

Dragonball Z - Battle Theme3

♩ = 177,000031

The musical score is arranged in a grand staff format with the following parts from top to bottom:

- Percussion:** Starts with a 4-measure rest, followed by a rhythmic pattern of eighth notes.
- Jazz Guitar:** 4-measure rest.
- Kora:** 4-measure rest.
- Kora:** 4-measure rest.
- BATTLE3 Ver1.00 By TYPE-N:** Bass line starting with a 4-measure rest, then a melodic line.
- Tape Sampler Keyboard [Strings]:** 4-measure rest, then a melodic line.
- Tape Sampler Keyboard [Strings]:** 4-measure rest, then a melodic line.
- Tape Sampler Keyboard [Strings]:** 4-measure rest, then a melodic line.
- Tape Sampler Keyboard [Strings]:** 4-measure rest.

A second tempo marking $\text{♩} = 177,000031$ is placed above the final section of the score, which includes:

- Tape Sampler Keyboard [Strings]:** 4-measure rest.
- Synth Strings:** 4-measure rest, then a melodic line.
- Orchestra Hit:** 4-measure rest, then a melodic line.
- Orchestra Hit:** 4-measure rest, then a melodic line.

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4

Perc.

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit



6

Perc.

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit

8

Perc.

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit



10

Perc.

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit

BATTLE3 Ver1.00 By TYPE-N


Musical score for measures 12-13. The score includes staves for Percussion (Perc.), two Kora parts, Bass (B), and four Tape Smp. Str. parts. The key signature is one flat (B-flat) and the time signature is 4/4. The Percussion part features a steady eighth-note pattern. The Kora parts play a complex rhythmic melody with many sixteenth notes. The Bass part provides a simple harmonic accompaniment. The Tape Smp. Str. parts contain various melodic and harmonic elements, including some rests and specific note values.



BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 14-15. The score includes staves for Percussion (Perc.), two Kora parts, Bass (B), and four Tape Smp. Str. parts. The key signature changes to one sharp (F#) and the time signature remains 4/4. The Percussion part continues with its eighth-note pattern. The Kora parts play a complex rhythmic melody with many sixteenth notes. The Bass part provides a simple harmonic accompaniment. The Tape Smp. Str. parts contain various melodic and harmonic elements, including some rests and specific note values.

BATTLE3 Ver1.00 By TYPE-N

Perc. 

Kora 

Kora 



Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

BATTLE3 Ver1.00 By TYPE-N

The musical score consists of ten staves. The Percussion staff (Perc.) is in 2/4 time and features a rhythmic pattern of quarter notes and eighth notes. The two Kora staves play a continuous eighth-note accompaniment. The Bass staff (Tape Smp. Str.) has a sparse bass line with quarter notes. The other two Bass staves (Tape Smp. Str.) contain rests and a few notes. The Synthesizer staff (Syn. Str.) has rests with a few notes in the first measure. The two Orchestral Hit staves (Orch. Hit) have rests followed by a melodic line in the second measure.

20

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 20-21. The score includes staves for Percussion, two Kora parts, Bass, three Tape Smp. Str. parts, Syn. Str., and Orch. Hit.




22

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 22-23. The score includes staves for Percussion, two Kora parts, Bass, three Tape Smp. Str. parts, and Syn. Str.

BATTLE3 Ver1.00 By TYPE-N

Perc. 

Kora 


Kora 



Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

BATTLE3 Ver1.00 By TYPE-N

The musical score consists of ten staves. The Percussion staff (Perc.) uses a drum set icon and contains a rhythmic pattern of eighth and sixteenth notes. The two Kora staves feature a continuous, intricate melodic line with many sixteenth notes. The first Tape Smp. Str. staff (bass clef) has a sparse bass line with occasional notes. The second Tape Smp. Str. staff (treble clef) contains two whole notes. The third Tape Smp. Str. staff (treble clef) features a melodic line with two triplet markings. The Syn. Str. staff (treble clef) has a few notes in the first measure followed by rests. The two Orch. Hit staves (treble clef) have rests in the first measure and melodic lines in the second measure.

