

Video Game Themes - Desert Strike

♩ = 130,000137

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme"

CPU: Genesis, SNES, Game Gear, Master System, Amiga

♩ = 130,000137

The image displays a musical score for the video game Desert Strike. It consists of several staves. The top three staves are for a MIDI sequencer: the first staff shows a melody in 4/4 time, the second staff shows a drum pattern with sixteenth notes and rests, and the third staff is empty. Below these are three empty staves for a piano arrangement. The next two staves are also empty. The seventh staff shows a bass line in 4/4 time with triplet markings. The eighth staff shows a piano arrangement with a treble clef staff and a bass clef staff. The bottom staff shows a melody in 4/4 time. The tempo is indicated as 130,000137.

Rob Hubbard

Sequenced by Matze

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

This musical score system consists of five staves. The top staff is for guitar, with a '2' above the first measure and a '3' above the second measure. The second staff is for guitar, with four '3' measures and one '6' measure. The third staff is for bass, with a '3' above the first measure. The fourth staff is for bass, with a 'b' flat symbol. The fifth staff is for guitar, with a '7' above the first measure. The system is labeled 'CPU: Genesis, SNES, Game Gear, Master System, Amiga'.



Rob Hubbard

Sequenced by Matze

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

This musical score system consists of five staves. The top staff is for guitar, with a '3' above the first measure and another '3' above the second measure. The second staff is for guitar, with '3', '6', '3', and '3' measures. The third staff is for bass, with '3' and '3' measures. The fourth staff is for bass, with a 'b' flat symbol. The fifth staff is for guitar, with a '7' above the first measure. The system is labeled 'CPU: Genesis, SNES, Game Gear, Master System, Amiga'.

4

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5

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6

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

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7

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

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8

Rob Hubbard

with help from GYM2MID

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by Electronic Arts 1992

Originally composed by

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9

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

Musical score for measures 8-8. It consists of six staves. The first two staves are for a MIDI instrument (Rob Hubbard with help from GYM2MID), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The next two staves are for a piano (Desert Strike), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The fifth staff is for a bass line (Originally composed by), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The sixth staff is for a bass line ("Title Theme"), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The seventh staff is for a CPU (CPU: Genesis, SNES, Game Gear, Master System, Amiga), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes.

Musical score for measures 9-9. It consists of six staves. The first two staves are for a MIDI instrument (Rob Hubbard with help from GYM2MID), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The next two staves are for a piano (Desert Strike), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The fifth staff is for a bass line (Originally composed by), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The sixth staff is for a bass line ("Title Theme"), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes. The seventh staff is for a CPU (CPU: Genesis, SNES, Game Gear, Master System, Amiga), showing a melody with a triplet of eighth notes and a sextuplet of eighth notes.

10

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

Detailed description: This block contains the musical notation for measure 10. It features six staves. The top two staves are for piano and guitar, both showing triplet patterns. The next two staves are for a melodic instrument (likely a synth or flute) and a bass line, both containing triplet figures. The fifth staff is a bass line with a triplet. The bottom staff is a single melodic line with a triplet. The key signature has one sharp (F#) and the time signature is 4/4.



11

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

Detailed description: This block contains the musical notation for measure 11. It features six staves. The top two staves are for piano and guitar, both showing triplet patterns. The next two staves are for a melodic instrument and a bass line, both containing triplet figures. The fifth staff is a bass line with a triplet. The bottom staff is a single melodic line with a triplet. The key signature has one sharp (F#) and the time signature is 4/4.

12

Rob Hubbard
with help from GYM2MID

Desert Strike
by Electronic Arts 1992
Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



13

Rob Hubbard
with help from GYM2MID

Desert Strike
by Electronic Arts 1992
Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

14

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



15

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

16

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



17

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

18

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



19

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

20

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



21

Rob Hubbard

with help from GYM2MID

Desert Strike

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Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

Musical score for page 20, measures 20-21. It features five staves: two for Rob Hubbard's MIDI (drumsticks), one for Desert Strike (treble clef), one for the original composition (bass clef), and one for the Title Theme (bass clef). The bottom staff is a piano accompaniment with triplets. Measure 20 shows a triplet of eighth notes in the MIDI and piano parts, and a triplet of quarter notes in the bass line. Measure 21 continues the triplet patterns.

