

Video Game Themes - Dragon's Fury

♩ = 125,000000

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

>>AWE Special Version<<

Sequenced by Matze

with help from GYM2MID

" Main Theme "

Originally composed by

Germany 1999

♩ = 125,000000

>>>Super Stereo<<<

The image displays a musical score for the video game theme "Dragon's Fury". It consists of ten staves of music. The first two staves are in bass clef (4/4 time), the third and fourth are in treble clef (4/4 time), and the remaining six are in treble clef (4/4 time). The score includes various musical notations such as triplets, sextuplets, and slurs. The tempo is marked as ♩ = 125,000000. Credits are provided for the arranger (TwoMD@T-Online.de), original composer (Technosoft 1992), and sequencer (Matze). The score is labeled as a "Main Theme" and includes a "Special Version" and a "Super Stereo" version.

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14

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16

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

18

TwoMD@T-Online.de

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Omen

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" Main Theme "

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Germany 1999

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20

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22

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24

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Omen

" Main Theme "

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27 7

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Omen

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29

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DragonsFury / Devil Crash

Omen

" Main Theme "

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31

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Omen

" Main Theme "

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34

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DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

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TwoMD@T-Online.de

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41

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43

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Omen

" Main Theme "

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45

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47

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Omen

" Main Theme "

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49

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Omen

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" Main Theme "

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51

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DragonsFury / Devil Crash

Omen

" Main Theme "

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Germany 1999

>>>Super Stereo<<<

53

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Omen

" Main Theme "

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Germany 1999

>>>Super Stereo<<<



55

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

57

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



59

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

61

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



63

TwoMD@T-Online.de

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Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

66

TwoMD@T-Online.de
by Technosoft 1992
DragonsFury / Devil Crash
Omen
on an AWE32
" Main Theme "
Originally composed by
Germany 1999
>>>Super Stereo<<<

This musical score block covers measures 66 to 68. It features nine staves. The top staff is a piano part with a melody. The second staff is a bass line with a rhythmic pattern of eighth notes and triplets. The third staff is a treble clef staff with a melody. The fourth staff is another treble clef staff with a melody. The fifth staff is a treble clef staff with a melody. The sixth staff is a treble clef staff with a melody. The seventh staff is a treble clef staff with a melody. The eighth staff is a treble clef staff with a melody. The ninth staff is a treble clef staff with a melody. The score includes various musical notations such as triplets, sixteenth notes, and rests.



69

TwoMD@T-Online.de
by Technosoft 1992
DragonsFury / Devil Crash
Omen
on an AWE32
" Main Theme "
Originally composed by
Germany 1999
>>>Super Stereo<<<

This musical score block covers measures 69 to 71. It features nine staves. The top staff is a piano part with a melody. The second staff is a bass line with a rhythmic pattern of eighth notes and triplets. The third staff is a treble clef staff with a melody. The fourth staff is another treble clef staff with a melody. The fifth staff is a treble clef staff with a melody. The sixth staff is a treble clef staff with a melody. The seventh staff is a treble clef staff with a melody. The eighth staff is a treble clef staff with a melody. The ninth staff is a treble clef staff with a melody. The score includes various musical notations such as triplets, sixteenth notes, and rests.

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



84

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DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



87

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by Technosoft 1992

DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

89

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by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



91

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DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

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94

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by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

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Originally composed by

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96

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on an AWE32

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98

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101

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DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

104

TwoMD@T-Online.de

by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<



107

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DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

110

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DragonsFury / Devil Crash

Omen

" Main Theme "

Originally composed by

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>>>Super Stereo<<<



112

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by Technosoft 1992

DragonsFury / Devil Crash

Omen

on an AWE32

" Main Theme "

Originally composed by

Germany 1999

>>>Super Stereo<<<

♩ = 125,000000

The musical score is written for guitar in 4/4 time. It consists of ten staves of music, each starting with a measure number (3, 6, 8, 11, 14, 17, 20, 22, 24). The tempo is marked as ♩ = 125,000000. The score is heavily characterized by triplets, indicated by a '3' above a bracketed group of notes. The first staff begins with a 4-measure rest, followed by a series of eighth and sixteenth notes. The subsequent staves continue with complex rhythmic patterns, including sixteenth-note runs and groups of eighth notes. A sextuplet (group of six notes) is present in the third staff. The notation includes various note values, rests, and articulation marks like slurs and accents.

V.S.

