

Human League - Don`T You Want Me 2

♩ = 234,000229 ♩ = 234,000229 ♩ = 234,000229

Acoustic Snare

Closed High Hat

Bass Drum

Synth Brass 1



7

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Pad 3 (polysynth)

13

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Pad 3 (polysynth)

Detailed description: This is a musical score for tracks 13 through 18. The score is organized into two systems. The first system contains tracks 13 through 15: Acoustic Snare, Closed High Hat, and Bass Drum. The second system contains tracks 16 through 18: Synth Bass 2, Synth Brass 1, Synth Strings 1, Synth Brass 1 Lo, Synth Brass 1 Hi, and Pad 3 (polysynth). The Acoustic Snare track shows a steady pattern of quarter notes. The Closed High Hat track features a consistent eighth-note pattern. The Bass Drum track has a pattern of quarter notes with some rests. The Synth Bass 2 track plays a melodic line in the bass register. The Synth Brass 1 track consists of a dense, rhythmic eighth-note pattern. The Synth Strings 1 track features a melodic line with some sustained notes. The Synth Brass 1 Lo and Synth Brass 1 Hi tracks provide harmonic support with various rhythmic patterns. The Pad 3 (polysynth) track plays a melodic line similar to Synth Bass 2.

♩ = 234,000229

19

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)

♩ = 234,000229



24

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

♩ = 234,000229

28

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



32

♩ = 235,000137

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

♩ = 235,000137

37

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)



41

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)

46

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)



51

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)

56

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



60

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

64

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



68

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

72

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)



76

♩ = 236,000275

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

81

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)



85

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

89

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)



93

♩ = 235,000137

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

FX 4 (atmosphere)

♩ = 235,000137

97

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



102

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

106

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)



111

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)

116

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)



121

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)

125

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

FX 4 (atmosphere)



129

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

133

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



137

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)

141

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

FX 4 (atmosphere)



145

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Lead 6 (voice)

149 ♩ = 236,000275

Musical score for measures 149-153. The score includes parts for Acoustic Snare, Closed High Hat, Bass Drum, Synth Bass 2, Synth Brass 1 (three staves), Synth Brass 1 Lo, Synth Brass 1 Hi, and Lead 6 (voice) (two staves). The Acoustic Snare and Closed High Hat parts feature a consistent rhythmic pattern. The Bass Drum part has a more complex, syncopated rhythm. The Synth Bass 2 part features a melodic line with triplets. The Synth Brass 1 parts provide harmonic support with chords and textures. The Lead 6 (voice) parts feature a melodic line with triplets.



154

Musical score for measures 154-158. The score includes parts for Acoustic Snare, Closed High Hat, Bass Drum, Synth Bass 2, Synth Brass 1 (three staves), Synth Brass 1 Lo, Synth Brass 1 Hi, and Lead 6 (voice) (two staves). The Acoustic Snare and Closed High Hat parts continue with their rhythmic patterns. The Bass Drum part maintains its syncopated rhythm. The Synth Bass 2 part features a melodic line with triplets. The Synth Brass 1 parts provide harmonic support with chords and textures. The Lead 6 (voice) parts feature a melodic line with triplets.

The musical score consists of nine staves. The top three staves are for percussion: Acoustic Snare, Closed High Hat, and Bass Drum. The Acoustic Snare and Bass Drum parts are in 2/4 time, with the snare playing a steady quarter-note pattern and the bass drum playing a pattern of quarter notes and rests. The Closed High Hat plays a consistent eighth-note pattern. The Synth Bass 2 part is in bass clef, featuring a melodic line with triplets. The Synth Brass 1 part is in treble clef, playing a rhythmic pattern of eighth notes. The Synth Brass 1 Lo and Synth Brass 1 Hi parts are also in treble clef, playing complementary melodic and harmonic lines. The two Lead 6 (voice) parts are in treble clef, featuring a melodic line with some grace notes and rests.

