

The Demon King Odio

Composer: Yoko Shimomura

Game: Live A Live (Japan)

pianogame.org

Halo Synthesizer, Super Nintendo Entertainment System

Chimes, Game: "Live-A-Live" (Japan)

Chimes, The Demon King Odio

$\text{♩} = 88$

Three staves of musical notation in 4/4 time, key of B-flat major. The first staff (Synth.) contains a melody starting with a quarter rest, followed by eighth and quarter notes. The second and third staves (Cme.) contain a harmonic accompaniment of eighth notes.

3

Synth.

Cme.

Cme.

Measures 4-6 of the piece. The Synth. staff continues the melody with a half note and a quarter note. The Cme. staves continue the harmonic accompaniment.

9

Synth.

Cme.

Cme.

Measures 7-9 of the piece. The Synth. staff features a more complex melodic line with eighth and sixteenth notes. The Cme. staves continue the harmonic accompaniment.

$\text{♩} = 88$
 $\text{♩} = 41$
 $\text{♩} = 51$
 $\text{♩} = 55$
 $\text{♩} = 62$
 $\text{♩} = 66$
 $\text{♩} = 71$
 $\text{♩} = 80$
 $\text{♩} = 85$
 $\text{♩} = 87$

15

Synth.

Cme.

Cme.

Measures 10-12 of the piece. The Synth. staff has a melodic line with a half note and a quarter note. The Cme. staves continue the harmonic accompaniment.

19

Synth.

Cme.

Cme.

Measures 19-24. The Synth part has a melodic line with a long note in measure 20. The Cme parts have a steady eighth-note accompaniment.

25

Synth.

Cme.

Cme.

Measures 25-29. The Synth part has a melodic line with a long note in measure 28. The Cme parts have a steady eighth-note accompaniment.

♩ = 88
♩ = 41
♩ = 51
♩ = 55
♩ = 62
♩ = 66
♩ = 71
♩ = 80
♩ = 85
♩ = 87

30

Synth.

Cme.

Cme.

Measures 30-34. The Synth part has a melodic line with a long note in measure 33. The Cme parts have a steady eighth-note accompaniment.