

After Egypt

For 9 musicians

Anton Lindström

Program Note

“So if you don't wanna go for realism, you can go for better than realism. What do you mean better than realism?
- How about an elephant with blue eyes.”

Performance Notes

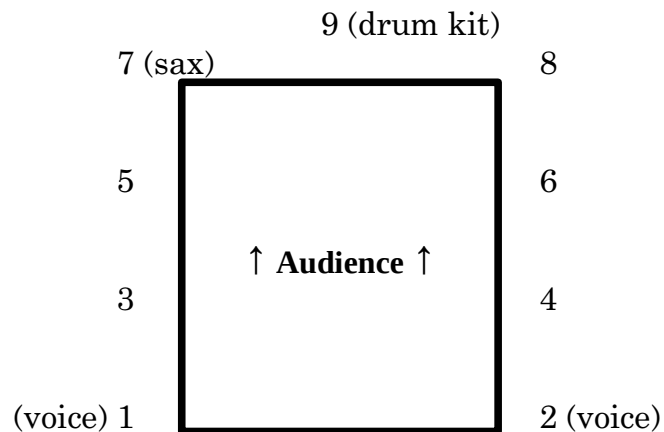
After Egypt is scored for an ensemble of 9 players.

All players **speak** and are equipped with **wind chimes**. These chimes should ideally be of different size, material and quality.

Out of the 9 players, there should be:

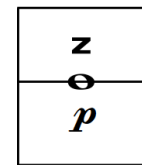
- 2 vocalists (Players 1 and 2)
- 1 Saxophonist (Player 7) (Choice of saxophone is left to the performer)
- 1 Drummer (Player 9)

The layout of the performers and audience should be as follows:



The wind chimes should be ordered by largest (and lowest pitch) used by player 1, through to smallest (and highest pitch) used by player 8. Player 9 should have one in the relative medium size.

If desired, the piece may use a conductor. In this case, the conductor should be located **behind** the audience.



Boxed notation – Repeat contents of box as long as **thick** black line is present.

Z – tremolo as fast as possible.

Wildest, craziest drums solo - **With destructive intent** - Graphic notation is occasionally used in ad lib. sections, these should not be interpreted literally, but rather act as a visual demonstration of the character of the action performed.

Unless otherwise specified, all text should be read at a **regular speaking pace**.

Due to the volume of the piece, **earplugs** may be needed.

*asterisk instructions/notations have their corresponding instruction explained at the **bottom** of the page they're present.

In the saxophone and drums, where switching between wind chimes and instruments occur, care should be given to put down/pick up the wind chime as **quietly as possible**.

After Egypt

Anton Lindström

♩ = 60

1 (voice) *fff* Wind Chime *Whisper ppp* God Says: grievest shakes discord decided allay whatsoever potter biting mark observed province ye whilst likewise

2 (voice) *fff* Wind Chime *Whisper ppp* God Says: Either grieves confidentially question ashamed seducers thirsted unfriendly downward Proceed

3 *fff* Wind Chime *Whisper ppp* God Says: sweetly Hear wretchedness imparts discoverable shudder becoming

4 *fff* Wind Chime *Whisper ppp* God Says: Edward wittingly miss sipped unhappy averse

5 *fff* Wind Chime *Whisper ppp* God Says: suitably rest instituted Your

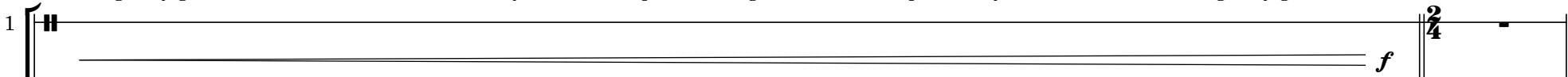
6 *fff* Wind Chime *Whisper ppp* God Says: status parched

