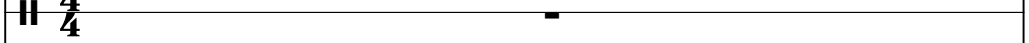
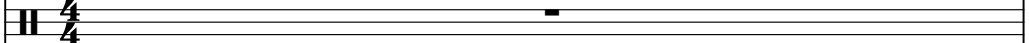


Computer Game`sFrom the game ``Locus`` - SONG

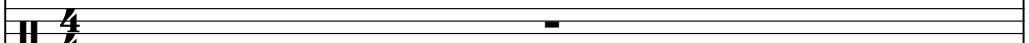
♩ = 120,000000
[GUF]snare

Percussion 

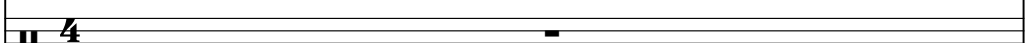
[GUF]lo kick

Percussion 


[GUF]Hat

Percussion 


[GUF]Hat copy

Percussion 


[GUF]bongo

Anvil 


[GUF]rezperc

Kora 

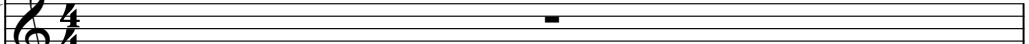
[GUF]fantasy

Pad 1 (New Age) 

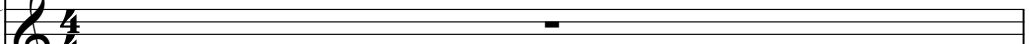
[GUF]fantasy echo

Pad 1 (New Age) 

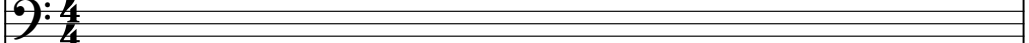
[GUF]syn bs

FX 5 (Brightness) 

[GUF]goblin

FX 7 (Echoes) 

♩ = 120,000000
[GUF]strings

Violoncello 

2

2

Pad 1

Pad 1

FX 7

Vc.



4

Anv.

Kora

Pad 1

Pad 1

Vc.

6

Kora

Pad 1

Pad 1

Vc.



8

Anv.

Kora

Pad 1

Pad 1

Vc.

4

10

Kora

Pad 1

Pad 1



12

Perc.

Anv.

Kora

Pad 1

Pad 1

Vc.

14

The musical score consists of six staves. The top three staves are labeled 'Perc.' and contain rhythmic notation with various symbols like 'x' and '7'. The fourth staff is labeled 'Kora' and features a melodic line with eighth notes and accents. The fifth staff is labeled 'Pad 1' and contains a dense, repetitive pattern of notes. The sixth staff is labeled 'Vc.' and shows a bass line with a long, sweeping slur underneath it.

16

The musical score consists of five staves. The top three staves are labeled 'Perc.' and the fourth is 'Anv.'. The bottom two staves are labeled 'Kora', 'Pad 1', and 'Vc.'. The score begins at measure 16. The Percussion staves feature various rhythmic patterns, including eighth and sixteenth notes, rests, and 'x' marks. The Anvil staff has a few notes and rests. The Kora staff has a continuous eighth-note pattern. The Pad 1 staves have a dense, repeating eighth-note texture. The Vc. staff has a few notes and rests.

18

The musical score consists of six staves. The top three staves are labeled 'Perc.' and use a drum set notation system with a double bar line and a vertical line. The first Perc. staff shows a sequence of notes in the second measure. The second Perc. staff shows a sequence of notes with 'x' marks above them, indicating a specific sound or technique. The third Perc. staff shows a sequence of notes with 'x' marks above them, and a circled 'x' in the second measure. The fourth staff is labeled 'Kora' and uses a treble clef with a series of eighth notes. The fifth staff is labeled 'Pad 1' and uses a treble clef with a series of eighth notes. The sixth staff is labeled 'Vc.' and uses a bass clef with a series of eighth notes. A large brace spans the bottom two staves (Pad 1 and Vc.) across both measures.

20

Perc. Perc. Perc. Perc. Anv. Kora Pad 1 Pad 1 FX 5 Vc.

