

Violoncello

NieR:Automata

Amusement Park for String Quartet

Keigo Hoashi
Christian Pacaud, Arr.

$\text{♩} = 120$ pizz.

mp *mf* *mp*

5 *mf*

9 *p* arco **A**

15 Resonant Slap *f*

19 *mp*

23 *f*

27

This musical score is for the Violoncello part of the 'Amusement Park' piece from NieR:Automata, arranged by Christian Pacaud. The tempo is set at 120 beats per minute. The piece begins in 4/4 time with a pizzicato texture. The first staff (measures 1-4) features a melodic line starting on a whole rest, followed by eighth and quarter notes, with dynamics ranging from mezzo-piano (mp) to mezzo-forte (mf). The second staff (measures 5-8) continues the melodic development, ending with a change to 2/4 time. The third staff (measures 9-12) introduces a triplet in 2/4 time, followed by an arco section marked with a box 'A'. The fourth staff (measures 15-18) features a 'Resonant Slap' section with a forte (f) dynamic and a series of slaps indicated by 'x' marks. The fifth staff (measures 19-22) continues with a mezzo-piano (mp) dynamic. The sixth staff (measures 23-26) features a forte (f) dynamic with a crescendo. The seventh staff (measures 27-30) concludes the piece with a series of slaps and a final melodic phrase.

Nier Automata - Amusement Park - Violoncello

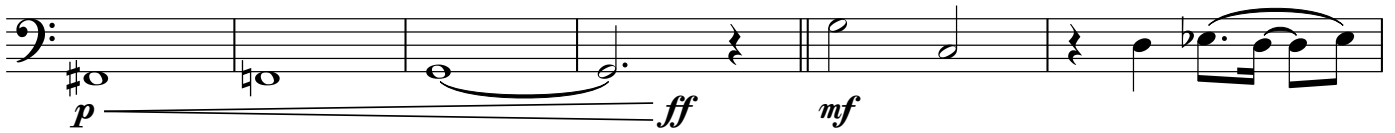
2

31



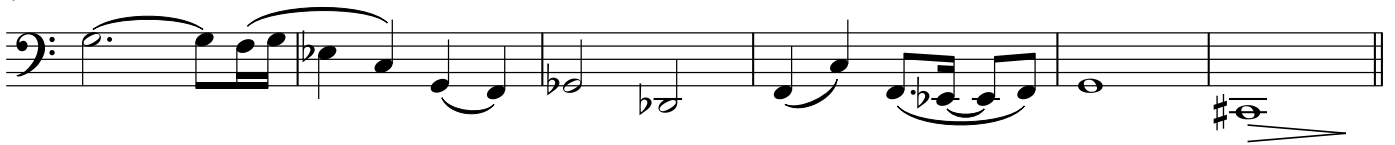
35

B Poco Meno Mosso (♩ = 115)



41

rit.



47 **Tempo Primo** (♩ = 120)

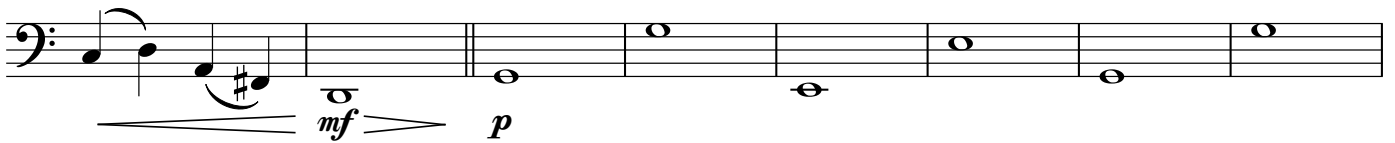


51



55

C Meno mosso (♩ = 110)



63

D

pizz.

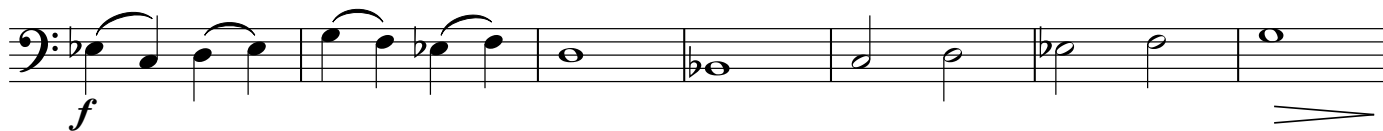
arco



69



75

82 *accel.* **E** Tempo Primo (♩ = 120)

86



90



94

99 **F** ♩ = 125

102



106 ♩ = 126.5

