

# Relaxation

Composer: Tatsuyuki Maeda

Game: Dragon Force

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

**♩ = 195**

Vibraphone, WinJammer Demo

Automobile Brake Drums, Percussion

Organ, WinJammer Demo

5

Vib.

Aut. Brk. Dr.

Org.

12

Vib.

Aut. Brk. Dr.

Org.

19

Vib.

Aut. Brk. Dr.

Org.

26

Vib.

Aut. Brk. Dr.

Org.

33

Vib.

Aut. Brk. Dr.

Org.

40

Vib.

Aut. Brk. Dr.

Org.

47

Vib.

Aut. Brk. Dr.

Org.

54

Vib.

Aut. Brk. Dr.

Org.

61

Vib.

Aut. Brk. Dr.

Org.

This musical score is divided into four systems, each containing three staves. The top staff is for Vibraphone (Vib.), the middle for Automatic Bells (Aut. Brk. Dr.), and the bottom for Organ (Org.). The Vibraphone part features a melodic line with eighth and sixteenth notes, often beamed together, and includes various ornaments such as triplets and grace notes. The Automatic Bells part provides a rhythmic accompaniment with eighth and sixteenth notes, some beamed together. The Organ part is mostly silent, with some chords indicated by vertical lines. The systems are numbered 33, 40, 47, and 61 at the beginning of the Vibraphone staff.

68

Vib.

Aut. Brk. Dr.

Org.

Measures 68-74: Vibraphone (Vib.) plays a melodic line in treble clef. Automatic Snare Drum (Aut. Brk. Dr.) plays a steady quarter-note pattern. Organ (Org.) plays a bass line in bass clef with triplets and slurs.

75

Vib.

Aut. Brk. Dr.

Org.

Measures 75-81: Vibraphone (Vib.) continues the melodic line. Automatic Snare Drum (Aut. Brk. Dr.) continues the steady quarter-note pattern. Organ (Org.) continues the bass line with triplets and slurs.

82

Vib.

Aut. Brk. Dr.

Org.

Measures 82-84: Vibraphone (Vib.) plays the final notes of the melodic line. Automatic Snare Drum (Aut. Brk. Dr.) plays the final quarter-note pattern. Organ (Org.) plays the final notes of the bass line with triplets and slurs.