Detailed description: This musical score page, numbered 8 and starting at measure 20, features seven staves. The top four staves are for Percussion (Perc.), each with a different rhythmic pattern. The fifth staff is for Anvil (Anv.), showing a sequence of notes. The sixth and seventh staves are for Kora, featuring a complex, repetitive rhythmic pattern. The eighth and ninth staves are for Pad 1, with dense, layered textures. The tenth staff is for FX 5, showing a long, sustained note. The eleventh staff is for Vc. (Violoncello), with a long, sustained note. The score is written in a standard musical notation style with various clefs and time signatures.

22

Perc.

Perc.

Perc.

Kora

Pad 1

Pad 1

FX 5

Vc.

24

The musical score consists of the following parts:

- Perc. (4 staves):** Four percussion staves. The first three staves use a snare drum (H) and various rhythmic notations including eighth notes, quarter notes, and rests. The fourth staff uses a tom-tom (X) with various rhythmic patterns.
- Anv. (1 staff):** Anvil part using a snare drum (H) with a rhythmic pattern of eighth notes.
- Kora (1 staff):** Kora part in treble clef, featuring a complex rhythmic pattern with many sixteenth notes.
- Pad 1 (2 staves):** Two identical pad parts in treble clef, featuring a complex rhythmic pattern with many sixteenth notes.
- FX 5 (1 staff):** FX part in treble clef, featuring a series of vertical lines representing a sound effect, with a long sustain line.
- Vc. (1 staff):** Vc. part in bass clef, featuring a series of vertical lines representing a sound effect, with a long sustain line.

26

Perc. Perc. Perc. Perc. Kora Pad 1 Pad 1 FX 5 Vc.

28

The musical score consists of the following parts:

- Perc. (4 staves):** Four percussion staves. The first two have a treble clef and a 'Perc.' label. The third and fourth have a treble clef and a 'Perc.' label. They contain various rhythmic patterns including eighth notes, quarter notes, and rests.
- Anv. (1 staff):** Anvil part with a treble clef and an 'Anv.' label, featuring a rhythmic pattern of eighth notes.
- Kora (1 staff):** Kora part with a treble clef, showing a complex rhythmic pattern of eighth notes.
- Pad 1 (2 staves):** Two identical pad parts with a treble clef, each containing a dense, repeating eighth-note pattern.
- FX 5 (1 staff):** FX part with a treble clef, featuring a melodic line with a sharp sign and a long sustain line.
- Vc. (1 staff):** Vc. part with a bass clef, featuring a long sustain line.

30

Perc.

Perc.

Perc.

Perc.

Kora

Pad 1

Pad 1

FX 5

Vc.

32

Perc. Perc. Perc. Perc. Anv. Kora Pad 1 Pad 1 FX 5 Vc.

34

The musical score consists of seven staves. The top four staves are labeled 'Perc.' and contain various rhythmic patterns using notes, rests, and 'x' marks. The fifth staff is labeled 'Kora' and features a melodic line with eighth notes and accents. The sixth and seventh staves are labeled 'Pad 1' and 'FX 5' respectively, with the 'Pad 1' staves showing dense, repetitive patterns. The bottom staff is labeled 'Vc.' and contains a bass line with a long, sweeping slur across both measures.

36

The musical score consists of ten staves. The top four staves are labeled 'Perc.' and contain various rhythmic patterns using notes, rests, and 'x' marks. The fifth staff is labeled 'Anv.' and features a rhythmic pattern with notes and rests. The sixth staff is labeled 'Kora' and shows a melodic line with notes and rests. The seventh and eighth staves are labeled 'Pad 1' and contain dense, repetitive rhythmic patterns. The ninth staff is labeled 'FX 5' and has a few notes with a long sustain line. The tenth staff is labeled 'FX 7' and has a few notes with a long sustain line. The bottom staff is labeled 'Vc.' and contains a few notes with a long sustain line.