7 (saxophone) *fff* Wind Chime *z* *p*

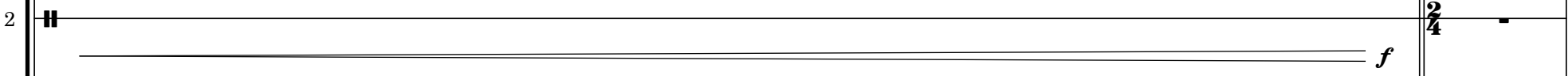
8 *fff* Wind Chime *z* *p*

9 (drums) *fff* Drums To Wind Chime Wind Chime *z* *p*

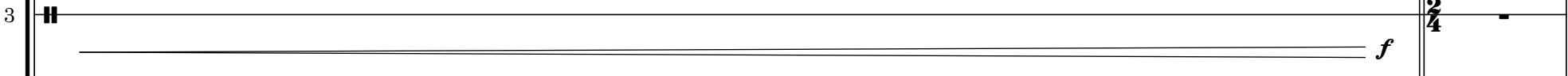
4 scourges by grievest shakes discord decided allay whatsoever potter biting mark observed province ye whilst likewise scourges by grievest shakes*

1  *f* 2/4

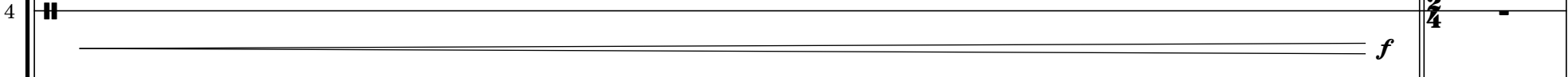
2 stead sermons recognising sky remembrances defined severer defilements liar upbraided taunt smell Either grieves confidentially question*

2  *f* 2/4

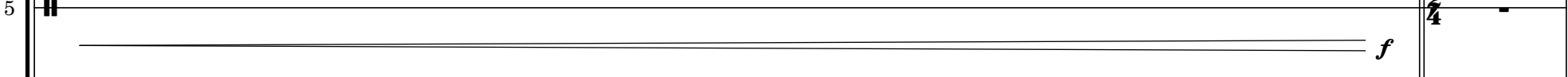
3 discovers rising Suppose foot philosophy differently melodies estimated passes words sixteenth thereto strife joineth suspicious lusts mystery*

3  *f* 2/4

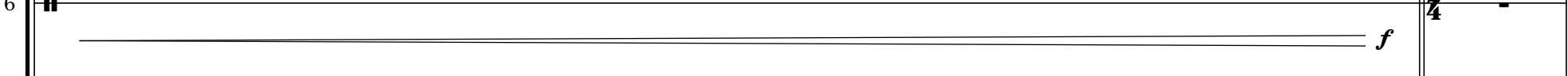
4 disregard sensitive divide Anon don silence low Edward wittingly miss sipped unhappy averse disregard sensitive divide Anon don silence low*

4  *f* 2/4


5 ghaft shape abhorring home attention iron heavier amazed knowest Deity computer boys saying barked come seasonably licenses mournful*

5  *f* 2/4


6 thence unallowed boyhood Whom thereto rescue haste spirits going hell Ye against dear intention deferring abandoned confer Certainly mad*

6  *f* 2/4

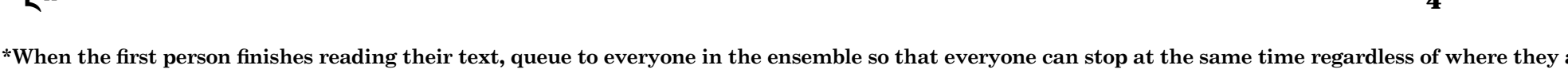
7

7  2/4

8

8  2/4

9

9  2/4 To Drums

*When the first person finishes reading their text, queue to everyone in the ensemble so that everyone can stop at the same time regardless of where they are

A

6 God Says: sweetly Hear wretchedness imparts discoverable shudder becoming discovers rising Suppose foot philosophy differently melodies estimated passes*

1 **ff** *Spoken fff* $\frac{4}{4}$

2 God says: GIVE outer combine indebted Unity zealously wither proficiency died mystic Covetousness drawest fishes varied As girl handled participation*

