

Battling a Monster

Composer: Chris Stone

Game: Dragon's Lair

pianogame.org

♩ = 120

Piano, Snes

Quena, Dragon's Lair

Fretless Electric Bass, Battling a Monster

2

Pno.

F Qn.

Frtl. El. B.

4

Pno.

F Qn.

Frtl. El. B.

6

Pno.

F Qn.

Frtl. El. B.

8

Pno.

F Qn.

Frtl. El. B.

10

Pno.

F Qn.

Frtl. El. B.

12

Pno.

F Qn.

Frtl. El. B.

14

Pno.

F Qn.

Frtl. El. B.

16

Pno.

F Qn.

Frtl. El. B.

18

Pno.

F Qn.

Frtl. El. B.

20

Pno.

F Qn.

Frtl. El. B.

22

Pno.

F Qn.

Frtl. El. B.

24

Pno.

F Qn.

Frtrl. El. B.

26

Pno.

F Qn.

Frtrl. El. B.

28

Pno.

F Qn.

Frtrl. El. B.

30

Pno.

F Qn.

Frtrl. El. B.

32

Pno.

F Qn.

Frtrl. El. B.

This musical score page contains five systems of music, numbered 24 through 32. Each system consists of three staves: Piano (Pno.), Flute (F Qn.), and French Horn (Frtrl. El. B.). The Piano part features a continuous eighth-note pattern. The Flute part includes long, sustained notes with grace notes and some melodic movement. The French Horn part provides a steady accompaniment with eighth-note patterns. The key signature changes from one sharp (F#) to two sharps (F# and C#) between measures 25 and 26. The score concludes at measure 32 with a double bar line.