

rudora no hihou japan - run for it

♩ = 89,000038

Super Nintendo Entertainment System

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

Sequenced by Robert Hansson (Horn)

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The first system of music includes a bass line with a triplet of eighth notes, a guitar line with triplets and sixteenth-note runs, a bass clef line with eighth notes, and a piano line with eighth notes and chords.



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The second system of music includes a bass line with a quarter note and a triplet of eighth notes, a guitar line with sixteenth-note runs, a bass clef line with eighth notes, and a piano line with eighth notes and chords.

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7

Musical score for Rudora no Hihou (Japan). It features a horn part with sixteenth-note runs marked with '6' and a piano accompaniment. The score is written in G major and 4/4 time. The horn part starts with a series of sixteenth-note runs, while the piano accompaniment provides a harmonic foundation with chords and moving lines.



Run For It!

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8

Musical score for Run For It!. It features a horn part with eighth-note runs and a piano accompaniment. The score is written in G major and 4/4 time. The horn part has a melodic line with eighth-note patterns, while the piano accompaniment includes triplets and sixteenth-note runs.

9

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Musical score for 'Run For It!' starting at measure 9. The score includes a horn part with sixteenth-note runs, a guitar part with sixteenth-note patterns and sixteenth-note chords, and a bass part with eighth-note patterns. The key signature has one flat (Bb).



10

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Musical score for 'Run For It!' starting at measure 10. The score includes a horn part with sixteenth-note runs, a guitar part with triplet and sixteenth-note patterns, and a bass part with eighth-note patterns. The key signature has one sharp (F#).

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11

6 6 6 6



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12

6 6 6 6

13

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Musical score for Super Nintendo Entertainment System, measures 15-16. The score includes a bass line, a guitar line with triplets and sixteenth notes, and a piano accompaniment with bass and treble clefs.



Super Nintendo Entertainment System

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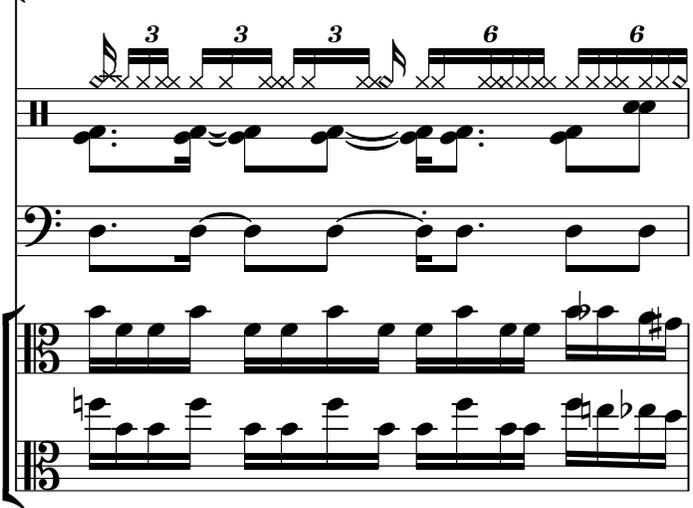
Musical score for Super Nintendo Entertainment System, measures 17-18. The score includes a bass line, a guitar line with sixteenth notes, and a piano accompaniment with bass and treble clefs.

Super Nintendo Entertainment System

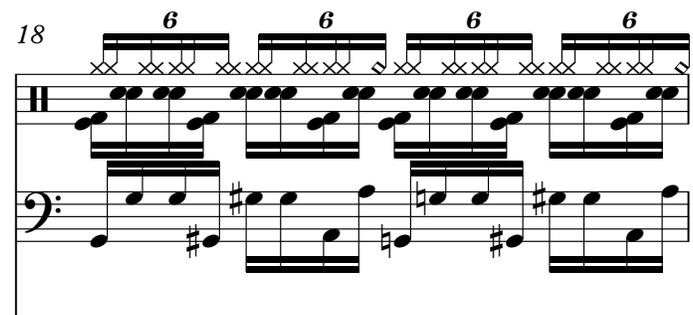
17  9

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18  6 6 6 6

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19

Musical score for measures 19-20. The score includes a guitar part with sixteenth-note patterns and sixths, a horn part with eighth-note lines, and piano accompaniment in treble and bass clefs. The key signature has one sharp (F#) and the time signature is 4/4.



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20

Musical score for measures 20-21. The score includes a horn part with eighth-note lines, a guitar part with eighth-note patterns and sixths, and piano accompaniment in treble and bass clefs. The key signature has one flat (Bb) and the time signature is 4/4.

21

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23

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24

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25

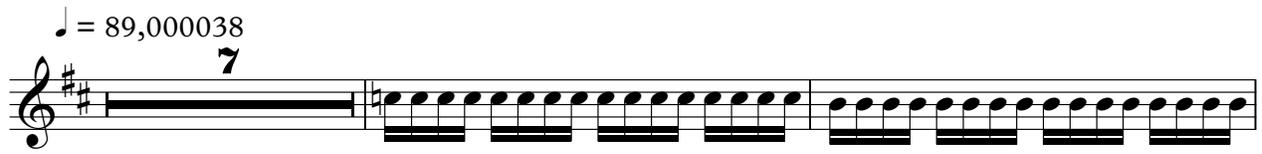
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10



20



22



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4



13



16



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2

3

4

5

6

7

8

9

10

11 **6** **6** **6** **6**

12 **6** **6** **6** **6**

13

14

15 **3** **3** **3** **6** **6**

16 **6** **6** **6** **6**

17 **3** **3** **3** **6** **6**

18 **6** **6** **6** **6**

19 **6** **6** **6** **6**

20 **3** **3** **3** **6** **6**

21

6 6 6 6

22

3 3 3 6 6

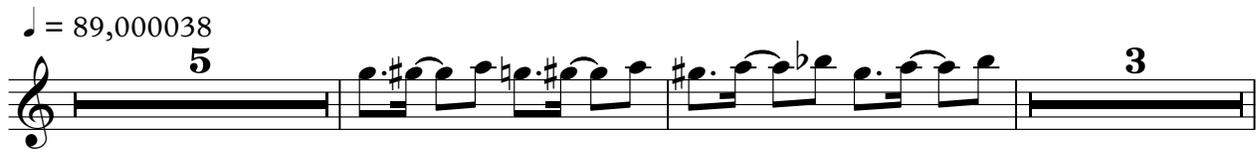
23

6 6 6 6

24

6 6 6 6

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Viola

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4

6

11

13

16

18

23