51

54

56

58

61

64

68

72

76

80

83

86

88

90

93

95

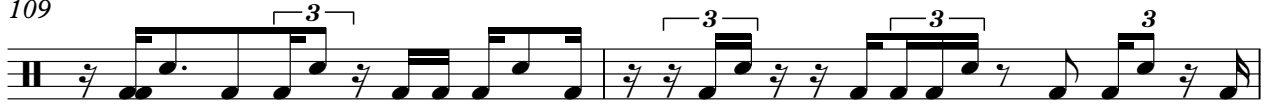
97

100

103

106

109



111



31

Musical staff 31: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

34

Musical staff 34: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

37

Musical staff 37: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

40

Musical staff 40: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

43

Musical staff 43: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

46

Musical staff 46: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

49

Musical staff 49: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

52

Musical staff 52: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

55

Musical staff 55: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

58

Musical staff 58: Bass clef, sixteenth notes, triplets of sixths and triplets of thirds.

61

Musical staff 61: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the number '3' are placed under groups of three notes. A double bar line with a repeat sign is used to indicate a section that repeats.

65

Musical staff 65: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

68

Musical staff 68: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

71

Musical staff 71: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the number '3' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

74

Musical staff 74: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

77

Musical staff 77: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

80

Musical staff 80: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

83

Musical staff 83: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '3' and '6' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

86

Musical staff 86: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the numbers '6' and '3' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

89

Musical staff 89: Bass clef, 4/4 time signature. The staff contains a sequence of eighth notes with various groupings. Brackets with the number '3' are placed under groups of notes. A double bar line with a repeat sign is used to indicate a section that repeats.

V.S.

92

Musical notation for measures 92-94. Measure 92: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 92 contains four groups of eighth-note triplets. Measure 93: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 93 contains three groups of eighth-note triplets. Measure 94: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 94 contains two groups of eighth-note triplets.

95

Musical notation for measures 95-97. Measure 95: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 95 contains an eighth-note triplet, a sixteenth-note sextuplet, and an eighth-note triplet. Measure 96: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 96 contains an eighth-note triplet. Measure 97: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 97 contains three eighth-note triplets.

98

Musical notation for measures 98-100. Measure 98: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 98 contains three eighth-note triplets. Measure 99: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 99 contains three eighth-note triplets. Measure 100: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 100 contains a sixteenth-note sextuplet and an eighth-note triplet.

101

Musical notation for measures 101-103. Measure 101: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 101 contains two sixteenth-note sextuplets. Measure 102: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 102 contains two eighth-note sextuplets. Measure 103: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 103 contains a sixteenth-note sextuplet.

104

Musical notation for measures 104-106. Measure 104: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 104 contains two eighth-note triplets. Measure 105: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 105 contains three eighth-note triplets. Measure 106: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 106 contains three eighth-note triplets.

107

Musical notation for measures 107-109. Measure 107: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 107 contains three eighth-note triplets. Measure 108: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 108 contains three eighth-note triplets. Measure 109: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 109 contains three eighth-note triplets.

110

Musical notation for measures 110-112. Measure 110: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 110 contains an eighth-note triplet. Measure 111: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 111 contains an eighth-note triplet, a sixteenth-note sextuplet, and an eighth-note triplet. Measure 112: Bass clef, key signature of one flat (Bb), 4/4 time. Measure 112 contains a whole note.

DragonsFury / Devil Crash

Video Game Themes - Dragon's Fury

$\text{♩} = 125,000000$

12

14

16

19

21

24

27

29

31

34

V.S.

DragonsFury / Devil Crash

This musical score consists of ten staves of music, numbered 40 through 59. The notation is primarily in treble clef. The music is characterized by a high density of sixteenth notes, often grouped into sixteenth-note runs. Above the notes, various rhythmic groupings are indicated with brackets and numbers: '6' for sixteenth-note groups and '3' for triplet groups. Some measures include a '7' above a group of notes, likely indicating a 7/8 or 7/16 time signature. The key signature changes from one sharp (F#) to one flat (Bb) between measures 51 and 52. The score concludes with a final measure at 59.

