

# Karma

Composer: Hitoshi Sakimoto

Game: Radiant Silvergun

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

$\text{♩} = 80$

Piano, piano

Harp, harp

Violins (section), string high

This system contains measures 1 through 3 of the piece. The tempo is marked as quarter note = 80. The piano part has a busy right hand with many beamed sixteenth notes and a simple left hand with whole notes. The harp and violin parts are marked with whole rests.

4

Pno.

Hrp.

Vlns.

This system contains measures 4 through 7. The piano part continues with its intricate right-hand melody. The harp and violin parts are still silent, indicated by whole rests.

8

Pno.

Hrp.

Vlns.

This system contains measures 8 through 12. The piano part continues its melodic line. The harp and violin parts remain silent, indicated by whole rests.

13

Pno.

Hrp.

Vlms.

# $\emptyset$  # $\emptyset$  b $\emptyset$  b $\emptyset$

b $\emptyset$  b $\emptyset$

$\text{♩} = 41$   
 $\text{♩} = 45$   
 $\text{♩} = 47$   
 $\text{♩} = 51$   
 $\text{♩} = 53$   
 $\text{♩} = 56$   
 $\text{♩} = 62$   
 $\text{♩} = 66$   
 $\text{♩} = 68$   
 $\text{♩} = 72$   
 $\text{♩} = 74$   
 $\text{♩} = 78$

18

Pno.

Hrp.

Vlms.

# $\emptyset$   $\emptyset$

3

3