

B♭ Clarinet

Call of the Warrior

("Theme of Samus Aran, Galactic Warrior")

Comp. by Kenji Yamamoto,
Yoshiyuki Ito, Masumi Ito
Arr. by Vincent Rubineti

A $\text{♩} = 80$ $\frac{4}{4}$ $\frac{4}{4}$ p taper... **B** $\frac{4}{4}$ $\frac{4}{4}$

21 $\frac{4}{4}$ mp $\frac{4}{4}$ mf **C**

28 $\frac{4}{4}$ $\frac{4}{4}$

36 $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ $\frac{4}{4}$ **D** $\frac{2}{4}$

45 $\frac{4}{4}$ p mp $\frac{2}{4}$ $\frac{4}{4}$ mp

59 $\frac{4}{4}$ mf taper... taper... taper... taper...

67 $\frac{4}{4}$ f $\frac{4}{4}$

73 $\frac{4}{4}$ $\frac{4}{4}$ ff **G**

79 $\frac{4}{4}$

85 $\frac{4}{4}$

Detailed description: This is a musical score for B♭ Clarinet, titled "Call of the Warrior" (Theme of Samus Aran, Galactic Warrior). The score is arranged by Vincent Rubineti and composed by Kenji Yamamoto, Yoshiyuki Ito, and Masumi Ito. It begins with a tempo of quarter note = 80 and a 4/4 time signature. The piece is divided into sections A through G. Section A (measures 1-10) starts with a 4/4 time signature, a key signature of one sharp (F#), and a dynamic of piano (p). It features a melodic line with triplets and a "taper..." instruction. Section B (measures 11-15) continues the melodic line with a 4/4 time signature and a dynamic of mezzo-forte (mf). Section C (measures 16-27) features a rhythmic pattern of eighth notes with triplets, starting at measure 21 with a dynamic of mezzo-piano (mp) and ending at measure 27 with a dynamic of mezzo-forte (mf). Section D (measures 28-35) continues the rhythmic pattern with triplets, starting at measure 28. Section E (measures 36-58) features a melodic line with triplets and a dynamic of mezzo-forte (mf), with a "taper..." instruction at the end. Section F (measures 59-72) features a melodic line with triplets and a dynamic of forte (f). Section G (measures 73-84) features a melodic line with triplets and a dynamic of fortissimo (ff). The score concludes at measure 85 with a melodic line and a dynamic of mezzo-forte (mf).

89 [H] Slow build

mf

95 [I]

ff