

## Violin 1

## Sonic 2

Masato Nakamura  
arr. Tré29

Staff Roll  
♩ = 144

*mf* *mp*

Metropolis Zone  
7 **A** Slightly slower ♩ = 136

*mf* *p*

13

*mf* *p* *mf*

19

*p* *mf* *p* *mf* *p*

24

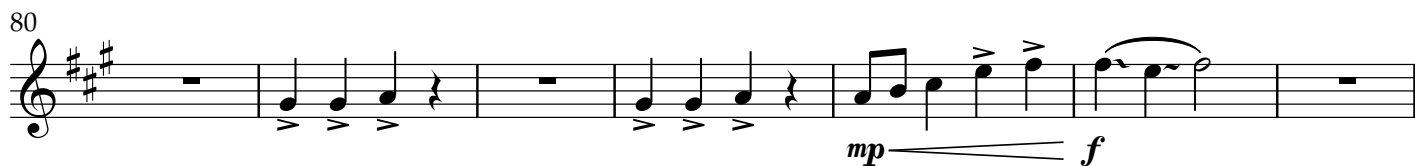
*mp* *mp*

32

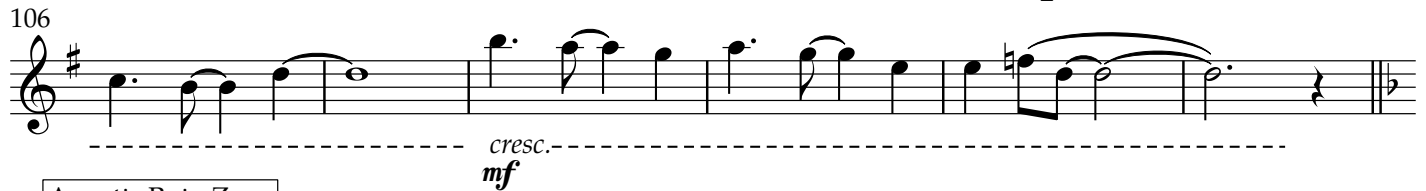
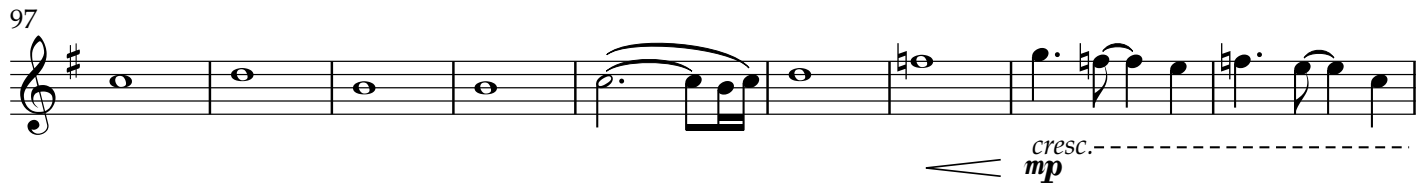
*p* *mf* *mp*

Emerald Hill Zone  
36 **B** Barely faster ♩ = 140

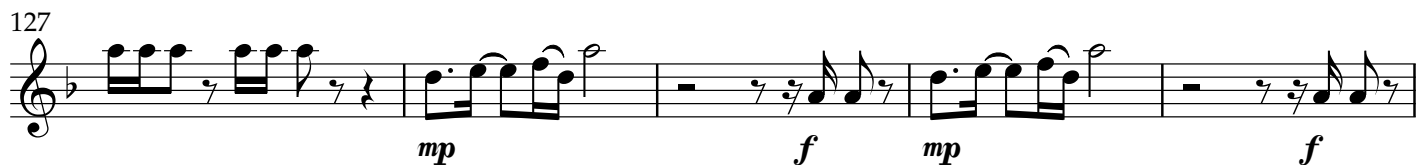
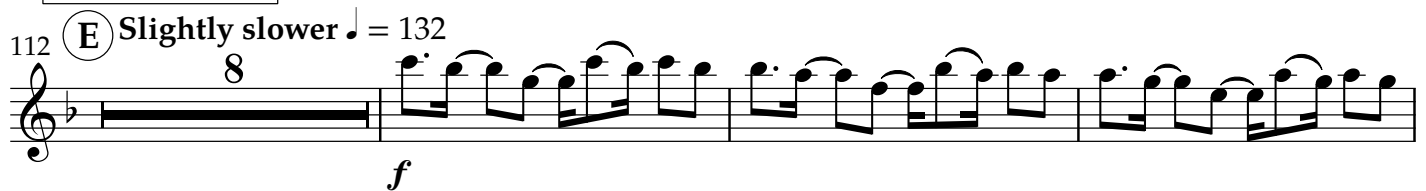
*mp* *mp*



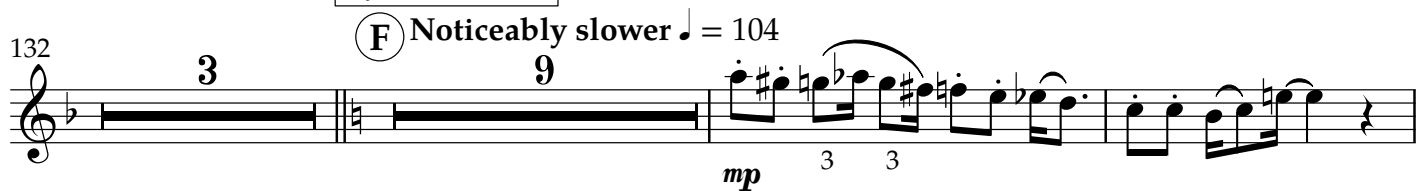
## Mystic Cave Zone (2 Player)



## Aquatic Ruin Zone



## Mystic Cave Zone



4  
153 Violin 1

*p* *mp*

Casino Night Zone (2 Player)

159

(G) Slightly faster ♩ = 112

*mp*

165

*mp* *f*

170

*mp* *f* *mp* *f* *mp*

175

(H) Hill Top Zone

*f* *mf*

179

*mp* *f* *mp* *mp* *mp* *f* *mp*

Slower ♩ = 84

186

(I)

*mf* *mf*

198

*mf*

203

poco.accel... (J) Main Theme Gotta go fast(ish) ♩ = 120

*p* *mf*

210

The musical score for Violin 1, measures 210-213, is written in treble clef with a key signature of two sharps (F# and C#). The time signature is not explicitly shown but is implied to be 4/4. The notation includes various musical symbols: a whole note, a half note, a quarter note, an eighth note, a sixteenth note, a triplet of eighth notes, a dotted quarter note, and a half note. The dynamics are marked as *mp* (mezzo-piano) and *f* (forte). A triplet of eighth notes is indicated by a bracket with the number 3. The piece concludes with a double bar line.

*mp* *f*