

Sweet - Action

♩ = 172,000107

Polysynth

Brightness

Helicopter

This musical score is for the piece 'Sweet - Action'. It consists of three staves: Polysynth, Brightness, and Helicopter. The Polysynth staff is in 4/4 time and features two measures of sustained chords, each represented by a vertical line of six notes. The Brightness staff is also in 4/4 time and contains a continuous sequence of eighth notes with a 'z' symbol above each note, indicating a tremolo effect. The Helicopter staff is in 4/4 time and features two measures of sustained chords, each represented by a vertical line of six notes. A tempo marking of ♩ = 172,000107 is placed above the first measure of the Polysynth and Brightness staves.



3

Polysynth

Brightness

Helicopter

This musical score is for the piece 'Sweet - Action'. It consists of three staves: Polysynth, Brightness, and Helicopter. The Polysynth staff is in 4/4 time and features two measures of sustained chords, each represented by a vertical line of six notes. The Brightness staff is also in 4/4 time and contains a continuous sequence of eighth notes with a 'z' symbol above each note, indicating a tremolo effect. The Helicopter staff is in 4/4 time and features two measures of sustained chords, each represented by a vertical line of six notes. A tempo marking of 3 is placed above the first measure of the Polysynth staff.

5

Synth 3

Polysynth

Polysynth

Brightness

Helicopter



7

Synth 3

Polysynth

Polysynth

Brightness

Helicopter

Distort Guit

A guitar tab for a distorted guitar. The staff is empty except for a trill symbol (a circle with a vertical line) positioned above the first few frets.

Synth 3

A musical staff for Synth 3 in treble clef. It contains a few notes: a quarter note, a quarter note with a slash, a quarter note with a slash, and a quarter rest.

Bass

A musical staff for Bass in treble clef. It features a rhythmic pattern of notes with slashes, starting with a quarter note and followed by eighth notes.

Polysynth

A musical staff for Polysynth in treble clef. It contains a single whole note.

Polysynth

A musical staff for Polysynth in treble clef. It features a long, sustained note indicated by a horizontal line with a slur underneath.

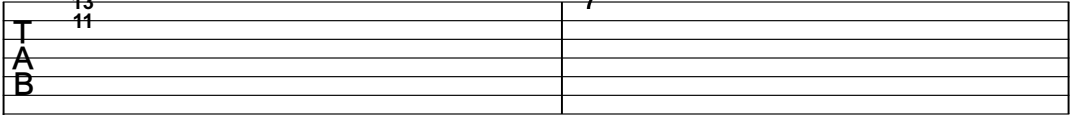
Brightness

A musical staff for Brightness in treble clef. It features a rhythmic pattern of notes with slashes, similar to the Bass staff.

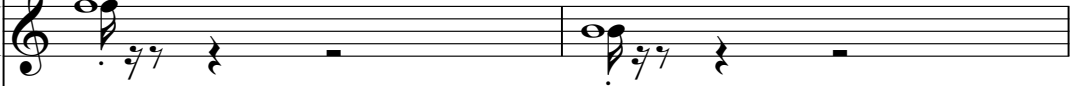
Helicopter

A musical staff for Helicopter. It starts with a double bar line and contains a long, sustained note indicated by a horizontal line with a slur underneath.

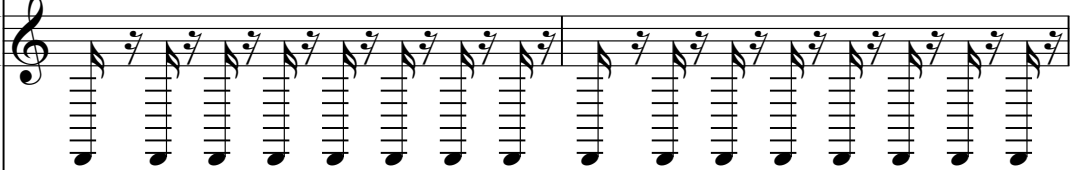
Distort Guit



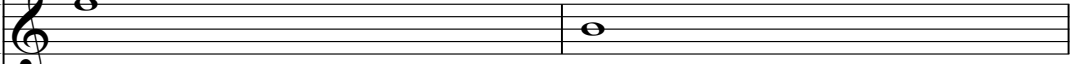
Synth 3



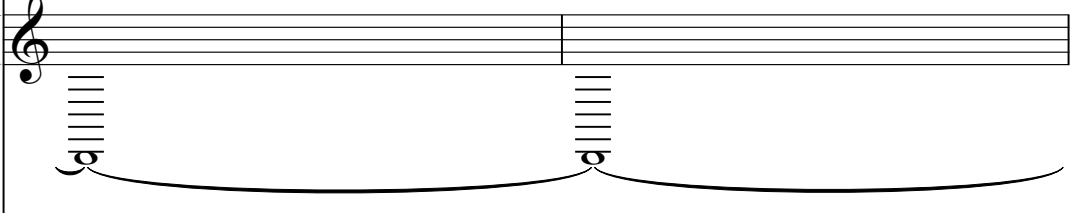
Bass




Polysynth



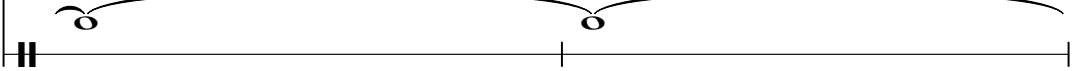
Polysynth



Brightness



Helicopter



Distort Guit

Reverse Cym

Synth 3

Bass

Polysynth

Polysynth

Brightness

Helicopter

13

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Reverse Cym

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

Helicopter

Detailed description: This musical score page, numbered 6, covers measures 13 and 14. It features a variety of instruments and sound effects. The percussion section includes Percussion (quarter notes), Bass Drum (quarter notes), Snare Drum (quarter notes with accents), HiHats (x marks), Crash Cymbal (cymbal symbols), and Ride Cymbal (x marks). The guitar section includes Distort Guit (TAB notation) and Reverse Cym (reverse cymbal effects). The synthesizer section includes Synth 3 (whole notes), Bass (dense sixteenth-note patterns), Synth 1 (chords with a key signature change from F# to Bb), Polysynth (whole notes), another Polysynth (vertical lines), Brightness (dense sixteenth-note patterns), and Helicopter (vertical lines).

15

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

7 8

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

Helicopter

Detailed description: This is a multi-stem musical score for a track. The percussion section includes Percussion (quarter notes), Bass Drum (quarter notes), Snare Drum (half notes with a slur), HiHats (x marks), Crash Cymbal (two crash symbols), and Ride Cymbal (x marks). The guitar section shows a Distort Guit stem with fret numbers 7 and 8. The synth section includes Synth 3 (half note), Bass (eighth notes), Synth 1 (half note), Polysynth (half note), another Polysynth stem with vertical lines, Brightness (eighth notes), and Helicopter (half note).

17

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

Helicopter

Detailed description: This is a multi-stem musical score for a track starting at measure 17. The score includes the following parts: Percussion (melodic line with eighth and sixteenth notes), Bass Drum (quarter notes), Snare Drum (quarter notes with a long sustain), HiHats (x marks on a continuous line), Crash Cymbal (one x mark), Ride Cymbal (x marks), Distort Guit (TAB notation with letters T, A, B), Synth 3 (melodic line with eighth notes), Bass (melodic line with eighth notes), Synth 1 (melodic line with eighth notes), Polysynth (two staves, one with a whole note), Brightness (melodic line with eighth notes), and Helicopter (TAB notation with a long sustain). The score is written on a grand staff with various clefs and time signatures.

