

Nine Inch Nails - Gave Up

♩ = 145,000031

Drums

6

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

10

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

14

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

18

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

22

Drums

Guitar I

Reed Organ

Static Sound Effect (L)

Static Sound Effect (R)

26

Drums

Guitar I

Reed Organ

This musical score is divided into four systems, each marked with a double bar line on the left. The instruments and their parts are as follows:

- System 1 (Measures 30-33):** Features Drums and Guitar I. The drums play a consistent eighth-note pattern, while the guitar plays a melodic line with sustained notes.
- System 2 (Measures 34-37):** Features Drums and Guitar I. The drum pattern continues, and the guitar part remains melodic.
- System 3 (Measures 38-41):** Introduces a Sawtooth instrument and two Static Sound Effect tracks (L and R). The drums and guitar continue their respective parts, while the sawtooth and static effects provide a rhythmic and textural background.
- System 4 (Measures 42-45):** Continues the arrangement with Drums, Sawtooth, Guitar I, and Static Sound Effect (L/R). The sawtooth part becomes more active, and the static effects are prominent.
- System 5 (Measures 46-49):** Features Drums, Sawtooth, Guitar I, and Static Sound Effect (L/R). The guitar part has some rests, and the static effects continue.
- System 6 (Measures 50-53):** Features Drums, Guitar I, and Static Sound Effect (L/R). The sawtooth part is absent in this system. The guitar and static effects continue.
- System 7 (Measures 54-57):** Features Drums, Guitar I, and Static Sound Effect (L/R). The arrangement concludes with the same instrumental setup as the previous system.

58

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

62

Drums

Guitar I

Static Sound Effect (L)

Static Sound Effect (R)

66

Drums

Guitar I

70

Drums

Guitar I

74

Drums

Guitar I

78

Drums

Guitar I

83

Drums

Guitar I

Breath Effect

87

Drums

Guitar I

Overdrive

Breath Effect

This musical score is divided into four systems, each starting with a measure marker (90, 93, 96, 100, 104) on the Drum staff. The instruments and effects are as follows:

- System 1 (Measures 90-92):** Drums, Guitar I, Overdrive, Effect, Breath Effect.
- System 2 (Measures 93-95):** Drums, Guitar I, Overdrive, Effect, Breath Effect.
- System 3 (Measures 96-99):** Drums, Wave Guitar I, Wave Guitar II, Guitar I, Overdrive, Effect, Breath Effect.
- System 4 (Measures 100-103):** Drums, Wave Guitar I, Wave Guitar II, Guitar I, Guitar II, Effect, Breath Effect.

Each system contains five staves. The Drum staff uses a drum set notation. The Guitar I and II staves use standard guitar notation with a key signature of one sharp (F#). The Wave Guitar I and II staves feature large, horizontal oval shapes, likely representing sustained notes or specific effects. The Effect and Breath Effect staves use a simplified notation with vertical lines and dots.

108

Drums

Guitar I

Guitar II

112

Drums

Guitar I

Guitar II

116

Drums

Guitar I

Guitar II

120

Drums

Guitar I

Guitar II

124

Drums

Guitar I

Guitar II

128

Drums

Guitar I

Guitar II

132

Drums

Guitar I

Guitar II

135

Drums

Guitar I

Guitar II



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Drums

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V.S.

21



23



25



27



29



31



33



35



37



39



41



43



45



47



49



51



53



55



57



59



V.S.



61



63



65



67



69



71



73



75



77



79



81

Measures 81-83: A drum staff in 7/8 time. Measure 81 contains a quarter rest followed by eighth notes. Measures 82 and 83 feature a repeating eighth-note pattern with 'x' marks above the notes, indicating cymbal accents.

84

Measures 84-85: Measure 84 continues the eighth-note pattern with cymbal accents. Measure 85 introduces a more complex pattern with eighth notes and a dotted quarter note, with cymbal accents on the eighth notes.

86

Measures 86-87: Measure 86 features eighth notes with cymbal accents and a dotted quarter note. Measure 87 continues this pattern with a slur over the eighth notes.

88

Measures 88-89: Measure 88 continues the eighth-note pattern with cymbal accents and a dotted quarter note. Measure 89 features a slur over the eighth notes.

90

Measures 90-91: Measure 90 continues the eighth-note pattern with cymbal accents and a dotted quarter note. Measure 91 features a slur over the eighth notes.

