

# **The Sun Rises (2)**

Composer: Masato Kouda

Game: Okami

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

Flute, Staff

Cornet, Staff-1

Violoncellos (section), Staff-2

$\text{♩} = 132$

4

Fl.

Cnt.

Vcs.

7

Fl.

Cnt.

Vcs.

10

Fl.

Cnt.

Vcs.

13

Fl.

Cnt.

Vcs.

15

Fl.

Cnt.

Vcs.

17

Fl.

Cnt.

Vcs.

20

Fl.

Cnt.

Vcs.

23

Fl.

Cnt.

Vcs.

26

Fl.

Cnt.

Vcs.

This musical score is for three parts: Flute (Fl.), Contralto (Cnt.), and Violoncello (Vcs.). The score is divided into five systems, each starting with a measure number (15, 17, 20, 23, 26). The key signature is one sharp (F#) for the Flute and three flats (Bb, Eb, Ab) for the Contralto and Violoncello. The time signature is not explicitly shown but appears to be 4/4 based on the note values. The Flute part features melodic lines with various note values, including eighth and sixteenth notes, and some measures with rests. The Contralto part has a more complex, rhythmic melody with many beamed notes. The Violoncello part provides a steady, rhythmic accompaniment with eighth and sixteenth notes. The score includes various musical notations such as slurs, ties, and dynamic markings.

29

Fl.

Cnt.

Vcs.

Flute (Fl.) part: Measures 29-30. The melody starts on G4, moves to A4, then B4, and continues with slurs. Cello (Vcs.) part: Measures 29-30. The bass line starts on G2, moves to A2, then B2, and continues with slurs. The system is in G major and 3/4 time.

31

Fl.

Cnt.

Vcs.

Flute (Fl.) part: Measures 31-32. The melody continues with slurs. Cello (Vcs.) part: Measures 31-32. The bass line continues with slurs. The system is in G major and 3/4 time.

33

Fl.

Cnt.

Vcs.

Flute (Fl.) part: Measures 33-34. The melody continues with slurs. Cello (Vcs.) part: Measures 33-34. The bass line continues with slurs. The system is in G major and 3/4 time.

36

Fl.

Cnt.

Vcs.

Flute (Fl.) part: Measures 35-36. The melody continues with slurs. Cello (Vcs.) part: Measures 35-36. The bass line continues with slurs. The system is in G major and 3/4 time.