

Computer Game's From the game ``Descent`` - LEVEL22

♩ = 37,368484

Ocarina

Percussion

Percussion

Percussion

Percussion

Percussion

Percussion

Tubular Bells

Flexatone

Flexatone

Electric Guitar

Electric Guitar

Electric Guitar

Electric Guitar

7-string Electric Guitar

7-string Electric Guitar

7-string Electric Guitar

Electric Bass

Quintus

Synth Bass

Reverse Cymbals

Orchestra Hit

Lead 1 (Square)

Lead 1 (Square)

Lead 1 (Square)

Lead 6 (Voice)

Pad 1 (New Age)

FX 1 (Rain)

FX 6 (Goblins)

Gunshot

♩ = 37,368484

3

Perc. 1
Perc. 2
Perc. 3
Perc. 4
Perc. 5
E. Gtr. 1
E. Gtr. 2
E. Gtr. TAB 1
E. Gtr. TAB 2
E. Gtr. TAB 3
E. Gtr. TAB 4
E. Bass
S. Bass
Orch. Hit
FX 1



4

Perc. 1
Perc. 2
Perc. 3
Perc. 4
Perc. 5
E. Gtr. 1
E. Gtr. 2
E. Gtr. TAB 1
E. Gtr. TAB 2
E. Gtr. TAB 3
E. Gtr. TAB 4
E. Bass
S. Bass
Orch. Hit
FX 1

5

Perc.

Perc.

Perc.

Perc.

Perc.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Bass

S. Bass

Orch. Hit

FX 1



6

Perc.

Perc.

Perc.

Perc.

Perc.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Bass

S. Bass

Orch. Hit

FX 1

This musical score is for a percussion ensemble and guitar/bass. It consists of the following parts:

- Oc.** (Orchestra)
- Perc.** (Percussion) - Multiple staves with various rhythmic patterns, including triplets and sixteenth notes.
- E. Gtr.** (Electric Guitar) - Two staves with melodic lines and guitar tablature. The tablature includes fret numbers (0-24) and includes a question mark in the second system.
- E. Bass** (Electric Bass) - Staff with a melodic line featuring triplets.
- S. Bass** (Soprano Bass)
- Rev. Cym.** (Reverse Cymbal)
- Orch. Hit** (Orchestra Hit)
- Lead 1** (Lead 1)
- FX 1** (FX 1)
- FX 6** (FX 6)

Musical score for measures 9-10. The score includes parts for Oboe (Oc.), Reversed Cymbal (Rev. Cym.), three Lead 1 parts, FX 1, and FX 6. The key signature is B-flat major. Measure 9 features a complex rhythmic pattern with triplets and sixteenth notes. Measure 10 continues this pattern with some rests. The FX 6 part provides a dense harmonic accompaniment.



Musical score for measures 11-12. The score includes parts for Oboe (Oc.), Reversed Cymbal (Rev. Cym.), three Lead 1 parts, FX 1, and FX 6. The key signature is B-flat major. Measure 11 features a complex rhythmic pattern with triplets and sixteenth notes. Measure 12 continues this pattern with some rests. The FX 6 part provides a dense harmonic accompaniment.

Musical score for page 6, measures 13-14. The score includes parts for Oboe (Oc.), Percussion (Perc.), Trumpet in B-flat (Tub. B.), Electric Guitar (E. Gtr.), Electric Bass (E. Bass), Clarinet in B-flat (Q.), Reverse Cymbal (Rev. Cym.), Orchestral Hit (Orch. Hit), Lead 1 (three staves), Pad 1, FX 1, FX 6, and Gun.

Musical score for measures 15-16. The score includes parts for Percussion (four staves), Tub. B., Flex. (two staves), E. Gtr., E. Bass, Orch. Hit, Pad 1, and Gun. Measures 15 and 16 feature complex rhythmic patterns with triplets and sixteenth notes. The percussion parts include various drum sounds and cymbal patterns. The E. Bass part has a prominent triplet pattern. The Orch. Hit part features a complex rhythmic pattern with triplets. The Pad 1 part has a complex rhythmic pattern with triplets. The Gun part has a simple rhythmic pattern with triplets.



