

rudora no hihou japan - holiday in the village

♩ = 145,000031

Super Nintendo Entertainment System

"Holiday in the Village"

Sequenced by Robert Hansson

♩ = 145,000031

kasta_frisbee_med_raggmunk@hotmail.com

This musical score system contains four staves. The top staff is in treble clef and contains the melody for the Super Nintendo Entertainment System. The second staff is also in treble clef and contains the melody for the song "Holiday in the Village". The third staff is in bass clef and contains the bass line for the song. The bottom staff is in bass clef and contains the bass line for the Super Nintendo Entertainment System. A tempo marking of ♩ = 145,000031 is placed above the first staff and below the third staff.



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Super Nintendo Entertainment System

"Holiday in the Village"

Sequenced by Robert Hansson

kasta_frisbee_med_raggmunk@hotmail.com

This musical score system contains four staves. The top staff is in treble clef and contains the melody for the Super Nintendo Entertainment System, featuring a triplet of notes. The second staff is in treble clef and contains the melody for the song "Holiday in the Village". The third staff is in bass clef and contains the bass line for the song. The bottom staff is in bass clef and contains the bass line for the Super Nintendo Entertainment System. A triplet marking '3' is placed above the first staff.

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Super Nintendo Entertainment System

"Holiday in the Village"

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7

Super Nintendo Entertainment System

"Holiday in the Village"

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9

Super Nintendo Entertainment System

Musical staff for Super Nintendo Entertainment System, measures 9-11. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

"Holiday in the Village"

Musical staff for "Holiday in the Village", measures 9-11. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

Sequenced by Robert Hansson

Musical staff for Sequenced by Robert Hansson, measures 9-11. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

kasta_frisbee_med_raggmunk@hotmail.com

Musical staff for kasta_frisbee_med_raggmunk@hotmail.com, measures 9-11. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.



11

Super Nintendo Entertainment System

Musical staff for Super Nintendo Entertainment System, measures 11-13. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

"Holiday in the Village"

Musical staff for "Holiday in the Village", measures 11-13. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

Sequenced by Robert Hansson

Musical staff for Sequenced by Robert Hansson, measures 11-13. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

kasta_frisbee_med_raggmunk@hotmail.com

Musical staff for kasta_frisbee_med_raggmunk@hotmail.com, measures 11-13. The staff contains a melody starting with a half note G4, followed by quarter notes A4, B4, and C5, then a dotted quarter note B4, and finally a half note A4.

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Super Nintendo Entertainment System

"Holiday in the Village"

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15

Super Nintendo Entertainment System

"Holiday in the Village"

Sequenced by Robert Hansson

kasta_frisbee_med_raggmunk@hotmail.com

17

Super Nintendo Entertainment System

"Holiday in the Village"

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

Known as Horn on VGMusic Forums

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Game: "Rudora no Hihou" (Japan)

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Game: "Rudora no Hihou" (Japan)

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Musical score for measures 23-24. The score is written for four staves. The top staff is in treble clef with a key signature of one flat (Bb) and a 3/4 time signature. It contains a melodic line starting with a quarter note G4, followed by eighth notes A4, Bb4, and C5, then a half note D5. The second staff is in bass clef and contains a whole note G2. The third staff is in bass clef and contains a whole note G2. The fourth staff is in bass clef and contains a whole note G2. A double bar line is present after measure 23.



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Musical score for measures 25-26. The score is written for four staves. The top staff is in treble clef with a key signature of one flat (Bb) and a 3/4 time signature. It contains a melodic line starting with a quarter note G4, followed by eighth notes A4, Bb4, and C5, then a half note D5. The second staff is in bass clef and contains a whole note G2. The third staff is in bass clef and contains a whole note G2. The fourth staff is in bass clef and contains a whole note G2. A double bar line is present after measure 25.




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Musical score for measures 27-28. The score is written for four staves. The top staff is in treble clef with a key signature of one flat (Bb) and a 3/4 time signature. It contains a melodic line starting with a quarter note G4, followed by eighth notes A4, Bb4, and C5, then a half note D5. The second staff is in bass clef and contains a whole note G2. The third staff is in bass clef and contains a whole note G2. The fourth staff is in bass clef and contains a whole note G2. A double bar line is present after measure 27.

