Pno.

523

ff

mp

ff

$\text{♩} = 86$

526

Wmn 2

Man 2

you have lost your ve - sted ri - ght. Long a - go.

long a - go.

Pno.

526

*

THE SHELL GAME
Scene V "Disdain"

105

529

Wmn 2

Man 2

Pno.

rit....

mm mm mm

mf

532

Wmn 2

Man 2

Pno.

mf

Tell me where you've been

If not then...

If not then?

535

Wmn 2

Man 2

Pno.

molto rit....

accel.

$\text{♩} = 90$

f

f

$\text{♩} = 90$

I'm

The musical score is divided into three systems. The first system (measures 529-531) features vocal staves for Wmn 2 and Man 2, and a piano accompaniment. Wmn 2 has a melodic line starting at measure 529, with a 'rit....' marking. Man 2 has a vocal line starting at measure 530 with the lyrics 'mm mm mm'. The piano accompaniment consists of chords in the right hand and a moving bass line in the left hand. The second system (measures 532-534) continues the vocal and piano parts. Wmn 2's line includes the lyrics 'If not then?'. Man 2's line includes the lyrics 'Tell me where you've been' and 'If not then...'. The piano accompaniment continues with similar harmonic and melodic patterns. The third system (measures 535-537) introduces tempo changes. Wmn 2 and Man 2 have vocal staves. Wmn 2's line starts with 'molto rit....' and changes to 'accel.' at measure 536. Man 2's line starts with 'molto rit....' and changes to 'accel.' at measure 536. The piano accompaniment also reflects these changes, with a 'molto rit....' marking at measure 535 and an 'accel.' marking at measure 536. A tempo indication of '♩ = 90' is shown at the end of the system. The piano part features a strong bass line with many accented notes and a more active right hand.

THE SHELL GAME
Scene V "Disdain"

106
537

f

Wmn 2

Let me through!

Man 2

a - sking you a que - stion

No!

Pno.

537

Wmn 2

Man 2

Look at me__

I said

look at me__

I said

Pno.

539

Wmn 2

Man 2

Look at me__ when I talk to you.____

I

Pno.

541

541

THE SHELL GAME
Scene V "Disdain"

107

543

Wmn 2

Man 2

Pno.

beg of you — please I beg of you. —

545

Wmn 2

Man 2

Pno.

What is this — that you want?

Your eys are e - mpty all the

547

Wmn 2

Man 2

Pno.

time are e - mpty How did you — be - come as you are? —

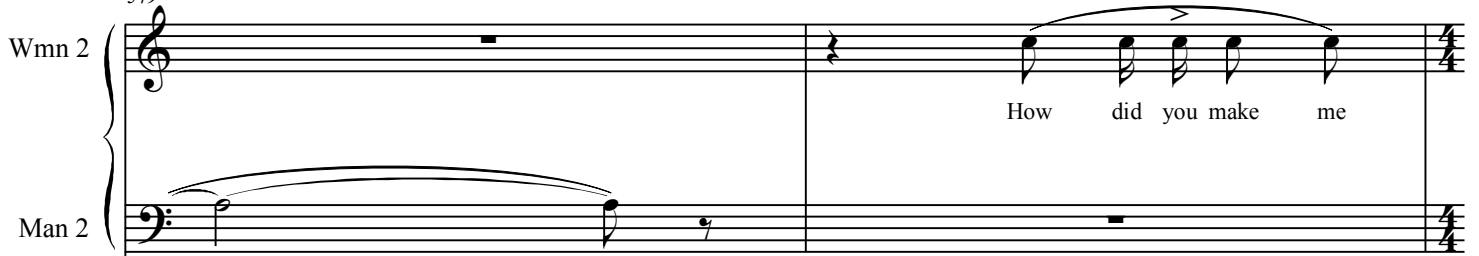
THE SHELL GAME
Scene V "Disdain"