92

Measures 92-93: Measure 92 continues the eighth-note pattern with cymbal accents and a dotted quarter note. Measure 93 features a slur over the eighth notes.

94

Measures 94-95: Measure 94 continues the eighth-note pattern with cymbal accents and a dotted quarter note. Measure 95 features a slur over the eighth notes.

96

Measures 96-97: Measure 96 continues the eighth-note pattern with cymbal accents and a dotted quarter note. Measure 97 features a slur over the eighth notes and a cymbal accent on the final eighth note.

98

Measures 98-99: Measure 98 features eighth notes with a cymbal accent on the first eighth note. Measure 99 continues with eighth notes and a cymbal accent on the first eighth note.

100

Measures 100-101: Measure 100 features eighth notes with a cymbal accent on the first eighth note. Measure 101 continues with eighth notes and a cymbal accent on the first eighth note.

V.S.

Drum notation for measures 102 through 120. The notation is presented on ten staves, each starting with a measure number (102, 104, 106, 108, 110, 112, 114, 116, 118, 120). Each staff contains two measures of music. The notation includes various drum symbols such as eighth notes, quarter notes, and eighth rests, often grouped with beams. A '7' is written above the first measure of each staff, likely indicating a specific drum set configuration. A 'C' symbol is present above the second measure of each staff, possibly indicating a cymbal or a specific drum sound. The notation is arranged in a standard musical format with a treble clef and a key signature of one flat.

Drums

122

124

126

128

130

132

134

136

Sawtooth

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**40**

43

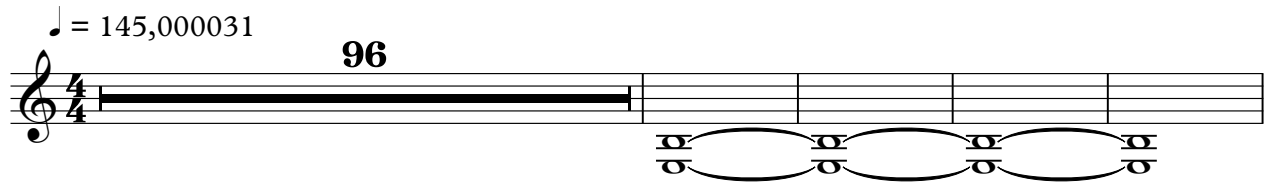
46

48

**92**

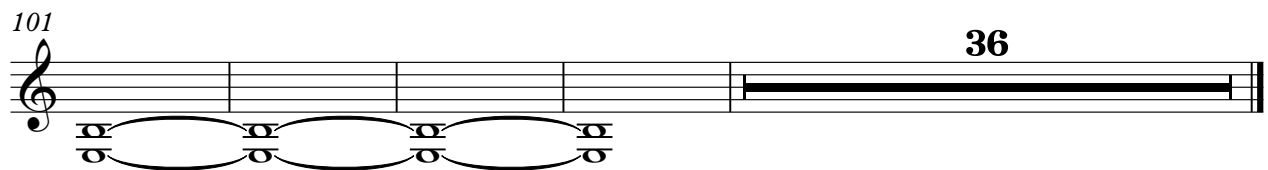
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**96**



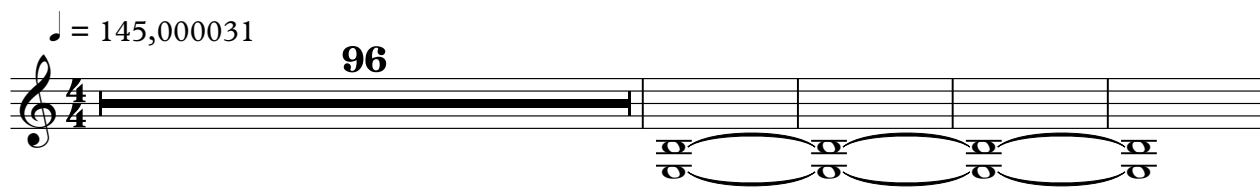
101

**36**



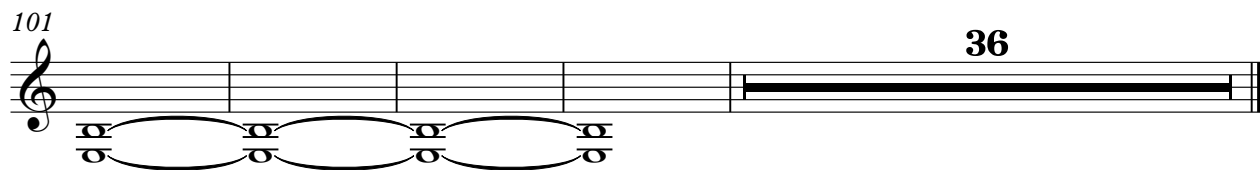
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**96**