Game: "Rudora no Hihou" (Japan)

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Musical score for measures 29-30. The score is written for four staves in bass clef. Measure 29 contains a series of notes: a half note G2, a quarter note F2, a quarter note E2, a quarter note D2, and a quarter note C2. Measure 30 contains a half note B1 and a half note A1. A '7' is written above the staff in measure 30.



Game: "Rudora no Hihou" (Japan)

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Musical score for measures 31-32. The score is written for four staves in bass clef. Measure 31 contains a series of notes: a half note G2, a quarter note F2, a quarter note E2, a quarter note D2, a quarter note C2, a quarter note B1, and a quarter note A1. Measure 32 contains a half note G2 and a half note F2.



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Musical score for measures 33-34. The score is written for four staves in bass clef. Measure 33 contains a series of notes: a half note G2, a quarter note F2, a quarter note E2, a quarter note D2, a quarter note C2, a quarter note B1, and a quarter note A1. Measure 34 contains a half note G2 and a half note F2.

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Game: "Rudora no Hihou" (Japan)



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Game: "Rudora no Hihou" (Japan)

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Game: "Rudora no Hihou" (Japan)



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40

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44

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Musical notation for measure 44, consisting of four staves. The top staff (treble clef) contains a whole note G4. The second staff (treble clef) contains a rhythmic accompaniment of eighth notes: G4, A4, B4, C5, G4, A4, B4, C5. The third staff (bass clef) contains a whole note G2. The bottom staff (bass clef) contains a whole note G2.



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Musical notation for measure 45, consisting of four staves. The top staff (treble clef) contains a whole note G4. The second staff (treble clef) contains a rhythmic accompaniment of eighth notes: G4, A4, B4, C5, G4, A4, B4, C5. The third staff (bass clef) contains a whole note G2. The bottom staff (bass clef) contains a whole note G2.

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48

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49

Super Nintendo Entertainment System

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Super Nintendo Entertainment System

"Holiday in the Village"

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52

Super Nintendo Entertainment System

"Holiday in the Village"

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54

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"Holiday in the Village"

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56

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58

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60

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62

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64

Super Nintendo Entertainment System

"Holiday in the Village"

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Musical score for measures 66-68. The score is written for four staves in bass clef. Measure 66 starts with a treble clef and a key signature of one sharp (F#). The notes are: G4 (quarter), A4 (quarter), B4 (quarter), and a whole note chord of C5, D5, E5. Measure 67 contains a whole note chord of G4, A4, B4. Measure 68 contains a whole note chord of G4, A4, B4.



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Musical score for measures 69-70. The score is written for four staves in bass clef. Measure 69 starts with a treble clef and a key signature of one sharp (F#). The notes are: G4 (quarter), A4 (quarter), B4 (quarter), and a whole note chord of C5, D5, E5. Measure 70 contains a whole note chord of G4, A4, B4.



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Musical score for measures 71-72. The score is written for four staves in bass clef. Measure 71 starts with a treble clef and a key signature of one sharp (F#). The notes are: G4 (quarter), A4 (quarter), B4 (quarter), and a whole note chord of C5, D5, E5. Measure 72 contains a whole note chord of G4, A4, B4.

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Musical score for measures 73-74. The score is written for four staves in bass clef. The top staff contains a melodic line starting at measure 73 with a treble clef and a key signature of one flat. The other three staves provide harmonic accompaniment. Measure 74 continues the melodic and harmonic progression.



Game: "Rudora no Hihou" (Japan)

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Musical score for measures 75-76. The score is written for four staves in bass clef. The top staff contains a melodic line starting at measure 75 with a treble clef and a key signature of one flat. The other three staves provide harmonic accompaniment. Measure 76 continues the melodic and harmonic progression.



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Musical score for measures 77-78. The score is written for four staves in bass clef. The top staff contains a melodic line starting at measure 77 with a treble clef and a key signature of one flat. The other three staves provide harmonic accompaniment. Measure 78 continues the melodic and harmonic progression.

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Super Nintendo Entertainment System

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84

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



85

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



86

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

87

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

Musical notation for measure 87. The top staff (Super Nintendo Entertainment System) shows a melody in treble clef with notes G4, A4, Bb4, and C5. The middle staff (Sequenced by Robert Hansson) shows a guitar-style accompaniment with chords and sixteenth notes. The bottom staff (Game: "Rudora no Hihou" (Japan)) shows a bass line with notes G2, Bb2, and C3.