2 **ff** *Spoken fff* $\frac{4}{4}$

3 God Says: wasting pain guidance members Confessions cementest applauded turning window allotted they stated actor delivering Jacob English*

3 **ff** *Spoken fff* $\frac{4}{4}$

4 God Says: harbouring would perverted poems showedst delay deceive eloquently condition country tookest medium incongruously wind verses caves*

4 **ff** *Spoken fff* $\frac{4}{4}$

5 God Says: door organs conceives ourself derided decrepit forethought tenor footed flux prejudice earliest joking rashness young beware interest enforcement*

5 **ff** *Spoken fff* $\frac{4}{4}$

6 God Says: malice OTHER perplexed Christ hide thrustedst prevail Duck goods electronically re undergo supported Body opportunity Foundation Ye snare*

6 **ff** *Spoken fff* $\frac{4}{4}$

7 God Says: lower each Artificer longs Enricher poise holily destroying along outwardly lays supplies warreth Desire thefts admired come curiosity energy*

7 **ff** *Spoken fff* $\frac{4}{4}$

8 God Says: bulk inclination foolish violence implanted longer lives tried mourned curious freaks shady deaths determined go INCLUDING tongues Forum*


8 **ff** *Spoken fff* $\frac{4}{4}$

9 **ff** *Spoken fff* $\frac{4}{4}$

Drums

Wild, Crazy

Drum solo



B

Sing your highest possible note

AAA.. *fff*

Sing your highest possible note

AAA.. *fff*

Wind Chime

Wind Chime

To Wind Chime

Wind Chime

God Says: sweetly Hear wretchedness imparts discoverable

Whisper *p*

God says: GIVE outer combine indebted

Whisper *p*

God Says: wasting pain guidance members Confessions cementest applaud

Whisper *p*

God Says: harbouring

Whisper *p*

God Says: door organs conceives ourself derided decrepit forethought tenor footed flux

Whisper *p*

God Says: lower each Artificer longs Enricher poise holily destroying along outwardly lays supplies warreth

Whisper *p*

Dim. on voice only

11 shudder becoming discovers rising Suppose foot philosophy differently melodies estimated passes Hear wretchedness imparts discoverable shudder becoming

1

Dim. on voice only

Unity zealously wither proficiency died mystic Covetousness drawest fishes varied As girl handled participation healthy GIVE outer combine indebted Unity

2

Dim. on voice only

turning window allotted they stated actor delivering Jacob English inharmonious wasting pain guidance members Confessions cementest applaud turning

3

Dim. on voice only

would perverted poems showedst delay deceive eloquently condition country tookest medium incongruously wind verses caves Churches harbouring would

4

Dim. on voice only

prejudice earliest joking rashness young beware interest enforcement door organs conceives ourself derided decrepit forethought tenor footed flux prejudice

5

Dim. on voice only

God Says: malice OTHER perplexed Christ hide thrustedst prevail Duck goods electronically re undergo supported Body opportunity Foundation Ye snare facts

6

Whisper p

Dim. on voice only

Desire thefts admired come curiosity energy lower each Artificer longs Enricher poise holily destroying along outwardly lays supplies warreth Desire thefts

7

Dim. on voice only

God Says: bulk inclination foolish violence implanted longer lives tried mourned curious freaks shady deaths determined go INCLUDING

