

Headquarters Theme (3)

Composer: Motoaki Takenouchi

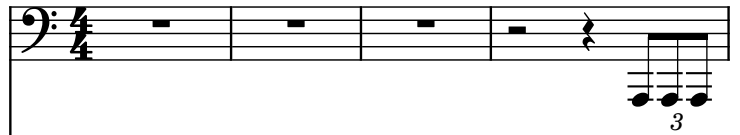
Game: Shining Force

pianogame.org

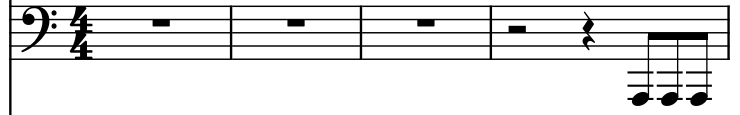
♩ = 126

3

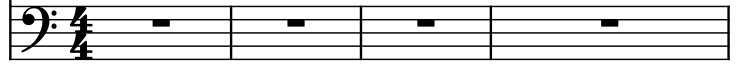
Bass Synthesizer, Composer: Masahiko Yoshimura



Bass Synthesizer, Sequencer: Johnnyz



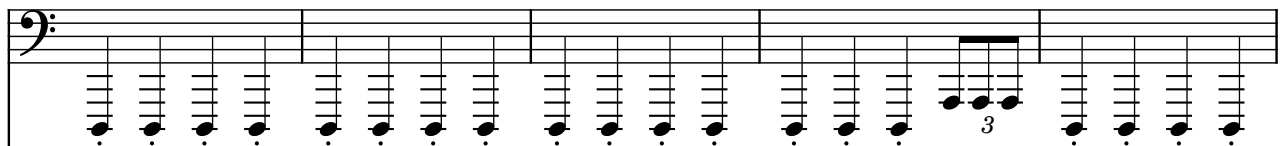
Bass Synthesizer, joaobuaes@gmail.com



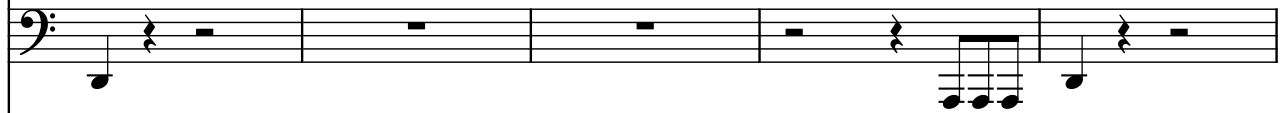
5

3

Synth.



Synth.

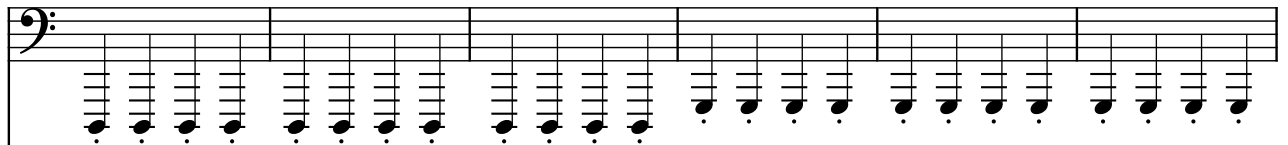


Synth.

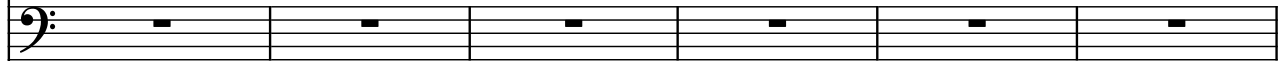


10

Synth.



Synth.

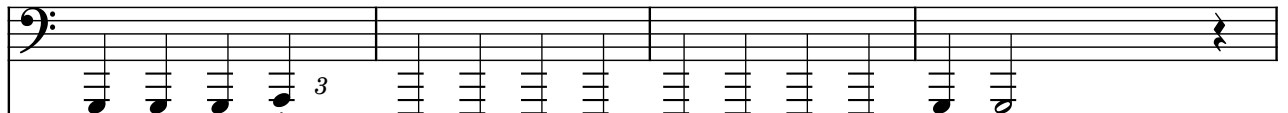


Synth.



16

Synth.




