

Mega Man II - Flashman

♩ = 145,000031
Soprano Sax

Soprano Sax

Percussion

Percussion

Piano

♩ = 145,000031
Overdriven Guitar

Overdriven Guitar

This system contains four staves. The top staff is for Soprano Sax, showing two measures of whole rests. The second staff is for Percussion, showing a steady eighth-note rhythm. The third staff is for Piano, featuring a melodic line with eighth and sixteenth notes. The bottom staff is for Overdriven Guitar, showing a series of chords in a steady eighth-note rhythm. The key signature has one sharp (F#) and the time signature is 4/4.

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Percussion

Piano

Overdriven Guitar

This system contains three staves. The top staff is for Percussion, continuing the eighth-note rhythm. The middle staff is for Piano, showing a complex rhythmic pattern with many sixteenth notes and rests. The bottom staff is for Overdriven Guitar, continuing the chordal eighth-note rhythm. The key signature and time signature remain the same as in the first system.

5 ♩ = 145,000031

Percussion

Piano

♩ = 145,000031
Overdriven Guitar

Overdriven Guitar

This system contains three staves. The top staff is for Percussion, continuing the eighth-note rhythm. The middle staff is for Piano, continuing the melodic line from the first system. The bottom staff is for Overdriven Guitar, continuing the chordal eighth-note rhythm. The key signature and time signature remain the same as in the first system.

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Percussion



Piano



Overdriven Guitar



9 ♩ = 145,000031

Percussion



Piano



♩ = 145,000031

Overdriven Guitar



11

Percussion



Piano



Overdriven Guitar



13

Percussion



Piano



Overdriven Guitar



15

Percussion

Piano

Overdriven Guitar

17

Soprano Sax

Percussion

Overdriven Guitar

20

Soprano Sax

Percussion

Overdriven Guitar

23

Soprano Sax

Percussion

Overdriven Guitar

26

Soprano Sax

Percussion

Overdriven Guitar

29

Soprano Sax

Percussion

Overdriven Guitar

32

Soprano Sax

Percussion

Overdriven Guitar

35

Soprano Sax

Percussion

Overdriven Guitar

38

Soprano Sax

Percussion

Overdriven Guitar

41

Soprano Sax

Percussion

Overdriven Guitar

44

Soprano Sax

Percussion

Overdriven Guitar

47

Soprano Sax

Percussion

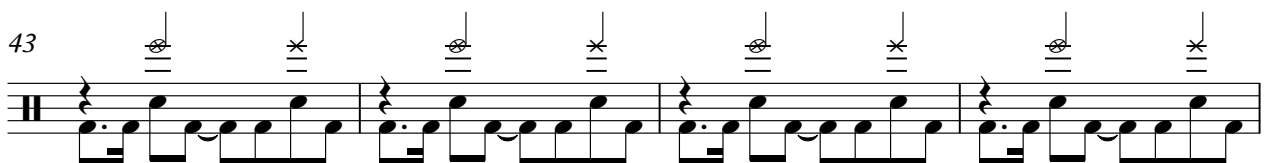
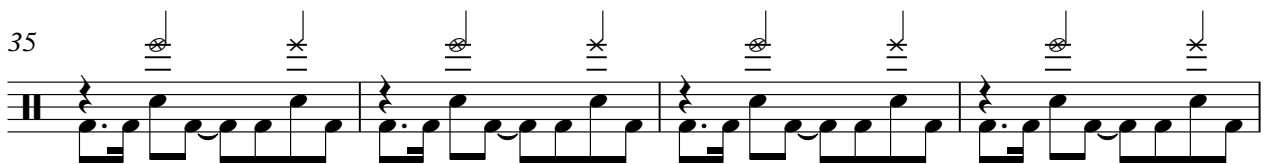
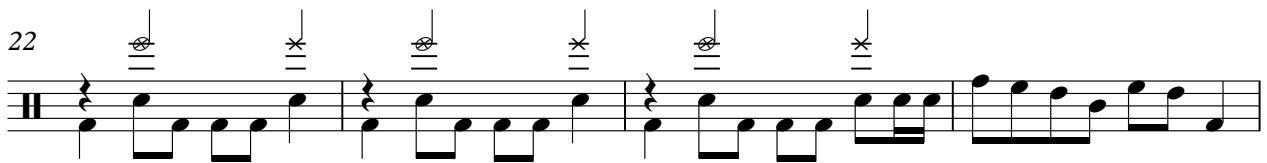
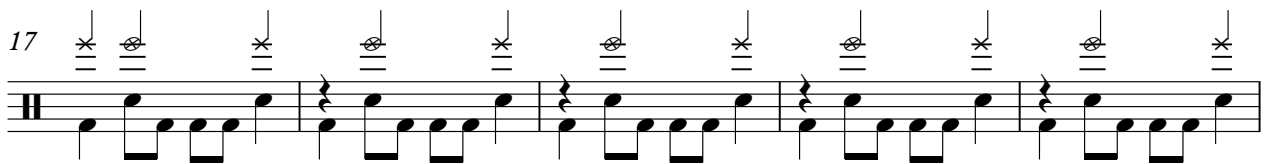
Overdriven Guitar

Mega Man II - Flashman

Percussion

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Percussion

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V.S.

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Percussion

47

Musical notation for Percussion, measure 47. The notation is on a single staff with a double bar line at the beginning and end. It features a series of eighth notes, a triplet of eighth notes, and a final triplet of eighth notes with a double bar line and a star symbol above it.

Piano

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♩ = 145,000031
Piano

Musical notation for measures 1-3. The key signature is one sharp (F#) and the time signature is 4/4. The melody consists of quarter notes and eighth notes, with some beamed eighth notes. Measure 3 ends with a double bar line.

4

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Musical notation for measures 4-6. Measure 4 begins with a four-measure rest, followed by eighth-note chords. Measures 5 and 6 continue the melody from the first system.

7

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Musical notation for measures 7-9. Measure 7 begins with a four-measure rest, followed by eighth-note chords. Measures 8 and 9 continue the melody.

10

Musical notation for measures 10-12. Measure 10 continues the melody, measure 11 has a four-measure rest, and measure 12 continues with eighth-note chords.

13

Musical notation for measures 13-15. Measure 13 continues the melody, measure 14 has a four-measure rest, and measure 15 continues with eighth-note chords.

16

34

Musical notation for measures 16-34. Measure 16 continues the melody, followed by a four-measure rest. Measures 17-34 are represented by a long horizontal line, indicating a continuation of the piece.

Mega Man II - Flashman

Overdriven Guitar

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Overdriven Guitar

6

11

16

21

26

30

35

40

45

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