Musical score for measures 17-18. The score includes parts for Percussion (four staves), Flex. (two staves), E. Bass, Rev. Cym., Orch. Hit, Pad 1, and Gun. Measures 17 and 18 feature complex rhythmic patterns with sextuplets and sixteenth notes. The percussion parts include various drum sounds and cymbal patterns. The Flex. parts have complex rhythmic patterns with sextuplets. The E. Bass part has a complex rhythmic pattern with sextuplets. The Rev. Cym. part has a simple rhythmic pattern. The Orch. Hit part has a complex rhythmic pattern with sextuplets. The Pad 1 part has a complex rhythmic pattern with sextuplets. The Gun part has a simple rhythmic pattern with sextuplets.

17

Oc.

Perc.

Perc.

Perc.

Perc.

Flex.

Flex.

E. Bass

Rev. Cym.

Lead 1

Lead 6

Pad 1

FX 1

Gun.

This musical score page, numbered 9, contains the following parts and staves:

- Oc.** (Oboe): Treble clef, featuring complex rhythmic patterns with triplets and sextuplets.
- Perc.** (Percussion): Multiple staves with various rhythmic notations, including triplets and sextuplets.
- Flex.** (Flexatone): Two staves with notes and rests.
- E. Gtr.** (Electric Guitar): Two staves with fret numbers (2, 3, 0, 4, 3, 2, 0, 4) and rhythmic markings.
- E. Bass** (Electric Bass): Bass clef, featuring rhythmic patterns with triplets and sextuplets.
- Q.** (Quadrant): Treble clef, mostly rests with some notes at the end.
- S. Bass** (Soprano Bass): Bass clef, featuring rhythmic patterns with triplets and sextuplets.
- Rev. Cym.** (Reverberating Cymbal): Treble clef, with notes and rests.
- Orch. Hit** (Orchestral Hit): Treble clef, with notes and rests.
- Lead 1**: Treble clef, featuring complex rhythmic patterns with triplets and sextuplets.
- Lead 6**: Treble clef, with notes and rests.
- Pad 1**: Treble clef, mostly rests.
- FX 1** (Effects): Treble clef, with notes and rests.
- Gun.** (Gun): Bass clef, with notes and rests.

This musical score page, numbered 10, contains 17 staves for various instruments. The top staff is for Oboe (Oc.), featuring a melodic line with frequent triplets. Below it are five percussion (Perc.) staves: the first has a rhythmic pattern with triplets; the second has sixteenth-note patterns with sextuplets and triplets; the third has a steady sixteenth-note pattern with sextuplets; the fourth has a single sustained note; and the fifth has a triplet pattern. The guitar section consists of five staves: the first is Electric Guitar (E. Gtr.) with a melodic line; the second is E. Gtr. with a melodic line and triplets; the third is E. Gtr. with a complex rhythmic pattern of sixteenth notes and sextuplets; the fourth is E. Gtr. with a guitar tablature showing fret numbers and string numbers; and the fifth is Electric Bass (E. Bass) with a melodic line and triplets. Below the guitars are three more staves: a Quintet (Q.) staff with a melodic line, a Sub Bass (S. Bass) staff with a melodic line and triplets, and a Reverb Cymbal (Rev. Cym.) staff with a rhythmic pattern. The bottom section includes an Orchestral Hit (Orch. Hit) staff with a rhythmic pattern, a Lead 1 staff with a melodic line and sextuplets, a Lead 6 staff with a melodic line, a Pad 1 staff with a melodic line and triplets, an FX 1 staff with a melodic line, and a Gun staff with a melodic line.

22

Musical score for measures 22-23. The score includes staves for Percussion (four staves), Electric Guitar (two staves), Electric Bass, Quin (Q), S. Bass, Rev. Cym., Orch. Hit, Pad 1, and Gun. Measure 22 features a complex arrangement of triplets and sixteenth notes across the percussion and guitar parts. Measure 23 continues this pattern with various rhythmic textures and articulations.



23

Musical score for measures 23-24. The score includes staves for Percussion (four staves), Electric Guitar (two staves), Electric Bass, Quin (Q), S. Bass, Rev. Cym., Orch. Hit, Pad 1, and Gun. Measure 23 continues the rhythmic patterns from the previous page. Measure 24 introduces a new rhythmic motif with a mix of eighth and sixteenth notes, maintaining the complex texture.

24

Perc.
Perc.
Perc.
Perc.
E. Gtr.
E. Gtr.
E. Bass
Q.
S. Bass
Rev. Cym.
Orch. Hit
Pad 1
Gun.



25

Perc.
Perc.
E. Bass
Rev. Cym.
Orch. Hit
Pad 1

26

Oc.

Perc.

Perc.

Perc.