101

**36**



# Nine Inch Nails - Gave Up

## Guitar I

♩ = 145,000031

8

13

18

23

29

36

42

47

52

57

V.S.



Musical score for Guitar I, measures 62-115. The score is written in treble clef with a key signature of two sharps (F# and C#). The music consists of ten systems of staves, each starting with a measure number. The notation includes various rhythmic values (quarter, eighth, and sixteenth notes), rests, and chordal structures. The piece concludes with a double bar line at the end of the final system.

62

68

75

81

86

91

96

103

109

115



Overdrive

# Nine Inch Nails - Gave Up

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**88**

Musical notation for measures 88-92. Measure 88 is a whole rest. Measures 89-92 each contain a quarter note with a sharp sign (#) on the staff.

93

**44**

Musical notation for measures 93-97. Measures 93-96 each contain a quarter note with a sharp sign (#) on the staff. Measure 97 is a whole rest.

Guitar II

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**104**

109

115

121

127

133

**4**

Reed Organ

# Nine Inch Nails - Gave Up

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**23**

This system of musical notation is in 4/4 time. It begins with a treble clef and a key signature of one sharp (F#). A tempo marking indicates a quarter note equals 145,000031. A bar line is placed after the first measure, with the number **23** written above it. The second measure contains a whole note chord consisting of F#4, G4, A4, and B4. The third and fourth measures each contain a whole note chord consisting of G4, A4, B4, and C5. A slur is drawn over these three measures.

27

**112**

This system of musical notation continues in 4/4 time. It starts with a treble clef and a key signature of one sharp (F#). The first measure contains a whole note chord of F#4, G4, A4, and B4. The second measure contains a whole note chord of G4, A4, B4, and C5. A slur is drawn over these two measures. A bar line is placed after the second measure, with the number **112** written above it. The third measure contains a whole rest. The fourth measure contains a whole rest. The system ends with a double bar line.

♩ = 145,000031

8

10

12

14

16

18

20

22

24

16

Static Sound Effect (L)

The image displays a musical score for a guitar track titled "Static Sound Effect (L)". The score is organized into ten staves, each beginning with a measure number: 41, 43, 45, 47, 49, 51, 53, 55, 57, and 59. Each staff contains two measures of music. The notation is written on a treble clef staff with a key signature of one sharp (F#). The music consists of a continuous sequence of eighth notes, with a sharp sign (#) placed above the notes in the first measure of each staff. The notes are arranged in a pattern that creates a static, rhythmic sound effect. The overall structure is consistent across all ten staves, with each staff containing two measures of music.

61

Musical staff for measure 61. It features a treble clef and a series of notes with stems pointing downwards, indicating a descending melodic line. The notes are primarily eighth notes with stems pointing downwards. The first measure contains eight notes, and the second measure contains seven notes. There are sharp signs (#) under the first note of each measure.

63

Musical staff for measure 63. It features a treble clef and a series of notes with stems pointing downwards. The notes are primarily eighth notes with stems pointing downwards. The first measure contains two notes, and the subsequent measures contain one note each. There are sharp signs (#) under the first note of each measure.

64

Musical staff for measure 64. It features a treble clef and a series of notes with stems pointing downwards. The notes are primarily eighth notes with stems pointing downwards. The first measure contains seven notes, and the rest of the staff is a solid black bar. The number 76 is written above the black bar.



