

Video Game Themes - Duke Nukem

♩ = 83,000069

Percussion

Percussion

Percussion

Percussion

Tubular Bells

Flexatone

Sequenced by The Barrier

Electric Guitar

Electric Guitar

7-string Electric Guitar

Duke Nukem 64 Intro/Credits Theme

Lead 2 (Sawtooth)

♩ = 83,000069

4

Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Musical score for measures 6-7. The score includes four Percussion (Perc.) staves, two Electric Guitar (E. Gtr.) staves, and a Bass staff labeled "Duke Nukem 64 Intro/Credits Theme". The top two Perc. staves are in 2/4 time, with the first staff having a measure rest at the start. The Sequenced by The Barrier part is in F#m (two sharps). The E. Gtr. part shows a sequence of chords and arpeggios. The Bass part is a steady eighth-note pattern. A guitar tab for the second E. Gtr. staff shows fret numbers: 2 3 3 2 0 3 3.



Musical score for measures 8-9. The score includes four Percussion (Perc.) staves, two Electric Guitar (E. Gtr.) staves, and a Bass staff labeled "Duke Nukem 64 Intro/Credits Theme". The top two Perc. staves are in 2/4 time. The Sequenced by The Barrier part continues with similar chords and arpeggios. The E. Gtr. part has a guitar tab for the second staff: 2 0 4 2 3 2 2.

10

Perc. 

Perc. 

Perc. 

Flex. 

Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 



12

Perc. 

Perc. 

Perc. 

Perc. 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 

Lead 2 

14

Perc. 

Perc. 

Perc. 

Perc. 

Flex. 

Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 



16

Perc. 

Perc. 

Perc. 

Perc. 

Flex. 

Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 

18

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme



20

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.


Sequenced by The Barrier


E. Gtr.

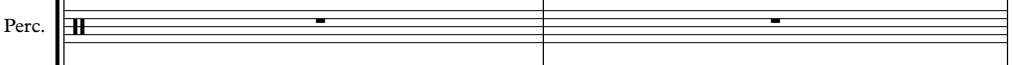
E. Gtr.


Duke Nukem 64 Intro/Credits Theme

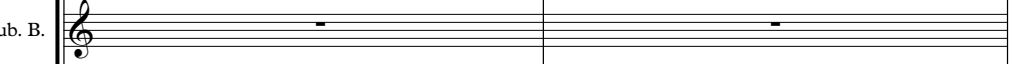
22

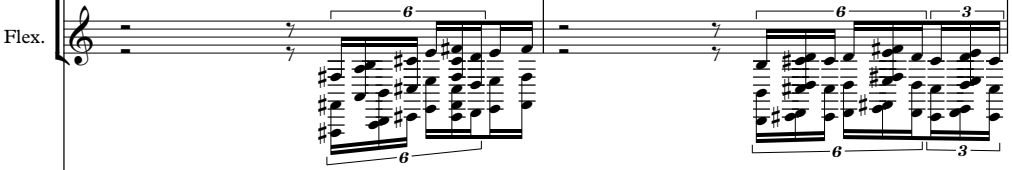
Perc. 


Perc. 

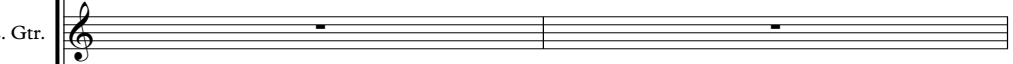
Perc. 


Perc. 

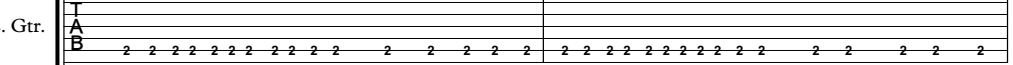
Tub. B. 


Flex. 


Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 

Lead 2 

24

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

TAB  
B 2 0 2 2 2 4 2 4 0 2 4 2 0 2 0 3 0 4



26

Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

TAB  
B 2 2 0 2 2 2 4 2 4 0 2 0 2 2 0 0 2 0

28



Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

T  
A  
B

Duke Nukem 64 Intro/Credits Theme



30



Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

T  
A  
B

Duke Nukem 64 Intro/Credits Theme



32

Perc.

Perc.

Perc.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme



34

Perc.

Perc.

Perc.

Perc.

Flex.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

36

Perc.

Perc.

Perc.

Perc.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2



38

Perc.

Perc.