This musical score page contains ten staves of music for tracks 163 through 167. The tracks are: Acoustic Snare, Closed High Hat, Bass Drum, Synth Bass 2, Synth Brass 1, Synth Brass 1, Synth Strings 1, Synth Brass 1 Lo, Synth Brass 1 Hi, Lead 6 (voice), and Pad 3 (polysynth). The Acoustic Snare, Closed High Hat, and Bass Drum staves are grouped together with a brace on the left. The Synth Brass 1 track is split into two staves, one in treble clef and one in bass clef. The Lead 6 (voice) track is split into two staves. The Synth Bass 2 track features triplet markings (3) under the notes. The Synth Strings 1 track has a long note with a fermata in the final measure. The Synth Brass 1 Lo and Synth Brass 1 Hi tracks play a rhythmic pattern of eighth notes. The Lead 6 (voice) tracks play a melodic line with eighth notes and quarter notes. The Pad 3 (polysynth) track plays a simple melodic line.

168

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Pad 3 (polysynth)



174

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Pad 3 (polysynth)

180

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

185

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)



189

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

193

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)



197

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

201

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)



205

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

209

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)



213

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

217

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)



221

Acoustic Snare

Closed High Hat

Bass Drum

Synth Bass 2

Synth Brass 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Lead 6 (voice)

Lead 6 (voice)

Pad 3 (polysynth)

This musical score consists of ten staves for tracks 225 through 228. The tracks are: Acoustic Snare, Closed High Hat, Bass Drum, Synth Bass 2, Synth Brass 1, Synth Brass 1 Lo, Synth Brass 1 Hi, Lead 6 (voice), another Lead 6 (voice), and Pad 3 (polysynth). The Acoustic Snare, Closed High Hat, and Bass Drum tracks are grouped together with a brace on the left. The Synth Brass 1 track is in treble clef and consists of a continuous block chord sequence. The Synth Brass 1 Lo and Synth Brass 1 Hi tracks are also in treble clef and play a melodic line with rests. The two Lead 6 (voice) tracks are in treble clef and play a melodic line with rests. The Pad 3 (polysynth) track is in treble clef and plays a rhythmic chord sequence. The Synth Bass 2 track is in bass clef and features a melodic line with triplets. The Acoustic Snare track has a simple pattern of quarter notes. The Closed High Hat track has a consistent eighth-note pattern. The Bass Drum track has a pattern of quarter notes with some rests.

This musical score page contains ten staves of music for tracks 229 through 233. The tracks are: Acoustic Snare, Closed High Hat, Bass Drum, Synth Bass 2, Synth Brass 1, Synth Brass 1 Lo, Synth Brass 1 Hi, Synth Strings 1, Lead 6 (voice), and Pad 3 (polysynth). The Acoustic Snare, Closed High Hat, and Bass Drum tracks are grouped together with a brace on the left. The Synth Brass 1 track is split into two staves (treble and bass clef). The Synth Brass 1 Lo and Synth Brass 1 Hi tracks are also grouped with a brace. The Lead 6 (voice) track has two staves. The Pad 3 (polysynth) track has two staves. The music is written in a 4/4 time signature. Track 229 features a steady drum pattern with a bass line and brass accompaniment. Track 230 continues the drum pattern and introduces a synth bass line with a triplet. Track 231 features a synth brass line with a triplet. Track 232 features a synth bass line with a triplet. Track 233 features a synth bass line with a triplet.

Acoustic Snare

Closed High Hat

Crash Cymbal 1

Bass Drum

Synth Bass 2

Synth Bass 1

Synth Strings 1

Synth Brass 1 Lo

Synth Brass 1 Hi

Pad 3 (polysynth)

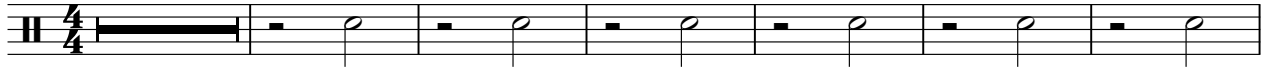
Detailed description: This musical score page contains ten staves. The top four staves are for percussion: Acoustic Snare (quarter notes), Closed High Hat (continuous eighth notes), Crash Cymbal 1 (a single crash at the end), and Bass Drum (quarter notes). The next three staves are for synth instruments: Synth Bass 2 (quarter notes), Synth Bass 1 (continuous eighth notes), and Synth Strings 1 (a sustained chord). The bottom three staves are for brass and pad: Synth Brass 1 Lo (chords), Synth Brass 1 Hi (chords), and Pad 3 (polysynth) (quarter notes).

