

Video Game Themes - Killer Instinct

0.0"
1.1,00
Theme from "Killer Instinct" from Nintendo(c)

♩ = 120,000000

Musical score for the first system, measures 1-7. The score includes parts for Percussion, Rev. Cymbal, Bass 1, and Choir. The time signature is 4/4. The tempo is marked as ♩ = 120,000000. The Percussion part has a melodic line starting in measure 4. The Rev. Cymbal part has a rhythmic pattern of eighth notes. The Bass 1 part has a simple bass line. The Choir part has a complex, multi-stemmed arrangement.



Musical score for the second system, measures 8-14. The score includes parts for Percussion, Rev. Cymbal, E. Guitar 1, E. G. 1 echo, Bass 1, and Choir. The time signature is 4/4. The tempo is marked as ♩ = 120,000000. The Percussion part has a melodic line starting in measure 8. The Rev. Cymbal part has a rhythmic pattern of eighth notes. The E. Guitar 1 part has a complex, multi-stemmed arrangement. The E. G. 1 echo part has a simple bass line. The Bass 1 part has a simple bass line. The Choir part has a complex, multi-stemmed arrangement.

10

Percussion

Rev. Cymbal

E. Guitar 1

E. G. 1 echo

Bass 1

Choir



12

Percussion

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

14

Percussion

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

16

Percussion

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit

18

Percussion

E. Guitar 1

E. G. 1 echo

Choir

The musical score is divided into three systems, each starting with a double bar line and a measure number (20, 22, and 24). Each system contains staves for Percussion, E. Guitar 1, E. G. 1 echo, Choir, and Hit. The Percussion part features a complex rhythmic pattern with various note values and rests. The E. Guitar 1 and E. G. 1 echo parts are primarily composed of chords and single notes, often with a '7' indicating a seventh chord. The Choir part consists of a series of notes, some with a 'p' (piano) dynamic marking. The Hit part features a series of notes with a 'p' dynamic marking. The E. Guitar 2 and E. G. 2 echo parts are mostly silent, with some notes appearing in the later measures. The Bass 1 part is mostly silent, with some notes appearing in the later measures.

26

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir



28

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

30

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

The musical score consists of seven staves. The Percussion staff shows a complex rhythmic pattern with various note values and rests. E. Guitar 2 has a melodic line with some accidentals and rests. Guitar 3 is silent. E. G. 2 echo has a few notes. E. Guitar 1 and E. G. 1 echo have guitar tablature with fret numbers and string numbers. Bass 1 has a simple bass line. The Choir part is at the bottom, showing vocal lines with lyrics.

32

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit

34

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

36

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir



38

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

40 Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit

42

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

44

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

The musical score is divided into two systems, measures 46-47 and 48-49. The instruments and parts are as follows:

- Percussion:** Features a complex rhythmic pattern with eighth and sixteenth notes, including accents and slurs.
- E. Guitar 2:** Plays a melodic line with slurs and accents.
- Guitar 3:** Plays a melodic line with slurs and accents.
- E. G. 2 echo:** Provides a rhythmic accompaniment with dotted notes.
- E. Guitar 1:** Features a guitar tab with fret numbers (0, 2, 5, 7) and rhythmic notation.
- E. G. 1 echo:** Features a guitar tab with fret numbers (0, 2, 5, 7) and rhythmic notation.
- Bass 1:** Plays a bass line with slurs and accents.
- Choir:** Provides a vocal accompaniment with slurs and accents.

A double bar line is present between measures 47 and 48. The score continues with measures 48 and 49, maintaining the same instrumentation and parts.

