

Orchid (2)

Composer: Robin Beanland

Game: Killer Instinct Gold

pianogame.org

♩ = 145

Effect Synthesizer, Sampler

Brass Synthesizer, Brass

Bass Synthesizer, Electric Bass

3

Synth.

Synth.

Synth.

5

Synth.

Synth.

Synth.

7

Synth.

Synth.

Synth.

9

Synth.

Synth.

Synth.

12

Synth.

Synth.

Synth.

15

Synth.

Synth.

Synth.

17

Synth.

Synth.

Synth.

19

Synth.

Synth.

Synth.

19

21

Synth.

Synth.

Synth.

21

23

Synth.

Synth.

Synth.

23

25

Synth.

Synth.

Synth.

25

27

Synth.

Synth.

Synth.

29

Synth.

Synth.

Synth.

31

Synth.

Synth.

Synth.

33

Synth.

Synth.

Synth.

35

Synth.

This system contains measures 35 and 36. It features three staves, each labeled 'Synth.'. The top staff is in bass clef and contains a sequence of eighth and sixteenth notes with ties. The middle staff is a grand staff (treble and bass clefs) with a similar rhythmic pattern. The bottom staff is in bass clef and contains a sequence of eighth and sixteenth notes. The music is in a minor key, indicated by the flat symbols on the notes.

37

Synth.

This system contains measures 37 and 38. It features three staves, each labeled 'Synth.'. The top staff is in bass clef and contains a sequence of eighth and sixteenth notes with ties. The middle staff is a grand staff (treble and bass clefs) with a similar rhythmic pattern. The bottom staff is in bass clef and contains a sequence of eighth and sixteenth notes. The music is in a minor key, indicated by the flat symbols on the notes.

39

Synth.

This system contains measures 39 and 40. It features three staves, each labeled 'Synth.'. The top staff is in bass clef and contains a sequence of eighth and sixteenth notes with ties. The middle staff is a grand staff (treble and bass clefs) with a similar rhythmic pattern. The bottom staff is in bass clef and contains a sequence of eighth and sixteenth notes. The music is in a minor key, indicated by the flat symbols on the notes.

42

Synth.

Synth.

Synth.

42

44

Synth.

Synth.

Synth.

44

46

Synth.

Synth.

Synth.

46

48

Synth.

Synth.

Synth.

48

50

Synth.

Synth.

Synth.

52

Synth.

Synth.

Synth.

54

Synth.

Synth.

Synth.

56

Synth.

Synth.

Synth.

58

58

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

60

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

62

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

64

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

Synth.

66

Synth.

Synth.

Synth.

69

Synth.

Synth.

Synth.

72

Synth.

Synth.

Synth.

74

Synth.

Synth.

Synth.

This musical score is for three synthesizer parts, labeled 'Synth.' on the left of each staff. The score is divided into four systems, with measure numbers 66, 69, 72, and 74 marking the beginning of each system. The first system (measures 66-68) features a complex, fast-moving melody in the top Synth. part, while the middle and bottom parts provide harmonic support with slower-moving lines. The second system (measures 69-71) shows a change in texture, with the top Synth. part continuing its melodic line and the middle Synth. part featuring a long, sustained note. The third system (measures 72-73) introduces a new melodic line in the top Synth. part, while the middle and bottom parts continue their harmonic roles. The fourth system (measures 74-75) concludes the passage with a final melodic flourish in the top Synth. part and sustained harmonic support from the other two parts. The notation includes various musical symbols such as notes, rests, beams, and slurs, indicating the timing and phrasing of the music.

76

Synth.

Synth.

Synth.

78

Synth.

Synth.

Synth.

♩ = 126

81

Synth.

Synth.

Synth.