Musical score for page 21, measures 22-23. It features five staves: two for Rob Hubbard's MIDI (drumsticks), one for Desert Strike (treble clef), one for the original composition (bass clef), and one for the Title Theme (bass clef). The bottom staff is a piano accompaniment with triplets. Measure 22 shows a triplet of eighth notes in the MIDI and piano parts, and a triplet of quarter notes in the bass line. Measure 23 continues the triplet patterns.

22

Rob Hubbard

with help from GYM2MID

Desert Strike

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23

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

24

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



25

Rob Hubbard

Sequenced by Matze

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

26

Rob Hubbard

Sequenced by Matze

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



27

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

28

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



29

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

30

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



31

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

32

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



33

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

34

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



35

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

36

Rob Hubbard
with help from GYM2MID

Desert Strike
by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



37

Rob Hubbard
with help from GYM2MID

Desert Strike
by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

38

Rob Hubbard

with help from GYM2MID

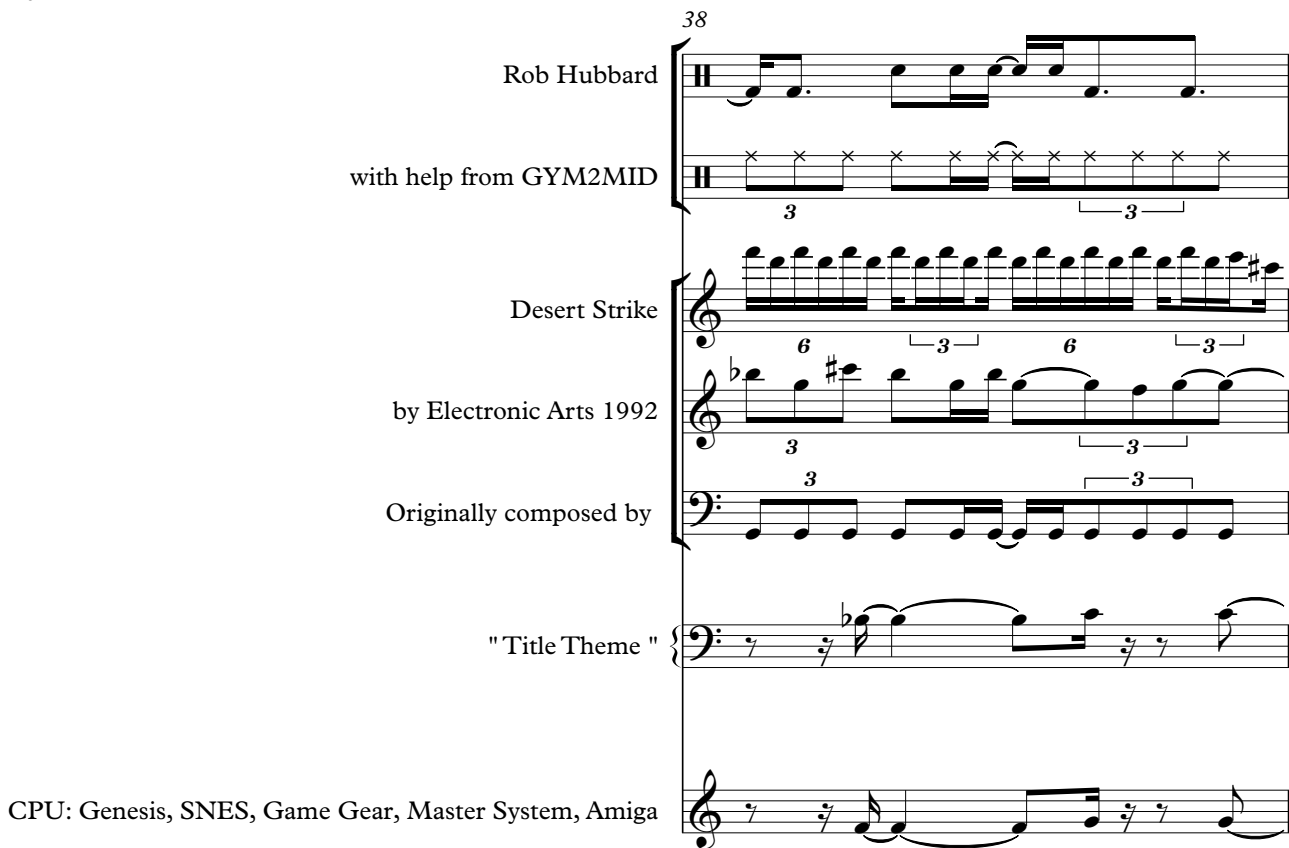
Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



