

# **Labyrinth Zone (3)**

Composer: Masato Nakamura

Game: Sonic the Hedgehog

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

$\text{♩} = 120$

Soprano Guitar, Flute

Prim, Acoustic Guitar

Classical Guitar, Acoustic Guitar Lead

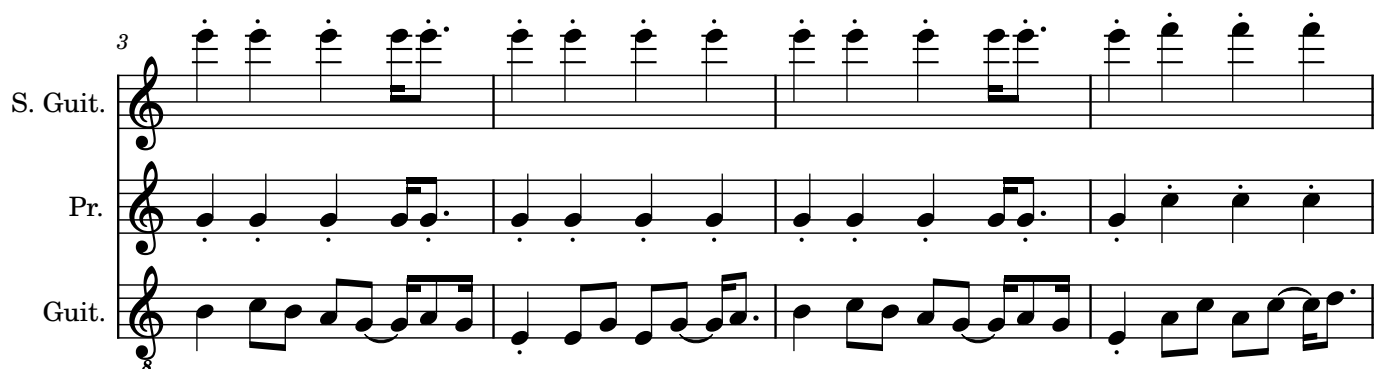


3

S. Guit.

Pr.

Guit.

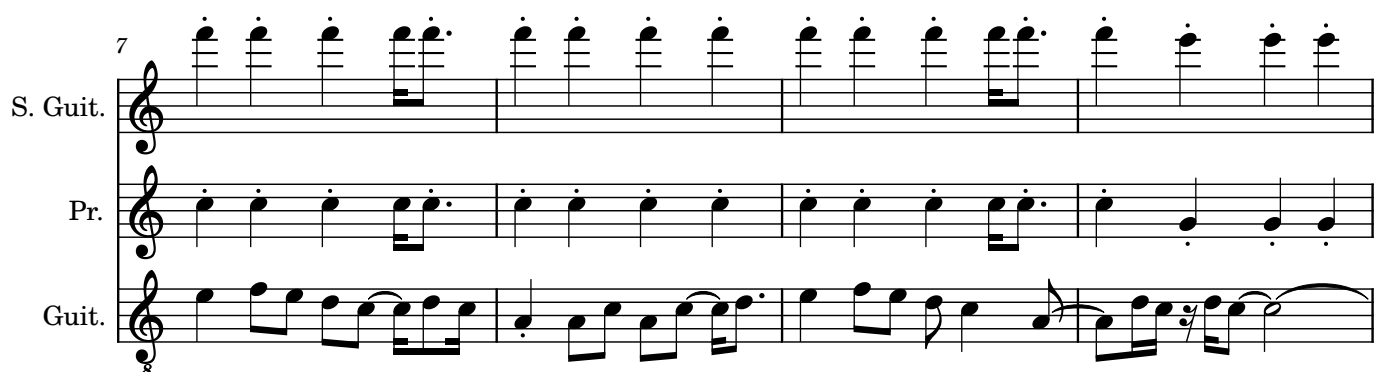


7

S. Guit.

Pr.

Guit.

