

# Main Theme

Composer: Harry Gregson-Williams

Game: Metal Gear Solid 3: Snake Eater

[pianogame.org](http://pianogame.org)

**♩ = 156**

Horn, MIDI Ch. 1

Strings, MIDI Ch. 2

Violins (section), MIDI Ch. 3

Measures 1-5: Horn, MIDI Ch. 1 is silent. Strings, MIDI Ch. 2 and Violins (section), MIDI Ch. 3 are silent until measure 5, where they play a short melodic phrase.

6

Hn.

St.

Vlns.

Measures 6-8: Horn (Hn.) is silent. Strings (St.) play a rhythmic pattern. Violins (Vlns.) are silent.

9

Hn.

St.

Vlns.

Measures 9-12: Horn (Hn.) is silent. Strings (St.) play a rhythmic pattern. Violins (Vlns.) are silent.

13

Hn.

St.

Vlns.

Measures 13-17: Horn (Hn.) plays a melodic line. Strings (St.) play a rhythmic pattern. Violins (Vlns.) are silent.

18

Hn.

St.

Vlns.

Measures 18-21: Horn (Hn.) plays a melodic line. Strings (St.) play a rhythmic pattern. Violins (Vlns.) are silent.

22

22

Hn.

St.

Vlns.

27

27

Hn.

St.

Vlns.

31

31

Hn.

St.

Vlns.

35

35

Hn.

St.

Vlns.

39

39

Hn.

St.

Vlns.

42

42

Hn.

St.

Vlns.

The musical score for measures 42-44 features three staves. The Horns (Hn.) and Violins (Vlns.) staves are empty, indicating they are silent. The Saxophone (St.) staff contains a complex melodic line. It begins with a whole rest, followed by a series of eighth and sixteenth notes, including some beamed sixteenth notes. The key signature has four sharps (F#, C#, G#, D#). The measure ends with a double bar line.

45

45

Hn.

St.

Vlns.

The musical score for measures 45-46 features three staves. The Horns (Hn.) and Violins (Vlns.) staves are empty, indicating they are silent. The Saxophone (St.) staff contains a complex melodic line. It begins with a whole rest, followed by a series of eighth and sixteenth notes, including some beamed sixteenth notes. The key signature has four sharps (F#, C#, G#, D#). The measure ends with a double bar line.