

CONTENTS

IMAGES AND WORDS

Learning to Live	4
Wait for Sleep	17
Metropolis - Part 1: The Miracle and the Sleeper	22

AWAKE

Scarred	35
6:00	44

METROPOLIS PT. 2: SCENES FROM A MEMORY

Scene Two: 1. Overture 1928	56
Scene Three: I. Through My Words	62
Scene Three: II. Fatal Tragedy	64
Scene Four: Beyond This Life	76
Scene Nine: Finally Free	92

SIX DEGREES OF INNER TURBULENCE

The Great Debate	107
Six Degrees of Inner Turbulence (selections from)	
II. About to Crash	125
III. War Inside My Head	128
IV. The Test That Stumped Them All	131
V. Goodnight Kiss	137
VI. Solitary Shell	138

TRAIN OF THOUGHT

Endless Sacrifice	144
Vacant	156
Stream of Consciousness	160

Learning to Live

Music by JAMES LABRIE, KEVIN MOORE,
JOHN MYUNG, JOHN PETRUCCI, and MIKE PORTNOY
Lyrics by JOHN MYUNG

Intro:

Tempo I: ♩ = 140

1st Time: Solo
2nd Time: Drums Enter
3rd Time: Guitar Enters
N.C.
Percussive Attack*

Play 4 Times

*Patch also sounds 8vb.

Saw Lead

Percussive Attack*

E5/B G5/D A5/E

*Patch also sounds 8vb.

N.C.

E5/B G5/D

N.C.
Pad

A 0:52

Saw Lead

Note: The guitar and drums play in the time signatures shown. The keys play a polyrhythm which is reflected by the note beaming.

(8)

Wait for Sleep

Music and lyrics by KEVIN MOORE

Intro:
Tempo I: ♩ = 166
Piano w/ String Pad*

Esus4 Am/E Cmaj7

*w/sustain pedal

Am7 Esus4 Am/E

A 0:15

Verse 1:
Esus4

Cmaj7 Am7

Stand - ing by the

Am/E Cmaj7 Am7 Bsus4

win - dow, _____ eyes up - on the moon. _____

Scene Four: Beyond This Life

Music by JOHN MYUNG, JOHN PETRUCCI,
MIKE PORTNOY, and JORDAN RUDESS
Lyrics by JOHN PETRUCCI

Intro: **A** 0:07
Tempo I: ♩ = 176

4 Matrix Growl

G#5 B5 G5 F#5 G#5 B5 G5 F#5 G#5 B5 G5 F#5

C5 B5 Bb5 A5 N.C. Mallet + Pad

G#5 B5 G5 F#5 G#5 B5 G5 F#5

Kalimba Patch

1. G#5 B5 G5 F#5

Ear Bleeder Patch

2. C5 B5 Bb5 A5 G#5 B5 G5 F#5 C5 B5 Bb5 A5

The Great Debate

Music by JOHN MYUNG, JOHN PETRUCCI,
MIKE PORTNOY, and JORDAN RUDESS
Lyrics by JOHN PETRUCCI

Tempo I: ♩ = 164
Esus4(7)
Fast Attack Pad*

*Octave changes performed using octave button.

Play 3 Times

*Drums enter.

Play 3 Times