

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

$\text{♩} = 37,368484$

The musical score is arranged in a vertical stack of staves. At the top, a tempo marking indicates a quarter note equals 37,368484. The Percussion staff shows a series of eighth notes with asterisks above them, indicating a specific sound effect. The Melodic Toms staff is mostly empty. The Glockenspiel staff features a triplet of eighth notes. The 7-string Electric Guitar staff is marked with a tab: E B G A D A E A. The 5-string Electric Bass and Synth Bass staves are empty. The Pad 6 (Metallic) and Pad 7 (Halo) staves contain sustained notes with long horizontal lines. The FX 1 (Rain) staff has a few scattered notes. The FX 7 (Echoes) staff has a few notes with a long horizontal line. The Breath Noise staff is empty.

Percussion

Melodic Toms

Glockenspiel

7-string Electric Guitar

5-string Electric Bass

Synth Bass

Pad 6 (Metallic)

Pad 7 (Halo)

FX 1 (Rain)

FX 7 (Echoes)

Breath Noise

The image displays a multi-stem musical score for a track. The stems are labeled as follows from top to bottom: Perc., E. Bass, Pad 6, Pad 7, FX 1, FX 7, and Breath. The Percussion staff features a complex rhythmic pattern with various note values, including eighth and sixteenth notes, and rests, with some notes marked with asterisks. The E. Bass staff is mostly empty, with a few notes. The Pad 6 and Pad 7 staves contain sustained chords and melodic lines, with some notes marked with a '3' indicating a triplet. The FX 1 and FX 7 staves show a series of vertical lines representing effects, with some notes and rests. The Breath staff is mostly empty, with a few notes and rests.

This musical score consists of seven staves. The **Perc.** staff features a complex rhythmic pattern starting at measure 4, with multiple triplet markings (3) and asterisks indicating specific rhythmic accents. The **E. Bass** staff provides a bass line with a triplet in the first measure and various rests. **Pad 6** and **Pad 7** are represented by long, smooth, bell-shaped curves, indicating sustained atmospheric sounds. **FX 1** and **FX 7** include vertical tick marks and similar bell-shaped curves, representing specific sound effects. The **Breath** staff contains sixteenth-note runs with sextuplet (6) and triplet (3) markings, and a final triplet in the bottom staff.



This musical score is for a percussion ensemble and includes the following parts:

- Perc.**: Features a complex rhythmic pattern with triplets and sixteenth notes, marked with 'x' symbols.
- Mel. Toms**: A melodic line for tom-toms, mostly consisting of rests.
- Glock.**: A glockenspiel part with triplets and a sextuplet.
- E. Gtr.**: Electric guitar part with a complex fretboard pattern, including a 'T A B' marking.
- E. Bass**: Electric bass line with triplets.
- S. Bass**: Sub-bass line with triplets.
- Pad 6**: A pad instrument with a sustained chord.
- Pad 7**: Another pad instrument with a sustained chord.
- FX 1**: A special effect instrument with a sustained chord.
- FX 7**: Another special effect instrument with a sustained chord.
- Breath**: A breath instrument part with a complex melodic line, including sextuplets and triplets.

Musical score for Percussion, Mel. Toms, Glock., E. Gtr., E. Bass, S. Bass, Pad 6, Pad 7, FX 1, FX 7, and Breath. The score is written in 4/4 time and includes various musical notations such as rests, notes, and articulation marks.

**Perc.** (Percussion): Features sixteenth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by sixteenth-note patterns in measures 2, 3, 4, and 5.

**Mel. Toms** (Melodic Toms): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**Glock.** (Glockenspiel): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**E. Gtr.** (Electric Guitar): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**E. Bass** (Electric Bass): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**S. Bass** (Synthesizer Bass): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**Pad 6** (Pad 6): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**Pad 7** (Pad 7): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**FX 1** (FX 1): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**FX 7** (FX 7): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

**Breath** (Breath): Features eighth-note patterns with accents and sixteenth-note beams. The first measure has a rest, followed by eighth-note patterns in measures 2, 3, 4, and 5.

8

Perc.

Mel. Toms

E. Gtr.

Pad 6

Pad 7

FX 1

FX 7

Breath

7

The musical score consists of eight staves. The Percussion staff features a complex rhythmic pattern with sixteenth notes and rests, marked with '6' and '3'. The Mel. Toms staff uses a treble clef and contains triplet and sixteenth-note patterns. The Electric Guitar staff is a six-line tablature with fret numbers and a 'T' (tapping) mark. The Pad 6 and Pad 7 staves use treble clefs and contain dense chordal textures with sixteenth notes and triplets. The FX 1 and FX 7 staves use treble clefs and contain melodic lines with triplets. The Breath staff uses a bass clef and contains melodic lines with triplets and sixteenth notes.

