

Computer Game`sFrom the game ``Descent`` - LEVEL13

♩ = 37,368484

Percussion

Electric Guitar

7-string Electric Guitar

Shamisen

Synth Bass

Tape Sampler Keyboard [Brass]

Orchestra Hit

Lead 7 (Fifths)

Lead 8 (Bass + Lead)

Pad 3 (Polysynth)

FX 1 (Rain)

FX 6 (Goblins)

FX 7 (Echoes)

♩ = 37,368484



2

Perc.

E. Gtr.

Lead 8

FX 1

FX 6

3

Musical score for measures 3-4. The score includes five staves: Percussion (Perc.), Electric Guitar (E. Gtr.), Lead 8, FX 1, and FX 6. The Percussion staff shows a drum pattern with a snare drum and a hi-hat. The E. Gtr. staff shows a guitar part with a capo on the 3rd fret and a key signature of one flat. The Lead 8 staff shows a melodic line with triplets and sixteenth notes. The FX 1 staff shows a distorted guitar effect with a tremolo effect. The FX 6 staff shows a low-frequency effect with a tremolo effect.



4

Musical score for measures 5-6. The score includes five staves: Percussion (Perc.), Electric Guitar (E. Gtr.), Lead 7, Lead 8, FX 1, and FX 6. The Percussion staff shows a drum pattern with a snare drum and a hi-hat. The E. Gtr. staff shows a guitar part with a capo on the 3rd fret and a key signature of one flat. The Lead 7 staff shows a melodic line with triplets and sixteenth notes. The Lead 8 staff shows a melodic line with triplets and sixteenth notes. The FX 1 staff shows a distorted guitar effect with a tremolo effect. The FX 6 staff shows a low-frequency effect with a tremolo effect.

5

Perc.

E. Gtr.

S. Bass

Lead 7

Lead 8

FX 1

FX 6

FX 7



6

Perc.

E. Gtr.

S. Bass

Lead 8

Pad 3

FX 1

FX 7

7

Perc.

S. Bass

Lead 8

Pad 3

FX 1

FX 7

8

Perc.

Shami.

S. Bass

Lead 8

Pad 3

FX 1

FX 7

9

Perc.

E. Gtr.

Shami.

S. Bass

Lead 7

FX 7

10

Perc. E. Gtr. Shami. S. Bass Pad 3 FX 7

This system contains measures 10 and 11. It features six staves: Percussion (Perc.), Electric Guitar (E. Gtr.), Shami, S. Bass, Pad 3, and FX 7. Measure 10 shows a complex rhythmic pattern with triplets and sixteenth notes. Measure 11 continues this pattern with some changes in articulation. The E. Gtr. staff includes fret numbers (6, 3) and a 'y' symbol for natural harmonics. The Shami and S. Bass staves also feature fret numbers and rhythmic markings. The Pad 3 and FX 7 staves provide atmospheric accompaniment.



11

Perc. E. Gtr. Shami. S. Bass Lead 7 FX 7

This system contains measures 11 and 12. It features seven staves: Percussion (Perc.), Electric Guitar (E. Gtr.), Shami, S. Bass, Lead 7, and FX 7. Measure 11 continues the complex rhythmic pattern from the previous system. Measure 12 introduces a new rhythmic motif. The E. Gtr. staff includes fret numbers (6, 3) and a 'y' symbol. The Shami and S. Bass staves also feature fret numbers and rhythmic markings. The Lead 7 and FX 7 staves provide atmospheric accompaniment.



12

Perc. E. Gtr. Shami. S. Bass Tape Smp. Brs FX 7

This system contains measures 12 and 13. It features seven staves: Percussion (Perc.), Electric Guitar (E. Gtr.), Shami, S. Bass, Tape Smp. Brs, and FX 7. Measure 12 continues the complex rhythmic pattern. Measure 13 introduces a new rhythmic motif. The E. Gtr. staff includes fret numbers (6, 3) and a 'y' symbol. The Shami and S. Bass staves also feature fret numbers and rhythmic markings. The Tape Smp. Brs and FX 7 staves provide atmospheric accompaniment.