18

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

Helicopter

Detailed description: This is a multi-stem musical score for a track starting at measure 18. The score includes:
 - **Percussion**: A series of eighth notes.
 - **Bass Drum**: A series of eighth notes.
 - **Snare Drum**: A series of eighth notes with some rests.
 - **HiHats**: A series of eighth notes marked with 'x'.
 - **Crash Cymbal**: Two cymbal symbols.
 - **Ride Cymbal**: A series of eighth notes marked with 'x'.
 - **Distort Guit**: A guitar staff with a 'T' (Tupia) symbol and a '7' (7th fret) symbol.
 - **Synth 3**: A treble clef staff with a single note.
 - **Bass**: A treble clef staff with a series of eighth notes.
 - **Synth 1**: A treble clef staff with a series of eighth notes.
 - **Polysynth**: Two treble clef staves, each with a single note.
 - **Brightness**: A treble clef staff with a series of eighth notes.
 - **Helicopter**: A bass clef staff with a series of eighth notes.

20

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

Helicopter

Detailed description: This is a multi-stem musical score for a track. The percussion section includes tracks for Percussion, Bass Drum, Snare Drum, HiHats, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows a guitar tab with a tremolo effect. Synth 3 features a melodic line with a long sustain. The Bass track has a complex, rhythmic pattern. Synth 1 and Polysynth tracks provide harmonic support. The Brightness track has a rhythmic pattern similar to the bass. The Helicopter track has a few notes and rests.

22

HiHats

Bass

Synth 1



24

HiHats

Bass

Synth 1

26

The musical score is organized into two measures, 26 and 27, indicated by a bracket on the left. The instruments and their parts are as follows:

- Bass Drum:** Measure 26 has a half note. Measure 27 has a whole note.
- Snare Drum:** Measure 26 has a half note. Measure 27 has a whole note.
- HiHats:** Measure 26 has a quarter note followed by an eighth note. Measure 27 has a half note.
- Toms:** Measure 26 has a half note. Measure 27 has a whole note.
- Crash Cymbal:** Measure 26 has a half note. Measure 27 has a whole note.
- Distort Guit (TAB):** Measure 26 is empty. Measure 27 has a whole note on the 6th string.
- Synth 3:** Measure 26 has a half note. Measure 27 has a whole note.
- Bass:** Measure 26 has a series of eighth notes. Measure 27 has a whole note.
- Synth 1:** Measure 26 has a quarter note followed by a half note. Measure 27 has a quarter note followed by a half note.
- Polysynth:** Measure 26 has a half note. Measure 27 has a whole note.

28

The image displays a musical score for a drum and multi-instrumental track. The score is organized into eight staves, each representing a different instrument or sound source. The instruments are: Bass Drum, Snare Drum, Toms, Crash Cymbal, Distort Guit, Synth 3, Bass, Synth 1, and Polysynth. The notation includes various rhythmic patterns, rests, and melodic lines. The Bass Drum staff shows a sequence of notes in the first two measures. The Snare Drum staff has a single note in the second measure. The Toms staff features a rhythmic pattern in the second measure. The Crash Cymbal staff uses asterisks to denote cymbal hits. The Distort Guit staff is a guitar tab with fret numbers (0, 3, 0) and a triplet marking. The Synth 3, Bass, Synth 1, and Polysynth staves contain complex melodic and harmonic lines with various note values and articulations.

31

Percussion

Bass Drum

Snare Drum

Distort Guit

Bass

Synth 1



33

Percussion

Bass Drum

Snare Drum

Distort Guit

Bass

Synth 1

35

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

Detailed description: This musical score page, numbered 15, contains nine staves. The Percussion staff starts at measure 35 with a series of eighth notes. The Bass Drum and Snare Drum staves show a steady rhythmic pattern with some snare drum notes beamed together. The Crash Cymbal staff has a single cymbal hit in measure 35 and another in measure 36. The Distort Guit staff shows a guitar tab with open strings on the top three strings. The Bass staff features a complex rhythmic pattern with many sixteenth notes and a triplet. The Synth 1 staff has a long note with a slur. The Polysynth staff has a long note with a slur and a complex chord structure. The Helicopter staff has a few notes at the end of the page.

37

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Polysynth

Helicopter

The musical score for page 16, measures 37-38, is arranged in a multi-staff format. The Percussion staff features a melodic line of eighth notes. The Bass Drum and Snare Drum parts have rhythmic patterns. The Crash Cymbal part has two cymbal hits. The Ride Cymbal part has a rhythmic pattern of eighth notes. The Distort Guit part has a guitar tab with fret numbers 1 and 2. The Bass part has a melodic line in the bass clef. The Polysynth part has a chord progression. The Helicopter part has a simple rhythmic pattern.

39

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

Detailed description: This musical score page, numbered 17, begins at measure 39. It features ten staves. The Percussion staff has a melodic line of eighth notes. The Bass Drum and Snare Drum staves show a steady rhythmic pattern. The Crash Cymbal staff has two cymbal crash symbols. The Ride Cymbal staff has a series of 'x' marks indicating a consistent rhythm. The Distort Guit staff shows a guitar tab with fret numbers 2 and 0. The Bass staff has a complex rhythmic pattern with many sixteenth notes. The Synth 1 staff has a melodic line with a sharp sign. The Polysynth staff has two chords. The Helicopter staff has a single note with a long sustain line.

41

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Polysynth

Helicopter

The musical score is divided into two measures. The Percussion part features a sequence of eighth notes. The Bass Drum and Snare Drum parts have specific rhythmic patterns, with the Snare Drum using a half note and a quarter note. The Crash Cymbal part has two cymbal symbols. The Ride Cymbal part has a series of eighth notes marked with 'x'. The Distort Guit part shows a guitar tab with fret numbers 1 and 2. The Bass part has a complex rhythmic pattern with many sixteenth notes. The Polysynth part has two chords: a G major chord in the first measure and a G# major chord in the second measure. The Helicopter part has a single note in the first measure.

43

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

Detailed description: This is a multi-stem musical score for a percussion ensemble and other instruments. The score is divided into two measures. The Percussion stem features a rhythmic pattern of eighth notes. The Bass Drum stem has a similar pattern with some triplets. The Snare Drum stem shows a pattern with accents and a final flourish. The HiHats stem is mostly silent with a few notes in the second measure. The Crash Cymbal stem has two cymbal symbols. The Ride Cymbal stem has a series of 'x' marks. The Distort Guit stem shows a guitar tab with fret numbers 1, 3, and 0. The Bass stem has a complex rhythmic pattern with many notes. The Synth 1 stem has a few notes with a sharp sign. The Polysynth stem has a sustained chord. The Helicopter stem is mostly silent with a large brace at the bottom.

45

Percussion

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

47

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Detailed description: This musical score page, numbered 47, features ten staves. The top five staves are for percussion: Percussion (quarter notes), Bass Drum (quarter notes), Snare Drum (quarter notes with accents), Crash Cymbal (two cymbal symbols), and Ride Cymbal (quarter notes with 'x' marks). The sixth staff is for Distort Guit, showing a guitar tab with notes on strings A and B. The seventh staff is Synth 3, with a single note. The eighth staff is Bass, with a complex rhythmic pattern of eighth notes. The ninth staff is Synth 1, with a melodic line. The tenth and eleventh staves are Polysynth, each with a sustained chord. The score is divided into two measures by a vertical bar line.

