

Metroid - Title Theme

♩ = 86,000298

The musical score is arranged in a vertical stack of staves. The top section includes Percussion, three Vibraphone staves, Synth Strings, Lead 2 (Sawtooth), and four FX tracks (FX 1 (Rain), FX 6 (Goblins), and two FX 7 (Echoes)). The bottom section features a Violoncello staff. The score is in 4/4 time and includes a tempo marking of ♩ = 86,000298. The Violoncello part begins with a half note G2, followed by a quarter rest, then a half note G2, and finally a half note G2.

♩ = 86,000298

3

Syn. Str.

FX 1

FX 7

Vc.



6

Vib.

Vib.

Syn. Str.

FX 1

FX 7

Vc.

Musical score for measures 8-10. The score includes staves for Vib. (Violin), Syn. Str. (Synthesizer Strings), FX 1 (Effects), and Vc. (Violoncello). The first violin part features a melodic line with a triplet ending in measure 10. The cello part provides a harmonic accompaniment.



Musical score for measures 11-14. The score includes staves for Vib. (Violin), Syn. Str. (Synthesizer Strings), FX 1 (Effects), FX 6 (Effects), and Vc. (Violoncello). The first violin part continues with a melodic line. The cello part features a complex rhythmic pattern. The FX 6 part has a prominent tremolo effect in measure 14.

13

Vib.

Vib.

Syn. Str.

FX 1

FX 6

Vc.

This musical score features five staves. The top two staves are for Violin (Vib.), the third for Synthesizer Strings (Syn. Str.), the fourth for FX 1, the fifth for FX 6, and the bottom for Violoncello (Vc.). The score begins at measure 16. The Violin parts consist of melodic lines with various ornaments and a final measure containing a fermata over a note with a '5' above it. The Synthesizer Strings part features a rhythmic pattern of eighth notes with some melodic accents. FX 1 provides harmonic support with sustained notes and some melodic movement. FX 6 is a complex effect track with multiple overlapping lines and a dense, swirling texture. The Violoncello part provides a low-frequency accompaniment with sustained notes and some melodic movement.

♩ = 101,000580

Perc.

Vib.

Vib.

Syn. Str.

FX 1

FX 6

FX 7

Vc.

♩ = 101,000580



Perc.

Vib.

Vib.

Vc.

Musical score for Percussion (Perc.), Vibraphone (Vib.), Synthesizer (Syn. Str.), and Violoncello (Vc.). The score is written in 4/4 time and consists of three measures. The Percussion part features a rhythmic pattern of eighth and sixteenth notes. The Vibraphone part has two staves, both playing melodic lines with eighth and sixteenth notes. The Synthesizer and FX 1 parts are silent, indicated by rests. The Violoncello part plays a simple bass line with quarter notes.

Musical score for Percussion (Perc.), Vibraphone (Vib.), Synthesizer (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.).

The score consists of seven staves:

- Perc.**: Percussion part with a series of rhythmic notes.
- Vib.**: Vibraphone part with complex melodic lines and grace notes.
- Vib.**: A second vibraphone part with a more melodic line.
- Syn. Str.**: Synthesizer part with a simple melodic line.
- FX 1**: Effect 1 part with a sustained note marked with an 8.
- FX 7**: Effect 7 part with a single note.
- Vc.**: Violoncello part with a single note.

The image displays a musical score for six instruments: Percussion (Perc.), two Vibraphone parts (Vib.), Synthesizer Strings (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.). The score is organized into six staves, each with its instrument name on the left. The Percussion staff uses a double bar line and contains rhythmic patterns. The two Vibraphone staves use treble clefs and contain melodic lines with various note values and rests. The Synthesizer Strings staff uses a treble clef and contains a sparse melodic line. The FX 1 and FX 7 staves use treble clefs and contain sustained chordal textures. The Violoncello staff uses a bass clef and contains a simple bass line. The score is presented in a clean, black-and-white format.

Musical score for Percussion (Perc.), Vibraphone (Vib.), Synthesizer (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.).

