

Park Area

Composer: Alan Silvestri

Game: Who Framed Roger Rabbit?

pianogame.org

Clarinet, By Alexandre Avellar

Alto Saxophone, villa_lobos@bol.com.br

Electric Guitar, XG-50

$\text{♩} = 147$

5

Cl.

A. Sax.

El. Guit.

11

Cl.

A. Sax.

El. Guit.

18

Cl.

A. Sax.

El. Guit.

23

Cl.

A. Sax.

El. Guit.

28

Cl.

A. Sax.

El. Guit.

6-string bass clef

34

Cl.

A. Sax.

El. Guit.

6-string bass clef

40

Cl.

A. Sax.

El. Guit.

6-string bass clef

45

Cl.

A. Sax.

El. Guit.

6-string bass clef

51

Cl.

A. Sax.

El. Guit.

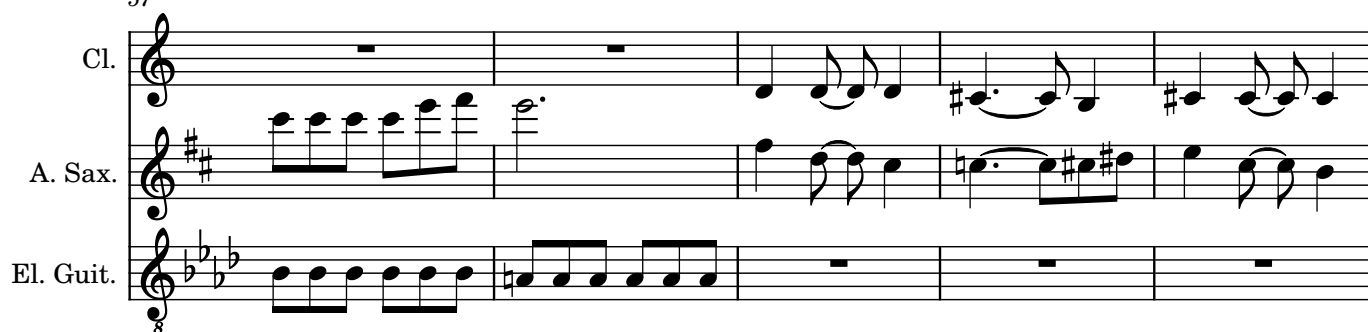
6-string bass clef

57

Cl.

A. Sax.

El. Guit.

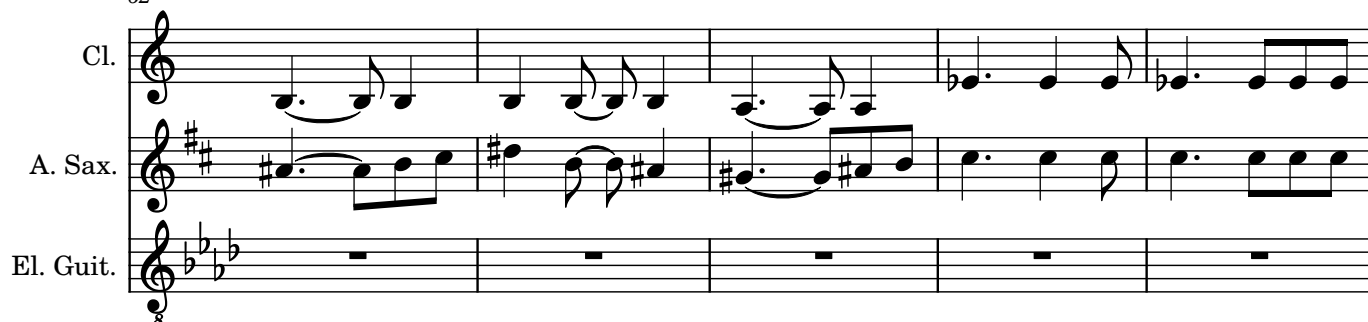


62

Cl.

A. Sax.

El. Guit.

