

Hard-fought Battle

Mock JRPG OST

Max Huang

Fast

tr ~~~~~

The musical score is arranged in a standard orchestral layout. The top section includes woodwinds (Flute, Oboe, Bassoon, Alto Saxophone) and brass (Trumpet, Trombone, Tuba). The middle section features the electric bass and percussion (Timpani, Bass Drum, Snare Drum, Crash Cymbal, Cymbal). The bottom section consists of strings (Violin 1, Violin 2, Viola, Violoncello, Contrabass). The score is in 4/4 time with a key signature of two sharps (F# and C#). The tempo is marked 'Fast'. Dynamics include *mf* (mezzo-forte) and *mp* (mezzo-piano). A trill is indicated above the first measure of the Flute part.

5

Fl.

Ob.

Bsn.

A. Sax.

Tpt.

Tbn.

Tba.

El. B.

Timp.

BD

SD

Cr. Cym.

Cym.

Vln. 1

Vln. 2

Vla.

Vc.

Cb.

tr

p

p

9

Fl. *f*

Ob. *f*

Bsn. *f*

A. Sax. *f*

Tpt. *f*

Tbn. *f*

Tba. *f*

El. B. *f*

Timp. *f*

BD *f*

SD *f*

Cr. Cym. *f*

Cym. *f*

Vln. 1 *f*

Vln. 2 *f*

Vla. *f*

Vc. *f*

Cb. *f*

