

Video Game Themes - Goldeneye 007

The musical score is arranged in a multi-stem format with the following instruments and effects:

- Trumpet:** Melodic line in 4/4 time, starting with a tempo of 140,000137.
- Drums (GS/Power):** Rhythmic accompaniment with snare and kick patterns.
- Dulcimer:** Melodic line in 4/4 time.
- Sawtooth Lead:** High-frequency oscillating lead.
- Clean Guitar:** Chords and single notes, with a fretboard diagram showing notes E, B, G, D, A, B, E, A.
- Fretless Bass:** Bass line in 4/4 time.
- Synth Bass 1:** Bass line in 4/4 time.
- Brass Section:** Harmonic accompaniment in 4/4 time.
- Orchestra Hit:** Percussive accompaniment in 4/4 time.
- Halo Pad:** Sustained atmospheric pads.
- Atmosphere (FX4):** Ambient sound effects.
- Echoes (FX7):** Echoed sound effects.

The score is divided into two systems. The first system contains measures 1 through 4. A double bar line is followed by a measure rest (//). The second system begins at measure 5 and continues through measure 8. The tempo marking 140,000137 is repeated in the second system.

11.9"  
8.1.00  
loop

8

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Halo Pad



11

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Halo Pad

14

Trumpet

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Halo Pad

Detailed description: This is a multi-stem musical score for a track starting at measure 14. The score includes parts for Trumpet, Drums (GS/Power), Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Brass Section, Orchestra Hit, and Halo Pad. The Trumpet, Brass Section, and Orchestra Hit parts are mostly silent, with a few notes appearing in the final measure. The Drums part features a complex, rhythmic pattern with various drum sounds. The Dulcimer part has a melodic line with a sharp key signature. The Sawtooth Lead part consists of a series of eighth notes with a sawtooth-like waveform. The Clean Guitar part is a guitar tab with fret numbers and a capo on the 2nd fret. The Fretless Bass part has a simple melodic line. The Synth Bass 1 part has a complex, multi-layered bass line. The Halo Pad part has a series of sustained chords.

4

25.7"  
16.1.00  
break

29.1"  
18.1.00  
gtr

16

Trumpet

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Halo Pad

Atmosphere (FX4)

Echoes (FX7)



19

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Halo Pad

22

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Halo Pad



42.8"  
26.1,00  
wa

25

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad

28

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad



31

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad

34

Drums (GS/Power)  
Sawtooth Lead  
Fretless Bass  
Synth Bass 1  
Orchestra Hit  
Halo Pad

Detailed description: This system contains measures 34, 35, and 36. The Drums (GS/Power) part features a consistent rhythmic pattern of eighth notes with a snare drum on the second and fourth beats. The Sawtooth Lead part consists of a continuous eighth-note sequence. The Fretless Bass part has a simple bass line with notes on the 1st, 2nd, and 3rd strings. The Synth Bass 1 part provides a steady eighth-note accompaniment. The Orchestra Hit part is mostly silent, with a single chord at the end of measure 36. The Halo Pad part features sustained chords in the left hand.



37

Drums (GS/Power)  
Sawtooth Lead  
Fretless Bass  
Synth Bass 1  
Halo Pad

Detailed description: This system contains measures 37, 38, and 39. The Drums (GS/Power) part continues with the same eighth-note pattern. The Sawtooth Lead part continues with the eighth-note sequence. The Fretless Bass part has a more active bass line with notes on the 1st, 2nd, and 3rd strings. The Synth Bass 1 part continues with the eighth-note accompaniment. The Halo Pad part features sustained chords in the left hand.



40

Drums (GS/Power)  
Sawtooth Lead  
Fretless Bass  
Synth Bass 1  
Orchestra Hit  
Halo Pad

Detailed description: This system contains measures 40, 41, and 42. The Drums (GS/Power) part continues with the eighth-note pattern. The Sawtooth Lead part continues with the eighth-note sequence, including a triplet in measure 41. The Fretless Bass part has a bass line with notes on the 1st, 2nd, and 3rd strings. The Synth Bass 1 part continues with the eighth-note accompaniment. The Orchestra Hit part has a single chord at the end of measure 42. The Halo Pad part features sustained chords in the left hand.