Dragons Fury / Devil Crash

61

6

3

3

3

3

3

63

3

2

70

78

3

6

3

3

3

3

82

3

3

3

3

3

6

6

85

6

6

6

6

3

6

3

88

3

3

3

3

3

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3

91

3

3

3

3

95

6

3

3

3

3

98

3

3

3

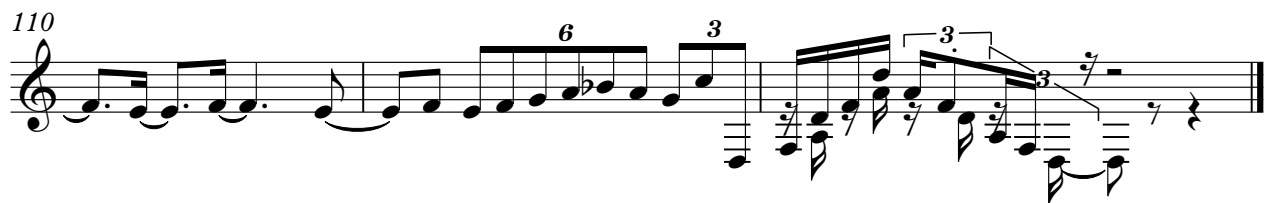
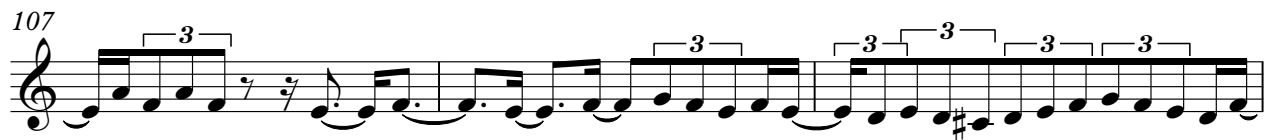
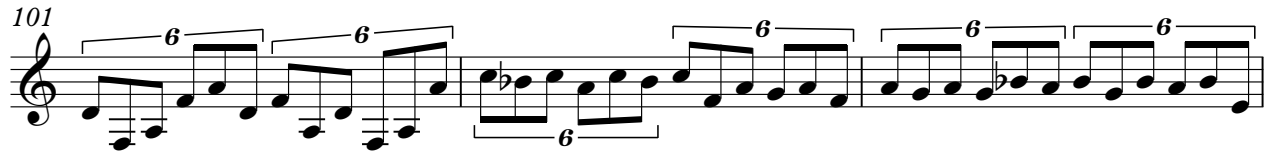
3

3

6

3

V.S.



Omen

Video Game Themes - Dragon's Fury

♩ = 125,000000

12

14

16

19

21

24

27

29

31

34

V.S.

Omen

This musical score for guitar, titled "Omen", consists of ten staves of music, numbered 39 through 59. The notation is primarily in treble clef and features a complex rhythmic and melodic structure. The piece is characterized by frequent use of sixteenth-note runs and triplet patterns. Measure numbers are placed at the beginning of each staff: 39, 42, 43, 45, 47, 49, 52, 55, 57, and 59. Above the notes, various bracketed numbers indicate fingerings: '6' for the sixth finger and '3' for the third finger. Some measures include slurs and accents. The key signature changes from one flat (B-flat) to two flats (B-flat and E-flat) between measures 47 and 49. The piece concludes with a final measure (59) featuring a triplet of eighth notes.

61 6 6 3 3 3 3 3

63 3 3

71 3 3 3 3 3 3

78 6 3 3 6 6

82 3 6 3 3 3 3

85 3 3 3 3 3 3 3 3 3 3 3 3

88 6 3 6 6 6 6

91 3 3 6 6

95 3 3 6 6 6 6

98 6 6 6 3

V.S.

Omen

101



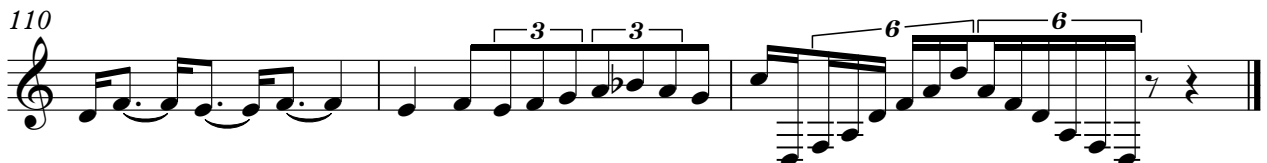
104



107



110



on an AWE32

Video Game Themes - Dragon's Fury

♩ = 125,000000

1

7

14

24

39

50

62

67

Musical staff 67: Treble clef, 7/8 time signature. Measures 1-3 contain eighth and sixteenth notes with slurs. Measure 3 has a triplet of eighth notes.

70

Musical staff 70: Treble clef, 7/8 time signature. Measures 1-4 contain eighth notes with slurs.

