

Killing Machine
in a
Lifeless World

Tyler Jordan

“READ ME”

SYSTEM_SPECS:

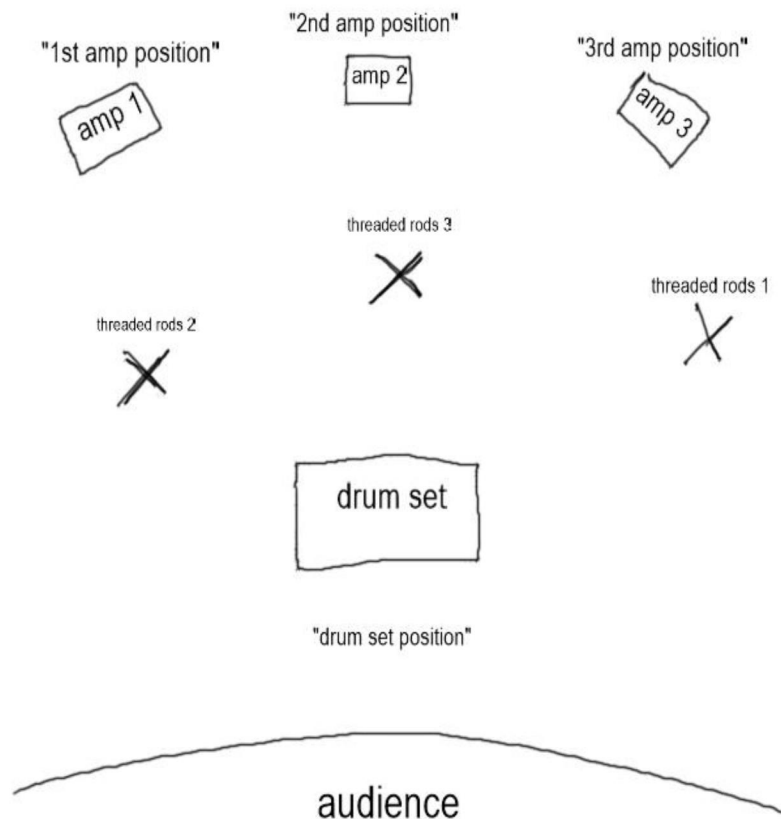
- Drum Set
 - > Kick Drum
 - > 2 Floor Toms (different sizes/pitch)
 - > Snare Drum
 - > Hi Hat
 - > Ride
 - > Crash
 - > China
 - > Triangle
 - > Cowbell
 - > 3 Break Drums (different sizes/pitch)
 - > Drum sticks
 - > Throne
- Assistant 1
 - > Guitar amp + cord
 - > Distortion pedal
 - > 3 Metal threaded rods (different sizes/pitch)
 - > Smartphone
 - > Small metal surface
 - > Drum sticks
- Assistant 2
 - > Guitar amp + cord
 - > Electric guitar
 - > Distortion pedal, Pitch shifter
 - > 2 Plectrums
 - > Smartphone
 - > Drum sticks
- Assistant 3
 - > Guitar amp + cord
 - > Distortion pedal
 - > Smartphone
 - > Small metal surface
 - > Felt pad (about 1 sq. ft.)
 - > Drum sticks

AUDIO_CONFIG:

- Duration = 14min.
- Drum Set at front of stage, with room to walk in front of for assistants.
- Assistant 1 position in back left of stage, still visible to audience.
- Assistant 2 position in back center of stage, still visible to audience.
- Assistant 3 position in back right of stage, still visible to audience.
- Amplifier sound levels should never overpower drum set sound level.
- Amplifier dynamic controlled with amp knob.

VIDEO_CONFIG

- See diagram to right for staging.
- Turn off ~50% of house lights before performance.



LANGUAGE:

- Notation guide for assistants.....
 - ⇒ - Walk to desired location with drum sticks.
 - ➡ - Walk to desired location without drum sticks.
 - ← - Return to desired location, carrying desired instrument.
 - ☞ - Hover closed fist about any instrument of your choice.
 - ☜ - Lightly dampen any instrument of your choice with a single fingertip.
 - ☞☞ - Heavily dampen any instrument of your choice with multiple fingers / palm.
 - > Assistants must switch which instruments they are interacting with when these symbols reappear.
 - ⌚ - Walk to front stage, face audience without eye contact. Read current time and date from phone screen.
 - ☀ - Walk to front stage, face audience without eye contact. Read current temperature and weather from phone screen.
 - ☠ - Walk to front stage, face audience without eye contact. Read information on the most recent act of war, terror, genocide, etc. Have this pre-planned before performance.
 - × - X-notehead in "ONE"
 - 1) Turn amp on/off.
 - 2) For Assistant 2, hit head of guitar with palm, creating a low rumble of feedback.
 - ┌ - Standard notehead in "ONE"
 - 1) For Assistant 1 and 3, touch amp cord against place.
 - 2) for Assistant 2, pluck desired open string from below amp mute.
- Also see "DRUM_KEY" for drum assistants' drum set notation.

