

# Next Mission Code

Composer: Masahiko Ishida

Game: R-Type

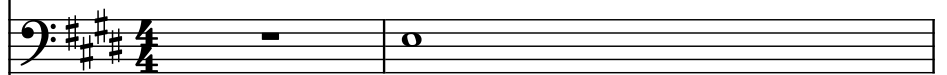
[pianogame.org](http://pianogame.org)

♩ = 150

Atmosphere Synthesizer, Sampler



Contrabass, Acoustic Bass

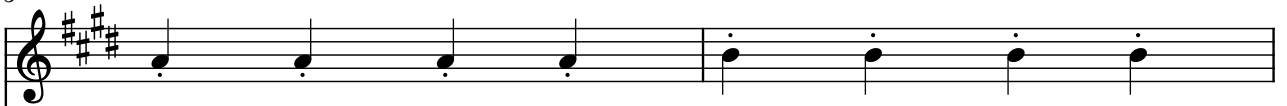


Celesta, Celesta

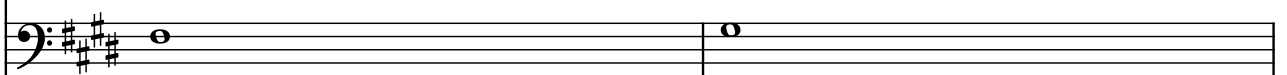


3

Synth.



Cb.

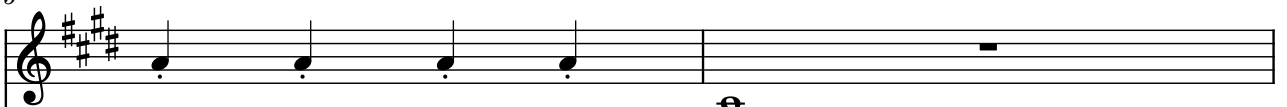


Cel.

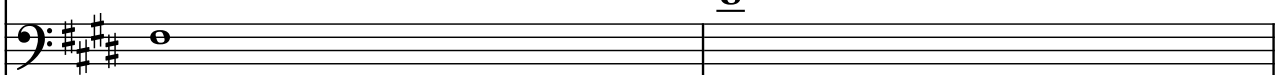


5

Synth.



Cb.

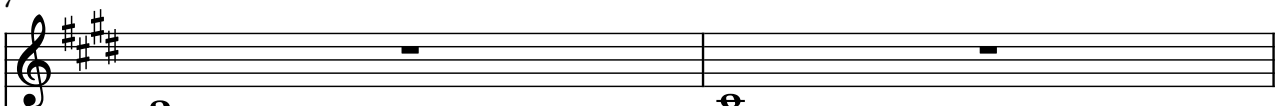


Cel.

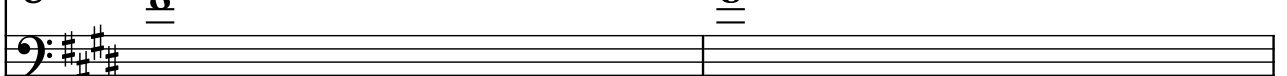


7

Synth.



Cb.



Cel.



9

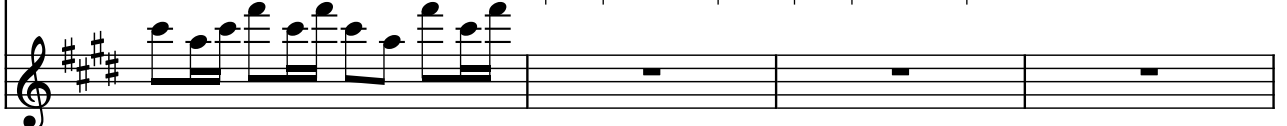
Synth.



Cb.



Cel.



13

Synth.

Cb.

Cel.

Measures 13-18: Synth. plays chords (F#4, C#5, G#4, D#5) in the first four measures, then a descending eighth-note line (F#4, E4, D4, C4, B3, A3). Cb. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2). Cel. is silent.

19

Synth.

Cb.

Cel.

Measures 19-23: Synth. plays a descending eighth-note line (F#4, E4, D4, C4, B3, A3). Cb. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2). Cel. is silent.

24

Synth.

Cb.

Cel.

Measures 24-25: Synth. plays a descending eighth-note line (F#4, E4, D4, C4, B3, A3). Cb. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2). Cel. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2).

26

Synth.

Cb.

Cel.

Measures 26-27: Synth. plays a descending eighth-note line (F#4, E4, D4, C4, B3, A3). Cb. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2). Cel. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2).

28

Synth.

Cb.

Cel.

Measures 28-29: Synth. is silent. Cb. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2). Cel. plays a descending eighth-note line (F#3, E3, D3, C3, B2, A2).

30

Synth.

Cb.

Cel.

33

Synth.

Cb.

Cel.

40

Synth.

Cb.

Cel.

46

Synth.

Cb.

Cel.

48

Synth.

Cb.

Cel.

50

Synth.

Cb.

Cel.

Measures 50-51. The Synth. part has whole rests. The Cb. part has whole notes G2 and G1. The Cel. part has a continuous eighth-note pattern.

52

Synth.

Cb.

Cel.

Measures 52-54. The Synth. part has whole rests. The Cb. part has whole notes G2 and G1, then quarter notes G2, G2, G2, G2. The Cel. part has a continuous eighth-note pattern.