

# Donkey Kong Country 2 - Map Theme

♩ = 120,000000

WinJammer Demo

Sequenced by:

♩ = 120,000000

Donkey Kong Country 2

Map Theme



2

Greg Peele

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

Greg Peele

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



Greg Peele

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

5

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



6

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

The musical score is presented in two systems, numbered 5 and 6. System 5 (measures 1-4) includes staves for Greg Peele (bass clef), gpee@earthlink.net (bass clef), WinJammer Demo (treble clef), Sequenced by (treble clef), Syn. Str. (treble clef), Donkey Kong Country 2 (bass clef), and Map Theme (bass clef). System 6 (measures 5-8) includes staves for Greg Peele (bass clef), Perc. (percussion clef), WinJammer Demo (treble clef), Sequenced by (treble clef), Syn. Str. (treble clef), Donkey Kong Country 2 (bass clef), and Map Theme (bass clef). The score features a variety of musical notations including eighth notes, chords, and rests.

7

Greg Peele

Perc.

WinJammer Demo

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Syn. Str.

Donkey Kong Country 2

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8

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

9

5

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

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Detailed description: This is a multi-stemmed musical score. The top stem is a bass line for Greg Peele, starting at measure 9 and ending at measure 13. The second stem is Percussion, with notes in measures 10-13. The third stem is a keyboard part for WinJammer Demo in treble clef. The fourth stem is a keyboard part for Sequenced by: in treble clef. The fifth stem is a keyboard part for Syn. Str. in treble clef, which is mostly blank with a few notes. The sixth stem is a keyboard part for Donkey Kong Country 2 in bass clef. The seventh stem is a keyboard part for Map Theme in bass clef. The score includes various musical notations such as notes, rests, and bar lines.

10

Greg Peele

gpeele@earthlink.net

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

11

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



12

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

Musical score for measures 11-12, system 1. The score consists of seven staves. The top staff, labeled 'Greg Peele', is in bass clef and contains a sequence of notes with some rests. The second staff, labeled 'gpee@earthlink.net', is also in bass clef and contains a few notes with rests. The third and fourth staves, labeled 'WinJammer Demo' and 'Sequenced by:', are in treble clef and contain a continuous sequence of eighth notes. The fifth staff, labeled 'Syn. Str.', is in treble clef and contains a sequence of notes with rests. The sixth and seventh staves, labeled 'Donkey Kong Country 2' and 'Map Theme', are in bass clef and contain a sequence of notes with rests.

Musical score for measures 11-12, system 2. The score consists of six staves. The top staff, labeled 'gpee@earthlink.net', is in bass clef and contains a few notes with rests. The second and third staves, labeled 'WinJammer Demo' and 'Sequenced by:', are in treble clef and contain a sequence of notes with rests. The fourth staff, labeled 'Syn. Str.', is in treble clef and contains a sequence of notes with rests. The fifth and sixth staves, labeled 'Donkey Kong Country 2' and 'Map Theme', are in bass clef and contain a sequence of notes with rests.

13

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



14

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



15

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



17

Greg Peele

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

18

Greg Peele

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



19

Greg Peele

gpeepe@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

20

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



21

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

Musical score for measures 20-21. The score consists of six staves: Greg Peele (bass clef), Perc. (percussion clef), WinJammer Demo (treble clef), Sequenced by: (treble clef), Syn. Str. (treble clef), Donkey Kong Country 2 (bass clef), and Map Theme (bass clef). Measure 20 shows a sequence of notes in the Greg Peele staff, a percussive pattern in the Perc. staff, and chordal accompaniment in the other staves. Measure 21 continues this sequence with a key signature change to one sharp (F#).

Musical score for measures 21-22. The score consists of six staves: Greg Peele (bass clef), Perc. (percussion clef), WinJammer Demo (treble clef), Sequenced by: (treble clef), Syn. Str. (treble clef), Donkey Kong Country 2 (bass clef), and Map Theme (bass clef). Measure 21 continues the sequence from the previous system, and measure 22 concludes the sequence. The key signature remains one sharp (F#).

22

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



23

Greg Peele

Perc.