Perc.

Perc.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

40

Perc.  
Perc.  
Perc.  
Perc.  
Tub. B.  
Flex.  
Sequenced by The Barrier  
E. Gtr.  
E. Gtr.  
Duke Nukem 64 Intro/Credits Theme



42

Perc.  
Perc.  
Perc.  
Perc.  
Tub. B.  
Flex.  
Sequenced by The Barrier  
E. Gtr.  
E. Gtr.  
Duke Nukem 64 Intro/Credits Theme

44

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

46

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

The musical score is divided into two systems. The first system starts at measure 44 and includes parts for Percussion (three staves), Tub. B., Flex., Sequenced by The Barrier, E. Gtr., E. Gtr. (with tablature), and Lead 2. The second system starts at measure 46 and includes parts for Percussion (four staves), Tub. B., Flex., Sequenced by The Barrier, E. Gtr., E. Gtr. (with tablature), and Lead 2. The guitar tablature for the E. Gtr. parts shows fret numbers such as 2, 4, 0, and 3. The score features complex rhythmic patterns, including triplets and sixteenth notes, and includes various percussion sounds like snare, hi-hat, and cymbal.

48 Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme



50 Perc.

Perc.

Perc.

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

52

Perc.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme



54

Perc.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

56

Perc.

Perc.

Perc.

Perc.

Flex.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

Duke Nukem 64 Intro/Credits Theme



58

Perc.

Perc.

Perc.

Perc.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

Sequenced by The Barrier

Duke Nukem 64 Intro/Credits Theme

60

Perc. 

Perc. 

Perc. 

Perc. 

Flex. 

Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 



62

Perc. 

Perc. 

Perc. 

Perc. 

Tub. B. 

Flex. 

Sequenced by The Barrier 

E. Gtr. 

E. Gtr. 

Duke Nukem 64 Intro/Credits Theme 



64

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme



66

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

67

Perc.

Perc.

Perc.

Perc.

Tub. B.

Flex.

Sequenced by The Barrier

E. Gtr.

E. Gtr.

E. Gtr.

Duke Nukem 64 Intro/Credits Theme

Lead 2

The musical score is arranged in a vertical stack of staves. From top to bottom, the staves are: Percussion (four staves), Tub. B. (one staff), Flex. (one staff), Sequenced by The Barrier (one staff), E. Gtr. (three staves), Duke Nukem 64 Intro/Credits Theme (one staff), and Lead 2 (one staff). The Percussion staves show various rhythmic patterns, including eighth and sixteenth notes, and rests. The Flex. staff features complex rhythmic patterns with triplets and sextuplets. The Sequenced by The Barrier staff has a repeating eighth-note pattern. The E. Gtr. staves show a similar repeating eighth-note pattern. The Duke Nukem 64 Intro/Credits Theme staff is in bass clef and features a driving eighth-note bass line. The Lead 2 staff shows a guitar lead with a large oval indicating a sustained or bent note.

Percussion

Video Game Themes - Duke Nukem

♩ = 83,000069

5

9

13

17

21

24

27

30

34

V.S.

37



40



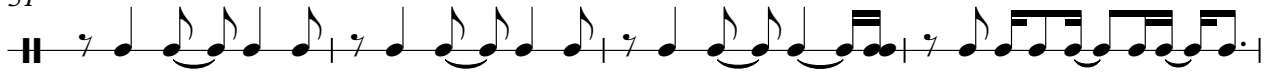
43



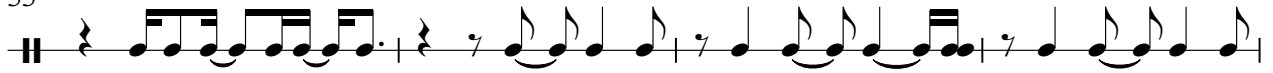
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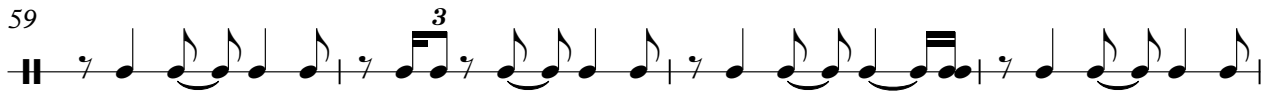
51



55



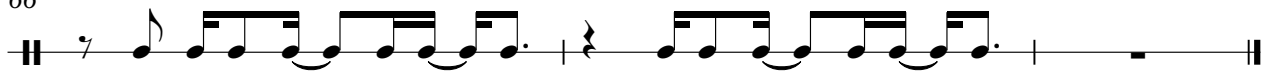
59



63



66



# Video Game Themes - Duke Nukem

## Percussion

♩ = 83,000069



4



7



10



13



16



19



22



25



28



V.S.