1'10.2"  
42.1,00  
swing

42

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Brass Section



45

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit



47

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit



50

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

53

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Detailed description: This musical score covers measures 53 and 54. It features ten staves: two Trumpets, Trombone, Drums (GS/Power), Sawtooth Lead, Fretless Bass, Synth Bass 1, Brass Section, and Orchestra Hit. The key signature has one sharp (F#). The top two Trumpet staves have melodic lines with some rests. The Trombone staff has a more active line with eighth notes. The Drums staff shows a consistent pattern of eighth notes with 'x' marks above them, indicating cymbal hits. The Sawtooth Lead staff has a rhythmic pattern of eighth notes. The Fretless Bass and Synth Bass 1 staves have similar eighth-note patterns. The Brass Section staff has a melodic line with some rests. The Orchestra Hit staff has a few notes at the end of the measure.



55

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Detailed description: This musical score covers measures 55 and 56. It features the same ten staves as the previous system. The key signature has one sharp (F#). The top two Trumpet staves have melodic lines with some rests. The Trombone staff has a more active line with eighth notes. The Drums staff shows a consistent pattern of eighth notes with 'x' marks above them, indicating cymbal hits. The Sawtooth Lead staff has a rhythmic pattern of eighth notes. The Fretless Bass and Synth Bass 1 staves have similar eighth-note patterns. The Brass Section staff has a melodic line with some rests. The Orchestra Hit staff has a few notes at the end of the measure.

57

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Brass Section

Detailed description: This system of musical notation covers measures 57 and 58. It features ten staves. The top two staves are for Trumpet, the third for Trombone, the fourth for Drums (GS/Power) with a complex rhythmic pattern of eighth notes and rests, the fifth for Sawtooth Lead with a repeating eighth-note figure and a '6' marking below it, the sixth for Fretless Bass, the seventh for Synth Bass 1, the eighth for Brass Section, the ninth for Orchestra Hit with a single chordal hit, and the tenth for another Brass Section. The music is in a key with one sharp (F#) and a 4/4 time signature.



59

Trumpet

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Brass Section

Detailed description: This system of musical notation covers measures 59, 60, and 61. It features ten staves. The top two staves are for Trumpet, the third for Trombone, the fourth for Drums (GS/Power) with a complex rhythmic pattern, the fifth for Sawtooth Lead with a repeating eighth-note figure, the sixth for Fretless Bass, the seventh for Synth Bass 1, the eighth for Brass Section, and the ninth for another Brass Section. The music continues in the same key and time signature as the previous system.

1'44.5"  
62.1,00  
dada

Musical score for measures 62-64. The score includes parts for Trumpet, Drums (GS/Power), Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Brass Section, Orchestra Hit, Halo Pad, and Atmosphere (FX4). The Clean Guitar part shows a transition from chord A to chord B. The Fretless Bass and Synth Bass 1 parts feature melodic lines with slurs. The Brass Section and Orchestra Hit parts provide harmonic support. The Atmosphere (FX4) part includes a long note with a tremolo effect.



Musical score for measures 65-67. The score includes parts for Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Orchestra Hit, and Halo Pad. The Dulcimer and Sawtooth Lead parts feature complex rhythmic patterns. The Clean Guitar part shows a sequence of fret numbers: 0 3 3 3 3 3 2 2 2 0 2 2 2 2 2 0 0 0 0 3 3 3 3 3 2 2 2. The Fretless Bass and Synth Bass 1 parts continue their melodic lines. The Orchestra Hit part includes a long note with a tremolo effect. The Halo Pad part includes a long note with a tremolo effect.

68

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Halo Pad

71

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Halo Pad

74

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Technical specification box: 201.7", 72.1.00, drm

Detailed description: This is a musical score for a multi-instrumental piece, spanning measures 68 to 74. The score is arranged in a system with multiple staves. The instruments included are Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Halo Pad, and Drums (GS/Power). The Dulcimer and Sawtooth Lead parts feature complex rhythmic patterns, including triplets and sixteenth notes. The Clean Guitar part is represented by guitar tabs, showing fret numbers and string numbers. The Fretless Bass and Synth Bass 1 parts provide a harmonic and rhythmic foundation. The Halo Pad part consists of sustained chords. The Drums (GS/Power) part shows a consistent drum pattern. The score is divided into three systems, with measure numbers 68, 71, and 74 marking the beginning of each system. A technical specification box is located in the middle of the first system, containing the text '201.7"', '72.1.00', and 'drm'. The score is presented in a clean, professional layout with clear notation and instrument labels.