74

Musical staff 74: Treble clef, 7/8 time signature. Measures 1-4 contain eighth notes with slurs.

78

Musical staff 78: Treble clef, 7/8 time signature. Measures 1-4 contain eighth notes with slurs. Measure 3 has a triplet of eighth notes. Measure 4 has a sextuplet of eighth notes.

81

Musical staff 81: Treble clef, 7/8 time signature. Measures 1-4 contain eighth notes with slurs. Measure 1 has a fourth note. Measure 2 has a triplet of eighth notes. Measure 3 has a fourth note.

92

Musical staff 92: Treble clef, 7/8 time signature. Measures 1-4 contain eighth notes with slurs. Measure 1 has a triplet of eighth notes. Measure 2 has a triplet of eighth notes. Measure 3 has a sextuplet of eighth notes. Measure 4 has a sextuplet of eighth notes. Measure 5 has a fourth note.

101

Musical staff 101: Treble clef, 7/8 time signature. Measures 1-2 contain eighth notes with slurs. Measure 1 has a triplet of eighth notes. Measure 3 has a fourth note.

107

Musical staff 107: Treble clef, 7/8 time signature. Measures 1-2 contain eighth notes with slurs. Measure 1 has a fourth note. Measure 3 has a triplet of eighth notes.

>>AWE Special Version<<

Video Game Themes - Dragon's Fury

♩ = 125,000000

110

The image shows a musical score for a video game theme. It consists of two staves: a treble clef staff on top and a bass clef staff on the bottom. The time signature is 4/4. Above the treble staff, there is a tempo marking: a quarter note followed by "= 125,000000". The music begins with a treble staff containing several notes, some with slurs and ties, and a bass staff with corresponding notes. The score ends with a double bar line. The number "110" is printed above the end of the treble staff.

♩ = 125,000000

The first staff of music is in 4/4 time and features a complex melodic line. It begins with a treble clef and a key signature of one flat (B-flat). The melody starts with a quarter rest, followed by a series of eighth notes. Above the first eighth-note triplet, there is a bracket with the number '3'. Above the next six eighth notes, there is a bracket with the number '6'. Above the eighth-note triplet that follows, there is another bracket with the number '3'. The melody concludes with a quarter note, a half note, and a whole note. The bass line consists of two quarter notes in the first measure, followed by two quarter rests, and then a half note and a whole note in the final two measures.

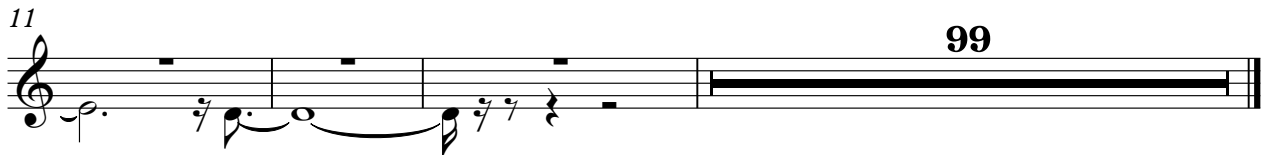
5

The second staff of music begins with a treble clef and a key signature of one flat. It starts with a quarter note, followed by a half note, and then a quarter note. The melody continues with a half note, a quarter note, and a quarter rest. This is followed by a quarter note, a half note, and a quarter note. The staff concludes with a half note, a quarter note, and a quarter note.

11

99

The third staff of music begins with a treble clef and a key signature of one flat. It starts with a quarter note, followed by a half note, and then a quarter note. The melody continues with a half note, a quarter note, and a quarter rest. This is followed by a quarter note, a half note, and a quarter note. The staff concludes with a half note, a quarter note, and a quarter note. A double bar line is present at the end of the staff, with the number '99' written above it.



Video Game Themes - Dragon's Fury

" Main Theme "

♩ = 125,000000

The musical score is written in 4/4 time with a tempo of 125,000000. It consists of nine staves of music. The first staff includes a treble clef, a key signature of one flat (B-flat), and a tempo marking. The music is characterized by a dense, rhythmic pattern of sixteenth notes, often grouped in triplets. The second staff begins with a bass clef and a key signature change to two flats (B-flat and E-flat). The score continues with various rhythmic patterns, including eighth and sixteenth notes, and features several triplet markings throughout. The final staff ends with a double bar line.

V.S.

