

Ice Cap Zone (Remix) (4)

Composer: Brad Buxer

Game: Sonic the Hedgehog 3

pianogame.org

Piano, Right Hand

5-str. Electric Bass, Left Hand

Large Drum Kit, Percussion

3

Pno.

El. B.

D. Kit

6

Pno.

El. B.

D. Kit

9

Pno.

El. B.

D. Kit

12

Pno.

El. B.

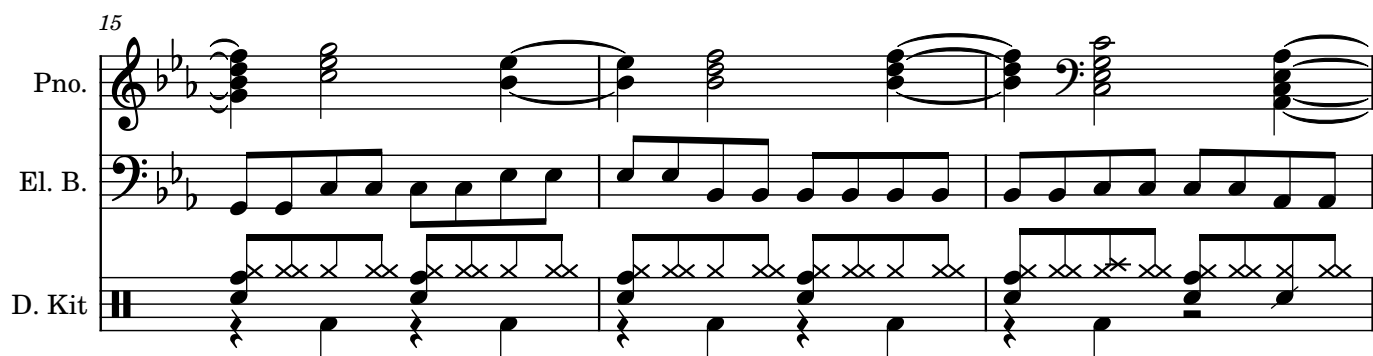
D. Kit

15

Pno.

El. B.

D. Kit

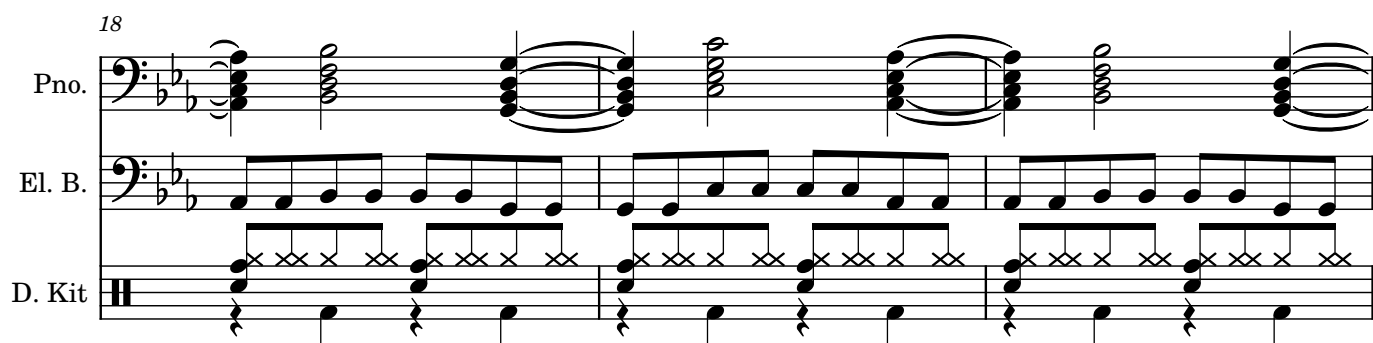


18

Pno.

El. B.