13

Perc.

E. Gtr.

S. Bass

Tape Smp. Brs

FX 1



14

Perc.

S. Bass

Tape Smp. Brs

Lead 7

FX 1



15

Perc.

S. Bass

Tape Smp. Brs

Lead 7

FX 1

FX 7

16

Perc.

S. Bass

Tape Smp. Brs

Lead 7

FX 1

FX 7



17

Perc.

S. Bass

Tape Smp. Brs

Lead 7

FX 1

FX 7

18

Perc.

E. Gtr.

S. Bass

Tape Smp. Brs

Lead 7

FX 7



19

Perc.

E. Gtr.

FX 7



20

Perc.

E. Gtr.

S. Bass

FX 7




21


Perc.


S. Bass


FX 7

22 9


Perc. 


S. Bass 


Orch. Hit 

FX 7 


23


Perc. 

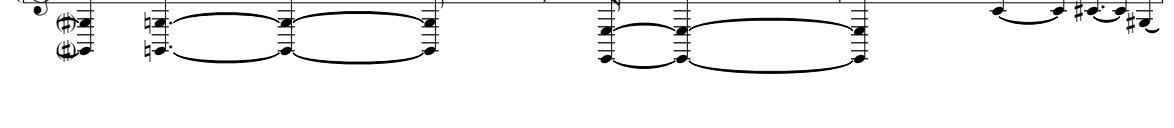
Orch. Hit 

FX 7 


24


Perc. 


Orch. Hit 

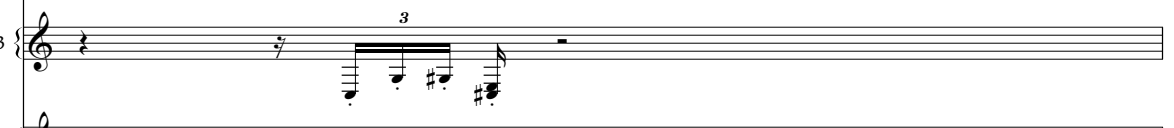
FX 7 

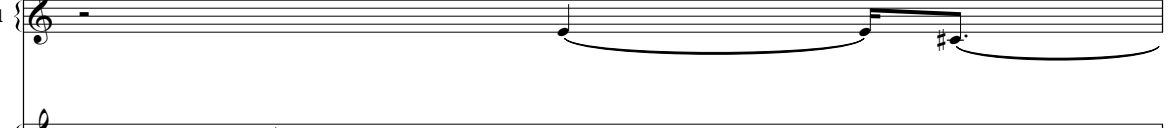
26


Perc. 

S. Bass 

Tape Smp. Brs 

Pad 3 

FX 1 

FX 7 

27

Musical score for measures 27-28. The score is divided into four staves: Percussion (Perc.), Sub Bass (S. Bass), Tape Samples (Tape Smp. Brs), and FX 1. The Percussion staff features a complex rhythmic pattern with sixteenth notes and rests. The S. Bass staff has a melodic line with triplets and sixteenth notes. The Tape Smp. Brs staff consists of two parts: a treble clef part with chords and a bass clef part with triplets. The FX 1 staff has a simple melodic line.



28

Musical score for measures 28-29. The score is divided into four staves: Percussion (Perc.), Sub Bass (S. Bass), Tape Samples (Tape Smp. Brs), and FX 1 and FX 7. The Percussion staff continues the rhythmic pattern. The S. Bass staff has a melodic line with triplets and sixteenth notes. The Tape Smp. Brs staff consists of two parts: a treble clef part with chords and a bass clef part with triplets. The FX 1 staff has a simple melodic line. The FX 7 staff has a simple melodic line.



29

Musical score for measures 29-30. The score is divided into four staves: Percussion (Perc.), Sub Bass (S. Bass), Tape Samples (Tape Smp. Brs), and FX 1 and FX 7. The Percussion staff continues the rhythmic pattern. The S. Bass staff has a melodic line with triplets and sixteenth notes. The Tape Smp. Brs staff consists of two parts: a treble clef part with chords and a bass clef part with triplets. The FX 1 staff has a simple melodic line. The FX 7 staff has a simple melodic line.