This musical score page contains seven staves of music. The top staff is labeled 'Perc.' and features a complex rhythmic pattern with sixteenth notes and rests, including triplet markings. The second staff, 'Mel. Toms', uses a treble clef and contains sixteenth-note patterns with sixteenth rests and triplet markings. The third staff, 'E. Gtr.', is a guitar tab with three lines (T, A, B) and includes fret numbers and a '3' marking. The fourth staff, 'Pad 6', uses a treble clef and contains sixteenth-note patterns with triplet markings. The fifth staff, 'Pad 7', uses a treble clef and contains sixteenth-note patterns with triplet markings. The sixth staff, 'FX 1', uses a treble clef and contains sixteenth-note patterns with triplet markings. The seventh staff, 'Breath', uses a bass clef and contains sixteenth-note patterns with triplet markings. The page number '8' is located at the top left.



10

Perc. **6** **6** **3** **3** **3** **9**

Mel. Toms **3** **6**

Glock.

E. Gtr.

Pad 6 **6** **3** **3** **3** **3**

Pad 7 **3** **3** **3** **3** **3**

FX 1 **3**

FX 7 **3**

Breath **6** **6** **3** **6**

The musical score consists of eight staves. The Percussion staff features a complex rhythmic pattern with sixteenth notes and triplets, marked with '6', '3', and '9'. The Mel. Toms staff has a melodic line with triplets and sixteenth notes, marked with '3' and '6'. The Glockenspiel staff is empty. The Electric Guitar staff shows a fretboard diagram with fingerings for strings T, A, and B, and fret numbers (e.g., 4, 5, 2, 4, 5, 0, 6, 0, 0, 6, 0, 0, 4, 0, 4, 2, 8, 10, 1, 11, 8, 1, 4, 5, 4, 6). The Pad 6 and Pad 7 staves have melodic lines with triplets and sixteenth notes, marked with '6' and '3'. The FX 1 and FX 7 staves have melodic lines with triplets and sixteenth notes, marked with '3'. The Breath staff has a melodic line with sixteenth notes and triplets, marked with '6' and '3'.

Musical score for Percussion, Mel. Toms, Glock., E. Gtr., S. Bass, Pad 6, Pad 7, FX 1, FX 7, and Breath. The score includes various musical notations such as treble and bass clefs, notes, rests, and articulation marks. The E. Gtr. part includes guitar tablature with fret numbers (7, 4, 5, 1, 0, 13, 7, 0, 6, 0, 0, 4, 4, 9, 15, 25, 4, 10, 14, 4, 12) and string indicators (T, A, B). The Perc. part features complex rhythmic patterns with sixteenth and thirty-second notes, and articulation marks like asterisks. The Mel. Toms part shows melodic lines with triplets and sixteenth notes. The Glock. part has sparse notes with rests. The S. Bass part features a bass line with notes and rests. The Pad 6 and Pad 7 parts have dense, layered textures with triplets. The FX 1 and FX 7 parts have melodic lines with triplets. The Breath part has a melodic line with triplets and sixteenth notes.

12 11

Perc. 

Mel. Toms 

Glock. 

S. Bass 

FX 1 

FX 7 

Musical score for Percussion, Mel. Toms, Glock., E. Gtr., E. Bass, S. Bass, Pad 6, FX 1, FX 7, and Breath. The score is for measure 13 and includes various musical notations such as triplets, sextuplets, and rests.

**Perc.** Measure 13 starts with a triplet of eighth notes, followed by a rest, and then a sextuplet of eighth notes. A large slur covers the entire measure.

**Mel. Toms** and **Glock.** Both have a triplet of eighth notes followed by a rest.

**E. Gtr.** Features a triplet of eighth notes.

**E. Bass** and **S. Bass** Both feature a triplet of eighth notes.

**Pad 6** Features a triplet of eighth notes, followed by a sextuplet of eighth notes, and then another sextuplet of eighth notes.

**FX 1** and **FX 7** Both feature a triplet of eighth notes.

**Breath** Features a triplet of eighth notes.

14

Perc. 

