

rudora no hihou japan - evil eyes

♩ = 157,999939

Super Nintendo Entertainment System

kasta_frisbee_med_raggmunk@hotmail.com

Known as Horn on VGMusic Forums

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



2

Super Nintendo Entertainment System

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5

Super Nintendo Entertainment System

Evil Eyes

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

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6

Super Nintendo Entertainment System

Evil Eyes

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Game: "Rudora no Hihou" (Japan)

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Detailed description: This block contains the musical notation for measures 7 and 8. Measure 7 (labeled '7' at the start) features four staves: Super Nintendo Entertainment System (piano), Evil Eyes (treble clef), the URL (treble clef), and Sequenced by Robert Hansson (bass clef). Measure 8 (labeled '8' at the start) features five staves: Super Nintendo Entertainment System (piano), Evil Eyes (treble clef), the URL (treble clef), Sequenced by Robert Hansson (bass clef), and Game: "Rudora no Hihou" (Japan) (treble clef). The notation includes various note values, rests, and accidentals.



Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

Detailed description: This block contains the musical notation for measures 8 and 9. Measure 8 (labeled '8' at the start) features five staves: Super Nintendo Entertainment System (piano), Evil Eyes (treble clef), the URL (treble clef), Sequenced by Robert Hansson (bass clef), and Game: "Rudora no Hihou" (Japan) (treble clef). Measure 9 (labeled '9' at the start) features five staves: Super Nintendo Entertainment System (piano), Evil Eyes (treble clef), the URL (treble clef), Sequenced by Robert Hansson (bass clef), and Game: "Rudora no Hihou" (Japan) (treble clef). The notation includes various note values, rests, and accidentals.

9

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10

Super Nintendo Entertainment System

Evil Eyes

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Game: "Rudora no Hihou" (Japan)

11

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12

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Game: "Rudora no Hihou" (Japan)

13

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14

Super Nintendo Entertainment System

Evil Eyes

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Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score block contains measures 15 and 16. It features five staves: a guitar staff (treble clef), a vocal staff (treble clef), and three piano accompaniment staves (treble and bass clefs). The guitar staff includes fretting symbols (x) and a double bar line with a star symbol. The piano accompaniment consists of a right-hand part with eighth-note patterns and a left-hand part with a steady eighth-note bass line.



Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score block contains measures 17 and 18. It features five staves: a guitar staff (treble clef), a vocal staff (treble clef), and three piano accompaniment staves (treble and bass clefs). The guitar staff includes fretting symbols (x) and a double bar line with a star symbol. The piano accompaniment continues with eighth-note patterns in both hands.

17

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson



18

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

19

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 19 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is a bass clef line with a key signature of one flat and notes with slurs. The fourth and fifth staves are also bass clef lines with notes and slurs, likely representing a sequencer or accompaniment.



20

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 20 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is a bass clef line with a key signature of one flat and notes with slurs. The fourth and fifth staves are also bass clef lines with notes and slurs, likely representing a sequencer or accompaniment.

21

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



22

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

23

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



24

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

25

Super Nintendo Entertainment System

Evil Eyes

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26

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Evil Eyes

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Game: "Rudora no Hihou" (Japan)

27

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



28

Super Nintendo Entertainment System

Evil Eyes

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29

Super Nintendo Entertainment System

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30

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Evil Eyes

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Sequenced by Robert Hansson

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

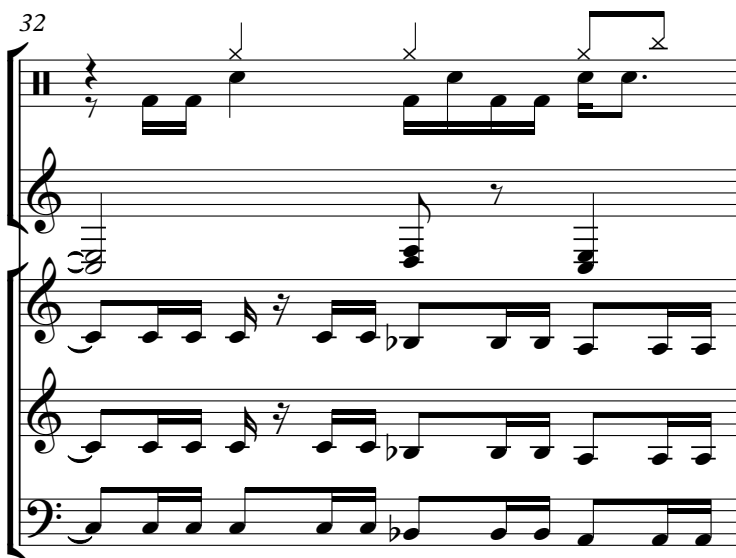


Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson



33

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson



34

Super Nintendo Entertainment System

Evil Eyes

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35

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



36

Super Nintendo Entertainment System

Evil Eyes

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Game: "Rudora no Hihou" (Japan)

37

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Evil Eyes

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Sequenced by Robert Hansson

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38

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Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

39

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40

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Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

41

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42

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

43

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Evil Eyes

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Sequenced by Robert Hansson



44

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

45

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46

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Evil Eyes

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47

Super Nintendo Entertainment System

Evil Eyes

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48

Super Nintendo Entertainment System

Evil Eyes

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49

Super Nintendo Entertainment System

Evil Eyes

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Sequenced by Robert Hansson



50

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

51

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 51 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is a URL: <http://www.horn.co.nr/>. The fourth and fifth staves are for a sequencer, with a treble clef and a bass clef respectively, containing rhythmic patterns of eighth and sixteenth notes.



52

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 52 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is a URL: <http://www.horn.co.nr/>. The fourth and fifth staves are for a sequencer, with a treble clef and a bass clef respectively, containing rhythmic patterns of eighth and sixteenth notes.

