

Viola

Sonic 2

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arr. Tré29

Staff Roll

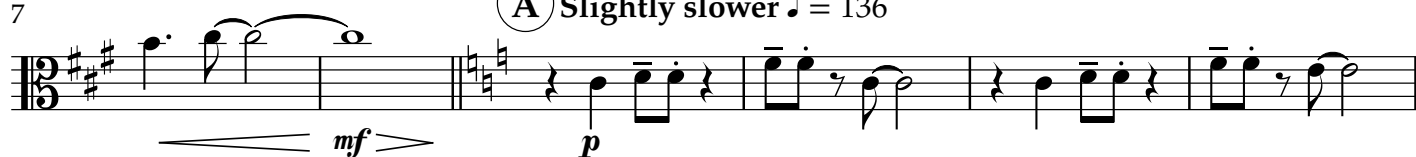
♩ = 144



Metropolis Zone

7

(A) Slightly slower ♩ = 136



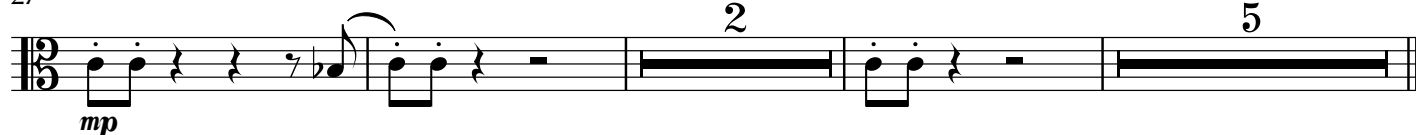
13



20



27



Emerald Hill Zone

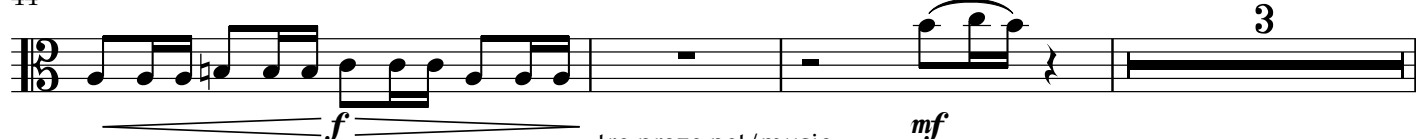
37 (B) Barely faster ♩ = 140



41



44



2

Viola

50



54



58



61

C Chemical Plant Zone

65



69



73



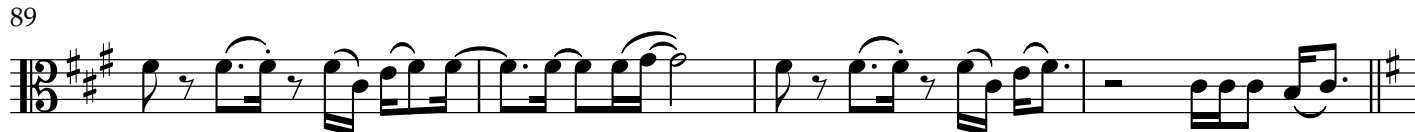
78



86



89



93 **D** Mystic Cave Zone (2 Player)

Musical notation for measures 93-107. The key signature has one sharp (F#) and the time signature is 12/8. Measure 93 starts with a rest, followed by a melodic line starting at measure 94. Dynamics include *mf*, *p*, and *cresc. mp*. A fermata is present over measure 95. A crescendo line spans from measure 93 to 107.

Aquatic Ruin Zone

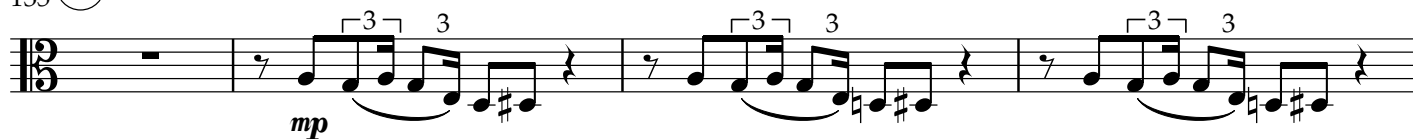
112 **E** Slightly slower ♩ = 132

Musical notation for measures 112-133. The key signature has one flat (Bb) and the time signature is 12/8. The tempo is marked 'Slightly slower' with a quarter note equal to 132 beats. Dynamics include *mp*, *f*, and *p*. Measure 112 starts with a melodic line. Measures 115-118 continue the melodic line. Measure 119 has a fermata. Measures 120-122 have triplets marked with a bracket and '3'. Measure 123 has a fermata. Measures 124-126 continue the melodic line. Measure 127 has a fermata. Measures 128-130 continue the melodic line. Measure 131 has a fermata. Measures 132-133 continue the melodic line.

Mystic Cave Zone

Noticeably slower ♩ = 104

135 (F)



139



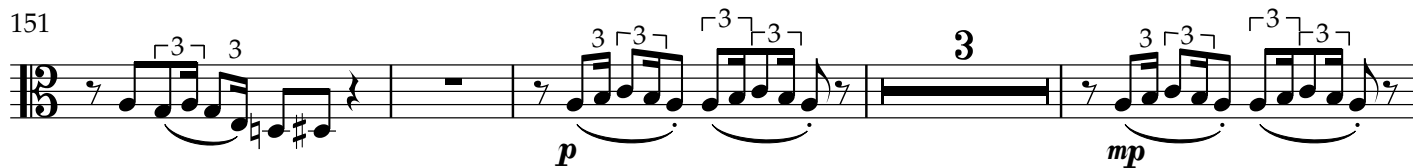
143



147



151



Casino Night Zone (2 Player)

158

(G) Slightly faster ♩ = 112



165



170



175

Hill Top Zone

(H)

f *mf*

180

p

183

p

187

Casino Night Zone

Slower ♩ = 84

(I)

8

mf *mf*

199

mf *p*

204

poco accel. . . .

(J) Gotta go fast(ish) ♩ = 120

Main Theme 4

mf

210

mp *f*