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The musical score consists of ten staves. The top staff is Percussion (Perc.) in 2/4 time, showing a rhythmic pattern of quarter and eighth notes. The second staff is J. Gtr. (Jazz Guitar) in 2/4 time, featuring a complex rhythmic pattern with many eighth notes. The third staff is Kora, which is mostly silent with a few notes. The fourth staff is the Bass line in 2/4 time, showing a steady eighth-note pattern. The fifth, sixth, seventh, and eighth staves are labeled 'Tape Smp. Str.' and contain various rhythmic patterns, some with rests. The ninth staff is 'Syn. Str.' (Synthesizer) and the tenth is 'Orch. Hit' (Orchestra Hit), both containing rhythmic patterns. The score is written in a key with one flat (B-flat) and a 2/4 time signature.

30

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 30-31. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Samples), Syn. Str. (Synthesizer), and Orch. Hit (Orchestral Hits). The key signature has one flat (B-flat). The Percussion staff shows a steady rhythm. The J. Gtr. staff features a complex rhythmic pattern with eighth and sixteenth notes. The Tape Smp. Str. and Syn. Str. staves have sparse notes, while the Orch. Hit staves show rhythmic patterns.



32

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 32-33. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Samples), Syn. Str. (Synthesizer), and Orch. Hit (Orchestral Hits). The key signature changes to two sharps (D major). The Percussion staff continues with a steady rhythm. The J. Gtr. staff features a complex rhythmic pattern with eighth and sixteenth notes. The Tape Smp. Str. and Syn. Str. staves have sparse notes, while the Orch. Hit staves show rhythmic patterns.

34

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 34-35. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Sampled Strings), Syn. Str. (Synthesized Strings), and two staves for Orch. Hit (Orchestral Hits). The Percussion staff shows a rhythmic pattern of quarter notes. The J. Gtr. staff features a complex rhythmic pattern with eighth and sixteenth notes. The Tape Smp. Str. staves contain various string textures. The Syn. Str. staff has a melodic line with eighth notes. The Orch. Hit staves provide harmonic support with eighth and quarter notes.



36

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 36-37. The score includes staves for Percussion (Perc.), Tape Smp. Str. (Tape Sampled Strings), Syn. Str. (Synthesized Strings), and two staves for Orch. Hit (Orchestral Hits). The Percussion staff continues with a rhythmic pattern. The Tape Smp. Str. staves feature more complex string textures with various note values. The Syn. Str. staff has a melodic line with eighth notes and rests. The Orch. Hit staves provide harmonic support with eighth and quarter notes.

38

Perc. 

BATTLE3 Ver1.00 By TYPE-N 

Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

Orch. Hit 

Orch. Hit 



40

Perc. 

BATTLE3 Ver1.00 By TYPE-N 

Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

Orch. Hit 

Orch. Hit 

BATTLE3 Ver1.00 By TYPE-N

Musical score for page 42, measures 42-44. The score includes staves for Percussion, Bass, and three Tape Samples (Tape Smp. Str.), Synthesizer (Syn. Str.), and two Orchestral Hits (Orch. Hit). The key signature has one flat (B-flat), and the time signature changes from 2/4 to 4/4. The Percussion part features a rhythmic pattern of eighth and sixteenth notes. The Bass part has a melodic line with various intervals. The Tape Samples and Synthesizer parts provide harmonic support with eighth and sixteenth notes. The Orchestral Hits are sparse, with some notes in the second and fourth measures.



