



As performed by Imagine Dragons and J.I.D


# Enemy

From the series Arcane League of Legends

Words and Music by Justin Tranter, Daniel Platzman, Robin Lennart Fredriksson, Mattias Larsson, Daniel Sermon, Daniel Reynolds and Benjamin McKee

Arranged by Chris M. Bernotas

### INSTRUMENTATION

- 1 Full Score
- 8 Violin I
- 8 Violin II
- 5 Violin III (Viola )
- 5 Viola
- 5 Cello
- 5 String Bass
- 1 Drumset (Optional)
- 2 Percussion (Optional)  
(Suspended Cymbal, Tambourine)

### PROGRAM NOTES

This powerful piece by Imagine Dragons and J.I.D is featured in the Netflix animated series *Arcane League of Legends*. It has a pulse-pounding rhythm and an intense chorus that will draw you in. This chart-topping piece will make your ensemble shine.

### NOTES TO THE CONDUCTOR

This arrangement is a mixture of the Netflix version and the radio edit. Their combined styles make for a powerful selection. The tempo can be in a fast  $\frac{4}{4}$  but should have a half-time feel

This song offers a terrific opportunity to focus on the quarter-note triplet. You may want to consider isolating that rhythm and designing some warm-up exercises to help the ensemble learn to perform it evenly and without rushing the tempo. As with any piece of music, balance within the ensemble is essential. Always have the melody at the forefront. Adjust the dynamics as you see fit, based on the needs of your ensemble.

The drumset part and percussion parts are completely optional. Including one or both parts would certainly enhance the sound and feel of the music and excitement, but the strings alone are very effective.

This piece is a great way to connect your students with fantastic pedagogical concepts while exciting them with music they know! I hope you have a wonderful, musical performance.

### 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](http://www.alfred.com/stringeditorial).

X  
extended position

-  
shift

'  
bow lift/reset

(b), (#), (h)  
high or low fingerings

▣▣ or V V  
hooked bowings



**Preview Only**  
Legal Use Requires Purchase

As performed by Imagine Dragons and J.I.D

# Enemy

From the series Arcane League of Legends

Words and Music by Justin Tranter,  
Daniel Platzman, Robin Lennart Fredriksson,  
Mattias Larsson, Daniel Sermon,  
Daniel Reynolds and Benjamin McKee

Arranged by Chris M. Bernotas

FULL SCORE  
Duration - 2:15

Fast, with a half-time feel ♩ = 144

The musical score is arranged in two systems. The first system (measures 1-4) includes parts for Violins I & II, Viola (Violin III), Cello, String Bass, Drumset (Optional), and Percussion (Optional). The second system (measures 5-8) includes parts for Violins I & II, Viola (Violin III), Cello, String Bass, Drumset, and Percussion. The score features various dynamics such as *mp*, *f*, *mf*, and *pizz.*, along with articulation marks like accents and slurs. The drumset part includes notation for Mid. Tom, B.D., and Sus. Cym. (w/sticks). The percussion part includes notation for Suspended Cymbal and Tambourine. The score is marked with a tempo of 144 beats per minute and a half-time feel.

© 2021 JUSTIN'S SCHOOL FOR GIRLS (BMI) and SONGS OF WOLF COUSINS (STIM)

All Rights on Behalf of SONGS OF WOLF COUSINS Administered by WC MUSIC CORP.

All Rights on Behalf of JUSTIN'S SCHOOL FOR GIRLS Administered by WARNER-TAMERLANE PUBLISHING CORP.

This Arrangement © 2022 JUSTIN'S SCHOOL FOR GIRLS (BMI) and SONGS OF WOLF COUSINS (STIM)



9

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

*mf*

x4

9 10 11 12

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

13 14 15 16

17

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

arco

arco

x4

3

3

3

2

17 18 19 20

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

3

3

3

3

3

(w/mallets)

*mp*

21 22 23 24

25

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

H.H.

S.D.

Tamb.

*f*

*ff*

*f*

*mp*

25 26 27 28

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

*f*

29 30 31 32

33

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

(w/sticks)

33 34 35 36

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

*mf*

*mf*

*mf*

37 38 39 40

41

Vlns. I *mp*

Vlns. II *mp*

Vla. (Vln. III)

Cello

Str. Bass

Drumset *mf* Ride Cym.

Perc. *mf*

41 42 43 44

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

45 46 47 48



49

Vlns. I *mf*

Vlns. II *mf*

Vla. (Vln. III)

Cello

Str. Bass

Drumset H.H.

Perc.

49 50 51 52

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello <sup>-1</sup>

Str. Bass

Drumset

Perc. (w/mallets)

*mp*

53 54 55 56

57

I Vlns.

II Vlns.

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

57 58 59 60

I Vlns.

II Vlns.

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

61 62 63 64

65

Vlns. I *mf*

Vlns. II *mf*

Vla. (Vln. III)

Cello

Str. Bass *mf*

Drumset *mf*

Perc. (w/sticks) *mf*

65 66 67 68

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc. (w/mallets) *mp*

69 70 71 72

73

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

*f*

*f*

*f*

*f*

*f*

*f*

*f*

*f*

73 74 75 76

*mp*

Vlns. I

Vlns. II

Vla. (Vln. III)

Cello

Str. Bass

Drumset

Perc.

*f*

*f*

*f*

*f*

*f*

*f*

*f*

*f*

77 78 79 80

*mp*