

Horn 1 in F

Sonic 2

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arr. Tré29

Metropolis Zone

♩ = 144
Staff Roll

8

(A) Slightly slower ♩ = 136

16

p *mf*

27

p *p* *mf* *p*

4

Emerald Hill Zone

(B) Barely faster ♩ = 140

4

mp

45

50

f *mp*

5

Chemical Plant Zone

(C)

59

16

mf

79

9

Mystic Cave Zone (2 Player)

(D)

93

12

mp *pp*

Aquatic Ruin Zone

Slightly slower ♩ = 132

108

mp *mf*

2 23

(E)

Mystic Cave Zone

Noticeably slower ♩ = 104

135

(F)

p

141

pp

147

p

7

Casino Night Zone (2 Player)

(G)

Slightly faster ♩ = 112

159

8

pp *mp* *pp* *mp* *pp* *mp*

Hill Top Zone

(H)

174

4 3

pp *p* *p*

Slower ♩ = 84

185

2

(I) Casino Night Zone

p

191

3

3

202 poco accel. _ . .

mp *pp* *mf*

Main Theme

206 **J** Gotta go fast(ish) ♩ = 120

Musical notation for the piece 'Gotta go fast(ish)'. It features a treble clef, a key signature of one sharp (F#), and a tempo of 120 beats per minute. The melody consists of four measures, each containing a quarter note, an eighth note, a sixteenth note, and a quarter rest. The notes are G4, A4, B4, and C5. The dynamics are marked 'mp' (mezzo-piano).

210

pp *f*