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Musical score for page 45, measures 45-49. The score includes staves for Percussion, two Kora parts, Bass, and four Tape Samples (Tape Smp. Str.), and a Synthesizer (Syn. Str.). The key signature has one flat (B-flat), and the time signature is 4/4. The Percussion part has a steady eighth-note rhythm. The Kora parts feature a complex, rhythmic melody with many sixteenth notes. The Bass part has a simple eighth-note accompaniment. The Tape Samples and Synthesizer parts provide harmonic support with various rhythmic patterns and melodic lines.

47

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 47-48. The score includes staves for Percussion, two Kora parts, a Bass line, and three Tape Smp. Str. parts. The key signature has one sharp (F#).



49

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 49-50. The score includes staves for Percussion, two Kora parts, a Bass line, and three Tape Smp. Str. parts. The key signature has one flat (Bb).

BATTLE3 Ver1.00 By TYPE-N

The musical score is arranged in a vertical staff format with the following parts from top to bottom:

- Perc.**: A drum line in 2/4 time, starting with a snare drum on the first beat of each measure.
- Kora**: Two identical Kora parts in treble clef, playing a continuous eighth-note melody.
- Tape Smp. Str.**: Two parts in bass clef. The first part has a single note on the first beat of each measure. The second part has a single note on the first beat of each measure.
- Tape Smp. Str.**: A part in treble clef with a single note on the first beat of each measure.
- Tape Smp. Str.**: A part in treble clef with a melodic line featuring triplets and slurs.
- Syn. Str.**: A part in treble clef with a single note on the first beat of each measure.
- Orch. Hit**: Two parts in treble clef, both with a single note on the first beat of each measure.

53

BATTLE3 Ver1.00 By TYPE-N

Musical score for page 53, measures 53-54. The score includes the following parts: Percussion (Perc.), two Kora parts, three Tape Smp. Str. parts, Syn. Str., and Orch. Hit. The key signature has one flat (B-flat), and the time signature is 7/8. The Percussion part features a steady eighth-note pattern. The Kora parts play a complex, rhythmic melody with many sixteenth notes. The Tape Smp. Str. parts provide harmonic support with various textures, including sustained notes and melodic lines. The Syn. Str. part has a sparse, rhythmic accompaniment. The Orch. Hit part consists of a few notes in the bass register.




55

BATTLE3 Ver1.00 By TYPE-N

Musical score for page 55, measures 55-56. The score includes the following parts: Percussion (Perc.), two Kora parts, three Tape Smp. Str. parts, and Syn. Str. The key signature has one sharp (F#), and the time signature is 7/8. The Percussion part continues with a steady eighth-note pattern. The Kora parts play a complex, rhythmic melody with many sixteenth notes. The Tape Smp. Str. parts provide harmonic support with various textures, including sustained notes and melodic lines. The Syn. Str. part has a sparse, rhythmic accompaniment. The Orch. Hit part is not present in this section.

BATTLE3 Ver1.00 By TYPE-N

Perc. 

Kora 

Kora 



Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

BATTLE3 Ver1.00 By TYPE-N

The musical score consists of ten staves. The first staff is labeled 'Perc.' and uses a drum notation system. The second and third staves are both labeled 'Kora' and feature a continuous eighth-note melody. The fourth staff is labeled 'BATTLE3 Ver1.00 By TYPE-N' and is in a bass clef. The fifth staff is labeled 'Tape Smp. Str' in a bass clef, showing sparse notes. The sixth staff is labeled 'Tape Smp. Str' in a treble clef, showing a few notes. The seventh staff is labeled 'Tape Smp. Str' in a treble clef, featuring triplet markings. The eighth staff is labeled 'Syn. Str.' in a treble clef, showing a few notes. The ninth and tenth staves are both labeled 'Orch. Hit' in a treble clef, showing a few notes.

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The musical score consists of ten staves. The Percussion staff (Perc.) uses a drum set icon and contains a rhythmic pattern of quarter and eighth notes. The J. Gtr. (Jazz Guitar) staff uses a treble clef and contains a complex rhythmic pattern with many eighth notes. The Kora staff uses a treble clef and contains a few notes followed by rests. The Tape Smp. Str. (Tape Sample Strings) section has four staves, each with a treble clef and containing sparse notes and rests. The Syn. Str. (Synthesized Strings) staff uses a treble clef and contains notes and rests. The two Orch. Hit (Orchestral Hit) staves use a treble clef and contain notes and rests.