49

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

51

The musical score consists of ten staves. The first five staves are grouped under a brace on the left and labeled Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Percussion staff has a double bar line at the start, followed by six eighth notes. The Bass Drum staff has a double bar line at the start, followed by four quarter notes. The Snare Drum staff has a double bar line at the start, followed by a quarter rest, a half note, and a quarter note. The Crash Cymbal staff has a double bar line at the start, followed by a cymbal symbol. The Ride Cymbal staff has a double bar line at the start, followed by four quarter notes with cymbal symbols. The sixth staff is labeled Distort Guit and contains a guitar tab with a treble clef, a bar line, and a chord symbol 'A' with a natural sign. The seventh staff is labeled Synth 3 and contains a treble clef and a whole note. The eighth staff is labeled Bass and contains a treble clef and a series of eighth notes with stems pointing down. The ninth staff is labeled Synth 1 and contains a treble clef and a series of eighth notes with stems pointing up. The tenth staff is labeled Polysynth and contains a treble clef and a whole note with a sharp sign. The eleventh staff is labeled Polysynth and contains a treble clef and a whole note with a sharp sign.

52

The musical score consists of ten staves. The first five staves are percussion: Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The next three staves are synth instruments: Distort Guit, Synth 3, and Bass. The final two staves are Polysynth. The Percussion staff shows a sequence of eighth notes. The Bass Drum and Snare Drum staves show a simple rhythmic pattern. The Crash Cymbal staff has a single cymbal hit. The Ride Cymbal staff has four cymbal hits. The Distort Guit staff shows a guitar chord with a capo on the first fret. The Synth 3 staff has a long sustained note. The Bass staff has a sequence of eighth notes. The Synth 1 staff has a single note with a sharp sign. The Polysynth staves have complex, sustained chords.

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

53

The musical score consists of the following parts:

- Percussion:** A series of eighth notes across two measures.
- Bass Drum:** A series of eighth notes across two measures.
- Snare Drum:** A series of eighth notes with a slur over the first four notes in the first measure, and a single note in the second measure.
- Crash Cymbal:** A single crash symbol in the second measure.
- Ride Cymbal:** A series of eighth notes marked with an 'x' across two measures.
- Distort Guit:** A guitar tab with fret numbers 0 and 3.
- Synth 3:** A single note in the first measure and a half note in the second measure.
- Bass:** A series of eighth notes with a slash through the stem, indicating a specific articulation.
- Synth 1:** A series of eighth notes with a slash through the stem, indicating a specific articulation.
- Polysynth (top):** A series of eighth notes with a slash through the stem, indicating a specific articulation.
- Polysynth (bottom):** A series of eighth notes with a slash through the stem, indicating a specific articulation.

55

The musical score consists of the following tracks:

- Percussion:** A series of eighth notes across two measures.
- Bass Drum:** A series of eighth notes across two measures.
- Snare Drum:** A series of eighth notes across two measures.
- Crash Cymbal:** A single crash cymbal hit in the second measure.
- Ride Cymbal:** A series of eighth notes across two measures.
- Distort Guit:** A guitar tab with fret numbers 0 and 3.
- Synth 3:** A melodic line with a slur over the second measure.
- Bass:** A bass line with a complex rhythmic pattern.
- Synth 1:** A melodic line with a slur over the second measure.
- Polysynth (top):** A chordal line with a slur over the second measure.
- Polysynth (bottom):** A chordal line with a slur over the second measure.

57

Percussion

Bass Drum

Snare Drum

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Polysynth

58

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

59

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Detailed description: This musical score page, numbered 59, features ten staves. The Percussion section includes tracks for Percussion (quarter notes), Bass Drum (quarter notes), Snare Drum (quarter notes with a slur), Toms (quarter notes with a slur), Crash Cymbal (a single cymbal symbol), and Ride Cymbal (quarter notes marked with 'x'). The Distort Guit track shows a guitar tab for the A, B, and E strings, with a '3' indicating a triplet. Synth 3 has a single whole note. The Bass track features a rhythmic pattern of eighth notes with stems. Synth 1 has a melodic line with eighth notes and a slur. The two Polysynth tracks contain sustained chords, with the bottom one marked with a sharp sign and a '3' for a triplet.

60

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

61

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Brightness

Detailed description: This musical score page, numbered 31, contains seven staves. The top five staves are percussion parts: Percussion (quarter notes), Bass Drum (quarter notes), Snare Drum (quarter notes with rests), Crash Cymbal (two cymbal symbols), and Ride Cymbal (quarter notes with 'x' marks). The sixth staff is a guitar tab for 'Distort Guitar' with fret numbers 6 and 7 indicated above the strings. The remaining three staves are synth parts: Synth 3 (two whole notes), Bass (a continuous eighth-note pattern), Synth 1 (two chords with a slur), Polysynth (two whole notes), and Brightness (a continuous eighth-note pattern).

63

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

8

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Brightness

Detailed description: This musical score page, numbered 32, begins at measure 63. It features ten staves for different instruments. The Percussion section includes:

- Percussion:** A series of eighth notes.
- Bass Drum:** A series of eighth notes.
- Snare Drum:** A series of eighth notes.
- Toms:** A series of eighth notes.
- Crash Cymbal:** A series of eighth notes.
- Ride Cymbal:** A series of eighth notes.

The Distort Guit staff shows a guitar tab with a capo on the 8th fret and a series of open strings (0) on all six strings. Synth 3 plays a sustained note. Bass, Synth 1, Polysynth, and Brightness all play a series of eighth notes.

64

The image shows a musical score for a drum set and several synthesizer and guitar tracks. The percussion section includes tracks for Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The guitar track is labeled 'Distort Guitar' and uses a six-line staff with letters T, A, and B, and numbers 0-9. The synthesizer tracks include Synth 3, Bass, Synth 1, and two Polysynth tracks. The score is divided into two measures, with a measure number '64' at the beginning. The Percussion track has a series of eighth notes. The Bass Drum track has a series of quarter notes. The Snare Drum track has a series of quarter notes with a 'z' symbol. The Crash Cymbal track has a single cymbal symbol. The Ride Cymbal track has a series of 'x' symbols. The Distort Guitar track has a series of '0' symbols. The Synth 3 track has a series of eighth notes. The Bass track has a series of eighth notes. The Synth 1 track has a series of quarter notes. The Polysynth tracks have a series of notes with a sharp sign.

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Polysynth

66

Percussion

Bass Drum

Snare Drum

Ride Cymbal

Distort Guitar

Bass

Synth 1

Polysynth

Polysynth

The musical score consists of nine staves. The Percussion staff features a sequence of eighth notes. The Bass Drum staff has a steady eighth-note pattern. The Snare Drum staff shows a pattern of eighth notes with rests. The Ride Cymbal staff uses 'x' marks to indicate cymbal hits. The Distort Guitar staff is a guitar tab with fret numbers (0) on strings T, A, and B. The Bass staff has a complex eighth-note pattern. Synth 1 has a melodic line with a sharp sign. Polysynth 1 has a sustained chord with a sharp sign. Polysynth 2 has a sustained chord with a flat sign. A brace at the bottom groups the two Polysynth staves.

68

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

70

The musical score consists of several staves. The Percussion section includes tracks for Percussion, Bass Drum, Snare Drum, Toms, Crash Cymbal, and Ride Cymbal. The Distort Guitar track is a guitar tab with strings A and B. The Synth section includes Synth 3, Bass, Synth 1, and Polysynth.