108
549

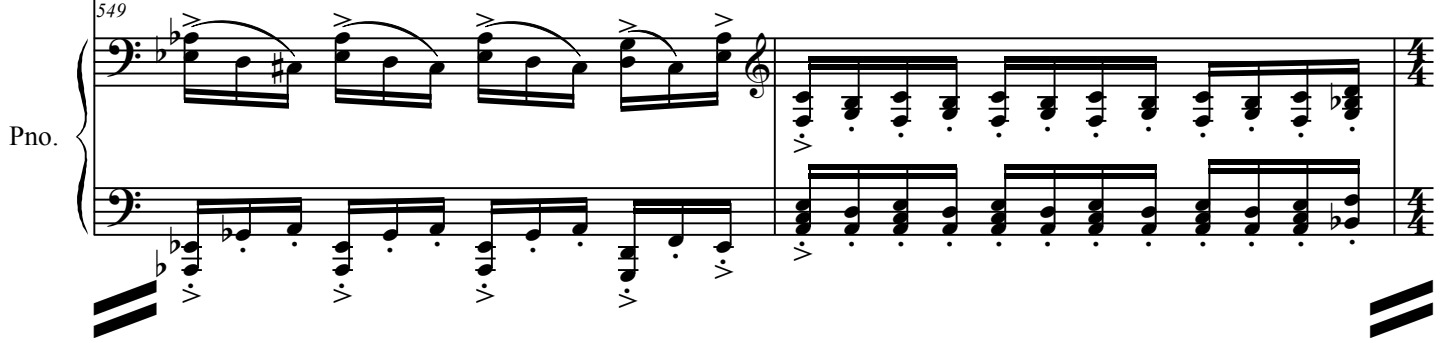
Wmn 2

Man 2

How did you make me



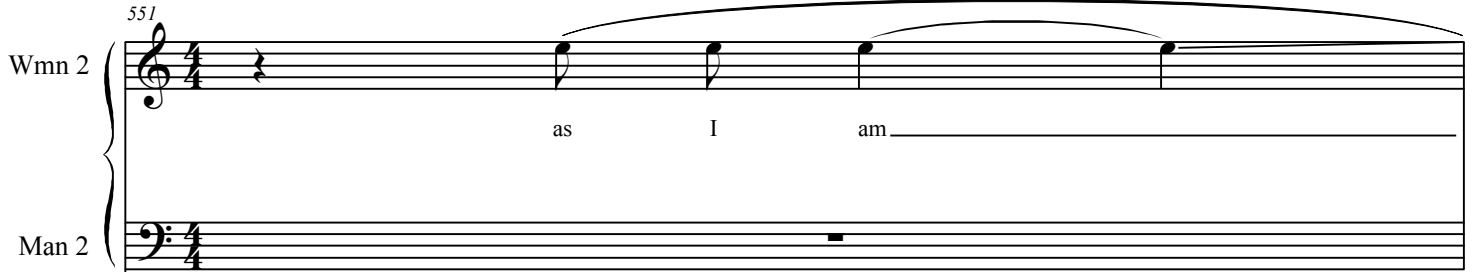
Pno.



Wmn 2

Man 2

as I am

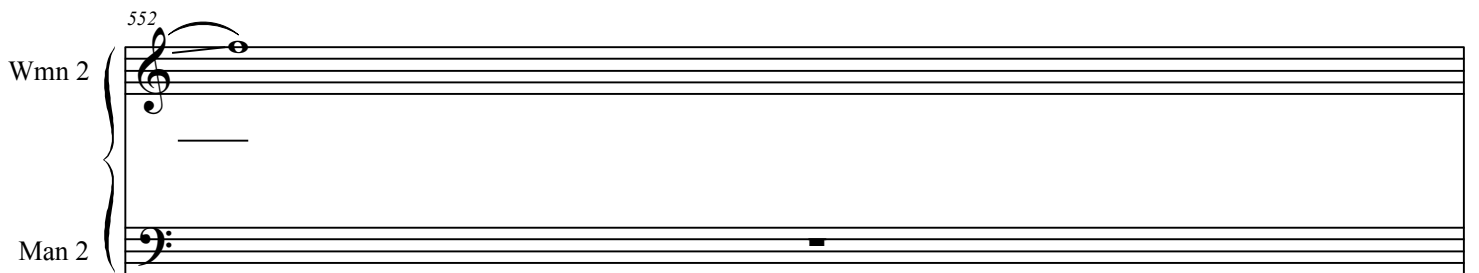


Pno.