77

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

215.4"  
80.1,00  
chrdr

80

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Halo Pad

Echoes (FX7)

83

Drums (GS/Power)

Sawtooth Lead

Fretless Bass

Synth Bass 1

Brass Section

Halo Pad

Echoes (FX7)

86

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Polysynth Pad

Halo Pad

Echoes (FX7)



89

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad

Echoes (FX7)

91

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Orchestra Hit

Polysynth Pad

Halo Pad

Echoes (FX7)

94

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Orchestra Hit

Polysynth Pad

Halo Pad

Echoes (FX7)



97

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad

Echoes (FX7)

Detailed description: This is a multi-stem musical score for page 17, starting at measure 97. The score includes parts for Trumpet, Trombone, Drums (GS/Power), Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Polysynth Pad, Halo Pad, and Echoes (FX7). The Trumpet part has a few notes in the first measure. The Trombone part has a melodic line with a slur. The Drums part shows a complex rhythmic pattern with accents. The Sawtooth Lead part is a continuous tremolo-like pattern. The Clean Guitar part is a guitar tab with fret numbers. The Fretless Bass part has a melodic line with slurs. The Synth Bass 1 part has a rhythmic pattern. The Polysynth Pad part has a long, sustained chord. The Halo Pad and Echoes (FX7) parts have a rhythmic pattern with chords.

99

Trumpet

Trombone

Drums (GS/Power)

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Orchestra Hit

Polysynth Pad

Halo Pad

Echoes (FX7)

Detailed description: This page contains a musical score for 12 different instruments. The score is organized into a system with 12 staves. The instruments are: Trumpet (top staff), Trombone (second staff), Drums (GS/Power) (third staff), Sawtooth Lead (fourth staff), Clean Guitar (fifth staff, showing guitar tablature), Fretless Bass (sixth staff), Synth Bass 1 (seventh staff), Orchestra Hit (eighth staff), Polysynth Pad (ninth staff), Halo Pad (tenth staff), and Echoes (FX7) (eleventh staff). The twelfth staff is empty. The score is marked with a measure number '99' at the beginning. The notation includes various musical symbols such as notes, rests, beams, and dynamic markings.

The musical score is divided into two systems. The first system covers measures 102 to 104, and the second system covers measures 105 to 107. The instruments and their parts are as follows:

- Trombone:** Measure 102 has a single note with a long sustain line.
- Drums (GS/Power):** Features a consistent rhythmic pattern of eighth notes with accents.
- Dulcimer:** Plays a melodic line with a triplet in measure 104.
- Sawtooth Lead:** Features a continuous, high-frequency tremolo-like pattern.
- Clean Guitar:** Includes guitar tablature for both hands (A and B strings) with fret numbers (0, 2, 4) and a capo position of 2.
- Fretless Bass:** Plays a melodic line with a consistent eighth-note rhythm.
- Synth Bass 1:** Provides a steady eighth-note bass line.
- Orchestra Hit:** A single hit in measure 104.
- Polysynth Pad:** Sustained chords in the background.
- Halo Pad:** Sustained chords with a shimmering effect.
- Echoes (FX7):** Echoed versions of the Halo Pad chords.

A double bar line is present between measure 104 and 105.

107

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Orchestra Hit

Polysynth Pad

Halo Pad

Echoes (FX7)



109

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Polysynth Pad

Halo Pad

Echoes (FX7)

3'10.2"  
112.1,00  
wa

111

Drums (GS/Power)  
Dulcimer  
Sawtooth Lead  
Clean Guitar  
Fretless Bass  
Synth Bass 1  
Orchestra Hit  
Polysynth Pad  
Halo Pad  
Echoes (FX7)