Human League - Don`T You Want Me 2

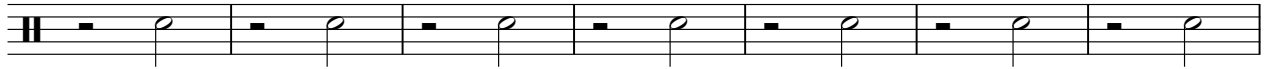
Acoustic Snare

♩ = 234,000229
2

♩ = 234,000229 ♩ = 234,000229



9

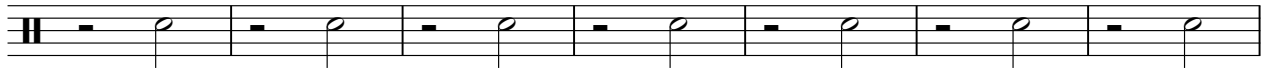


16

♩ = 234,000229

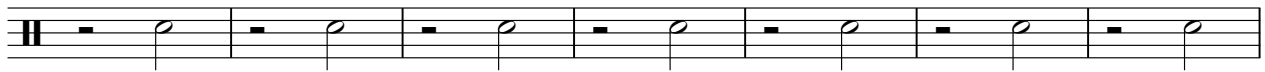


23



30

♩ = 235,000137



37



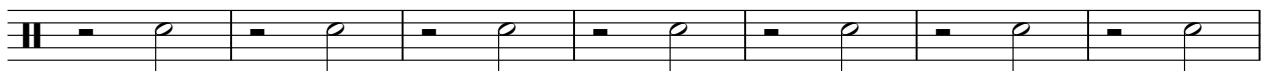
43



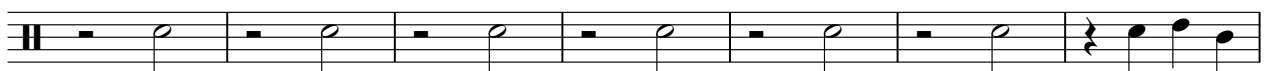
50



57



64



V.S.

2

Acoustic Snare

♩ = 236,000275

71



78



85

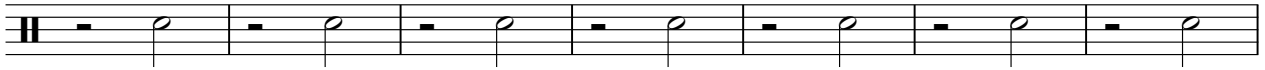


91

♩ = 235,000137



98



105



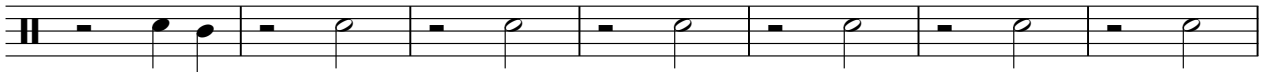
112



119



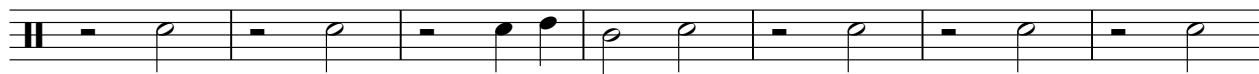
126



133



140



147

♩ = 236,000275



153



159



166

♩ = 235,000137



173



180



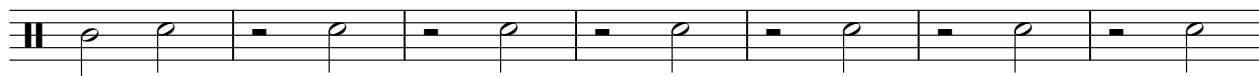
186



193



199



V.S.

