

Audience Help (2)

Composer: Paul Farrer

Game: Who Wants To Be A Millionaire?

pianogame.org

$\text{♩} = 115$

Bass Synthesizer, Synth

Violoncellos (section), Strings

4-Piece Drum Kit, Percussion

Measure 1: Bass Synthesizer (F4, G4, A4, Bb4, C5, D5, E5, F5), Violoncellos (C2, E2, G2, Bb2, D3), 4-Piece Drum Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 2: Bass Synthesizer (F4, G4, A4, Bb4, C5, D5, E5, F5), Violoncellos (C2, E2, G2, Bb2, D3), 4-Piece Drum Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 3: Bass Synthesizer (F4, G4, A4, Bb4, C5, D5, E5, F5), Violoncellos (C2, E2, G2, Bb2, D3), 4-Piece Drum Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 4: Bass Synthesizer (F4, G4, A4, Bb4, C5, D5, E5, F5), Violoncellos (C2, E2, G2, Bb2, D3), 4-Piece Drum Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

2

Synth.

Vcs.

D. Kit

Measure 5: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 6: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 7: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 8: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

4

Synth.

Vcs.

D. Kit

Measure 9: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 10: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 11: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).

Measure 12: Synth. (F4, G4, A4, Bb4, C5, D5, E5, F5), Vcs. (C2, E2, G2, Bb2, D3), D. Kit (Bass: C2, E2, G2, Bb2, D3; Hi-hat: x, x, x, x).