

Battle (2)

Composer: Kouji Niikura

Game: Paladin's Quest

pianogame.org

$\text{♩} = 240$ $\text{♩} = 160$

Bass Guitar, Pick Bs.

Grand Piano, R Piano

Automobile Brake Drums, Tim.

B. Guit.

Pno.

Aut. Brk. Dr.

B. Guit.

Pno.

Aut. Brk. Dr.

B. Guit.

Pno.

Aut. Brk. Dr.

11

B. Guit.

Pno.

Aut. Brk. Dr.

14

B. Guit.

Pno.

Aut. Brk. Dr.

17

B. Guit.

Pno.

Aut. Brk. Dr.

21

B. Guit.

Pno.

Aut. Brk. Dr.

24

B. Guit.

Pno.

Aut. Brk. Dr.

The musical score is written for three instruments: B. Guit. (Bass Guitar), Pno. (Piano), and Aut. Brk. Dr. (Automatic Break Drum). The score is divided into five systems, each starting with a measure number (11, 14, 17, 21, 24). The B. Guit. part is in bass clef and features various triplet and sixteenth-note patterns. The Pno. part is in treble clef and includes triplet patterns and rests. The Aut. Brk. Dr. part is in common time and shows a consistent rhythmic pattern of eighth notes and rests.

27

B. Guit.

Pno.

Aut. Brk. Dr.

30

B. Guit.

Pno.

Aut. Brk. Dr.

33

B. Guit.

Pno.

Aut. Brk. Dr.

36

B. Guit.

Pno.

Aut. Brk. Dr.

40

B. Guit.

Pno.

Aut. Brk. Dr.

43

B. Guit.

Pno.

Aut. Brk. Dr.

3 3 3 3 3 3 3

3 3 3 3

46

B. Guit.

Pno.

Aut. Brk. Dr.

3 3 3 3

3 3