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

24

Greg Peele

Musical notation for Greg Peele in bass clef. It features a key signature of one sharp (F#) and a 3/4 time signature. The notation includes a quarter rest, followed by a quarter note G4, a quarter note A4, a quarter note B4, and a quarter rest. The next measure contains a quarter note C5, a quarter note B4, and a quarter note A4. The final measure consists of a whole note chord G4-B4-D5.

gpeele@earthlink.net

Musical notation for gpeele@earthlink.net in bass clef. It begins with a whole rest, followed by a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

Perc.

Musical notation for Percussion in a 3/4 time signature. It features a quarter note G4, a quarter note A4, and a quarter note B4, all beamed together. This is followed by a quarter note G4, a quarter note A4, and a quarter note B4, also beamed together. The final measure contains a quarter note G4, a quarter note A4, and a quarter note B4.

WinJammer Demo

Musical notation for WinJammer Demo in treble clef. It features a series of chords: G4-B4-D5, G4-B4-D5, G4-B4-D5, and G4-B4-D5, each followed by a quarter rest.

Sequenced by:

Musical notation for Sequenced by in treble clef. It features a series of chords: G4-B4-D5, G4-B4-D5, G4-B4-D5, and G4-B4-D5, each followed by a quarter rest.

Syn. Str.

Musical notation for Synthesizer in treble clef. It begins with a whole rest, followed by a quarter note G4, a quarter note A4, a quarter note B4, and a quarter note C5.

Donkey Kong Country 2

Musical notation for Donkey Kong Country 2 in bass clef. It features a series of chords: G4-B4-D5, G4-B4-D5, G4-B4-D5, and G4-B4-D5, each followed by a quarter rest.

Map Theme

Musical notation for Map Theme in bass clef. It features a series of chords: G4-B4-D5, G4-B4-D5, G4-B4-D5, and G4-B4-D5, each followed by a quarter rest.

25

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



26

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

27

Greg Peele

gpee@earthlink.net

WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme



28

gpee@earthlink.net


WinJammer Demo

Sequenced by:

Syn. Str.

Donkey Kong Country 2

Map Theme

gpeele@earthlink.net <sup>29</sup> 

WinJammer Demo 

Sequenced by: 

Donkey Kong Country 2 

Map Theme 



Donkey Kong Country 2 - Map Theme

♩ = 120,000000

Bass clef, 4/4 time signature. Measure 1: whole rest. Measure 2: quarter notes G4, A4, B4, C5. Measure 3: quarter notes D5 (sharp), E5, F5, G5. Measure 4: quarter notes A5, B5, C6. Measure 5: quarter notes D6 (sharp), E6, F6, G6.

Measure 6: eighth notes G4, A4, B4, C5, D5, E5, F5, G5. Measure 7: eighth notes A5, B5, C6, D6, E6, F6, G6. Measure 8: eighth notes G6, A6, B6, C7, D7, E7, F7, G7. Measure 9: eighth notes A7, B7, C8, D8, E8, F8, G8. Measure 10: eighth notes G8, A8, B8, C9, D9, E9, F9, G9.

Measure 10 (new system): eighth notes G4, A4, B4, C5, D5, E5, F5, G5. Measure 11: eighth notes A5, B5, C6, D6, E6, F6, G6. Measure 12: eighth notes G6, A6, B6, C7, D7, E7, F7, G7. Measure 13: eighth notes A7, B7, C8, D8, E8, F8, G8. Measure 14: eighth notes A8, B8, C9, D9, E9, F9, G9. Measure 15: eighth notes G9, A9, B9, C10, D10, E10, F10, G10. Measure 16: eighth notes A10, B10, C11, D11, E11, F11, G11. Measure 17: eighth notes G11, A11, B11, C12, D12, E12, F12, G12. Measure 18: eighth notes A12, B12, C13, D13, E13, F13, G13.

Measure 14 (new system): whole rest, marked with a '2'. Measure 15: quarter notes G4, A4, B4, C5. Measure 16: quarter notes D5 (sharp), E5, F5, G5. Measure 17: quarter notes A5, B5, C6. Measure 18: quarter notes D6 (sharp), E6, F6, G6.