Detailed description: This block contains the musical score for measures 111 and 112. It features ten staves: Drums (GS/Power), Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Orchestra Hit, Polysynth Pad, Halo Pad, and Echoes (FX7). The Drums staff shows a complex rhythmic pattern with various note values and rests. The Dulcimer staff has a melodic line with a triplet in measure 112. The Sawtooth Lead staff is a high-frequency, oscillating waveform. The Clean Guitar staff shows a fretboard diagram with fingerings (0, 2, 2, 2, 2, 0, 2, 0, 4, 2, 2, 2, 2, 2, 0, 2, 2, 2, 2, 0, 2, 0, 0, 2). The Fretless Bass staff has a melodic line with slurs. The Synth Bass 1 staff has a rhythmic pattern with slurs. The Orchestra Hit staff has a single note in measure 112. The Polysynth Pad staff has a sustained chord with a tremolo effect. The Halo Pad and Echoes (FX7) staves have a rhythmic pattern with slurs.



113

Drums (GS/Power)  
Dulcimer  
Sawtooth Lead  
Clean Guitar  
Fretless Bass  
Synth Bass 1  
Polysynth Pad  
Halo Pad  
Echoes (FX7)

Detailed description: This block contains the musical score for measures 113 and 114. It features nine staves: Drums (GS/Power), Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Polysynth Pad, Halo Pad, and Echoes (FX7). The Drums staff shows a complex rhythmic pattern with various note values and rests. The Dulcimer staff has a melodic line with a triplet in measure 113. The Sawtooth Lead staff is a high-frequency, oscillating waveform. The Clean Guitar staff shows a fretboard diagram with fingerings (0, 2, 2, 2, 2, 0, 2, 0, 4, 2, 2, 2, 2, 2, 0, 2, 2, 2, 2, 0, 2, 0, 0, 2). The Fretless Bass staff has a melodic line with slurs. The Synth Bass 1 staff has a rhythmic pattern with slurs. The Polysynth Pad staff has a sustained chord with a tremolo effect. The Halo Pad and Echoes (FX7) staves have a rhythmic pattern with slurs.

115

Drums (GS/Power)  
Dulcimer  
Sawtooth Lead  
Clean Guitar  
Fretless Bass  
Synth Bass 1  
Orchestra Hit  
Polysynth Pad  
Halo Pad  
Echoes (FX7)

Detailed description: This block contains the musical score for measures 115 and 116. It features ten staves. The Drums (GS/Power) staff shows a consistent drum pattern with accents. The Dulcimer staff has a melodic line with triplets. The Sawtooth Lead staff features a complex, oscillating lead line. The Clean Guitar staff includes a guitar tab with fret numbers (0, 2, 3, 4) and rhythmic notation. The Fretless Bass and Synth Bass 1 staves provide a steady bass accompaniment. The Polysynth Pad, Halo Pad, and Echoes (FX7) staves use block chords and sustained notes to create a rich atmospheric texture.



117

Drums (GS/Power)  
Dulcimer  
Sawtooth Lead  
Clean Guitar  
Fretless Bass  
Synth Bass 1  
Polysynth Pad  
Halo Pad  
Echoes (FX7)

Detailed description: This block contains the musical score for measures 117 and 118. It features nine staves. The Drums (GS/Power) staff continues the drum pattern. The Dulcimer and Sawtooth Lead staves continue their respective melodic lines. The Clean Guitar staff shows a guitar tab with fret numbers (0, 2, 3, 4) and rhythmic notation. The Fretless Bass and Synth Bass 1 staves continue the bass accompaniment. The Polysynth Pad staff features a sustained chord with a slight modulation. The Halo Pad and Echoes (FX7) staves continue with block chords and sustained notes.

119

Trumpet

Trombone

Drums (GS/Power)

Dulcimer

Sawtooth Lead

Clean Guitar

Fretless Bass

Synth Bass 1

Brass Section

Orchestra Hit

Polysynth Pad

Halo Pad

Atmosphere (FX4)

Echoes (FX7)

Detailed description: This is a multi-stem musical score for page 23, starting at measure 119. The score includes parts for Trumpet, Trombone, Drums (GS/Power), Dulcimer, Sawtooth Lead, Clean Guitar, Fretless Bass, Synth Bass 1, Brass Section, Orchestra Hit, Polysynth Pad, Halo Pad, Atmosphere (FX4), and Echoes (FX7). The Trumpet and Trombone parts are in treble and bass clefs respectively. The Drums part uses a drum set notation. The Dulcimer part is in treble clef. The Sawtooth Lead part is in treble clef. The Clean Guitar part is a guitar tab with fret numbers. The Fretless Bass part is in bass clef. The Synth Bass 1 part is in bass clef. The Brass Section part is in treble clef. The Orchestra Hit part is in treble clef. The Polysynth Pad part is in treble clef. The Halo Pad part is in treble clef. The Atmosphere (FX4) part is in treble clef. The Echoes (FX7) part is in treble clef.

