

# Sea

Composer: Yuzo Koshiro

Game: Shenmue

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

♩ = 158

Contrabass, Sea

Strings, MIDI

Violoncello, Was

Measures 1-6: The Contrabass and Violoncello parts play a steady eighth-note pattern. The Strings part has a sustained chord with a tremolo effect.

7

Cb.

St.

Vc.

Measures 7-12: The Contrabass and Violoncello parts continue their eighth-note pattern. The Strings part has a sustained chord with a tremolo effect.

13

Cb.

St.

Vc.

Measures 13-18: The Contrabass and Violoncello parts continue their eighth-note pattern. The Strings part has a sustained chord with a tremolo effect.

19

Cb.


St.


Vc.


Measures 19-24: The Contrabass and Violoncello parts continue their eighth-note pattern. The Strings part has a sustained chord with a tremolo effect.

25

25


Cb. 

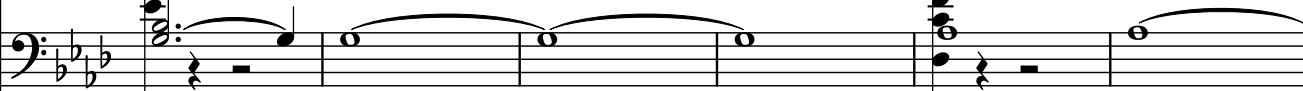
St. 


Vc. 

31

31


Cb. 


St. 


Vc. 

37

37


Cb. 

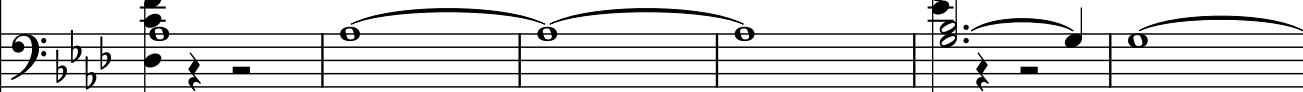
St. 


Vc. 

43

43

Cb. 

St. 

Vc. 

49

Music score for three parts: Cb. (Cello), St. (Soprano), and Vc. (Violoncello). The score is written in bass clef with a key signature of two flats (B-flat and E-flat).

**Cb. (Cello):** The part consists of a continuous eighth-note scale across six measures, starting on G2 and ascending to G3.

**St. (Soprano):** The part begins with a half-note G2, followed by a whole-note chord of G2-B2-E2 in measure 3. It then continues with a half-note G2, followed by a whole-note chord of G2-B2-E2 in measure 5, and ends with a half-note G2 in measure 6.

**Vc. (Violoncello):** The part consists of a continuous eighth-note scale across six measures, starting on G2 and ascending to G3.