

Video Game Themes - Xenogears

$\text{♩} = 80,000000$

Horn in F

Timpani

Percussion

Tubular Bells

Harp

Taiko Drums

Taiko Drums

Taiko Drums

Baritone

Lead 2 (Sawtooth)

Lead 8 (Bass + Lead)

$\text{♩} = 80,000000$

Viola

Viola

Solo

2

Musical score for measures 10-13. The score includes parts for Horn (Hn.), Timpani (Timp.), two Taiko drums, Lead 8, two Violins (Vla.), and Solo. Measure 10 starts with a treble clef and a key signature of one sharp (F#). The Horn part features a melodic line with a sixteenth-note run starting in measure 11. The Timpani part has a rhythmic pattern with a sixteenth-note run in measure 11. The Taiko drums have a complex rhythmic pattern. The Lead 8 part has a melodic line with a sixteenth-note run starting in measure 11. The Violin parts have a melodic line with a sixteenth-note run starting in measure 11. The Solo part has a melodic line with a sixteenth-note run starting in measure 11.



Musical score for measures 14-17. The score includes parts for Horn (Hn.), Timpani (Timp.), Lead 8, two Violins (Vla.), and Solo. Measure 14 starts with a treble clef and a key signature of one sharp (F#). The Horn part features a melodic line with a sixteenth-note run starting in measure 14. The Timpani part has a rhythmic pattern with a sixteenth-note run in measure 14. The Lead 8 part has a melodic line with a sixteenth-note run starting in measure 14. The Violin parts have a melodic line with a sixteenth-note run starting in measure 14. The Solo part has a melodic line with a sixteenth-note run starting in measure 14.

15 $\text{♩} = 170,000092$

Hn.
Timp.
Perc.
Taiko
Lead 2
Lead 8
Vla.
Vla.
Solo
Solo

20

Perc.
Taiko
Lead 2
Lead 8

24

Perc.
Taiko
Lead 2
Lead 8

4

28

Perc.

Taiko

Lead 2

Lead 8



32

Perc.

Taiko

Lead 2

Lead 8



36

Timp.

Perc.

Taiko

Lead 2

39

Hn.

Timp.

Perc.

Tub. B.

Taiko

Lead 2

Lead 8

Vla.

Vla.

Solo

Solo

Detailed description: This musical score covers measures 39, 40, and 41. The Horn (Hn.) part has a whole rest in measure 39 and a chord of G#3 in measure 40. The Timpani (Timp.) part has whole rests in measures 39 and 40, and a whole note in measure 41. The Percussion (Perc.) part has a whole rest in measure 39, and a rhythmic pattern of eighth notes in measures 40 and 41. The Bass Trombone (Tub. B.) part has a whole rest in measure 39 and a half note in measure 40. The Taiko part has a rhythmic pattern of eighth notes in measures 39 and 40, and a half note in measure 41. The Lead 2 part has a melodic line in measure 39 and a whole rest in measure 40. The Lead 8 part has a melodic line in measure 39 and a whole rest in measure 40. The Violins (Vla.) part has a whole rest in measure 39 and a half note in measure 40. The Solo part has a whole rest in measure 39 and a half note in measure 40.



42

Perc.

Taiko


Lead 8

Vla.

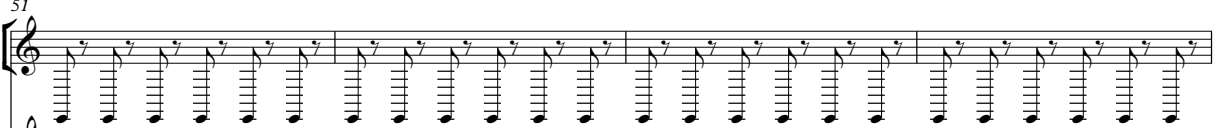

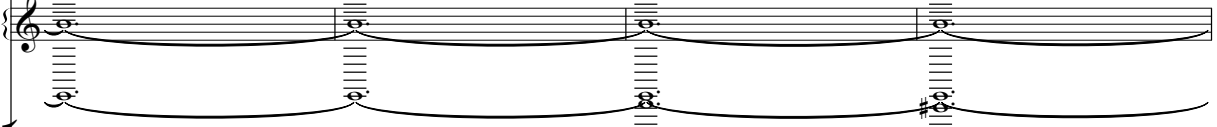
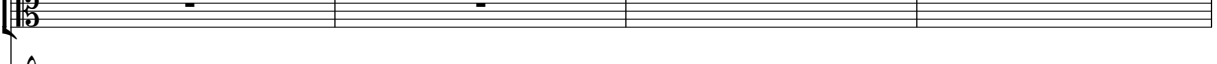
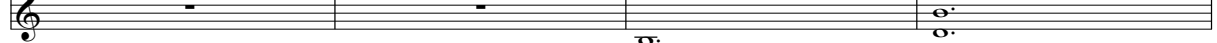
Vla.