Mel. Toms 

E. Gtr. 

E. Bass 

Pad 6 

Pad 7 

FX 7 

Breath 



Musical score for Percussion, Mel. Toms, Glock., E. Gtr., E. Bass, S. Bass, Pad 6, Pad 7, FX 1, FX 7, and Breath. The score includes various musical notations such as triplets, sixths, and guitar tablature.

**Perc.** (Measures 15-21): Features a complex rhythmic pattern with triplets and sixths. Measure 15 starts with a triplet of eighth notes. Measures 16-17 contain triplets of eighth notes. Measure 18 has a triplet of eighth notes followed by a sixteenth note. Measures 19-20 feature a triplet of eighth notes followed by a sixteenth note. Measure 21 has a triplet of eighth notes.

**Mel. Toms** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**Glock.** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**E. Gtr.** (Measures 15-21): Features guitar tablature. Measure 15: 4 5 4 6 7 0 10 1 7 1 0 0 0. Measure 16: 9 15 9 21 10 8 20. Measure 17: 8 20. Measure 18: 8 20. Measure 19: 8 20. Measure 20: 8 20. Measure 21: 8 20.

**E. Bass** (Measures 15-21): Features a bass line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**S. Bass** (Measures 15-21): Features a bass line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**Pad 6** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**Pad 7** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**FX 1** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**FX 7** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

**Breath** (Measures 15-21): Features a melodic line with eighth notes and triplets. Measure 15 has a triplet of eighth notes. Measures 16-17 have eighth notes. Measure 18 has a triplet of eighth notes. Measures 19-20 have eighth notes. Measure 21 has a triplet of eighth notes.

Musical score for Percussion, Mel. Toms, Glock., S. Bass, Pad 6, Pad 7, FX 1, and FX 7. The score is for measures 16-19. Percussion features sixteenth-note patterns with sixteenth-note groupings. Mel. Toms features triplet patterns. Glock. features a melodic line with rests. S. Bass features a complex bass line with sixteenth-note groupings and triplets. Pad 6 and Pad 7 feature sustained chords. FX 1 and FX 7 feature melodic lines with sixteenth-note groupings and triplets.

Musical score for Percussion, Mel. Toms, Glock., E. Bass, S. Bass, Pad 6, Pad 7, FX 1, and FX 7. The score is divided into measures 17 through 20. The Percussion part features complex rhythmic patterns with sixteenth and thirty-second notes, including triplets and sextuplets. The Mel. Toms part has a triplet of eighth notes in measure 17. The Glock. part has a single note in measure 17. The E. Bass part has a single note in measure 17. The S. Bass part has a triplet of eighth notes in measure 17. The Pad 6 and Pad 7 parts have a single note in measure 17. The FX 1 and FX 7 parts have a triplet of eighth notes in measure 17. The score is written in 4/4 time and includes various musical notations such as rests, notes, and accidentals.



18 17

**Perc.**

**E. Bass**

**S. Bass**

**Pad 6**

**Pad 7**

**FX 1**

**FX 7**

19

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

E. Bass

S. Bass **6** **6** **6** **6**

Pad 6 **3**

Pad 7 **3**

FX 1



20

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

S. Bass **6** **6** **6** **6**

Pad 6

Pad 7

FX 1

21

Perc.

S. Bass

Pad 6

Pad 7

FX 1

The image shows a musical score for five tracks: Percussion, S. Bass, Pad 6, Pad 7, and FX 1. The Percussion track starts at measure 21 and features a rhythmic pattern of sixteenth notes with a '6' above the staff. The S. Bass track also starts at measure 21 and has a similar sixteenth-note pattern with a '6' below the staff. Pad 6 and Pad 7 have melodic lines with a triplet of eighth notes. FX 1 has a sustained chord and a short rhythmic pattern.

22

Perc. *6 6 6 6*

E. Bass

S. Bass *6 6 6 6*

Pad 6 *6 6 3*

Pad 7 *6 6 3*

FX 1

FX 7 *6 6 3*

The image displays a musical score for six instruments: Percussion (Perc.), Electric Bass (E. Bass), Synthesizer Bass (S. Bass), Pad 6, Pad 7, FX 1, and FX 7. The score is organized into a system with seven staves. The Percussion staff (top) features a rhythmic pattern of eighth notes with a '6' above each measure. The E. Bass staff (second) has a few notes, including a triplet of eighth notes. The S. Bass staff (third) plays a complex bass line with sixteenth notes and rests, marked with '6' and '3'. The Pad 6 and Pad 7 staves (fourth and fifth) play a similar melodic line with sixteenth notes, marked with '6'. The FX 1 staff (sixth) includes a triplet of eighth notes and a triplet of sixteenth notes. The FX 7 staff (bottom) plays a complex bass line with sixteenth notes, marked with '6' and '3'. The score is numbered '23' at the beginning of the Percussion staff.