Perc.

Perc.

Perc.

Tub. B.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Gtr.

E. Bass

Q.

S. Bass

Rev. Cym.

Orch. Hit

Lead 1

Lead 1

Lead 1

Lead 6

Pad 1

FX 1

FX 6

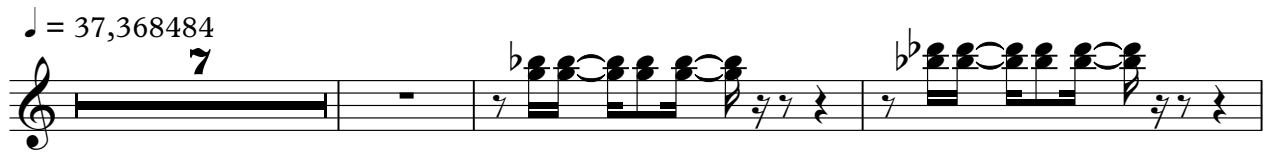
Gun.

Computer Game`sFrom the game ``Descent`` - LEVEL2

Ocarina

♩ = 37,368484

7



11



14

3



19

6

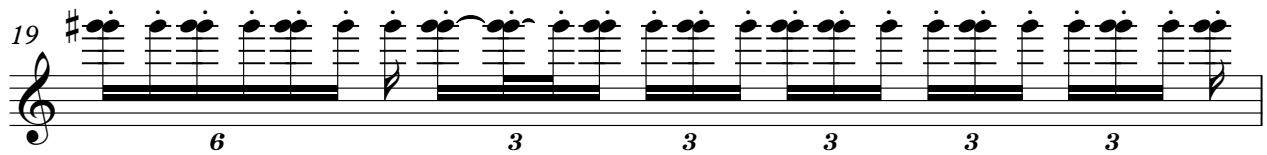
3

3

3

3

3



20

3

3

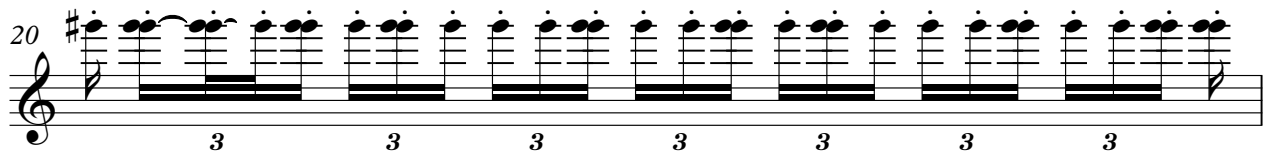
3

3

3

3

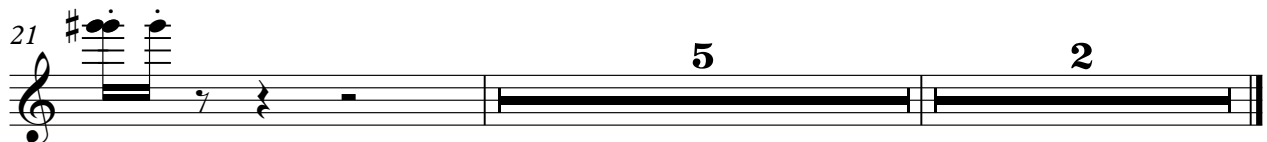
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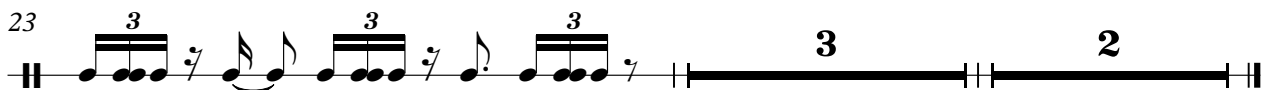
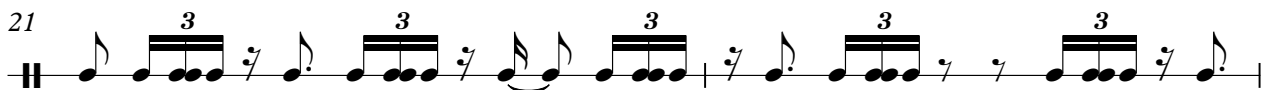
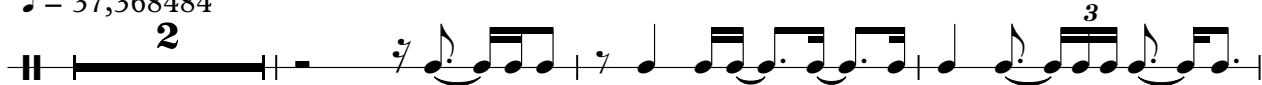
21

5

2



♩ = 37,368484



Computer Game`sFrom the game ``Descent`` - LEVEL2

Percussion

♩ = 37,368484



V.S.