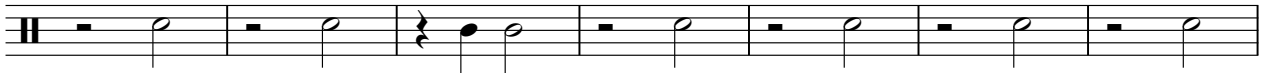
4

Acoustic Snare

206



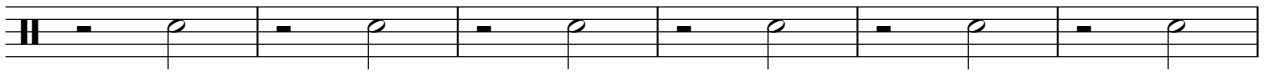
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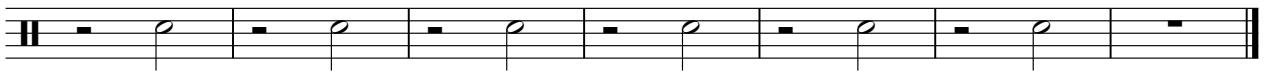
219



226



232



Human League - Don`T You Want Me 2

Closed High Hat

♩ = 234,000229

2

6

10

14

18

♩ = 234,000229

22

26

30

34

♩ = 235,000137

38

V.S.

2

Closed High Hat

42



46



50



54



58



62



66



70



74

♩ = 236,000275



78



Closed High Hat

82



86



90



94

$\text{♩} = 235,000137$



98



102



106



110



114



118



V.S.

Closed High Hat

122



126



130



134



138



142



146

♩ = 236,000275



150



154



158



162



166

♩ = 235,000137



170



174



178



182



186



190



194



198



V.S.

