

Opening & Title (2)

Composer: Takashi Tateishi

Game: Mega Man II

pianogame.org

♩ = 108

Oboe, Introduction

Orff Alto Glockenspiel, Mega Man 2

Electric Piano, -----

4

Ob.

O. A. Glk.

El. Pno.

7

Ob.

O. A. Glk.

El. Pno.

11

Ob.

O. A. Glk.

El. Pno.

♩ = 112 **♩ = 116**

14

Ob. $\text{♩} = 120$ $\text{♩} = 124$ $\text{♩} = 128$ $\text{♩} = 132$ $\text{♩} = 136$ $\text{♩} = 140$

O. A. Glk.

El. Pno.

Measures 14-16. The Oboe part features a melodic line with triplets and a tempo increase from 120 to 140 bpm. The Electric Piano part provides a harmonic accompaniment with eighth notes and triplets. The Oboe A. Glk. part is silent.

17

Ob. $\text{♩} = 144$ $\text{♩} = 148$ $\text{♩} = 152$ $\text{♩} = 156$ $\text{♩} = 178$

O. A. Glk.

El. Pno.

Measures 17-20. The Oboe part continues the melodic line with triplets and a tempo increase from 144 to 178 bpm. The Electric Piano part continues the harmonic accompaniment. The Oboe A. Glk. part is silent.