AMP 2 SETUP

- Lean guitar against amplifier so that feedback is constant. Amplifier size is critical, as the guitar must lean against the amp so that the strings are muted against the fingerboard. When plucking the open strings is instructed, pluck from below where the amp is muting the strings against the fingerboard.

PROGRAMMING

This piece acts as a reimagination of the concepts in Harlan Ellison's short story "I Have No Mouth and I Must Scream":

"ONE"

A single AI war machine runs its coding.

"TWO"

All of the world's AI war machines form a singularity. Their original coding is reformatted. The slaughter and torture begins.

"THREE"

With no humans left to kill, the machine must kill itself.

"FOUR"

The coding is deleted, and with it goes the universe.

DRUM KEY

Kick Floor Tom Low Floor Tom High Snare

Break Drum Low Break Drum Mid Break Drum High Cowbell Triangle

Ride Hi-Hat Hi-Hat Foot Pedal Crash China

X-noteheads on membranes indicate hitting drum rim with stick

Square noteheads indicate hitting membrane with fingertip

Slash noteheads on snare indicate turning snares on or off

Ride/Crash/China with a staccato indicates a quick choke

Sn. On Sn. Off

Circle around snare indicates cross-stick

Accent + Staccato + Open indicates quickly closing the hi-hat after articulating

Hi hat open (cymbals not touching)

Hi hat half open (cymbals sizzling)

Hi hat fully closed

Dotted lines between these markings show a gradual change

Diamond above cymbal indicates articulating on the bell (Canceled by legato articulation)

Parentheses around cymbals or triangle indicate a mute (in time)

X-notehead stem off of the staff indicates to continue rolling in the air, specific to section "TWO". Two of these indicate rolling with both hands.

Large rhombus notehead indicates "Shut Down". At end of piece, drop sticks on ground and make movements (i.e.: twitching) for a second or two until holding still in a hunched position.

Killing Machine in a Lifeless World

for Solo Drum Set and 3 Assistants

"ONE"

♩ = 60

Drum Set

Assistant 1

Assistant 2

Assistant 3

DS

Edge, not above snares ----- Center Sn. Off

A1

A2

A3

DS $\frac{5}{4}$ Sn. On

p *f* *p* *f*

26 $\frac{4}{4}$

A1

Amp Cable against Metal

Distortion

n *f*

Control dynamics with amp

26 $\frac{4}{4}$

A2

Electric Guitar *

f Tap guitar with palm

Distortion Pitch Shifter -24, mix 10 Reverb ad lib

26 $\frac{4}{4}$

A3

Amp Cable against Metal

Distortion

n *f*

26 $\frac{4}{4}$

DS

pp *mp* *pp* *f*

A1

Play figure once.

mp *mf*

A2

A3

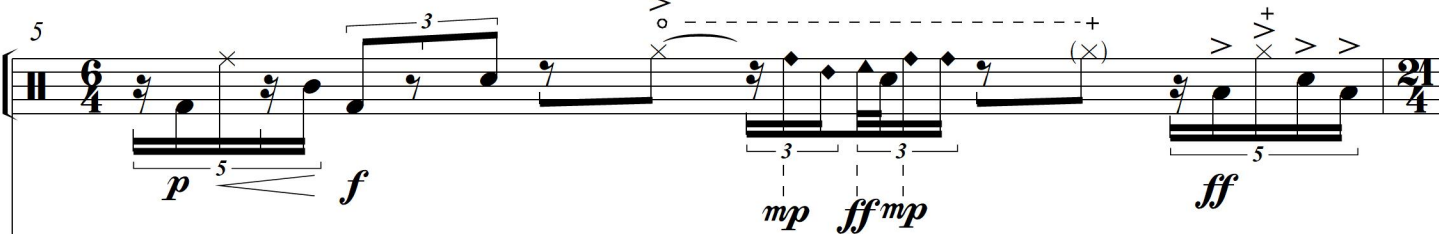
Play figure once.

