

rudora no hihou japan - run for it

♩ = 89,000038

Super Nintendo Entertainment System

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

Sequenced by Robert Hansson (Horn)

♩ = 89,000038



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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 horn line with eighth notes, and a piano accompaniment 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 horn line with eighth notes, and a piano accompaniment with eighth notes and chords.

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Game: "Rudora no Hihou (Japan)"

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7

Musical score for Rudora no Hihou (Japan). It features a horn part with sixteenth-note patterns 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 patterns and a piano accompaniment. The score is written in G major and 4/4 time. The horn part consists of eighth-note runs, while the piano accompaniment includes triplets and sixteenth-note patterns.

9

Run For It!

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



10

Run For It!

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Musical score for 'Run For It!' starting at measure 10. The score includes a horn line with sixteenth-note runs, a guitar line with sixteenth-note patterns and sixteenth-note chords, a piano accompaniment with eighth-note chords, and a bass line with eighth-note patterns. The key signature has two sharps (F# and C#).

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11

6 6 6 6



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12

6 6 6 6

13

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Measures 15-16. The score includes a bass line, a guitar line with triplets and sextuplets, and a piano accompaniment with bass and treble clefs.



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Measures 17-18. The score includes a bass line, a guitar line with sextuplets, and a piano accompaniment with bass and treble clefs.

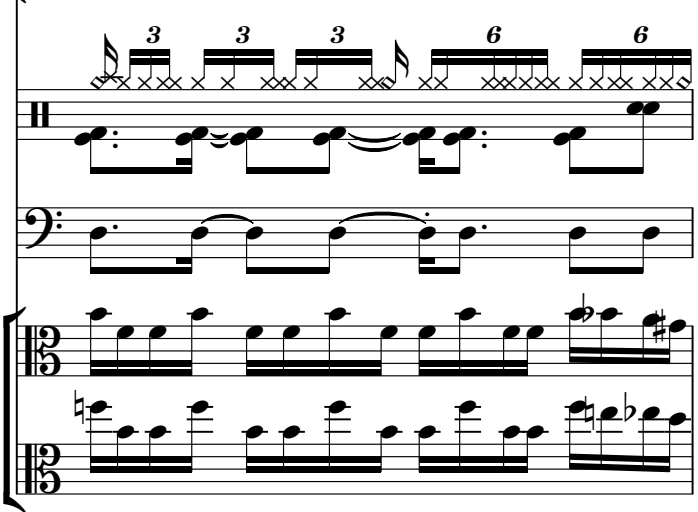


Super Nintendo Entertainment System

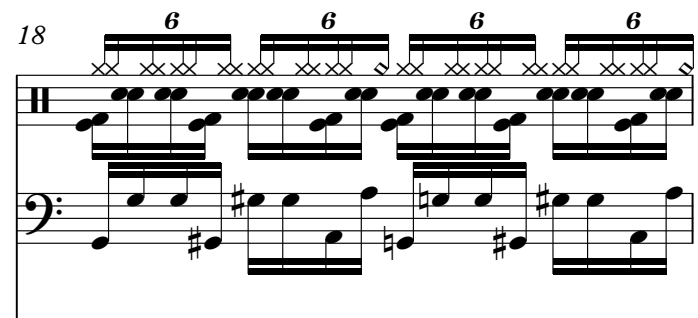
17  9

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18  6 6 6 6

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Game: "Rudora no Hihou (Japan)"

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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 a piano accompaniment with eighth-note chords and bass lines. 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 a piano accompaniment with eighth-note chords and bass lines. The key signature has one flat (Bb) and the time signature is 4/4.

21

Run For It!

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Musical score for page 21, titled "Run For It!". The score is arranged for Horn, Guitar, and Piano. The Horn part (top staff) consists of a continuous eighth-note melody. The Guitar part (second staff) features a rhythmic pattern of eighth notes with sixteenth-note triplets, marked with "6" above the staff. The Piano accompaniment (third and fourth staves) includes a bass line with eighth notes and a treble line with chords and eighth notes. A "6" is marked below the piano bass line.



22

Run For It!

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Musical score for page 22, titled "Run For It!". The score is arranged for Horn, Guitar, and Piano. The Horn part (top staff) continues the eighth-note melody. The Guitar part (second staff) features a rhythmic pattern with eighth notes and triplets, marked with "3" and "6" above the staff. The Piano accompaniment (third and fourth staves) includes a bass line with eighth notes and a treble line with chords and eighth notes. A "6" is marked below the piano bass line.

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24

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25

Run For It!

Run For It!