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

Distort Guitar

String	Measure 1	Measure 2
A	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0
B	3 5	

Synth 3

Bass

Synth 1

Polysynth

72

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

T																	
A	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
B	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	

74

Percussion

Bass Drum

Snare Drum

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

75

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Polysynth

77

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

79

The score is divided into two measures. The Percussion section includes tracks for Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows guitar tablature with fret numbers and string numbers. The Bass track features a complex rhythmic pattern with many sixteenth notes. Synth 1 and Polysynth tracks have sparse notes, while the Helicopter track is mostly silent.

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

T															
A															
B	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3
	7							8							

Bass

Synth 1

Polysynth

Helicopter

81

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

The musical score is divided into two measures. The Percussion track features a sequence of eighth notes. The Bass Drum track has a steady eighth-note pattern. The Snare Drum track includes a snare roll in the first measure and a snare hit in the second. The Crash Cymbal track has a single crash in each measure. The Ride Cymbal track features a rhythmic pattern of eighth notes marked with 'x'. The Distort Guit track is shown as a guitar tab with fret numbers (0 and 5) and a 'T' for a trill. The Bass track is a complex eighth-note pattern. The Synth 1 track has a melodic line with a sharp sign. The Polysynth track shows a chord progression from G major to Bb major. The Helicopter track is a simple line with a fermata.

83

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 1

Polysynth

Helicopter

85

The musical score consists of several staves. The Percussion section includes tracks for Bass Drum, Snare Drum, Toms, Crash Cymbal, and Ride Cymbal. The Distort Guitar track shows a tab with fret numbers 0 and 5. The Bass track features a rhythmic pattern of eighth notes. Synth 1 and Polysynth tracks have melodic lines with a sharp sign. The Helicopter track is mostly silent with a few notes.

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

Distort Guitar

Bass

Synth 1

Polysynth

Helicopter



87

The musical score consists of the following tracks:

- Percussion:** A series of eighth notes on a single staff.
- Bass Drum:** A series of quarter notes on a single staff.
- Snare Drum:** A series of quarter notes on a single staff.
- Crash Cymbal:** Two cymbal crash symbols on a single staff.
- Ride Cymbal:** A series of quarter notes marked with an 'x' on a single staff.
- Distort Guit:** A guitar tab with strings T, A, B and fret numbers 3, 0, 0, 3.
- Synth 3:** A single note on a treble clef staff.
- Bass:** A complex rhythmic pattern on a treble clef staff.
- Synth 1:** A complex rhythmic pattern on a treble clef staff.
- Polysynth (top):** A sustained chord on a treble clef staff.
- Polysynth (bottom):** A sustained chord on a treble clef staff.

89

The musical score consists of the following tracks:

- Percussion:** A series of eighth notes on a single staff.
- Bass Drum:** A series of eighth notes on a single staff.
- Snare Drum:** A series of eighth notes on a single staff.
- Crash Cymbal:** A single cymbal hit at the beginning of the first measure and a sustained cymbal effect in the second measure.
- Ride Cymbal:** A series of eighth notes on a single staff.
- Distort Guitar:** A guitar tab with strings T, A, and B. The fret numbers are: T (3, 3, 1, 2, 3, 3), A (0, 0, 3, 4, 0, 0), B (0, 0, 3, 4). Above the strings are the numbers: 3, 3, 1, 2, 3, 3, 3, 3, 1, 2, 10, 3.
- Synth 3:** A single note in the first measure and a single note in the second measure.
- Bass:** A series of eighth notes on a single staff.
- Synth 1:** A single note in the first measure and a single note in the second measure.
- Polysynth (top):** A sustained chord in the first measure and a sustained chord in the second measure.
- Polysynth (bottom):** A sustained chord in the first measure and a sustained chord in the second measure.

91

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

93

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Polysynth

94

The musical score consists of the following parts:

- Percussion:** A series of eighth notes across the staff.
- Bass Drum:** A series of eighth notes across the staff.
- Snare Drum:** Features a triplet of eighth notes in the first measure, followed by a quarter note in the second measure.
- Crash Cymbal:** A single crash symbol in the second measure.
- Ride Cymbal:** A series of eighth notes marked with an 'x' across the staff.
- Distort Guit:** A guitar tab with fret numbers: 3, 3, 1, 2, 10 in the first measure and 0, 0, 3, 4, 7 in the second measure. A bar line is present after the second measure.
- Synth 3:** A single note in the first measure, followed by a long note with a slur in the second measure.
- Bass:** A series of eighth notes with a slash through the stem, indicating a specific articulation.
- Synth 1:** A series of notes, including a quarter note and eighth notes, with a sharp sign at the end of the second measure.
- Polysynth (top):** A series of notes, including a quarter note and eighth notes, with a sharp sign at the end of the second measure.
- Polysynth (bottom):** A series of notes, including a quarter note and eighth notes, with a sharp sign at the end of the second measure.

96

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Detailed description: This musical score page, numbered 50, covers measures 96 and 97. It features seven tracks: Percussion, Distort Guit, Synth 3, Bass, Synth 1, Polysynth, and another Polysynth. The Percussion track includes staves for Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows a guitar tab with fret numbers 0 and 3. Synth 3, Synth 1, and the two Polysynth tracks use treble clefs and contain various melodic and harmonic lines. The Bass track features a complex, rhythmic pattern of sixteenth notes.

98

Percussion

Bass Drum

Snare Drum

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

99

The musical score consists of ten staves. The Percussion section includes tracks for Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows a guitar tab for a B3 power chord. The Synth 3 track has a few notes with a slash. The Bass track features a rhythmic pattern of eighth notes with a slash. Synth 1 has a few notes. The two Polysynth tracks have a few notes, with the bottom one starting with a double bass chord.

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

100 $\text{♩} = 162,000,000,000,000$

The musical score is divided into two systems. The top system includes Percussion (Percussion, Bass Drum, Snare Drum, HiHats, Toms, Crash Cymbal, Ride Cymbal), Distort Guit (with guitar tablature), Reverse Cym, Synth 3, Bass, Synth 2, Synth 1, Polysynth, and Helicopter. The bottom system includes Brightness and Helicopter. The score features various rhythmic patterns, including eighth and sixteenth notes, rests, and dynamic markings like accents and slurs. The guitar part includes fret numbers (0, 3, 6, 9, 18) and picking directions (T, A, B). The Helicopter part has a large slur under a long note.

Percussion

Bass Drum

Snare Drum

HiHats

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Reverse Cym

Synth 3

Bass

Synth 2

Synth 1

Polysynth

Brightness

Helicopter

21 23 21 23 23 23

1 1 1 1 1 1

4 4 4 4 4 4

3

6 6 9 18

$\text{♩} = 162,000,000,000,000$

102

The musical score consists of the following parts:

- Bass Drum:** A rhythmic pattern of quarter notes.
- Snare Drum:** A pattern of quarter notes with rests.
- HiHats:** A steady eighth-note pattern.
- Toms:** A pattern of quarter notes.
- Crash Cymbal:** A pattern of quarter notes with rests.
- Ride Cymbal:** A pattern of quarter notes with rests.
- Distort Guit:** A guitar tab with fret numbers (9, 11, 4, 1) and string numbers (T, A, B).
- Reverse Cym:** A pattern of quarter notes with rests.
- Bass:** A pattern of quarter notes with rests.
- Synth 2:** A pattern of quarter notes with rests.
- Brightness:** A pattern of quarter notes with rests.
- Helicopter:** A pattern of quarter notes with rests.