The score consists of six staves:

- Perc.**: Percussion part with a drum set icon at the start, featuring a rhythmic pattern of eighth and sixteenth notes.
- Vib.**: Two staves of vibraphone, both in treble clef. The upper staff features complex rhythmic patterns with grace notes and slurs. The lower staff features a more melodic line with grace notes and slurs.
- Syn. Str.**: Synthesizer part in treble clef, featuring a simple melodic line with quarter and eighth notes.
- FX 1**: FX 1 part in treble clef, featuring a series of chords and notes, including a sharp sign (#) and the number 8.
- FX 7**: FX 7 part in treble clef, featuring a series of chords and notes, including a sharp sign (#) and the number 0.
- Vc.**: Violoncello part in bass clef, featuring a series of chords and notes, including a sharp sign (#) and the number 0.

Musical score for Percussion (Perc.), Vibraphone (Vib.), Synthesizer (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.).

The score is written for Percussion, Vibraphone, Synthesizer, and other instruments. The Percussion part is in 2/4 time and features a rhythmic pattern of quarter notes and eighth notes. The Vibraphone parts are in 4/4 time and feature complex rhythmic patterns with grace notes and slurs. The Synthesizer part is in 4/4 time and features a simple melodic line with sharp signs. The FX 1 part is in 4/4 time and features a simple melodic line with sharp signs. The FX 7 part is in 4/4 time and features a simple melodic line. The Vc. part is in 4/4 time and features a simple melodic line.

Musical score for Percussion (Perc.), Vibraphone (Vib.), Synthesizer (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.). The score is written in 4/4 time and consists of six staves. The Percussion staff uses a drum set notation. The two Vibraphone staves use treble clefs and contain melodic lines with various ornaments and articulations. The Synthesizer staff uses a treble clef and contains a simple melodic line. The FX 1 and FX 7 staves use treble clefs and contain sustained chords. The Violoncello staff uses a bass clef and contains a simple bass line.

The image displays a musical score for six instruments: Percussion (Perc.), two Vibraphone parts (Vib.), Synthesizer (Syn. Str.), FX 1, FX 7, and Violoncello (Vc.).

- Perc.**: Features a rhythmic pattern of eighth and sixteenth notes.
- Vib. (top)**: Contains complex melodic lines with slurs and grace notes.
- Vib. (middle)**: Features melodic lines with slurs and grace notes, mirroring the top vibraphone part.
- Syn. Str.**: Shows a simple bass line with quarter notes.
- FX 1**: Shows a sustained chord marked with a sharp sign and the number 8.
- FX 7**: Shows a sustained chord marked with a sharp sign and the number 0.
- Vc.**: Shows a sustained chord marked with a sharp sign and the number 0.

The image displays a musical score for a percussion ensemble. The score is organized into ten horizontal staves, each with a specific instrument or effect label on the left:

- Perc.**: Percussion staff with a drum set icon at the beginning, showing a sequence of notes and rests.
- Vib.**: Vibraphone staff in treble clef, featuring melodic lines with slurs and accents.
- Vib.**: A second Vibraphone staff in treble clef, with a key signature of one sharp (F#) and notes with slurs.
- Syn. Str.**: Synthesizer Strings staff in treble clef, showing a few notes and rests.
- FX 1**: Effect 1 staff in treble clef, containing a few notes and rests.
- FX 6**: Effect 6 staff in treble clef, mostly empty with a few notes.
- FX 7**: Effect 7 staff in treble clef, containing a few notes and rests.
- FX 7**: A second Effect 7 staff in treble clef, featuring a triplet of notes followed by a series of overlapping horizontal lines representing a sustained effect.
- Vc.**: Violoncello (Cello) staff in bass clef, with a key signature of one flat (Bb) and a few notes.

43 ♩ = 70,000237

The musical score consists of the following parts:

- Perc.**: Percussion part with a complex rhythmic pattern featuring triplets and sixteenth notes.
- Vib.**: Two staves of vibraphone, with the upper staff featuring a melodic line with triplets and the lower staff providing harmonic accompaniment.
- Syn. Str.**: Synthesizer string part with a melodic line.
- Lead 2**: Lead 2 part with a melodic line.
- FX 1**: Two staves of FX 1, with the upper staff playing a melodic line and the lower staff playing a sustained chord.
- FX 6**: FX 6 part with a sustained chord.
- FX 7**: Three staves of FX 7, with the upper staff playing a melodic line and the lower two staves playing sustained chords.
- Vc.**: Violoncello part with a melodic line.

The tempo is marked as ♩ = 70,000237. The score includes various musical notations such as triplets, slurs, and accidentals.

