

# Computer Game`sFrom the game ``Descent`` - LEVEL12

♩ = 37,368484

Percussion

7-string Electric Guitar

Electric Bass

FX 5 (Brightness)



2

Perc.

E. Gtr.

E. Bass

S. Bass

S. Bass

Syn. Str.

Pad 5

FX 5

2

Musical score for measures 2-3. The score includes five staves: Perc., S. Bass (two staves), Syn. Str., and Pad 5. The Perc. staff features a complex rhythmic pattern with sixteenth notes and rests, marked with '3' and '6'. The S. Bass staves contain bass lines with triplets and sixteenth notes. The Syn. Str. and Pad 5 staves show sustained chords with long note durations.



Musical score for measures 4-7. The score includes six staves: Perc., S. Bass (two staves), Syn. Str., Pad 5, and FX 7. The Perc. staff continues with rhythmic patterns marked '6'. The S. Bass staves feature bass lines with triplets and sixteenth notes. The Syn. Str. and Pad 5 staves show sustained chords. The FX 7 staff contains a sequence of chords marked with '3'.

5 6 6 6 3 6 3 3

Perc.

E. Gtr.

E. Bass

S. Bass

S. Bass

Syn. Str.

Lead 2

Pad 5

FX 7

6 6 6 3 3 3

Perc.

E. Gtr.

E. Bass

Syn. Str.

Lead 1

Lead 2

7

Perc. **6** **6** **6** **3**

E. Gtr. **T**  
**A** 3 1 1 2 4 4 4  
**B** 6 6 9 9 6 6  
? . ? ?

E. Bass **3**

S. Bass **3**

S. Bass **3** **3** **3**

FM

Syn. Str. **3**

Lead 1

Lead 2

Pad 5

FX 7

Solo **3** **3**

8 5

Perc.

S. Bass

S. Bass

Syn. Str.

Pad 5

Solo



9

Perc.

S. Bass

S. Bass

Syn. Str.

Pad 5

Solo

10

Perc.

E. Gtr.

E. Bass

S. Bass

S. Bass

Syn. Str.

Lead 2

Pad 5

Solo



11

Perc.

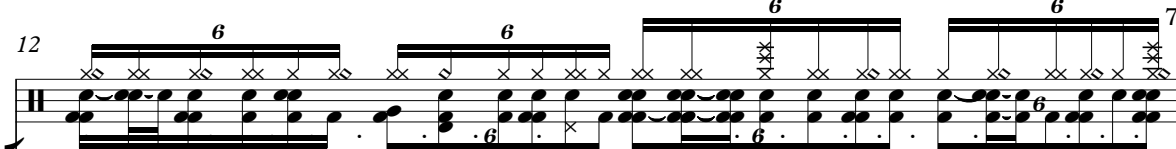
E. Gtr.

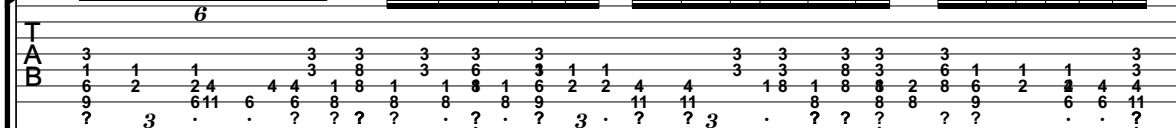
E. Bass

Lead 1


Lead 2


12


Perc. 

E. Gtr. 

3	1	1	3	3	3	3	3	3	1	1	3	3	3	3	3	1	1	1	3
6	2	2	4	4	4	1	8	1	1	8	1	6	2	2	4	4	3	1	8
9	?	3	6	11	6	6	8	?	?	?	8	?	8	?	9	?	?	?	8

E. Bass 

Lead 1 

Lead 2 



13

Perc. 

E. Gtr. 

3	3	3	1	4	1	4	3	3	3	3	3	3	3	1	1	1	4	4	
8	8	1	8	8	2	2	4	6	4	4	8	8	8	8	2	2	2	4	4
?	.	.	8	8	.	3	?	.	3	?	.	?	.	?	.	?	9	6	8

E. Bass 

Syn. Str. 

Lead 1 

Lead 2 

FX 7 

14

Musical score for measures 14-15. The score consists of four staves: Perc., Syn. Str., Lead 1, and FX 7. Measure 14 features a complex rhythmic pattern in Perc. with sixteenth notes and rests, and a triplet of eighth notes in Lead 1. Measure 15 continues with similar patterns, including a triplet of eighth notes in Lead 1 and a triplet of sixteenth notes in Perc. The FX 7 staff provides a rhythmic accompaniment with eighth notes and triplets.