104 ♩ = 380,999996 ♩ = 387,999997 ♩ = 390,999998 ♩ = 393,999999 ♩ = 168,999802

Bass Drum

Snare Drum

HiHats

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Reverse Cym

Bass

Synth 2

Brightness

Helicopter

The musical score is organized into two systems. The first system includes tracks for Bass Drum, Snare Drum, HiHats, Toms, Crash Cymbal, Ride Cymbal, Distort Guit, Reverse Cym, Bass, Synth 2, and Helicopter. The second system includes tracks for Distort Guit, Reverse Cym, Bass, Synth 2, Brightness, and Helicopter. The guitar part in the first system includes a tab with fret numbers: 9 11 9 6 6 1 2 3 3 on the top line, 7 7 0 0 on the middle line, and 6 6 on the bottom line. The tempo and time signature change from 104 ♩ = 380,999996 to 168,999802.



106

Bass Drum

Snare Drum

HiHats

Crash Cymbal

Distort Guit

T	3	3	1	2	10	10	3	3	3	1	2	2	3	3
A	0	0	0	0	0	7	7	0	0	0	0	0	0	0
B														

Bass

Synth 2

Brightness

108

The image shows a musical score for a drum set and other instruments. The percussion section includes tracks for Percussion, Bass Drum, Snare Drum, HiHats, Toms, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows guitar tablature with fret numbers (3, 3, 1, 2, 10, 3, 6, 7) and string indicators (T, A, B). The Bass track is in treble clef with a complex rhythmic pattern. The Synth 2 track is in treble clef with a melodic line. The Brightness track is in treble clef with a simple harmonic accompaniment.

Percussion

Bass Drum

Snare Drum

HiHats

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 2

Brightness

111

Percussion

Bass Drum

Snare Drum

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Bass

Synth 2

Synth 1

114

The musical score consists of eight staves. The Percussion staff features a sequence of eighth notes. The Bass Drum staff has a steady eighth-note pattern. The Snare Drum staff shows a mix of eighth and quarter notes. The Toms staff is mostly silent with some notes in the third measure. The Ride Cymbal staff has a consistent 'x' pattern. The Distort Guitar staff includes fret numbers (7, 20, 22) and string numbers (T, A, B). The Bass staff uses a bass clef with eighth notes. The Synth 2 staff uses a treble clef with chords and a sustained note.

Percussion

Bass Drum

Snare Drum

Toms

Ride Cymbal

Distort Guitar

Bass

Synth 2

	7	20	20	20	22
T		1			3
A		19	17	17	19
B	2	22			0
	6	2	2	3	

117

The musical score consists of the following parts:

- Percussion:** A single staff with a double bar line at the start of the first measure. The second measure contains six eighth notes.
- Bass Drum:** A single staff with a double bar line at the start of the first measure. The second measure contains four quarter notes.
- Snare Drum:** A single staff with a double bar line at the start of the first measure. The second measure contains a quarter note followed by a half note.
- Toms:** A single staff with a double bar line at the start of the first measure. The second measure contains a quarter rest.
- Crash Cymbal:** A single staff with a double bar line at the start of the first measure. The second measure contains a cymbal symbol.
- Ride Cymbal:** A single staff with a double bar line at the start of the first measure. The second measure contains four eighth notes, each marked with an 'x'.
- Distort Guit:** A staff with a double bar line at the start of the first measure. The second measure contains a triplet of eighth notes.
- Synth 3:** A staff with a double bar line at the start of the first measure. The second measure contains a half note.
- Bass:** A staff with a double bar line at the start of the first measure. The second measure contains a series of eighth notes with a rhythmic pattern.
- Synth 2:** A staff with a double bar line at the start of the first measure. The second measure contains a series of eighth notes.
- Synth 1:** A staff with a double bar line at the start of the first measure. The second measure contains a series of eighth notes.
- Polysynth (top):** A staff with a double bar line at the start of the first measure. The second measure contains a sustained chord.
- Polysynth (bottom):** A staff with a double bar line at the start of the first measure. The second measure contains a sustained chord.

119

The musical score consists of the following parts:

- Percussion:** A series of eighth notes on a single staff.
- Bass Drum:** A series of quarter notes on a single staff.
- Snare Drum:** A series of quarter notes on a single staff.
- Crash Cymbal:** Two cymbal crash symbols on a single staff.
- Ride Cymbal:** A series of quarter notes on a single staff.
- Distort Guit:** A guitar tab with two staves. The first staff shows a barre on the first fret, and the second staff shows a single note on the open string.
- Synth 3:** A single note on a single staff.
- Bass:** A series of eighth notes on a single staff.
- Synth 1:** A series of eighth notes on a single staff.
- Polysynth (top):** A series of eighth notes on a single staff.
- Polysynth (bottom):** A series of eighth notes on a single staff.

121

The musical score consists of the following parts:

- Percussion:** A series of eighth notes on a single staff.
- Bass Drum:** A series of quarter notes on a single staff.
- Snare Drum:** A series of quarter notes on a single staff.
- Crash Cymbal:** A single note on a single staff.
- Ride Cymbal:** A series of quarter notes on a single staff.
- Distort Guit:** A guitar tab with strings T, A, and B. The first measure has a whole note on the A string (0). The second measure has a whole note on the B string (3).
- Synth 3:** A single note on a single staff.
- Bass:** A series of eighth notes on a single staff.
- Synth 1:** A series of eighth notes on a single staff.
- Polysynth (top):** A series of notes on a single staff.
- Polysynth (bottom):** A series of notes on a single staff.

123

The musical score consists of ten staves. The Percussion staff shows a sequence of eighth notes. The Bass Drum staff has a similar sequence of eighth notes. The Snare Drum staff features a pattern of eighth notes with rests. The Crash Cymbal staff has a single cymbal symbol. The Ride Cymbal staff has a sequence of eighth notes marked with an 'x'. The Distort Guit staff shows a guitar tab for a power chord (A-B). The Synth 3 staff has a single whole note. The Bass staff has a sequence of eighth notes with stems pointing down. The Synth 1 staff has a sequence of eighth notes with stems pointing up. The Polysynth staff has a sustained chord with a tremolo effect. The Polysynth staff at the bottom has a sustained chord with a tremolo effect.

124

The musical score consists of ten staves. The first five staves are grouped under a brace on the left and labeled Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Percussion staff has a double bar line at the start, followed by a series of eighth notes. The Bass Drum staff has a double bar line followed by quarter notes. The Snare Drum staff has a double bar line followed by a quarter rest, a half note, and a quarter note. The Crash Cymbal staff has a double bar line followed by a cymbal symbol. The Ride Cymbal staff has a double bar line followed by quarter notes with an 'x' above each. The sixth staff is labeled Distort Guit and contains a guitar tab with a double bar line, a 'T' above the staff, and an 'A' below the staff. The seventh staff is labeled Synth 3 and contains a single note with a long sustain line. The eighth staff is labeled Bass and contains a series of eighth notes with stems pointing down. The ninth staff is labeled Synth 1 and contains a quarter note, a quarter note with a sharp sign, and a quarter rest. The tenth staff is labeled Polysynth and contains a complex chord with a sharp sign and a long sustain line. The eleventh staff is labeled Polysynth and contains a complex chord with a sharp sign and a long sustain line.