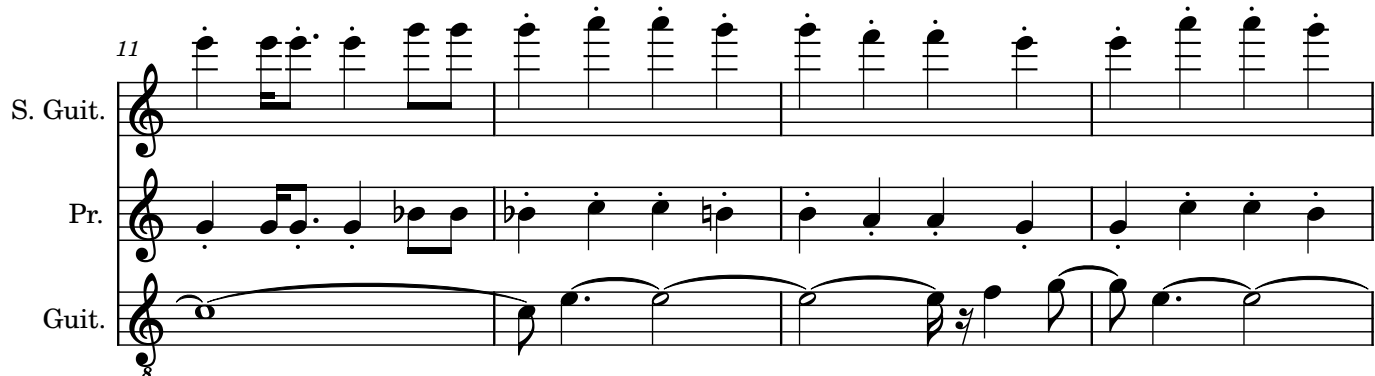


11

S. Guit.

Pr.

Guit.

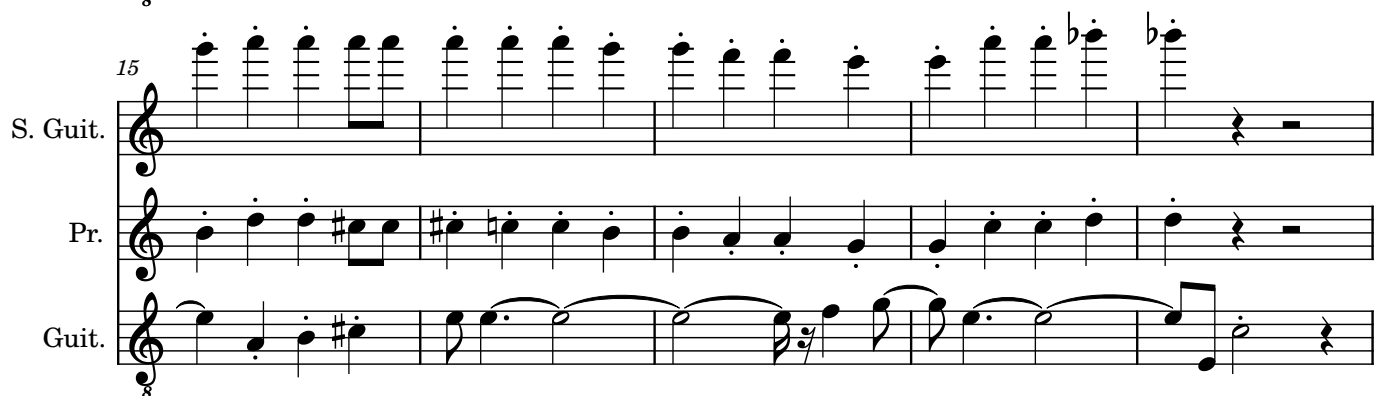


15

S. Guit.

Pr.

Guit.



20

S. Guit.

Pr.

Guit.

24

S. Guit.

Pr.

Guit.

28

S. Guit.

Pr.

Guit.

32

S. Guit.

Pr.

Guit.

37

S. Guit.

Pr.

Guit.

Detailed description of the musical score: The score is written for three instruments: S. Guit., Pr., and Guit. The key signature is one flat (B-flat). The time signature is 4/4. The score is divided into measures 20-23, 24-27, 28-31, 32-35, and 37. The S. Guit. part features a series of chords with dots above them. The Pr. part features a series of notes with dots below them. The Guit. part features a series of notes with dots below them, including some with accidentals. The score ends with a double bar line at measure 37.