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7

10

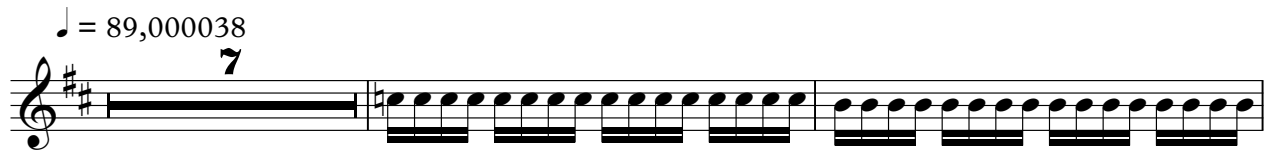
2 7

20

22

3

♩ = 89,000038



10



20



22

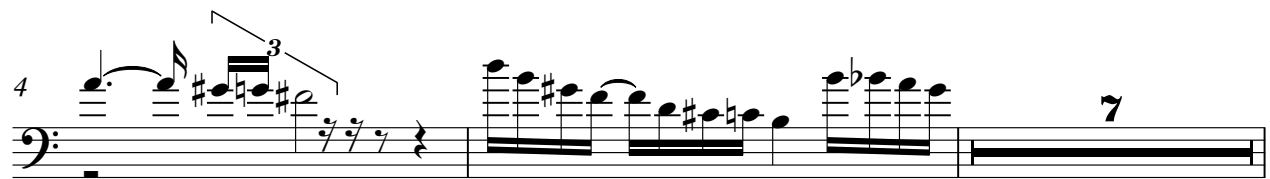


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4



13



16



♩ = 89,000038

2

3

4

5

6

7

8

9

10



11

6 6 6 6

12

6 6 6 6

13

6 6 6 6

14

6 6 6 6

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

Marimba

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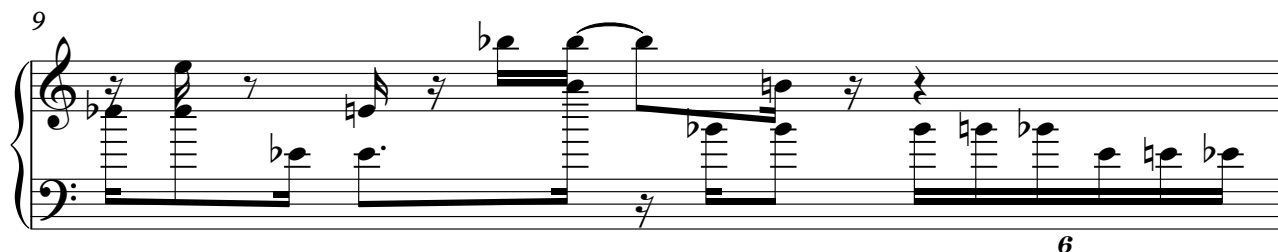
♩ = 89,000038

7



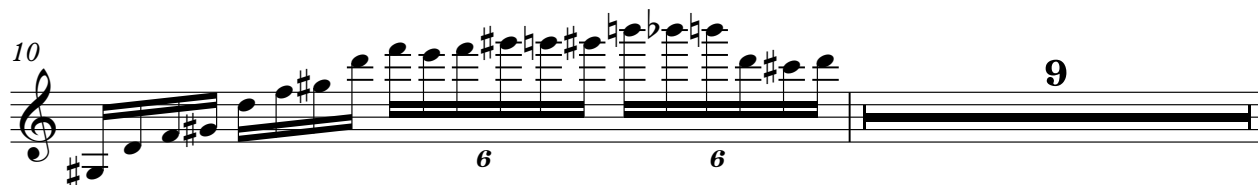
A single musical staff containing a whole rest followed by a 7-measure rest.

9



Two staves (treble and bass clef) showing piano accompaniment for measures 9 and 10. Measure 9 features a melodic line in the treble clef and a bass line in the bass clef. Measure 10 continues the accompaniment with a 6-measure rest at the end.

10



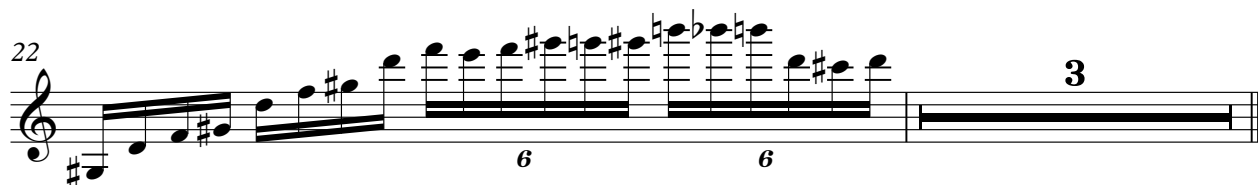
A single musical staff showing piano accompaniment for measures 10 and 11. Measure 10 has a 6-measure rest, and measure 11 has a 9-measure rest.

20



Two staves (treble and bass clef) showing piano accompaniment for measures 20 and 21. Measure 20 features a melodic line in the treble clef and a bass line in the bass clef. Measure 21 continues the accompaniment with a 6-measure rest at the end.

22



A single musical staff showing piano accompaniment for measures 22 and 23. Measure 22 has a 6-measure rest, and measure 23 has a 3-measure rest.

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Synth Bass

$\text{♩} = 89,000038$

The image displays a musical score for a Synth Bass part. It consists of ten staves of music, each beginning with a measure number (3, 6, 8, 11, 13, 15, 18, 20, 23). The notation is in bass clef and includes various rhythmic patterns, accidentals (sharps and flats), and dynamic markings. The tempo is indicated as 89,000038. The score is presented in a clean, black-and-white format.

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5 3

11

5

19

3

23

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Viola

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4

6

11

13

16

18

23