

Xu Huang's Stage

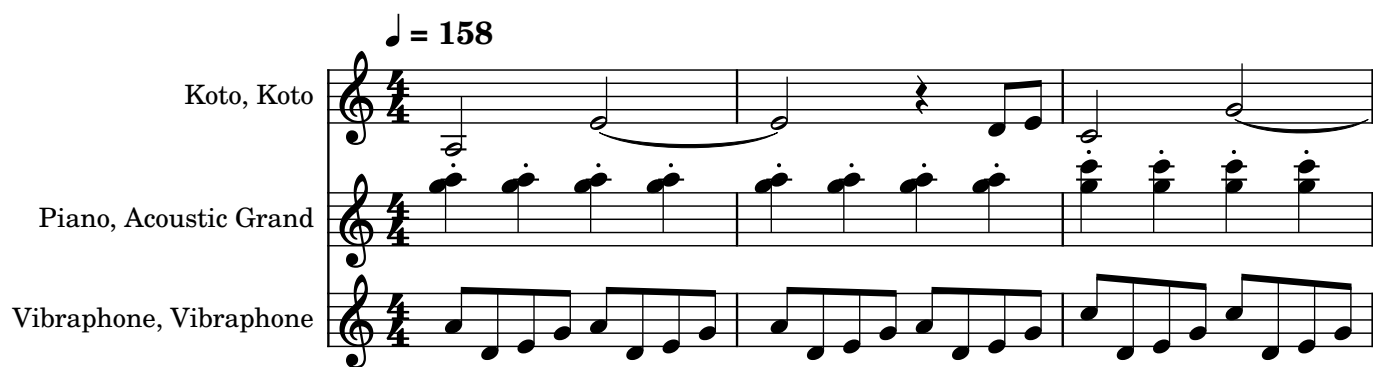
Composer: Dai Peng
Game: Sango Fighter
pianogame.org

$\text{♩} = 158$

Koto, Koto

Piano, Acoustic Grand

Vibraphone, Vibraphone

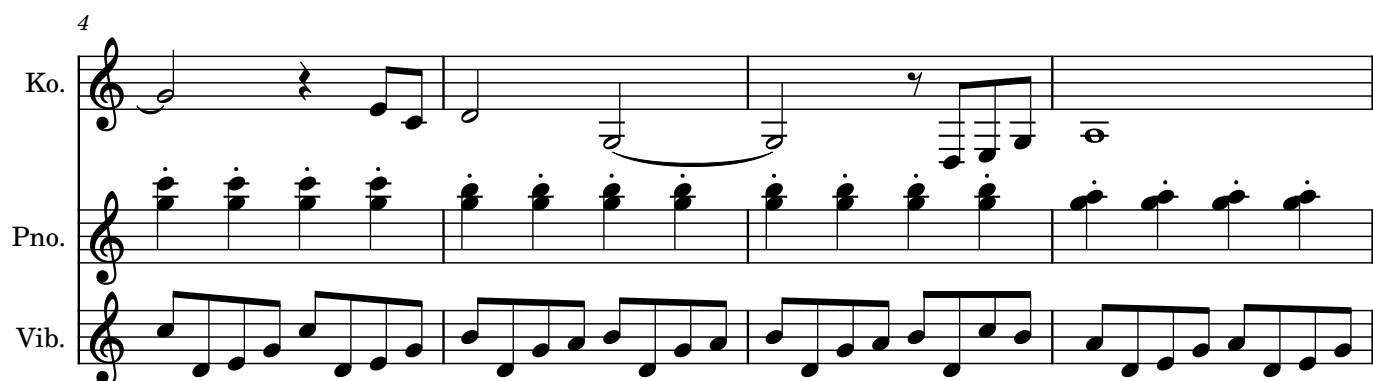


4

Ko.

Pno.

Vib.

