

Corneria (4)

Composer: Hajime Hirasawa

Game: Super Smash Bros. Melee

pianogame.org

$\text{♩} = 175$

Strings, Strings 1

Bass Trombone, Brass 1

Winds, Flute/Piccolo

2

St.

B. Tbn.

Wi.

4

St.

B. Tbn.

Wi.

6

St.

B. Tbn.

Wi.

10

St.

B. Tbn.

Wi.

14

♩ = 160

St.

B. Tbn.

Wi.

16

St.

B. Tbn.

Wi.

18

St.

B. Tbn.

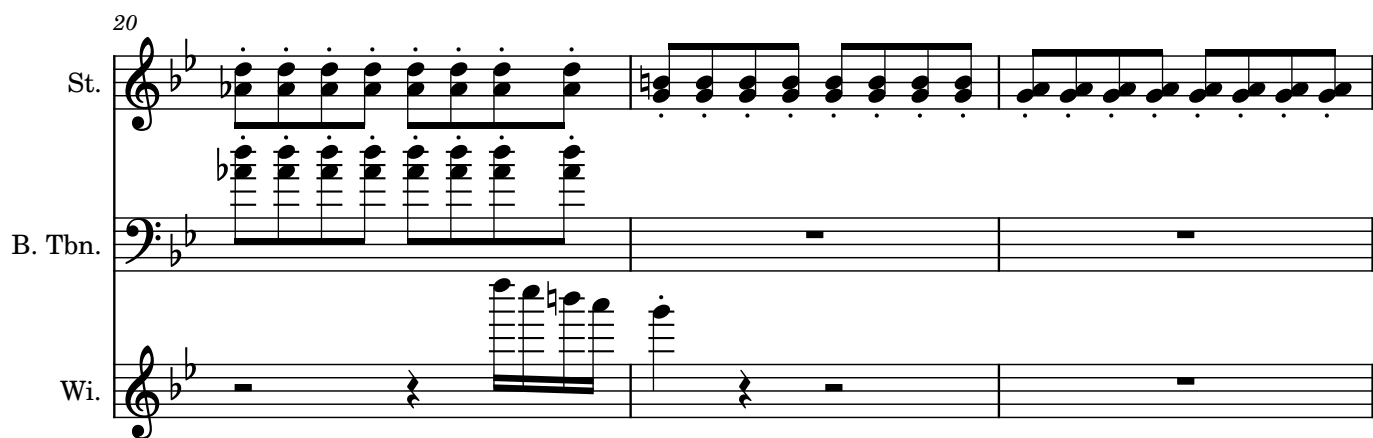
Wi.

20

St.

B. Tbn.

Wi.

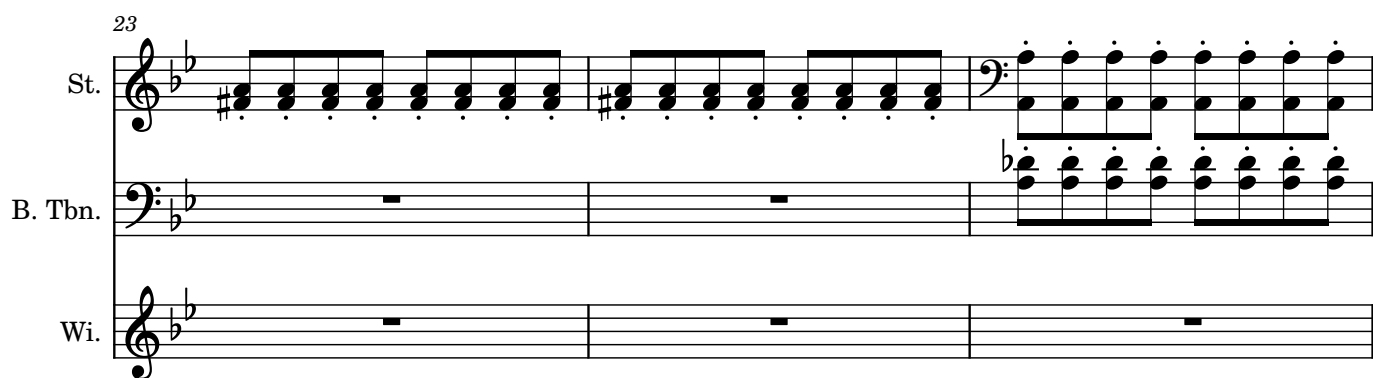


23

St.

B. Tbn.

Wi.