♩ = 145,000031

8

10

12

14

16

18

20

22

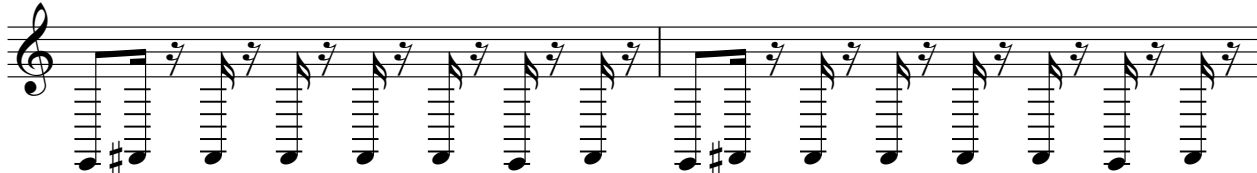
24

16

Static Sound Effect (R)

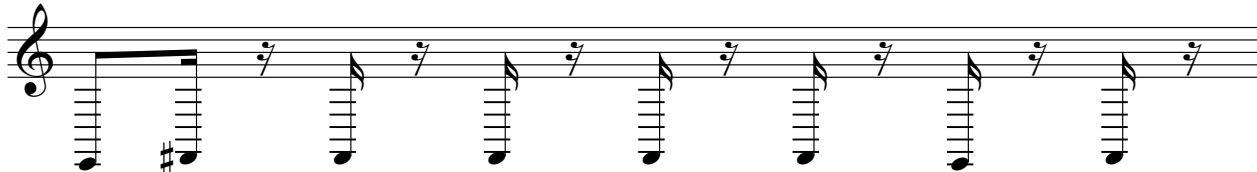
The image displays a musical score for a guitar piece titled "Static Sound Effect (R)". The score is organized into ten systems, each consisting of a single staff of music. The measure numbers for the beginning of each system are 41, 43, 45, 47, 49, 51, 53, 55, 57, and 59. Each system contains two measures of music. The notation is written on a single staff with a treble clef and a key signature of one sharp (F#). The music consists of a series of eighth notes, with some notes beamed together. The overall effect is a rhythmic, repetitive pattern that creates a "static" sound.

61



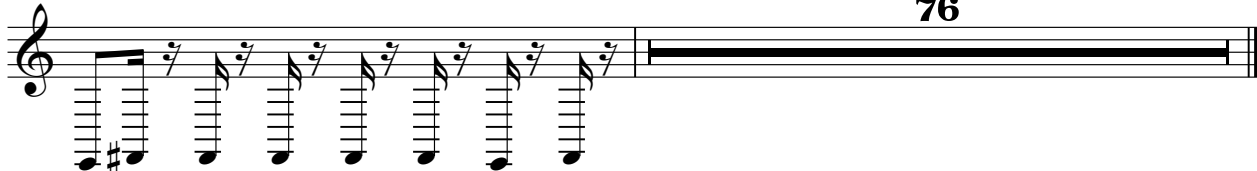
Musical notation for measure 61, consisting of two measures. The first measure contains eight eighth notes with stems pointing up, each marked with a slash and a vertical line. The second measure contains seven eighth notes with stems pointing up, also marked with slashes and vertical lines. Both notes have a sharp sign (#) below them, indicating a key signature of one sharp.

63



Musical notation for measure 63, consisting of a single measure with seven eighth notes with stems pointing up, marked with slashes and vertical lines. All notes have a sharp sign (#) below them, indicating a key signature of one sharp.

64



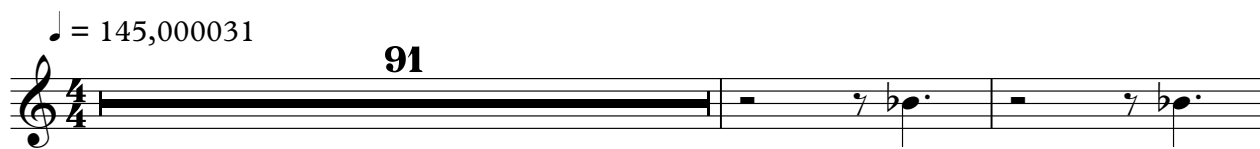
Musical notation for measure 64, consisting of a single measure with seven eighth notes with stems pointing up, marked with slashes and vertical lines. All notes have a sharp sign (#) below them, indicating a key signature of one sharp. A double bar line is present after the first note, and the number 76 is printed above the staff to the right.

Effect

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♩ = 145,000031

**91**



94



**44**

♩ = 145,000031

84

81 82 83 84

87

85 86 87

90

88 89 90

93

91 92 93

96

44

94 95 96