This musical score page contains ten staves. The top staff is for Percussion (Perc.), featuring a rhythmic pattern of eighth notes with triplet markings. The second staff is for Vibraphone (Vib.), showing a melodic line with triplet markings. The third staff is also for Vibraphone (Vib.), with a melodic line and triplet markings. The fourth staff is for Synthesizer (Syn. Str.), featuring a melodic line. The fifth staff is for Lead 2, showing a melodic line. The sixth staff is for FX 1, showing a melodic line. The seventh staff is for FX 1, showing a melodic line with a long note. The eighth staff is for FX 6, showing a melodic line. The ninth staff is for FX 7, showing a melodic line. The tenth staff is for Vc. (Violoncello), showing a melodic line.

The musical score consists of the following parts:

- Perc.**: Percussion part with a triplet of eighth notes in the first measure.
- Vib.**: Two vibraphone staves. The top staff has a triplet of eighth notes. The bottom staff has a triplet of eighth notes.
- Syn. Str.**: Synthesizer strings part with a long, sustained note in the second measure.
- Lead 2**: Lead 2 part with a melodic line.
- FX 1**: Two FX 1 parts, one with a melodic line and one with a sustained note.
- FX 6**: FX 6 part with a sustained note.
- FX 7**: Two FX 7 parts, one with a melodic line and one with a sustained note.
- Vc.**: Violoncello part with a melodic line and a triplet of eighth notes in the second measure.

49

Vib.

Vib.

Vib.

Syn. Str.

FX 1

FX 7

Vc.

52

Vib.

Vib.

Syn. Str.

FX 1

FX 7

Vc.



55

FX 1

FX 7

Vc.

Metroid - Title Theme

Percussion

♩ = 86,000298 **17**

22

28

34

40

♩ = 70,000237

45

47

♩ = 62,000126 ♩ = 70,000237

10

Metroid - Title Theme

Vibraphone

The musical score is written for a vibraphone in 4/4 time. It begins with a tempo marking of $\text{♩} = 86,000298$ and a measure number of 6. The first system (measures 6-10) features a melodic line with a long note in measure 6, followed by eighth notes and a half note in measure 7, and a half note in measure 8. The second system (measures 11-15) continues the melodic line with eighth notes and a half note in measure 11, and a half note in measure 12. A tempo change occurs at measure 16 to $\text{♩} = 101,000580$. The third system (measures 16-20) shows a melodic line with eighth notes and a half note in measure 16, and a half note in measure 17. The fourth system (measures 21-24) features a complex rhythmic pattern of eighth notes. The fifth system (measures 25-28) continues this pattern. The sixth system (measures 29-32) continues the pattern. The seventh system (measures 33-36) continues the pattern. The eighth system (measures 37-40) continues the pattern. A tempo change occurs at measure 41 to $\text{♩} = 70,000237$. The ninth system (measures 41-44) continues the pattern. The tenth system (measures 45-48) features a complex rhythmic pattern of eighth notes. A tempo change occurs at measure 49 to $\text{♩} = 62,000126$. The final system (measures 49-52) continues the pattern.

V.S.

2

Vibraphone

48 $\text{♩} = 70,000237$

2 3 6

Vibraphone

Metroid - Title Theme

♩ = 86,000298
6

12

17 ♩ = 101,000580

22

26

30

34

38

42 ♩ = 70,000237

44

3 3

V.S.

2

Vibraphone

46 $\text{♩} = 62,000126$

3 3

48 $\text{♩} = 70,000237$

3 6

Vibraphone

Metroid - Title Theme

♩ = 86,000298 **17** **25** **2** ♩ = 70,0002370

46 **3** ♩ = 62,000126

48 ♩ = 70,000237 **9**

Metroid - Title Theme

Synth Strings

♩ = 86,000298

6

9

13

17

28

35

43

47

51

♩ = 101,000580

♩ = 101,000580

♩ = 70,000237

♩ = 62,00010600237

5

Metroid - Title Theme

Lead 2 (Sawtooth)

♩ = 86,000298 **17** **25** ♩ = 170,000237

45 ♩ = 62,0002600237 **11**

Metroid - Title Theme

FX 1 (Rain)

♩ = 86,000298

8

15

♩ = 101,000580

6

27

36

♩ = 70,000237

44

♩ = 62,000237

50

54

2

FX 1 (Rain)

