

# Game Over

Composer: Michel Baradari

Game: Prehistoric Tale

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

Oboe, A Prehistoric Tale - Highscore

Mallet Synthesizer, BY: Albinoni (arr. Jochen Hippel)

String Synthesizer, RE: Oedipus (oedipus@mi.is)

$\text{♩} = 126$

5

10

14

18

Ob.

Mal. Syn.

Synth.

22

Ob.

Mal. Syn.

Synth.

27

Ob.

Mal. Syn.

Synth.

33

Ob.

Mal. Syn.

Synth.

Detailed description of the musical score: The score is written for three instruments: Oboe (Ob.), Mal. Syn., and Synth. The key signature has four flats. The Oboe part (Ob.) features melodic lines with slurs and accents. The Mal. Syn. part includes triplets and slurs. The Synth. part consists of sustained chords with slurs. Measure numbers 18, 22, 27, and 33 are indicated at the start of each system.

38

Ob.

Mal. Syn.

Synth.

3

42

Ob.

Mal. Syn.

Synth.

3

46

Ob.

Mal. Syn.

Synth.

3

51

Ob.

Mal. Syn.

Synth.

3

57

Ob.

Mal. Syn.

Synth.

61

Ob.

Mal. Syn.

Synth.

66

Ob.

Mal. Syn.

Synth.

70

Ob.

Mal. Syn.

Synth.

This musical score is written for three instruments: Oboe (Ob.), Malacca Synthesizer (Mal. Syn.), and Synthesizer (Synth.). The score is organized into four systems, each containing three staves. The key signature is B-flat major (two flats). The first system (measures 57-60) features the Oboe playing a melodic line with eighth and sixteenth notes, while the Malacca Synthesizer and Synthesizer provide harmonic support with sustained chords and triplets. The second system (measures 61-64) continues the melodic development in the Oboe, with the Malacca Synthesizer adding more complex rhythmic patterns. The third system (measures 66-69) shows a shift in the Oboe's melodic focus, with the Malacca Synthesizer and Synthesizer maintaining a steady harmonic foundation. The fourth system (measures 70-73) concludes the passage with a final melodic flourish in the Oboe and sustained chords in the other two instruments. Various musical notations are used, including slurs, ties, and triplet markings, to indicate the intended performance style.

5

♪ = 80

♪ = 81

♪ = 82

♪ = 83

♪ = 84

♪ = 85

♪ = 86

♪ = 87

♪ = 88

♪ = 89

♪ = 90

♪ = 91

♪ = 92

♪ = 93

♪ = 94

♪ = 95

♪ = 96

♪ = 97

♪ = 98

♪ = 99

♪ = 100

♪ = 101

♪ = 102

♪ = 103

♪ = 104

♪ = 105

♪ = 106

♪ = 107

♪ = 108

♪ = 109

♪ = 110

♪ = 111

♪ = 112

♪ = 113

♪ = 114

♪ = 115

♪ = 116

♪ = 117

♪ = 118

♪ = 119

♪ = 120

♪ = 121

♪ = 122

♪ = 123

♪ = 124

♪ = 125

75

Ob.

Mal. Syn.

Synth.