Solo

Detailed description: This musical score covers measures 42, 43, 44, and 45. The Percussion (Perc.) part has a rhythmic pattern of eighth notes in measures 42 and 43, and a whole rest in measure 44. The Taiko part has a rhythmic pattern of eighth notes in measures 42 and 43, and a half note in measure 44. The Lead 8 part has a melodic line in measure 42 and a whole rest in measure 43. The Violins (Vla.) part has a melodic line in measure 42 and a whole rest in measure 43. The Solo part has a melodic line in measure 42 and a whole rest in measure 43.

46 Perc.  Tub. B.  Taiko  Taiko  Lead 2  Lead 8  Vla.  Vla.  Solo 



51 Tub. B.  Lead 2  Lead 8  Vla.  Solo 

55

Timp.

Perc.

Tub. B.

Hp.

Taiko

Taiko

Lead 2

Lead 8

Vla.

Solo

Solo

59

Musical score for measures 59-63. The score includes parts for Timp., Perc., Tub. B., Hp., Taiko (two staves), Lead 2, Lead 8, Vla., and Solo (two staves). The music features complex rhythmic patterns and melodic lines across various instruments.



64

$\text{♩} = 152,000320$

Musical score for measures 64-68. The score includes parts for Perc., Tub. B., Taiko, Lead 2, Vla., and Solo. The music features complex rhythmic patterns and melodic lines across various instruments. A tempo marking of $\text{♩} = 152,000320$ is present above the Perc. staff and below the Vla. staff.

71

Perc. Tub. B. Taiko Vla. Solo

This system contains measures 71 through 75. The Percussion part features a rhythmic pattern of eighth notes with accents. The Taiko part plays a consistent eighth-note accompaniment. The Solo part consists of a melodic line with long, expressive slurs. The Viola part provides harmonic support with sustained notes and some movement.

76

Perc. Tub. B. Taiko Vla. Solo

This system contains measures 76 through 80. The Percussion part continues with the eighth-note pattern. The Taiko part maintains its accompaniment. The Solo part continues its melodic phrase with slurs. The Viola part has some chromatic movement.

81

Timp. Perc. Tub. B. Taiko Lead 8 Vla. Solo

This system contains measures 81 through 85. The Timpani part has a few notes in the final measure. The Percussion part continues. The Taiko part continues. The Solo part continues. The Viola part has a long, sustained note in the final measure.

10

86 $\text{♩} = 93,000038$

Hn.

Taiko

Bar.

Lead 8

Solo

Solo

95

Hn.

Taiko

Bar.

Lead 8

Vla.

Solo

Solo

Solo

108

Hn.

Tub. B.

Lead 8

Vla.

Solo

114

Hn.

Timp.

Tub. B.

Lead 8

Vla.

Solo



115

$\text{♩} = 80,000000$ $\text{♩} = 70,000069$

Hn.

Tub. B.

Hp.

Vla.

Solo



118

$\text{♩} = 65,000069$

Hn.

Hp.

Vla.

Solo

Video Game Themes - Xenogears

Horn in F

♩ = 80,000000

10

13

14

6 6 6 6

15

♩ = 170,000092

23

41

♩ = 152,000320

27

20

♩ = 93,000038

92

102

10

116

♩ = 80,000000

♩ = 65,000069

4

Video Game Themes - Xenogears

Timpani

♩ = 80,000000

9

17

57

63

88

114

♩ = 80,000000 ♩ = 70,000000

Video Game Themes - Xenogears

Percussion

♩ = 80,000000 ♩ = 170,000092

16

6
4

19

22

25

28

31

34

37

2

2

Percussion

41

44

47

58

60

63

$\text{♩} = 152,000320$

5

71

76

80

85

$\text{♩} = 93,000038$ $\text{♩} = 80,0000069$ $\text{♩} = 65,000069$

3 12 17 6

Video Game Themes - Xenogears

Tubular Bells

♩ = 80,000000 ♩ = 170,000092

16 6/4 22

41 7 2

51

53

55

59 2

67 ♩ = 152,000320 3

74 2

81 5 ♩ = 93,000038 12

100 12 2

Detailed description: This musical score is for the 'Tubular Bells' theme from the video game Xenogears. It is written for a single melodic line on a treble clef staff. The score is divided into several measures, each with a measure number and a duration in seconds. The tempo is indicated by a quarter note followed by a number. The time signature changes from 6/4 to 4/4, and then to 3/4. The music consists of a series of rhythmic patterns, including eighth notes, quarter notes, and rests, with some measures containing triplets. The score ends with a final measure of 2 seconds.

