

Marble Zone (9)

Composer: Masato Nakamura

Game: Sonic the Hedgehog

pianogame.org

♩ = 132

Effect Synthesizer, Leadoff (Bass and Lead)

Pan Flute, Melody (Pan Flute)

Boy Soprano, 1/16th Delay (Synth Voice)

2

Synth.

Pn. Fl.

B. S.

5

Synth.

Pn. Fl.

B. S.

8

Synth.

Pn. Fl.

B. S.

11

Synth.

Pn. Fl.

B. S.

15

Synth.

Pn. Fl.

B. S.

21

Synth.

Pn. Fl.

B. S.

24

Synth.

Pn. Fl.

B. S.

27

Synth.

Pn. Fl.

B. S.

Measures 27-29. The Synth. part consists of two staves with whole rests. The Pn. Fl. part has a melody starting on G4, moving up to A4, B4, C5, then down to B4, A4, G4, F#4, E4, D4, C4. The B. S. part has a complex rhythmic pattern with many sixteenth and thirty-second notes, starting on G4 and ending on C4.

30

Synth.

Pn. Fl.

B. S.

Measures 30-32. The Synth. part consists of two staves with whole rests. The Pn. Fl. part has a melody starting on G4, moving up to A4, B4, C5, then down to B4, A4, G4, F#4, E4, D4, C4. The B. S. part has a complex rhythmic pattern with many sixteenth and thirty-second notes, starting on G4 and ending on C4.

33

Synth.

Pn. Fl.

B. S.

Measures 33-35. The Synth. part consists of two staves with whole rests. The Pn. Fl. part has a melody starting on G4, moving up to A4, B4, C5, then down to B4, A4, G4, F#4, E4, D4, C4. The B. S. part has a complex rhythmic pattern with many sixteenth and thirty-second notes, starting on G4 and ending on C4.