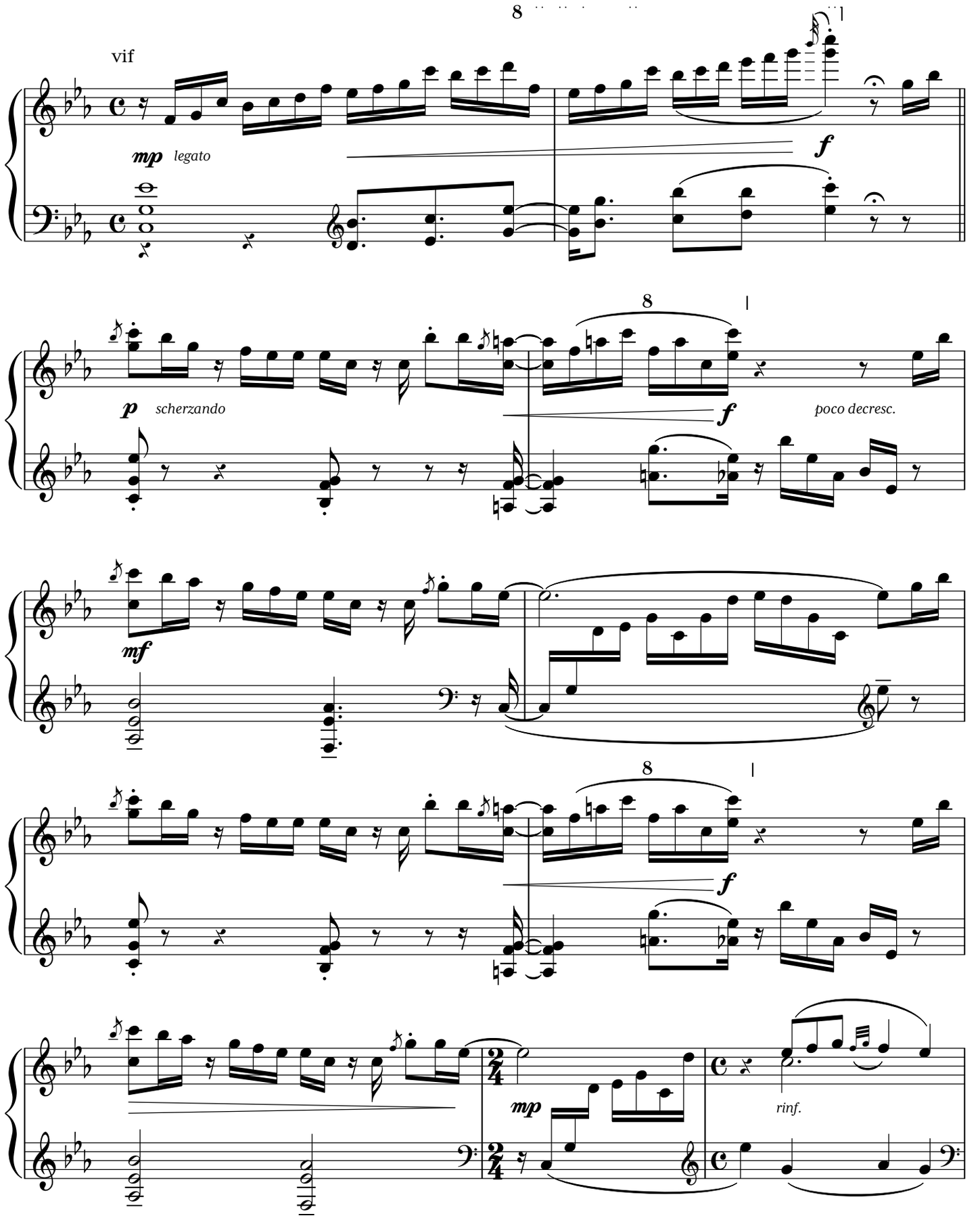
LES DAUPHINS DE L'AQUEDUC SECRET

A reinterpretation of Sonic 3's Hydrocity Zone for piano

SYLVESTER DRAGGON JR



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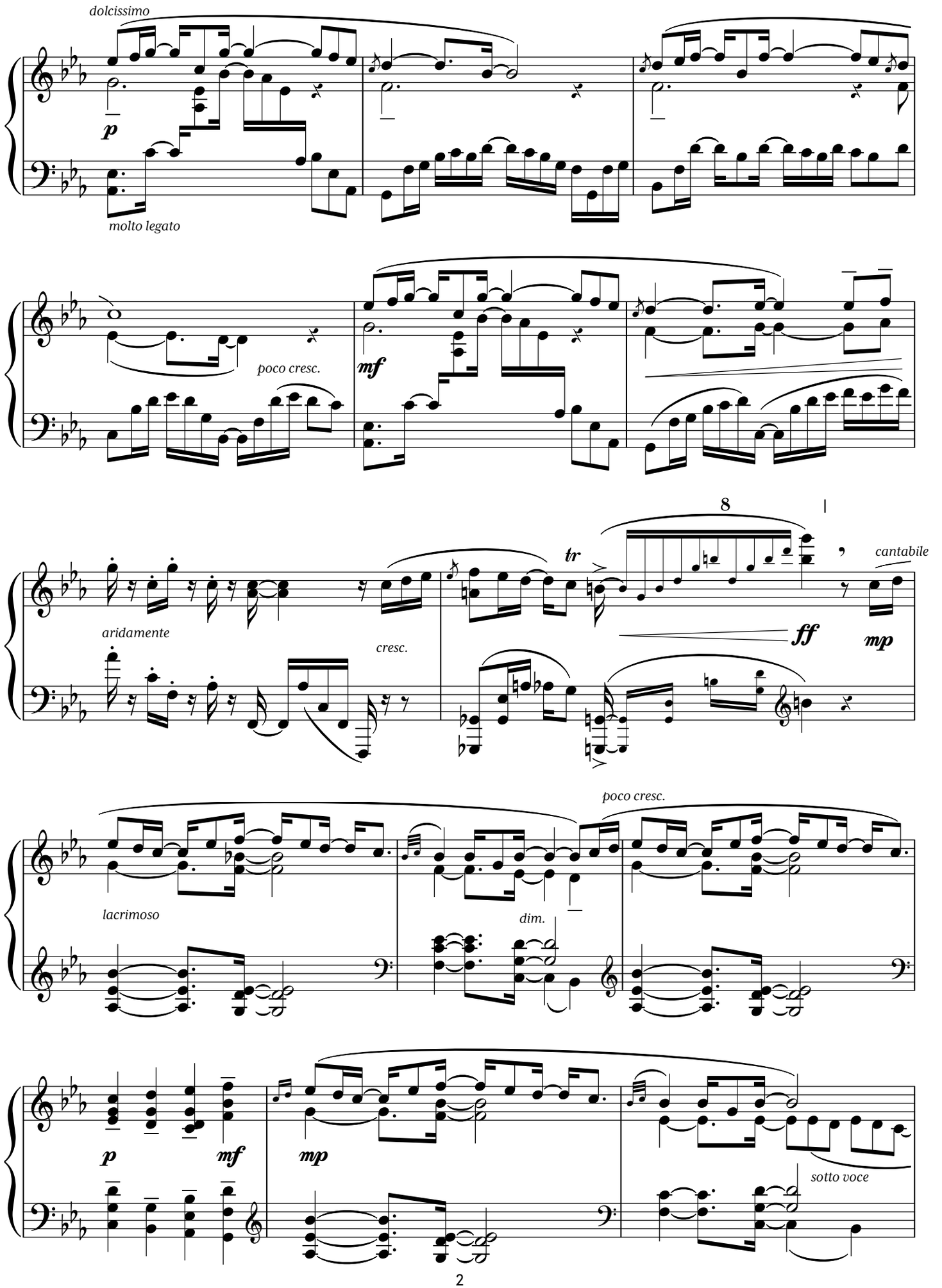
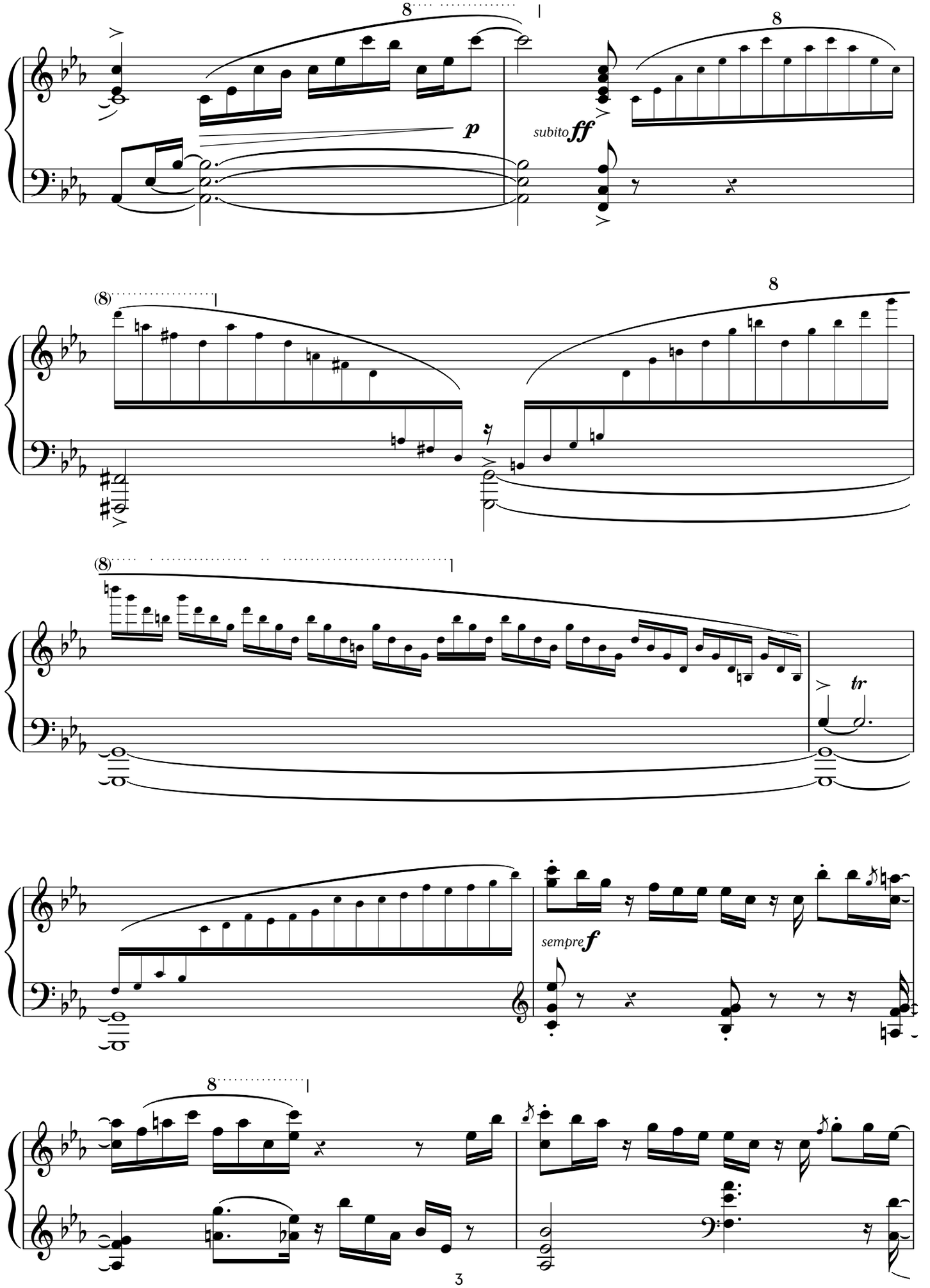
