

Credits (Remix)

Composer: Junichi Masuda

Game: Pokémon (Red, Blue, Yellow)

pianogame.org

Effect Synthesizer, slap bass

Violins (section), muted.gtr

Tin Whistle, synth pads

$\text{♩} = 140$

4

Synth.

Vlms.

C Tin Wh.

7

Synth.

Vlms.

C Tin Wh.

10

Synth.

Vlms.

C Tin Wh.

14

Synth.

Vlans.

C Tin Wh.

18

Synth.

Vlns.

C Tin Wh.

21

Synth.

Vlms.

C Tin Wh.

25

Synth.

Vlns.

C Tin Wh.

28

Synth.

Vlns.

C Tin Wh.

31

Synth.

Vlns.

C Tin Wh.

34

Synth.

Vlns.

C Tin Wh.

38

Synth.

Vlns.

C Tin Wh.

This musical score is arranged in four systems, each containing three staves: Synthesizer (Synth.), Violins (Vlns.), and C Tin Whistle (C Tin Wh.). The key signature is one sharp (F#) and the time signature is 4/4.

System 1 (Measures 42-44):
The Synth. staff begins at measure 42 with a melodic line of eighth notes, ascending and then descending. The Vlns. staff has a whole note chord in measure 42, followed by a half note chord in measure 43, and a whole note chord in measure 44. The C Tin Wh. staff has whole rests in all three measures.

System 2 (Measures 45-47):
The Synth. staff continues the melodic pattern. The Vlns. staff has a whole note chord in measure 45, followed by a half note chord in measure 46, and a whole note chord in measure 47. The C Tin Wh. staff has whole rests in all three measures.

System 3 (Measures 48-50):
The Synth. staff continues the melodic pattern. The Vlns. staff has a whole note chord in measure 48, followed by a half note chord in measure 49, and a whole note chord in measure 50. The C Tin Wh. staff has whole rests in all three measures.

System 4 (Measures 51-53):
The Synth. staff continues the melodic pattern. The Vlns. staff has a whole note chord in measure 51, followed by a half note chord in measure 52, and a whole note chord in measure 53. The C Tin Wh. staff has whole rests in all three measures.

54

Synth.

Vlns.

C Tin Wh.

57

Synth.

Vlns.

C Tin Wh.

60

Synth.

Vlns.

C Tin Wh.

63

Synth.

Vlns.

C Tin Wh.