122

The musical score is arranged in a vertical stack of staves. From top to bottom, the instruments are: Trumpet (two staves), Trombone, Drums (GS/Power), Dulcimer, Clean Guitar (TAB), Fretless Bass, Brass Section (two staves), Orchestra Hit, and Atmosphere (FX4). The score begins at measure 122. The Trumpet and Trombone parts feature long, sustained notes with a slur. The Drums part has a complex rhythmic pattern with triplets and accents. The Dulcimer part has a melodic line with a triplet and a final flourish. The Clean Guitar part is a TAB with fret numbers 2, 4, 6, 9. The Fretless Bass part has a simple melodic line. The Brass Section parts have sustained notes. The Orchestra Hit part has a melodic line with a slur. The Atmosphere (FX4) part has a melodic line with a slur.



Video Game Themes - Goldeneye 007

Trumpet

♩ = 140,000137

11

15

24

42

7

53

53

57

57

61

3

64

57

3

Video Game Themes - Goldeneye 007

Trumpet

♩ = 140,000137

41

44

48

52

56

60

63

32

98

2

102

20

3

Video Game Themes - Goldeneye 007

Trombone

♩ = 140,000137

41



45



49



53



57



60

34

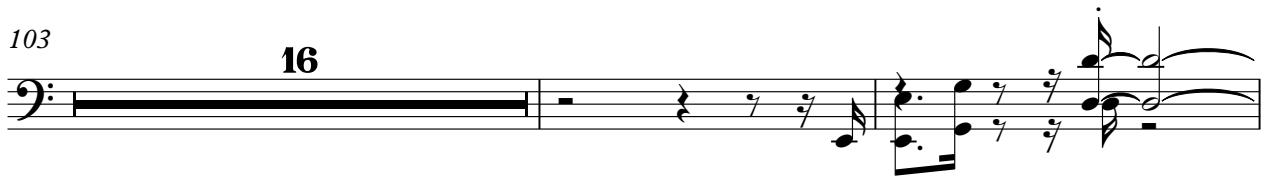


97



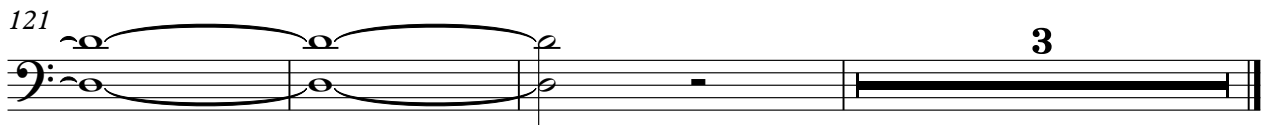
103

16



121

3



Video Game Themes - Goldeneye 007

Drums (GS/Power)

♩ = 140,000137

5

8

10

12

14

17

20

22

24

V.S.

Detailed description: This is a drum score for a video game theme. It is written in 4/4 time with a tempo of 140. The score consists of 24 measures. The notation includes various drum sounds represented by 'x' marks, vertical lines, and asterisks. Some notes have stems and flags, indicating specific rhythmic patterns. The score is divided into measures, with measure numbers 5, 8, 10, 12, 14, 17, 20, 22, and 24 explicitly labeled. The notation is dense, particularly in the later measures, showing a complex and driving rhythm.

2

Drums (GS/Power)

26

28

30

32

34

36

38

40

42

44

Drums (GS/Power)

3

46

Measure 46: Drum notation on a five-line staff. The top line contains a series of eighth notes with 'x' marks above them, indicating a specific drum sound. The bottom line contains a bass line with a quarter note, a half note, and a quarter note.

48

Measure 48: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note. A '6' is written below the staff, indicating a sixteenth-note triplet.