125

The musical score consists of the following parts:

- Percussion:** A series of eighth notes across the first two measures.
- Bass Drum:** A series of eighth notes across the first two measures.
- Snare Drum:** A series of eighth notes with a slur over the first four notes in the first measure, followed by a quarter note in the second measure.
- Crash Cymbal:** A single crash symbol in the second measure.
- Ride Cymbal:** A series of eighth notes marked with an 'x' across the first two measures.
- Distort Guit:** A guitar tab with fret numbers 0 and 3.
- Synth 3:** A single note in the first measure, followed by a long note in the second measure.
- Bass:** A series of eighth notes with a slash through the stem, indicating a specific articulation.
- Synth 1:** A series of eighth notes with a slash through the stem, followed by a quarter note in the second measure.
- Polysynth (top):** A series of notes in the first measure, followed by a chord in the second measure.
- Polysynth (bottom):** A series of notes in the first measure, followed by a chord in the second measure.

127

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

129

Percussion

Bass Drum

Snare Drum

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Polysynth

The musical score consists of ten staves. The Percussion, Bass Drum, Snare Drum, and Ride Cymbal staves are grouped together with a brace on the left. The Percussion staff has a double bar line at the start, followed by quarter notes on the second, fourth, fifth, sixth, and eighth measures. The Bass Drum staff has a double bar line at the start, followed by quarter notes on the second, fourth, sixth, and eighth measures. The Snare Drum staff has a double bar line at the start, followed by a quarter rest, a half note on the second measure, and a quarter note on the eighth measure. The Ride Cymbal staff has a double bar line at the start, followed by quarter notes marked with an 'x' on the second, fourth, sixth, and eighth measures. The Distort Guitar staff has a double bar line at the start, followed by a whole note chord consisting of the notes T, A, and B, with a '0' above the A note. The Synth 3 staff has a treble clef, a double bar line at the start, followed by a quarter note on the second measure, a quarter rest, and a whole note chord on the eighth measure. The Bass staff has a treble clef, a double bar line at the start, followed by quarter notes on the second, fourth, sixth, and eighth measures, each with a quarter rest above it. The Synth 1 staff has a treble clef, a key signature of one sharp (F#), a double bar line at the start, followed by a quarter note on the second measure, a quarter rest, and a quarter note on the eighth measure. The Polysynth staff has a treble clef, a double bar line at the start, followed by a quarter note on the second measure, a quarter rest, and a whole note chord on the eighth measure. The Polysynth staff at the bottom has a treble clef, a key signature of one sharp (F#), and a whole note chord on the eighth measure.

130

The musical score consists of ten staves. The Percussion section includes tracks for Percussion, Bass Drum, Snare Drum, Crash Cymbal, and Ride Cymbal. The Distort Guit track shows a guitar tab for a B3 power chord. The Synth 3 track has a few notes with grace notes. The Bass track features a rhythmic pattern of eighth notes with grace notes. Synth 1 has a melodic line with a slur. The two Polysynth tracks have sustained chords.

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

131

The musical score consists of the following tracks:

- Percussion:** A series of eighth notes on a single staff.
- Bass Drum:** A series of eighth notes on a single staff.
- Snare Drum:** A series of eighth notes, with a slur over the last four notes.
- Toms:** A series of eighth notes, with a slur over the last four notes.
- Crash Cymbal:** A single cymbal hit symbol.
- Ride Cymbal:** A series of eighth notes marked with an 'x'.
- Distort Guit:** A guitar tab showing a power chord (T, A, B) with a 3/4 time signature.
- Synth 3:** A single note on a treble clef staff.
- Bass:** A series of eighth notes on a treble clef staff, with a vertical line indicating a low register.
- Synth 1:** A series of eighth notes on a treble clef staff, with a slur over the last four notes.
- Polysynth (top):** A long, sustained note on a treble clef staff.
- Polysynth (bottom):** A long, sustained note on a treble clef staff.

132

Percussion

Bass Drum

Snare Drum

Crash Cymbal

Ride Cymbal

Distort Guitar

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Brightness

5

T
A 0 0 0 0 0 0 0 0
B 5

133

The musical score consists of seven staves. The Percussion staff features a sequence of eighth notes. The Bass Drum and Snare Drum staves show a rhythmic pattern with rests. The Crash Cymbal staff has two cymbal symbols. The Ride Cymbal staff has a series of 'x' marks. The Distort Guitar staff is a guitar tab with fret numbers 6 and 7. The Synth 3 staff has two whole notes. The Bass staff has a dense sequence of eighth notes. The Synth 1 staff has two chords with a slur. The Polysynth staff has two whole notes. The Brightness staff has a dense sequence of eighth notes.

135

The musical score consists of seven staves. The Percussion staff (top) includes sub-staves for Bass Drum, Snare Drum, HiHats, and Toms. The Distort Guit staff shows a guitar tab with fret numbers 0-8 and strings T, A, B. Synth 3, Bass, Synth 1, Polysynth, and Brightness are all in treble clef. The score is marked with measure 135.

Percussion

Bass Drum

Snare Drum

HiHats

Toms

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Brightness

136

Percussion

Bass Drum

HiHats

Crash Cymbal

Ride Cymbal

Distort Guit

Synth 3

Bass

Synth 1

Polysynth

Polysynth

Percussion

Sweet - Action

♩ = 172,000107

12

16

20

10

33

37

41

46

50

54

58

V.S.

62

66

70

74

78

82

87

91

95

99

$\text{♩} = 168,99980$ $\text{♩} = 80,99990$ $\text{♩} = 168,99980$



Bass Drum

Sweet - Action

♩ = 172,000107

12

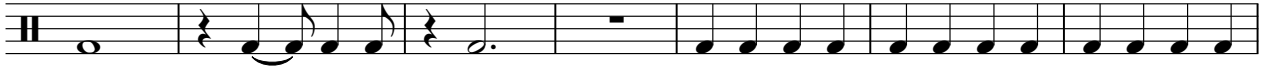


17

5



27



34



40



46



52



58



64



70



V.S.

76



82



88



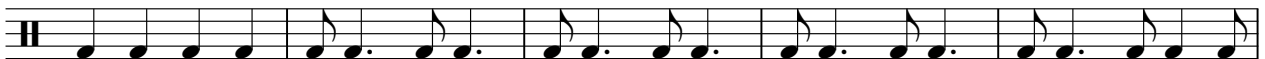
94



100

$\text{♩} = 153,909,999,969$

$\text{♩} = 88,000,000,000,000,000,000$



105 $\text{♩} = 170,006,929,9802$



111



117



123



129



Bass Drum

133

Musical notation for Bass Drum, measure 133. The notation consists of a single staff with a double bar line at the beginning. The first measure contains a sequence of 15 eighth notes, followed by a quarter note. The second measure contains a whole note. A large number '4' is positioned above the second measure. The staff ends with a double bar line.

Snare Drum

Sweet - Action

♩ = 172,000107

12



17

6



28



35



41



46



52



58



64



70



V.S.

76



82



88



94



100

♩ = 160

♩ = 80



106



112



118



124



130



Snare Drum

134

5


The image shows a single staff of music for a snare drum. It begins with a snare drum symbol (two vertical bars). This is followed by two eighth notes. The staff then contains a five-measure rest, indicated by a thick horizontal line. The number '5' is written above the staff to denote the duration of the rest. The staff ends with a double bar line.

