

Video Game Themes - Mega Man 2

♩ = 120,000000

The musical score is arranged in a system of ten staves. The top two staves are for brass instruments (brass and brass2/echo), both of which are silent. The third staff is for drums, showing a consistent rhythmic pattern of eighth notes and quarter notes. The fourth staff is for piano, with a treble clef and a bass clef; the bass clef contains a series of chords. The fifth staff is for bass, showing a simple melodic line. The sixth staff is for s. brass, with a few notes and a slur. The seventh and eighth staves are for s. brass-echo and brass-double, both silent. The ninth staff is for brass-double2/echo, also silent. The tenth staff is for sq. wave, showing a melodic line with a slur. The eleventh staff is for sq. wave2/echo, showing a similar melodic line with a slur. The tempo is marked as ♩ = 120,000000.

brass

brass2/echo

drums

piano

bass

s. brass

s. brass-echo

brass-double

brass-double2/echo

sq. wave

sq. wave2/echo

♩ = 120,000000

4

drums

piano

bass

s. brass

sq. wave

sq. wave2/echo



8

drums

piano

bass

s. brass

sq. wave

sq. wave2/echo

12

drums

piano

bass

s. brass

sq. wave

sq. wave2/echo

13 1,00,000137

13 1,00,500198

13 1,00,500137

3



16

drums

piano

bass

s. brass

sq. wave

sq. wave2/echo

137,000,000137

149,000,300229

154,000,000153

137,000,000137

149,000,300229

154,000,000153

19 $\text{♩} = 158,000351$ $\text{♩} = 164,000290$ $\text{♩} = 188,000549$

brass

brass2/echo

drums

piano

bass

s. brass

brass-double

brass-double2/echo

sq. wave

sq. wave2/echo

$\text{♩} = 158,000351$ $\text{♩} = 164,000290$ $\text{♩} = 188,000549$



22

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

25

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

Detailed description: This system of music covers measures 25, 26, and 27. The brass and brass-double parts play a rhythmic pattern of eighth notes in the first two measures, followed by a sustained chord in the third measure. The brass2/echo and brass-double2/echo parts provide a melodic counterpoint with eighth notes and rests. The drums play a consistent pattern of eighth notes with cymbal accents. The bass line consists of a steady eighth-note accompaniment. The sq. wave part provides harmonic support with sustained chords.



28

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

sq. wave2/echo

Detailed description: This system of music covers measures 28, 29, and 30. The brass and brass-double parts play a sustained chord in the first two measures, followed by a rhythmic eighth-note pattern in the third measure. The brass2/echo and brass-double2/echo parts play a melodic line with eighth notes and rests. The drums continue with their eighth-note pattern. The bass line remains a steady eighth-note accompaniment. The sq. wave part plays a melodic line with eighth notes and rests, while the sq. wave2/echo part provides a rhythmic accompaniment.

31

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

Detailed description: This musical score block covers measures 31 to 33. It features six staves. The 'brass' staff has a complex rhythmic pattern with many beamed notes. The 'brass2/echo' staff has a simpler melody with long notes. The 'drums' staff shows a consistent rhythmic pattern with 'x' marks for cymbals. The 'bass' staff has a steady eighth-note line. The 'brass-double' staff mirrors the 'brass' staff. The 'brass-double2/echo' staff mirrors the 'brass2/echo' staff. The 'sq. wave' staff has a few chords and rests.



34

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

sq. wave2/echo

Detailed description: This musical score block covers measures 34 to 36. It features seven staves. The 'brass' staff has long, sustained notes. The 'brass2/echo' staff has a melody with some rests. The 'drums' staff continues with its rhythmic pattern. The 'bass' staff has a steady eighth-note line. The 'brass-double' staff mirrors the 'brass' staff. The 'brass-double2/echo' staff mirrors the 'brass2/echo' staff. The 'sq. wave' staff has a few chords and rests. The 'sq. wave2/echo' staff has a short melodic phrase at the end of the block.

37

brass2/echo

drums

bass

s. brass

s. brass-echo

brass-double2/echo

sq. wave

Detailed description: This musical score block covers measures 37, 38, and 39. The brass2/echo and brass-double2/echo parts play a similar rhythmic pattern of chords. The drums feature a consistent pattern of snare and hi-hat hits. The bass line consists of a steady eighth-note sequence. The s. brass and s. brass-echo parts play a melodic line with eighth-note runs. The sq. wave part provides a simple harmonic accompaniment.



40

brass2/echo

drums

bass

s. brass

s. brass-echo

brass-double2/echo

sq. wave

Detailed description: This musical score block covers measures 40, 41, and 42. The brass2/echo and brass-double2/echo parts continue with their rhythmic pattern. The drums maintain their snare and hi-hat pattern. The bass line continues with its eighth-note sequence. The s. brass and s. brass-echo parts play a more complex melodic line with sixteenth-note runs. The sq. wave part continues with its simple harmonic accompaniment.

43

brass

brass2/echo

drums

bass

s. brass

s. brass-echo

brass-double

brass-double2/echo

sq. wave

Detailed description: This system contains measures 43, 44, and 45. The brass part features a melodic line with sixteenth-note runs and slurs. The brass2/echo part provides a rhythmic accompaniment. The drums play a consistent pattern of eighth notes. The bass line is a steady eighth-note sequence. The s. brass part has a melodic line with slurs and a sixteenth-note run. The s. brass-echo part has a rhythmic accompaniment. The brass-double part features a melodic line with slurs and a sixteenth-note run. The brass-double2/echo part provides a rhythmic accompaniment. The sq. wave part has a melodic line with slurs and a sixteenth-note run.



