

Kraid's Hideout (3)

Composer: Hip Tanaka

Game: Metroid

pianogame.org

♩ = 145

Mallet Synthesizer, Lead Square 1

Percussion Synthesizer, Lead Triangle

Mallet Synthesizer, Lead Square 2

2

Mal. Syn.

Perc. Syn.

Mal. Syn.

4

Mal. Syn.

Perc. Syn.

Mal. Syn.

6

Mal. Syn.

Perc. Syn.

Mal. Syn.

8

Mal. Syn.

Perc. Syn.

Mal. Syn.

10

Mal. Syn.

Perc. Syn.

Mal. Syn.

12

Mal. Syn.

Perc. Syn.

Mal. Syn.

The musical score is organized into four systems, each containing three staves. The first staff in each system is labeled 'Mal. Syn.' and uses a treble clef with a key signature of one sharp (F#). The second staff is labeled 'Perc. Syn.' and uses a percussion clef. The third staff is also labeled 'Mal. Syn.' and uses a treble clef with a key signature of one sharp (F#). The score is marked with measures 6, 8, 10, and 12 at the beginning of each system. The notation includes various rhythmic values, including eighth and sixteenth notes, and is heavily marked with triplet brackets and syncopation. The Perc. Syn. staff includes asterisks on some notes, likely indicating specific percussion sounds. The Mal. Syn. staves feature complex melodic lines with many beamed notes and rests.

3 3 3 3 3 3 3 3

14

Mal. Syn.

Perc. Syn.

Mal. Syn.

3 3 3 3 3 3 3 3

16

Mal. Syn.

Perc. Syn.

Mal. Syn.

3 3 3 3 3 3 3 3

18

Mal. Syn.

Perc. Syn.

Mal. Syn.

3 3 3 3 3 3

20

Mal. Syn.

Perc. Syn.

Mal. Syn.

22

Mal. Syn.

Perc. Syn.

Mal. Syn.

24

Mal. Syn.

Perc. Syn.

Mal. Syn.

27

Mal. Syn.

Perc. Syn.

Mal. Syn.