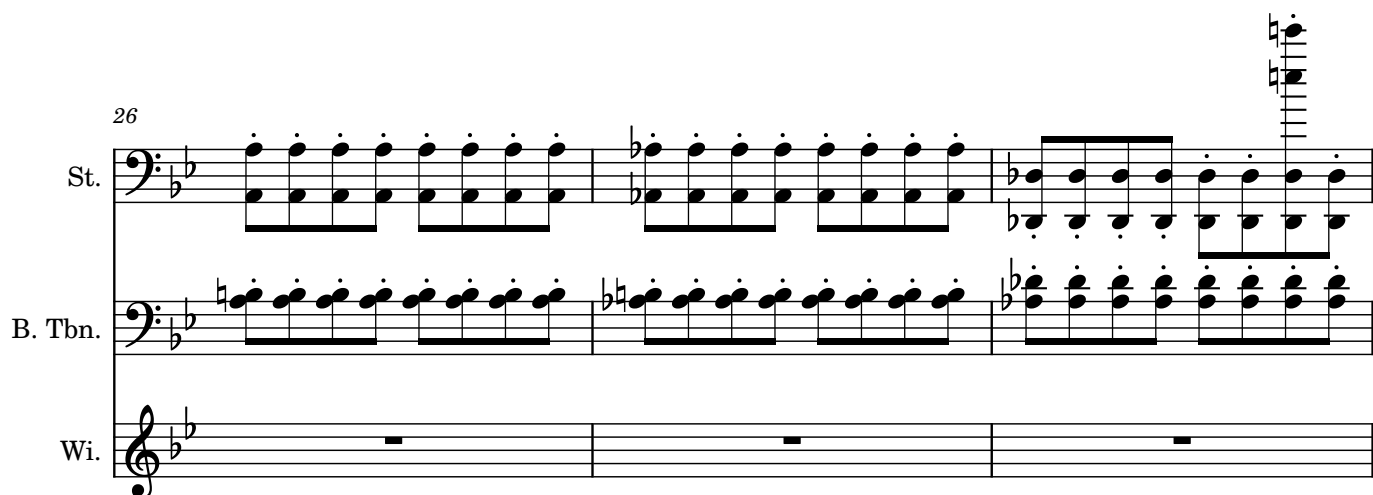


26

St.

B. Tbn.

Wi.

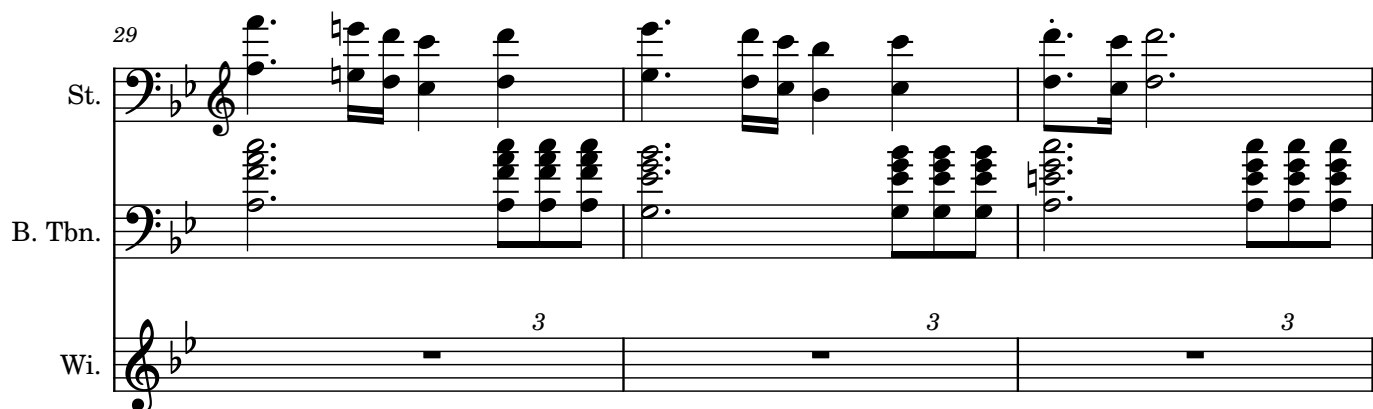


29

St.

B. Tbn.

Wi.



32

St.

B. Tbn.

Wi.

3

3

3

3

3

36

St.

B. Tbn.

Wi.

3

3

3

3

40

St.

B. Tbn.

Wi.

3

44

St.

B. Tbn.

Wi.

48

St.

B. Tbn.

Wi.

51

St.

B. Tbn.

Wi.

53

St.

B. Tbn.

Wi.

55

St.

B. Tbn.

Wi.

58

St.

B. Tbn.

Wi.

61

St.

B. Tbn.

Wi.

64

St.

B. Tbn.

Wi.

[illegible]

71

St.

B. Tbn.

Wi.

75

St.

B. Tbn.

Wi.

This musical score segment contains measures 75 through 78. The St. (Soprano) part begins in measure 75 with a half note G4, followed by a whole rest in measure 76, and then a half note G4 in measure 77. The B. Tbn. (Baritone Trombone) part plays a rhythmic pattern of eighth notes in measure 75, followed by a whole rest in measure 76, and then a half note G4 in measure 77. The Wi. (Winds) part plays a rhythmic pattern of eighth notes in measure 75, followed by a whole rest in measure 76, and then a half note G4 in measure 77. The key signature is one flat (Bb) and the time signature is 4/4.