

# Metroid - Norfair (Mother Brian's Area)

Drums:  $\text{♩} = 50,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,000$

Lead:  $\text{♩} = 50,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,000$

Bass:  $\text{♩} = 50,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,500,000,000$     $\text{♩} = 30,000$

Drums:  $\text{♩} = 50,000,000$     $\text{♩} = 30,050,000,000$     $\text{♩} = 14,000$

Lead:  $\text{♩} = 50,000,000$     $\text{♩} = 30,000,000$     $\text{♩} = 50,000,000$     $\text{♩} = 14,000$

Bass:  $\text{♩} = 50,000,000$     $\text{♩} = 50,000,000$     $\text{♩} = 15,000$

Drums:  $\text{♩} = 50,000,000$     $\text{♩} = 50,000,000$

Lead:  $\text{♩} = 50,000,000$     $\text{♩} = 17,000,004$     $\text{♩} = 50,000,000$

Bass:  $\text{♩} = 50,000,000$     $\text{♩} = 50,000,000$     $\text{♩} = 50,000,000$

8 ♩ = 30,00000

Drums

Lead

Bass

10 ♩ = 28,0000

Drums

Lead

Bass

13 ♩ = 17,000

Drums

Lead

Bass

15 ♩ = 17,000

Drums

Lead

Bass

Drums

Lead

Bass

16

Drums

Drum notation for measures 16 and 17. Measure 16 features a triplet of eighth notes on the snare drum, followed by a quarter rest, and another triplet of eighth notes on the snare drum. Measure 17 features a quarter note on the snare drum, followed by a quarter rest, and a dotted quarter note on the snare drum. The notation uses 'x' marks to indicate snare hits.

Lead

Lead guitar notation for measures 16 and 17. Measure 16 consists of a quarter note chord (G2, B2), followed by a quarter note chord (A2, C#3), and a quarter note chord (D3, F3). Measure 17 consists of a quarter note chord (E3, G3), followed by a quarter note chord (F3, A3), and a quarter rest.

Bass

Bass guitar notation for measures 16 and 17. Measure 16 features a quarter note chord (G2, B2), followed by a quarter note chord (A2, C#3), and a quarter note chord (D3, F3). Measure 17 features a quarter note chord (E3, G3), followed by a quarter note chord (F3, A3), and a quarter note chord (G3, B3). The notation includes triplet markings under the first and last chords of each measure.

# Metroid - Norfair (Mother Brian's Area)

## Drums

♩ = 50,000000   ♩ = 30,500,000000   ♩ = 30,500,000000   ♩ = 30,500,000000   ♩ = 30,000000

5 ♩ = 50,000000   ♩ = 150,00000000   ♩ = 750,00000000

9 ♩ = 30,500,000000   ♩ = 31,500,000000   ♩ = 31,500,000000   ♩ = 28,000000

13 ♩ = 51,000027   ♩ = 750,000027   ♩ = 750,000027

# Metroid - Norfair (Mother Brian's Area)

Lead

♪ = 50,000000    ♪ = 30,50000000    ♪ = 30,50000000    ♪ = 30,50000000    ♪ = 30,00000

5    ♪ = 50,000000    ♪ = 15,0000000    ♪ = 75,0000000

9    ♪ = 30,50000000    ♪ = 30,50000000    ♪ = 30,50000000    ♪ = 28,00000

13    ♪ = 51,000027    ♪ = 75,0000027    ♪ = 75,0000027

# Metroid - Norfair (Mother Brian's Area)

Bass

The musical score is written in 4/4 time and consists of 16 measures. It features a variety of rhythmic patterns, including eighth and sixteenth notes, and several triplet markings. The notes are primarily in the lower register of the bass clef. Measure numbers 4, 7, 8, 10, 13, 15, and 16 are indicated at the start of their respective lines. Tempo markings are provided for several measures, such as 50,000000, 30,000000, 17,000000, 51,000027, and 28,000000. The score includes various musical notations such as stems, beams, and slurs to indicate the intended performance.