50

Percussion

Bass 1

Choir

53

Percussion

Bass 1

Choir

55

Percussion

Bass 1

Choir

58

Percussion

Bass 1

Choir

61

Percussion

Bass 1

Choir

63

Percussion

Bass 1

Choir

65

E. Guitar 1

E. G. 1 echo

Choir

67

Percussion

E. Guitar 1

E. G. 1 echo

Choir

Hit

69

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit



71

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

75

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit

77

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit

79

Percussion

E. Guitar 2

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

81

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

The musical score for page 18, measures 81-82, features the following parts:

- Percussion:** A complex rhythmic pattern of eighth and sixteenth notes.
- E. Guitar 2:** A melodic line with some grace notes and a sharp sign.
- Guitar 3:** A silent part, indicated by a whole rest.
- E. G. 2 echo:** A melodic line mirroring E. Guitar 2.
- E. Guitar 1:** Tablature for the top guitar, showing fret numbers (0, 2, 5, 7) and string numbers (T, A, B).
- E. G. 1 echo:** Tablature for the bottom guitar, mirroring E. Guitar 1.
- Bass 1:** A single note with a long duration and a fermata.
- Choir:** A vocal line with a long note and a fermata, ending with a double bar line and repeat dots.

83 19

Percussion

E. Guitar 2

Guitar 3

E. G. 2 echo

E. Guitar 1

E. G. 1 echo

Bass 1

Choir

Hit



85 ♩ = 200,000,000,000,000

Percussion

Guitar 3

E. G. 1 echo

Choir

Hit

Video Game Themes - Killer Instinct

Percussion

♩ = 120,000000

2

9

11

13

15

17

19

21

23

25

V.S.

27

Measure 27: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

29

Measure 29: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

31

Measure 31: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards and some notes marked with an asterisk (*).

33

Measure 33: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards and a note marked with an asterisk (*) at the start.

35

Measure 35: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

37

Measure 37: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

39

Measure 39: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards and some notes marked with an asterisk (*).

41

Measure 41: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards and a note marked with an asterisk (*) at the start.

43

Measure 43: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

45

Measure 45: A single staff of music with a double bar line at the beginning. It contains a sequence of notes and rests, including eighth and sixteenth notes, with some notes beamed together. There are also some notes with stems pointing downwards.

Percussion

3

47

Musical staff 47: Percussion notation. It features a series of notes and rests on a five-line staff. The notes are mostly eighth and sixteenth notes, with some beamed together. There are also some rests and a few notes with a 'p' (piano) dynamic marking.

49

Musical staff 49: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

51

Musical staff 51: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

53

Musical staff 53: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

55

Musical staff 55: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

57

Musical staff 57: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

59

Musical staff 59: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

61

Musical staff 61: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The 'x' marks are placed on the lines and spaces of the staff.

63

Musical staff 63: Percussion notation. It consists of a series of 'x' marks on a five-line staff, indicating a specific rhythmic pattern. The staff ends with a measure containing a '3', indicating a triplet.

Percussion

68

Musical staff 68: Percussion notation. The staff contains rhythmic patterns with 'x' marks indicating specific notes or rests. The notation is complex, with many beamed notes and rests.

70

Musical staff 70: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

72

Musical staff 72: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

74

Musical staff 74: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

76

Musical staff 76: Percussion notation. The staff contains rhythmic patterns with 'x' marks and beamed notes.

78

Musical staff 78: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

80

Musical staff 80: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

82

Musical staff 82: Percussion notation. The staff contains rhythmic patterns with beamed notes and rests.

84

Musical staff 84: Percussion notation. The staff contains rhythmic patterns with 'x' marks and a 3-measure rest. A tempo marking $\text{♩} = 200,000,000,000$ is present.

Rev. Cymbal

Video Game Themes - Killer Instinct

♩ = 120,000000

A musical staff in 4/4 time. The first measure contains a whole rest. The second measure is labeled '2' and contains a whole note. The third measure is labeled '3' and contains a whole note. The fourth measure contains a whole rest.

A musical staff starting at measure 8. It contains four measures, each with a '6' below it. Each measure consists of a continuous stream of sixteenth notes, with an asterisk above each note.

A musical staff starting at measure 9. The first measure contains a whole rest. The second measure is labeled '78' and contains a whole note. The third measure contains a whole rest. The tempo is indicated as ♩ = 200,000000000.

