

Computer Game`sComputer Games Muziek - Do Do Do Do Do

♩ = 120,000000

The musical score is arranged in a vertical staff system with the following parts from top to bottom:

- DRUMS:** A drum set part in 3/4 and 4/4 time signatures. It features a pattern of four 'x' marks in the final measure, indicating cymbal hits.
- STEEL GTR:** A steel guitar part in 3/4 and 4/4 time signatures, featuring a melodic line with various note values and rests.
- FRETLESS:** A fretless guitar part in 3/4 and 4/4 time signatures, consisting of a single sustained note in the 4/4 section.
- E.PIANO 2:** An electric piano part in 3/4 and 4/4 time signatures, with a few notes and a sustain pedal mark in the 4/4 section.
- SLOWSTRING:** A slow string part in 3/4 and 4/4 time signatures, showing a sustained chord in the 4/4 section.
- VOICE OOHS:** A vocal part in 3/4 and 4/4 time signatures, consisting of a single sustained note in the 4/4 section.
- FRETNOISE:** A fret noise part in 3/4 and 4/4 time signatures, featuring a melodic line with various note values and rests.

♩ = 120,000000

4

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

FRETNOISE



6

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

FRETNOISE

8

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

FRETNOISE



10

STEEL GTR

FRETLESS

SLOWSTRING

VOICE OOHS

FRETNOISE

13

STEEL GTR

FRETLESS

VOICE OOHS

FRETNOISE



16

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

FRETNOISE

19

Musical score for measures 19-21. The score includes parts for DRUMS, STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, and VOICE OOHS. The drums play a pattern of four 'x' marks in the first and third measures. The steel guitar features a complex melodic line with many slurs and ties. The fretless guitar provides a bass line with long notes and ties. The electric piano 2 part has sparse chords. The slow string part has long, sustained notes. The voice oohs part has a melodic line with a sharp sign.



22

Musical score for measures 22-24. The score includes parts for DRUMS, STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, and VOICE OOHS. The drums play a pattern of four 'x' marks in the second and fourth measures. The steel guitar continues with a complex melodic line. The fretless guitar provides a bass line. The electric piano 2 part has sparse chords. The slow string part has long, sustained notes. The voice oohs part has a melodic line with a sharp sign.

25

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS



28

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

30

Musical score for measures 30-32. The score includes staves for DRUMS, STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, and VOICE OOHS. The drum part features a consistent rhythmic pattern of eighth notes. The steel guitar part has a melodic line with various ornaments and slurs. The fretless guitar part provides a bass line with sustained notes. The electric piano part has a rhythmic accompaniment with some syncopation. The slow string part has a sustained harmonic texture. The voice oohs part has a melodic line with some rests.



33

Musical score for measures 33-35. The score includes staves for DRUMS, STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, and VOICE OOHS. The drum part continues with the same rhythmic pattern. The steel guitar part has a more complex melodic line with many ornaments. The fretless guitar part continues with a bass line. The electric piano part has a more active accompaniment with many chords. The slow string part has a sustained harmonic texture. The voice oohs part has a melodic line with some rests.

36

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS



39

DRUMS

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

FRETNOISE



42

Musical score for measures 42-44. The score includes parts for DRUMS, STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, and VOICE OOHS. The drums play a rhythmic pattern of eighth notes. The steel guitar and fretless guitar play complex, melodic lines. The electric piano 2 part is mostly silent with some chords at the end. The slowstring part features long, sustained notes. The voice oohs part has a melodic line.



45

Musical score for measures 45-47. The score includes parts for STEEL GTR, FRETLESS, E.PIANO 2, SLOWSTRING, VOICE OOHS, and FRETNOISE. The steel guitar and fretless guitar continue their melodic lines. The electric piano 2 part has some chords. The slowstring part has long, sustained notes. The voice oohs part has a melodic line. The fretnoise part has some noise-like sounds.

