

# King of the Mountain (2)

Composer: Ryuji Sasai

Game: Rudora No Hihou (Japan)

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

Large Drum Kit, Super Nintendo Entertainment System

Bass Synthesizer, Rudora no Hihou (Japan)

Saw Synthesizer, King of the Mountain

$\text{♩} = 110$

2

D. Kit

Synth.

Synth.

5

D. Kit

Synth.

Synth.

8

D. Kit

Synth.

Synth.

11

D. Kit

Synth.

Synth.

14

D. Kit

Synth.

Synth.

17

D. Kit

Synth.

Synth.

20

D. Kit

Synth.

Synth.

23

D. Kit

Synth.

Synth.

26

D. Kit

Synth.

Synth.

29

D. Kit

Synth.

Synth.

32

D. Kit

Synth.

Synth.

35

D. Kit

Synth.

Synth.

38

D. Kit

Synth.

Synth.

41

D. Kit

Synth.

Synth.

44

D. Kit

Synth.

Synth.

47

D. Kit

Synth.

Synth.

This musical score block contains measures 47 through 50. The first staff, labeled 'D. Kit', uses a drum notation system with 'x' marks for hits on a snare drum and solid dots for hits on a kick drum. The second staff, labeled 'Synth.', is in bass clef and features a continuous eighth-note bass line. The third staff, also labeled 'Synth.', is in treble clef and contains a melodic line with various note values, including eighth and sixteenth notes, and rests. The measures are separated by vertical bar lines, and the entire section concludes with a double bar line at the end of measure 50.