

Escape! (XG)

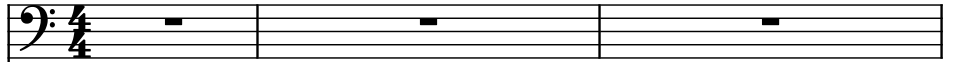
Composer: Kenji Yamamoto

Game: Metroid

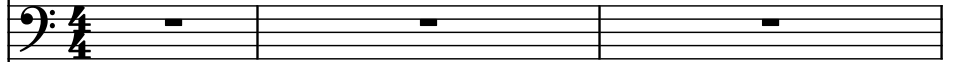
pianogame.org

♩ = 145

Mallet Synthesizer, XG Exclusive



Effect Synthesizer, XG Exclusive



Saw Synthesizer, XG Exclusive



3 3 3 3

4

Mal. Syn.



Synth.



Synth.

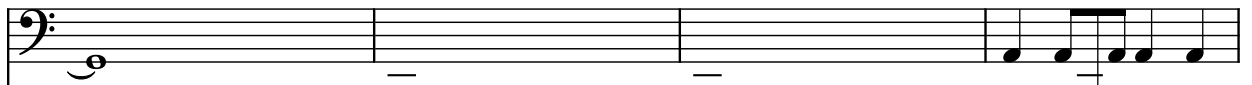


3 3 3 3 3 3

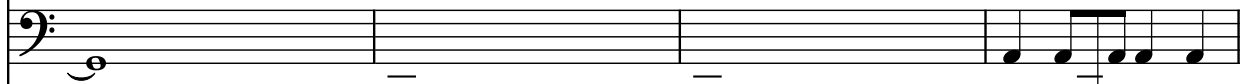
3

7

Mal. Syn.



Synth.



Synth.



3 3 3 3 3 3

3 3 3 3 3 3

11

Mal. Syn.

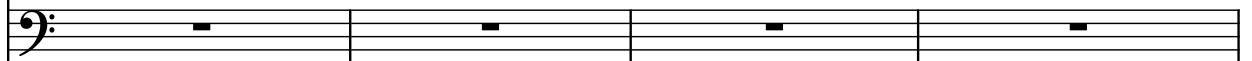


3 3 3 3 3

Synth.



Synth.



15

3 3 3 3 3 3 3 3

Mal. Syn.

Synth.

Synth.

19

3 3 3 3 3

Mal. Syn.

Synth.

Synth.

23

3 3 3 3 3 3 3

Mal. Syn.

Synth.

Synth.

27

3

Mal. Syn.

Synth.

Synth.

32

3 3 3

Mal. Syn.

Synth.

Synth.

37

3 3 3 3

Mal. Syn.

Synth.

Synth.

42

Mal. Syn.

Synth.

Synth.

3 3 3 3 3 3

45

Mal. Syn.

Synth.

Synth.

3 3 3 3 3 3

48

Mal. Syn.

Synth.

Synth.

52

Mal. Syn.

Synth.

Synth.

56

Mal. Syn.

Synth.

Synth.

60

Mal. Syn.

Synth.

Synth.

The musical score is divided into four systems, each covering four measures (48-51, 52-55, 56-59, 60-63). Each system contains three staves: Mal. Syn. (top), Synth. (middle), and Synth. (bottom). The Mal. Syn. staff uses a bass clef and contains a melodic line with eighth and sixteenth notes, often grouped in triplets. The middle Synth. staff also uses a bass clef and contains a similar melodic line, sometimes with slurs. The bottom Synth. staff uses a bass clef and contains a rhythmic accompaniment of eighth notes, often in triplets. Measure numbers 48, 52, 56, and 60 are placed at the beginning of their respective systems. The page number 4 is in the top left corner.

64

3 3 3 3 3

Mal. Syn.

Synth.

Synth.

68

3 3

Mal. Syn.

Synth.

Synth.

73

3 3

Mal. Syn.

Synth.

Synth.

78

3 3 3 3

Mal. Syn.

Synth.

Synth.

82

Mal. Syn.

Synth.

Synth.

3 3 3 3 3 3

85

Mal. Syn.

Synth.

Synth.

3 3 3 3 3 3

88

Mal. Syn.

Synth.

Synth.

3 3 3 3