

Bartender

Composer: Shinichi Sakamoto

Game: Wonder Boy in Monster Land

pianogame.org

Classical Guitar, Wonder Boy in Monster Land - Bartender's Theme

5-str. Electric Bass, RE: Oedipus (oedipus@islandia.is)

Pan Flute, CPU: Arcade, ST, Amiga, PC-Engine, Game Gear.

$\text{♩} = 94$

2

Guit.

El. B.

Pn. Fl.

4

Guit.

El. B.

Pn. Fl.

6

Guit.

El. B.

Pn. Fl.

8

Guit.

El. B.

Pn. Fl.

10

Guit. 

El. B. 

Pn. Fl. 

12

Guit. 

El. B. 

Pn. Fl. 

14

Guit. 

El. B. 

Pn. Fl. 

16

Guit. 

El. B. 

Pn. Fl. 

18

Guit. 

El. B. 

Pn. Fl. 

20

Guit.

El. B.

Pn. Fl.

Three staves of music for guitar, electric bass, and piano/flute. The key signature has three sharps (F#, C#, G#). Measure 20: Guitar has a complex melodic line with many accidentals; Electric Bass has a steady eighth-note pattern; Piano/Flute has a simple eighth-note accompaniment. Measure 21: Guitar continues with a similar complex line; Electric Bass continues with eighth notes; Piano/Flute continues with eighth notes.

22

Guit.

El. B.

Pn. Fl.

Three staves of music for guitar, electric bass, and piano/flute. Measure 22: Guitar has a complex melodic line; Electric Bass has a steady eighth-note pattern; Piano/Flute has a simple eighth-note accompaniment. Measure 23: Guitar continues with a similar complex line; Electric Bass continues with eighth notes; Piano/Flute continues with eighth notes.

24

Guit.

El. B.

Pn. Fl.

Three staves of music for guitar, electric bass, and piano/flute. Measure 24: Guitar has a complex melodic line; Electric Bass has a steady eighth-note pattern; Piano/Flute has a simple eighth-note accompaniment. Measure 25: Guitar continues with a similar complex line; Electric Bass continues with eighth notes; Piano/Flute continues with eighth notes.