

Circus In Rindo Battle! (3) (v2.0)

Composer: Masahiko Yoshimura

Game: Shining Force

pianogame.org

$\text{♩} = 120$

Musical score for a single melodic instrument (e.g., flute, oboe) in common time (indicated by the '4' in the key signature). The score consists of 14 staves of music, each starting with a sharp sign (F#) indicating the key signature.

The tempo is indicated as $\text{♩} = 120$ at the beginning of the first staff.

Measure 1: Rest (empty staff).

Measure 2: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$.

Measure 3: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 4: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 5: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 6: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 7: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 8: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 9: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 10: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$. Dynamic: $\text{♩} = 160$.

Measure 11: Eight-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$.

Measure 12: Eight-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$.

Measure 13: Eight-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$.

Measure 14: Sixteenth-note pattern: $\text{F} \text{ F} \text{ F} \text{ F} \text{ F} \text{ F}$.

2

15



16



18



19



21



22



23



24



26

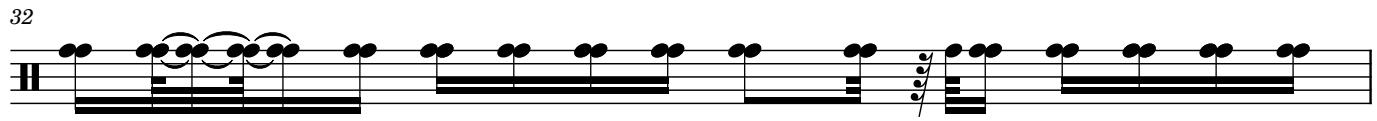
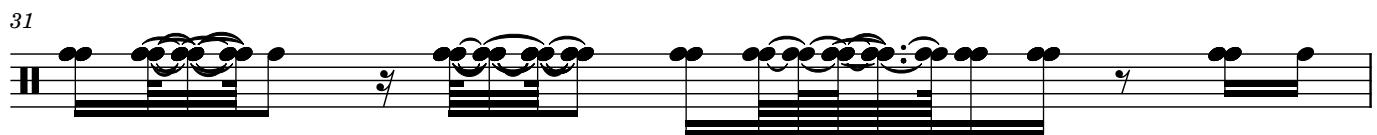


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30





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