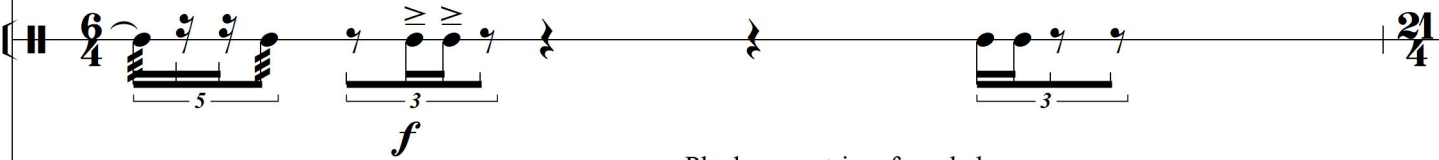
mp *mf*


26 $\frac{4}{4}$ 6 $\frac{6}{4}$

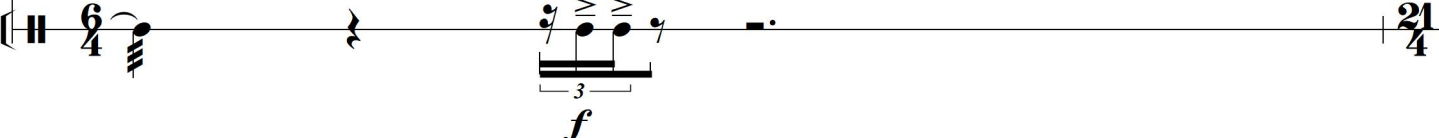
* Lean guitar against amp so that feedback goes through pickups and amp is pushing down strings on the fingerboard.

5

DS  *p* *f* *mp* *ff* *mp* *ff*

A1  *f*

A2  *f* Pluck open string, from below where amp frame is muting string.

A3  *f*

21

6

DS  *p* *mf* *sfz* *sffz* ad. lib. gaps in roll

A1  *mf*

A2 

A3  *mf*

7

7

DS *p* *ff* *p* 16/4

A1 *f* 16/4

A2 16/4

A3 *f* 16/4

8

DS *mp* *f* *mp* *f*_{poss.} Edge - - - - - Bell- - - - - Edge 16/4 8/4

A1 16/4 8/4

A2 *mp* *f* 16/4 8/4

A3 *p* 16/4 8/4

DS 9 *ff* *p* *fp sub.* *f* *p*

A1 *f* *mp*

A2 *f* *p* *f* sempre L.V.

A3 *f* *n*

DS 10 *sfz* *sfz* *sfz*

A1 *p* *mp* *p* *mp* *f sub.* *p* *f* *pp* *f*

A2 *p cresc.*

A3 *mf* *n* *f* *n* *ff* *n*

Ride
Bell
Edge

Drum Set

11

DS *f* > *pf* > *pf* > *pf* > *pf*

A1 *f* > *nf* > *nf* > *nf* > *nf* > *nf* > *nf* > *nf* > *nf*

A2 *mf* *cresc.* > *ff*

A3 *f* > *nf* > *nf* > *nf* > *nf*

China

12

DS *f* > *p*

A1 *n* > *fn* > *fn* > *fn* > *fn*

A2 *n*

A3 *nf* > *nf* > *n*

Drum Set

13

DS $\frac{10}{4}$ *f* *mf* *ff*

A1 $\frac{10}{4}$ *f*

A2 $\frac{10}{4}$

A3 $\frac{10}{4}$ *f*

DS *f* *p sub.* *f sub.*

A1 *mp*

A2 *mp*

A3 *mp*

14

DS

A1

A2

A3

p *fp* *fp* *fp* *fp* *f*

n *fn* *fn* *fn* *f*

Measures 14-15: DS (Drum Set) in 6/4 time. A1 (Snare) and A3 (Bass) play a rhythmic pattern of eighth notes with accents. A2 (Toms) is silent. Dynamics range from *p* to *f*. DS has a *fp* dynamic. A3 has dynamics *n*, *fn*, *fn*, *fn*, and *f*. A bracket of 3 is over the first three notes of A3. A bracket of 3 is over the first three notes of DS. A bracket of 5 is over the first five notes of DS.

15

DS

A1

A2

A3

f *ff* *p*

mf *f*

n *f* *n*

Measures 15-16: DS (Drum Set) in 11/4 time. A1 (Snare) plays a single note with *mf* dynamic. A2 (Toms) plays a single note with *f* dynamic. A3 (Bass) plays a single note with *n* dynamic. DS has dynamics *f*, *ff*, and *p*. A bracket of 3 is over the first three notes of DS. A bracket of 3 is over the last three notes of DS. A bracket of 5 is over the first five notes of DS.