50

Measure 50: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note.

52

Measure 52: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note. A '3' is written above the staff, indicating a triplet.

54

Measure 54: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note. A '3' is written below the staff, indicating a triplet.

56

Measure 56: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note.

57

Measure 57: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note. A '6' is written below the staff, indicating a sixteenth-note triplet.

58

Measure 58: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note.

60

Measure 60: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note.

62

Measure 62: Drum notation on a five-line staff. The top line contains eighth notes with 'x' marks. The bottom line contains a bass line with a quarter note, a half note, and a quarter note. A '6' is written below the staff, indicating a sixteenth-note triplet.

71



74



77



80



83



86



89



92



95



98



Detailed description: This image shows ten staves of musical notation for a drum part, labeled 'Drums (GS/Power)'. Each staff begins with a measure number (71, 74, 77, 80, 83, 86, 89, 92, 95, 98) and contains three measures of music. The notation is written on a five-line staff with a double bar line on the left. The notes are primarily eighth and sixteenth notes, often beamed together. There are many 'x' marks above the notes, indicating muted notes. The rhythm is consistent across all staves, featuring a steady eighth-note pattern with occasional accents and rests.

101

Musical notation for measure 101, featuring a drum staff with a series of eighth notes and rests.

104

Musical notation for measure 104, featuring a drum staff with a series of eighth notes and rests.

107

Musical notation for measure 107, featuring a drum staff with a series of eighth notes and rests.

110

Musical notation for measure 110, featuring a drum staff with a series of eighth notes and rests.

113

Musical notation for measure 113, featuring a drum staff with a series of eighth notes and rests.

116

Musical notation for measure 116, featuring a drum staff with a series of eighth notes and rests.

119

Musical notation for measure 119, featuring a drum staff with a series of eighth notes and rests.

122

Musical notation for measure 122, featuring a drum staff with triplets and a final double bar line.



Video Game Themes - Goldeneye 007

Dulcimer

♩ = 140,000137

14

18

21

24

28

31

30

64

67

70

74

V.S.

77 **24**

Musical staff 77-83. Treble clef. Measure 77 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 83 is a whole rest, with the number 24 written above it.

104

Musical staff 104-110. Treble clef. Measure 104 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 105 has a triplet of eighth notes marked with a bracket and the number 3. Measure 110 ends with a whole rest.

107

Musical staff 107-113. Treble clef. Measure 107 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 108 has a triplet of eighth notes marked with a bracket and the number 3. Measure 113 ends with a whole rest.

110

Musical staff 110-116. Treble clef. Measure 110 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 111 has a triplet of eighth notes marked with a bracket and the number 3. Measure 116 ends with a whole rest.

114

Musical staff 114-120. Treble clef. Measure 114 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 115 has a triplet of eighth notes marked with a bracket and the number 3. Measure 120 ends with a whole rest.

117

Musical staff 117-123. Treble clef. Measure 117 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 123 ends with a whole rest.

120 **4**

Musical staff 120-126. Treble clef. Measure 120 starts with a treble clef and a key signature of one sharp (F#). The staff contains a series of eighth notes, some beamed together. Measure 121 has a triplet of eighth notes marked with a bracket and the number 4. Measure 126 ends with a whole rest.

Video Game Themes - Goldeneye 007

Sawtooth Lead

♩ = 140,000137

3

6

8

10

12

14

2

18

20

22

24

V.S.

26



28



30



32



34



36



38



40



42



44



Sawtooth Lead

46



48



50



52



54



56



58



60



62



64



V.S.

Sawtooth Lead

The image displays a musical score for a guitar lead titled "Sawtooth Lead". The score is written in a single system with ten staves, each representing two measures of music. The measures are numbered sequentially from 66 to 84. The notation is in a treble clef and consists of eighth and sixteenth notes, often beamed together in groups. The rhythm is consistent throughout, featuring a steady eighth-note pattern with occasional sixteenth-note accents. The overall feel is that of a fast, rhythmic guitar solo.

Sawtooth Lead

86

88

90

92

94

96

98

100

102

104

V.S.

