Selections from the real-world augmented reality mobile game

Harry Potter: Wizards Unite

Featuring Hedwig's Theme, Profile: Selfie Avatar, Fawkes the Phoenix,

Care of Magical Creatures Encounter, and Victory Fanfare



Whether or not you have the *Harry Potter: Wizards Unite* augmented reality game on your mobile device, you're sure to recognize the iconic music used in the Harry Potter franchise. Five diverse excerpts from the game are included in this medley. Wands at the ready? Let the magic begin!

PROGRAM NOTES

Drawing heavily upon the inspiration and creative genius that is the Wizarding World of J. K. Rowling, *Harry Potter:* Wizards Unite, the augmented-reality mobile game, allows participants to interact on a personal, real-time level as they travel within a hidden universe around them that they never knew existed until now.

Players combat Fantastic Beasts, brew potions, find magical artifacts, and cast life-changing spells along with well-known characters from the franchise. But whether or not you have the game app on your mobile device, the music heard throughout (including the five titles in this arrangement) is familiar to everyone who has experienced the Harry Potter films. So, my wizarding friends, wands at the ready! Here we go!

NOTE FROM THE EDITOR

In orchestral music, there are many editorial markings that are open for interpretation. In an effort to maintain consistency and clarity you may find some of these markings in this piece. In general, markings for fingerings, bowing patterns, and other items will only be marked with their initial appearance. For a more detailed explanation of our editorial markings, please download the free PDF at www.alfred.com/stringeditorial.

X – (b), (b), (b), (b) (c) extended position shift bow lift/reset high or low fingerings hooked bowings

I hope you will find these explanations to be helpful. Best wishes with all of your musical endeavors!

Chris M. Roynotas

Chris M. Bernotas
Director of String Publications



NOTES TO THE CONDUCTOR

Scored for overall accessibility, players will encounter few technical problems as they practice and rehearse their way through this title. Most of the arrangement is set in D major, with a few essential chromatics in several places.

Each of the five excerpts has its own inherent style, requiring a slightly different approach to effective performance, from the light, mystical "Hedwig's Theme," to the invigoratingly triumphant "Victory Fanfare."

Some fun staging options may present themselves. Players could have hats, wands, or other Potter paraphernalia on the floor next to their chairs to display just before they perform this arrangement. Also, the conductor could be presented with a wand to conduct with from the narrator, or better yet, from an appropriately costumed character who magically appears on stage (with appropriate lighting and perhaps special effects).

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