DS

A1

A2

A3

DS

A1

A2

A3

n - mp ~~~~~ *p - mf*

Rapidly turn volume dial between given dynamics.

p -----

DS *f* *ff*

A1 *p*

A2 *f poss.* Rapidly strum, either with plectrum or nails, strings above nut.

A3 *pp - mp* *n - p*

DS *mp* *p* *f*

A1 *mp*

A2

A3 *f* *n*

18

DS **f** > **pf** > **nf** > **pf** > **pf** > **pf** > **pf** > **p**

A1 **f** > **nf** > **nf** > **nf** > **nf** > **nf** > **n** Amp off.

A2 **f** > **p** > **mp**

A3 **f** > **nf** > **nf** > **nf** > **nf** > **nf** > **n** Amp off.

19

DS **f** > **p** > **ff** > **p** > **f** > **p**

A1

Walk around stage with phone, using its flashlight.
 Act as if you are lost, looking for the threaded wires placed on stage.
 Go to each pair of threaded rods (in order from thinnest to widest),
 set phone down (with flashlight facing upward), pick them up,
 and activate them by rubbing them against each other.
 Once using all three threaded rod pairs, walk to drum set, turn flashlight off,
 and begin slowly circling the drum set until the fermata before "TWO".

A2 *cresc.* > **f** > *dim.*

A3

Walk to drum set, faster than Assistant 1. Bring phone in pocket.
 Bring felt pad (~1sq.ft.) to use on break drums.

DS

A1

A2

A3

20

DS

A1

A2

A3

(N.F.)

1/2 F.

Be ready to use felt!

Break Drum 1

DS $\frac{14}{4}$ p 6 6 6 ff *sub.* 3 3 3 3

A1 $\frac{14}{4}$

A2 $\frac{14}{4}$ f mf

With plectrum, scrape up and down lowest two strings.
pp Dynamics should align with velocity of motion.
cresc. poco a poco

A3 $\frac{14}{4}$ (Felt off!)