38

The musical score consists of five staves. The top three staves are labeled 'Perc.' and contain rhythmic notation with 'x' marks and stems. The fourth staff is labeled 'Kora' and contains a melodic line with eighth notes and accents. The fifth and sixth staves are both labeled 'Pad 1' and contain dense, repetitive eighth-note patterns. The seventh staff is labeled 'FX 7' and contains two long, sustained notes with a slur. The eighth staff is labeled 'Vc.' and contains two long, sustained notes with a slur. The score is divided into two measures by a vertical bar line.

40

The musical score consists of several staves. The top four staves are labeled 'Perc.' and the fifth is 'Anv.'. The Percussion staves contain various rhythmic patterns, including eighth notes, quarter notes, and rests, with some notes marked with 'x' or a diamond. The Anvil staff features a rhythmic pattern of eighth notes. The Kora staff is in treble clef and contains a complex rhythmic pattern of eighth notes. The two Pad 1 staves are in treble clef and feature dense, repetitive patterns of eighth notes. The FX 7 staff is in treble clef and contains a few notes with a long sustain line. The Vc. staff is in bass clef and contains a few notes with a long sustain line. A large brace spans the bottom of the Vc. staff across both measures.

42

Perc. Perc. Perc. Kora Pad 1 Pad 1 FX 7 Vc.

44

The musical score consists of seven staves. The top four staves are labeled 'Perc.' and the fifth is 'Anv.'. The bottom three staves are 'Kora', 'Pad 1', 'FX 7', and 'Vc.'. Measure 44 (indicated by '44' above the first staff) contains the following notation:

- Perc. (Staff 1):** A single eighth note on a high staff.
- Perc. (Staff 2):** A single eighth note on a high staff.
- Perc. (Staff 3):** A series of six eighth notes with 'x' marks above them, grouped by a slur.
- Perc. (Staff 4):** A series of five eighth notes with 'x' marks above them, grouped by a slur.
- Anv. (Staff 5):** A series of four eighth notes on a low staff.
- Kora (Staff 6):** A series of eighth notes on a high staff.
- Pad 1 (Staff 7):** A series of eighth notes on a high staff.
- Pad 1 (Staff 8):** A series of eighth notes on a high staff.
- FX 7 (Staff 9):** A long note on a high staff with a slur underneath.
- Vc. (Staff 10):** A low staff with a bass clef.

Measure 45 (indicated by a circled '5' below the Vc. staff) contains the following notation:

- Perc. (Staff 1):** A single eighth note on a high staff.
- Perc. (Staff 2):** A single eighth note on a high staff.
- Perc. (Staff 3):** A single eighth note on a high staff.
- Perc. (Staff 4):** A single eighth note on a high staff.
- Anv. (Staff 5):** A single eighth note on a low staff.
- Kora (Staff 6):** A single eighth note on a high staff.
- Pad 1 (Staff 7):** A single eighth note on a high staff.
- Pad 1 (Staff 8):** A single eighth note on a high staff.
- FX 7 (Staff 9):** A single eighth note on a high staff.
- Vc. (Staff 10):** A single eighth note on a low staff.

46

Perc. Perc. Perc. Perc. Anv. Kora Pad 1 Pad 1 FX 5 FX 7 Vc.

Percussion

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]snare

19 3 2

Detailed description: This block contains the first line of musical notation for measures 19 through 26. It begins with a 4/4 time signature. Measure 19 is a whole rest. Measure 20 contains a quarter rest followed by a quarter note. Measure 21 is a whole rest. Measure 22 contains a quarter rest followed by a quarter note. Measure 23 is a whole rest. Measure 24 contains a quarter rest followed by a quarter note. Measure 25 is a whole rest. Measure 26 contains a quarter rest followed by a quarter note. The numbers 19, 3, and 2 are placed above the staff to indicate the number of measures in each segment.

27

2

Detailed description: This block contains the second line of musical notation for measures 27 through 33. Measure 27 contains a quarter rest followed by eighth notes. Measure 28 contains a quarter rest followed by a quarter note. Measure 29 is a whole rest. Measure 30 contains a quarter rest followed by a quarter note. Measure 31 is a whole rest. Measure 32 contains eighth notes. Measure 33 contains a quarter rest followed by a quarter note. The number 2 is placed above the staff to indicate the number of measures in a segment.

