

# **Labyrinth Zone (7)**

Composer: Masato Nakamura

Game: Sonic the Hedgehog

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

♩ = 120

Acoustic Guitar, Acoustic Guitar

Piano, Piano

Contrabass, Acoustic Bass

Measure 1: Acoustic Guitar (rest), Piano (G4, A4, B4, C5), Contrabass (rest).

Measure 2: Acoustic Guitar (rest), Piano (G4, A4, B4, C5), Contrabass (rest).

Measure 3: Acoustic Guitar (rest), Piano (G4, A4, B4, C5), Contrabass (rest).

Measure 4: Acoustic Guitar (G4), Piano (G4, A4, B4, C5), Contrabass (G2, A2, B2, C3).

4

Guit.

Pno.

Cb.

Measure 4: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 5: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 6: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

7

Guit.

Pno.

Cb.

Measure 7: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 8: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 9: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

10

Guit.

Pno.

Cb.

Measure 10: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 11: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

Measure 12: Guit. (G4, A4, B4, C5), Pno. (G4, A4, B4, C5), Cb. (G2, A2, B2, C3).

14

Guit.

Pno.

Cb.

19

Guit.

Pno.

Cb.

23

Guit.

Pno.

Cb.

26

Guit.

Pno.

Cb.

29

Guit.

Pno.

Cb.

This musical score consists of three staves: Guitar (Guit.), Piano (Pno.), and Contrabass (Cb.). Measure 29 begins with a guitar solo marked with an '8' (octave), featuring a series of eighth and sixteenth notes. The piano accompaniment provides a harmonic foundation with sustained chords and moving lines in both hands. The contrabass part features a melodic line with eighth and sixteenth notes, including a key signature change to one sharp (F#) in measure 31. The piece concludes in measure 31 with a final chord and a whole note in the contrabass.