Musical score for Percussion (Perc.), Glockenspiel (Glock.), Electric Bass (E. Bass), Sub Bass (S. Bass), Pad 6, Pad 7, FX 1, and FX 7. The score is in 4/4 time and begins at measure 24. The Percussion part features a complex rhythmic pattern with sixteenth notes and rests, including a triplet of eighth notes in measures 27 and 28. The Glockenspiel part is silent. The Electric Bass part has a sparse melodic line with a few notes and rests. The Sub Bass part consists of a dense, rhythmic pattern of sixteenth notes. The Pad 6, Pad 7, FX 1, and FX 7 parts all feature a dense, rhythmic pattern of sixteenth notes, with the FX 1 and FX 7 parts having a more complex, multi-layered texture. The FX 1 and FX 7 parts also include a triplet of eighth notes in measures 27 and 28.

25 23

Perc. 

Glock. 

E. Bass 

S. Bass 

Pad 6 

Pad 7 

FX 1 

FX 7 

This musical score page, numbered 24, features eight staves of music. The Percussion staff (top) uses a drum set notation with various rhythms and accents, including triplet patterns. The Glockenspiel staff features a melodic line with triplet markings. The Electric Bass staff has a simple rhythmic pattern with triplet markings. The Sub Bass staff provides a low-frequency accompaniment with a consistent eighth-note triplet pattern. Pads 6 and 7 play a similar eighth-note triplet accompaniment. FX 1 and FX 7 provide additional texture with complex, multi-layered patterns, also featuring triplet markings. The score is written in a common time signature and includes various musical notations such as stems, beams, and accents.



27 25

The musical score consists of eight staves, each representing a different instrument or effect. The Percussion staff (top) features a complex rhythmic pattern with eighth and sixteenth notes, accented with 'x' marks, and includes triplet markings. The Glockenspiel staff uses a treble clef and features a melodic line with triplet markings. The Electric Bass staff uses a bass clef and features a melodic line with triplet markings. The Synthesizer Bass staff uses a bass clef and features a melodic line with triplet markings. The Pad 6 and Pad 7 staves use a treble clef and feature melodic lines with triplet markings. The FX 1 and FX 7 staves use a treble clef and feature melodic lines with triplet markings. The score is marked with measure numbers 27 and 25, and includes various musical notations such as notes, rests, and articulation marks.

Musical score for measures 28-31, featuring Percussion, Glockenspiel, Electric Bass, and Sub Bass. The score includes various rhythmic patterns and articulations such as triplets and sixteenth notes.

- Perc.**: Features a complex rhythmic pattern with sixteenth notes and triplets. The notation includes 'x' marks above notes, indicating specific articulation or effects.
- Glock.**: Features a melodic line with triplets and rests.
- E. Bass**: Features a melodic line with triplets and rests.
- S. Bass**: Features a bass line with sixteenth notes and triplets.
- Pad 6**: A blank staff.
- FX 1**: Features a melodic line with sixteenth notes and triplets.
- FX 7**: Features a melodic line with sixteenth notes and triplets.
- Breath**: A blank staff.

29

Perc. 

Glock. 

E. Bass 

S. Bass 

Pad 6 

FX 1 

FX 7 

Breath 

This musical score page, numbered 28, contains ten staves of music. The staves are labeled as follows from top to bottom: Perc., Glock., E. Gtr., E. Bass, S. Bass, Pad 6, Pad 7, FX 1, FX 7, and Breath. The Perc. staff begins at measure 30 and features a complex rhythmic pattern with triplets (marked '3') and sextuplets (marked '6'). The Glock. staff has a melodic line with triplets. The E. Gtr. staff shows a melodic line with sextuplets and some notes marked with question marks. The E. Bass staff has a simple rhythmic pattern. The S. Bass staff features a melodic line with sextuplets. Pads 6 and 7 have melodic lines with triplets. FX 1 and FX 7 have melodic lines with sextuplets. The Breath staff has a melodic line with sextuplets. The score is written in a key signature of one flat (B-flat) and a 4/4 time signature.

