

Guntz Town Song

Composer: Norihiko Yamanuki

Game: 7th Saga

pianogame.org

♩ = 102

Classical Guitar, Track 2

Contrabass, Track 3

Pad Synthesizer, Track 4

First system of music (measures 1-3). The Classical Guitar (Track 2) plays a melodic line with eighth notes and rests. The Contrabass (Track 3) plays a simple bass line with half notes. The Pad Synthesizer (Track 4) plays a sustained chordal texture.

Guit.

Cb.

Synth.

Second system of music (measures 4-6). The Guitar continues its melodic line. The Contrabass plays half notes. The Synthesizer provides a harmonic background.

Guit.

Cb.

Synth.

Third system of music (measures 7-9). The Guitar has a more active melodic line. The Contrabass introduces a moving bass line. The Synthesizer continues with the pad texture.

Guit.

Cb.

Synth.

Fourth system of music (measures 10-12). The Guitar plays a melodic line. The Contrabass plays a steady bass line. The Synthesizer maintains the harmonic texture.

16

Guit.

Cb.

Synth.

20

Guit.

Cb.

Synth.

24

Guit.

Cb.

Synth.

28

Guit.

Cb.

Synth.

32

Guit.

Cb.

Synth.

8

36

Guit.

Cb.

Synth.

8

40

Guit.

Cb.

Synth.

8

44

Guit.

Cb.

Synth.

8

48

Guit.

Cb.

Synth.

52

Guit.

Cb.

Synth.

56

Guit.

Cb.

Synth.

60

Guit.

Cb.

Synth.