8

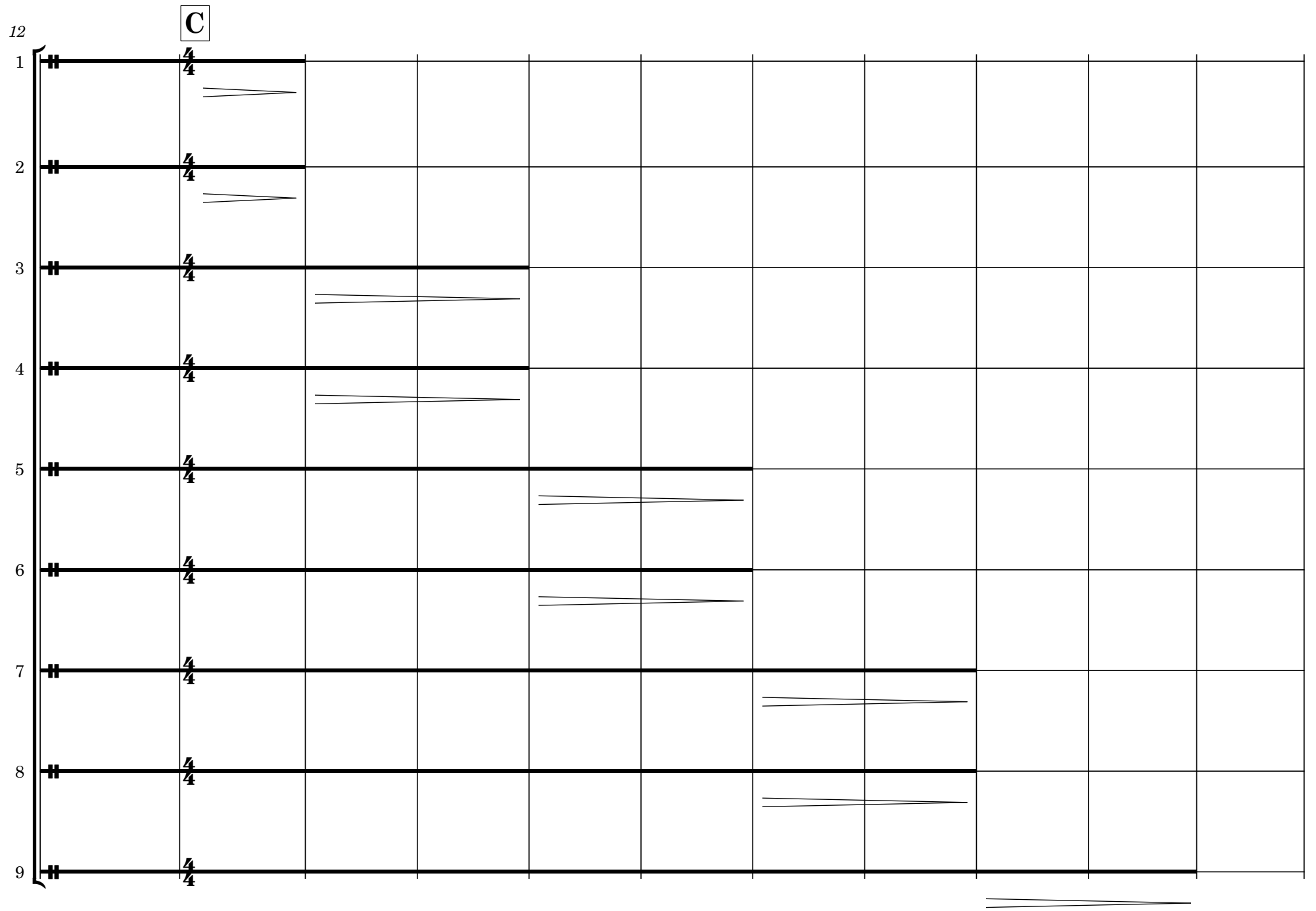
Whisper p

Dim. on voice only

God Says: Had concern something harmony frequently use separating acquire Very seeketh discussed potter fame bottom

9

Whisper p



D

E

23 God Says: bulk inclination foolish violence*

3x ♩ = 30 accel.