Musical score for measures 30 and 31. The score includes the following parts:

- Perc.**: Measure 30 features sixteenth-note patterns with sixteenth rests and accents. Measure 31 features a triplet of eighth notes.
- S. Bass**: Measure 30 features a bass line with triplets and sixteenth notes. Measure 31 features a complex bass line with sixteenth notes and triplets.
- Tape Smp. Brs**: Measure 30 features a complex texture with triplets and sixteenth notes. Measure 31 features a complex texture with sixteenth notes and triplets.
- FX 1**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- FX 7**: Measure 30 features a melodic line with sixteenth notes and accents. Measure 31 features a melodic line with sixteenth notes and accents.
- E. Gtr.**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- E. Gtr.**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- Shami**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- S. Bass**: Measure 30 features a bass line with triplets and sixteenth notes. Measure 31 features a complex bass line with sixteenth notes and triplets.
- Tape Smp. Brs**: Measure 30 features a complex texture with triplets and sixteenth notes. Measure 31 features a complex texture with sixteenth notes and triplets.
- Orch. Hit**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- Lead 7**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- Lead 8**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- Pad 3**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- FX 1**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- FX 6**: Measure 30 features a melodic line with a slur. Measure 31 features a melodic line with a slur.
- FX 7**: Measure 30 features a melodic line with sixteenth notes and accents. Measure 31 features a melodic line with sixteenth notes and accents.

Percussion

♩ = 37,368484

The musical score consists of 12 staves, each representing a different percussion instrument. The notation includes various rhythmic patterns, such as sixteenth and thirty-second notes, often beamed together. Many notes are marked with an 'x', indicating a specific articulation or attack. The score is divided into measures, with some measures containing rests. The tempo is indicated as quarter note = 37,368484. The instruments are numbered 4 through 12. The notation is complex, with many notes beamed together and some measures containing multiple groups of notes. The score is written in a standard musical notation style, with a treble clef and a key signature of one flat (B-flat).

V.S.

Percussion

Musical score for Percussion, measures 13 through 22. The score is written on a single staff with a treble clef and a key signature of one flat. The notation includes various rhythmic patterns, primarily consisting of eighth and sixteenth notes, often grouped into triplets and sixteenth-note runs. Measure numbers 13, 14, 15, 16, 17, 18, 19, 20, 21, and 22 are indicated at the beginning of each line. The score features numerous triplets (marked with '3') and sixteenth-note runs (marked with '6'). Some measures include slurs and accents. The notation is dense and complex, typical of a percussion part in a contemporary or jazz-influenced piece.