DS $\frac{8}{4}$ $sffz$ 5 $sffz$ 5 f p 3 3 3

A1 $\frac{8}{4}$

A2 $\frac{8}{4}$ f mf

A3 $\frac{8}{4}$

22 *sfz*

DS *f* *p* *mf* *mf*

A1

A2 *ff* *p* *mf*

A3 (N.F.) 1/2 F. N.F. Break Drum 2

23

DS *f* *p* *f* *p* *ff*

A1

A2 *mp*

A3

DS

A1

A2

A3

DS

A1

A2

A3

24 DS $\frac{8}{4}$ $\frac{16}{4}$

f *mp* *ff* *p*

A1 $\frac{8}{4}$ $\frac{16}{4}$

A2 $\frac{8}{4}$ $\frac{16}{4}$

A3 $\frac{8}{4}$ $\frac{16}{4}$


Break Drum 3


25 DS $\frac{16}{4}$ $\frac{16}{4}$

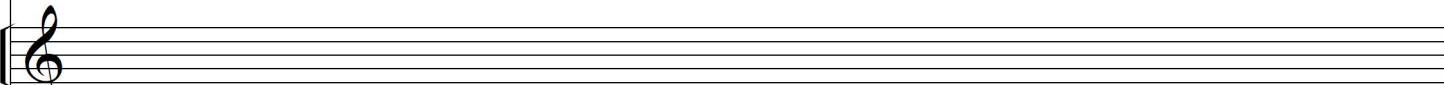
A1 $\frac{16}{4}$ $\frac{16}{4}$


A2 $\frac{16}{4}$ $\frac{16}{4}$

A3 $\frac{16}{4}$ $\frac{16}{4}$

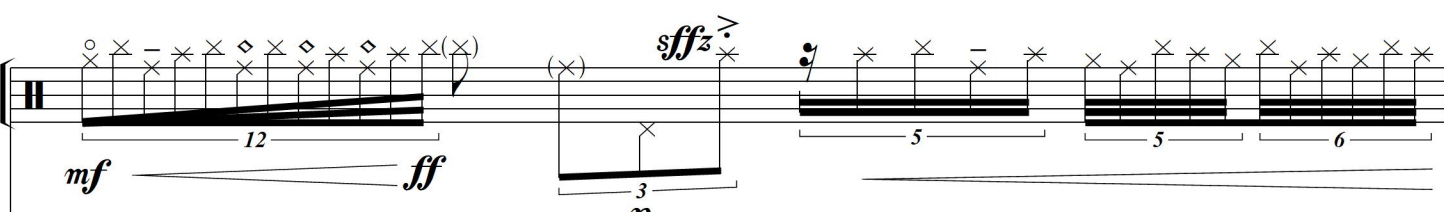
DS  Sn. Off

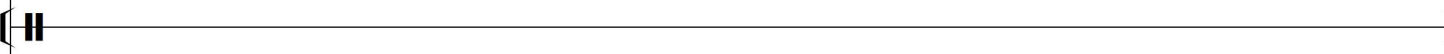
A1  Waiting at drum set position...

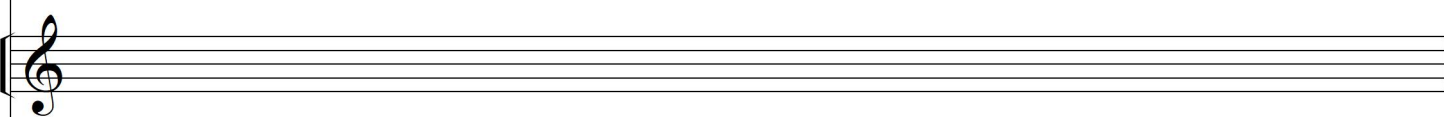
A2  Waiting at drum set position...


A3  Waiting at drum set position...

Detailed description: This system contains four staves. The top staff (DS) is a drum set part with various symbols: 'x' for cymbals, '*' for snare, and 'o' for hi-hat. It features several triplet markings with a '3' below them. The notation ends with a double bar line and the text 'Sn. Off'. The three lower staves (A1, A2, A3) are for auxiliary parts, each starting with a drum set symbol and the text 'Waiting at drum set position...'.

DS  *mf* *ff* *ffz* *p*

A1 

A2 

A3 

Detailed description: This system contains four staves. The top staff (DS) is a drum set part with various symbols: 'x' for cymbals, '*' for snare, and 'o' for hi-hat. It features a 12-measure phrase with a dynamic marking from *mf* to *ff*, a 3-measure phrase with a dynamic marking of *p*, and a final phrase with dynamic markings of *ffz* and *ff*. The notation includes various rhythmic patterns and a double bar line. The three lower staves (A1, A2, A3) are for auxiliary parts, each starting with a drum set symbol.

Continue roll motion above kit in air.

"TWO"

26

p sub. * Roll sempre, one hand per instrument

DS

Start *loud and guttural*, gradually lightening vocal timbre across section.

Randomly choose one spot within beam to place vocalization.

HATE
ff dim. gradually

LET

A1

Start *loud and guttural*, gradually lightening vocal timbre across section.

Randomly choose one spot within beam to place vocalization.

HATE
ff dim. gradually

YOU

A2

Start *loud and guttural*, gradually lightening vocal timbre across section.

Randomly choose one spot within beam to place vocalization.

HATE
ff dim. gradually

CAN

A3

Start *loud and guttural*, gradually lightening vocal timbre across section.

Randomly choose one spot within beam to place vocalization.

HATE
ff dim. gradually

A

* All grace notes should be played *sfz*, not rolled. Grace notes are distinguished with an upright stem.

DS

ME TELL *f* ...loud, yet less expressive...

A1

I FEEL *f* ...loud, yet less expressive...

A2

I FEEL *f* ...loud, yet less expressive...

A3

I HATE *f* ...loud, yet less expressive...

DS

YOU

Walk to front edge of stage, facing audience.
Pull out phone, and recite today's date and current time.

A1

IF
*

Walk to front edge of stage, facing audience. Pull out phone, and recite the current weather and temperature.

A2

YOU

A3

A

* Vocalization part can be inserted within speech to audience. Differentiate speech from vocalization by changing characteristics. (i.e.: recitative speech vs. "loud, yet less expressive")

DS

Musical notation for the DS part, featuring a treble clef and a key signature of one flat. The notation includes various note values, rests, and articulation marks such as 'x' and '5' (fingerings). There are also some slurs and accents.

A1

Musical notation for the A1 part, featuring a treble clef and a key signature of one flat. The notation includes a single note with a long duration, followed by a shorter note. The text "HOW" is written below the first note, and "MUCH" is written below the second note. The dynamic marking *mf* is placed below the second note. The phrase "...losing energy..." is written above the second note.