Closed High Hat

202



206



210



214



218



222



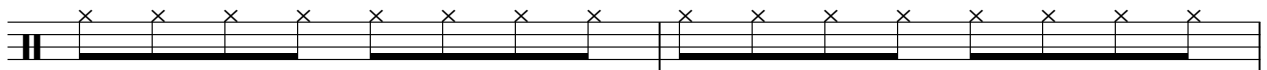
226



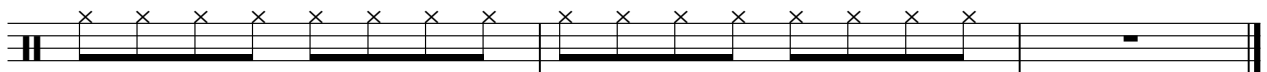
230



234



236



Human League - Don`T You Want Me 2

Crash Cymbal 1

♪ = 234,000229 ♪ = 234,000229 ♪ = 234,000229

3 **2** **15** **15**

♪ = 235,000137 ♪ = 236,000275 ♪ = 235,000137

36 **41** **18** **54**

149 ♪ = 236,000275 ♪ = 235,000137

18 **70**

Bass Drum

Human League - Don`T You Want Me 2

♩ = 234,000229 ♩ = 234,000229 ♩ = 234,000229

2

9

17

♩ = 234,000229

25

33

♩ = 235,000137

41

49

57

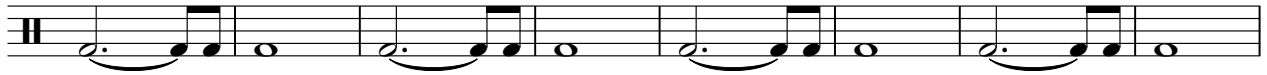
65

71

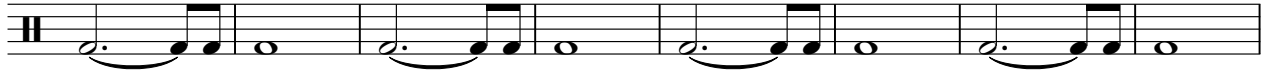
♩ = 236,000275

2

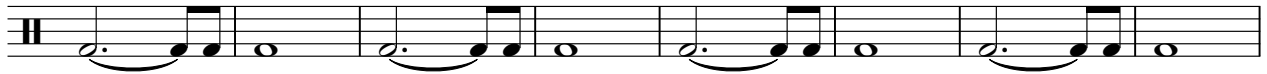
159



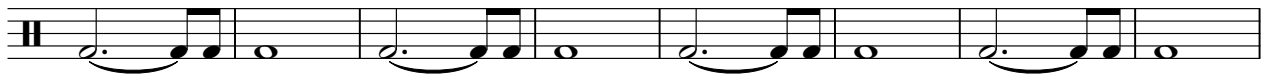
167 ♩ = 235,000137



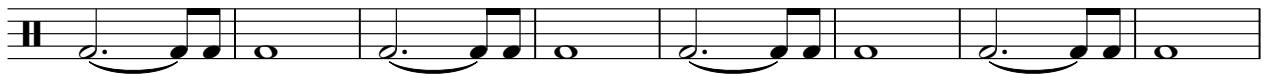
175



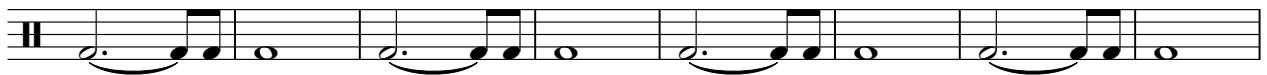
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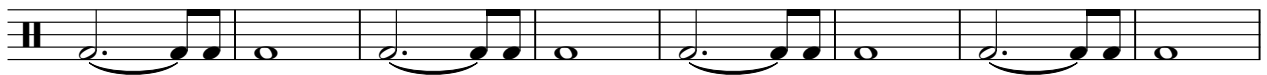
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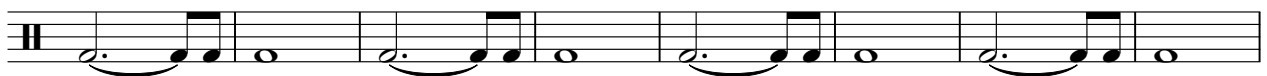
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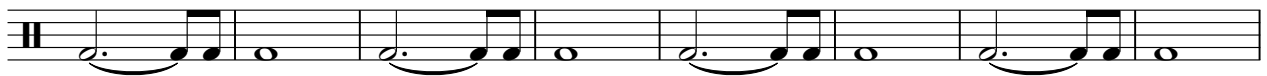
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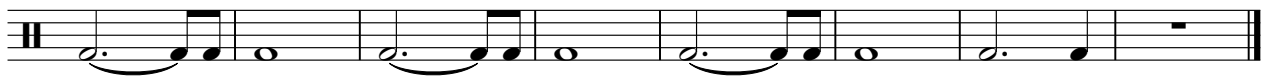
215



223



231



Human League - Don`T You Want Me 2

Synth Bass 2

♩ = 234,000229 ♩ = 23234,0000229

3 **2**

11

17 ♩ = 234,000229

23

27

31

35 ♩ = 235,000137

39

43

47

V.S.

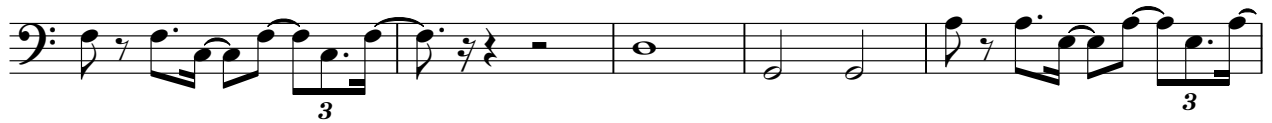
51



55



59



64



68



74

 $\text{♩} = 236,000275$ 

79



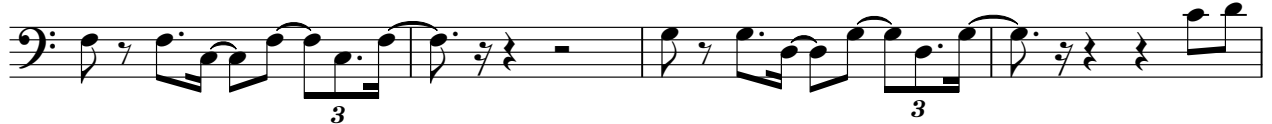
83



87



91



95 ♩ = 235,000137

95-98: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

99

99-102: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

103

103-106: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

107

107-110: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

111

111-114: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

115

115-118: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

119

119-122: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

123

123-126: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

127

127-130: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests.

131

131-134: Musical staff with bass clef, showing a sequence of eighth notes with triplets and rests, ending with a whole note.

V.S.