34

3

Detailed description: This block contains the third line of musical notation for measures 34 through 40. Measure 34 contains a quarter rest followed by a quarter note. Measure 35 is a whole rest. Measure 36 contains a quarter note followed by an eighth note. Measure 37 is a whole rest. Measure 38 is a whole rest. Measure 39 is a whole rest. Measure 40 contains a quarter rest followed by a quarter note. The number 3 is placed above the staff to indicate the number of measures in a segment.

41

3 4

Detailed description: This block contains the fourth line of musical notation for measures 41 through 48. Measure 41 is a whole rest. Measure 42 is a whole rest. Measure 43 is a whole rest. Measure 44 is a whole rest. Measure 45 is a whole rest. Measure 46 contains a quarter rest followed by a quarter note. Measure 47 is a whole rest. Measure 48 is a whole rest. The numbers 3 and 4 are placed above the staff to indicate the number of measures in segments.

Computer Game`sFrom the game ``Locus`` - SONG

Percussion

♩ = 120,000000
[GUF]lo kick

12

Musical notation for measure 12, starting with a double bar line and a 4/4 time signature. The measure contains a whole rest followed by a quarter note, a quarter note, a quarter note, and a quarter note.

17

Musical notation for measure 17, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

23

Musical notation for measure 23, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

28

Musical notation for measure 28, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

33

Musical notation for measure 33, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

39

Musical notation for measure 39, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

43

Musical notation for measure 43, starting with a double bar line. The measure contains a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, a quarter note, and a quarter note.

4

Percussion

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000

[GUF]Hat

13

Musical staff for measures 13-17. Measure 13 is a whole rest. Measures 14-17 contain a rhythmic pattern of eighth notes with accents and slurs.

18

Musical staff for measures 18-23. Measures 18-23 contain a rhythmic pattern of eighth notes with accents and slurs.

24

Musical staff for measures 24-29. Measures 24-29 contain a rhythmic pattern of eighth notes with accents and slurs.

30

Musical staff for measures 30-35. Measures 30-35 contain a rhythmic pattern of eighth notes with accents and slurs.

36

Musical staff for measures 36-40. Measures 36-40 contain a rhythmic pattern of eighth notes with accents and slurs.

41

Musical staff for measures 41-45. Measures 41-44 contain a rhythmic pattern of eighth notes with accents and slurs. Measure 45 is a whole rest. A **4** is written above the final bar line.

Percussion

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]Hat copy

13

Musical staff for measure 13, 4/4 time signature. The staff contains a whole rest in the first measure, followed by eighth notes with 'x' marks in the second and third measures, and eighth notes with 'x' marks in the fourth and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures.

18

Musical staff for measure 18, 4/4 time signature. The staff contains eighth notes with 'x' marks in the first, second, and fourth measures, and eighth notes with 'x' marks in the third and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures.

24

Musical staff for measure 24, 4/4 time signature. The staff contains eighth notes with 'x' marks in the first, second, and fourth measures, and eighth notes with 'x' marks in the third and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures.

30

Musical staff for measure 30, 4/4 time signature. The staff contains eighth notes with 'x' marks in the first, second, and fourth measures, and eighth notes with 'x' marks in the third and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures.



36




Musical staff for measure 36, 4/4 time signature. The staff contains eighth notes with 'x' marks in the first, second, and fourth measures, and eighth notes with 'x' marks in the third and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures.



41



Musical staff for measure 41, 4/4 time signature. The staff contains eighth notes with 'x' marks in the first, second, and fourth measures, and eighth notes with 'x' marks in the third and fifth measures. There are diamond-shaped symbols above the staff in the second and fifth measures. The staff ends with a double bar line and a '4' above it.



♩ = 120,000000
[GUF]bongo

4/4 **3** || - ||  || **3** || - ||  || **3** ||

12  || **3** || - ||  || **3** || - ||  ||

21 **3** || - ||  || **3** || - ||  || **3** ||

32  || **3** || - ||  || **3** ||

40  || **3** || - ||  || - || **4** ||

Computer Game`sFrom the game ``Locus`` - SONG

Kora

♩ = 120,000000
[GUF]rezperc

4

The first staff of music shows measures 1 and 2. Measure 1 contains a whole rest. Measure 2 begins with a quarter note followed by a series of eighth notes.