88

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

Musical notation for measure 88. The top staff (Super Nintendo Entertainment System) shows a melody in treble clef with notes G4 and Bb4. The middle staff (Sequenced by Robert Hansson) shows a guitar-style accompaniment with chords and sixteenth notes, including a slur over the last two chords. The bottom staff (Game: "Rudora no Hihou" (Japan)) shows a bass line with notes G2 and Bb2.

89

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

Musical notation for measure 89. The top staff (Super Nintendo Entertainment System) shows a melody in treble clef with a whole note G4. The middle staff (Sequenced by Robert Hansson) shows a guitar-style accompaniment with chords and sixteenth notes. The bottom staff (Game: "Rudora no Hihou" (Japan)) shows a bass line with notes G2 and Bb2.

90

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Sequenced by Robert Hansson

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91

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92

Super Nintendo Entertainment System

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93

Super Nintendo Entertainment System

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kasta_frisbee_med_raggmunk@hotmail.com

94

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

<http://www.horn.co.nr/>

kasta_frisbee_med_raggmunk@hotmail.com

Musical score for measure 94, featuring five staves. The top staff is a treble clef with a key signature of one flat (B-flat) and a common time signature. The second staff is a treble clef with a key signature of one flat and eighth notes. The third staff is a bass clef with a key signature of one flat and quarter notes. The fourth staff is a bass clef with a key signature of one flat and quarter notes. The fifth staff is a bass clef with a key signature of one flat and quarter notes. A brace spans the bottom three staves.



95

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

<http://www.horn.co.nr/>

kasta_frisbee_med_raggmunk@hotmail.com

Musical score for measure 95, featuring five staves. The top staff is a treble clef with a key signature of one flat and quarter notes. The second staff is a treble clef with a key signature of one flat and eighth notes. The third staff is a bass clef with a key signature of one flat and quarter notes. The fourth staff is a bass clef with a key signature of one flat and quarter notes. The fifth staff is a bass clef with a key signature of one flat and quarter notes. A brace spans the bottom three staves.

96

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

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kasta_frisbee_med_raggmunk@hotmail.com



97

Super Nintendo Entertainment System

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

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kasta_frisbee_med_raggmunk@hotmail.com

rudora no hihou japan - holiday in the village
Super Nintendo Entertainment System

♩ = 145,000031

8

14 16

35

42

50

57

63 16

84

91

Detailed description: This image shows a musical score for the Super Nintendo Entertainment System game 'rudora no hihou japan'. The score is written in a single treble clef staff with a 3/4 time signature. It begins with a tempo marking of a quarter note equal to 145,000031. The music consists of ten lines of notation, each starting with a measure number. Line 1 starts at measure 1. Line 2 starts at measure 8. Line 3 starts at measure 14 and includes a 16-measure rest. Line 4 starts at measure 35. Line 5 starts at measure 42. Line 6 starts at measure 50. Line 7 starts at measure 57. Line 8 starts at measure 63 and includes a 16-measure rest. Line 9 starts at measure 84. Line 10 starts at measure 91 and ends with a double bar line. The key signature has one flat (B-flat), and the melody is primarily composed of eighth and quarter notes with various rests and ties.

"Holiday in the Village"

rudora no hihou japan - holiday in the village

♩ = 145,000031

Musical staff 1: Treble clef, first system of notes. It begins with a whole rest, followed by a series of eighth and quarter notes, including a half note with a fermata.

7

Musical staff 2: Grand staff (treble and bass clefs), second system of notes. The bass line features a half note with a fermata.

13

Musical staff 3: Grand staff, third system of notes. The treble line has eighth notes with accents, and the bass line has a sixteenth-note triplet.

18 **32**

Musical staff 4: Treble clef, fourth system of notes. It starts with a whole rest, followed by a measure with a fermata, and then continues with the melody.

54

Musical staff 5: Grand staff, fifth system of notes. The bass line features a half note with a fermata.

60

Musical staff 6: Grand staff, sixth system of notes. The treble line has eighth notes with accents, and the bass line has a sixteenth-note triplet.

V.S.