47

STEEL GTR

FRETLESS

E.PIANO 2

SLOWSTRING

VOICE OOHS

FRETNOISE

The musical score for page 10, measures 47-50, is arranged in a system with six staves. The top staff, labeled 'STEEL GTR', begins at measure 47 with a complex chordal texture in treble clef, featuring multiple notes beamed together. The second staff, 'FRETLESS', also starts at measure 47 with a similar chordal texture in bass clef. The third staff, 'E.PIANO 2', has a simple chord in treble clef. The fourth staff, 'SLOWSTRING', shows a melodic line in treble clef with a slur over the first two measures and some rhythmic notation in the third. The fifth staff, 'VOICE OOHS', has a melodic line in treble clef with a slur over the first two measures and rhythmic notation in the third. The bottom staff, 'FRETNOISE', has a rhythmic pattern in treble clef with notes and rests.

DRUMS

♩ = 120,000000

Musical staff 1: Drum notation. It starts with a 3/4 time signature, followed by a 4/4 time signature. The staff contains several measures with 'x' marks indicating drum hits. The first measure has three 'x's, the second has four, and the third has three.

8

Musical staff 2: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. A large number '7' is positioned above a thick horizontal bar that spans across several measures.

20

Musical staff 3: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. The first measure has three 'x's, the second has four, the third has three, and the fourth has four.

26

Musical staff 4: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. The first measure has three 'x's, the second has four, the third has three, and the fourth has four.

30

Musical staff 5: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. The first measure has three 'x's, the second has four, the third has three, and the fourth has four. The fifth measure contains notes and rests.

34

Musical staff 6: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. The first measure has three 'x's, the second has four, the third has three, and the fourth has four. The fifth measure contains notes and rests.

37

Musical staff 7: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. The first measure has three 'x's, the second has four, the third has three, and the fourth has four. The fifth measure contains notes and rests.

41

Musical staff 8: Drum notation. It starts with a 4/4 time signature. The staff contains several measures with 'x' marks. A large number '6' is positioned above a thick horizontal bar that spans across several measures.

STEEL GTR

Computer Game`sComputer Games Muziek - Do Do D

♩ = 120,000000

4

6

9

12

15

18

21

24

27

Detailed description: This is a musical score for a steel guitar. It begins with a tempo marking of 120,000,000. The music is written in 3/4 time and consists of ten staves of music. The first staff starts with a 3/4 time signature, which changes to 4/4 after a few measures. The melody is highly technical, featuring many accidentals (sharps, naturals, and flats) and complex rhythmic patterns. The accompaniment is a steady, rhythmic pattern of chords and single notes. The score is numbered 4, 6, 9, 12, 15, 18, 21, 24, and 27, indicating measure numbers. The notation includes various note values, rests, and dynamic markings.

V.S.



FRETLESS

Computer Game`sComputer Games Muziek - Do Do D

♩ = 120,000000

Musical staff 1: Bass clef, 3/4 time signature, 4/4 time signature, notes with slurs.

9

Musical staff 2: Bass clef, notes with slurs.

17

Musical staff 3: Bass clef, notes with slurs.

24

Musical staff 4: Bass clef, notes with slurs.

29

Musical staff 5: Bass clef, notes with slurs.

35

Musical staff 6: Bass clef, notes with slurs.

41

Musical staff 7: Bass clef, notes with slurs.

46

Musical staff 8: Bass clef, notes with slurs, ending with a double bar line and a '2'.

♩ = 120,000000

7

8

8

20

2

2

26

30

34

2

E.PIANO 2

38

2

44

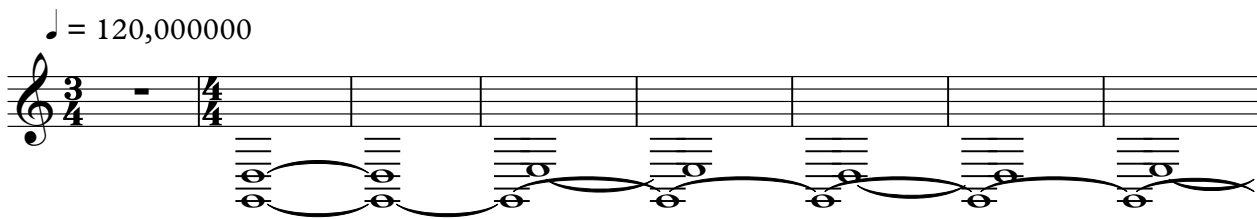
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3