2

Percussion

26

Musical notation for Percussion, measure 26. The notation is on a single staff with a double bar line at the beginning and end. It features three triplet markings over eighth notes. The first triplet consists of three eighth notes. The second triplet consists of three eighth notes. The third triplet consists of three eighth notes. There are rests between the triplets and after the last one.

Computer Game`sFrom the game ``Descent`` - LEVEL2

Percussion

♩ = 37,368484

3

4

5

6

7

15

16

17

18

V.S.

2

Percussion

19

Musical notation for measure 19, featuring a double bar line on the left and four groups of sixteenth notes. Each group is marked with a '6' below it. The notes are represented by 'x' marks on a five-line staff.

20

Musical notation for measure 20, featuring a double bar line on the left and four groups of sixteenth notes. Each group is marked with a '6' below it. The notes are represented by 'x' marks on a five-line staff.

21

Musical notation for measure 21, featuring a double bar line on the left and four groups of sixteenth notes. Each group is marked with a '6' below it. The notes are represented by 'x' marks on a five-line staff.

22

Musical notation for measure 22, featuring a double bar line on the left and four groups of sixteenth notes. Each group is marked with a '6' below it. The notes are represented by 'x' marks on a five-line staff.

23

Musical notation for measure 23, featuring a double bar line on the left and four groups of sixteenth notes. Each group is marked with a '6' below it. The notes are represented by 'x' marks on a five-line staff.

24

Musical notation for measure 24, featuring a double bar line on the left. The first part shows a sequence of notes with a slur. The second part is a whole note marked with a '2'. The third part is a triplet of eighth notes marked with a '3'. The fourth part is a whole note. The fifth part is a whole note. The sixth part is a whole note.

Percussion

♩ = 37,368484

3

6

6

3

16

22

2

2

Percussion

Computer Game`sFrom the game ``Descent`` - LEVEL2

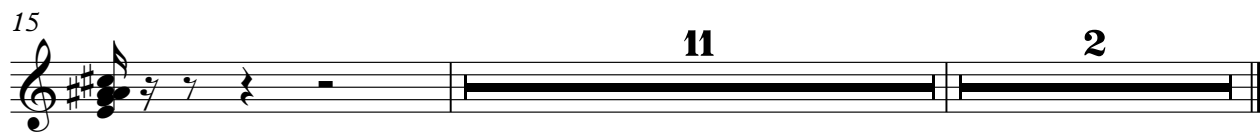
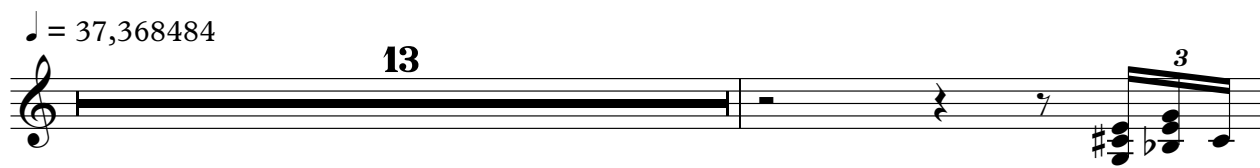
♩ = 37,368484

Musical notation for the first staff, measures 1-4. Measure 1 has a bar line and a '7' above it. Measure 2 has a '3' below it. Measure 3 has a '4' above it. Measure 4 has a bar line and 'x' marks above it.

Musical notation for the second staff, measures 14-16. Measure 14 has a '14' above it and a '3' below it. Measure 15 has a '12' above it. Measure 16 has a '2' above it.