" Main Theme "



" Main Theme "

84

86

88

90

93

97

99

101

104

107

" Main Theme "

110



Video Game Themes - Dragon's Fury

Originally composed by

♩ = 125,000000

3

6

9

12

15

18

21

23

25

V.S.

27

29

31

33

35

38

41

44

46

49

51

Musical staff 51: Treble clef, starting with a quarter rest, followed by eighth notes with triplets and sextuplets.

53

Musical staff 53: Treble clef, eighth notes with triplets.

55

Musical staff 55: Treble clef, eighth notes with sextuplets and triplets.

57

Musical staff 57: Treble clef, eighth notes with triplets.

59

Musical staff 59: Treble clef, eighth notes with triplets and sextuplets.

61

Musical staff 61: Treble clef, eighth notes with triplets, ending with a half note.

65

Musical staff 65: Treble clef, eighth notes with triplets.

69

Musical staff 69: Treble clef, eighth notes with triplets.

73

Musical staff 73: Treble clef, eighth notes with triplets.

77

Musical staff 77: Treble clef, eighth notes with triplets.

80



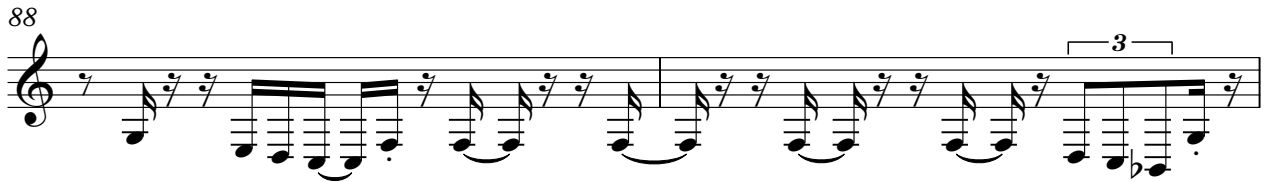
83



86



88



90



94



97



99



101



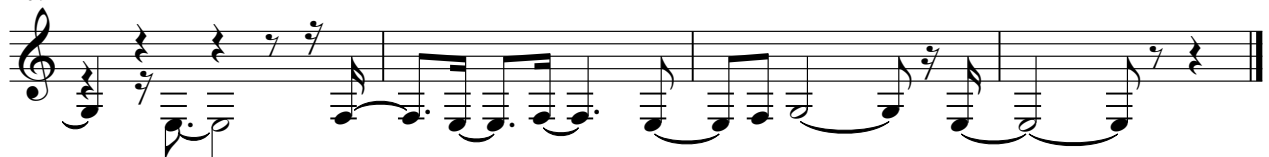
103



106



109



♩ = 125,000000

4

8

13

21

26

30

34

38

44

Detailed description: The image shows a musical score for a video game theme. It consists of ten staves of music in 4/4 time. The tempo is marked as ♩ = 125,000000. The score includes various rhythmic patterns, including triplets and sixteenth-note runs. The first staff starts with a treble clef and a key signature of one flat. The music is written in a single melodic line. The staves are numbered 4, 8, 13, 21, 26, 30, 34, 38, and 44, indicating the starting measure of each line. The notation includes notes, rests, and articulation marks like slurs and accents.

51

55

59

64

68

72

75

78

82

87

92



97



103



108



110



Video Game Themes - Dragon's Fury

>>>Super Stereo<<<

♩ = 125,000000

Musical staff 1: Treble clef, 4/4 time signature. Starts with a quarter rest, followed by eighth notes with triplets. Measure 4 contains a triplet of eighth notes.

4

Musical staff 2: Treble clef. Continuation of the melody from staff 1, featuring eighth notes and quarter notes.

8

Musical staff 3: Treble clef. Continuation of the melody, including a triplet of eighth notes in measure 8.

13

Musical staff 4: Treble clef. Continuation of the melody, featuring a series of eighth notes with slurs.

21

Musical staff 5: Treble clef. Continuation of the melody, featuring a series of eighth notes with slurs.

29

Musical staff 6: Treble clef. Continuation of the melody, including a triplet of eighth notes in measure 29.

35

Musical staff 7: Treble clef. Continuation of the melody, including a triplet of eighth notes in measure 35.

40

Musical staff 8: Treble clef. Continuation of the melody, featuring a series of eighth notes with slurs.

47

Musical staff 9: Treble clef. Continuation of the melody, featuring a series of eighth notes with slurs.

55

Musical staff 10: Treble clef. Continuation of the melody, featuring a series of eighth notes with slurs.

V.S.