39

Rob Hubbard

with help from GYM2MID


Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



40

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



41

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

42

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



43

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

44

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



45

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

Musical score for measures 44-45. It consists of six staves. The first two staves are for a MIDI controller (Rob Hubbard and GYM2MID), showing a melody with triplets and a drum pattern with triplets. The next two staves are for a piano arrangement (Desert Strike), showing a melody with slurs and triplets. The final two staves are for a guitar arrangement (Title Theme), showing a melody with triplets.

Musical score for measures 45-46. It consists of six staves. The first two staves are for a MIDI controller (Rob Hubbard and GYM2MID), showing a melody with triplets and a drum pattern with triplets. The next two staves are for a piano arrangement (Desert Strike), showing a melody with slurs and triplets. The final two staves are for a guitar arrangement (Title Theme), showing a melody with triplets.

46

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



47

Rob Hubbard

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga

48

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Desert Strike

by Electronic Arts 1992

Originally composed by

"Title Theme "

CPU: Genesis, SNES, Game Gear, Master System, Amiga



49

Rob Hubbard

Sequenced by Matze

Originally composed by

50

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Originally composed by

Detailed description of measure 50: The score consists of four staves. The top staff, labeled 'Rob Hubbard', contains a melody of eighth notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The second staff, 'Sequenced by Matze', shows a guitar fretboard with a sequence of notes marked with 'x' and '3' above groups of three notes. The third staff, 'with help from GYM2MID', shows a guitar fretboard with a few notes and rests. The bottom staff, 'Originally composed by', is a bass line with eighth notes: G2, A2, B2, C3, B2, A2, G2, F2, E2, D2, C2. A triplet of three notes is marked above the first three notes of the bass line.



51

Rob Hubbard

Sequenced by Matze

with help from GYM2MID

Originally composed by

Detailed description of measure 51: The score consists of four staves. The top staff, labeled 'Rob Hubbard', contains a single whole note G4. The second staff, 'Sequenced by Matze', shows a guitar fretboard with a single note marked with 'x' and a circled 'x'. The third staff, 'with help from GYM2MID', shows a guitar fretboard with a sequence of notes marked with 'x' and a circled 'x'. The bottom staff, 'Originally composed by', is a bass line with eighth notes: G2, A2, B2, C3, B2, A2, G2, F2, E2, D2, C2.

Video Game Themes - Desert Strike

Rob Hubbard

♩ = 130,000137

The musical score is written for guitar in 4/4 time. It consists of ten staves, each starting with a measure number (4, 7, 10, 13, 16, 19, 22, 25, 28). The notation includes eighth and sixteenth notes, rests, and various rhythmic markings such as triplets (indicated by a '3' above a bracket) and sextuplets (indicated by a '6' below a bracket). The tempo is marked as ♩ = 130,000137. The score concludes with the initials 'V.S.' at the bottom right.

V.S.

