

# Springvale Themes I. & II.

~Genshin Impact~

Yu-peng Chen

Arr. by: Justin Lincoln (Kabukibear)

⑥ = C

♩ = 74

Ripples of Daydream (Theme II.)

Capo. fret 5

The image displays a guitar arrangement of the 'Ripples of Daydream (Theme II.)' from Genshin Impact. It consists of five systems of music, each with a musical staff and a corresponding guitar TAB. The key signature is one sharp (F#) and the time signature is 3/4. The arrangement includes various musical notations such as chords, single notes, and slurs, as well as fret numbers and string indicators (T, A, B) in the TAB. The piece is marked with a tempo of 74 beats per minute and a capo at the 5th fret. The notation includes measure numbers 1 through 15, with a section break labeled 'B II' between measures 10 and 11.

Musical notation system 1 (Measures 16-18). Treble clef, key signature of one sharp (F#). Bass clef with T, A, B strings indicated. Measure numbers 16, 17, and 18 are shown above the staff.

Musical notation system 2 (Measures 19-21). Treble clef, key signature of one sharp (F#). Bass clef with T, A, B strings indicated. Measure numbers 19, 20, and 21 are shown above the staff. A bracket labeled **B II** spans measures 19 and 20.

Musical notation system 3 (Measures 22-24). Treble clef, key signature of one sharp (F#). Bass clef with T, A, B strings indicated. Measure numbers 22, 23, and 24 are shown above the staff. A bracket labeled **1/2 B II** spans measure 22, and a bracket labeled **B II** spans measures 23 and 24.

Musical notation system 4 (Measures 25-27). Treble clef, key signature of one sharp (F#). Bass clef with T, A, B strings indicated. Measure numbers 25, 26, and 27 are shown above the staff. A bracket labeled **B II** spans measures 27 and 28.

Musical notation system 5 (Measures 28-30). Treble clef, key signature of one sharp (F#). Bass clef with T, A, B strings indicated. Measure numbers 28, 29, and 30 are shown above the staff. A bracket labeled **B II** spans measures 28 and 29. A tempo marking  $\text{♩} = 74$  *rall* is present above the staff. Measure 30 features a long note with a red line indicating a slide or breath mark.

rall

♩ = 87

Whence the Flow Cometh (Theme I.)

First system of music notation. Treble clef, key signature of one sharp (F#). Measures 31-33. Tablature below shows fret numbers (0, 2, 4, 12) and techniques like bends (<12>).

Second system of music notation. Treble clef, key signature of one sharp (F#). Measures 34-36. Tablature below shows fret numbers (0, 2, 4, 12) and techniques like bends (<12>).

Third system of music notation. Treble clef, key signature of one sharp (F#). Measures 37-39. Tablature below shows fret numbers (0, 2, 4, 12) and techniques like bends (<12>).

Fourth system of music notation. Treble clef, key signature of one sharp (F#). Measures 40-42. Tablature below shows fret numbers (5, 7, 0, 2, 3, 4, 5, 7) and techniques like bends (<12>).

Fifth system of music notation. Treble clef, key signature of one sharp (F#). Measures 43-45. Tablature below shows fret numbers (2, 3, 0, 2, 0, 2, 0, 0, 0, 2, 0, 3, 4, 0, 7, 0, 0, 7, 0) and techniques like bends (<12>).

Sixth system of music notation. Treble clef, key signature of one sharp (F#). Measures 46-48. Tablature below shows fret numbers (9, 10, 10, 12, 0, 10, 9, 0, 9, 10, 9, 7, 0, 6, 7, 0, 7, 5) and techniques like bends (<12>).

49 50 51

TAB: 7 0 0 0 7 0 | 5 0 2 0 5 3 2 0 | 3 0 2 0 3 2 0 0

52 53 54

TAB: 0 2 0 3 4 0 0 | 0 0 2 0 3 2 0 | 0 0 2 3 3 2 0

55 56 57

TAB: 0 3 0 2 0 0 0 | 0 4 2 | 0 3 0 0 3

**B II**  
58 59 60

TAB: 3 5 1 | 2 5 2 2 | 0 2 3 0 2

61 62 63

TAB: 3 2 3 0 3 0 | 3 2 0 4 2 2 2 0 2 | 2 0 2 2 4 4 4

64 65 66

TAB: 2 0 3 0 3 5 1 0 3 3 2

B II 67 68 69  $\text{♩} = 87$  rall -

TAB: 2 3 2 5 2 2 0 3 5 3 2 2 0 4 0 2 0

rall - 70 71 72  $\text{♩} = 74$

TAB: 3 0 4 0 0 0 0 4 0 2

73 74 75

TAB: 7 8 9 9 7 5 6 3 2 3 5 4 2 0

76 77 78

TAB: 2 3 2 3 7 5 7 9 10 12 10 9

79 80 81

TAB: 10 9 7 7 7 7 8 0 0 7

**B II**

82 83 84

5 3 5 3 2 3 0 2 0 2 3

2 4 2 0 1 0 2 3 4

$\text{♩} = 69$  *rall*

85 86 87

0 0 3 2 0 3 3 2 0 0 0 0

0 2 3 3 2 0 2 0 0 0

3 2 4 2 0 0 0 0

*rall*

88

0

4 2