

Meeting With Albus

Composer: Hitoshi Sakimoto

Game: Final Fantasy Tactics

pianogame.org

♩ = 125

Violin, Pizz Strings

Strings, Strings

Contrabass, Bass

Measures 1-4. Violin and Pizz Strings play a continuous eighth-note pattern. Strings and Contrabass/Bass are silent until measure 4, where they play a half-note chord.

5

Vln.

St.

Cb.

Measures 5-9. Violin continues the eighth-note pattern. Strings play a half-note chord in measures 5, 7, and 9. Contrabass/Bass is silent.

10

Vln.

St.

Cb.

Measures 10-14. Violin continues the eighth-note pattern. Strings play a half-note chord in measures 10, 12, and 14. Contrabass/Bass plays a half-note in measure 10, a dotted half-note in measure 11, and a half-note in measure 14.

15

Vln.

St.

Cb.

Measures 15-19. Violin continues the eighth-note pattern. Strings play a half-note chord in measures 15, 17, and 19. Contrabass/Bass plays a half-note in measure 15, a dotted half-note in measure 16, and a half-note in measure 19.

20

Vln.

St.

Cb.

Violin (Vln.) plays a continuous eighth-note melody in B-flat major. Viola (St.) plays sustained chords with a slur. Cello (Cb.) plays a half note followed by a quarter note, then rests.

25

Vln.

St.

Cb.

Violin (Vln.) continues the eighth-note melody. Viola (St.) plays sustained chords with a slur. Cello (Cb.) rests throughout.

30

Vln.

St.

Cb.

Violin (Vln.) continues the eighth-note melody. Viola (St.) plays sustained chords with a slur. Cello (Cb.) rests throughout.

35


Vln.

St.

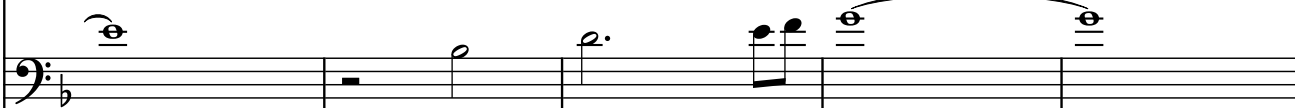
Cb.

Violin (Vln.) continues the eighth-note melody. Viola (St.) plays sustained chords with a slur. Cello (Cb.) plays a half note followed by a quarter note, then rests.


40

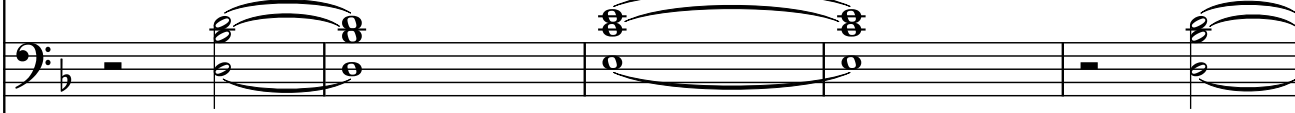
Vln. 

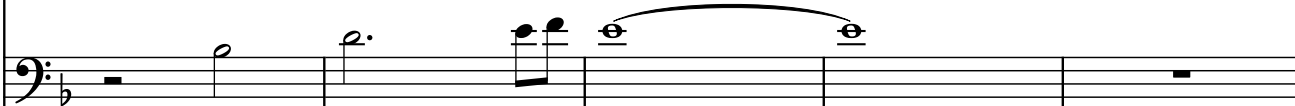
St. 

Cb. 


45


Vln. 


St. 

Cb. 


50


Vln. 

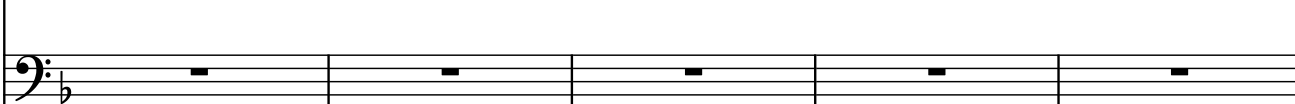
St. 

Cb. 

55

Vln. 

St. 

Cb. 

60

Vln.

St.

Cb.

65

Vln.

St.

Cb.

70

Vln.

St.

Cb.

75

Vln.

St.

Cb.