Video Game Themes - Desert Strike

Sequenced by Matze

♩ = 130,000137

3

24

26

28

20

49

Video Game Themes - Desert Strike

with help from GYM2MID

♩ = 130,000137

3

7

10

13

16

19

22

2

2

with help from GYM2MID

27

Musical notation for guitar exercise 27. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 6, 3, 3, and 3.

30

Musical notation for guitar exercise 30. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 3, 6, 3, 3, and 6.

33

Musical notation for guitar exercise 33. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 6, 3, 3, and 3.

36

Musical notation for guitar exercise 36. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 3, 3, 3, 3, and 3.

39

Musical notation for guitar exercise 39. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 3, 3, 3, and 3.

42

Musical notation for guitar exercise 42. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 3, 3, 3, 3, and 3.

45

Musical notation for guitar exercise 45. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, 3, and 3.

48

Musical notation for guitar exercise 48. It consists of a single staff with a treble clef and a double bar line. The notation includes a series of eighth notes with 'x' marks above them, indicating fretted notes. The exercise is divided into measures with brackets and numbers below: 3, 3, and 3.

Video Game Themes - Desert Strike

Desert Strike

♩ = 130,000137

The musical score is written in 4/4 time with a tempo of 130,000137. It consists of 17 staves of music. The first staff begins with a treble clef, a 4/4 time signature, and a tempo marking. The music is characterized by a series of eighth-note patterns, often grouped into sixths (6) and triplets (3). The first staff has a triplet of eighth notes followed by a sixteenth rest, then a series of eighth notes grouped in sixths and triplets. The second staff continues with similar patterns, including a triplet of eighth notes. The third staff features a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The fourth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The fifth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The sixth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The seventh staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The eighth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The ninth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The tenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The eleventh staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The twelfth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The thirteenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The fourteenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The fifteenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The sixteenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes. The seventeenth staff has a triplet of eighth notes, a sixteenth rest, and a triplet of eighth notes, followed by a sixteenth rest and a triplet of eighth notes.

V.S.

Desert Strike

The musical score for "Desert Strike" is presented in a single system with ten staves. The notation includes various guitar-specific techniques:

- Staff 18:** Features a sequence of sixths (6) and triplets (3) of eighth notes.
- Staff 21:** Continues with sixths and triplets, including a triplet of eighth notes.
- Staff 25:** Starts with a double bar line and a '2' above it, followed by sixths and triplets.
- Staff 29:** Consists of a continuous line of sixths.
- Staff 30:** Includes a triplet of eighth notes and a triplet of eighth notes.
- Staff 32:** Features triplets of eighth notes.
- Staff 35:** Includes a triplet of eighth notes and sixths.
- Staff 37:** Consists of a continuous line of sixths.
- Staff 38:** Consists of a continuous line of sixths.
- Staff 39:** Consists of a continuous line of sixths.

Desert Strike

3

40



Musical notation for measure 40, featuring a sequence of sixteenth notes with a 6/3/3/6 fingering pattern.

41



Musical notation for measure 41, featuring a sequence of sixteenth notes with a 6/3/3/3/3/6 fingering pattern and a melodic line with accidentals.

43



Musical notation for measure 43, featuring a sequence of sixteenth notes with a 3/6/3/6/3/6 fingering pattern and a melodic line with accidentals.

47



Musical notation for measure 47, featuring a sequence of sixteenth notes with a 3/6/3 fingering pattern and a final triplet of sixteenth notes.

Video Game Themes - Desert Strike

by Electronic Arts 1992

♩ = 130,000137

3

6 3 6

5

6 3 3 3 3

6

6 3 6 3

3 3 3 3

8

3 6 3 3 3 3

11

3 3

14

3 3

17

3 3

21

23

6 3 3 2

27

7 6 6 3 6

29

6 3 3 3 3

31

3 3 3

35

3 3 3

38

3 3 3 3 3

41

6

45

3

47

3 6 3 3

Video Game Themes - Desert Strike

Originally composed by

♩ = 130,000137

4

7

10

13

16

19

22

25

28

V.S.