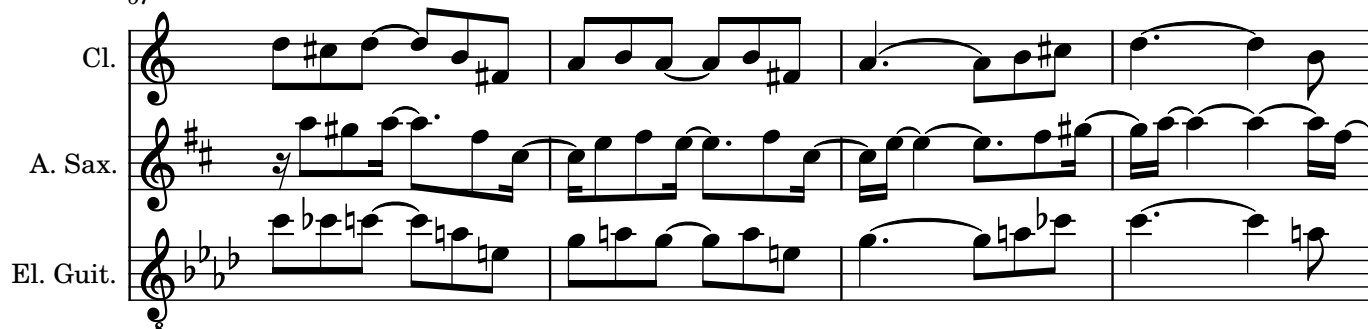


67

Cl.

A. Sax.

El. Guit.

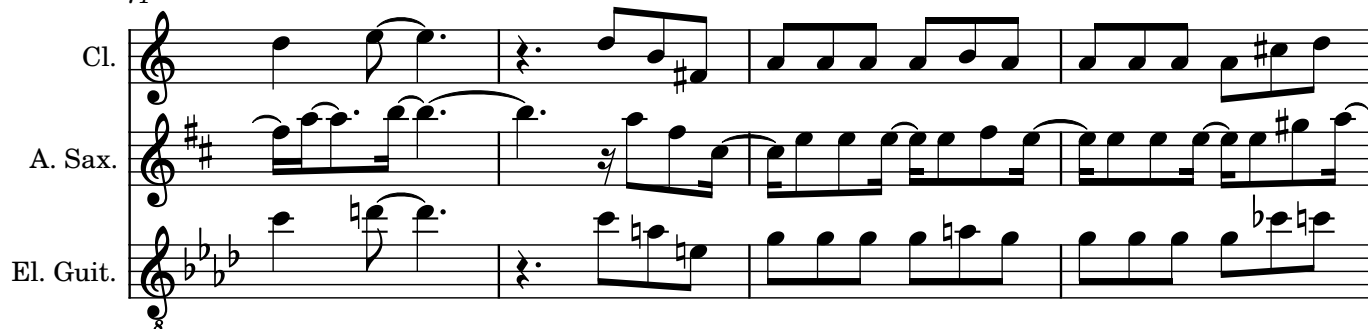


71

Cl.

A. Sax.

El. Guit.

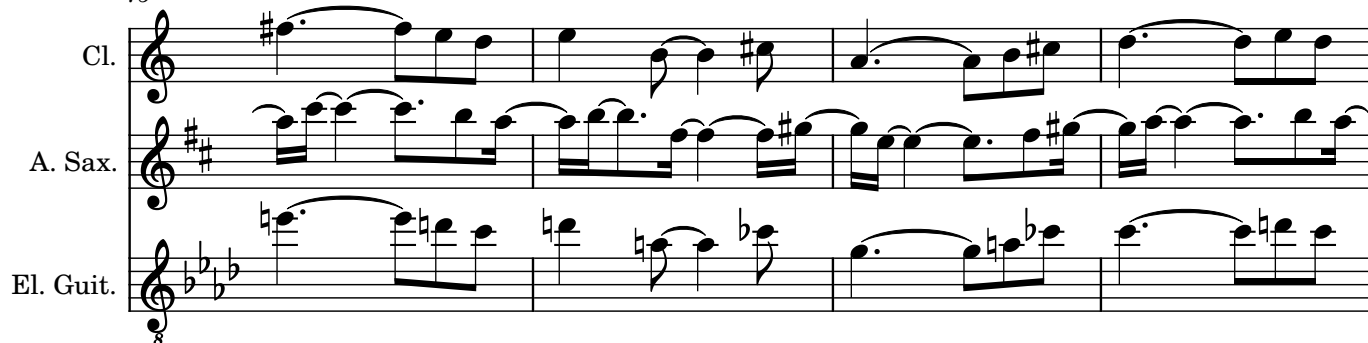


75

Cl.