2

114

Tubular Bells

115

$\text{♩} = 80,000000 = 700,00069$

6

Video Game Themes - Xenogears

Harp

♩ = 80,000000 ♩ = 170,000092

16 **41**

Musical notation for measures 16-41. Measure 16 is a whole rest. Measure 17 is a 6/4 time signature change. Measures 18-41 are whole rests. Measure 42 begins with a treble clef, a key signature of one sharp (F#), and a 4/4 time signature, followed by a sequence of eighth notes: F#4, G4, A4, B4, C5, B4, A4, G4, F#4.

59

6

Musical notation for measures 59-64. Measures 59-63 contain a sequence of eighth notes: F#4, G4, A4, B4, C5, B4, A4, G4, F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 64 is a whole rest. The system ends with a 4/4 time signature.

68 ♩ = 152,000320 ♩ = 93,000038

20 **12** **15**

Musical notation for measures 68-85. Measures 68-77 are whole rests. Measure 78 is a 3/4 time signature change. Measures 79-88 are whole rests. Measure 89 is a 4/4 time signature change. Measures 90-85 are whole rests.

115

♩ = 80,000000 ♩ = 70,000069

Musical notation for measures 115-118. Measure 115: Treble clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Bass clef, whole rest. Measure 116: Treble clef, eighth notes G4, A4, B4, C5, B4, A4, G4, F#4. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 117: Treble clef, eighth notes G4, A4, B4, C5, B4, A4, G4, F#4. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 118: Treble clef, eighth notes G4, A4, B4, C5, B4, A4, G4, F#4. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4.

118 ♩ = 65,000069

3 **3**

Musical notation for measures 118-121. Measure 118: Treble clef, whole rest. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 119: Treble clef, whole rest. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 120: Treble clef, whole rest. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4. Measure 121: Treble clef, whole rest. Bass clef, eighth notes F#4, G4, A4, B4, C5, B4, A4, G4, F#4.

Video Game Themes - Xenogears

Taiko Drums

♩ = 80,000000

3 3

12

♩ = 170,000092

3 6 51

4/4 4/4 4/4

68

♩ = 152,000320

♩ = 93,000038

20 12

4/4 3/4 4/4

100

♩ = 80,000000

♩ = 70,000000

17 6

4/4 4/4 4/4

♩ = 80,000000

3 3

12

♩ = 170,000092

3 6/4 33 8

58

6

68

♩ = 152,000320

♩ = 93,000038

20 11

102

3

108

♩ = 80,000000 = 70,065,000069

9 6

Taiko Drums

Video Game Themes - Xenogears

♩ = 80,000000

♩ = 170,000092

16

Musical staff 16, starting with a 6/4 time signature. It features a series of notes and rests, including a prominent sixteenth-note triplet.

19

Musical staff 19, continuing the rhythmic pattern with various note values and rests.

22

Musical staff 22, showing a continuation of the Taiko drum rhythm.

25

Musical staff 25, featuring a mix of eighth and sixteenth notes.

28

Musical staff 28, with a focus on rhythmic patterns and rests.

31

Musical staff 31, continuing the sequence of notes and rests.

34

Musical staff 34, showing a rhythmic progression.

37

Musical staff 37, with a variety of note values.

40

Musical staff 40, featuring a rhythmic pattern with rests.

43

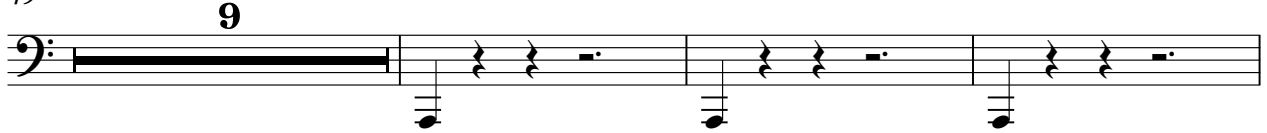
Musical staff 43, concluding the sequence with a final note and rest.

V.S.