136

Musical staff for measure 136, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

140

Musical staff for measure 140, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

146

$\text{♩} = 236,000275$

Musical staff for measure 146, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

151

Musical staff for measure 151, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

155

Musical staff for measure 155, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

159

Musical staff for measure 159, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

163

Musical staff for measure 163, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

167 $\text{♩} = 235,000137$

Musical staff for measure 167, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

173

Musical staff for measure 173, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

179

Musical staff for measure 179, featuring a bass clef and a 7/8 time signature. The staff contains a sequence of notes with rests, including a triplet of eighth notes.

6

Synth Bass 2

224



228



233



Human League - Don`T You Want Me 2

Synth Brass 1

♩ = 234,000229 ♩ = 234,000229 ♩ = 234,000229

3 **2** **15** **15**

36 ♩ = 235,000137 **19**

60

66

73 ♩ = 236,000275 **16**

95 ♩ = 235,000137 **32**

132

137

144 ♩ = 236,000275

150 ♩ = 235,000137 **16** **72**

Human League - Don`T You Want Me 2

Synth Brass 1

The musical score for Synth Brass 1 is written in 4/4 time and consists of ten staves. The notation includes rhythmic patterns, rests, and chords. The first staff shows a sequence of rests with durations of 3, 2, 15, and 15 measures. The second staff begins at measure 36 with a rest of 41 measures, followed by a 2-measure rest and then a series of chords. The third staff starts at measure 81 and continues with chords. The fourth staff starts at measure 85. The fifth staff starts at measure 89. The sixth staff starts at measure 93 and includes a rest of 54 measures, with a tempo change to 235,000137 indicated above the staff. The seventh staff starts at measure 151. The eighth staff starts at measure 155. The ninth staff starts at measure 159. The tenth staff starts at measure 163. The score concludes with a V.S. (Vivace) marking.

V.S.

167 = 235,000137

16

Musical staff 1: Treble clef, starting with a whole rest followed by a series of chords.

Musical staff 2: Treble clef, starting with a series of chords.

Musical staff 3: Treble clef, starting with a series of chords.

Musical staff 4: Treble clef, starting with a series of chords.

Musical staff 5: Treble clef, starting with a series of chords.

Musical staff 6: Treble clef, starting with a series of chords.

Musical staff 7: Treble clef, starting with a series of chords.

Musical staff 8: Treble clef, starting with a series of chords.

Musical staff 9: Treble clef, starting with a series of chords.

Musical staff 10: Treble clef, starting with a series of chords.

222



226



229



Human League - Don`T You Want Me 2

Synth Brass 1

♩ = 234,000229 ♩ = 234,000229 ♩ = 234,000229

3 **2** **15** **15**

36 ♩ = 235,000137

19

58

62

66

70

74 ♩ = 236,000275

78 ♩ = 235,000137

16 **32**

127



131



135



139



143



147

♩ = 236,000275



150

♩ = 235,000137



Human League - Don`T You Want Me 2

Synth Brass 1

♩ = 234,000229

2

6

10

14

18

♩ = 234,000229

22

26

30

34

♩ = 235,000137

V.S.

Synth Brass 1

38

42

46

50

54

$\text{♩} = 236,000275$ $\text{♩} = 235,000137$

22 **18**

96

100

104

108

112

116

120

124

149

$\text{♩} = 236,000275$ $\text{♩} = 235,000137$

18

170

174

178

182

48

233

236

Human League - Don`T You Want Me 2

Synth Strings 1

♩ = 234,000229 ♩ = 234,000229

3 **2**

12

21 ♩ = 234,000229 ♩ = 235,000137

13 **41**

77 ♩ = 236,000275 ♩ = 235,000137 ♩ = 236,000275 ♩ = 235,000137

18 **54** **18**

168

177

183

48

234

Human League - Don`T You Want Me 2

Synth Brass 1 Lo

♩ = 234,000229 ♩ = 234,000229

3 **2**

11

17 ♩ = 234,000229 **14**

36 ♩ = 235,000137 ♩ = 236,000275 **41** **2**

81

85

89

93 ♩ = 235,000137 ♩ = 236,000275 **54** **2**

151

155

159

163 $\text{♩} = 235,000137$

168

175

181

186

191

195

Detailed description: This image shows a musical score for a Synth Brass 1 Lo instrument. The score consists of ten staves, each representing a measure of music. The measures are numbered 151, 155, 159, 163, 168, 175, 181, 186, 191, and 195. The notation is written in a grand staff format, with a treble clef on the upper staff and a bass clef on the lower staff. The music features a complex rhythmic pattern with many sixteenth and thirty-second notes, often beamed together. There are also rests and dynamic markings. A tempo or speed marking is present at measure 163: $\text{♩} = 235,000137$. The overall style is highly technical and rhythmic.

