

Godom Lullaby (2)

Composer: Kenji Hoshino

Game: Paladin's Quest

pianogame.org

Atmosphere Synthesizer, Atmosphere

Harp, Orchestral Harp

♩ = 62 ♩ = 74 ♩ = 50 ♩ = 56

4/4

This block contains the first two measures of the score. The Atmosphere Synthesizer part (top staff) has a whole note in measure 1 and a half note in measure 2. The Harp part (bottom staves) has a whole note in measure 1 and a half note in measure 2. The tempo markings are ♩ = 62, ♩ = 74, ♩ = 50, and ♩ = 56.

Synth.

Hrp.

3 ♩ = 64 ♩ = 56 ♩ = 64

This block contains measures 3 and 4. The Synth. part (top staff) has a half note in measure 3 and a whole note in measure 4. The Harp part (bottom staves) has a half note in measure 3 and a whole note in measure 4. The tempo markings are ♩ = 64, ♩ = 56, and ♩ = 64.

Synth.

Hrp.

5 ♩ = 50 ♩ = 64

This block contains measures 5 and 6. The Synth. part (top staff) has a half note in measure 5 and a whole note in measure 6. The Harp part (bottom staves) has a half note in measure 5 and a whole note in measure 6. The tempo markings are ♩ = 50 and ♩ = 64.

Synth.

Hrp.

7 ♩ = 58 ♩ = 64 ♩ = 56

This block contains measures 7 and 8. The Synth. part (top staff) has a half note in measure 7 and a whole note in measure 8. The Harp part (bottom staves) has a half note in measure 7 and a whole note in measure 8. The tempo markings are ♩ = 58, ♩ = 64, and ♩ = 56.

9 $\text{♩} = 60$ $\text{♩} = 64$ $\text{♩} = 58$ $\text{♩} = 56$ $\text{♩} = 50$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.

11 $\text{♩} = 62$ $\text{♩} = 50$ $\text{♩} = 56$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.

13 $\text{♩} = 64$ $\text{♩} = 50$

Synth.

Hrp.

15 $\text{♩} = 64$ $\text{♩} = 58$

Synth.

Hrp.

The image shows a musical score for two instruments: Synthesizer (Synth.) and Harp (Hrp.). The score is divided into four systems, each starting with a measure number (9, 11, 13, 15) and a tempo marking. The tempo markings are in beats per minute (♩ = BPM). The key signature is one sharp (F#). The Synthesizer part is written in a single staff, while the Harp part is written in a grand staff (treble and bass clefs). The Harp part features a complex, rhythmic pattern with many beamed notes and rests. The Synthesizer part is more melodic, with longer note values and rests. The tempo markings change throughout the piece, indicating different sections or moods. The first system starts at 60 BPM, then changes to 64, 58, 56, 50, 64, and 56 BPM. The second system starts at 62 BPM, then changes to 50, 56, 64, and 56 BPM. The third system starts at 64 BPM, then changes to 50 BPM. The fourth system starts at 64 BPM, then changes to 58 BPM. The Harp part has a triplet of eighth notes in measures 13 and 15.

17 $\text{♩} = 64$ $\text{♩} = 56$ $\text{♩} = 60$

Synth.

Hrp.

19 $\text{♩} = 64$ $\text{♩} = 58$ $\text{♩} = 56$ $\text{♩} = 50$ $\text{♩} = 64$ $\text{♩} = 56$ $\text{♩} = 62$ $\text{♩} = 50$ $\text{♩} = 56$

Synth.

Hrp.

21 $\text{♩} = 64$ $\text{♩} = 56$ $\text{♩} = 64$

Synth.

Hrp.

23 $\text{♩} = 50$ $\text{♩} = 64$

Synth.

Hrp.

3

25 $\text{♩} = 58$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.

27 $\text{♩} = 60$ $\text{♩} = 64$ $\text{♩} = 58$ $\text{♩} = 56$ $\text{♩} = 50$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.

29 $\text{♩} = 62$ $\text{♩} = 50$ $\text{♩} = 56$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.

31 $\text{♩} = 64$ $\text{♩} = 50$

Synth.

Hrp.

33 $\text{♩} = 64$ $\text{♩} = 58$

Synth.

Hrp.

3

35 $\text{♩} = 64$ $\text{♩} = 56$ $\text{♩} = 60$

Synth.

Hrp.

37 $\text{♩} = 64$ $\text{♩} = 58$ $\text{♩} = 56$ $\text{♩} = 50$ $\text{♩} = 64$ $\text{♩} = 56$

Synth.

Hrp.