7

The second staff of music shows measures 3 and 4, continuing the rhythmic pattern of eighth notes.

9

The third staff of music shows measures 5 and 6, continuing the rhythmic pattern of eighth notes.

11

The fourth staff of music shows measures 7 and 8, continuing the rhythmic pattern of eighth notes.

13

The fifth staff of music shows measures 9 and 10, continuing the rhythmic pattern of eighth notes.

15

The sixth staff of music shows measures 11 and 12, continuing the rhythmic pattern of eighth notes.

17

The seventh staff of music shows measures 13 and 14, continuing the rhythmic pattern of eighth notes.

19

The eighth staff of music shows measures 15 and 16, continuing the rhythmic pattern of eighth notes.

21

The ninth staff of music shows measures 17 and 18, continuing the rhythmic pattern of eighth notes.

23

The tenth staff of music shows measures 19 and 20, continuing the rhythmic pattern of eighth notes.

V.S.

25

27

29

31

33

35

37

39

41

43

♩ = 120,000000
[GUF]fantasy

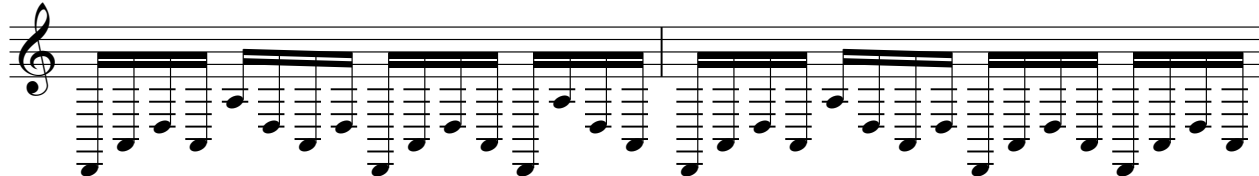
The image displays a musical score for a single instrument, labeled 'Pad 1 (New Age)'. The score is written in 4/4 time and consists of 20 measures, organized into two systems of ten measures each. Each measure is represented by a single staff of music. The notation is a continuous stream of eighth notes, with some measures containing beamed eighth notes. The key signature is not explicitly shown, but the notes are primarily natural, suggesting a key of C major or a similar simple key. The tempo is indicated as 120,000,000 (likely 120 BPM) and the piece is attributed to '[GUF]fantasy'. The score is presented in a clean, black-and-white format.

V.S.

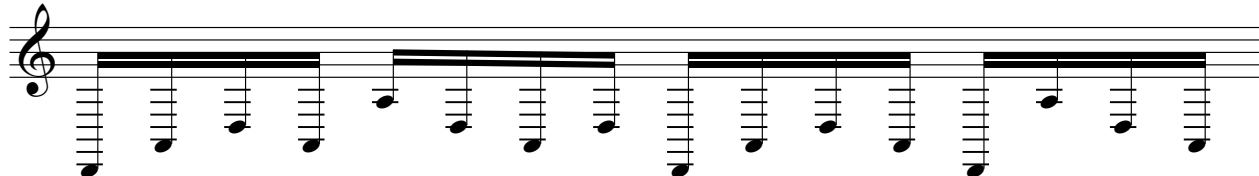
Pad 1 (New Age)

The image displays a musical score for a 'Pad 1 (New Age)' instrument. It consists of ten staves of music, each starting with a measure number: 21, 23, 25, 27, 29, 31, 33, 35, 37, and 39. Each staff contains two measures of music, with a double bar line separating them. The notation is a continuous stream of notes, primarily eighth and sixteenth notes, creating a dense, rhythmic texture. The notes are organized into groups of four or six notes per measure, often with a slight upward or downward slant. The overall style is characteristic of New Age or ambient music, focusing on texture and atmosphere over melody.