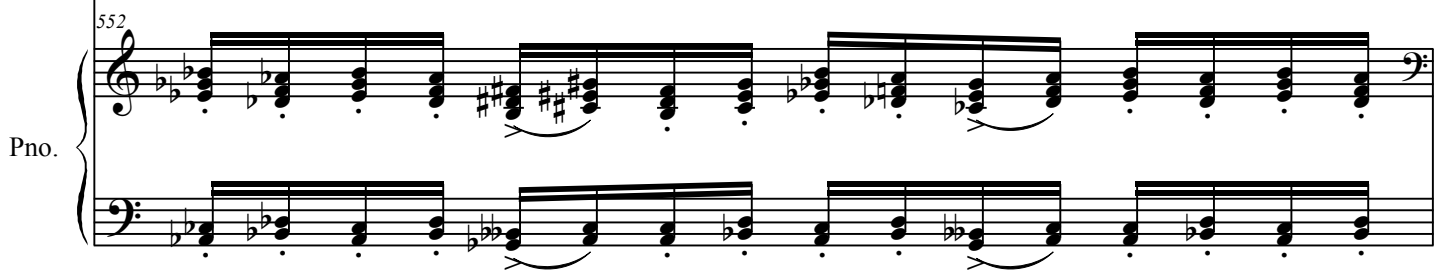


Wmn 2

Man 2



Pno.



553

Wmn 2

Man 2

Pno.

554

Wmn 2

Man 2

Pno.

I am to blame! You must be

555

Wmn 2

Man 2

Pno.

stark ra - ving mad. You're trying to push me o - ver the

THE SHELL GAME
Scene V "Disdain"

110
557

Wmn 2

Man 2

Pno.

O - nly to

push you a - way.

To no a -

edge. _____

You're trying to push me

557

Wmn 2

Man 2

Pno.

vail, I can

see. _____

o - ver the

edge. _____

559

Wmn 2

Man 2

Pno.

shouting

Stop it!

Who do you think you are?____ You're an em-ba-rassment to me.

561

THE SHELL GAME
Scene V "Disdain"

111

563

Wmn 2

Man 2

Pno.

Who do you think you are? — You've re - duced me to a sha - dow

564

Wmn 2

Man 2

Pno.

Brought me to this — so - rry state first with your a - nal pre-ssure, then with your pro-ve - rbial a - pa-thy.

566

Wmn 2

Man 2

Pno.

f
You mean your-self?

Are you e - ven hu - man Or no - thing but a Bu - rden? — Or no - thing but a

THE SHELL GAME
Scene V "Disdain"

112
568

Wmn 2

I al - most felt you are a hea - vy fe - tter

Long dead

Man 2

bu - rden? ____

Or no - thing but a bu - rden ____

Or no - thing but a

Pno.

568

Wmn 2

Fe - ste - ring corpse I had to ca - ry all a rou ____

Man 2

bu - rden ____

Or no - thing but a bu - rden ____

No - thing but a

Pno.

570

Wmn 2

ff

Man 2

ff

bu - rden ____

no - thing but a bu - rden ____

Or no - thing but a

Pno.

572

THE SHELL GAME
Scene V "Disdain"

113

574

Wmn 2

Man 2

Pno.

nd.

bu - rden — or no - thing but a This is it! —

ff

f

==

576

Wmn 2

Man 2

Pno.

E - nough hu - mi - li - a - ti - on I've had.

==

577

Wmn 2

Man 2

Pno.

Just

I'm off! I'm off

==

Wmn 2

578

heard a po - em. Please, God, let it be co -

Man 2

ff

Off! Off! Off!