31

Musical staff 31: Bass clef, measures 31-33. Measure 31: 3 eighth notes, 6 eighth notes, 3 eighth notes, 3 eighth notes. Measure 32: 6 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 33: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

34

Musical staff 34: Bass clef, measures 34-36. Measure 34: 6 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 35: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 36: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

37

Musical staff 37: Bass clef, measures 37-39. Measure 37: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 38: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 39: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

40

Musical staff 40: Bass clef, measures 40-42. Measure 40: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 41: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 42: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

43

Musical staff 43: Bass clef, measures 43-45. Measure 43: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 44: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 45: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

46

Musical staff 46: Bass clef, measures 46-48. Measure 46: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 47: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 48: 3 eighth notes, 3 eighth notes, 6 eighth notes, 6 eighth notes.

49

Musical staff 49: Bass clef, measures 49-51. Measure 49: 6 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 50: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes. Measure 51: 3 eighth notes, 3 eighth notes, 3 eighth notes, 3 eighth notes.

Video Game Themes - Desert Strike

"Title Theme "

♩ = 130,000137

Musical notation for measures 1-4. The piece is in 4/4 time. The first staff is a grand staff with a treble clef and a bass clef. The first four measures contain rests in the treble clef and a rhythmic pattern in the bass clef consisting of eighth and sixteenth notes.

Musical notation for measures 5-8. The piece continues in the bass clef. Measure 5 starts with a treble clef change. There are triplets in measures 6 and 7.

Musical notation for measures 9-12. The piece continues in the bass clef. Measure 9 starts with a key signature change to one flat. There is a triplet in measure 10.

Musical notation for measures 13-16. The piece continues in the bass clef with the one-flat key signature.

Musical notation for measures 17-20. The piece returns to a grand staff. The treble clef has rests, and the bass clef continues the melody.

Musical notation for measures 21-23. The piece is now in a single treble clef staff. The key signature changes to one sharp.

Musical notation for measures 24-26. The piece continues in the treble clef. Measures 24 and 25 feature triplets.

Musical notation for measures 27-30. The piece returns to a grand staff. The treble clef has rests, and the bass clef continues the melody.

V.S.

" Title Theme "

31



35



39



44

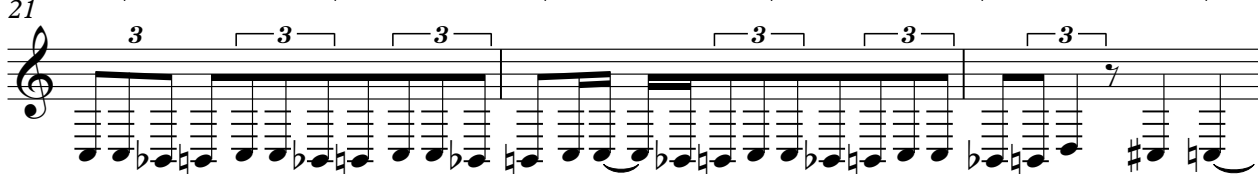


47



Video Game Themes - Desert Strike
CPU: Genesis, SNES, Game Gear, Master System, Amiga

♩ = 130,000137



V.S.

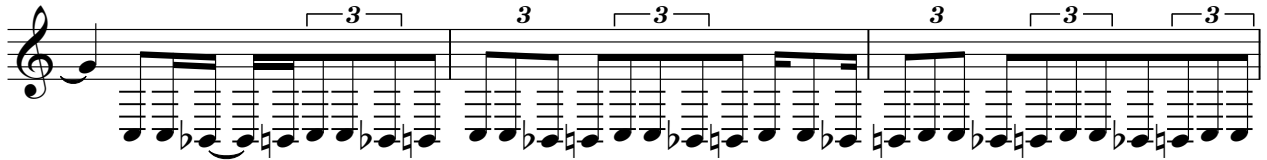
35



38



42



45



47