HiHats


Sweet - Action

♩ = 172,000107


12



16

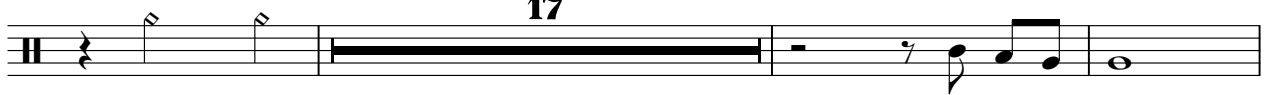


20



26

17



46

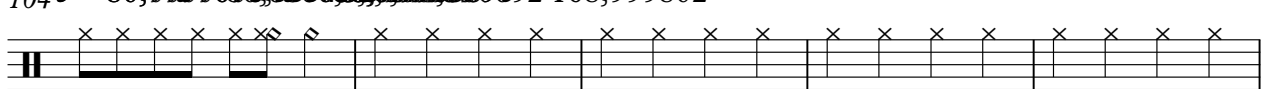
55

♩ = 163,000000



104

♩ = 80,999999, 168,999802



109

26

4



Toms

Sweet - Action

♩ = 172,000107

26 30

A musical staff in 4/4 time with a double bar line on the left. Measure 26 is a whole rest. Measure 27 is a whole note. Measure 28 is a quarter rest followed by a quarter note. Measure 29 is a quarter rest followed by a quarter note. Measure 30 is a whole rest.

59

3 6

A musical staff in 4/4 time with a double bar line on the left. Measure 59 is a quarter rest followed by a quarter note. Measure 60 is a quarter rest followed by a quarter note. Measure 61 is a quarter rest followed by a quarter note. Measure 62 is a quarter rest followed by a quarter note.

71

6 7

A musical staff in 4/4 time with a double bar line on the left. Measure 71 is a quarter rest followed by a quarter note. Measure 72 is a quarter rest followed by a quarter note. Measure 73 is a quarter rest followed by a quarter note. Measure 74 is a quarter rest followed by a quarter note.

87

13

♩ = 168,999960

A musical staff in 4/4 time with a double bar line on the left. Measure 87 is a quarter rest followed by a quarter note. Measure 88 is a quarter rest followed by a quarter note. Measure 89 is a quarter rest followed by a quarter note. Measure 90 is a quarter rest followed by a quarter note.

104

♩ = 168,999802

2 3

A musical staff in 4/4 time with a double bar line on the left. Measure 104 is a quarter rest followed by a quarter note. Measure 105 is a quarter rest followed by a quarter note. Measure 106 is a quarter rest followed by a quarter note. Measure 107 is a quarter rest followed by a quarter note.

112

3 13

A musical staff in 4/4 time with a double bar line on the left. Measure 112 is a quarter rest followed by a quarter note. Measure 113 is a quarter rest followed by a quarter note. Measure 114 is a quarter rest followed by a quarter note. Measure 115 is a quarter rest followed by a quarter note.

131

3 5

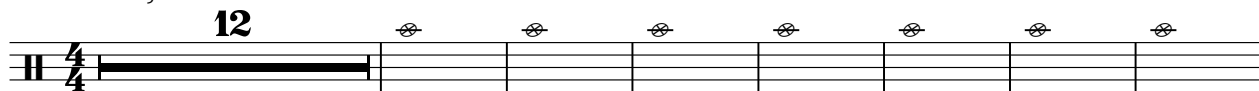
A musical staff in 4/4 time with a double bar line on the left. Measure 131 is a quarter rest followed by a quarter note. Measure 132 is a quarter rest followed by a quarter note. Measure 133 is a quarter rest followed by a quarter note. Measure 134 is a quarter rest followed by a quarter note.

Crash Cymbal


Sweet - Action

♩ = 172,000107

12

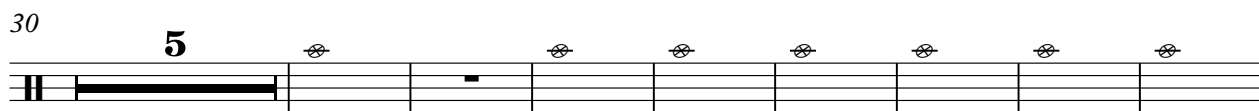


20

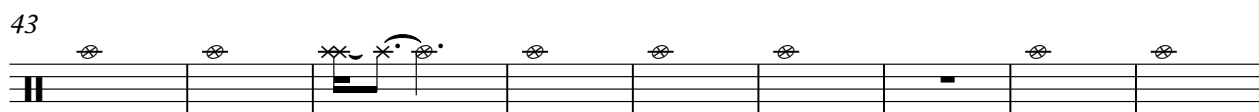


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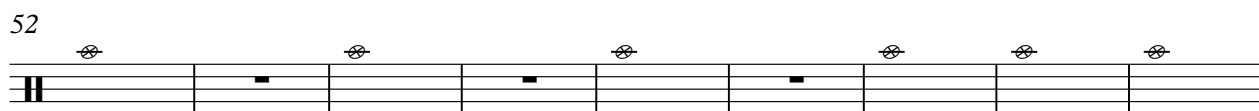
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43

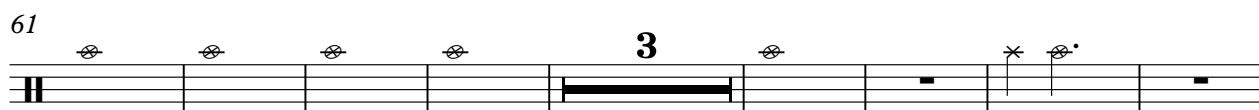


52



61

3



72

3



83



91



2

Crash Cymbal

99

♩ = 162

♩ = 80

106

117

126

132

Ride Cymbal

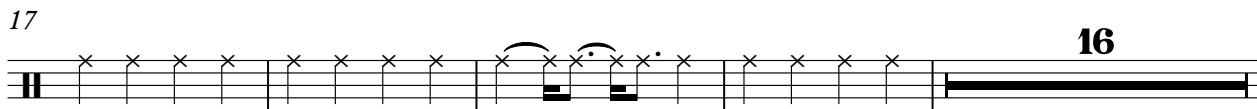
Sweet - Action

♩ = 172,000107

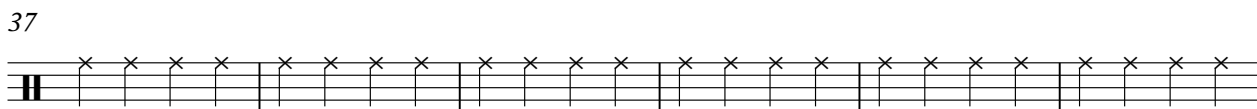
12



17



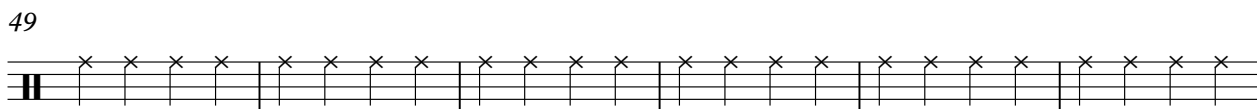
37



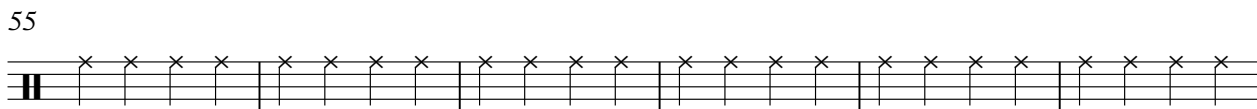
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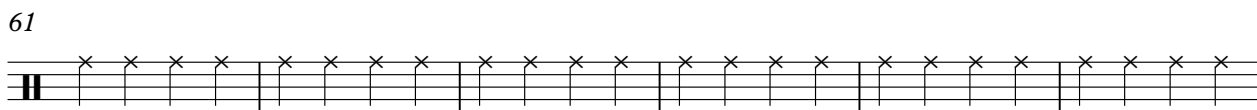
49



55



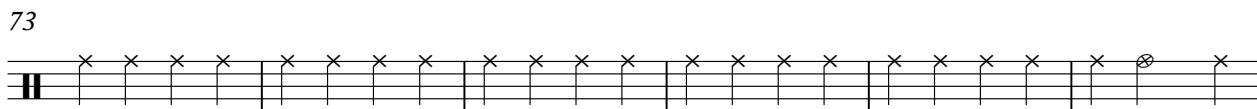
61



67



73



79



V.S.