A2

Musical notation for the A2 part, featuring a treble clef and a key signature of one flat. The notation includes a single note with a long duration, followed by a shorter note. The text "CAN" is written below the first note, and "I" is written below the second note. The dynamic marking *mf* is placed below the second note. The phrase "...losing energy..." is written above the second note.

A3

Musical notation for the A3 part, featuring a treble clef and a key signature of one flat. The notation includes a single note with a long duration, followed by a shorter note. The text "I" is written below the first note, and "HATE" is written below the second note. The dynamic marking *mf* is placed below the second note. The phrase "...losing energy..." is written above the second note.

DS

A1

A2

A3

I HAVE YOU I FEEL YOU A I

Detailed description: This is a musical score for guitar and three acoustic guitars (A1, A2, A3). The top staff is for the electric guitar (DS), featuring a complex melodic line with triplets and various articulations. The three acoustic guitar staves (A1, A2, A3) show a rhythmic accompaniment with block chords and single notes. Hand diagrams are provided for the first two frets of each acoustic guitar. The lyrics are: "I HAVE YOU I FEEL YOU A I".

DS

...conversation-like...

COME
mp

A1

...conversation-like...

FEEL
mp

A2

...conversation-like...

CAN
mp

A3

Walk to front edge of stage, facing audience.
Pull out phone, and recite information on the most recent act of war, terror, genocide, etc.

...conversation-like...

HATE
mp

DS

TO HATE

A1

IF I

A2

I FEEL

A3

A I

Detailed description: The image shows a musical score for guitar. At the top is a melodic line on a single staff with a treble clef. It contains several triplets (marked '3') and a five-note phrase (marked '5'). Above the staff are various performance markings: asterisks, arrows, and 'x' marks. Below the melodic line are four systems of guitar chords, labeled DS, A1, A2, and A3. Each system consists of two staves: the top one shows a thick black bar representing a chord shape, and the bottom one shows a rhythmic notation with a single note. The lyrics 'TO', 'HATE', 'IF', 'I', 'I', 'FEEL', 'A', and 'I' are placed below the rhythmic notation of each system. To the right of the chord systems are hand diagrams showing the placement of fingers on the strings.

DS

...speaking softer, concealed...

YOU
p

A1

...speaking softer, concealed...

HATE
p

A2

...speaking softer, concealed...

YOU
p

A3

...speaking softer, concealed...

HATE
p

DS

Musical notation for the DS part, featuring a single staff with various notes, rests, and articulation marks like 'x' and '5'.

SINCE

A1

Musical notation for the A1 part, showing two staves with hand icons indicating fingerings.

YOU

A2

Musical notation for the A2 part, showing two staves with hand icons indicating fingerings.

CAN

A3

Musical notation for the A3 part, showing two staves with hand icons indicating fingerings.

A

The image shows a musical score for four staves, labeled DS, A1, A2, and A3. The DS staff contains a melodic line with various notes, rests, and articulation marks (accents and slurs). A bracket labeled '5' spans the first five notes. Above the staff, there are several 'x' marks with vertical lines pointing to specific notes. Below the staff, there are 'x' marks with vertical lines pointing to specific notes. The A1, A2, and A3 staves are mostly empty, with a few notes at the end of the piece. The DS staff ends with the text "...whispered." and a dynamic marking of *pp*. The A1, A2, and A3 staves also end with the text "...whispered." and a dynamic marking of *pp*. The time signature is 5/4.

DS

A1

A2

A3

5

...whispered.

pp

5/4

5/4

5/4

5/4

5/4

5/4

"THREE"

27

Sn. On

DS

Allow time for 3 Assistants to return to rear stage position

Continue playing quarter notes on specified instrument. Assistants come and join playing on instrument while removing instrument. Continue playing as long as possible without leaving seat.

28

DS

p *cresc.*

White arrow: walk to drum set with sticks.

mp

Fermata last as long as it takes for pair of assistants to set instrument down in desired location. Move to next measure when ready.

A1

Black arrow: walk to drum set without sticks.

mp

Carry instrument to 1st Assistant's position. Return to 2nd Assistant position afterwards.

A2

A3

29

DS

p *cresc.*

mf

A1

A2

A3

Carry instrument to 2nd Assistant's position. Return to 3rd Assistant position afterwards.

DS *p* *cresc.* *f*

A1

A2

A3 *f*

Carry instrument to 3rd Assistant position.
Return to 1st Assistant position afterwards.

DS *p* *f* *p* *f* *p* *f* *p* *f* *p* *f*

A1 *f*

A2

A3

DS

f

A1

A2

A3

DS

A1

A2

A3

DS

33

p

cresc.

