

-Shodaiko-

(Basic Shime Version)

Jonas vom Orde
(Taiko Bastards)

Singularity $\text{♩} = 100$ One Chu-Player ques in! rit. Move to Rim In Time!

Chu-Daiko *fff* *ppp*

Okedo-Daiko *fff* *ppp*

Shime-Daikos

First Spark 9

Chu.

One Okedo-Player starts solo!

Oke. *ff*

Shime.

13 Buzz hits

Chu. *fff* *mf* *f*

Oke. *mf* *f*

Shime. *mf* *pp*

Rim of Shime

Spark I 19


Chu.


All Okedo-Players start playing!


Oke. *f*

Shime. *f*

23


Chu. 


Oke. 


Shime. 

Flare I


27


Chu. 


Oke. 

Shime. 


31


Chu. 


Oke. 

Shime. 


35


Chu. 


Oke. 

Shime. 

39

Chu. 

Oke. 

Shime. 

43 Fluctuation

Chu.

Oke.

Shime.

Dynamic markings: p and f with hairpins.

45 Spark II

Chu.

Oke.

Shime.

Dynamic markings: p and f with hairpins.

Propulsion

49

Chu.

Oke.

Shime.

Dynamic markings: p \leftarrow f and ff

53 Emphasize all downbeats!

Chu.

Oke.

Shime.

Dynamic markings: ff

55

Chu.

Oke.

Shime.

57

Chu. *p* *f*

Oke. *mp* *ff*

Shime. *pp* *ff*

59

Chu. *p* *ff*

Oke. *mp* *ff*

Shime. *pp* *ff*

Collision

61

Chu. - - - - -

Oke. *fff* GO! Move towards rim

Shime. - - - - -

65

Chu. *mp*

Oke. *pp* *f*

Shime. *pp* *f*

69

Chu. *mp*

Oke. *pp* *fff*

Shime. *fff*

73

Chu. *mf*

Oke. *p* OKEDO SOLO!

Shime. SHIME SOLO!

77

Chu. *f* 1.

Oke. *mp* OKEDO SOLO!

Shime. SHIME SOLO!

81

Chu. 2.

Oke. *cresc.*

Shime. *pp*

83

Spark II

Chu. *f*

Oke. *ff*

Shime. *f*

87

Chu.

Oke.

Shime.

91

Chu.

Oke.

Shime.

95

Chu.

Oke.

Shime.

Fusion

99 GO GO GO!

Chu.

Oke. *ff*

Shime. *ff*

103 Shake the roof!

Chu.

Oke. *fff*

Shime. *fff*

Chu.

Oke.

Shime.

r l r l r l

rit. ppp

rit. ppp

rit. ppp