63

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 63-64. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Samples), Syn. Str. (Synthesizer), and Orch. Hit (Orchestral Hits). The key signature has one flat (B-flat). The Percussion staff shows a steady rhythm. The J. Gtr. staff features a complex rhythmic pattern with eighth and sixteenth notes. The Tape Smp. Str. and Syn. Str. staves have sparse notes, while the Orch. Hit staves have rhythmic patterns.



65

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 65-66. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Samples), Syn. Str. (Synthesizer), and Orch. Hit (Orchestral Hits). The key signature has two sharps (F# and C#). The Percussion staff continues with a steady rhythm. The J. Gtr. staff features a complex rhythmic pattern with eighth and sixteenth notes. The Tape Smp. Str. and Syn. Str. staves have sparse notes, while the Orch. Hit staves have rhythmic patterns.

67

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 67-68. The score includes staves for Percussion (Perc.), J. Gtr. (Jazz Guitar), Tape Smp. Str. (Tape Sampled Strings) in three parts, Syn. Str. (Synthesized Strings), and two parts of Orch. Hit (Orchestral Hit). The Percussion staff uses a drum set icon. The J. Gtr. staff has a treble clef and a key signature of one flat. The Tape Smp. Str. staves have treble clefs and a key signature of one flat. The Syn. Str. staff has a treble clef and a key signature of one flat. The Orch. Hit staves have treble clefs and a key signature of one flat. The score shows rhythmic patterns and melodic lines for each instrument.



69

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 69-70. The score includes staves for Percussion (Perc.), Tape Smp. Str. (Tape Sampled Strings) in three parts, Syn. Str. (Synthesized Strings), and two parts of Orch. Hit (Orchestral Hit). The Percussion staff uses a drum set icon. The Tape Smp. Str. staves have treble clefs and a key signature of one flat. The Syn. Str. staff has a treble clef and a key signature of one flat. The Orch. Hit staves have treble clefs and a key signature of one flat. The score shows rhythmic patterns and melodic lines for each instrument.

71

BATTLE3 Ver1.00 By TYPE-N

Perc.

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit



73

BATTLE3 Ver1.00 By TYPE-N

Perc.

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit

Perc.

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

Orch. Hit

Orch. Hit



Perc.

Kora

Kora

BATTLE3 Ver1.00 By TYPE-N

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Tape Smp. Str

Syn. Str.

80

BATTLE3 Ver1.00 By TYPE-N

Musical score for measures 80-81. The score includes staves for Percussion (Perc.), two Kora parts, a Bass line, and three Tape Smp. Str. parts. The Percussion part features a steady eighth-note pattern. The Kora parts play a complex, rhythmic melody. The Bass line provides a harmonic foundation. The Tape Smp. Str. parts include various textures, including a melodic line with a triplet in the third staff.



82

BATTLE3 Ver1.00 By TYPE-N


Musical score for measures 82-83. The score includes staves for Percussion (Perc.), two Kora parts, a Bass line, three Tape Smp. Str. parts, Syn. Str., and two Orch. Hit parts. The Percussion part continues with its eighth-note pattern. The Kora parts play a complex, rhythmic melody. The Bass line provides a harmonic foundation. The Tape Smp. Str. parts include various textures, including a melodic line with a triplet in the third staff. The Syn. Str. part features a melodic line. The Orch. Hit parts are currently silent.