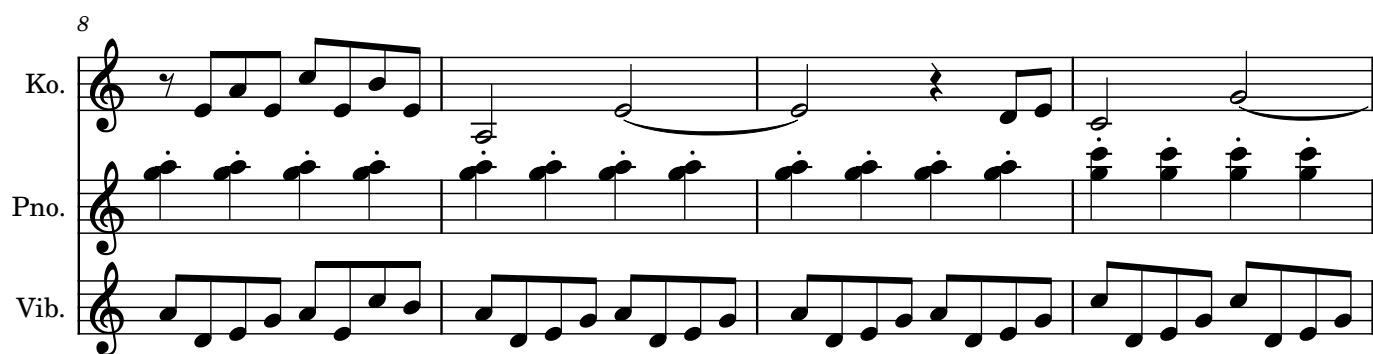


8

Ko.

Pno.

Vib.

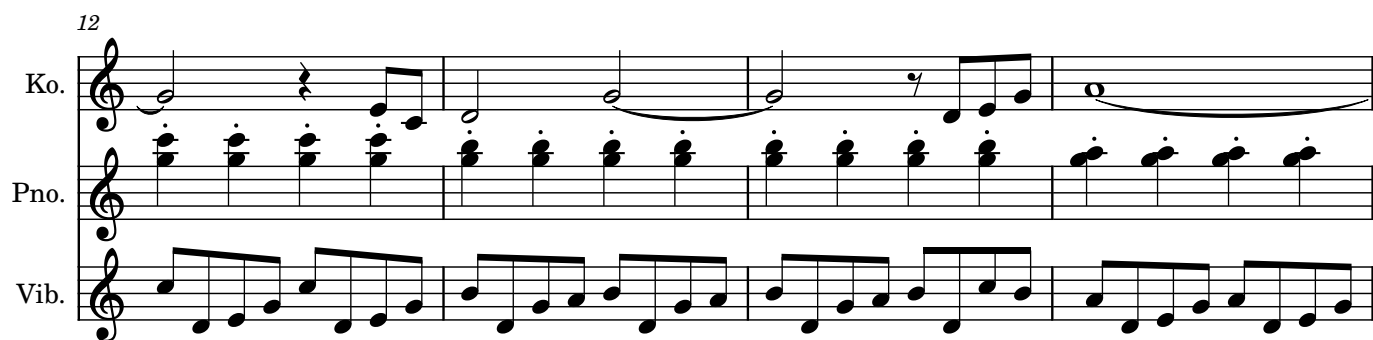


12

Ko.

Pno.

Vib.