Metroid - Title Theme

♩ = 86,000298 **17** **25** ♯ = 101,000587

44 ♩ = 62,000237 **11**

FX 6 (Goblins)

Metroid - Title Theme

♩ = 86,000298

11



15

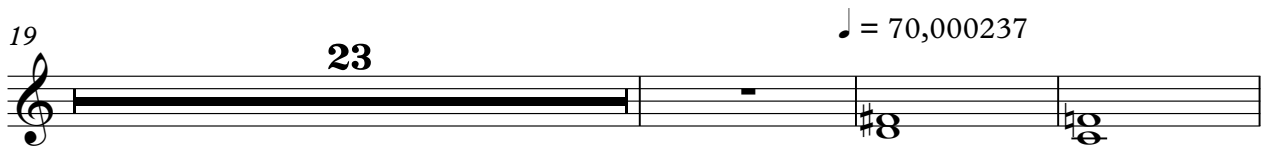
♩ = 101,000



19

23

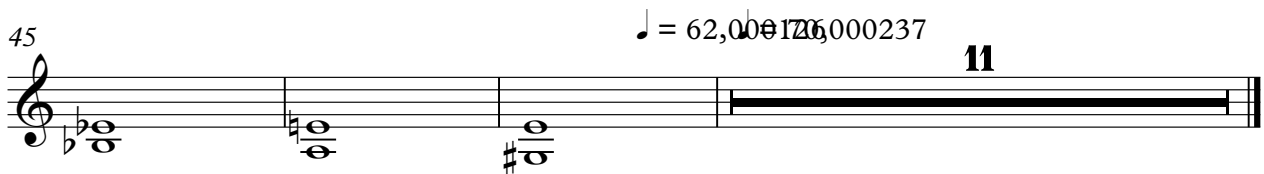
♩ = 70,000237



45

♩ = 62,000126,000237

11



FX 7 (Echoes)

Metroid - Title Theme

♩ = 86,000298

5 **10**

18 **9** ♩ = 101,000580

34

43 ♩ = 70,000237

46 ♩ = 62,0001260, 70,000237 **11**

The image displays a musical score for the 'FX 7 (Echoes)' track from the Metroid Title Theme. The score is written in 4/4 time and consists of seven systems of music. The first system (measures 1-4) features a complex, layered texture with multiple overlapping melodic lines and a tempo of 86,000298. The second system (measures 5-14) continues this texture, with a measure rest of 10 measures at the end. The third system (measures 18-26) begins with a measure rest of 9 measures and a tempo change to 101,000580, followed by a series of notes. The fourth system (measures 34-42) continues the melodic line. The fifth system (measures 43-51) features a tempo change to 70,000237 and a more active melodic line. The sixth system (measures 46-56) features a tempo change to 62,0001260 and 70,000237, and ends with a measure rest of 11 measures.

FX 7 (Echoes)

Metroid - Title Theme

♩ = 86,000298 **17** **25** ♩ = 100,000280

Musical notation for FX 7 (Echoes) in 4/4 time. The first staff contains two measures of whole rests, labeled with the numbers 17 and 25. The second staff contains two measures of music: the first measure has a whole note, and the second measure has a half note followed by a quarter note.

45 ♩ = 62,000200 **10**

Musical notation for FX 7 (Echoes) in 4/4 time. The first staff contains five measures of music: a quarter note, a quarter note with a flat, a whole note, a quarter note with a sharp, and a quarter note. The second staff contains one measure of a whole rest, labeled with the number 10.

FX 7 (Echoes)

Metroid - Title Theme

Musical notation for FX 7 (Echoes) in 4/4 time. The piece consists of three measures. The first measure is a whole note with a duration of 86,000,298 and a fingering of 17. The second measure is a whole note with a duration of 101,000,580 and a fingering of 23. The third measure contains a triplet of eighth notes with a duration of 101,000,580 and a fingering of 3.

Musical notation for FX 7 (Echoes) in 4/4 time, starting at measure 42. The first measure is a whole note with a duration of 70,000,237 and a fingering of 3. The second measure is a whole note with a duration of 62,000,237 and a fingering of 11. The third measure is a whole note with a duration of 62,000,237 and a fingering of 11.

Violoncello

Metroid - Title Theme

♩ = 86,000298

7

12

18

♩ = 101,000580

27

36

♩ = 70,000237

44

♩ = 62,000237

50