A. Sax.

El. Guit.



79

Cl.

A. Sax.

El. Guit.

This system contains measures 79 through 82. The Clarinet (Cl.) part is in treble clef with a key signature of one sharp (F#). The Alto Saxophone (A. Sax.) part is in treble clef with a key signature of two sharps (F# and C#). The Electric Guitar (El. Guit.) part is in treble clef with a key signature of three flats (Bb, Eb, and Ab). The guitar part includes a capo sign at the 8th fret.

83

Cl.

A. Sax.

El. Guit.

This system contains measures 83 through 85. The instrumentation and key signatures remain the same as the previous system. The guitar part includes a capo sign at the 8th fret.

86

Cl.

A. Sax.

El. Guit.

This system contains measures 86 through 88. The instrumentation and key signatures remain the same. The guitar part includes a capo sign at the 8th fret.

90

Cl.

A. Sax.

El. Guit.

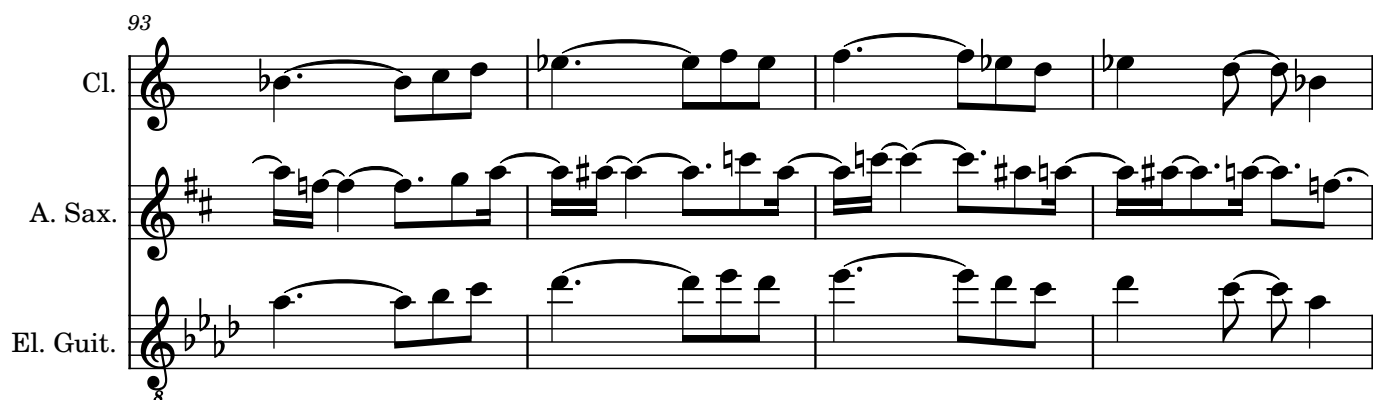
This system contains measures 90 through 92. The instrumentation and key signatures remain the same. The guitar part includes a capo sign at the 8th fret.

93

Cl.

A. Sax.

El. Guit.