31

The musical score consists of ten staves. The top five staves are grouped by a brace on the left and labeled Perc., Glock., E. Gtr., E. Bass, and S. Bass. The bottom five staves are labeled Pad 6, Pad 7, FX 1, FX 7, and Breath. The Perc. staff has a double bar line at the start. The Glock. staff has a treble clef and contains rhythmic patterns with vertical lines. The E. Gtr. staff has a treble clef and contains guitar-specific notation, including a 'T' above the staff, 'A' and 'B' in a box, and triplets. The E. Bass and S. Bass staves have bass clefs and contain rhythmic patterns. The Pad 6 and Pad 7 staves have treble clefs and contain dense, multi-measure rhythmic patterns with a '6' above each. The FX 1 and FX 7 staves have treble clefs and contain rhythmic patterns with vertical lines. The Breath staff has a bass clef and contains rhythmic patterns with vertical lines.

This musical score is for a percussion ensemble and includes the following parts:

- Perc.**: Features a complex rhythmic pattern with triplets and sixteenth notes.
- Glock.**: Features a melodic line with triplets and sixteenth notes.
- E. Gtr.**: Features a melodic line with triplets and sixteenth notes, and includes a guitar tablature section with question marks.
- S. Bass**: Features a melodic line with triplets and sixteenth notes.
- Pad 6**: Features a melodic line with sixteenth notes.
- Pad 7**: Features a melodic line with sixteenth notes.
- FX 1**: Features a melodic line with sixteenth notes.
- FX 7**: Features a melodic line with sixteenth notes.

33 31

Perc.

Glock.

E. Gtr.

S. Bass

Pad 6

Pad 7

FX 1

FX 7

Musical score for Percussion, Glockenspiel, Electric Guitar, Synthesizer Bass, Pad 6, Pad 7, FX 1, and FX 7. The score is in 4/4 time and features a key signature of one flat (Bb).

**Perc.** (Percussion): Features a complex rhythmic pattern starting at measure 34. It includes triplets of eighth notes and sixteenth notes, with some notes marked with 'x' to indicate specific sounds or techniques.

**Glock.** (Glockenspiel): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.

**E. Gtr.** (Electric Guitar): Features a melodic line with triplets of eighth notes and sixteenth notes. The guitar is in standard tuning (EADGBE) and has a capo on the first fret. The fretboard positions are indicated by letters: T (top), A (second), B (third), and B (third). There are question marks below the staff in measures 34, 35, 36, 37, 38, and 39.

**S. Bass** (Synthesizer Bass): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.

**Pad 6** (Synthesizer Pad): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.

**Pad 7** (Synthesizer Pad): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.

**FX 1** (Effect): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.

**FX 7** (Effect): Features a melodic line with triplets of eighth notes and sixteenth notes, interspersed with rests.



35 33

Perc.

Glock.

E. Gtr.

S. Bass

Pad 6

Pad 7

FX 1

FX 7

36

Perc.

Glock.

E. Gtr.

S. Bass

Pad 6

Pad 7

FX 1

FX 7

37

Perc.

Mel. Toms

Glock.

E. Gtr.

E. Bass

S. Bass

Pad 6

Pad 7

FX 1

FX 7

Breath



Percussion

Musical score for Percussion, measures 15-24. The score is written on a single staff with a double bar line at the beginning. The notation includes various rhythmic patterns, including triplets and sixteenth-note runs, with 'x' marks indicating muted notes. Measure numbers 15 through 24 are indicated on the left side of the staff. Above the staff, the word 'Percussion' is written. The score consists of the following measures:

- Measure 15: Features a triplet of eighth notes, followed by a sixteenth-note run, and another triplet of eighth notes.
- Measure 16: Features a sixteenth-note run.
- Measure 17: Features a sixteenth-note run, a triplet of eighth notes, and another sixteenth-note run.
- Measure 18: Features a sixteenth-note run.
- Measure 19: Features a sixteenth-note run.
- Measure 20: Features a sixteenth-note run.
- Measure 21: Features a sixteenth-note run.
- Measure 22: Features a sixteenth-note run.
- Measure 23: Features a sixteenth-note run.
- Measure 24: Features a sixteenth-note run, a triplet of eighth notes, and another sixteenth-note run.

Percussion

25

Measure 25: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

26

Measure 26: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

27

Measure 27: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

28

Measure 28: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

29

Measure 29: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

30

Measure 30: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '6' is written below the guitar staff.

32

Measure 32: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '3' is written below the guitar staff.

34

Measure 34: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '3' is written below the guitar staff.

35

Measure 35: Percussion staff with sixteenth notes and triplets. The guitar staff shows a complex chordal accompaniment with sixteenth notes and triplets. The number '3' is written below the guitar staff.

