

Angel Island Zone: Act 2 (4)

Composer: Michael Jackson

Game: Sonic the Hedgehog 3

pianogame.org

Marimba (grand staff), Angel Island Zone Act 2

Bass Synthesizer, From Sonic 3 on Sega Megadrive

Brass Synthesizer, Composed by Howard Drossin

$\text{♩} = 135$

2

Mrm.

Synth.

Synth.

5

Mrm.

Synth.

Synth.

8

Mrm.

Synth.

Synth.

11

Mrm.

Synth.

Synth.

14

Mrm.

Synth.

Synth.

17

Mrm.

Synth.

Synth.

21

Mrm.

Synth.

Synth.

24

Mrm.

Synth.

Synth.

27


Mrm. 


Synth. 

Synth. 

30

Mrm. 


Synth. 

Synth. 

33

Mrm. 

Synth. 

Synth. 

36

Mrm. 

Synth. 

Synth. 

39

Mrm.

Synth.

Synth.

42

Mrm.

Synth.

Synth.

45

Mrm.

Synth.

Synth.

48

Mrm.

Synth.

Synth.

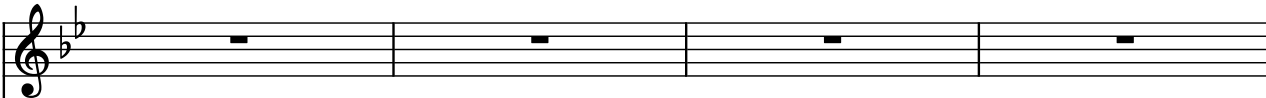
51


Mrm.

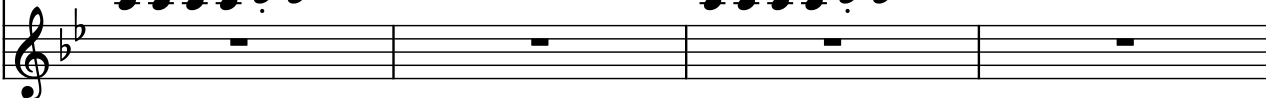
Synth.

Synth.


54


Mrm. 

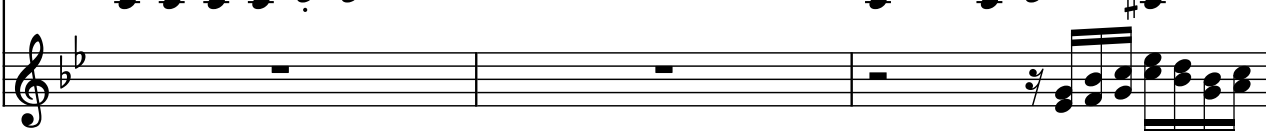
Synth. 

Synth. 

58

Mrm. 

Synth. 

Synth. 

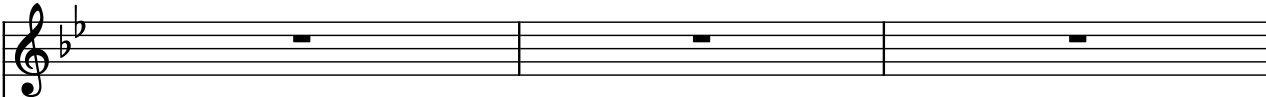
61


Mrm. 


Synth. 

Synth. 

64

Mrm. 

Synth. 

Synth. 

67

Mrm.

Synth.

Synth.

Measures 67-69. The Mrm. part is in treble clef with a key signature of two flats and contains whole rests. The first Synth. part is in bass clef with a key signature of two flats, featuring a continuous eighth-note pattern. The second Synth. part is in treble clef with a key signature of two flats, featuring a sequence of chords and eighth notes.

70

Mrm.

Synth.

Synth.

Measures 70-72. The Mrm. part is in treble clef with a key signature of two flats and contains whole rests. The first Synth. part is in bass clef with a key signature of two flats, featuring a continuous eighth-note pattern. The second Synth. part is in treble clef with a key signature of two flats, featuring a sequence of chords and eighth notes.