BATTLE3 Ver1.00 By TYPE-N

The musical score is arranged in a system with the following parts from top to bottom:

- Perc.**: A single staff with a drum set icon, showing a rhythmic pattern of eighth and sixteenth notes.
- Kora**: Two staves, both in treble clef, playing a continuous eighth-note melody.
- Tape Smp. Str.**: A grand staff (treble and bass clefs) with sparse notes and rests.
- Tape Smp. Str.**: A single treble clef staff with a few notes.
- Tape Smp. Str.**: A single treble clef staff with a melodic line featuring triplet markings.
- Syn. Str.**: A single treble clef staff with a few notes.
- Orch. Hit**: A single treble clef staff with a few notes.
- Orch. Hit**: A single treble clef staff with a few notes.

BATTLE3 Ver1.00 By TYPE-N

Perc. 

Kora 

Kora 





Tape Smp. Str 

Tape Smp. Str 

Tape Smp. Str 

Syn. Str. 

Orch. Hit 

Orch. Hit 

BATTLE3 Ver1.00 By TYPE-N

The musical score for page 88 of 'BATTLE3 Ver1.00' by TYPE-N features the following instruments and parts:

- Perc.**: Percussion part with a drum set icon at the beginning.
- Kora**: Two Kora instruments, both in treble clef with a key signature of one sharp (F#).
- Bass**: Bass line in bass clef with a key signature of one sharp (F#).
- Tape Smp. Str.**: Three tracks for tape samples, all in treble clef. The first track has a quarter note, a quarter rest, and a quarter note. The second track has a quarter rest and a quarter note. The third track has a quarter note, a quarter rest, and a quarter note.
- Syn. Str.**: Synthesizer strings in treble clef, featuring a quarter note, a quarter rest, and a quarter note.
- Orch. Hit**: Two tracks for orchestra hits, both in treble clef, showing a quarter rest.

BATTLE3 Ver1.00 By TYPE-N

The musical score consists of ten staves. The first staff is labeled 'Perc.' and uses a drum set icon. The second and third staves are labeled 'Kora' and feature a repeating eighth-note pattern. The fourth staff is a bass line with a key signature of one sharp (F#) and a melodic line. The fifth and sixth staves are labeled 'Tape Smp. Str.' and contain sparse notes. The seventh staff is also labeled 'Tape Smp. Str.' and includes a triplet of eighth notes and a 7/7 time signature. The eighth, ninth, and tenth staves are labeled 'Syn. Str.', 'Orch. Hit', and 'Orch. Hit' respectively, and are mostly empty.

Percussion Dragonball Z - Battle Theme3

♩ = 177,000031
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7



12



17



22



27



32



37



41



46



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V.S.

51



56



61



66



70



74



79



84



87



Jazz Guitar Dragonball Z - Battle Theme3

♩ = 177,000031

10 16

Musical notation for measures 10-16. Measure 10 is a whole rest in 4/4. Measure 11 is a whole rest in 2/4. Measure 12 is a whole rest in 4/4. Measure 13 is a whole rest in 4/4. Measure 14 is a quarter rest followed by eighth notes G4, A4. Measure 15 is a quarter rest followed by eighth notes G4, A4. Measure 16 is a quarter rest followed by eighth notes G4, A4.

29

Musical notation for measures 29-31. Measure 29: quarter rest, eighth notes G4, A4. Measure 30: quarter rest, eighth notes G4, A4. Measure 31: quarter rest, eighth notes G4, A4.

32

Musical notation for measures 32-34. Measure 32: quarter rest, eighth notes G4, A4. Measure 33: quarter rest, eighth notes G4, A4. Measure 34: quarter rest, eighth notes G4, A4.

35

9 16

Musical notation for measures 35-41. Measure 35 is a whole rest in 4/4. Measure 36 is a whole rest in 2/4. Measure 37 is a whole rest in 4/4. Measure 38 is a whole rest in 4/4. Measure 39 is a quarter rest followed by eighth notes G4, A4. Measure 40 is a quarter rest followed by eighth notes G4, A4. Measure 41 is a quarter rest followed by eighth notes G4, A4.