46



49



61



72



75



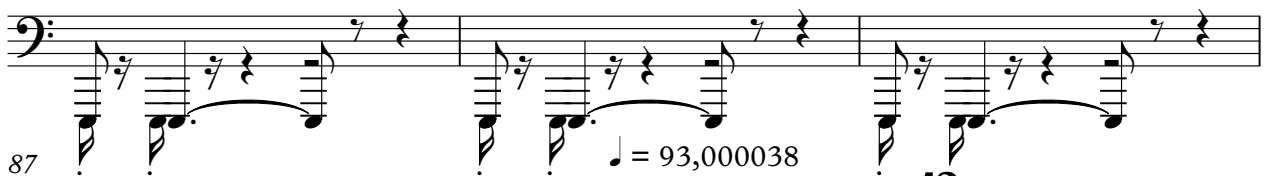
78



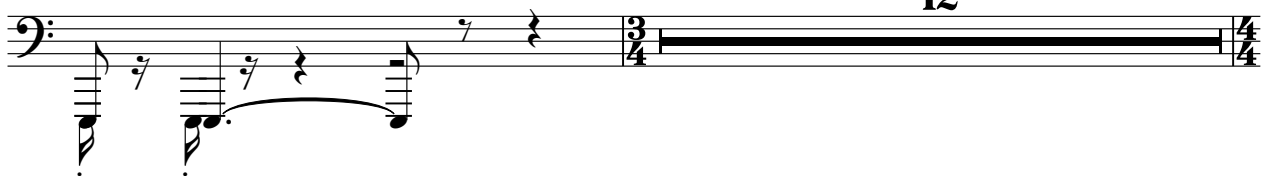
81



84



87



Taiko Drums

100

♩ = 80,000000 ♪ = 70,000000

17

6



Video Game Themes - Xenogears

Baritone

♪ = 80,000000 ♪ = 170,000092 ♪ = 152,000320 ♪ = 93,000038

16 **51** **20**

6/4 4/4 3/4

89

4/4

100

♪ = 80,000000 ♪ = 65,000069

14 **6**

4/4 4/4

Video Game Themes - Xenogears

Lead 2 (Sawtooth)

♩ = 80,000000 ♩ = 170,000092

16

23

31

39 **8**

49

57

60 **4**

66 ♩ = 152,000320 ♩ = 93,000038

20 **12**

100 ♩ = 80,000000 ♩ = 70,000069

17 **6**

Video Game Themes - Xenogears

Lead 8 (Bass + Lead)

♩ = 80,000000

10

18

24

30

35

44

50

58

60

6

4

6

4

2

Lead 8 (Bass + Lead)

68 ♪ = 152,000320

♪ = 93,000038

16

89

11 **3**

108

114

♪ = 80,000000 ♪ = 70,000069

2 **6**

Video Game Themes - Xenogears

Viola

♩ = 80,000000

3

11

♩ = 170,000092

23

40

46

3

55

60

♩ = 152,000320

6

2

72

81

♩ = 93,000038

4

12

4

104

♩ = 80,000000069

♩ = 65,000069

9

6

Video Game Themes - Xenogears

Viola

♩ = 80,000000

4

12

♩ = 170,000092

23

41

46

19

20

♩ = 152,000320

88

12

12

2

♩ = 93,000038

115

♩ = 80,000000 = 70,000000

4

Video Game Themes - Xenogears

Solo

♩ = 80,000000

8

13

♩ = 170,000092

23

40

43

45

47

3

53

2 2

62

♩ = 152,000320

71

79

♩ = 93,000038

4 12

3/4 4/4

Detailed description: This is a musical score for a guitar solo. It consists of ten staves of music. The first staff starts with a tempo marking of 80,000,000 and a measure number of 8. The second staff has a tempo marking of 170,000,092 and a measure number of 13. The third staff is at measure 40. The fourth staff is at measure 43. The fifth staff is at measure 45. The sixth staff is at measure 47 and contains a triplet of eighth notes. The seventh staff is at measure 53 and contains two pairs of eighth notes. The eighth staff is at measure 62 and has a tempo marking of 152,000,320. The ninth staff is at measure 71. The tenth staff is at measure 79 and has a tempo marking of 93,000,038. The score includes various time signatures: 6/4, 3/4, and 4/4. There are also several rests and accidentals throughout the piece.

2

Solo

100

4

Detailed description: This musical staff is in 4/4 time. It begins with a whole rest for the first measure. The second measure contains a quarter note G4. The third measure contains a quarter rest. The fourth measure contains a quarter note G4 with a slur above it. The fifth measure contains a quarter note F#4 with a flat sign above it. The sixth measure contains a quarter note E4. The seventh measure contains a quarter note D4 with a flat sign above it. The eighth measure contains a quarter note C4.