106



108



110



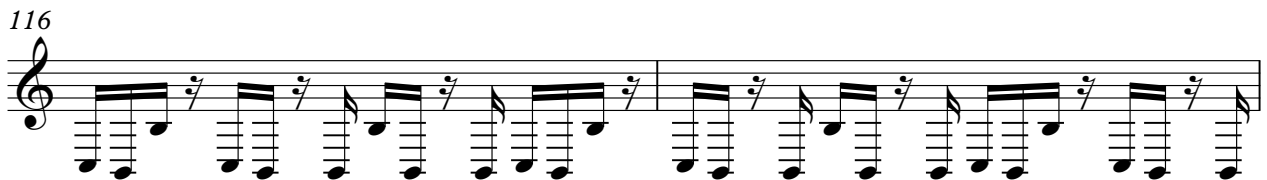
112



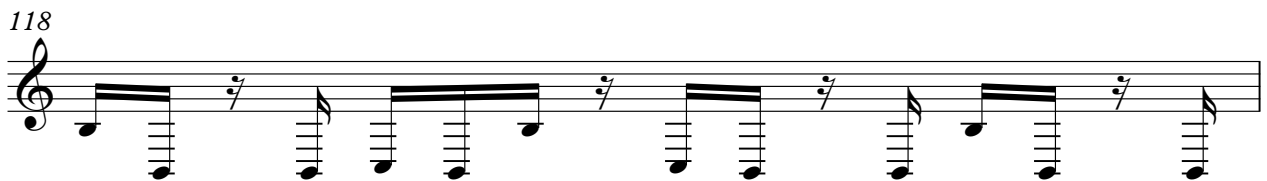
114



116



118



119





# Video Game Themes - Goldeneye 007

## Clean Guitar

♩ = 140,000137

**14**

E									
B									
G									
D									
A									
E									
A									

18

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

22

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

26

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

30

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

34

**30**

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

66

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

70

T									
A									
B	1	0	0	2	0	2	0	2	0

75

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

77

**8**

T									
A									
B	0	3	3	3	3	2	1	0	0

TAB notation for measures 88-89. The notation is split into two systems. The first system (measures 88-89) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 90-91) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

90

TAB notation for measures 92-93. The notation is split into two systems. The first system (measures 92-93) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 94-95) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

92

TAB notation for measures 94-95. The notation is split into two systems. The first system (measures 94-95) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 96-97) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

94

TAB notation for measures 96-97. The notation is split into two systems. The first system (measures 96-97) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 98-99) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

96

TAB notation for measures 98-99. The notation is split into two systems. The first system (measures 98-99) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 100-101) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

98

TAB notation for measures 100-101. The notation is split into two systems. The first system (measures 100-101) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 102-103) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

100

TAB notation for measures 102-103. The notation is split into two systems. The first system (measures 102-103) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 104-105) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

102

TAB notation for measures 104-105. The notation is split into two systems. The first system (measures 104-105) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 106-107) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

104

TAB notation for measures 106-107. The notation is split into two systems. The first system (measures 106-107) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 108-109) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

106

TAB notation for measures 108-109. The notation is split into two systems. The first system (measures 108-109) has a treble clef and a key signature of one flat. The notes are: 2 2 2 2 0 2 0 2 0 2. The second system (measures 110-111) has a treble clef and a key signature of one flat. The notes are: 2 2 2 0 2 4 2 2 2 2.

108

110

110

112

112

114

114

116

116

118

118

120

120

Video Game Themes - Goldeneye 007

Fretless Bass

♩ = 140,000137



7



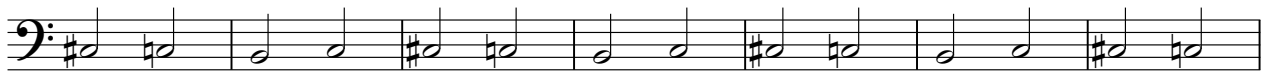
14



18



25



32



38



43



48



53

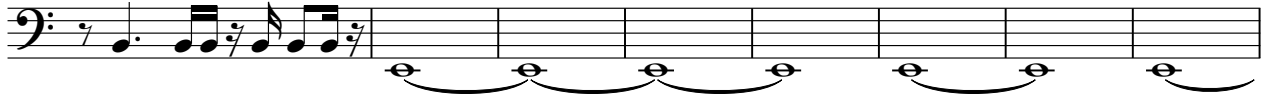


V.S.