199

203

207

211

215

219

223

227

232

The image displays ten musical staves for a Synth Brass 1 part. Each staff is numbered at the beginning: 199, 203, 207, 211, 215, 219, 223, 227, and 232. The notation is written on a grand staff (treble and bass clefs) and includes various rhythmic values such as eighth and sixteenth notes, rests, and dynamic markings like accents and slurs. The music is arranged in a repeating pattern across the staves, with some variations in the final staff (232).

Human League - Don`T You Want Me 2

Synth Brass 1 Hi

♩ = 234,000229 ♩ = 234,000229

3 **2**

11

17 ♩ = 234,000229 **14**

36 ♩ = 235,000137 ♩ = 236,000275 **41** **2**

81

85

89

93 ♩ = 235,000137 ♩ = 236,000275 **54** **2**

151

155

159

163

♩ = 235,000137

168

175

181

186

191

195

199

203

207

211

215

219

223

227

232

Human League - Don`T You Want Me 2

Lead 6 (voice)

The musical score is written in 4/4 time and consists of ten staves of music. The first staff contains three measures with a thick black bar over the notes, labeled with the numbers 3, 2, and 15. Above these measures are three tempo markings: $\text{♩} = 234,000229$, $\text{♩} = 234,000229$, and $\text{♩} = 234,000229$. The second staff begins at measure 23. The third staff begins at measure 26. The fourth staff begins at measure 30. The fifth staff begins at measure 34 and has a tempo marking $\text{♩} = 235,000137$ above it. The sixth staff begins at measure 39. The seventh staff begins at measure 42. The eighth staff begins at measure 47. The ninth staff begins at measure 51. The music features a mix of eighth and sixteenth notes, often beamed together, with some rests and dynamic markings.

55

Musical staff 55: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

60

Musical staff 60: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

65

Musical staff 65: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

69

Musical staff 69: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

73

Musical staff 73: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

76 $\text{♩} = 236,000275$

Musical staff 76: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest. A triplet of eighth notes is marked with a '3'.

81

Musical staff 81: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

87

Musical staff 87: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

92 $\text{♩} = 235,000137$ **32**

Musical staff 92: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest. A double bar line with the number 32 is present.

127

Musical staff 127: Treble clef, starting with a quarter rest, followed by eighth and quarter notes, and ending with a quarter rest.