62

Musical notation for measures 62-64. Measure 62: quarter rest, eighth notes G4, A4. Measure 63: quarter rest, eighth notes G4, A4. Measure 64: quarter rest, eighth notes G4, A4.

65

Musical notation for measures 65-66. Measure 65: quarter rest, eighth notes G4, A4. Measure 66: quarter rest, eighth notes G4, A4.

67

9 13

Musical notation for measures 67-79. Measure 67: quarter rest, eighth notes G4, A4. Measure 68 is a whole rest in 4/4. Measure 69 is a whole rest in 2/4. Measure 70 is a whole rest in 4/4. Measure 71 is a whole rest in 4/4. Measure 72 is a quarter rest followed by eighth notes G4, A4. Measure 73 is a quarter rest followed by eighth notes G4, A4. Measure 74 is a quarter rest followed by eighth notes G4, A4. Measure 75 is a quarter rest followed by eighth notes G4, A4. Measure 76 is a quarter rest followed by eighth notes G4, A4. Measure 77 is a quarter rest followed by eighth notes G4, A4. Measure 78 is a quarter rest followed by eighth notes G4, A4. Measure 79 is a quarter rest followed by eighth notes G4, A4.

Kora Dragonball Z - Battle Theme3

♩ = 177,000031

10

13

15

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21

23

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27

16

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Kora

45

47

49

51

53

55

57

59

77

80

♩ = 177,000031

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Kora

45

47

49

51

53

55

57

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62

15

79

81

83

85

87

89

Dragonball Z - Battle Theme3
BATTLE3 Ver1.00 By TYPE-N

♩ = 177,000031



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V.S.

41

45

49

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57

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69

73

77

81



85



88



Dragonball Z - Battle Theme3
Tape Sampler Keyboard [Strings]

♩ = 177,000031



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36



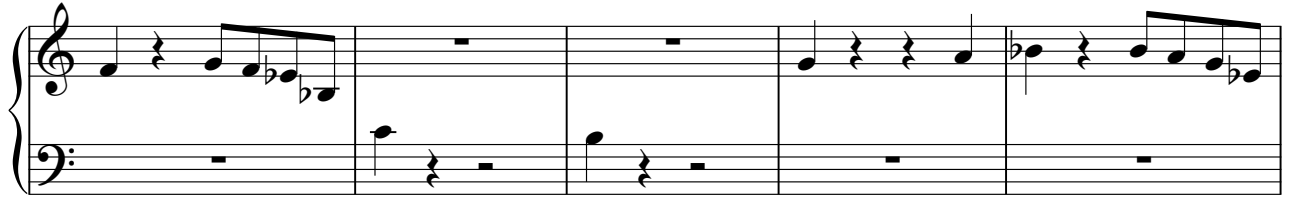
40



44



50



55



61



66



71



75



80

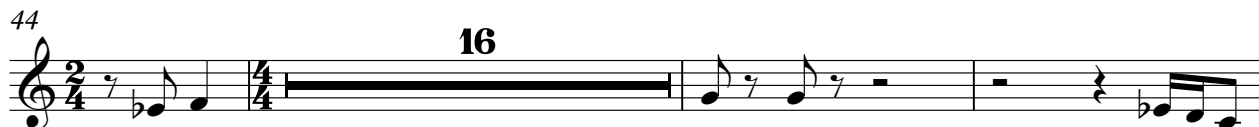
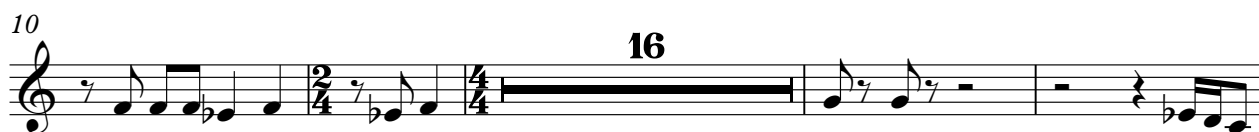
Musical notation for measures 80-84. The score is written for a grand staff with a treble clef on the upper staff and a bass clef on the lower staff. The key signature has one flat (B-flat). Measure 80: Treble clef has a quarter note C4, a quarter rest, a quarter note B3, and a quarter note A3. Bass clef has a whole rest. Measure 81: Treble clef has a quarter note G3, a quarter rest, and a whole rest. Bass clef has a whole rest. Measure 82: Treble clef has a quarter note F3, a quarter note E3, a quarter note D3, and a quarter note C3. Bass clef has a whole rest. Measure 83: Treble clef has a quarter note B2, a quarter note A2, a quarter note G2, and a quarter note F2. Bass clef has a whole rest. Measure 84: Treble clef has a quarter note E2, a quarter note D2, and a quarter note C2. Bass clef has a quarter note C2, a quarter rest, and a whole rest.