53

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



54

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

55

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



56

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

57

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



58

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

59

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



60

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

61

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 61 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is the guitar accompaniment, with a treble clef and a key signature of one flat, showing a complex rhythmic pattern. The fourth and fifth staves are additional guitar parts, also with treble clefs and one flat key signature, mirroring the rhythm of the third staff. The bottom staff is the bass line, with a bass clef and one flat key signature, providing a steady accompaniment.



62

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score for measure 62 consists of five staves. The top staff is for the Super Nintendo Entertainment System, showing a sequence of notes with 'x' marks above them. The second staff is for 'Evil Eyes', featuring a treble clef and notes with slurs. The third staff is the guitar accompaniment, with a treble clef and a key signature of one flat, showing a complex rhythmic pattern. The fourth and fifth staves are additional guitar parts, also with treble clefs and one flat key signature, mirroring the rhythm of the third staff. The bottom staff is the bass line, with a bass clef and one flat key signature, providing a steady accompaniment.

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score block covers measures 63 to 67. It features five staves: a drum set staff (top), a vocal line (second), a horn line (third), a guitar line (fourth), and a bass line (bottom). The drum set staff includes a snare line with 'x' marks and a cymbal line with asterisks. The vocal line has lyrics 'Evil Eyes' and includes rests. The horn line is in a key with one flat and contains a melodic line with slurs. The guitar line is in a key with one flat and contains a melodic line with slurs. The bass line contains a rhythmic accompaniment. Measure numbers 63, 64, 65, 66, and 67 are indicated at the top of the staves.



Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

This musical score block covers measures 68 to 72. It features five staves: a drum set staff (top), a vocal line (second), a horn line (third), a guitar line (fourth), and a bass line (bottom). The drum set staff includes a snare line with 'x' marks and a cymbal line with asterisks. The vocal line has lyrics 'Evil Eyes' and includes rests. The horn line is in a key with one flat and contains a melodic line with slurs. The guitar line is in a key with one flat and contains a melodic line with slurs. The bass line contains a rhythmic accompaniment. Measure numbers 64, 65, 66, 67, and 68 are indicated at the top of the staves.

65

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson



66

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

67

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)



68

Super Nintendo Entertainment System

Evil Eyes

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

Sequenced by Robert Hansson

Game: "Rudora no Hihou" (Japan)

rudora no hihou japan - evil eyes
Super Nintendo Entertainment System

$\text{♩} = 157,999939$

4

7

10

13

17

20

23

26

29

V.S.

33

Musical staff 33: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes. The sequence ends with a triplet of eighth notes.

37

Musical staff 37: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

40

Musical staff 40: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

43

Musical staff 43: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

46

Musical staff 46: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

50

Musical staff 50: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

53

Musical staff 53: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

56

Musical staff 56: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

59

Musical staff 59: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

62

Musical staff 62: A guitar-style notation staff with a treble clef and a double bar line. It contains a sequence of notes with 'x' marks above them, indicating fretted notes.

66

Musical notation for Super Nintendo Entertainment System, measure 66. The notation is written on a single staff with a treble clef. The piece is in 4/4 time. The first four measures consist of a rhythmic pattern of eighth notes with 'x' marks above them, indicating fretted notes. The fifth measure contains two eighth notes with 'x' marks. The sixth measure is a whole rest. The seventh measure contains a triplet of eighth notes. The eighth measure contains a triplet of eighth notes. The piece ends with a double bar line.

39

42

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49

53

57

61

65

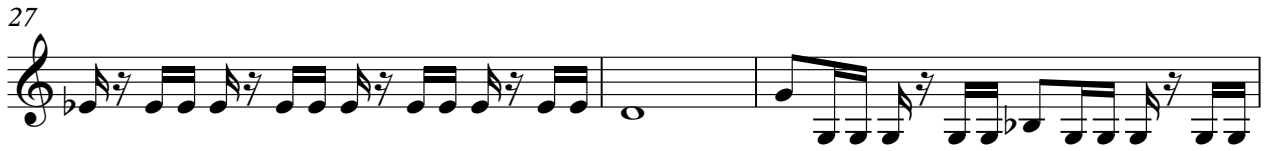
rudora no hihou japan - evil eyes

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


♩ = 157,999939



V.S.



47



49



51



53



55



57



59



62



64



66



rudora no hihou japan - evil eyes

Electric Guitar

♩ = 157,999939

4

7

9

11

13

15

17

19

21

23

V.S.

25



27



30



32



34



37



39



41



43



45



47

49

51

53

55

57

59

62

64

66

rudora no hihou japan - evil eyes

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♩ = 157,999939

	E																		
T	B																		
A	G	0																	
B	D	0																	
B	A		3	3	3	3	4	4	3	4	3	3	1	3	3	1	1	3	3
A	E						4	4	3	4	3	3	1	3	3	1	1	3	3
A	A																		

3

65

	T																		
A	B																		
B	A	4	3	1	3	1	3	1	3	3	3								
B	A	4	3	1	3	1	3	1	3	3	3								

rudora no hihou japan - evil eyes

Known as Horn on VGMusic Forums

♩ = 157,999939

	E																		
T	B																		
A	G	0																	
B	D	0																	
B	A		3	3	3	3	4	4	3	4	3	3	1	3	3	1	1	3	3
E	E																		
A	A																		

3

65

	T																		
A	A																		
B	B	4	3	1	3	1	3	1	3	3	3								
		4	3	1	3	1	3	1	3	3	3								
					5														

28



31



34



37



39



41



43



45



48



51



Game: "Rudora no Hihou" (Japan) rudora no hihou japan - evil eyes

♩ = 157,999939