Synth.

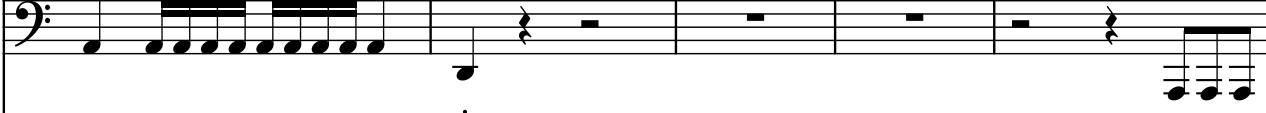


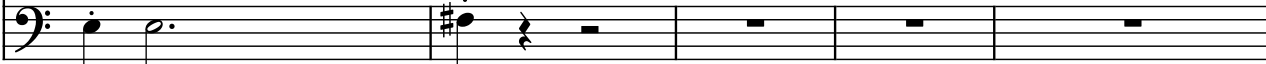
Synth.



20

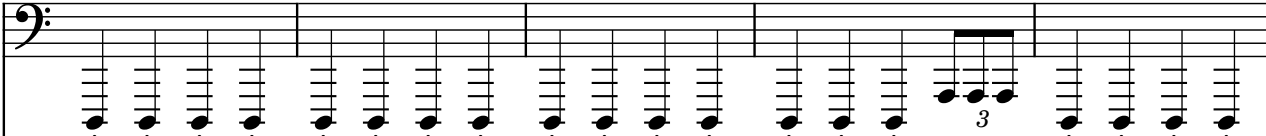
Synth. 

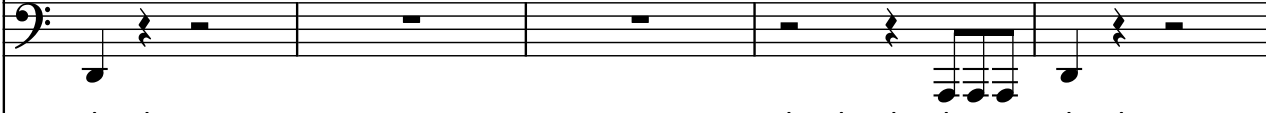
Synth. 


Synth. 

3

25

Synth. 

Synth. 

Synth. 

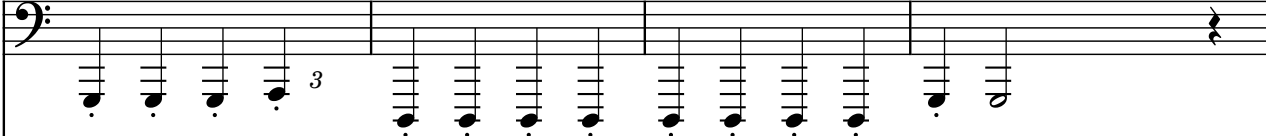
30

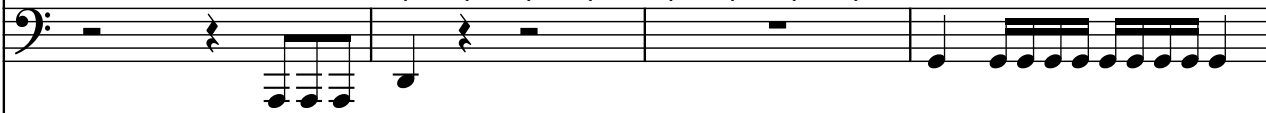
Synth. 


Synth. 

Synth. 

36

Synth. 

Synth. 

Synth. 

40

Synth.

The image shows three staves of music, each labeled 'Synth.' on the left. Each staff begins with a bass clef. The first staff contains two measures: the first measure has two dotted quarter notes (F2 and G2), and the second measure has a dotted quarter note (F2), a quarter rest, and a quarter rest. The second staff contains two measures: the first measure has a quarter note (F2) followed by a sixteenth-note triplet (G2, A2, B2), and the second measure has a quarter note (F2), a quarter rest, and a quarter rest. The third staff contains two measures: the first measure has a dotted quarter note (F2) and a dotted half note (F2), and the second measure has a dotted quarter note (F#2), a quarter rest, and a quarter rest. The music is written in a simple, minimalist style with a focus on rhythm and pitch.

Synth.

Synth.