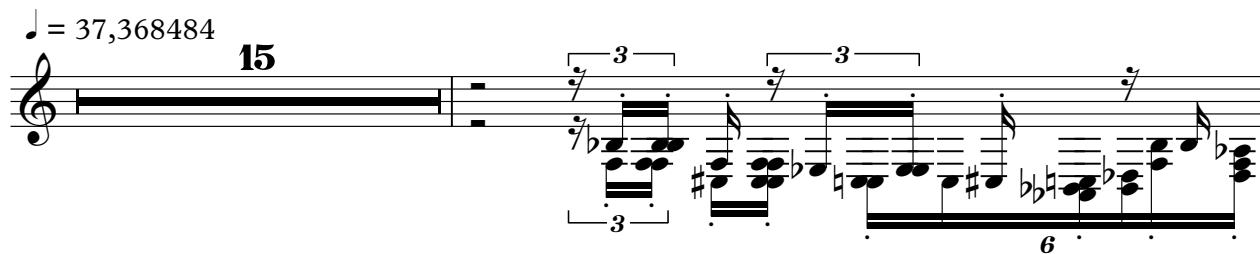
Tubular Bells

Computer Game`sFrom the game ``Descent`` - LEVEL2

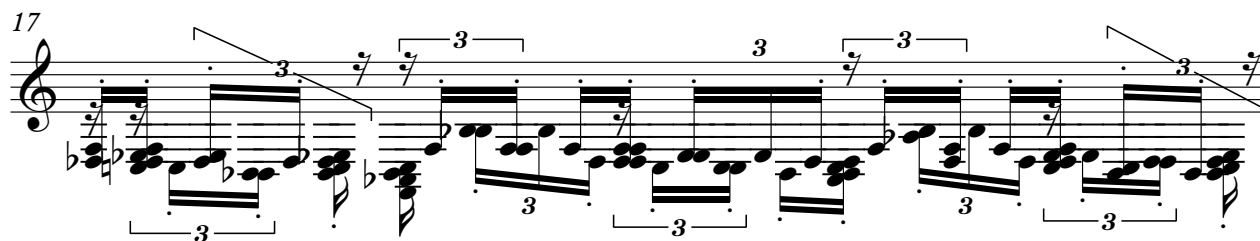


♩ = 37,368484

15

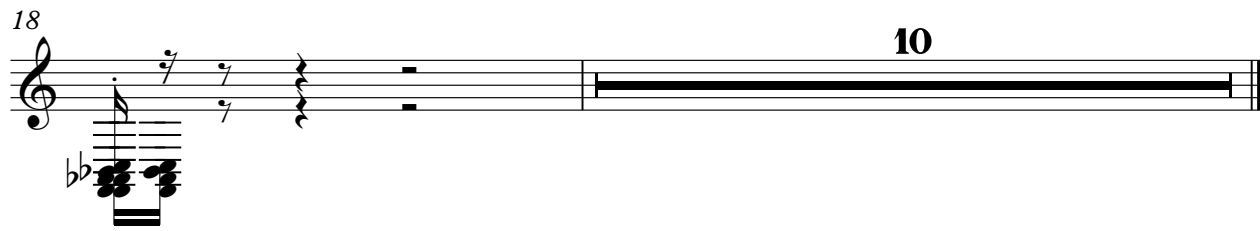


17



18

10



Electric Guitar

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

2

3

3

3

5

3

3

3

7

6

3

16

4

3

5

2

♩ = 37,368484

20

22

23

24

♩ = 37,368484

2 3 6

4

3 3 3

6

3 3

8

19 2

7-string Electric Guitar

♩ = 37,368484

2

3

4

5

6

7

8

19

21

21

2

13

Musical staff 13: Bass line starting with a 3-measure rest, followed by a series of eighth notes grouped in triplets. The key signature has one flat (Bb).

15

Musical staff 15: Bass line with eighth notes grouped in triplets. The key signature has one flat (Bb).

16

Musical staff 16: Bass line starting with a sextuplet of eighth notes, followed by eighth notes grouped in triplets. The key signature has one flat (Bb).

17

Musical staff 17: Bass line with eighth notes grouped in triplets. The key signature has one flat (Bb).

18

Musical staff 18: Bass line with eighth notes grouped in triplets, including some notes with rests. The key signature has one flat (Bb).

19

Musical staff 19: Bass line starting with a sextuplet of eighth notes, followed by eighth notes grouped in triplets. The key signature has one flat (Bb).

20

Musical staff 20: Bass line with eighth notes grouped in triplets, including some notes with rests. The key signature has one flat (Bb).

21

Musical staff 21: Bass line with eighth notes grouped in triplets. The key signature has one flat (Bb).

22

Musical staff 22: Bass line starting with a sextuplet of eighth notes, followed by eighth notes grouped in triplets. The key signature has one flat (Bb).

23

Musical staff 23: Bass line with eighth notes grouped in triplets. The key signature has one flat (Bb).