A1

A2

A3

DS

f

A1

A2

A3

34

DS

p *f* *p* *f* *mp* *f* *mp* *f*

A1

A2

A3

DS

mf *f* *mf* *f*

A1

f

A2

A3

36

DS

A1

A2

A3

f *p* *f* *p* *mp* *f* *mf* *f*

37

DS

Sn. Off

Sn. On

A1

A2

A3

p *f* *p* *f* *p* *f*

38

DS *p* *mp*

A1

A2 *mp*

A3

39 Sn. Off

DS *p* *f*

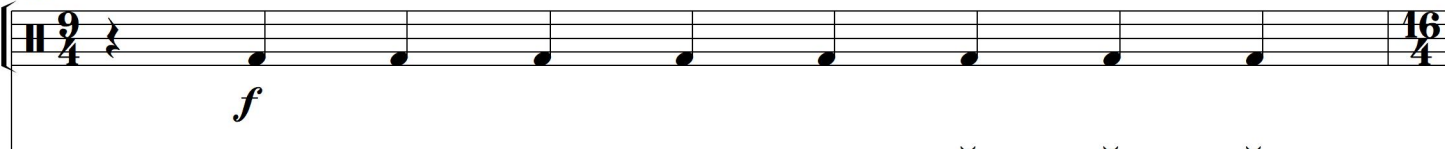
A1 Go to 1st Assistant setup.

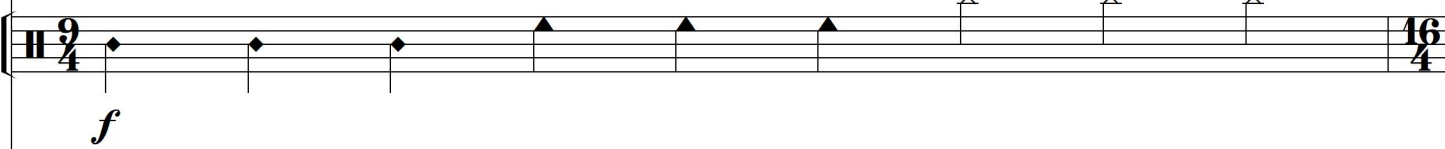
A2

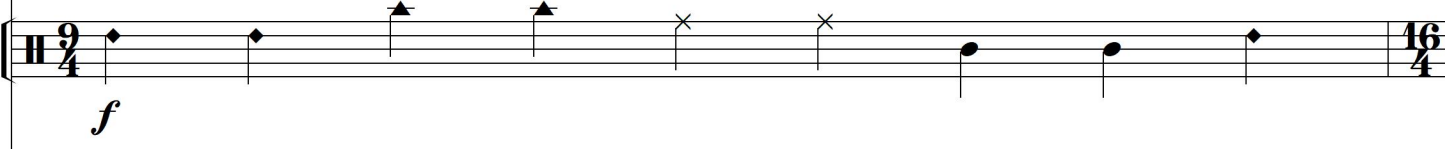
A3 *f*

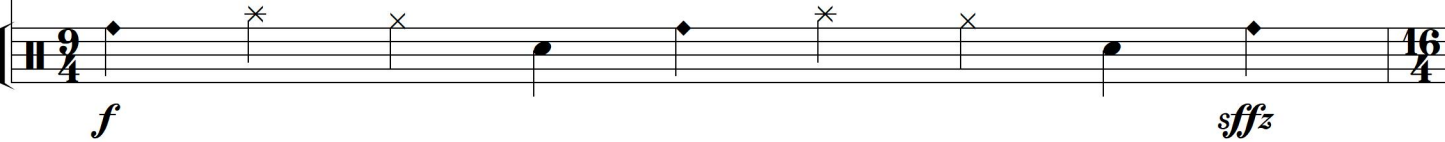
"FOUR"