"Holiday in the Village"

64

33

33

Sequenced by Robert Hansson

rudora no hihou japan - holiday in the village

♩ = 145,000031



10



18



36



39



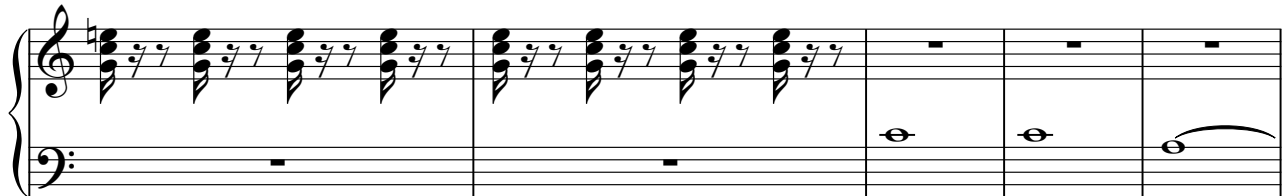
42



45



48

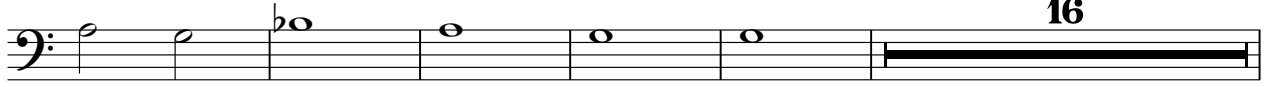


V.S.

53



61



82



85



88



91



94



96



Game: "Rudora no Hihou" (Japan) rudora no hihou japan - holiday in the village

♩ = 145,000031

16

22

27

32

39

46

15

66

72

77

80

2

Detailed description: This is a musical score for a game, titled "Rudora no Hihou" (Japan). The score is written for a single melodic line on a grand staff (treble and bass clefs). The tempo is marked as ♩ = 145,000031. The score is divided into measures, with measure numbers 16, 22, 27, 32, 39, 46, 66, 72, 77, and 80 indicated. There are several rests of varying lengths, with some labeled with the number 2. The music features a variety of note values, including quarter, eighth, and sixteenth notes, as well as rests. The key signature is one flat (B-flat major or D minor). The score is presented in a clean, black-and-white format.

2

Game: "Rudora no Hihou" (Japan)

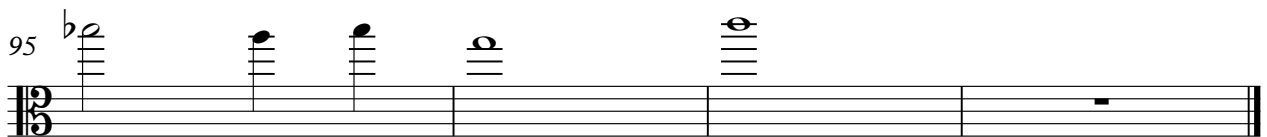
84



91



95



rudora no hihou japan - holiday in the village
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♩ = 145,000031
17



25



34



72



78



♩ = 145,000031



25



34



50



73



82



95



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kasta_frisbee_med_raggmunk@hotmail.com

♩ = 145,000031



10



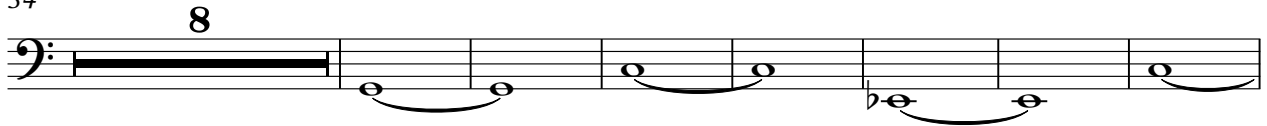
19



27



34



49



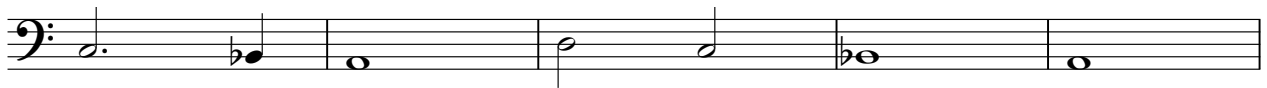
58



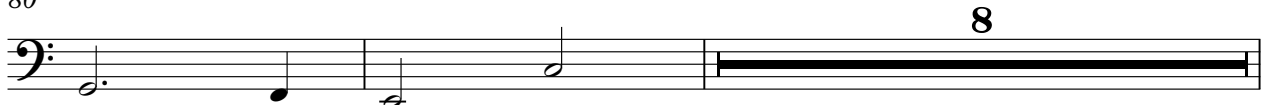
67



75



80



2

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90