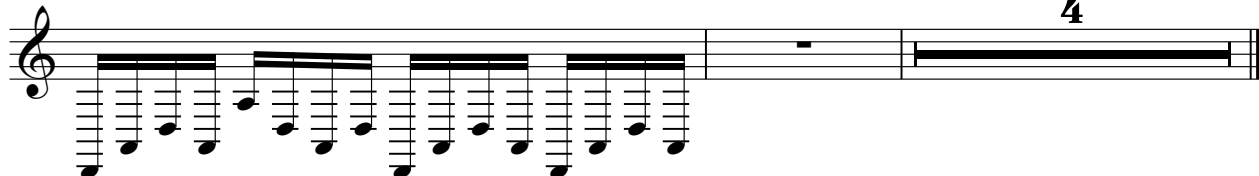
41



43



44



Pad 1 (New Age)

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]fantasy echo

The image displays a musical score for a single instrument, likely a synthesizer pad, in a 4/4 time signature. The score is written on ten staves, each beginning with a measure number (3, 5, 7, 9, 11, 13, 15, 17, 19). The tempo is marked as 120,000,000 (120,000 BPM) and the style is '[GUF]fantasy echo'. The music consists of a continuous, rhythmic pattern of eighth notes, with a slight melodic contour that repeats every two measures. The notes are primarily in the lower register of the staff, with some higher notes in the second measure of each pair. The overall effect is a dense, textured sound typical of a 'fantasy echo' pad.

V.S.

Pad 1 (New Age)

The image displays a musical score for a 'Pad 1 (New Age)' instrument. It consists of ten systems of music, each starting with a measure number on the left: 21, 23, 25, 27, 29, 31, 33, 35, 37, and 39. Each system contains two staves of music. The notation is a continuous, flowing line of notes, characteristic of a 'pad' sound, with frequent beaming and a consistent rhythmic pattern. The notes are primarily eighth and sixteenth notes, creating a dense, textured sound. The overall style is 'New Age', suggesting a serene and atmospheric quality.

41

Musical notation for measure 41, featuring a treble clef and a series of eighth notes in a descending pattern across two staves.

43

Musical notation for measure 43, featuring a treble clef and a series of eighth notes in a descending pattern across two staves.

44

Musical notation for measure 44, featuring a treble clef, a series of eighth notes in a descending pattern, a double bar line, a fermata, and a final measure with a fermata and the number 4 below it.

FX 5 (Brightness)

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]syn bs **20**

Musical notation for measures 20-26. It begins with a treble clef and a 4/4 time signature. Measure 20 contains a whole rest. Measures 21-26 feature a series of chords, each represented by a vertical line of notes on a staff with a slur underneath. The chords are: G2 (21), G2-A2 (22), G2-A2-B2 (23), G2-A2-B2-C3 (24), G2-A2-B2-C3 (25), and G2 (26).

27

Musical notation for measures 27-32. It begins with a treble clef. Measures 27-32 feature a series of chords, each represented by a vertical line of notes on a staff with a slur underneath. The chords are: G2-A2 (27), G2-A2-B2 (28), G2-A2-B2-C3 (29), G2-A2-B2-C3 (30), G2-A2-B2-C3 (31), and G2 (32).

33

Musical notation for measures 33-36. It begins with a treble clef. Measures 33-36 feature a series of chords, each represented by a vertical line of notes on a staff with a slur underneath. The chords are: G2-A2 (33), G2-A2-B2 (34), G2-A2-B2-C3 (35), and G2 (36). The notation ends with a double bar line.

FX 7 (Echoes)

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]goblin

35

Musical notation for FX 7 (Echoes) in 4/4 time. It begins with a whole rest in the first measure. The second measure contains a thick black bar, indicating a measure rest. The third, fourth, and fifth measures each contain a half note with a slur above it. The sixth measure contains a quarter note, followed by two eighth notes in the seventh measure, and a quarter note in the eighth measure.

41

4

Musical notation for FX 7 (Echoes) in 4/4 time. The first five measures each contain a half note with a slur above it. The sixth measure contains a quarter note, followed by two eighth notes in the seventh measure, and a quarter note in the eighth measure. The piece concludes with a double bar line in the final measure.

Violoncello

Computer Game`sFrom the game ``Locus`` - SONG

♩ = 120,000000
[GUF]strings