40 ♩ > 60, < 90

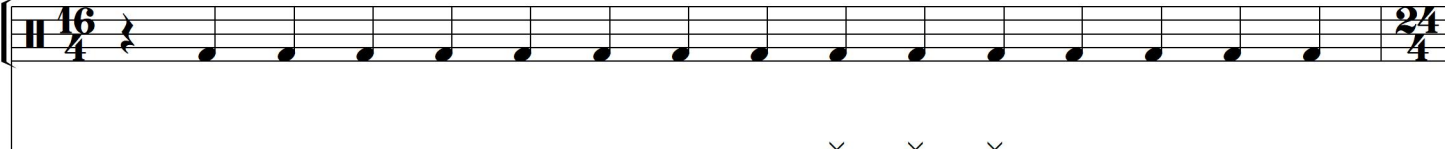
DS  **f** **16**/**4**

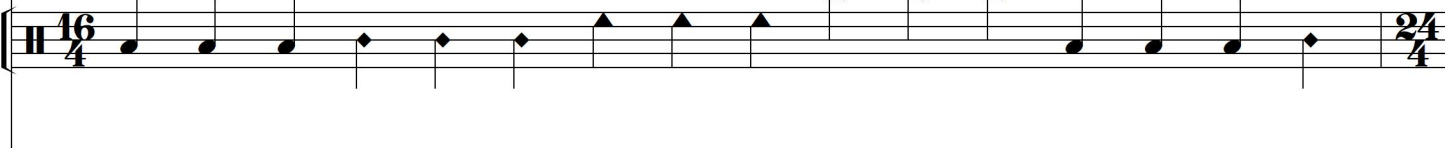
A1  **f** **16**/**4**

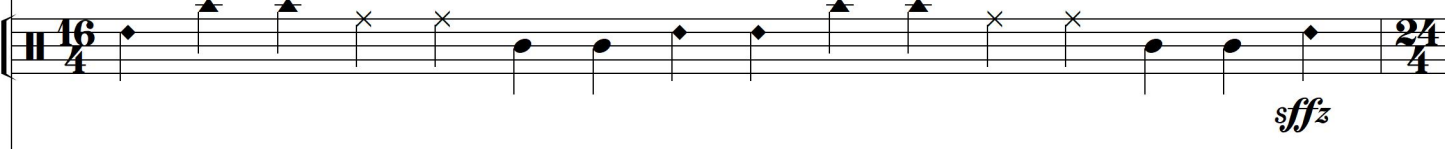
A2  **f** **16**/**4**

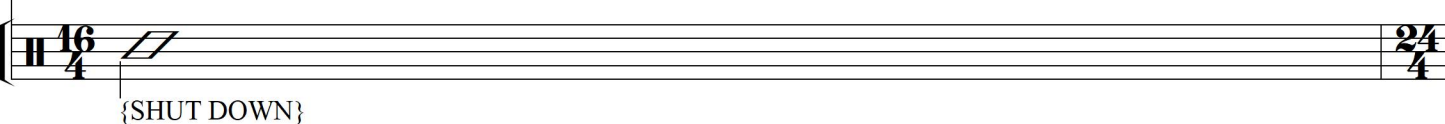
A3  **f** **sffz** **16**/**4**

41 rit. grad. a ♩ = 60


DS  **sffz** **24**/**4**

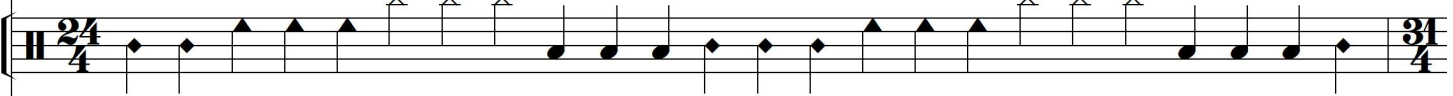
A1  **24**/**4**

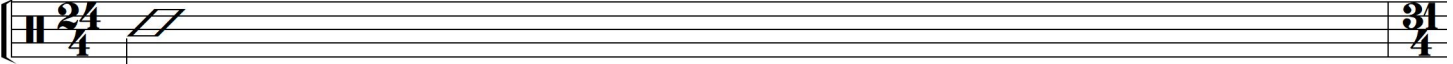
A2  **sffz** **24**/**4**

A3  **{SHUT DOWN}** **24**/**4**

42 ♩ = 60

DS 


A1 


A2 

sfz

31/4

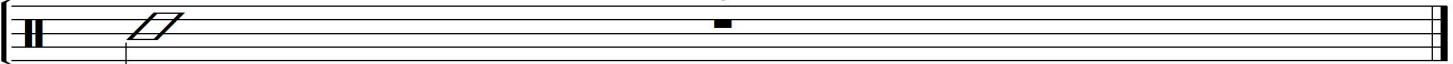
43 *accel al fine ad lib*

DS 

A1 

{SHUT DOWN}

44

DS 

{SHUT DOWN}

After fermata, assistants join drummer for bow at drum set position.
 Drummer remains still while assistants bow.
 Turn on house lights after assistants leave stage to signal end of piece.