

Sonic Boom (4)

Composer: Spencer Nilsen

Game: Sonic CD

pianogame.org

♩ = 188

Pad Synthesizer, Pad 8 (sweep)

Automobile Brake Drums, Percussion

First system of music (measures 1-4). The Pad Synthesizer (Pad 8 sweep) is in 4/4 time, featuring a sustained chord of four notes (F4, C5, E5, G5) with a sweep effect. The Automobile Brake Drums (Percussion) are in 4/4 time, featuring a rhythmic pattern of eighth notes and sixteenth notes.

5

Synth.

Aut. Brk. Dr.

Second system of music (measures 5-8). The Synth. part is in 4/4 time, featuring a sustained chord of four notes (F4, C5, E5, G5) with a sweep effect. The Aut. Brk. Dr. part is in 4/4 time, featuring a rhythmic pattern of eighth notes and sixteenth notes.

9

Synth.

Aut. Brk. Dr.

Third system of music (measures 9-12). The Synth. part is in 4/4 time, featuring a sustained chord of four notes (F4, C5, E5, G5) with a sweep effect. The Aut. Brk. Dr. part is in 4/4 time, featuring a rhythmic pattern of eighth notes and sixteenth notes.

13

Synth.

Aut. Brk. Dr.

Fourth system of music (measures 13-16). The Synth. part is in 4/4 time, featuring a sustained chord of four notes (F4, C5, E5, G5) with a sweep effect. The Aut. Brk. Dr. part is in 4/4 time, featuring a rhythmic pattern of eighth notes and sixteenth notes.

17

Synth.

Aut. Brk. Dr.

Fifth system of music (measures 17-20). The Synth. part is in 4/4 time, featuring a sustained chord of four notes (F4, C5, E5, G5) with a sweep effect. The Aut. Brk. Dr. part is in 4/4 time, featuring a rhythmic pattern of eighth notes and sixteenth notes.

21

Synth.

Aut. Brk. Dr.

25

Synth.

Aut. Brk. Dr.

29

Synth.

Aut. Brk. Dr.

33

Synth.

Aut. Brk. Dr.

37

Synth.

Aut. Brk. Dr.

41

Synth.

Aut. Brk. Dr.

45

Synth.

Aut. Brk. Dr.

49

Synth.

Aut. Brk. Dr.

53

Synth.

Aut. Brk. Dr.

57

Synth.

Aut. Brk. Dr.

61

Synth.

Aut. Brk. Dr.

65

Synth.

Aut. Brk. Dr.

70

Synth.

Aut. Brk. Dr.