110

Detailed description: This musical staff is in 4/4 time. It begins with a quarter note B#4. The second measure contains a quarter note A#4. The third measure contains a half note G#4 with a slur above it. The fourth measure contains a quarter note F#4. The fifth measure contains a quarter note E4. The sixth measure contains a quarter note D4 with a flat sign above it. The seventh measure contains a quarter note C4 with a flat sign above it. The eighth measure contains a quarter note B3 with a flat sign above it.

116

$\text{♩} = 80,000000 \quad \text{♩} = 70,000000$

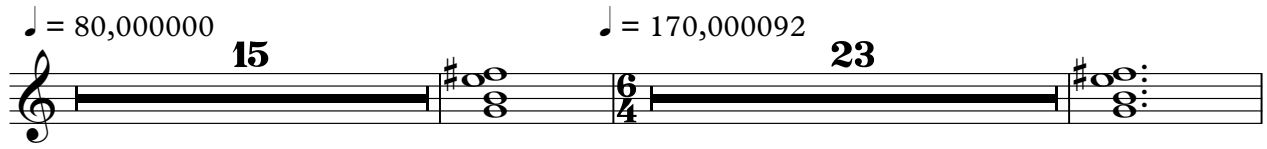
4

Detailed description: This musical staff is in 4/4 time. It begins with a quarter note B#4. The second measure contains a quarter note A#4. The third measure contains a quarter note G#4. The fourth measure contains a quarter note F#4. The fifth measure contains a quarter note E4. The sixth measure contains a quarter note D4 with a flat sign above it. The seventh measure contains a quarter note C4 with a flat sign above it. The eighth measure contains a whole rest.

Video Game Themes - Xenogears

Solo

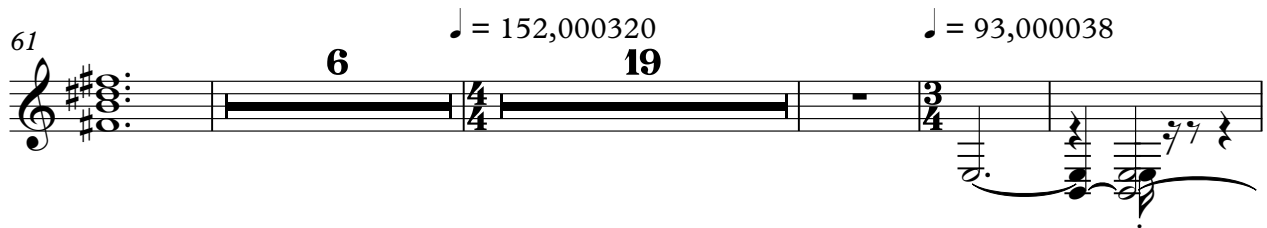
♩ = 80,000000 **15** ♩ = 170,000092 **23**



41 **17**



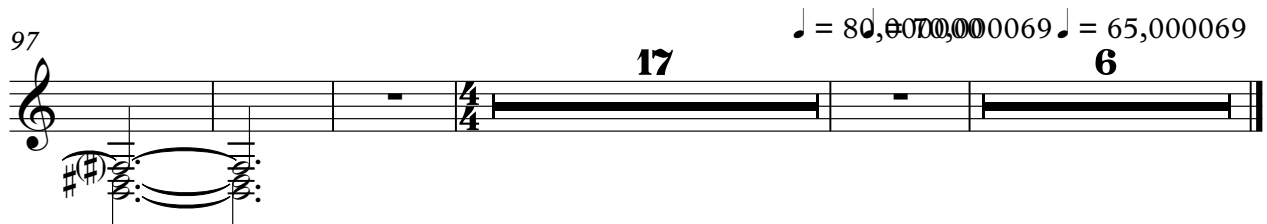
61 **6** ♩ = 152,000320 **19** ♩ = 93,000038



90



97 **17** ♩ = 80,000000 ♩ = 65,000069 **6**



Video Game Themes - Xenogears

Solo

♪ = 80,000000 ♪ = 170,000092 ♪ = 152,000320 ♪ = 93,000038

16 **51** **20**

A musical staff in treble clef showing time signature changes. The first measure is marked with a bold '16'. The staff then changes to 6/4 time, with a bold '51' above the bar line. It then changes to 4/4 time, with a bold '20' above the bar line. The staff ends with a 3/4 time signature and a final note.

89

A musical staff in treble clef starting at measure 89. It contains several measures of music with various notes, rests, and accidentals.

96

A musical staff in treble clef starting at measure 96. It contains several measures of music with various notes, rests, and accidentals.

102

♪ = 80,000000 ♪ = 70,000069

14 **6**

A musical staff in treble clef starting at measure 102. It contains several measures of music with various notes, rests, and accidentals. The staff ends with a double bar line.