

Adventure! Reprise

A Reprisal of a Chiptune Overture

Daniel "Ludo" DeAnda

♩ = 150; Excitedly

System 1:

- Square Synthesizer:** Treble and Bass clefs, 4/4 time. Treble staff: mf dynamic, melody starting on G4, quarter notes, eighth notes. Bass staff: mf dynamic, bass line starting on G2, quarter notes, eighth notes.
- Square Synthesizer:** Treble and Bass clefs, 4/4 time. Treble staff: Rest. Bass staff: p dynamic, chord of G2, B1, D2, F2.
- Percussion Synthesizer:** Treble clef, 4/4 time. mf dynamic, rhythm: quarter rest, eighth note, quarter rest, eighth note, quarter note, eighth note, quarter note, eighth note.
- Choir Synthesizer:** Treble clef, 4/4 time. Rest.

System 2:

- Synth.:** Treble and Bass clefs, 4/4 time. Treble staff: mf dynamic, melody starting on G4, quarter notes, eighth notes. Bass staff: mf dynamic, bass line starting on G2, quarter notes, eighth notes.
- Synth.:** Treble and Bass clefs, 4/4 time. Treble staff: Rest. Bass staff: p dynamic, chord of G2, B1, D2, F2.
- Perc. Syn.:** Treble clef, 4/4 time. mf dynamic, rhythm: quarter rest, eighth note, quarter rest, eighth note, quarter note, eighth note, quarter note, eighth note.
- Synth.:** Treble clef, 4/4 time. Rest.

5 **A**

Synth. *f*

Synth. *mf*

Perc. Syn. *ff*

Synth. *f*

8

Synth. *mf*

Synth. *f*

Perc. Syn.

Synth.

11

Synth.

Synth.

Perc. Syn.

Synth.

11

14

Synth.

Synth.

Perc. Syn.

Synth.

14

B

17

Synth. *p*

Synth. *mp*

Perc. Syn. *mp*

Synth.

21

Synth.

Synth. *mf*

Perc. Syn. *mf*

Synth. *p*

25

Synth.

Synth.

Perc. Syn.

Synth.

C

29

Synth.

Synth.

Perc. Syn.

Synth.

pp

mp

p

p

31 Repeat as needed.

Synth.

Synth.

Perc. Syn.

Synth.

D

33

Synth. *mp*

Synth. *pp*

Perc. Syn.

Synth. *mp*

37

Synth.

Synth.

Perc. Syn.

Synth.

p

41 **rit.**

Synth.

Synth.

Perc. Syn.

Synth.

p

pp