31



34



37



40



43



46



49



52



55



58



61



64



66



# Video Game Themes - Duke Nukem

## Percussion

♩ = 83,000069

5

9

14

18

22

26

29



34



37



40



43



48



52



57



61



64



# Video Game Themes - Duke Nukem

## Percussion

♩ = 83,000069

The musical score is written on a single staff with a double bar line on the left. The time signature is 4/4. The tempo is marked as ♩ = 83,000069. The score consists of 45 measures, with measure numbers 9, 11, 15, 22, 27, 32, 35, 41, and 45 indicated at the start of their respective lines. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. There are several triplet markings (3) and a sextuplet marking (6). The score is divided into measures by vertical bar lines, with some measures containing a double bar line. The notes are placed on a five-line staff, and the rhythm is indicated by stems and flags.

2

Percussion

49

Musical staff for measure 49. It begins with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '3' below them. The next two eighth notes are also beamed together and marked with a '3' above them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '2' above it, followed by a quarter rest and a quarter note.

54

Musical staff for measure 54. It starts with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '3' above them. The next two eighth notes are also beamed together and marked with a '3' above them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '6' below it, followed by a quarter note, a quarter rest, and a quarter note marked with a '3' below it.

56

Musical staff for measure 56. It starts with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '3' below them. The next two eighth notes are also beamed together and marked with a '3' below them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '3' above it, followed by a quarter rest and a quarter note.

61

Musical staff for measure 61. It starts with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '3' above them. The next two eighth notes are also beamed together and marked with a '3' above them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '2' above it, followed by a quarter rest and a quarter note.

66

Musical staff for measure 66. It starts with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '3' above them. The next two eighth notes are also beamed together and marked with a '3' above them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '3' above it, followed by a quarter rest and a quarter note.

67

Musical staff for measure 67. It starts with a double bar line and a 7/8 time signature. The first two eighth notes are beamed together and marked with a '6' below them. The next two eighth notes are also beamed together and marked with a '3' below them. This is followed by a quarter note, a half note, and a quarter rest. The staff then contains a whole note with a '3' below it, followed by a quarter note, a quarter rest, and a quarter note marked with a '3' below it.

Tubular Bells

Video Game Themes - Duke Nukem

♩ = 83,000069

16



20



24

16



43

16



62



65



# Video Game Themes - Duke Nukem

Flexatone

♩ = 83,000069

8

11

16

20

23

33

36

39

42

44

V.S.

46

7

3

55

3

6

3

6

59

3

6

63

3

6

66

3

3

3

68

6

# Video Game Themes - Duke Nukem

Sequenced by The Barrier

♩ = 83,000069

2

5

7

9

12

16

18

20

22

2

26

28

31

33

37

39

41

43

45

49



51

53

55

59

61

63

65

66

♩ = 83,000069

10

13

9

10

34

36

9

10

57

9

# Video Game Themes - Duke Nukem

Electric Guitar

♩ = 83,000069

The image displays a guitar tab for the Duke Nukem theme. It consists of ten staves of music, each starting with a measure number (5, 7, 9, 11, 15, 17, 19, 21, 23). The music is written in a key with two sharps (F# and C#) and a 4/4 time signature. The notation includes various rhythmic values such as eighth and sixteenth notes, often beamed together, and rests. There are several instances of a '2' above a staff, indicating a double bar line or a specific measure count. The overall style is characteristic of a fast-paced, rhythmic electric guitar piece.