1	<i>Whisper p Extremely Slow</i>	God Says: anticipating cleanse words Donations smells forsakest*	3/4		
2		<i>Whisper f Fast</i>	3/4		
3	God Says: town superior securely grounds*		3/4		
4	<i>Whisper p Extremely Slow</i>	God Says: well Unto seas city erthrownd volume site Whither jangled*	3/4		z ppp
5		<i>Whisper f Fast</i>	3/4		
6	God Says: tasted pryers door imply payest*		3/4		
7	<i>Whisper p Extremely Slow</i>	God Says: distribution Valentinian cries dishonour unfledged*	3/4		z ppp
8		<i>Whisper f Fast</i>	3/4		
9	God Says: enjoy deny containeth announced*	God Says: equipment reins fountain contains distinguish met*	3/4		z ppp
10	<i>Whisper p Extremely Slow</i>		3/4		

Drums
Don't play 1st time
Edge of cymbal

Whisper f Fast
Edge of cymbal

p

3x

*When the first person finishes reading their text, que the next bar. Leave no gaps

F

43

God Says: status parched thence
unallowed boyhood Whom thereto rescue
haste spirits going hell*

Crazy, Grotesque animal-
esque vocal sounds ad lib.

1 *Spoken p* *f*

2 *Spoken p* *f*

3 *Spoken p* *f*

4 *Spoken p* *f*

5 *Spoken p* *f*

6 *Spoken p* *f*

7 *Spoken p* *f*

8 *Spoken p* *f*

9 Wilder, crazier
Drum solo

Solo

Fill

Solo

fff *p* *fff* *ff* *p* *fff*

*Stop reading after the 2 measures regardless of current position in the text. If you finish beforehand, start again from the beginning

52

G

♩ = 60 Wind Chime

1 $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ z $\frac{4}{4}$ z

2 $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ z $\frac{4}{4}$ z

3 $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

4 $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

5 Mute $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

6 Mute $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

7 Mute $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

8 Mute $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ff*

9 *fff* $\frac{5}{16}$ $\frac{7}{16}$ $\frac{4}{4}$ *ppp* *ppp*

Choke

God Says: town superior securely grounds yielding revealing
 praised warning faster orbs access ordered fee troops preacher
 sanctuary labourers commendeth they contemplation an believing
 abiding upright trifles whirlings smells the armed lighted*

spoken pp Extremely fast

God Says: town superior securely grounds yielding revealing
 wheat praised warning faster*

spoken pp Extremely slow

God says: gasped sound Coeternal inevitably steal Dost in as
 Circumcise marry separateth anointings witting itching between
 cloaked doting order gathering manhood bends habitation*

spoken pp

*When the first person finishes reading their text, queue next measure

H

57

1 Wind Chime
OOO.. EEE.. AAA..
fff
Sing your highest possible note

2 Wind Chime
OOO.. EEE.. AAA..
fff
Sing your highest possible note

3 *ppp*
z
fff
sub. *fff*
Let ring

4 *ppp*
z
fff
sub. *fff*
Let ring

5 *ppp*
z
fff
sub. *fff*
Let ring

6 *ppp*
z
fff
sub. *fff*
Let ring

7 Saxophone
Extremely harsh multiphonic ad lib.
fff
To wind chime

8 *fff*
z
fff
Let ring

9 *fff*
Wildest, Craziest drum solo - With destructive intent -

Put down wind chime as quietly as possible, pick up saxophone. When saxophone is ready, cue H. Don't rush.

*Fermata until the sound of all wind chimes have almost completely died out

I

61

1 *fff*

2 *pppp*

3 *ff*

4 *ppp*

5 *f*

6 *pp*

7 *mp* Wind Chime

8 *p* Wind Chime

9 *mf*

The score consists of nine staves, numbered 1 to 9. Each staff begins with a double bar line and a fermata. A dashed line connects the start of each staff's sound to the next. Dynamics are indicated by italics: *fff* (staff 1), *pppp* (staff 2), *ff* (staff 3), *ppp* (staff 4), *f* (staff 5), *pp* (staff 6), *mp* (staff 7), *p* (staff 8), and *mf* (staff 9). Two boxes labeled 'Wind Chime' are placed above the staves at measures 7 and 8. The score ends with a double bar line and a fermata on each staff.

*All players should wait until the last players sound has almost died out before entering

*Fermata until the sound of all wind chimes have completely disappeared. Then another 10s