Melodic Toms

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

♩ = 37,368484

5

3

8

3 6 3

9

6 6

10

3 6

11

3 3 3

12

3 3 3

15

3 3 3

17

3

19

♩ = 37,368484

The musical score consists of ten staves, each beginning with a measure number: 6, 7, 13, 18, 26, 28, 30, 32, and 34. The notation is dense, featuring a variety of rhythmic values including eighth, sixteenth, and thirty-second notes, as well as rests. Numerous triplet markings (indicated by a '3' over a bracket) are present throughout the piece. The key signature is one sharp (F#), and the time signature is 4/4. The score is written in a single system, with each staff representing a different voice or part of the Glockenspiel instrument.

V.S.



2

# Glockenspiel

36

The image shows a musical score for a Glockenspiel. It consists of two staves. The upper staff is in treble clef and contains measures 36, 37, 38, and 39. Measure 36 starts with a quarter rest, followed by a quarter note G4, a quarter note A4, and a quarter note B4. Measure 37 contains a quarter note C5, a quarter note B4, and a quarter note A4. Measure 38 contains a quarter note G4, a quarter note F4, and a quarter note E4. Measure 39 contains a quarter note D4, a quarter note C4, and a quarter note B3. The lower staff is in bass clef and contains a triplet of three eighth notes: G3, F3, and E3, marked with a '3' below the notes. Above the first three measures of the lower staff, there are three vertical bars, each containing ten horizontal lines, representing a guitar fretboard diagram for the first three measures.



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

5-string Electric Bass

♩ = 37,368484

2

6

13

17

22

25

27

29

31



Synth Bass

22

6 6 6 6

23

6 6 6 3

24

6 6 6 6

25

6 6 6 6

26

6 6 6 6

27

6 6 6 6

28

6 6 6 6

29

6 6 6 6

30

6 6 6 6

32

3 3 6

33



34



35



36



Pad 6 (Metallic)

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

♩ = 37,368484

6

8

9

10

11

13

14

15

18

V.S.





Pad 6 (Metallic)

34

♩ = 37,368484

6

9

10

11

14

15

17

21

23

Pad 7 (Halo)

24 

25 

26 

27 

30 

31 

32 

33 

34 

35 

36

6 3

FX 1 (Rain)

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

♩ = 37,368484

7

9

11

12

14

16

17

18

20

V.S.

FX 1 (Rain)

23

3 3 3

24

6 6 6 6

25

6 6 6 6

26

6 6 6 6

27

6 6 6 6

28

6 6 6 6

29

6 6 6 6

30

6 6

32

3

FX 7 (Echoes)

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

♩ = 37,368484

7

9

11

12

13

15

16

17

18

FX 7 (Echoes)

The musical score for 'FX 7 (Echoes)' consists of 12 staves of guitar notation. The notation is primarily in treble clef with a key signature of one sharp (F#). The piece is characterized by complex rhythmic patterns and melodic lines. Staff 22 begins with a 7-measure rest, followed by a series of sixths (6) and a triplet (3). Staves 23 through 31 feature dense sixteenth-note passages with frequent use of sixths (6) and slurs. Staff 32 concludes with a triplet (3) and a final melodic flourish. The score includes various accidentals (sharps, flats, naturals) and articulation marks (accents, slurs) to guide the performer.



Breath Noise

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

♩ = 37,368484

The musical score consists of 12 staves, each representing a guitar string. The notation includes various fret numbers (2, 3, 5, 6, 7, 8, 9, 10, 12, 15, 30) and techniques such as triplets (3), sixteenth-note runs (6), and slurs. The score begins with a double bar line and a fret number of 2. The first staff contains a series of notes with a triplet of sixteenth notes. The second staff starts with a fret number of 5 and continues with a series of notes. The third staff starts with a fret number of 6 and continues with a series of notes. The fourth staff starts with a fret number of 7 and continues with a series of notes. The fifth staff starts with a fret number of 8 and continues with a series of notes. The sixth staff starts with a fret number of 9 and continues with a series of notes. The seventh staff starts with a fret number of 10 and continues with a series of notes. The eighth staff starts with a fret number of 12 and continues with a series of notes. The ninth staff starts with a fret number of 15 and continues with a series of notes. The tenth staff starts with a fret number of 30 and continues with a series of notes. The eleventh staff starts with a fret number of 5 and continues with a series of notes. The twelfth staff starts with a fret number of 5 and continues with a series of notes.

[No instrument (barlines shown)] Computer Game`sFrom the game ``Descent`` - LEVEL`

♩ = 37,368484