Pno.

578

ff

Wmn 2

580

plete. _____

Man 2

580

p

rit....

rit....

ff

8vb

The musical score is for a scene titled "Disdain" from "The Shell Game". It features three parts: Wmn 2 (Woman 2), Man 2, and Pno. (Piano). The score is divided into two systems. The first system starts at measure 578. Wmn 2 has a vocal line with lyrics "heard a po - em. Please, God, let it be co -". Man 2 has a vocal line with lyrics "Off! Off! Off!". The piano accompaniment is in a complex key signature with many sharps and has a forte (ff) dynamic. The second system starts at measure 580. Wmn 2 has a vocal line with the word "plete." followed by a long line. Man 2 has a vocal line. The piano accompaniment continues with a piano (p) dynamic in the left hand and a forte (ff) dynamic in the right hand. There are also markings for "rit...." (ritardando) and "8vb" (8va below) in the piano part.

584

lunga

Wmn 2

Man 2

Pno.

The image shows a musical score for three parts: Wmn 2, Man 2, and Pno. The score is for measure 584, indicated by the number '584' at the beginning of each staff. The word 'lunga' is written above the Wmn 2 staff. Each part has a single note on a five-line staff. The Wmn 2 staff is in treble clef, the Man 2 staff is in bass clef, and the Pno. staff is in treble clef. The notes are all on the same pitch, represented by a small square on the staff. The Pno. staff also has a bass clef line, but it is not used.

THE SHELL GAME

An opera for 2x2 selves

Libretto by Erie Kyrgia

Music by George Dousis

Scene VII "Perfect Past"

Musical score for Scene VII "Perfect Past". The score is in 4/4 time and consists of six measures. It features four vocal parts (Wmn 1, Man 1, Wmn 2, Man 2) and a piano (Pno.) part. A tempo marking indicates a quarter note equals 40 beats. The vocal parts are mostly silent, with only Man 1 having a few notes in the first measure. The piano part is more active, featuring a melodic line in the right hand and a harmonic accompaniment in the left hand, with dynamic markings of *f* and *pp*. A dashed line labeled "8va" indicates an octave shift for the piano's right hand.

676

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

8va

676

f *pp*

f *pp*

f *pp*

Red.

THE SHELL GAME
Scene VII "Perfect Past"

132

rit...

682

rit....

Wmn 1

Man 1

Wmn 2

Man 2

p

It was

f (8va)

682

pp

f

Pno.

$\text{♩} = 66$

*

687

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

687

dream. I was wa - ndering the sea-shores a - long playing all a - lone

p

Ped.

THE SHELL GAME
Scene VII "Perfect Past"

133

689

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

with gliste - ning pe - bbles____ I would find,

Reo. *

691

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

shells of e - very kind____ shells of e - very kind____

Reo. *

THE SHELL GAME
Scene VII "Perfect Past"

134
693

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

shells of e - very ki_____nd when the

693

Reo. *



Wmn 1

Man 1

Wmn 2

Man 2

Pno.

wa - ters_____ebbed a - wa - y the blue world was led a -

695

Reo. * Reo. * Reo. * Reo. * Reo. * Reo. *

THE SHELL GAME
Scene VII "Perfect Past"

135

rit....

$\text{♩} = 66$ *a tempo*

698

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

stray. I may a-ppear the way I do—

Reo. * Reo. *

700

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

But to my-self I seem to be

Reo. * Reo. *

THE SHELL GAME
Scene VII "Perfect Past"

136
702

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

o - nly that li - ttle child by the sea

Leo. * *Leo.* *



704

rit....

meno

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

loo-king for e - ven smoo - ther pebbles -

Leo. * *Leo.* * *Leo.* * *Leo.* * *Leo.* *

THE SHELL GAME
Scene VII "Perfect Past"

137

706 *rit....*

a tempo

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

dispo-rtng it-self in strangeshaped shells

whilst the deep blue o - ceans laid

mf

Glissando

Leo. * *Leo.* * *Leo.* * *Leo.* *

Leo. *

== *

708

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

whilst the deep blue o - ceans laid

di - so-beyed be - fore me they

Leo. *

Leo. *

== *

THE SHELL GAME
Scene VII "Perfect Past"

138

710 1. 2. *rit....*

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

waved. waved If on - ly

a piacere

f

Reo. *

a tempo

712

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

tempo

pain was the smoo - - - thest pebble —

f

Reo. > *

713

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

>
Ped.