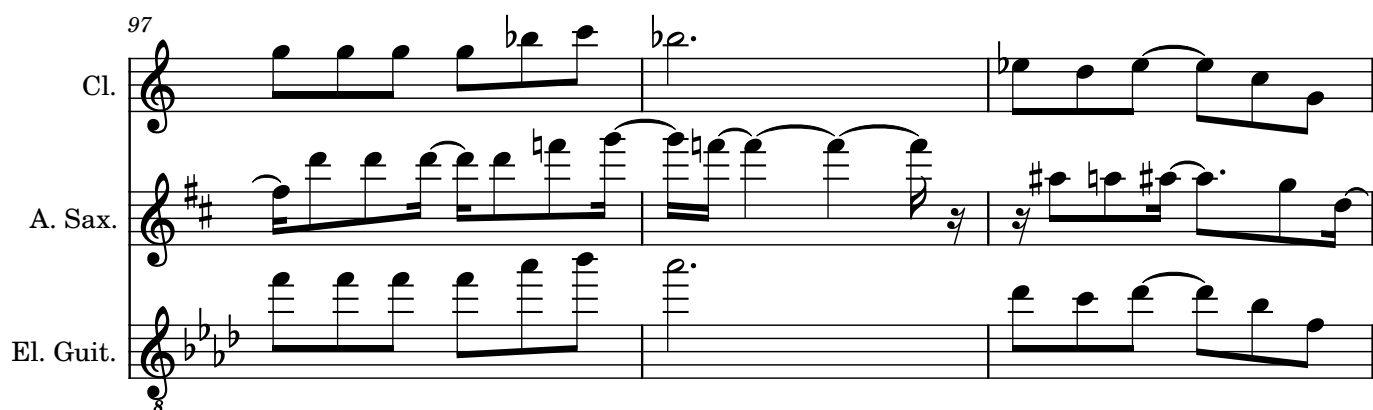


97

Cl.

A. Sax.

El. Guit.



100

Cl.

A. Sax.

El. Guit.



104

Cl.

A. Sax.

El. Guit.



108

Cl.

A. Sax.

El. Guit.

111

Cl.

A. Sax.

El. Guit.

115

Cl.

A. Sax.

El. Guit.

122

Cl.

A. Sax.

El. Guit.

128

Cl.

A. Sax.

El. Guit.

134

Cl.

A. Sax.

El. Guit.

139

Cl.

A. Sax.

El. Guit.

145

Cl.

A. Sax.

El. Guit.

151

Cl.

A. Sax.

El. Guit.

157

Cl.

A. Sax.

El. Guit.

163

Cl.

A. Sax.

El. Guit.

8

168

Cl.

A. Sax.

El. Guit.

8

173

Cl.

A. Sax.

El. Guit.

8

178

Cl.

A. Sax.

El. Guit.

8

182

Cl.

A. Sax.

El. Guit.

8

186

Cl.

A. Sax.

El. Guit.

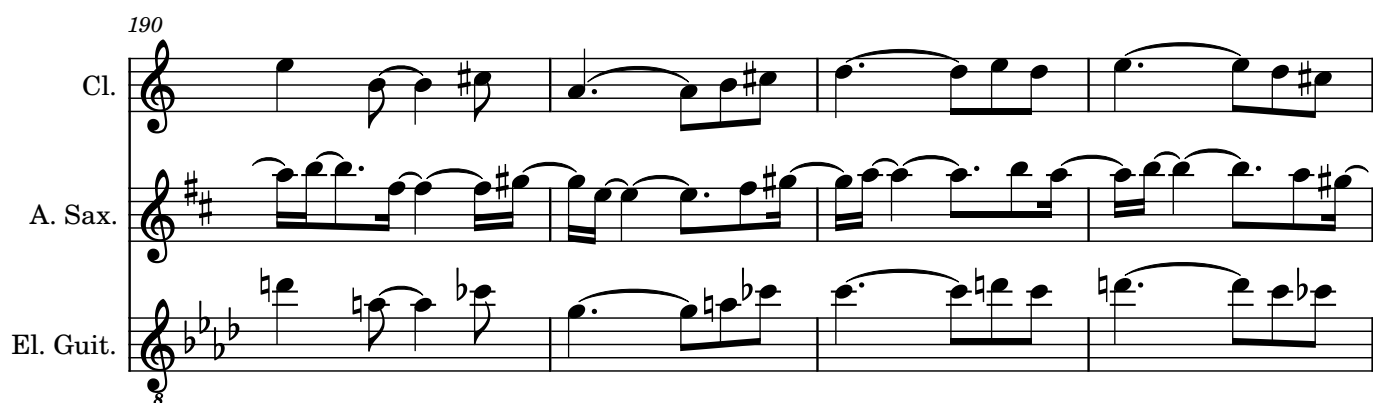


190

Cl.

