

Sala-Sala (Pyramid and Desert) Island

Composer: Yuzo Koshiro

Game: Super Adventure Island 2

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♩ = 110

Harpsichord, Synth Sitar Attack (Harpsichord)

Sitar, Synth Sitar Sustain (Sitar)

English Horn, English Horn

2

Hch.

Si.

E. Hn.

5

Hch.

Si.

E. Hn.

7

Hch.

Si.

E. Hn.

10

Hch.

Si.

E. Hn.

13

Hch.

Si.

E. Hn.

Measures 13-14. Hch. and Si. parts are whole rests. E. Hn. part has a melodic line in G major.

15

Hch.

Si.

E. Hn.

Measures 15-17. Hch. and Si. parts are whole rests. E. Hn. part has a melodic line in G major.

18

Hch.

Si.

E. Hn.

Measures 18-19. Hch. and Si. parts are whole rests. E. Hn. part has a melodic line in G major.

20

Hch.

Si.

E. Hn.

Measures 20-21. Hch. and Si. parts are whole rests. E. Hn. part has a melodic line in G major.

22

Hch.

Si.

E. Hn.

Measures 22-23. Hch. and Si. parts are whole rests. E. Hn. part has a melodic line in G major.

24

Hch.

Si.

E. Hn.

26

Hch.

Si.

E. Hn.

28

Hch.

Si.

E. Hn.

30

Hch.

Si.

E. Hn.

32

Hch.

Si.

E. Hn.

35

Hch.

Si.

E. Hn.

39

Hch.

Si.

E. Hn.

43

Hch.

Si.

E. Hn.

45

Hch.

Si.

E. Hn.

47

Hch.

Si.

E. Hn.

49

Hch.

Si.

E. Hn.

The musical score for measures 49 and 50 consists of three staves. The top two staves, labeled 'Hch.' and 'Si.', are empty except for a final bar line at the end of measure 50. The bottom staff, labeled 'E. Hn.', contains a melodic line. It begins with a treble clef and a key signature of three sharps (F#, C#, G#). The melody starts with a quarter note on G4, followed by a quarter note on A4, a quarter note on B4, and a quarter note on C5. This is followed by a half note on B4, a half note on A4, a quarter note on G4, and a quarter note on F#4. The melody then continues with a quarter note on E4, a quarter note on D4, a quarter note on C4, and a quarter note on B3. The staff ends with a final bar line.