714

Wmn 1

Man 1

Wmn 2

Man 2

ta - ken by the o - cean's low tide

Pno.

>
Ped.



THE SHELL GAME
Scene VII "Perfect Past"

140

715

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

far from be - ing wrong or e - ven

716

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

ri

Red.

* Red.

*

*

THE SHELL GAME
Scene VII "Perfect Past"

141

rit....

717

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

ght.

Reo. * *Reo.* *

a tempo

718

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

ff

Off _____ with the three shell game

ff

Reo. *

THE SHELL GAME
Scene VII "Perfect Past"

142
719

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

off _____ with the three shell game

719

And.

720

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

No _____ one is there yet to

720

And.

*

Scene VII "Perfect Past"

143

721 1.

Wmn 1

Man 1

Wmn 2

Man 2

blame.

1.

721 1.

Pno.

722

Ev.

✱

This musical score is for a scene from 'The Last Days of Pompeii'. It features four vocal soloists (Wmn 1, Man 1, Wmn 2, Man 2) and a piano (Pno.). The score is in 2/4 time and begins at measure 722. The vocal parts are in treble and bass clefs, while the piano part is in grand staff. The lyrics 'blame' are written under Wmn 2's part. The piano part includes a melodic line in the right hand and a bass line in the left hand, with a mezzo-piano (*mp*) dynamic marking. The score ends at measure 724.

THE SHELL GAME
Scene VII "Perfect Past"

725

rit...

Wmn 1

Man 1

Wmn 2

Man 2

mp

Life would be a su-btle breeze time would be at e - ase to

725

Pno.

Vcllo.

729

rit....

$\text{♩} = 50$

rit....

Wmn 1

Man 1

Wmn 2

Man 2

tease

The musical score is for a four-part setting of 'The Rose Tree'. It is written for four voices: Woman 1 (Wmn 1), Man 1 (Man 1), Woman 2 (Wmn 2), and Man 2 (Man 2). The key signature is one flat (B-flat major or D minor), and the time signature is 4/4. The score is divided into four measures. The first measure is marked with a tempo of 50 (♩ = 50) and a 'rit.' (ritardando) marking. The second measure is marked with a 'tease' marking. The third and fourth measures are marked with a 'rit.' (ritardando) marking. The melody is primarily in the hands of the women, with the men providing harmonic support. The score is written in a standard musical notation with a grand staff for each voice part.

THE SHELL GAME
Scene VII "Perfect Past"

145

733 *a tempo* *rit....* *p* *a tempo*

Wmn 1 How__ can I not__ fe - el

Man 1 *p* It is such an

Wmn 2

Man 2 *p* How__ can I not__ feel so? How__ can I not__ feel so?

Pno. *p*

736

Wmn 1 so? How__ can I not__ feel__ so?_____

Man 1 an - chor down to know now How can I not?

Wmn 2 *p* How__ can I not__ fe - el so? oh_____ Ho w can I not__ fe - el

Man 2 *p* It is such an an - chor to know

Pno. 736

THE SHELL GAME
Scene VII "Perfect Past"

146

739

Wmn 1

How can I not feel so? _____ How can I not

Man 1

It is an an - chor down to know how _____ It is an an - chor down

Wmn 2

so? oh _____ How can I not feel so? _____

Man 2

how _____ can I not _____ feel so how _____ can I not _____ feel so how _____ can I not _____ feel so

Pno.

