

Introduction

Composer: Hideo Kojima

Game: Metal Gear Solid

pianogame.org

Snare Drum, "Introduction"

Effect Synthesizer, from Metal Gear Solid

Violins (section), Original: Kazuki Muraoka

$\text{♩} = 175$

4/4

5

SD

Synth.

Vlns.

12

SD

Synth.

Vlns.

19

SD

Synth.

Vlns.

26

SD

Synth.

Vlns.

33

SD

Synth.

Vlns.

Measures 33-39: SD (single melodic line), Synth. (high-pitched, tremolo-like texture), Vlns. (sustained, bowed notes).

40

SD

Synth.

Vlns.

Measures 40-46: SD (single melodic line), Synth. (high-pitched, tremolo-like texture), Vlns. (sustained, bowed notes).