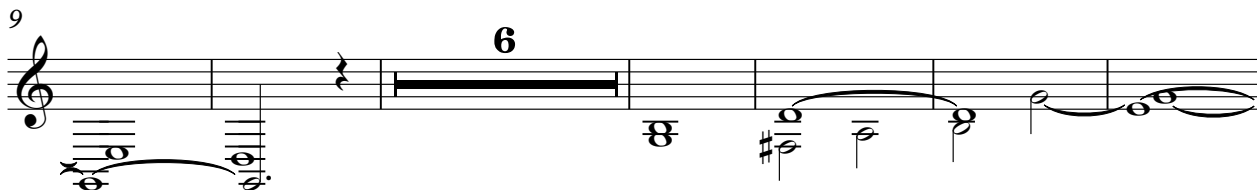


SLOWSTRING

♩ = 120,000000



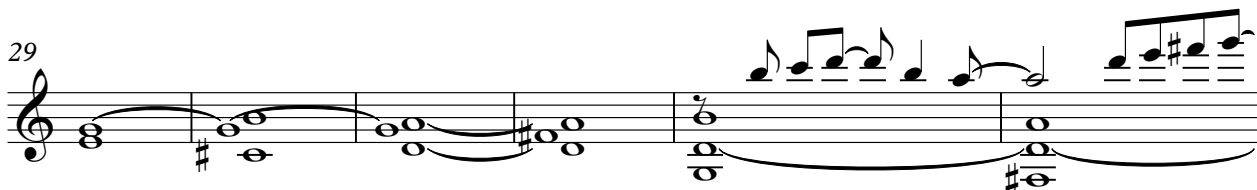
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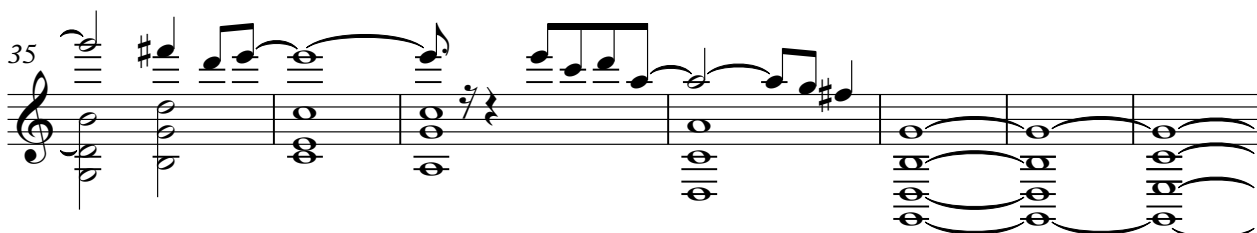
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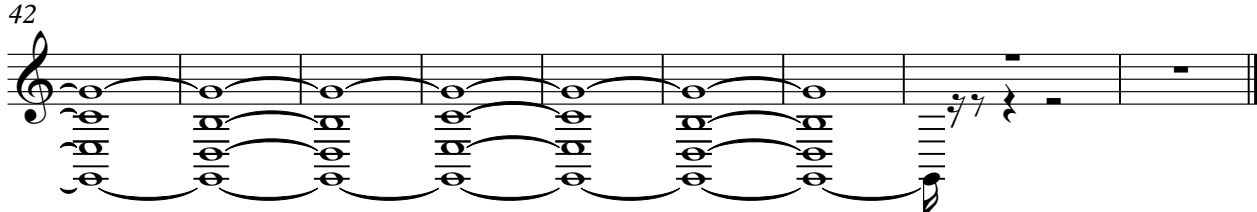
29



35



42



VOICE OOHS

Computer Game`sComputer Games Muziek - Do Do Di

♩ = 120,000000

4

8

12

17

22

28

34

3

42

46

Detailed description: This is a musical score for voice oohs. It begins with a tempo marking of 120,000000. The first staff starts with a 3/4 time signature, followed by a 4-measure rest. The subsequent staves contain various melodic lines, including eighth and sixteenth notes, slurs, and accents. A 3-measure rest appears in the 34th measure. The score concludes with a double bar line at the 46th measure.

♩ = 120,000000