Percussion

23

6 6 6 6

24

6 6 6 3

26

3 3 3 3

27

6 6 6 6

28

6 6 6 6

29

6 6 6 6

30

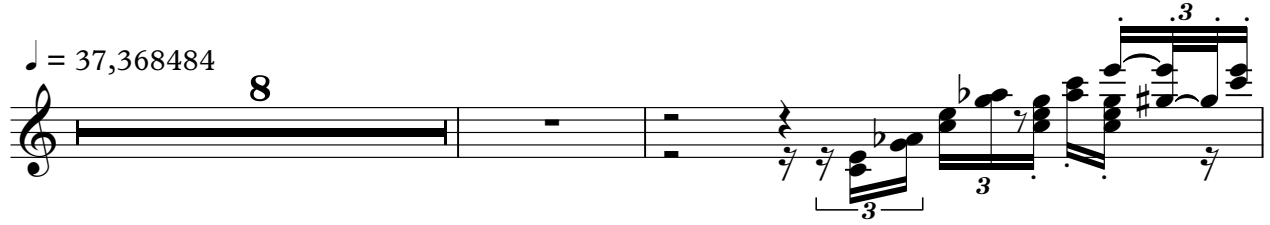
6 6 6 6

31

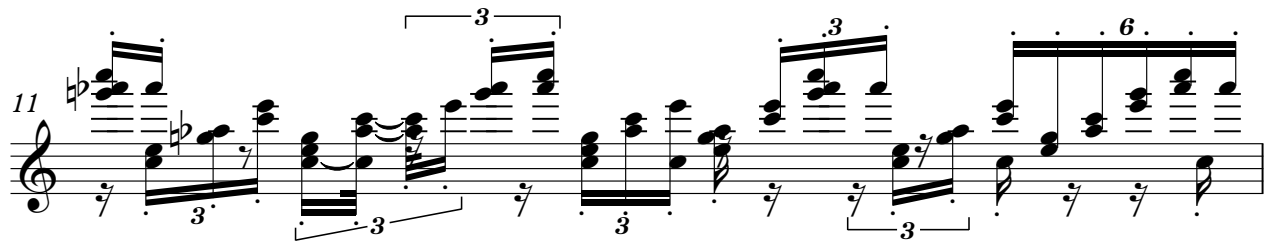
3 3

♩ = 37,368484

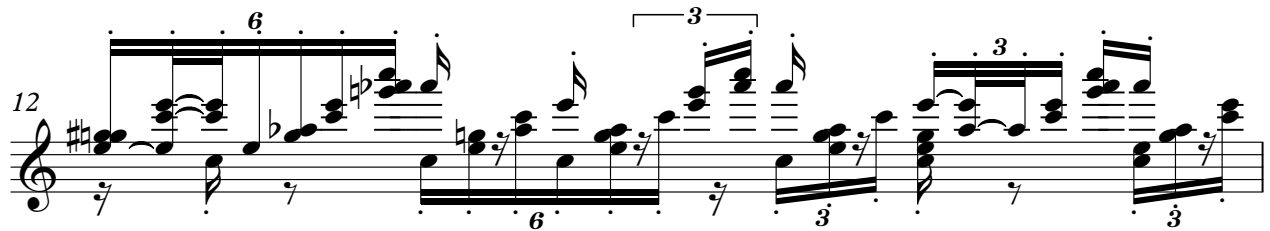
8



11




12



13

19



7-string Electric Guitar

♩ = 37,368484

4

7

19

Shamisen

Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484

7

3 3 6

10

3 6 3 6

11

6 6

12

6 6 6 3 20

Computer Game`sFrom the game ``Descent`` - LEVEL1

Synth Bass

♩ = 37,368484

4

7

9

10

11

12

13

14

15

16

V.S.

Synth Bass

17

20

21

22

23

27

28

29

30

31

Synth Bass

32

3

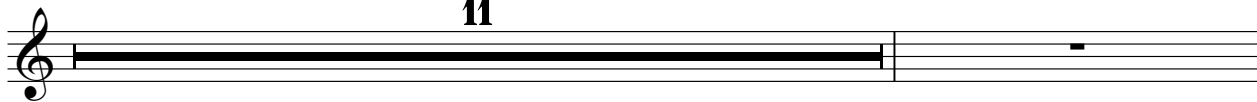
6

3

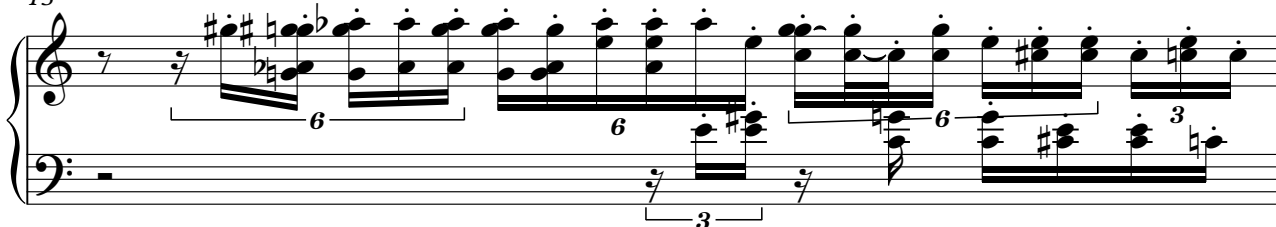
Tape Sampler Keyboard [Brass] Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484