742

Wmn 1

feel so? _____ Not feel so? _____ Not feel so? feel so?

Man 1

how _____ can I not how _____ can I not how _____ can I how _____ can

Wmn 2

How can I not How can I not How can I not

Man 2

how _____ can I not _____ feel so how _____ can I not _____ feel so how _____ can I not _____ feel so

Pno.

THE SHELL GAME
Scene VII "Perfect Past"

147

745 *f*

Wmn 1
feel so? feel so? How can I not feel so? How

Man 1
8
how can I how can It is an an-chor down to know how

Wmn 2
How can I not feel so? How can I not

Man 2
f
how can I not feel so It is an an-chor down to know how

molto rit....

Pno.
745 *a tempo*
f

748

Wmn 1
can I not feel? What e - ver ha - ppened the o - ther night What

Man 1
8
It is an an - chor down to kno - w ho - - w.

Wmn 2
feel so? It is an an - chor

Man 2
It is an an - chor down to now, how can I,

Pno.
748
sfz

THE SHELL GAME
Scene VII "Perfect Past"

148

750

Wmn 1

e - ver ha - ppened the o - ther night _____ What

Man 1

It is an an - - - - chor

Wmn 2

It is an an - - - - chor

Man 2

What e - ver ha - ppened the o - ther night

Pno.

sfz

751

Wmn 1

e - ver ha - ppened the o - ther night _____ What

Man 1

What e - ver ha - ppened the o - ther night

Wmn 2

It is an an - - - - chor

Man 2

What e - ver ha - ppened the o - ther night

Pno.

sfz

THE SHELL GAME
Scene VII "Perfect Past"

149

752

Wmn 1 e - ver ha - ppened the o - ther night _____ What

Man 1 What e - ver ha - ppened the o - ther night

Wmn 2 It is an an - - - - chor

Man 2 What e - ver ha - ppened the o - ther night

Pno.

753

Wmn 1 e - ver ha - ppened the o - ther night _____ What e - ver ha - ppened...

Man 1 What e - ver ha - ppened the o - ther night Ah _____

Wmn 2 What e - ver ha - ppened the o - ther night _____ the o - ther night _____

Man 2 What e - ver ha - ppened the o - ther night What e - ver ha - ppened...

Pno.

THE SHELL GAME
Scene VII "Perfect Past"

150

755

Wmn 1

What e - ver ha-ppened... What e - ver ha - ppened... What e - ver ha-ppened...

Man 1

Ah _____ Ah _____ Ah _____

Wmn 2

the o - ther night the

Man 2

What e - ver ha - ppened What e - ver ha - ppened... What e - ver ha-ppened...

Pno.

758

Wmn 1

What e - ver ha-ppened... What e - ver ha-ppened... What e - ver ha-ppened...

Man 1

Ah _____ Ah _____ Ah _____

Wmn 2

o - ther night the o - ther night the o - ther night

Man 2

What e - ver ha-ppened... What e - ver ha-ppened... What e - ver ha-ppened...

Pno.

THE SHELL GAME
Scene VII "Perfect Past"

151

761

Wmn 1 *pp*
What e - ver ha - ppened

Man 1 *pp*
Ah _____

Wmn 2 *pp*
The o - ther night.

Man 2 *ppp*
what e - ver ha - ppened... what e - ver

Wmn 2 *ppp*
What e - ver ha - ppened...

What e - ver ha - ppened...

761

Pno. *p*

764

Wmn 1

Man 1 *rit....*
ha - ppened... what e - ver ha - ppened... e - ver ha - ppened...

Wmn 2
What e - ver ha - ppened... What e - ver ha - ppened...

Man 2

(8va)

764

Pno.

THE SHELL GAME
Scene VII "Perfect Past"

152

768 $\text{♩} = 36$

Wmn 1

Man 1

Wmn 2

Man 2

Pno.

(8va)

8va

768 $\text{♩} = 36$

pp

f

pp

20.

*

Fine
November 2014

THE SHELL GAME

**Original music by George Dousis
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