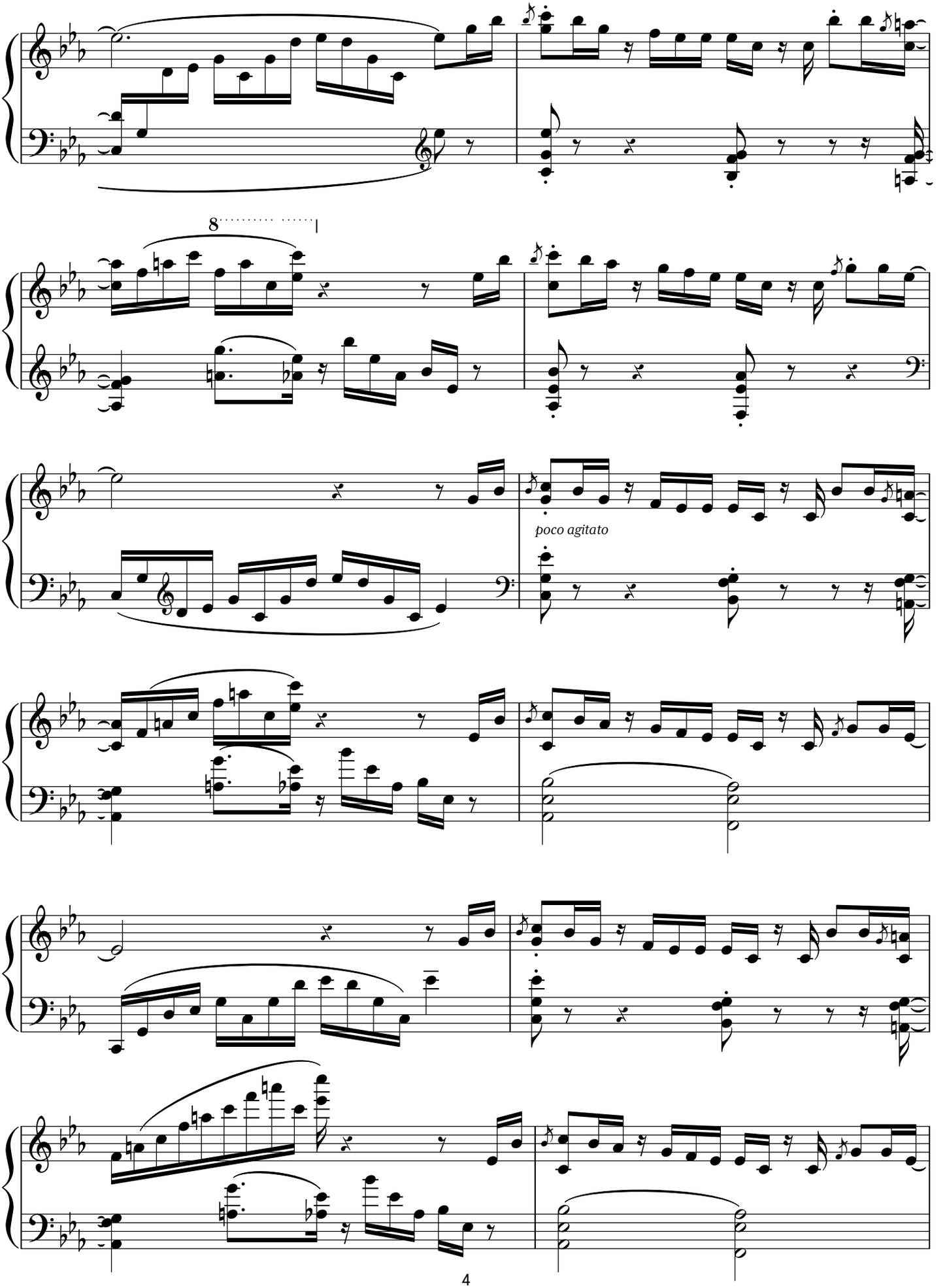
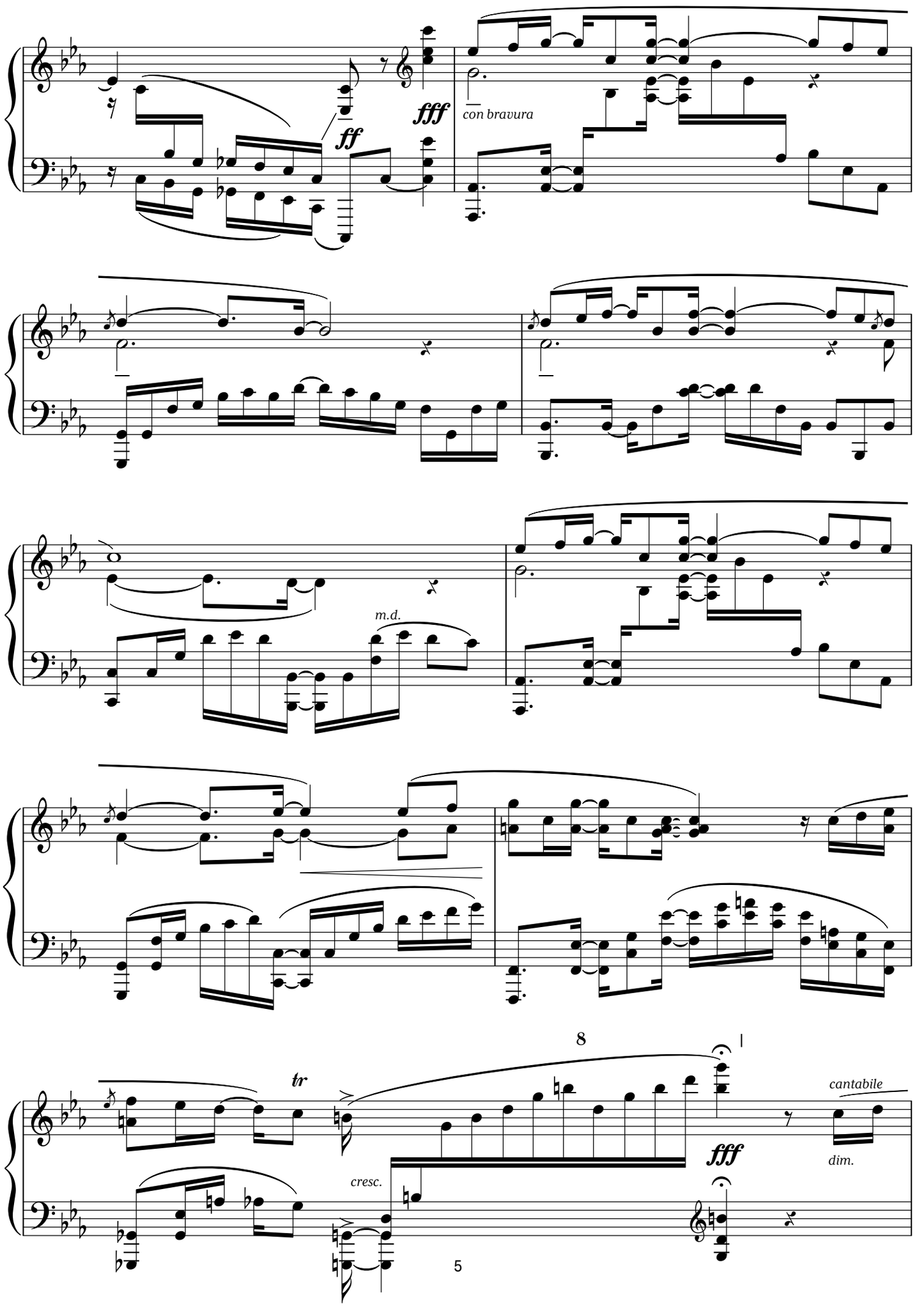
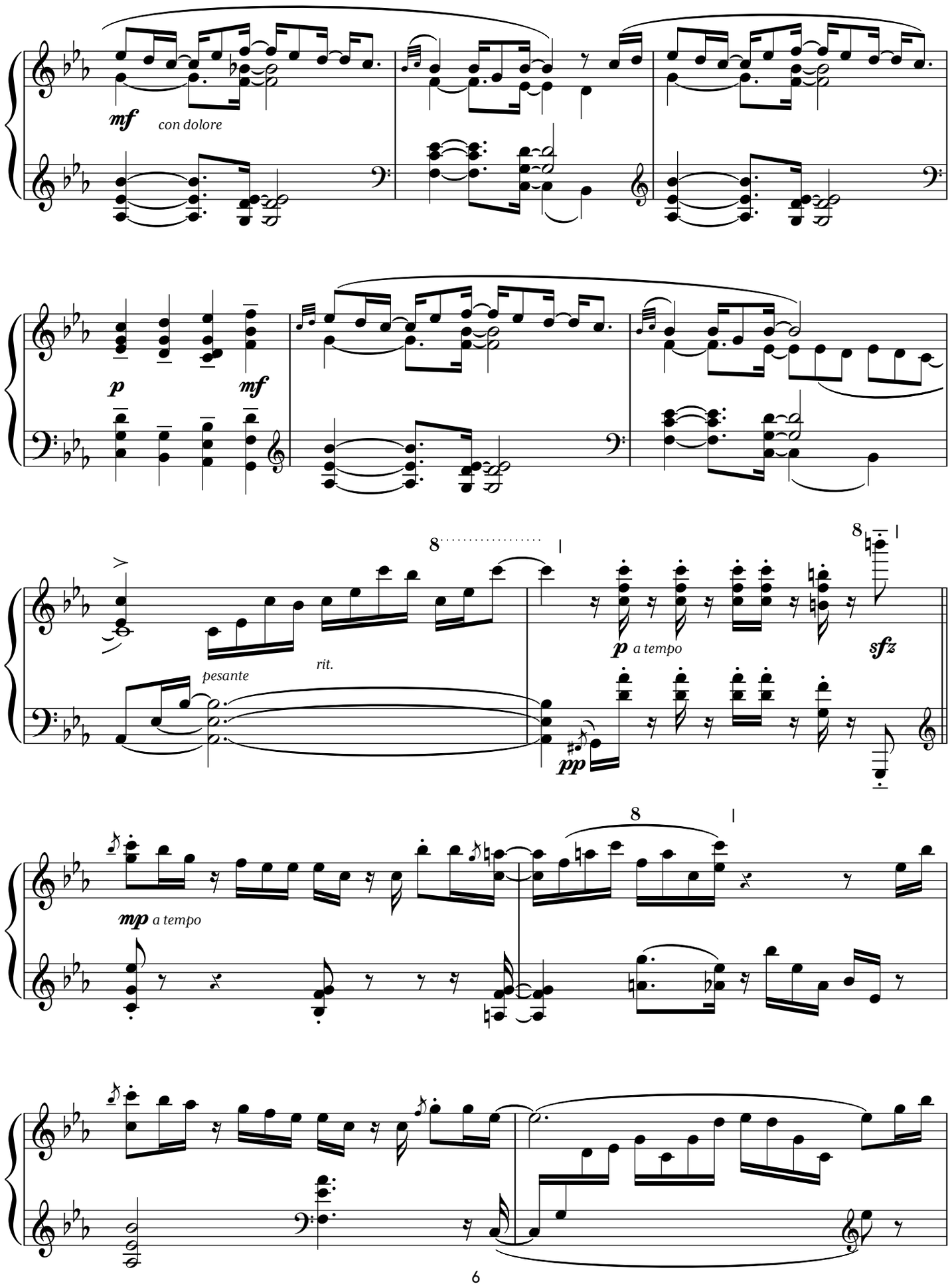
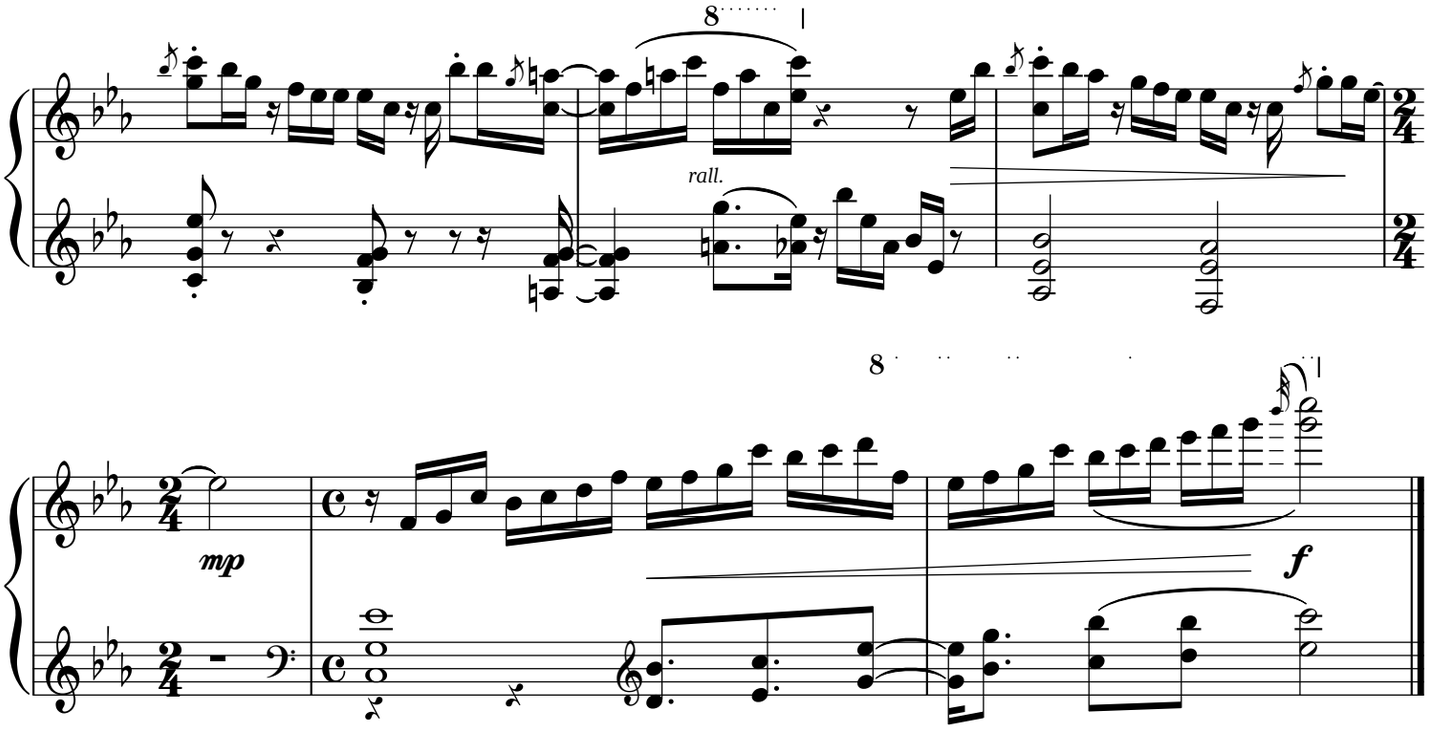

dolcissimo
p
molto legato
poco cresc.
mf
8
tr
cantabile
aridamente
cresc.
ff
mp
poco cresc.
lacrimoso
dim.
p
mf
mp