132

137

141

145

148

♩ = 236,000275

153

159

164

♩ = 235,000137

16

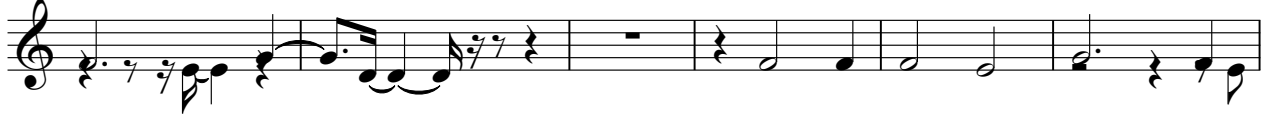
184

190

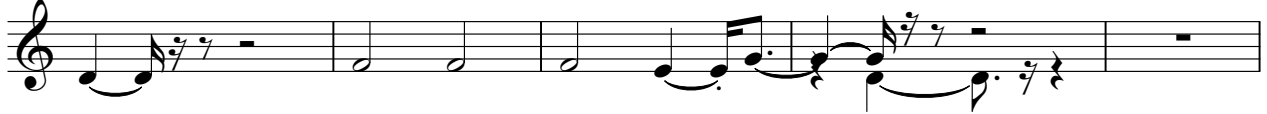
195



200



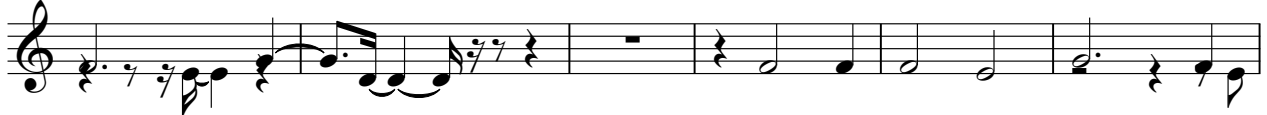
206



211



216



222



227



8

Human League - Don`T You Want Me 2

Lead 6 (voice)

♩ = 234,000229 ♩ = 234,000229 ♩ = 234,000229

3 **2** **15** **15**

36 ♩ = 235,000137 ♩ = 236,000275

41 **2**

82

88

93 ♩ = 235,000137

97

102

106

111

116

V.S.

Lead 6 (voice)

121

3

126

♩ = 236,000275

23 2

23 2

154

23 2

160

23 2

165

♩ = 235,000137

16

16

185

23 2

191

23 2

196

23 2

201

23 2

207

23 2

212



217



223



228



Pad 3 (polysynth)

Human League - Don`T You Want Me 2

♩ = 234,000229 ♩ = 232,4000229

3 2

11

17

♩ = 234,000229

14

♩ = 235,000137 ♩ = 236,000275 ♩ = 235,000137

36

41 18 54

149

♩ = 236,000275 ♩ = 235,000137

18

172

179

49


232

Human League - Don`T You Want Me 2

Pad 3 (polysynth)

♪ = 234,000229 ♪ = 232,4000229 ♪ = 234,000229 ♪ = 235,000137

3 **2** **15** **15** **2**



38



42



47



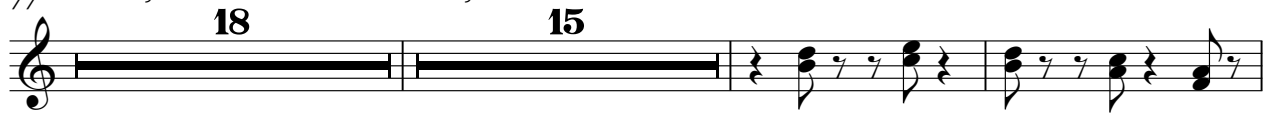
51

23



77 ♪ = 236,000275 ♪ = 235,000137

18 **15**



112



116

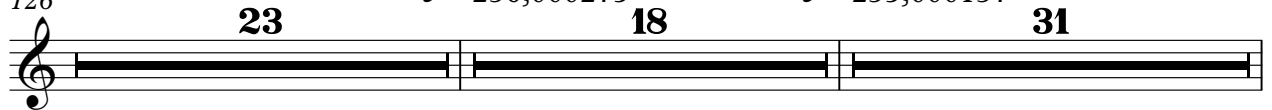


121



126 ♪ = 236,000275 ♪ = 235,000137

23 **18** **31**



198



202



207



211



216



220



225



228



Human League - Don`T You Want Me 2

FX 4 (atmosphere)

The musical score is written in 4/4 time and consists of nine staves of music. It begins with a treble clef and a key signature of one flat. The first staff contains three measures of whole notes, each with a guitar effect symbol above it: a '3' for the first, a '2' for the second, and a '15' for the third. Above the first measure is the tempo marking '♩ = 234,000229'. The second staff starts at measure 24 and contains four measures of music, including chords and eighth notes. The third staff starts at measure 30 and contains four measures of music. The fourth staff starts at measure 36 and contains five measures of music, with a tempo marking '♩ = 235,000137' above the first measure. The fifth staff starts at measure 42 and contains four measures of music. The sixth staff starts at measure 49 and contains five measures of music. The seventh staff starts at measure 56 and contains five measures of music. The eighth staff starts at measure 62 and contains five measures of music. The ninth staff starts at measure 68 and contains six measures of music, with a tempo marking '♩ = 236,000275' above the first measure. The final two measures of this staff are marked with '6' and '17' respectively.