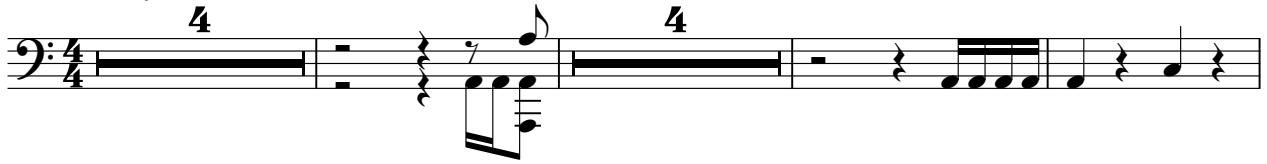
Measure 19: eighth notes G4, A4, B4, C5, D5, E5, F5, G5. Measure 20: eighth notes A5, B5, C6, D6, E6, F6, G6. Measure 21: eighth notes G6, A6, B6, C7, D7, E7, F7, G7. Measure 22: eighth notes A7, B7, C8, D8, E8, F8, G8. Measure 23: eighth notes A8, B8, C9, D9, E9, F9, G9. Measure 24: eighth notes G9, A9, B9, C10, D10, E10, F10, G10.

Measure 24 (new system): eighth notes G4, A4, B4, C5, D5, E5, F5, G5. Measure 25: eighth notes A5, B5, C6, D6, E6, F6, G6. Measure 26: eighth notes G6, A6, B6, C7, D7, E7, F7, G7. Measure 27: eighth notes A7, B7, C8, D8, E8, F8, G8. Measure 28: eighth notes A8, B8, C9, D9, E9, F9, G9. Measure 29: eighth notes G9, A9, B9, C10, D10, E10, F10, G10. Measure 30: eighth notes A10, B10, C11, D11, E11, F11, G11.

Measure 26 (new system): whole rest. Measure 27: eighth notes G4, A4, B4, C5, D5, E5, F5, G5. Measure 28: eighth notes A5, B5, C6, D6, E6, F6, G6. Measure 29: eighth notes G6, A6, B6, C7, D7, E7, F7, G7. Measure 30: eighth notes A7, B7, C8, D8, E8, F8, G8. Measure 31: whole rest, marked with a '2'.

# Donkey Kong Country 2 - Map Theme

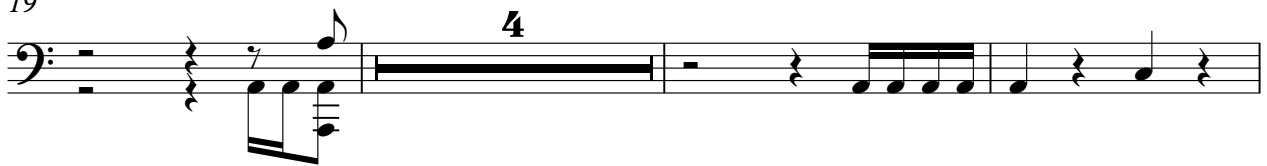
♩ = 120,000000



12



19



26



Percussion

Donkey Kong Country 2 - Map Theme

♩ = 120,000000

5

Musical staff 1: Percussion notation for measures 1-3. Measure 1 is a whole rest. Measures 2 and 3 contain eighth notes with a dotted quarter note on the first beat of each measure.

9

9

Musical staff 2: Percussion notation for measures 4-6. Measures 4 and 5 contain eighth notes with a dotted quarter note on the first beat of each measure. Measure 6 is a whole rest. Measure 7 contains eighth notes with a dotted quarter note on the first beat.

21

Musical staff 3: Percussion notation for measures 8-9. Measures 8 and 9 contain eighth notes with a dotted quarter note on the first beat of each measure.

23

5

Musical staff 4: Percussion notation for measures 10-11. Measures 10 and 11 contain eighth notes with a dotted quarter note on the first beat of each measure. Measure 12 is a whole rest.

♩ = 120,000000



V.S.

2

# WinJammer Demo

27



29



# Donkey Kong Country 2 - Map Theme

Sequenced by:

♩ = 120,000000



4



7



10



12



14



16



19



V.S.

2

Sequenced by:

22



25



27



29



Synth Strings

Donkey Kong Country 2 - Map Theme

♩ = 120,000000

1

9

9

17

17

24

24



# Donkey Kong Country 2 - Map Theme

## Donkey Kong Country 2

♩ = 120,000000



V.S.

2

# Donkey Kong Country 2

28



# Donkey Kong Country 2 - Map Theme

## Map Theme

♩ = 120,000000



4



7



10



13



15



18



21



24



27



V.S.

2

# Map Theme

28