46

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

Detailed description: This system contains measures 46, 47, and 48. The brass part features a melodic line with slurs and a sixteenth-note run. The brass2/echo part provides a rhythmic accompaniment. The drums play a consistent pattern of eighth notes. The bass line is a steady eighth-note sequence. The brass-double part features a melodic line with slurs and a sixteenth-note run. The brass-double2/echo part provides a rhythmic accompaniment. The sq. wave part has a melodic line with slurs and a sixteenth-note run.

49

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave



51

brass

brass2/echo

drums

bass

brass-double

brass-double2/echo

sq. wave

Video Game Themes - Mega Man 2

brass

$\text{♩} = 120,000000$ $\text{♩} = 132,000753,0500118,0500137,000119,0500119,000156,000351$
12

20 $\text{♩} = 164,000290 = 188,000549$

25

29

33

37 **7**

47

50

Video Game Themes - Mega Man 2

brass2/echo

$\text{♩} = 120,000000$ $\text{♩} = 132,000173,0500118,0500137,000119,0500119,000156,000351$
12

20 $\text{♩} = 164,000290$ $\text{♩} = 188,000549$

26

30

35

40

46

50

Video Game Themes - Mega Man 2

drums

♩ = 120,000000

7

12

16

19

22

25

28

31

34

V.S.

2

drums

37

41

45

48

51

Video Game Themes - Mega Man 2

piano

♩ = 120,000000

The first system of music is a piano arrangement in 4/4 time. The treble clef staff is mostly empty, with some notes appearing in the fifth measure. The bass clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), a D major triad (D, F#, A), a D major triad (D, F#, A), and a D major triad (D, F#, A).

8

♩ = 133,2000767 ♯ = 133,4502198

The second system of music is a piano arrangement in 4/4 time. The treble clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), and a D major triad (D, F#, A). The bass clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), and a D major triad (D, F#, A).

15 ♩ = 136,00500137

♩ = 137,040000137

♩ = 149,50000229

The third system of music is a piano arrangement in 4/4 time. The treble clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), and an E major triad (E, G#, B). The bass clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), and an E major triad (E, G#, B).

18 ♩ = 154,50000153

♩ = 158,00000151

♩ = 164,00029088,000549

33

The fourth system of music is a piano arrangement in 4/4 time. The treble clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), and an E major triad (E, G#, B). The bass clef staff contains a series of chords: a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), an E major triad (E, G#, B), a D major triad (D, F#, A), and an E major triad (E, G#, B).

Video Game Themes - Mega Man 2

bass

♩ = 120,000000



7

♩ = 131,0000637



14

♩ = 131,0000498

♩ = 136,0000137

♩ = 137,0000137

♩ = 149,0000229



18

♩ = 154,0000153

♩ = 158,0000351

♩ = 164,000290

♩ = 188,000549



22



25



28



31



34



37



V.S.

2

bass

42



46



49



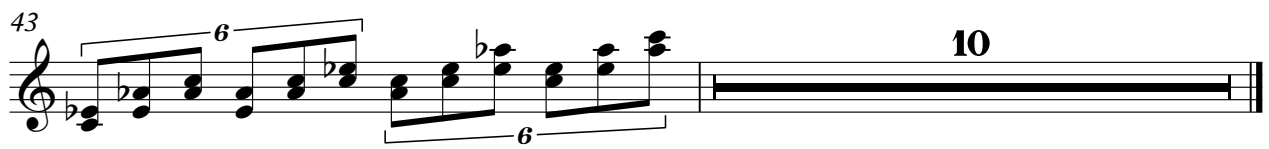
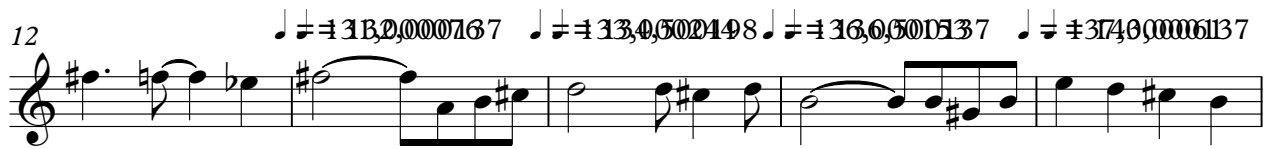
51



Video Game Themes - Mega Man 2

s. brass

♩ = 120,000000



Video Game Themes - Mega Man 2

s. brass-echo

♩ = 120,000000 ♩ = 132,0000163,0500148,0500137,0000119,0500119,0000153,0000551

12



20 ♩ = 164,000288,0000549

16



40



43

9



Video Game Themes - Mega Man 2

brass-double

$\text{♩} = 120,000000$ $\text{♩} = 132,0000163,4,6000148,6,6000137,3,0000119,1,6000119,6,0000158,1,0000551$

12

20 $\text{♩} = 164,000290$ $\text{♩} = 188,000549$

24

28

32

36 **7**

46

50

Video Game Themes - Mega Man 2

brass-double2/echo

♩ = 120,000000 ♩ = 132,0000163,0001480,0001373,0001191,0001296,0001581,0000551

12

20 ♩ = 164,000290 ♩ = 188,000549

26

30

35

40

46

50

Video Game Themes - Mega Man 2

sq. wave

♩ = 120,000000

5

9

14

18

23

31

38

43

48

Video Game Themes - Mega Man 2

sq. wave2/echo

♩ = 120,000000

5

9

13

♩ = 132,000036 ♩ = 133,0000498 ♩ = 136,0000537 ♩ = 137,00006137

17

♩ = 149,00020229 ♩ = 154,00006153 ♩ = 158,00006351

20

♩ = 164,000290 ♩ = 188,000549

29