24

Musical notation for measure 24, featuring six triplets of eighth notes. The notes are: G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2.

25

Musical notation for measure 25, featuring a sextuplet followed by five triplets of eighth notes. The notes are: G2, F2, E2, D2, C2, B1; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2.

26

Musical notation for measure 26, featuring six triplets of eighth notes. The notes are: G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2; G2, F2, E2.

27

Musical notation for measure 27, featuring a triplet of eighth notes followed by a whole rest. The notes are: G2, F2, E2.

Quintus

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♩ = 37,368484

12 4

19

19

23

23 3 2 2

Synth Bass

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

4

7 10

18

19 6

20

22

24 2 2

Reverse Cymbals

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♩ = 37,368484



Orchestra Hit

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

4

7

15

16

19

21

22

23

24

V.S.

2

Orchestra Hit

25

Musical notation for measure 25. It features a treble clef and a guitar-style chord progression. The notation includes several triplets (marked with a '3' and a bracket) and slash marks indicating muted notes. The chords are primarily triads and dyads.

26

Musical notation for measure 26. It features a treble clef and a guitar-style chord progression. The notation includes several triplets (marked with a '3' and a bracket) and a sixteenth-note run in the bass line (marked with a '6'). The chords are primarily triads and dyads.

27

Musical notation for measure 27. It features a treble clef and a guitar-style chord progression. The notation includes a final chord and a few notes, ending with a double bar line.

Lead 1 (Square)

♩ = 37,368484

10

13

14

Lead 1 (Square)

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

7

3

6

10

6

3

3

12

3

3

6

3

6

14

13

2

Lead 1 (Square)

♩ = 37,368484

7

3

10

6

3

12

6

3

13

3

6

3

18

3

6

6

3

19

6

3

3

3

3

6

20

6

3

3

3

3

3

21

5

2

♩ = 37,368484

13

Musical notation for measures 13-15. Measure 13 is a whole rest. Measure 14 contains five groups of triplets. Measure 15 contains two groups of triplets.

16

Musical notation for measures 16-17. Measure 16 contains a sextuplet followed by four groups of triplets. Measure 17 contains five groups of triplets.

18

2

Musical notation for measures 18-19. Measure 18 contains a triplet and a pair of notes. Measure 19 is a whole rest.

24

Musical notation for measures 24-25. Measure 24 contains four groups of triplets, a sextuplet, and two groups of triplets. Measure 25 contains three groups of triplets.

26

Musical notation for measures 26-27. Measure 26 contains five groups of triplets. Measure 27 contains four groups of triplets.

FX 1 (Rain)

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

5

9

12

19

FX 6 (Goblins)

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

7



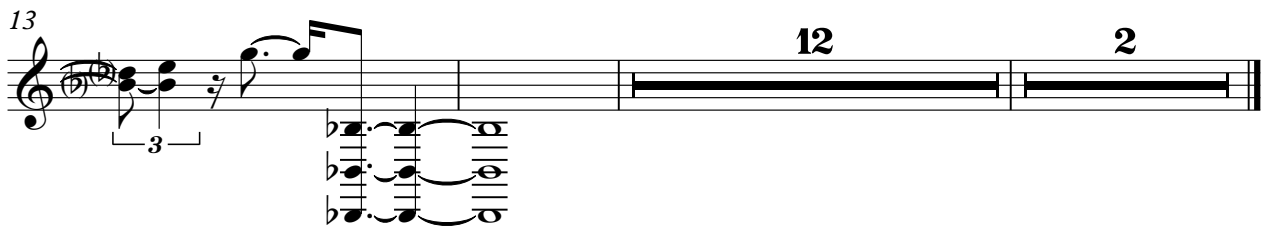
10



13

12

2

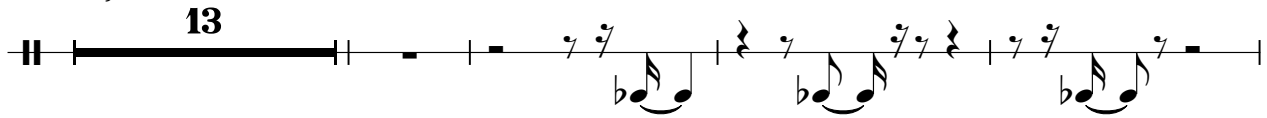


Gunshot

Computer Game`sFrom the game ``Descent`` - LEVEL2

♩ = 37,368484

13



18



23