A. Sax.

El. Guit.

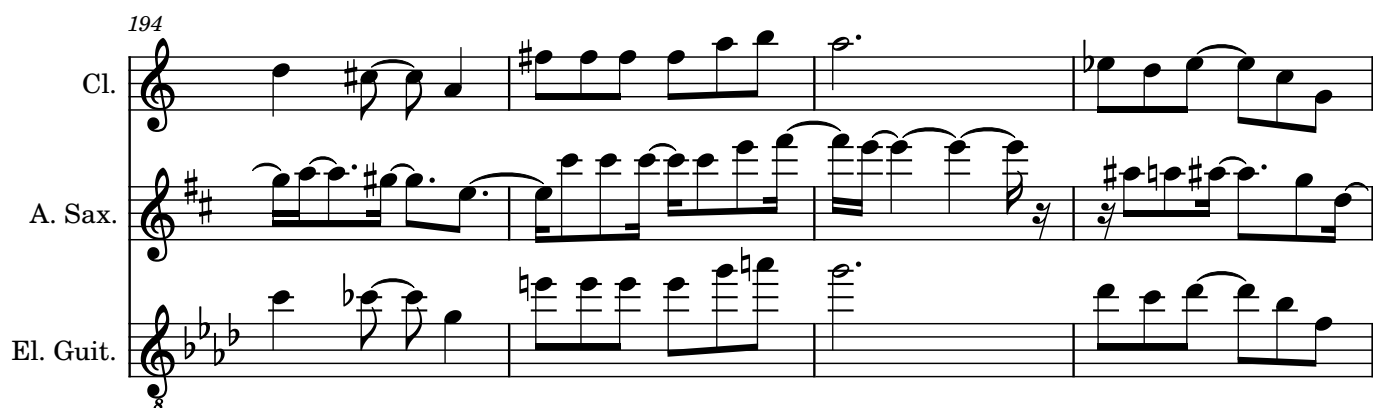


194

Cl.

A. Sax.

El. Guit.



198

Cl.

A. Sax.

El. Guit.



202

Cl.

A. Sax.

El. Guit.

This system contains measures 202 through 205. The Clarinet (Cl.) part begins with a whole rest in measure 202, followed by a descending eighth-note scale. The Alto Saxophone (A. Sax.) part features a complex melodic line with many slurs and ties. The Electric Guitar (El. Guit.) part starts with a whole rest in measure 202 and then plays a steady eighth-note accompaniment.

206

Cl.

A. Sax.

El. Guit.

This system contains measures 206 through 208. The Clarinet (Cl.) part has a melodic line with a long slur across measures 207 and 208. The Alto Saxophone (A. Sax.) part continues with a complex melodic line. The Electric Guitar (El. Guit.) part maintains its eighth-note accompaniment.

209

Cl.

A. Sax.

El. Guit.

This system contains measures 209 through 212. The Clarinet (Cl.) part features a melodic line with a long slur across measures 210 and 211. The Alto Saxophone (A. Sax.) part has a complex melodic line with many slurs and ties. The Electric Guitar (El. Guit.) part continues with its eighth-note accompaniment.

213

Cl.

A. Sax.

El. Guit.

This system contains measures 213 through 215. The Clarinet (Cl.) part has a melodic line with a long slur across measures 214 and 215. The Alto Saxophone (A. Sax.) part continues with a complex melodic line. The Electric Guitar (El. Guit.) part maintains its eighth-note accompaniment.

216

Cl.

A. Sax.

El. Guit.

220

Cl.

A. Sax.

El. Guit.

223

Cl.

A. Sax.

El. Guit.

227

Cl.

A. Sax.

El. Guit.