15

Musical score for measures 15-16. The score consists of four staves: Perc., Syn. Str., Lead 1, and FX 7. Measure 15 features a complex rhythmic pattern in Perc. with sixteenth notes and rests, and a triplet of eighth notes in Lead 1. Measure 16 continues with similar patterns, including a triplet of eighth notes in Lead 1 and a triplet of sixteenth notes in Perc. The FX 7 staff provides a rhythmic accompaniment with eighth notes and triplets.



16

Musical score for measures 16-17. The score consists of four staves: Perc., Syn. Str., Lead 1, and FX 7. Measure 16 features a complex rhythmic pattern in Perc. with sixteenth notes and rests, and a triplet of eighth notes in Lead 1. Measure 17 continues with similar patterns, including a triplet of eighth notes in Lead 1 and a triplet of sixteenth notes in Perc. The FX 7 staff provides a rhythmic accompaniment with eighth notes and triplets.



17

Perc.

Syn. Str.

Lead 1

FX 7



18

Perc.

Syn. Str.

Lead 1

FX 7

10

19

Perc.

E. Gtr.

E. Bass

Syn. Str.

Lead 1

Lead 2

FX 7



20

Perc.

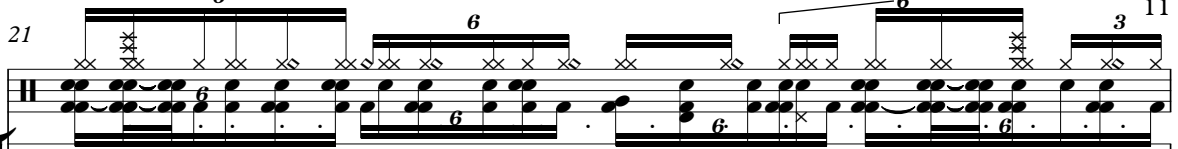
E. Gtr.

E. Bass

Lead 1

Lead 2

21

Perc. 

E. Gtr. 


E. Bass 

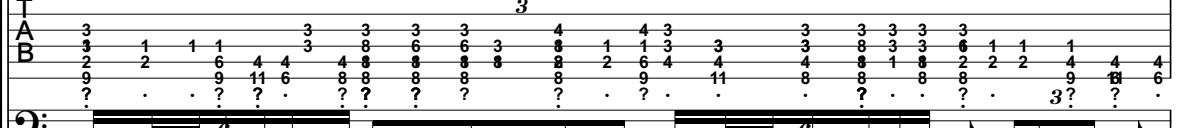
Lead 1 

Lead 2 

---

22

Perc. 

E. Gtr. 

E. Bass 

Lead 1 

Lead 2 

---

23

Perc. 

E. Gtr. 

Lead 1 

Lead 2 

24

Perc.

E. Gtr.

Syn. Str.

Lead 2

FX 7



25

Perc.

E. Gtr.

Syn. Str.

Lead 2

FX 7

26

Perc.

E. Gtr.

S. Bass

Syn. Str.

Lead 2

FX 7



27

Perc.

E. Gtr.

S. Bass

Syn. Str.

Lead 2

FX 7

14

28

Perc.

E. Gtr.

S. Bass

Syn. Str.

Lead 2

FX 7



29

Perc.

E. Gtr.

S. Bass

Syn. Str.

FX 7

Percussion

♩ = 37,368484

The musical score consists of 10 numbered staves. Each staff contains complex rhythmic patterns for percussion. The notation includes various rhythmic values, slurs, and articulation marks. The score is written in a single system, with each staff numbered 1 through 10. The tempo is indicated as ♩ = 37,368484. The score includes various rhythmic values, slurs, and articulation marks.

V.S.

2 Percussion

11

12

13

14

15

16

17

18

19

20



21 Percussion

22

23

25

26

27

28

29



T  
A  
B

20

T  
A  
B

21

T  
A  
B

22

T  
A  
B

23

T  
A  
B

24

T  
A  
B

25

T  
A  
B

26

T  
A  
B

27

T  
A  
B

28

T  
A  
B

29

T						
A						
B	1	1				
	2	4	4	4		
		9	11			
		?	?			
				6		

Electric Bass

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

6 6 6 3 3 2

5 3 6 6 6 3

8 2 3 3 6 6 3 3 3

12 3 3 3 6 3 3

14 5 6 6 3 3

21 3 3 3 3 3 3

22 6 6 3 7

Computer Game`sFrom the game ``Descent`` - LEVEL`

Synth Bass

♩ = 37,368484

1

3

4

5

7

8

9

10

19

Synth Bass

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

Musical notation for the first staff of the Synth Bass part, starting with a bass clef and a tempo marking. The staff contains several measures of music, including triplets and a sextuplet.

4

Musical notation for the second staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including triplets.

7

Musical notation for the third staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including triplets.

9

Musical notation for the fourth staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including triplets.

11

15

Musical notation for the fifth staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including triplets and a long rest.