D. Kit

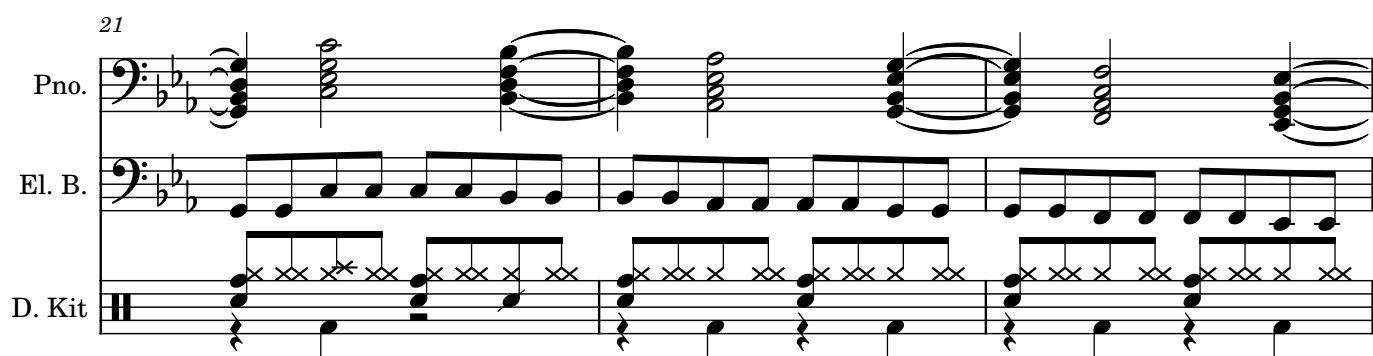


21

Pno.

El. B.

D. Kit

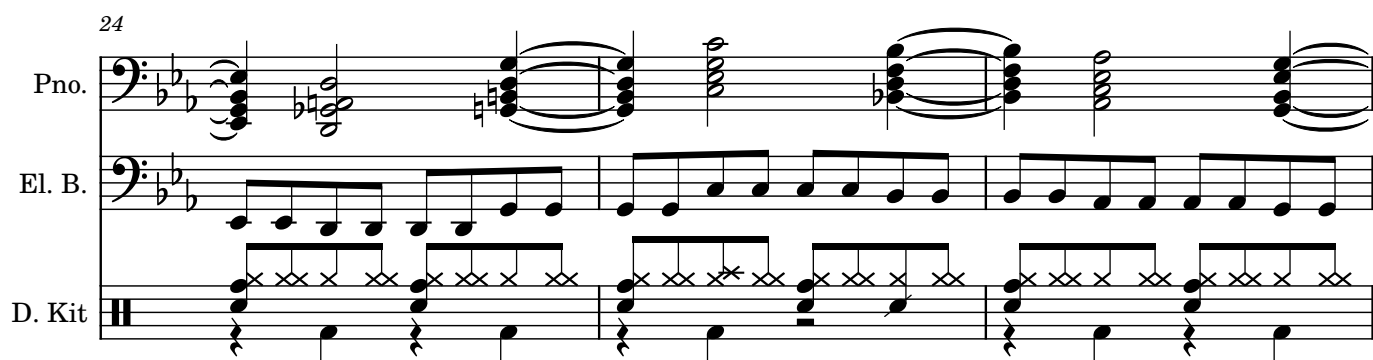


24

Pno.

El. B.

D. Kit

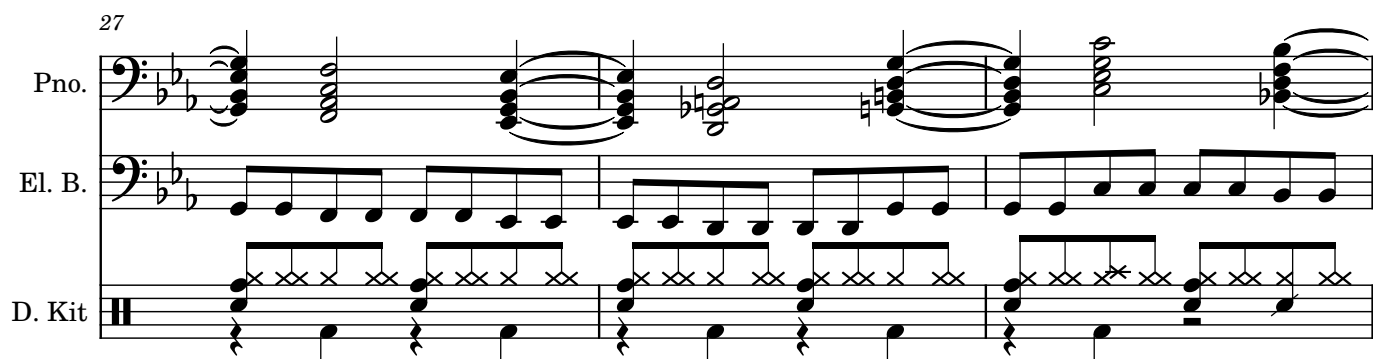


27

Pno.

El. B.