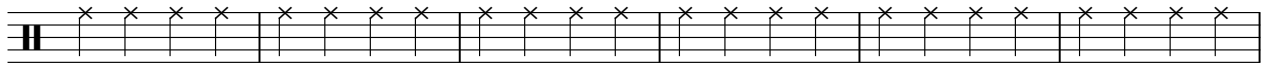
2

Ride Cymbal

85



91



97

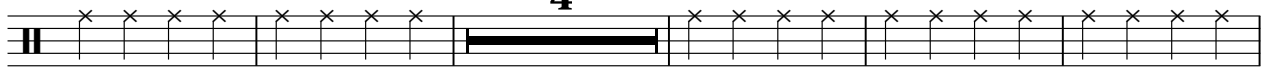
$\text{♩} = 168,999802$



103

$\text{♩} = 80,999802$ $\text{♩} = 168,999802$

4



112



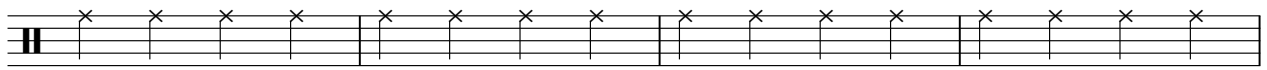
118



124

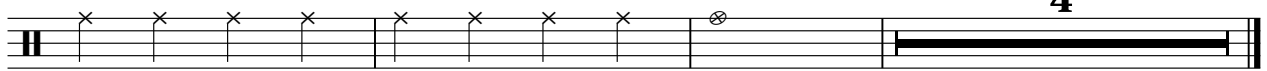


130



134

4



Reverse Cym

Sweet - Action

♩ = 172,000107

11 **87**

10♩ = 162,809,009309

♩ = 80,000000000002

♩ = 168,999802

36

Synth 3

Sweet - Action

♪ = 172,000107

5

10

17

5

28

16

50

58

65

3

16

89

98

♪ = 78,0000000000 ♪ = 80,0000000000 ♪ = 168,999802

101

3

13

2

Synth 3

118



127



132



4

Sweet - Action

Bass

♩ = 172,000107

8

This sheet music is for a bass guitar part in 4/4 time. It begins with a tempo marking of 172,000107 and a measure rest for 8 measures. The notation is written on a single staff with a treble clef. The piece consists of a series of eighth-note patterns, primarily using the notes G2, F2, E2, and D2. The first 20 measures feature a consistent eighth-note sequence. From measure 21, the pattern changes to include a mix of eighth and sixteenth notes, with some measures containing rests. The piece concludes with a final measure rest.

This musical score is for a bass instrument, spanning measures 31 to 50. It is written on ten staves, each with a treble clef. The music consists of a continuous eighth-note pattern. The notes are primarily G4, A4, B4, and C5, with some chromatic movement. Measure 35 features a triplet of eighth notes. Measure 46 includes a fermata over the final note. The key signature has one flat (Bb), and the time signature is 4/4. The notation includes stems, beams, and slurs to indicate the rhythmic flow.

52

54

56

58

60

62

64

66

68

Musical score for Bass guitar, measures 72-91. The score is written in treble clef with a key signature of one flat (B-flat). The music consists of a continuous eighth-note pattern. Measure 72 starts with a treble clef and a key signature of one flat. Measures 74, 76, 78, 80, 82, 84, 86, 88, 90, and 91 all begin with a bass clef and a key signature of one flat. Measure 78 features a triplet of eighth notes. Measure 87 ends with a fermata over the final note. The notation includes stems, beams, and slurs to indicate the rhythmic flow.

V.S.

124

Musical staff for measure 124, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

126

Musical staff for measure 126, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

128

Musical staff for measure 128, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

130

Musical staff for measure 130, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

132

Musical staff for measure 132, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

134

Musical staff for measure 134, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique.

135

Musical staff for measure 135, featuring a treble clef and a series of eighth notes with beams, each accompanied by a vertical slash indicating a specific fretting technique. The staff concludes with a double bar line and a '4' time signature.

Sweet - Action

Synth 2

♩ = 172,000107 ♩ = 182,000107,000069

100

104 ♩ = 80,000107,000069,000069 ♩ = 168,999802

108

114

23

Sweet - Action

Synth 1

♩ = 172,000107

12

18

24

29

33

39

45

49

54

59

V.S.

64

70

75

82

88

93

98

104

118

123

Synth 1

128



Musical notation for measure 128, featuring a treble clef and a key signature of one sharp (F#). The notation includes a series of eighth notes, some beamed together, and rests, ending with a whole note chord consisting of F# and C.

133



Musical notation for measure 133, featuring a treble clef and a key signature of one flat (Bb). The notation includes a series of eighth notes, some beamed together, and rests, ending with a whole note chord consisting of Bb and F. A measure rest is indicated by a thick black bar with the number 4 above it.

Polysynth

Sweet - Action

♩ = 172,000107

4

12

21

25

52

58

66

4

76

11

93

99

♩ = 79,999999999 = 80,999999999 ♩ = 168,999802

3 13

♩ = 172,000107

10

19 6

30 5

41

49

58 3

68 5

Sweet - Action

Brightness

♩ = 172,000107

3

5

7

9

11

13

15

17

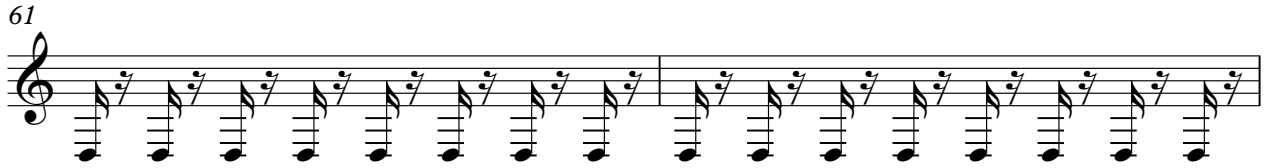
19

V.S.

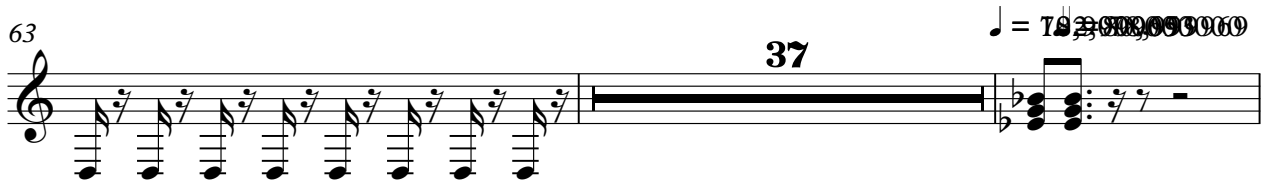
21 **39**



61



63 **37** ♯ = 78,900,000



102 ♯ = 80,000,000 ♯ = 168,999,802



107 **23**



132



134



135 **5**



