

# **Boss - "Kool Dude" (2)**

Composer: Jimi Hird

Game: Monsterworld IV

[pianogame.org](http://pianogame.org)

♩ = 195

Bass Synthesizer, Synth Bass 2

Saw Synthesizer, Filtered Sawtooth (Bass)

Mallet Synthesizer, Sine Wave (Main)

3

Synth.

Synth.

Mal. Syn.

6

Synth.

Synth.

Mal. Syn.

9

Synth.

Synth.

Mal. Syn.

13

Synth. 

Synth. 

Mal. Syn. 




17


Synth. 


Synth. 

Mal. Syn. 

21


Synth. 


Synth. 


Mal. Syn. 




25


Synth. 


Synth. 

Mal. Syn. 


28


Synth. 


Synth. 

Mal. Syn. 

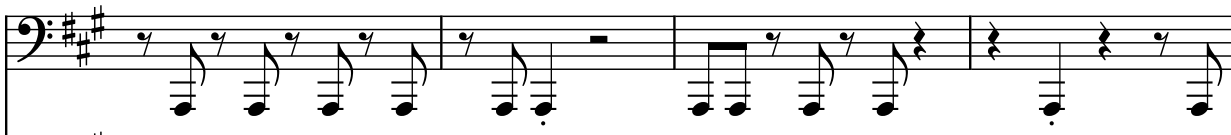
31

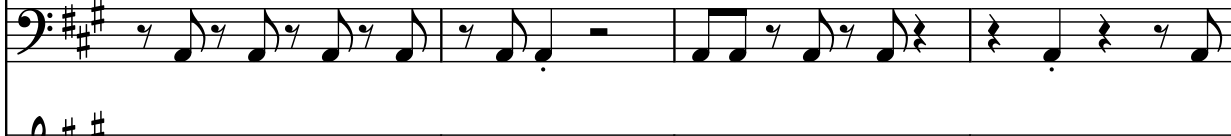
Synth. 

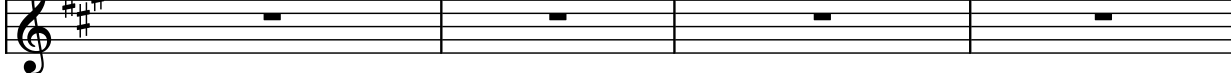
Synth. 

Mal. Syn. 

35

Synth. 

Synth. 

Mal. Syn. 

39

Synth. 

Synth. 

Mal. Syn. 

42

Synth. Synth. Mal. Syn.

Measures 42-44. The Synth. parts play a rhythmic pattern of eighth and sixteenth notes. The Mal. Syn. part plays a sequence of eighth notes.

45

Synth. Synth. Mal. Syn.

Measures 45-47. The Synth. parts continue the rhythmic pattern. The Mal. Syn. part continues the sequence of eighth notes.

48

Synth. Synth. Mal. Syn.


Measures 48-50. The Synth. parts continue the rhythmic pattern. The Mal. Syn. part continues the sequence of eighth notes.

51

Synth. Synth. Mal. Syn.

Measures 51-53. The Synth. parts continue the rhythmic pattern. The Mal. Syn. part continues the sequence of eighth notes. Triplet markings are present in measures 52 and 53.


55


Synth. 

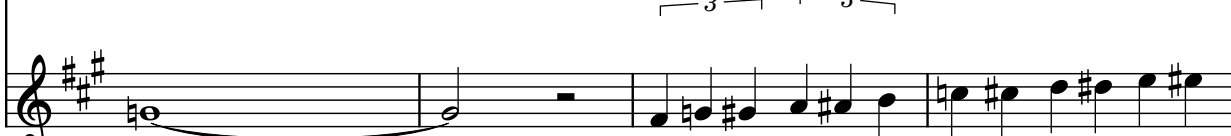
Synth. 

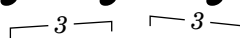
Mal. Syn. 


59

Synth. 

Synth. 

Mal. Syn. 





63

Synth. 

Synth. 


Mal. Syn. 









66

Synth. 

Synth. 

Mal. Syn. 

69

Synth. Synth. Mal. Syn.

72

Synth. Synth. Mal. Syn.

76

Synth. Synth. Mal. Syn.

80

Synth. Synth. Mal. Syn.


83


Synth. 


Synth. 

Mal. Syn. 

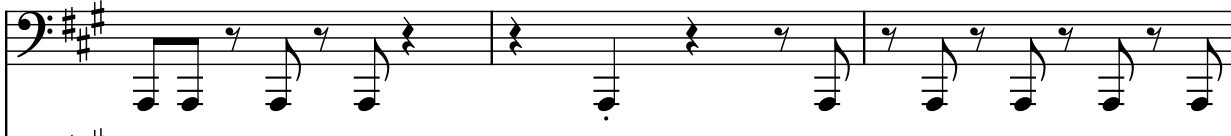
86


Synth. 


Synth. 

Mal. Syn. 

89

Synth. 

Synth. 

Mal. Syn. 

92

Synth. 

Synth. 

Mal. Syn. 