D. Kit

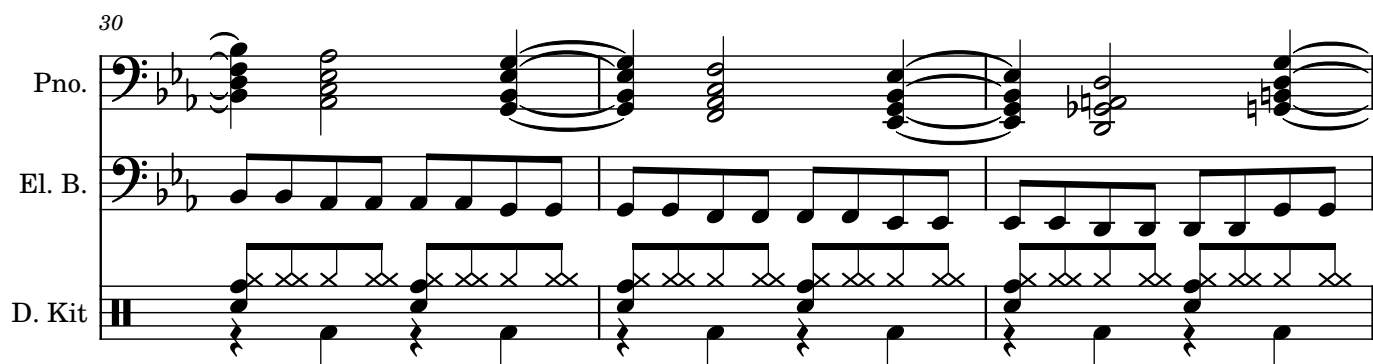


30

Pno.

El. B.

D. Kit

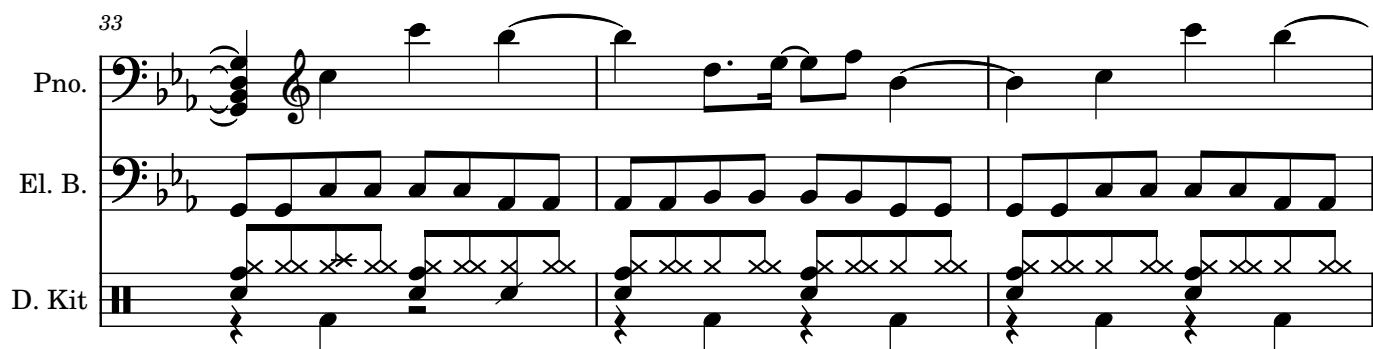


33

Pno.

El. B.

D. Kit

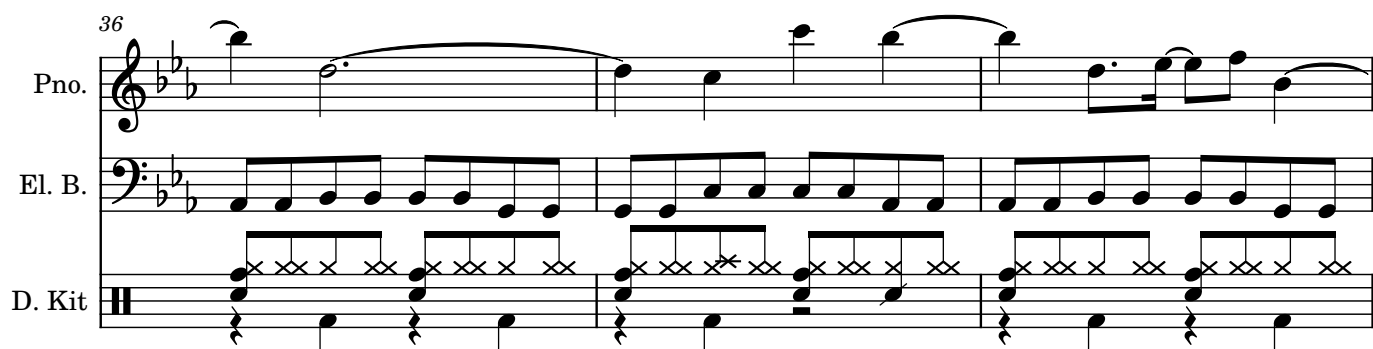


36

Pno.

