

Credits

Composer: Jun Chikuma

Game: Super Bomberman 4

pianogame.org

Bass Synthesizer, Composer: Jun Chikuma / Yasuhiko Fukuda

Bass Synthesizer, Sequencer: Johnnyz

Heckelphone-clarinet, joaobuaes@gmail.com

$\text{♩} = 150$

First system of musical notation, measures 1-3. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The bass line (bottom staff) contains three measures of whole notes: F#4, C#5, and G#5. The other two staves (Synth. and Hph.-cl.) are empty.

4

Second system of musical notation, measures 4-6. The bass line (bottom staff) contains measures 4, 5, and 6. Measure 4 has a whole rest. Measure 5 has a quarter note F#4. Measure 6 has a quarter note G#4. The other two staves (Synth. and Hph.-cl.) are empty.

6

Third system of musical notation, measures 7-9. The bass line (bottom staff) contains measures 7, 8, and 9. Measure 7 has a quarter note F#4. Measure 8 has a quarter note G#4. Measure 9 has a quarter note A#4. The other two staves (Synth. and Hph.-cl.) are empty.

8

Fourth system of musical notation, measures 10-12. The bass line (bottom staff) contains measures 10, 11, and 12. Measure 10 has a quarter note F#4. Measure 11 has a quarter note G#4. Measure 12 has a quarter note A#4. The other two staves (Synth. and Hph.-cl.) are empty.

10

Synth.

22

25

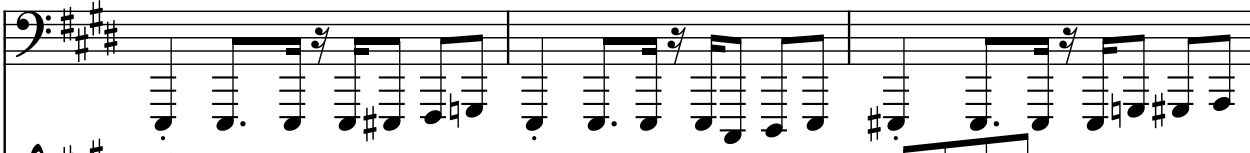

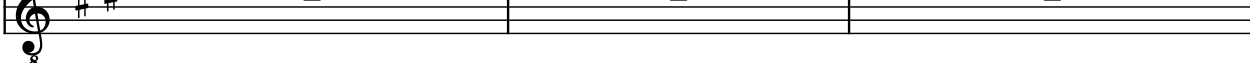
27

Synth.
 Synth.
 Hph.-cl.

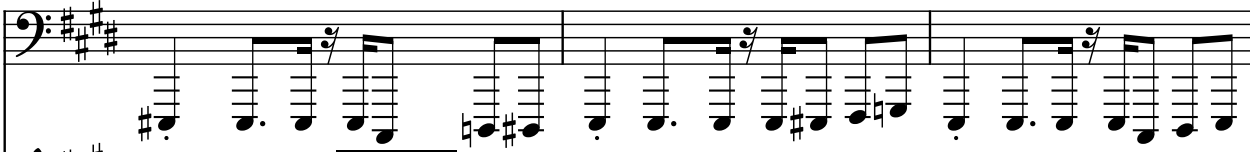

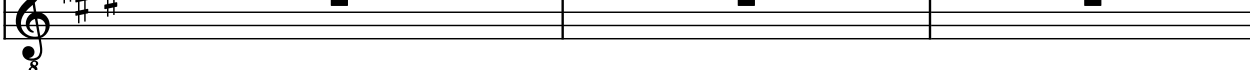
29

Synth. 
Synth. 
Hph.-cl. 

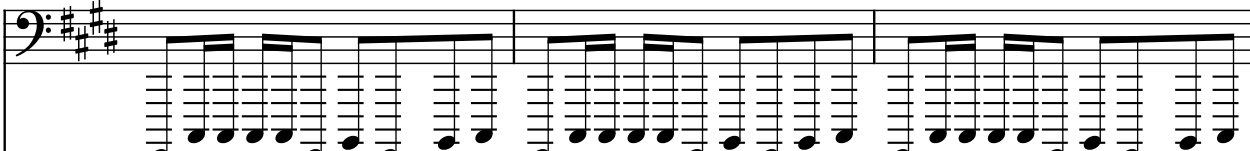


31

Synth. 
Synth. 
Hph.-cl. 

34

Synth. 
Synth. 
Hph.-cl. 

37

Synth. 
Synth. 
Hph.-cl. 

40

Synth.

Synth.

Hph.-cl.

42

Synth.

Synth.

Hph.-cl.

44

Synth.

Synth.

Hph.-cl.

46

Synth.

Synth.

Hph.-cl.

48

Synth.

Synth.

Hph.-cl.

50

Synth.

Synth.

Hph.-cl.

52

Synth.

Synth.

Hph.-cl.

54

Synth.

Synth.

Hph.-cl.

56

Synth.

Synth.

Hph.-cl.

57

Synth.

Synth.

Hph.-cl.