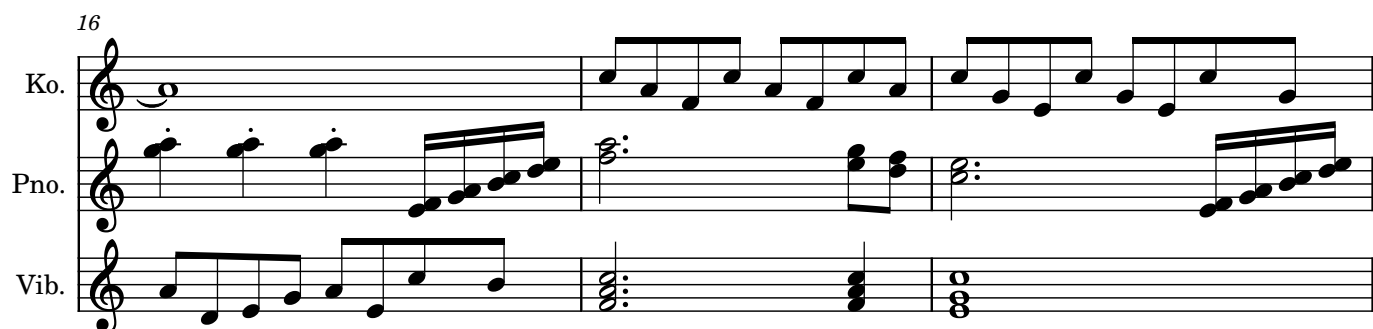


16

Ko.

Pno.

Vib.



19

Ko.

Pno.

Vib.

22

Ko.

Pno.

Vib.

25

Ko.

Pno.

Vib.

29

Ko.

Pno.

Vib.

33

Ko.

Pno.

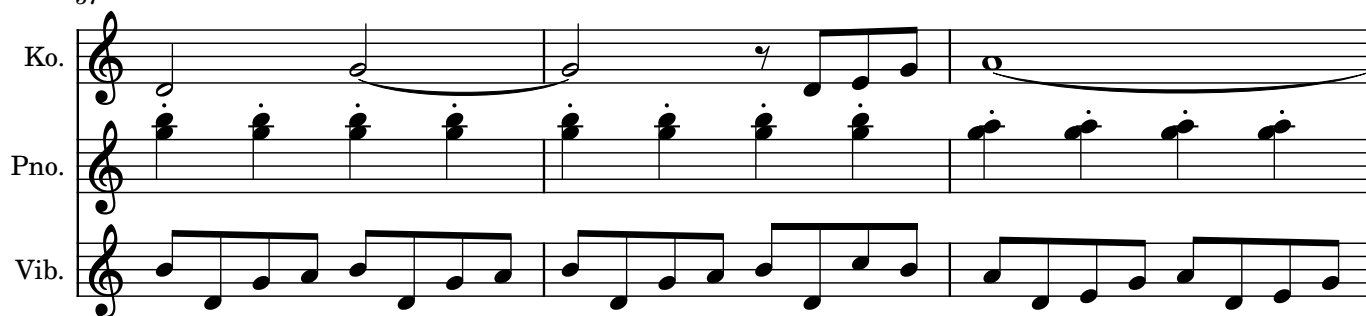
Vib.

37

Ko.

Pno.

Vib.



40

Ko.

Pno.

Vib.

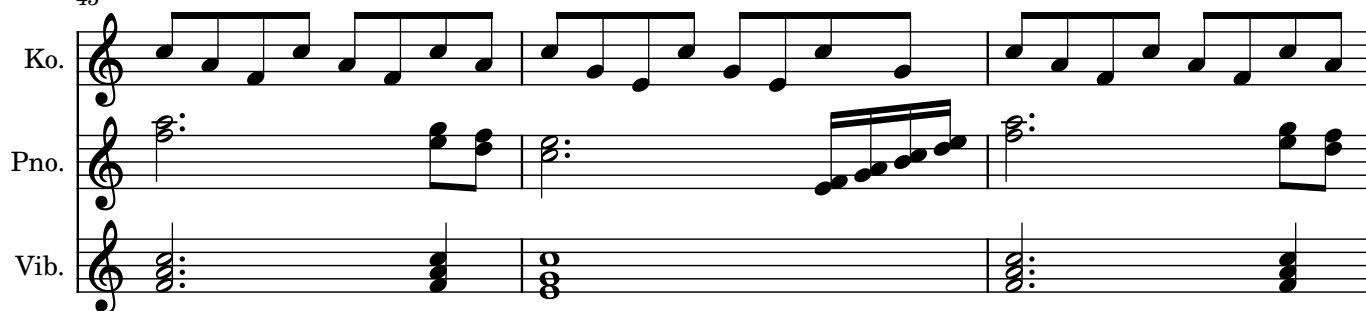


43

Ko.

