

Score

# Pixel time

*The theme music of Game Development Department*

comp. Mitsukiyo

arr. Hitoshi Nabata

♩ = 120

Violin I

Violin II

Viola

Cello

Vn. I

Vn. II

Va.

Vc.

5

9

13

*mf*

*mp*

The musical score is written for a string ensemble. It begins with a tempo marking of quarter note = 120. The first system includes Violin I, Violin II, Viola, and Cello. Violin I has a whole rest in the first measure, while Violin II, Viola, and Cello play a melodic line starting with a half note. The second system introduces Violoncello I (Vn. I) and Violoncello II (Vn. II). The score is divided into four systems of four measures each. The key signature changes from C major to B-flat major in the third system. Dynamics include mezzo-forte (mf) and mezzo-piano (mp). The score ends with a final measure in the fourth system.

Pixel time

17

Vn. I

Vn. II

Va.

Vc.

21

Vn. I

Vn. II

Va.

Vc.

25

Vn. I

Vn. II

Va.

Vc.

*mf*

*mf*

*mp*

*mp*

29

Vn. I

Vn. II

Va.

Vc.

Pixel time

33

Vn. I

Vn. II

Va.

Vc.

37

Vn. I

Vn. II

Va.

Vc.

41

Vn. I

Vn. II

Va.

Vc.

*mp*

*mp*

*p*

*p*

45

Vn. I

Vn. II

Va.

Vc.

*mp*

*p*

*p*

Pixel time

49

Vn. I *mf*

Vn. II *mf*

Va. *mp*

Vc. *mp*

53

Vn. I

Vn. II

Va.

Vc.

*dim.*

*dim.*

3

57

*gva*

Vn. I *p*

Vn. II *mp*

Va. *mp*

Vc. *mp*

61

*(gva)*

Vn. I *p*

Vn. II *mp*

Va.

Vc.