11



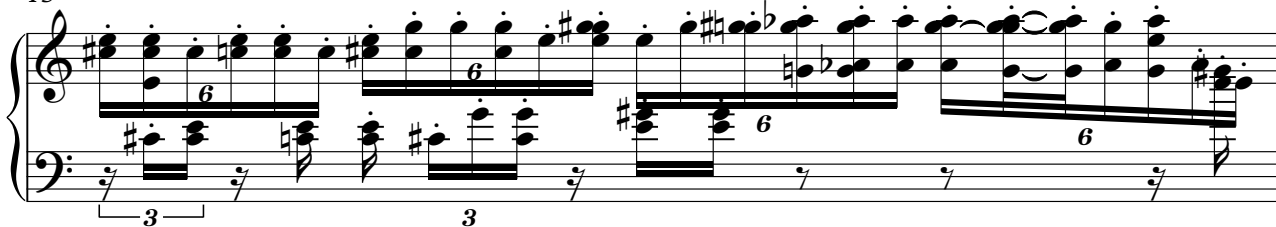
13



14



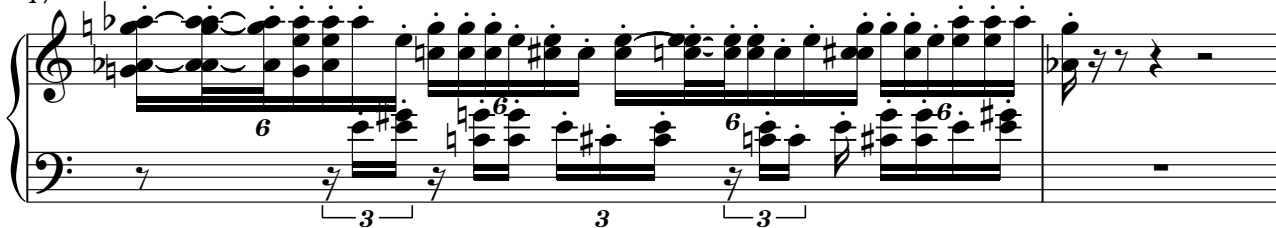
15



16



17



V.S.

Tape Sampler Keyboard [Brass]

19

7

7

3

3

3

3

3

27

6

6

3

6

3

28

6

6

3

6

3

3

29

6

6

3

6

3

3

30

3

3

3

3

3

31

6

3

♩ = 37,368484

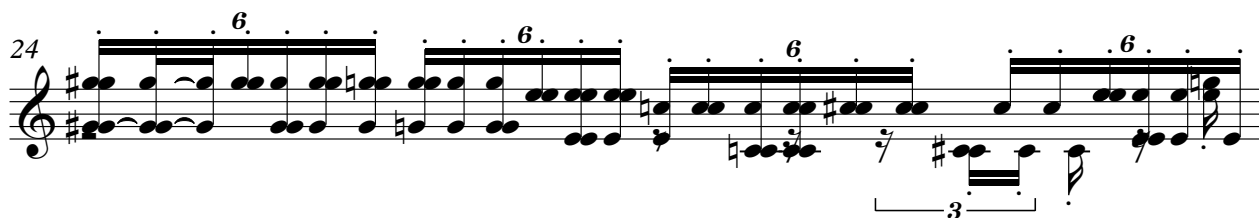
21



23



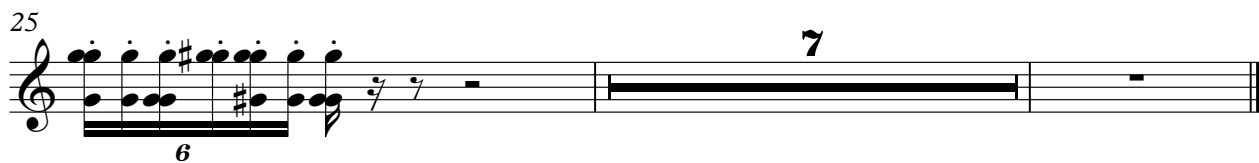
24



25

6

7



Lead 7 (Fifths)

Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484

3 3

10

3 2 3 3

15

3

18

14

Lead 8 (Bass + Lead)

Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484

1 3 3 3 3 3 3 3

2 6 6 6 6

3 3 3 3 3 3

4 3 3 6 6 6

5 3 6 3 6 6 6

6 6 6 6

7 6 6 6 3

8 6 24 3

Pad 3 (Polysynth)

Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484

5 3 3 3

Detailed description: This staff begins with a five-measure rest. It then contains three triplet eighth notes. The notes in the first triplet are G4, A4, and B4. The notes in the second triplet are A4, B4, and C5. The notes in the third triplet are B4, C5, and D5. The notes are beamed together and have a '3' above them.

8

3 3 15

Detailed description: This staff starts with a triplet eighth note (G4), followed by two triplet eighth notes (A4, B4). After a two-measure rest, there is another triplet eighth note (C5), followed by a three-measure rest. The staff concludes with a 15-measure rest.

26

3 4

Detailed description: This staff begins with a triplet eighth note (G4), followed by two triplet eighth notes (A4, B4). After a two-measure rest, there is another triplet eighth note (C5), followed by a 4-measure rest.

31

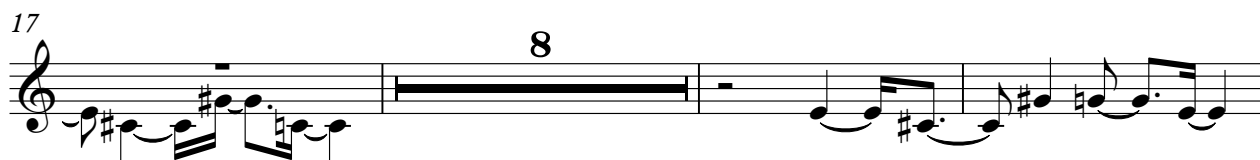
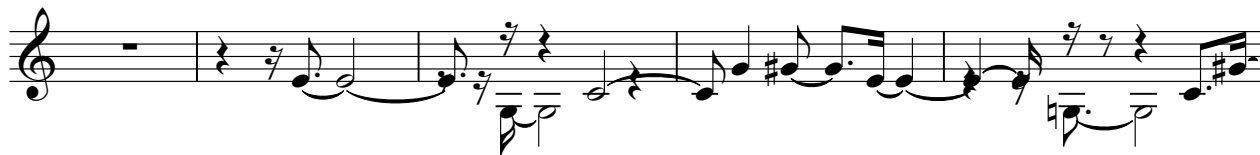
3 3

Detailed description: This staff starts with a triplet eighth note (G4), followed by two triplet eighth notes (A4, B4). After a two-measure rest, there is another triplet eighth note (C5), followed by two triplet eighth notes (D5, E5). The staff ends with a 3-measure rest.

FX 1 (Rain)

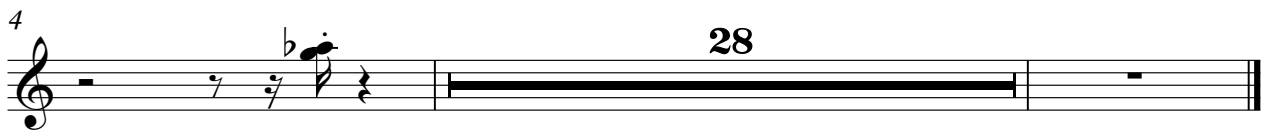
Computer Game`sFrom the game ``Descent`` - LEVEL1

♩ = 37,368484



FX 6 (Goblins)

Computer Game`sFrom the game ``Descent`` - LEVEL1



FX 7 (Echoes)

♩ = 37,368484

4

8

6

6

9

6

3

11

2

16

20

24

28

3

6

3

6

6

30

6

6

6

6

31

6