27

Musical notation for the sixth staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including sextuplets and triplets.

28

Musical notation for the seventh staff of the Synth Bass part, starting with a bass clef. The staff contains several measures of music, including sextuplets and triplets.

FM Synth

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

**6**

**22**





Synth Strings

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

Musical staff 1: Treble clef, starting with a whole rest, followed by a series of eighth notes and chords.

Musical staff 2: Treble clef, starting with a triplet of eighth notes, followed by eighth notes and chords, ending with a double bar line and a '2' above it.

Musical staff 3: Treble clef, starting with a whole rest, followed by chords and eighth notes.

Musical staff 4: Treble clef, starting with chords, followed by a double bar line with a '4' above it, and then more chords.

Musical staff 5: Treble clef, starting with chords and eighth notes, ending with a whole rest.

Computer Game`sFrom the game ``Descent`` - LEVEL`

Lead 1 (Square)

♩ = 37,368484

5

3

3

3

11

3

3

3

13

3

3

3

3

14

3

3

3

3

15

3

6

3

3

3

16

6

3

6

6

3

17

3

3

3

3

3

18

3

6

3

6

3

19

3

3

3

3

6

3

20

3

3

6

3

3

V.S.

2

### Lead 1 (Square)

22

7

3

Detailed description: This is a musical score for a guitar lead. It begins with a treble clef and a key signature of one sharp (F#). The first measure contains a dotted quarter note on G4, followed by an eighth rest, a quarter note on A4, and a quarter note on B4. The second measure contains a quarter note on C5, a quarter note on B4, and a quarter note on A4. The third measure contains a quarter note on G4, a quarter note on F#4, and a quarter note on E4. A triplet bracket is placed under the last three notes of the first measure. The score then continues with a series of seven horizontal lines, with a '7' written above the fifth line, indicating a barre. The piece concludes with a double bar line.

Lead 2 (Sawtooth)

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

4

8

12

19

22

24

26

28

Pad 5 (Bowed)

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484



FX 5 (Brightness)

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

3 27

The image shows a musical score for a synthesizer effect named 'FX 5 (Brightness)'. The score is written on a single staff with a treble clef. It begins with a tempo marking of a quarter note equal to 37,368484. The first measure contains a series of eighth notes, some beamed together, with various accidentals (sharps and naturals). The second measure contains a triplet of eighth notes, indicated by a '3' above the notes. The third measure is a whole note, indicated by a '27' above the note. The piece concludes with a double bar line.

FX 7 (Echoes)

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

3

5

6

6

3

8

5

3

6

3

3

3

15

3

3

3

3

3

16

3

3

3

3

3

17

3

3

3

3

18

6

3

3

3

19

3

3

3

3

3

4

2

FX 7 (Echoes)

24



Musical staff for measure 24, starting with a treble clef and a key signature of one sharp (F#). The staff contains a quarter rest followed by three triplet chords. The first triplet consists of F#, G, and A. The second triplet consists of B, C, and D. The third triplet consists of E, F, and G. Each chord is marked with a '3' below it.

25



Musical staff for measure 25, continuing with the treble clef and one sharp key signature. It features four sextuplet chords. The first sextuplet consists of F#, G, A, B, C, and D. The second sextuplet consists of E, F, G, A, B, and C. The third sextuplet consists of D, E, F, G, A, and B. The fourth sextuplet consists of C, D, E, F, G, and A. Each chord is marked with a '6' below it.

26



Musical staff for measure 26, continuing with the treble clef and one sharp key signature. It features four sextuplet chords. The first sextuplet consists of F, G, A, B, C, and D. The second sextuplet consists of E, F, G, A, B, and C. The third sextuplet consists of D, E, F, G, A, and B. The fourth sextuplet consists of C, D, E, F, G, and A. Each chord is marked with a '6' below it.

27



Musical staff for measure 27, continuing with the treble clef and one sharp key signature. It features four sextuplet chords. The first sextuplet consists of F#, G, A, B, C, and D. The second sextuplet consists of E, F, G, A, B, and C. The third sextuplet consists of D, E, F, G, A, and B. The fourth sextuplet consists of C, D, E, F, G, and A. Each chord is marked with a '6' below it.

28



Musical staff for measure 28, continuing with the treble clef and one sharp key signature. It features four sextuplet chords. The first sextuplet consists of F#, G, A, B, C, and D. The second sextuplet consists of E, F, G, A, B, and C. The third sextuplet consists of D, E, F, G, A, and B. The fourth sextuplet consists of C, D, E, F, G, and A. Each chord is marked with a '6' below it.

29



Musical staff for measure 29, continuing with the treble clef and one sharp key signature. It features a triplet chord consisting of F#, G, and A, marked with a '3' below it. This is followed by a quarter rest, a quarter note G, and a quarter rest.



Solo

Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

**6**

9

10

**19**