85

Musical notation for measures 85-89. The score is written for a grand staff with a treble clef on the upper staff and a bass clef on the lower staff. The key signature has one flat (B-flat). Measure 85: Treble clef has a whole rest. Bass clef has a quarter note C2, a quarter rest, and a whole rest. Measure 86: Treble clef has a quarter note D2, a quarter note C2, and a quarter note B1. Bass clef has a whole rest. Measure 87: Treble clef has a quarter note A1, a quarter note G1, a quarter note F1, and a quarter note E1. Bass clef has a whole rest. Measure 88: Treble clef has a quarter note D1, a quarter note C1, and a quarter note B0. Bass clef has a whole rest. Measure 89: Treble clef has a quarter note A0, a quarter note G0, and a quarter note F0. Bass clef has a whole rest. The piece ends with a double bar line.

Dragonball Z - Battle Theme3
Tape Sampler Keyboard [Strings]

♩ = 177,000031



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Tape Sampler Keyboard [Strings]

69



73



76



Dragonball Z - Battle Theme3

Tape Sampler Keyboard [Strings]

♩ = 177,000031

2

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8

11

15

29

34

38

41

44

15

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61



66



70



72



74



76



Dragonball Z - Battle Theme3
Tape Sampler Keyboard [Strings]

♩ = 177,000031

10

16

23

16

45

52

59

16

80

86

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Dragonball Z - Battle Theme3

Tape Sampler Keyboard [Strings]

♩ = 177,000031

10

14

18

22

26 **15**

45

49

53

57

60 **15**

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2

Tape Sampler Keyboard [Strings]

78

Musical notation for measures 78-81. Measure 78 starts with a treble clef, a 4/4 time signature, and a key signature of one flat (B-flat). The melody consists of eighth and quarter notes with various rests. Measure 81 ends with a triplet of eighth notes.

82

Musical notation for measures 82-85. Measure 82 begins with a treble clef and a 4/4 time signature. The melody continues with eighth and quarter notes. Measure 85 concludes with two triplet markings over eighth notes.