26



Musical notation for measures 26 and 27. Measure 26 contains six eighth notes with stems pointing down, each followed by a slash and a vertical line. Measure 27 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

28



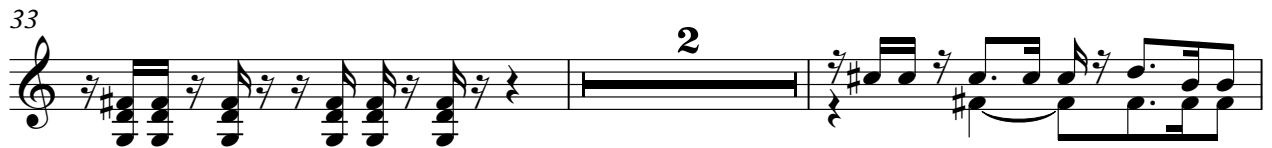
Musical notation for measures 28 and 29. Measure 28 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 29 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

31



Musical notation for measures 31 and 32. Measure 31 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 32 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

33



Musical notation for measures 33 and 34. Measure 33 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 34 contains a whole note with a '2' above it, followed by six eighth notes with stems pointing up, each followed by a slash and a vertical line.

37



Musical notation for measures 37 and 38. Measure 37 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 38 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

39



Musical notation for measures 39 and 40. Measure 39 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 40 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

41



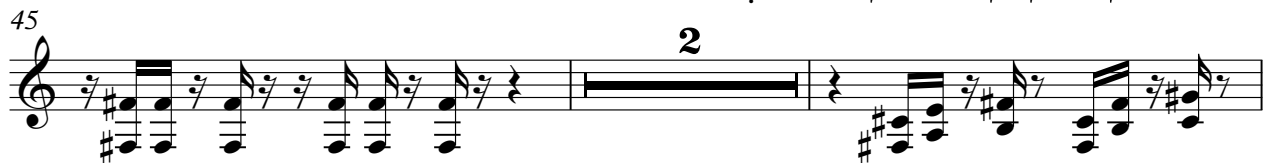
Musical notation for measures 41 and 42. Measure 41 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 42 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

43



Musical notation for measures 43 and 44. Measure 43 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 44 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

45



Musical notation for measures 45 and 46. Measure 45 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 46 contains a whole note with a '2' above it, followed by six eighth notes with stems pointing up, each followed by a slash and a vertical line.

49



Musical notation for measures 49 and 50. Measure 49 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line. Measure 50 contains six eighth notes with stems pointing up, each followed by a slash and a vertical line.

51

53

55

59

61

63

65

66



T			
A			
B	2 0 2 2 2 4 4	0 4 2 0 4 0 0 4	2 0 2 2 2 4 4

27

T			
A	0		
B	0 2 0 2 0 2 0 0	2 2 2 2 2 2 2 2 2 2 2 2	2 2 2 2 2 2 2 2 2 2 3 3 2 0 3

30

T			
A			0
B	3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		4 2 3 2

32

T			
A			
B	2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3		3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

34

T			
A			
B	3 2 0 2 2 2 4 4	0 4 2 0 4 0 0 4	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

37

T			
A			
B	2 2 2 2 2 2 2 2 2 2 2 3 3 2 0 3		3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

39

T			
A			
B	2 2 2 2 2 2 2 2 2 2 2 2	0 4 2 3 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

41

T			
A			
B	2 2 2 2 2 2 2 2 2 2	4 4 2 2 0 0 4	0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

43

T			
A			
B	2 2 2 2 2 2 2 2 2 2 2	0 4 2 3 2	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

45

T			
A			
B	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 2 0 2 2 4	2 4 0 2 4 4 2 0 4 0 2 0 3

T																																								
A	0	0								0																														
B	3	4	2	0	2	2	2	4	2	4	0	2	5	5	4	2	2	0	5	0	2	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

51

T																																						
A																																						
B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3	2	0	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

53

T																																							
A																																							
B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	4	0	2	3	2	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

55

T																																					
A																																					
B	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	2	0	2	2	2	4	2	4	0	2	4	4	2	0	4	0	2	0	3	2	3	3

58

T																																						
A	0	0																																				
B	3	4	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	3

60

T																																						
A																																						
B	2	0	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	0	4

62

T																																								
A																																								
B	2	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	4	4	2	2

64

T																																							
A	0	0	4	0																																			
B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	0	4

66

T																																												
A																																												
B	2	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2



# Video Game Themes - Duke Nukem

## Duke Nukem 64 Intro/Credits Theme

♩ = 83,000069



V.S.

22



24



26



28



30



32



34



36



38



40



Duke Nukem 64 Intro/Credits Theme

42



44



46



48



50



52



54



56



58



60



V.S.

Duke Nukem 64 Intro/Credits Theme

62



64



66



# Video Game Themes - Duke Nukem

## Lead 2 (Sawtooth)

♩ = 83,000069

10 8

23

10

37

7 3 9

56

7

59

7