Video Game Themes - Killer Instinct

E. Guitar 2

♩ = 120,000000

24

29

34

39

45

20

70

75

81

84

♩ = 200,000000 = 200,000000

4

Video Game Themes - Killer Instinct

E. G. 2 echo

♩ = 120,000000

24

28

33

38

43

48

20

72

77

82

♩ = 200,000000000

4

Video Game Themes - Killer Instinct

E. Guitar 1

♩ = 120,000000
8

11

13

15

17

19

21

23

25

27

V.S.

65

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

67

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

69

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

71

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

73

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

75

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

77

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

79

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

81

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

83

.....

T																	
A																	
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

♩ = 200,000,000

4

Video Game Themes - Killer Instinct

E. G. 1 echo

♩ = 120,000000
8

11
13
15
17
19
21
23
25
27

V.S.

29

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

31

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

33

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

35

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

37

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

39

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

41

T
A
B

2 7

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

43

T
A
B

2 7

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

45

T
A
B

2 7

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

47

T
A
B

2 7

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

49

T
A
B

2 7

3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

0 0 0 0 0 0 0 0

5 5 5 5

15

66

T
A
B

.

68

T
A
B

.

70

T
A
B

.

72

T
A
B

.

74

T
A
B

.

76

T
A
B

.

78

T
A
B

.

80

T
A
B

.

82

T
A
B

.

V.S.

T
A
B

.

Video Game Themes - Killer Instinct

Bass 1

♩ = 120,000000



10



25



34



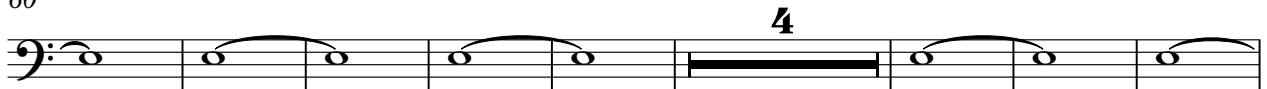
43



51



60



72



80



Video Game Themes - Killer Instinct

Choir

♩ = 120,000000

The image displays a musical score for a choir, consisting of ten systems of staves. Each system begins with a treble clef and a 4/4 time signature. The notation is highly complex, featuring numerous notes, rests, and dynamic markings. The score is divided into measures, with measure numbers 8, 15, 23, 31, 39, 45, 53, 61, and 68 indicated at the start of their respective systems. The notation includes various note values, rests, and dynamic markings such as mf and ff . The score concludes with a double bar line and the initials "V.S." at the bottom right.

V.S.

2

Choir

74

Musical notation for measures 74-78. The notation is written on a single staff with a treble clef and a key signature of two flats (B-flat and E-flat). The music consists of a series of chords, each represented by a vertical line with a circle at the bottom, indicating a whole note chord. The chords are connected by horizontal lines, suggesting a sustained or overlapping texture. The notes within the chords are not explicitly labeled, but the overall structure is that of a harmonic progression.

82

Musical notation for measures 82-85. The notation is written on a single staff with a treble clef and a key signature of two flats (B-flat and E-flat). The music consists of a series of chords, each represented by a vertical line with a circle at the bottom, indicating a whole note chord. The chords are connected by horizontal lines, suggesting a sustained or overlapping texture. The notes within the chords are not explicitly labeled, but the overall structure is that of a harmonic progression.

♩ = 200,000,000,000

3

Video Game Themes - Killer Instinct

Hit

♩ = 120,000000

15 6

Musical notation for measures 15-23. Measure 15 is a whole rest. Measures 16-23 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 23 is a whole rest.

24 6

Musical notation for measures 24-32. Measure 24 is a whole rest. Measures 25-32 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 32 is a whole rest.

33 6

Musical notation for measures 33-41. Measure 33 is a whole rest. Measures 34-41 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 41 is a whole rest.

42 26 6

Musical notation for measures 42-75. Measure 42 is a whole rest. Measures 43-75 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 75 is a whole rest.

76 6

Musical notation for measures 76-83. Measure 76 is a whole rest. Measures 77-83 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 83 is a whole rest.

84 3

♩ = 200,0000000000

Musical notation for measures 84-86. Measure 84 is a whole rest. Measures 85-86 contain a melodic line in the treble clef and a bass line in the bass clef. Measure 86 is a whole rest.