sotto voce


8
p
subito ff
8
(8)
8
(8)
tr
sempre f
8


8
poco agitato


fff
ff
con bravura
m.d.
tr
8
cresc.
fff
cantabile
dim.


mf
con dolore
p
mf
pesante
rit.
8
p a tempo
sfz
pp
mp a tempo



Sonic 3's one of the few games I played as a kid almost daily. When I went to my dad's I'd bring along my Sega Genesis, forcing my younger brothers to play as Tails while I selfishly hogged Player 1. On days I was too sick for school I'd lie on my bed/living room couch in my PJs, speed through the Hydrocity and Marble Garden stages feeling as though this game was Proventil.

My affinity for video game music grew around my sophomore years in high school, particularly meeting up with my friends after school to play DDR at Lazer Park, a now-defunct arcade in Times Square. All of a sudden listening to BGMs from Sonic, Mario or any video game soundtrack felt akin to spirituals.

Somehow I managed to discover chiptune and its unique community, entranced by its New York scene. I picked up Japanese as a 4th language and have my Bachelors in Game Design. I found the energy to attend events like Magfest, meeting likeminded souls; doing commissions, playing shows and somehow managing to get signed by a record label focusing on video game music.

At the end of the day, my Hydrocity Zone transcription is nothing more than a bunch of 7th chords and arpeggios stewed together. My experience leading up to this point, however, is something unconventional.