

Escape! (3)

Composer: Hirokazu Tanaka

Game: Metroid

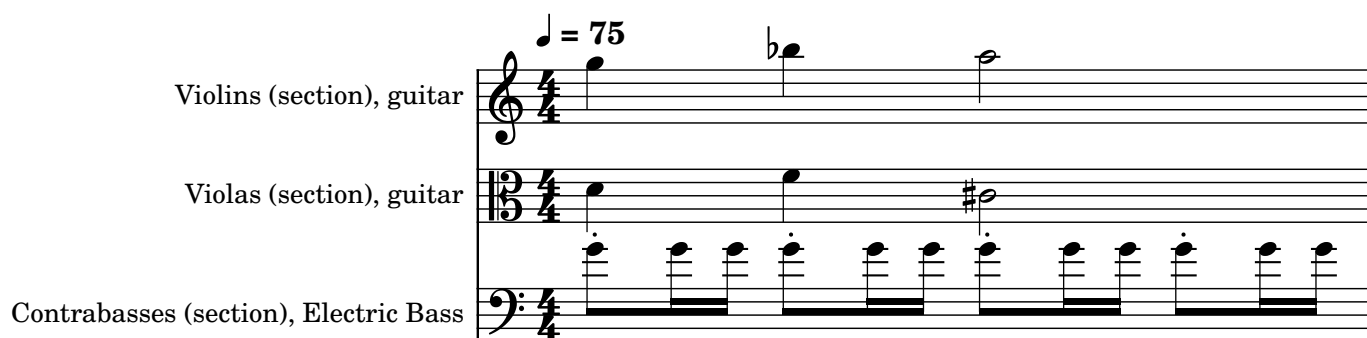
pianogame.org

Violins (section), guitar

Violas (section), guitar

Contrabasses (section), Electric Bass

$\text{♩} = 75$

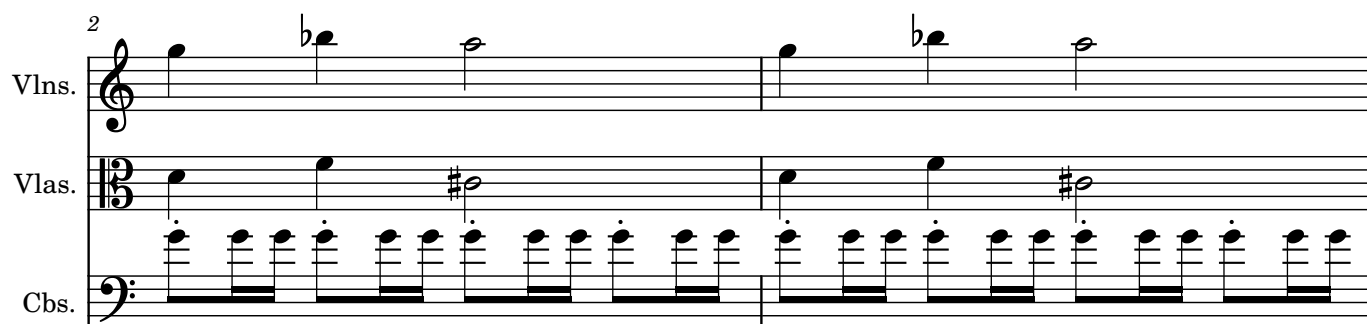


2

Vlns.

Vlas.

Cbs.



4

Vlns.

Vlas.

Cbs.



7

Vlns.

Vlas.

Cbs.

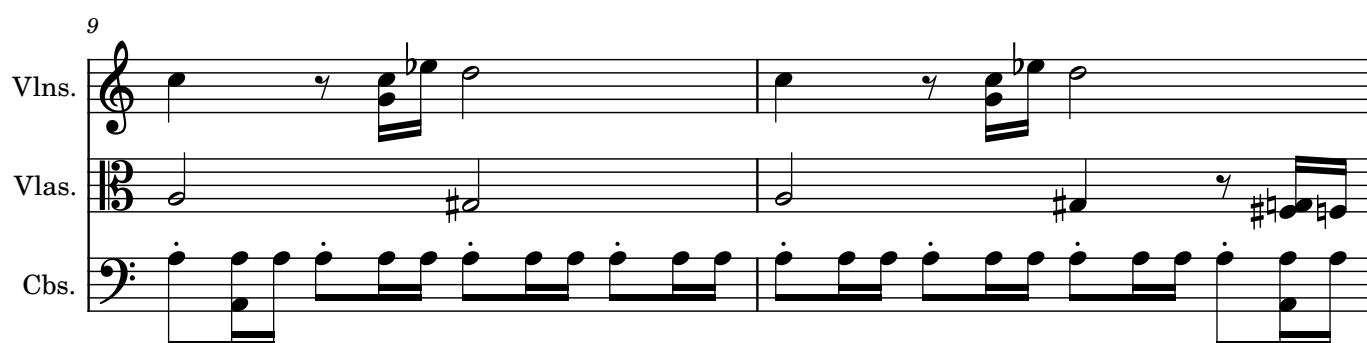


9

Vlns.

Vlas.

Cbs.



11

Vlns.

Vlas.

Cbs.

3 3

13

Vlns.

Vlas.

Cbs.

3 3 3 3

16

Vlns.

Vlas.

Cbs.

3 3 3 3 3 3

18

Vlns.

Vlas.

Cbs.

3 3

20

Vlns.

Vlas.

Cbs.

3 3 3 3

22

Vlns.

Vlas.

Cbs.

24

Vlns.

Vlas.

Cbs.

27

Vlns.

Vlas.

Cbs.

29

Vlns.

Vlas.

Cbs.

31

Vlns.

Vlas.

Cbs.

33

Vlns.

Vlas.

Cbs.

36

Vlns.

Vlas.

Cbs.

38

Vlins.

Vlas.

Cbs.

3

3

b

This musical score is for three parts: Violins (Vlins.), Violas (Vlas.), and Cellos (Cbs.). The Violins part is in treble clef, the Violas part is in alto clef, and the Cellos part is in bass clef. The score begins at measure 38. The Violins part features a melodic line with some rests. The Violas part has a more active line with many eighth and sixteenth notes, including triplets. The Cellos part provides a harmonic foundation with eighth and sixteenth notes, including a triplet and a key signature change to one flat (B-flat) in the final measure.

40

Vlns.

Vlas.

Cbs.

3

3

3

3