86

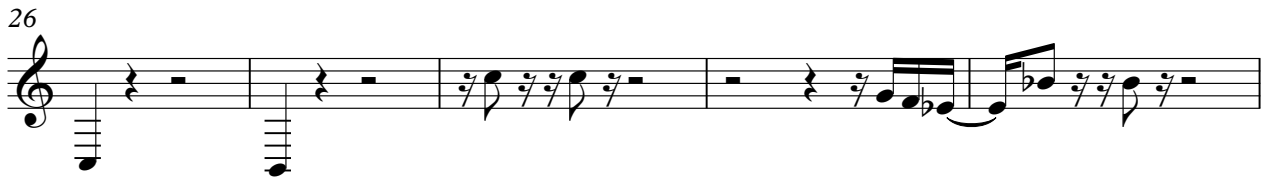
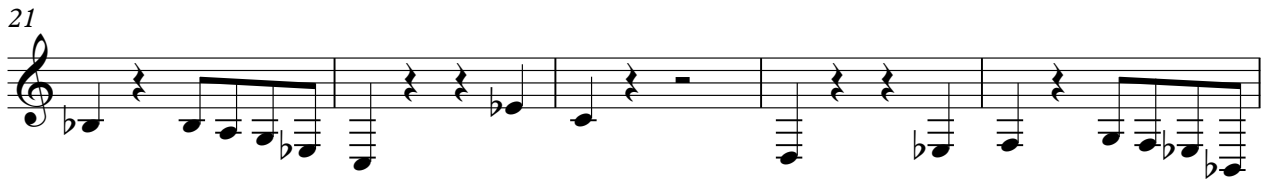
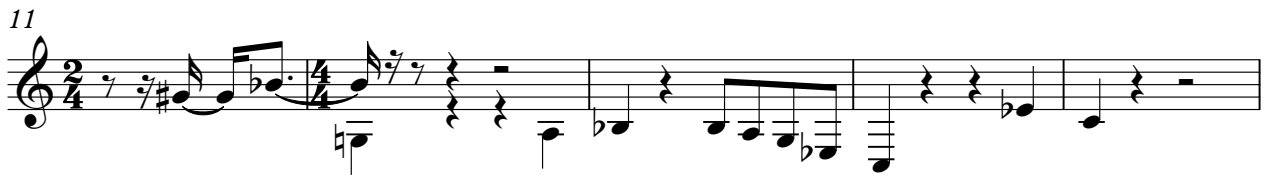
Musical notation for measures 86-87. Measure 86 starts with a treble clef and a 4/4 time signature. The melody features eighth and quarter notes. Measure 87 ends with a quarter rest.

88

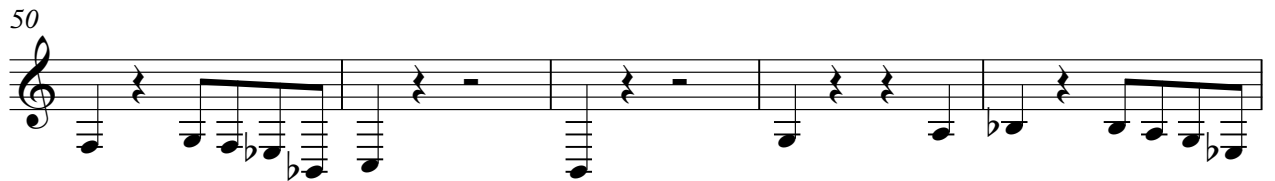
Musical notation for measures 88-91. Measure 88 begins with a treble clef and a 4/4 time signature. The melody includes eighth and quarter notes. Measure 91 ends with a quarter rest.

Synth Strings Dragonball Z - Battle Theme3

♩ = 177,000031



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Synth Strings

76



80



85



Orchestra Hit Dragonball Z - Battle Theme3

♩ = 177,000031

7

12

29

35

41

52

63

69

75

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2

Orchestra Hit

83



2

Orchestra Hit Dragonball Z - Battle Theme3

♩ = 177,000031

The musical score is written in treble clef and consists of ten staves of music. The tempo is marked as ♩ = 177,000031. The score begins in 4/4 time. The first staff (measures 1-5) contains a series of eighth and sixteenth notes. The second staff (measures 6-10) continues the melodic line. The third staff (measures 11-15) features a measure rest of 7 measures. The fourth staff (measures 16-20) features a measure rest of 6 measures. The fifth staff (measures 21-25) continues the melody. The sixth staff (measures 26-30) continues the melody. The seventh staff (measures 31-35) continues the melody. The eighth staff (measures 36-41) continues the melody. The ninth staff (measures 42-51) features a measure rest of 7 measures. The tenth staff (measures 52-60) features a measure rest of 6 measures. The eleventh staff (measures 61-66) continues the melody. The twelfth staff (measures 67-71) continues the melody.

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71



76



84

