

The Tale of Baskar

Composer: Michiko Naruke

Game: Wild Arms

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Violins (section), Wild Arms $\text{♩} = 90$ $\text{♩} = 89$

Electric Guitar, "The Tale of Baskar"

Archlute, (Baskar Village Theme)

6

Vlns.

El. Guit.

A. Lt.

12

Vlns.

El. Guit.

A. Lt.

$\text{♩} = 89$
 $\text{♩} = 64$
 $\text{♩} = 67$
 $\text{♩} = 69$
 $\text{♩} = 72$
 $\text{♩} = 73$
 $\text{♩} = 75$
 $\text{♩} = 76$
 $\text{♩} = 78$
 $\text{♩} = 80$
 $\text{♩} = 82$
 $\text{♩} = 83$
 $\text{♩} = 86$
 $\text{♩} = 88$

17

Vlns.

El. Guit.

A. Lt.

23

Vlns.

El. Guit.

A. Lt.

29

Vlns.

El. Guit.

A. Lt.

34

Vlns.

El. Guit.

A. Lt.

8

39

Vlns.

El. Guit.

A. Lt.

8

64

65

67

69

71

72

75

76

77

78

82

83

86

87

88

This musical score is for three instruments: Violins (Vlns.), Electric Guitar (El. Guit.), and Alto/Low Trombone (A. Lt.). The music is in the key of A major (three sharps) and 4/4 time. The score is divided into two systems, starting at measures 34 and 39. The Violin part features a melodic line with eighth and sixteenth notes, including a long phrase from measure 34 to 38. The Electric Guitar part provides harmonic support with chords and some melodic fragments. The Alto/Low Trombone part consists of sustained notes and chords. A list of measure numbers (64, 65, 67, 69, 71, 72, 75, 76, 77, 78, 82, 83, 86, 87, 88) is printed vertically between the two systems, likely indicating a page or section break.

45

Vlns.

El. Guit.

A. Lt.

Measures 45-50. The Vlns. part features a melodic line with a long note at the end. The El. Guit. part has a rhythmic pattern with a 'g' marking. The A. Lt. part has a complex rhythmic pattern with many notes.

51

Vlns.

El. Guit.

A. Lt.

Measures 51-52. The Vlns. part has a short melodic line. The El. Guit. and A. Lt. parts have rests.