

Corneria

Composer: Hajime Hirasawa

Game: Super Smash Bros. Melee

pianogame.org

♩ = 109

Timpani, Timpani

Heckelphone-clarinet, Oboe

Bass Synthesizer, Synth Bass 3

3
Timp.

Hph.-cl.

Synth.

6
Timp.

Hph.-cl.

Synth.

Measures 1-5 of the score. The Timpani part has rests. The Heckelphone-clarinet and Oboe part features a melodic line with eighth notes and triplets. The Bass Synthesizer and Synth Bass 3 part features a rhythmic pattern of eighth notes and triplets.

Measures 6-8 of the score. The Timpani part has a melodic line with eighth notes and triplets. The Heckelphone-clarinet and Oboe part features a melodic line with eighth notes and triplets. The Synth. part features a rhythmic pattern of eighth notes and triplets.

Measures 9-11 of the score. The Timpani part has a melodic line with eighth notes and triplets. The Heckelphone-clarinet and Oboe part features a melodic line with eighth notes and triplets. The Synth. part features a rhythmic pattern of eighth notes and triplets.

Measures 12-14 of the score. The Timpani part has a melodic line with eighth notes and triplets. The Heckelphone-clarinet and Oboe part features a melodic line with eighth notes and triplets. The Synth. part features a rhythmic pattern of eighth notes and triplets.

♩ = 80

12 ♩ = 109

12 ♩ = 109

Timp.

Hph.-cl.

Synth.

3 3 3 3 3 3 3 3

14 ♩ = 152

14 ♩ = 152

Timp.

Hph.-cl.

Synth.

3 3 3 3

17

17

Timp.

Hph.-cl.

Synth.

20

20

Timp.

Hph.-cl.

Synth.

3

24

24

Timp.

Hph.-cl.

Synth.

3



27

27

Timp.

Hph.-cl.

Synth.

3 3 3 3



31

31

Timp.

Hph.-cl.

Synth.

3 3 3 3



35

35

Timp.

Hph.-cl.

Synth.

3 3

$\text{♩} = 109$

$\text{♩} = 159$
3 3



38 $\text{♩} = 109$

Timp.

Hph.-cl.

Synth.

41

Timp.

Hph.-cl.

Synth.

44 $\text{♩} = 80$ $\text{♩} = 109$

Timp.

Hph.-cl.

Synth.

46

Timp.

Hph.-cl.

Synth.