El. B.

D. Kit

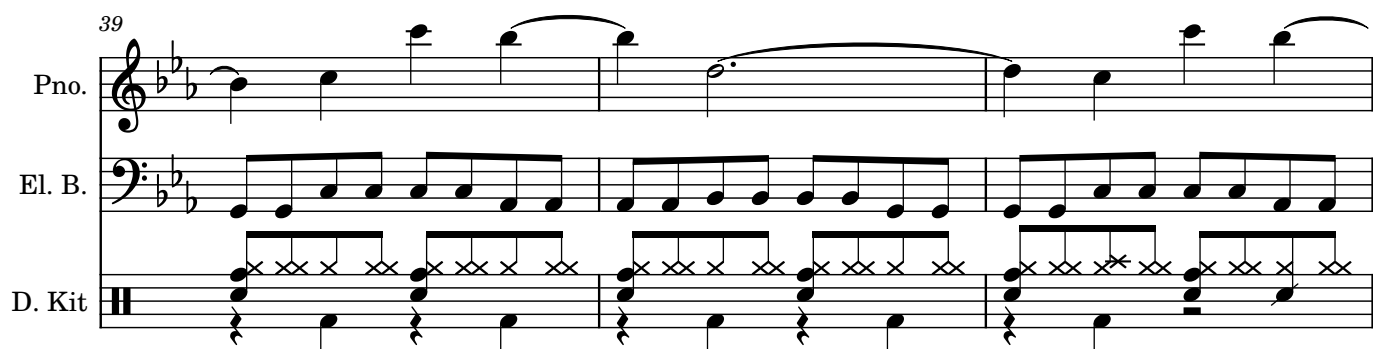


39

Pno.

El. B.

D. Kit

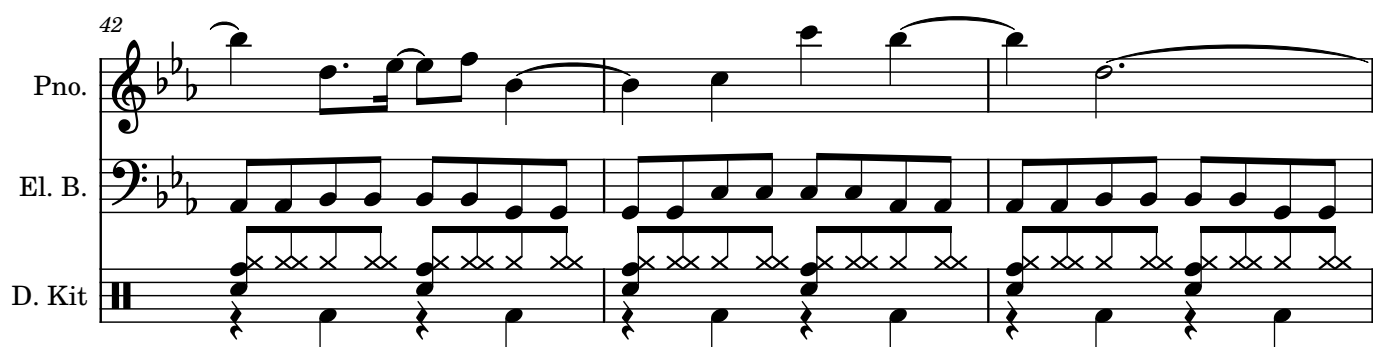


42

Pno.

El. B.

D. Kit



45

Pno.

El. B.

D. Kit

48

Pno.

El. B.

D. Kit

51

Pno.

El. B.

D. Kit

54

Pno.

El. B.

D. Kit

57

Pno.

El. B.

D. Kit

$\text{♩} = 90$

$\text{♩} = 110$

$\text{♩} = 105$

$\text{♩} = 100$

$\text{♩} = 85$

$\text{♩} = 80$

Detailed description: This musical score is for a three-piece band consisting of Piano (Pno.), Electric Bass (El. B.), and Drums (D. Kit). The music is written in 3/4 time with a key signature of three flats (B-flat, E-flat, A-flat). The score spans from measure 45 to measure 57. The Piano part (treble clef) plays a melodic line with slurs and ties, often moving in half-note or quarter-note increments. The Electric Bass part (bass clef) provides a steady accompaniment of eighth notes. The Drums part (drum clef) features a consistent pattern of eighth notes and rests, with some measures marked with 'x' to indicate specific drum sounds. Tempo markings are placed above the Piano staff in measures 54 and 57, indicating a change in tempo from 90 to 110, then 105, 100, 85, and finally 80 beats per minute.