

"Our First Meeting"

Pokemon Mystery Dungeon: Gates to Infinity

Composed by Ryoma Nakamura,
Keisuke Ito, & Yasuhiro Kawagoe

Arranged by BespinBen

Gleefully ♩ = 120



Piano

3 *p* < > < > < > < >

quietly, but with excitement

5 *mp* < > < > < > < >

singingly

7

Strike triangle or nearby hollow object

9

"Our First Meeting"

11

Musical notation for measures 11 and 12. Measure 11 features a fermata over the first two notes. Measure 12 features a fermata over the last three notes, with fingering numbers 1-5 indicated above the notes.

13 *with a little less reservation than before*

mf

Musical notation for measures 13 and 14. Measure 13 features a fermata over the first two notes. Measure 14 features a fermata over the last two notes. Crescendos and decrescendos are used for dynamics.

15

Musical notation for measures 15 and 16. Measure 15 features a fermata over the first two notes. Measure 16 features a fermata over the last two notes. Crescendos and decrescendos are used for dynamics.

17

f

Musical notation for measures 17 and 18. Measure 17 features a fermata over the first two notes. Measure 18 features a fermata over the last two notes. A forte (*f*) dynamic marking is present in measure 18.

19 *quickly slowing down and softening* To Coda ☉

*Use cue notes when going to the coda

Musical notation for measures 19 and 20. Measure 19 features a fermata over the first two notes. Measure 20 features a fermata over the last two notes. A cue note is marked with an asterisk in measure 20.

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21 *Reflectively, without strict regard to time (c. ♩ = 70-100)*

Musical notation for measures 21-23. The piece begins with a piano (*p*) dynamic. The right hand features chords and moving lines, while the left hand plays a steady eighth-note accompaniment.

24

Musical notation for measures 24-26. The dynamics shift from *mp* to *mf* with a *rit.* (ritardando) marking. The piece concludes this section *a tempo*.

27

Musical notation for measures 27-28. The instruction *with somewhat of a smirk* is present. The dynamics are *mp* and *p*. An *accel.* (accelerando) marking is shown. The right hand has a melodic line with grace notes, and the left hand has a rhythmic accompaniment.

At the original tempo, with more resolve (♩ = 120)

29

Musical notation for measures 29-30. The dynamic is *mf*. The right hand features a complex, rhythmic pattern with many beamed notes, while the left hand has a steady accompaniment.

31

Musical notation for measures 31-32. The right hand continues with the complex rhythmic pattern from the previous measures, and the left hand maintains its accompaniment.

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33

f

35

37

f mp

sostenuto pedal

39

(mp)

p

*D.S. al Coda

*If desired, the player may ignore the repeat system and loop indefinitely between measures 3-40

