

Enter Password

Composer: Jun Chikuma

Game: Bomberman '94 (Japan)

pianogame.org

♩ = 112

Bass Synthesizer, Bomberman '94 - Enter Password

Effect Synthesizer, BY: ?

Percussive Organ, SEQ: Oedipus (oedipus@islandia.is)

First system of musical notation (measures 1-3) in 4/4 time. The Bass Synthesizer (bass clef) plays a sequence of eighth notes: G2, F2, E2, D2, C2, B1, A1, G1. The Effect Synthesizer (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The Percussive Organ (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

3

Second system of musical notation (measures 4-6). The Bass Synthesizer (bass clef) continues the sequence of eighth notes: G1, F1, E1, D1, C1, B0, A0, G0. The Effect Synthesizer (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The Percussive Organ (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

6

Third system of musical notation (measures 7-9). The Bass Synthesizer (bass clef) continues the sequence of eighth notes: G0, F0, E0, D0, C0, B-1, A-1, G-1. The Effect Synthesizer (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The Percussive Organ (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

9

Fourth system of musical notation (measures 10-12). The Bass Synthesizer (bass clef) continues the sequence of eighth notes: G-1, F-1, E-1, D-1, C-1, B-2, A-2, G-2. The Effect Synthesizer (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The Percussive Organ (treble clef) plays a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

12

Synth.

Synth.

Perc. Org.

15

Synth.

Synth.

Perc. Org.

18

Synth.

Synth.

Perc. Org.

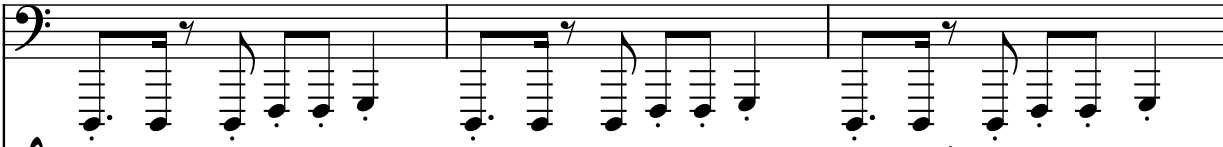
21


Synth.


Synth.

Perc. Org.

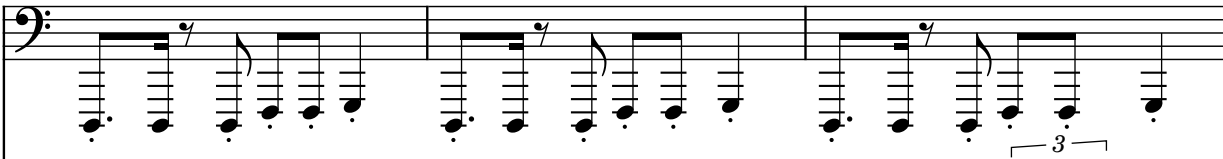
24


Synth. 


Synth. 

Perc. Org. 

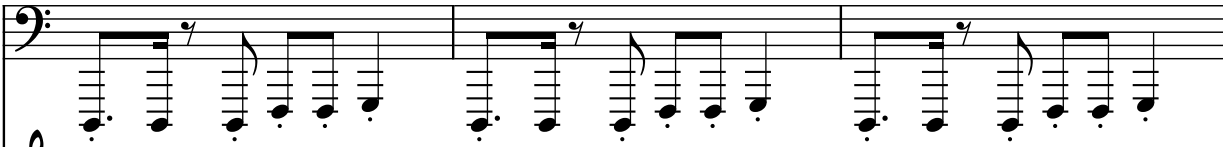
27

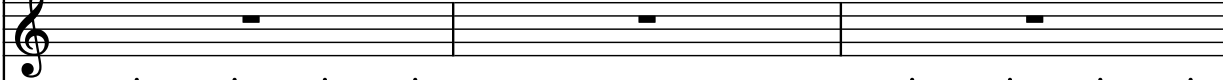
Synth. 


Synth. 

Perc. Org. 


30


Synth. 

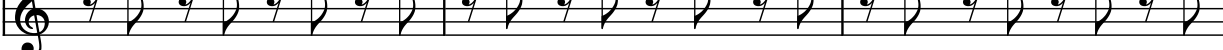
Synth. 

Perc. Org. 

33

Synth. 

Synth. 

Perc. Org. 

36

Synth.

Synth.

Perc. Org.

3

39

Synth.

Synth.

Perc. Org.

42

Synth.

Synth.

Perc. Org.

45

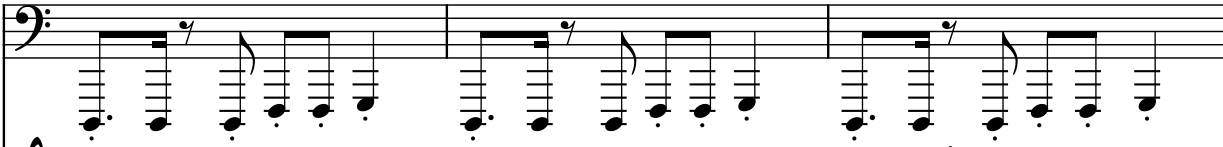
Synth.


Synth.


Perc. Org.

3

48


Synth. 


Synth. 

Perc. Org. 

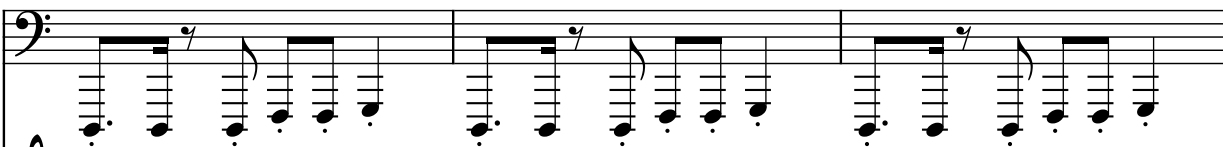
51

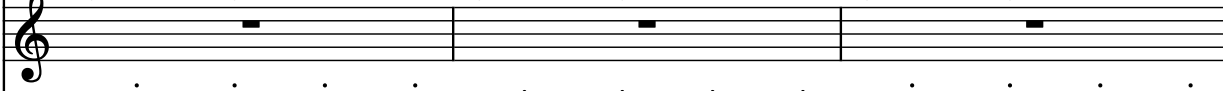
Synth. 


Synth. 

Perc. Org. 

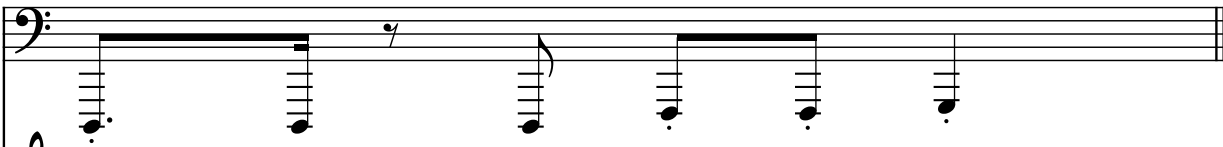
54


Synth. 

Synth. 

Perc. Org. 

57

Synth. 

Synth. 

Perc. Org. 