

The Steam Age

- Lawrence Reed

♩ = 130

The musical score is written for guitar in the key of D major (one sharp) and 4/4 time. It consists of ten staves of music, each starting with a measure number. The score includes various guitar techniques and articulations:

- Staff 1 (measures 1-4):** Labeled "muted strings". The music features a rhythmic pattern of eighth notes with a muted, percussive quality.
- Staff 2 (measures 5-8):** Labeled "nat." (natural harmonics). It continues the rhythmic pattern with natural harmonics on the strings.
- Staff 3 (measures 9-12):** Labeled "gliss" (glissando). It features glissandos over the strings, with some measures containing triplets and fingerings (1, 2, 3).
- Staff 4 (measures 13-16):** Continues the glissando technique with more complex rhythmic patterns and fingerings.
- Staff 5 (measures 17-20):** Labeled "gliss" and "harm 8ve" (8th natural harmonic). It includes glissandos and natural harmonics.
- Staff 6 (measures 21-24):** Labeled "harm 8ve" and "gliss". It features natural harmonics and glissandos.
- Staff 7 (measures 25-28):** Labeled "gliss" and "gliss". It continues with glissandos and includes fingerings (1, 2, 3) and circled numbers 4 and 5.
- Staff 8 (measures 29-32):** Labeled "gliss". It features glissandos and includes fingerings (1, 2, 3) and circled numbers 4 and 5.
- Staff 9 (measures 33-36):** Labeled "BII" (bend into second). It includes bends and includes fingerings (1, 2, 3) and circled numbers 4 and 5.
- Staff 10 (measures 37-40):** Labeled "BII" and "1/2BII" (half-bend). It features bends and half-bends with fingerings (1, 2, 3) and circled numbers 4 and 5.

42 BVII *a* *p* BVII *rall* BV *p* ① ②

emphasis sim

47 muted strings *a tempo*

51 *nat.*

55 *gliss* *gliss* ④ ⑤ *gliss*

59

63 *gliss* *gliss*

67 *rall* BXII *a tempo* BX

70 *rhythm sim up to bar 95* BX *mf*

74 *pont* *nat* *pont* *nat*

78 *gliss* *gliss* XII *8va* -1 *gliss*

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82 BX BX

86 gliss

90 gliss gliss

94 XII δ^{va-1} gliss BX muted strings bass to nat.

98

102

105 nat. $\text{♩} = 115$ *rall.* *p*

109 gliss δ^{va-1} 3 gliss harm. VII δ^{va-1}

114 *rubato* BX gliss gliss

118 gliss

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161

gliss

165

gliss

169

172

175

gliss

178

rall

BXII

180

BX

gliss

gliss

184

accel to presto

188

presto

rall

a tempo