58



63



71



74



77



80



83



86



89



92



95



98



101



104



107



110



113



116



119



122



Video Game Themes - Goldeneye 007

Synth Bass 1

♩ = 140,000137

3

6

8

10

12

14

16

18

20

22

V.S.

24



26



28



30



32



34



36



38



40



43





48



53



58



64



66



68



70



72



74



76



V.S.

78



80



82



84



86



88



90



92



94



96



98



100



102



104



106



108



110



112



114



116



V.S.

118



Video Game Themes - Goldeneye 007

Brass Section

$\text{♩} = 140,000137$

11

15

24

42

46

50

54

58

61

64

17

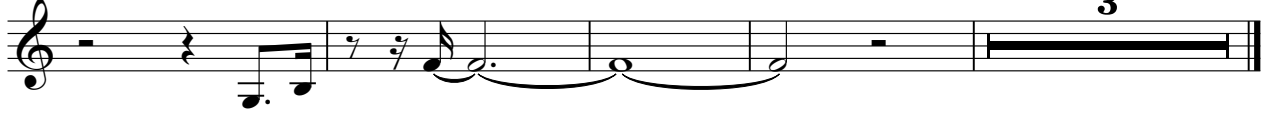
85

32

2

Brass Section

120



3

Video Game Themes - Goldeneye 007

Orchestra Hit

♩ = 140,000137

10

15

19 15 6

43 2 2

51

56 3

63 21

88 2 3

97 2 3

105 2 3

2

Orchestra Hit

112

2

120

2





Polysynth Pad

Video Game Themes - Goldeneye 007

♩ = 140,000137

24

28

32

56

94

102

110

115

118

7

# Video Game Themes - Goldeneye 007

Halo Pad

♩ = 140,000137

3

9

16

18

24

29

33

38

22

65

8

Detailed description: This is a musical score for a Halo Pad. It is written in 4/4 time with a tempo of 140,000137. The score consists of ten staves of music. The first staff begins with a 4/4 time signature and a tempo marking. A triplet of eighth notes is indicated by a '3' above the notes. The melody is primarily composed of eighth and sixteenth notes, often beamed together. The accompaniment consists of chords, mostly dyads and triads, with some octaves. There are several slurs and ties throughout the piece. A dynamic marking of '22' appears above the staff at measure 38. At the end of the piece, there is a final chord marked with an '8' and a fermata. The score is presented in a clean, black-and-white format.

This page of a musical score for guitar, titled "Halo Pad", contains measures 80 through 116. The score is written in treble clef and features a consistent rhythmic pattern of eighth notes. The melody is primarily composed of eighth-note chords, with some instances of eighth-note pairs. The bass line consists of a steady eighth-note accompaniment. The key signature is one sharp (F#), and the time signature is 4/4. The notation includes various chord voicings and melodic lines, with some measures featuring a half-note rest at the beginning. The page number "2" is located at the top left, and the title "Halo Pad" is centered at the top. Measure numbers 80, 84, 88, 92, 96, 100, 104, 108, 112, and 116 are printed at the start of their respective staves.

119



7

Atmosphere (FX4)

Video Game Themes - Goldeneye 007

♩ = 140,000137

7

8

44

62

56

120

Video Game Themes - Goldeneye 007

Echoes (FX7)

♩ = 140,000137

12

16

18 61

82

86

90

94

98

102

106

V.S.

Echoes (FX7)

110

Musical notation for measures 110-113. The notation consists of a treble clef staff with a melody of eighth notes and a bass staff with guitar chords. The chords are: G major (110), F major (111), E major (112), D major (113), C major (114), B major (115), A major (116), and G major (117).

114

Musical notation for measures 114-117. The notation consists of a treble clef staff with a melody of eighth notes and a bass staff with guitar chords. The chords are: G major (114), F major (115), E major (116), D major (117), C major (118), B major (119), A major (120), and G major (121).

118

Musical notation for measures 118-121. The notation consists of a treble clef staff with a melody of eighth notes and a bass staff with guitar chords. The chords are: G major (118), F major (119), E major (120), D major (121), C major (122), B major (123), A major (124), and G major (125). A bar line with a '7' above it indicates a 7-measure rest.