Pno.

Vib.

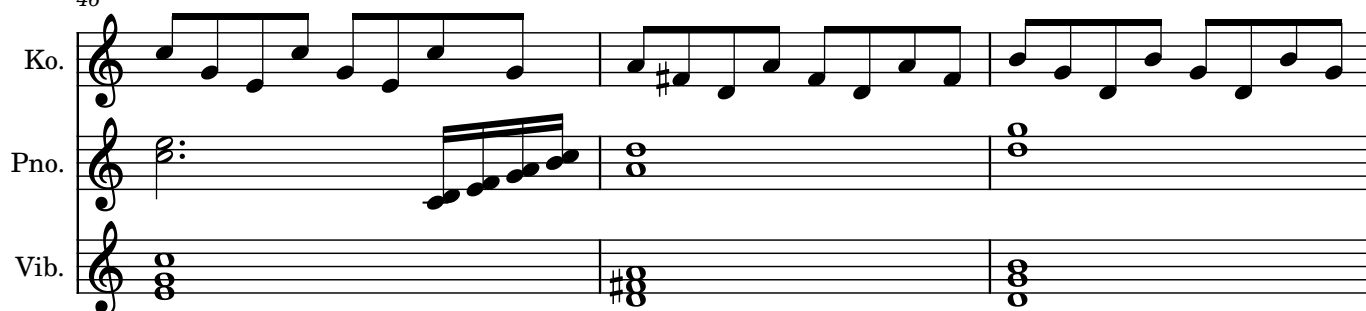


46

Ko.

Pno.

Vib.

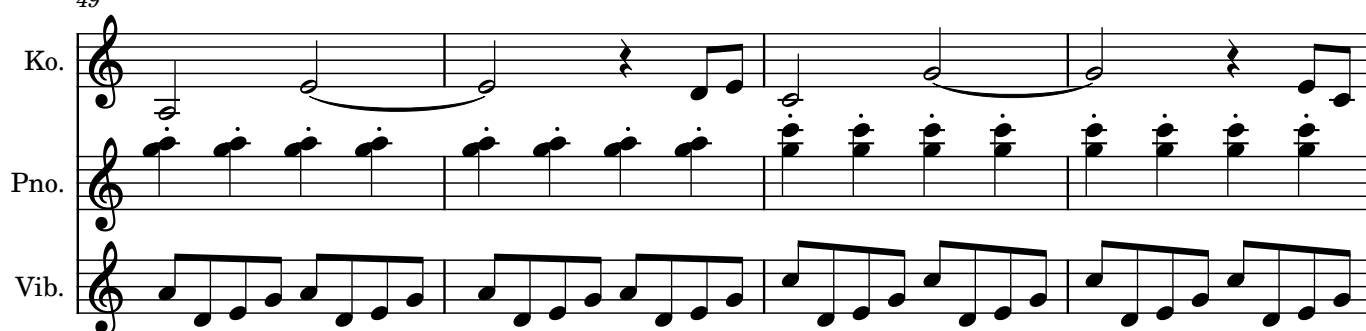


49

Ko.

Pno.

Vib.



53

Ko.

Pno.

Vib.

This musical score consists of three staves. The top staff, labeled 'Ko.', is for a Koto and features a treble clef with a key signature of one flat. It begins with a whole note chord, followed by a half note chord, and then a quarter rest. The middle staff, labeled 'Pno.', is for a Piano and uses a grand staff (treble and bass clefs). It contains a series of chords, each marked with a dot above the notes, indicating a specific articulation or emphasis. The bottom staff, labeled 'Vib.', is for a Vibraphone and uses a treble clef. It contains a continuous sequence of eighth notes, creating a rhythmic pattern. The score concludes with a double bar line on each staff.