

# Soulblazer - Town In Trouble (MWS v1.1)

♩ = 192,000000

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13



Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

6

8

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

This musical score block covers measures 8 and 9. It features five staves: a vocal line (treble clef), a piano accompaniment (treble and bass clefs), a harp (treble clef), a system (SNES) (treble clef), and a game (Soulblazer) (bass clef). The vocal line starts with a whole note G4, followed by a half note A4, and then a quarter note G4. The piano accompaniment features a bass line with notes G2, A2, B2, C3, and D3. The harp part has a melodic line with notes G4, A4, B4, C5, and D5. The system part has a rhythmic pattern of eighth notes. The game part has a bass line with notes G2, A2, B2, C3, and D3.



10

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

This musical score block covers measures 10 and 11. It features five staves: a vocal line (treble clef), a piano accompaniment (treble and bass clefs), a harp (treble clef), a system (SNES) (treble clef), and a game (Soulblazer) (bass clef). The vocal line starts with a whole note G4, followed by a half note A4, and then a quarter note G4. The piano accompaniment features a bass line with notes G2, A2, B2, C3, and D3. The harp part has a melodic line with notes G4, A4, B4, C5, and D5. The system part has a rhythmic pattern of eighth notes. The game part has a bass line with notes G2, A2, B2, C3, and D3.

12

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

Detailed description: This block contains the musical notation for measures 12. It consists of seven staves. The top staff is a vocal line in treble clef with a key signature of one flat (Bb) and a whole note G4. The second staff is a piano accompaniment in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The third staff is a bass line in bass clef with a key signature of one flat, featuring a whole note G2. The fourth staff is for the Harp (Hp.) in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The fifth staff is for the SNES system in bass clef with a key signature of one flat, featuring a half note G2, a quarter note F2, and a quarter note E2. The sixth and seventh staves are for the Double Bass (Vla.) in bass clef with a key signature of one sharp (F#), featuring a half note G2 and a quarter note F2.



13

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

Detailed description: This block contains the musical notation for measures 13. It consists of eight staves. The top staff is a vocal line in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The second staff is a piano accompaniment in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The third staff is a bass line in bass clef with a key signature of one flat, featuring a half note G2, a quarter note F2, and a quarter note E2. The fourth staff is for the Harp (Hp.) in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The fifth staff is for the Singing (S.) in treble clef with a key signature of one flat, featuring a half note G4, a quarter note F4, and a quarter note E4. The sixth staff is for the SNES system in bass clef with a key signature of one flat, featuring a half note G2, a quarter note F2, and a quarter note E2. The seventh and eighth staves are for the Double Bass (Vla.) in bass clef with a key signature of one sharp (F#), featuring a half note G2 and a quarter note F2.

14

Song: Town In Trouble

Musical staff showing a sequence of eighth notes with various accidentals (flats, naturals, sharps) and beams.

Sequence Version: 1.1 released on 2000/09/13

Musical staff showing a sequence of eighth notes with various accidentals, similar to the first staff.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff showing a sequence of eighth notes with various accidentals.

Hp.

Musical staff showing a sequence of eighth notes with various accidentals.

Originally Composed By: ???

Musical staff showing a single note with a sharp sign and a fermata.

S.

Musical staff showing a single note with a sharp sign and a fermata.

System: SNES

Musical staff showing a single note with a flat sign and a fermata.

Game: Soulblazer

Musical staff showing four notes with accidentals: flat, sharp, natural, and flat.

Vla.

Musical staff showing four notes with accidentals: flat, sharp, natural, and flat, with a slur over the last two.

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

The image displays a musical score for the song 'Town In Trouble' from the game Soulblazer. The score is arranged in a vertical staff format with ten staves. The first staff is the vocal line, followed by a sequence version, then the sequencer's notation, and the harp (Hp.) part. The next two staves are for the original composer (marked as '???') and the singer (S.). The system (SNES) part follows, then the game (Soulblazer) part, and finally the viola (Vla.) part. The music is written in treble clef with a key signature of one sharp (F#) and a 3/4 time signature. The notation includes various note values, rests, and articulation marks such as accents and slurs.

16

Song: Town In Trouble

Musical staff for Song: Town In Trouble, featuring a sequence of eighth notes with various accidentals (sharps, flats, naturals) in a treble clef.

Sequence Version: 1.1 released on 2000/09/13

Musical staff for Sequence Version: 1.1, identical to the previous staff, showing a sequence of eighth notes with various accidentals.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff for Sequenced By: M.W.S., showing a sequence of eighth notes with various accidentals.

Hp.

Musical staff for Hp. (Harmonica), showing a sequence of eighth notes with various accidentals.

Originally Composed By: ???

Musical staff for Originally Composed By: ???, showing a single dotted quarter note followed by a whole rest.

S.

Musical staff for S. (Saxophone), showing a sequence of notes with a slur over the second and third notes.

System: SNES

Musical staff for System: SNES, showing a sequence of notes with a slur over the second and third notes.

Game: Soulblazer

Musical staff for Game: Soulblazer, showing a sequence of notes with various accidentals.

Vla.

Musical staff for Vla. (Viola), showing a sequence of notes with various accidentals and a slur over the second and third notes.





18

Song: Town In Trouble

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Sequence Version: 1.1 released on 2000/09/13

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Hp.

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Originally Composed By: ???

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

S.

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

System: SNES

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Game: Soulblazer

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

Vla.

Musical staff showing a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4.

19

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

20

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Originally Composed By: ???

System: SNES

Game: Soulblazer

Vla.



22

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

System: SNES

Game: Soulblazer

Vla.

Musical score for measures 20-21. It features five staves: two vocal staves (top), a Harp (Hp.) staff, a System: SNES staff, and a Viola (Vla.) staff. The vocal staves contain melodic lines with various accidentals (sharps, flats, naturals) and slurs. The Harp staff has a similar melodic line. The SNES staff shows a bass line with rests. The Viola staff has a melodic line with slurs and accidentals.

Musical score for measures 22-23. It features five staves: two vocal staves (top), a Harp (Hp.) staff, a System: SNES staff, and a Viola (Vla.) staff. The vocal staves have mostly rests with some notes. The Harp staff has a few notes. The SNES staff has a complex bass line with many sixteenth notes and accidentals. The Viola staff has a melodic line with slurs and accidentals.

23

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



24

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

26

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



27

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

28

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

This block contains the musical notation for measures 28 and 29. It features five staves: Song (melody), Sequence Version (text), Sequenced By (text), Hp. (harmony), System: SNES (bass line), Game: Soulblazer (chords), and Vla. (viola). The key signature has one sharp (F#) and the time signature is 4/4. Measure 28 shows a melodic line with notes G4, A4, B4, C5, and a bass line with notes G2, A2, B2, C3. Measure 29 continues the melody with notes D5, E5, F#5, G5 and the bass line with notes D2, E2, F#2, G2.



30 ♩ = 192,000000

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

This block contains the musical notation for measures 30, 31, and 32. It features two staves: Song (melody) and Sequence Version (text). The key signature has one flat (Bb) and the time signature is 4/4. Measure 30 starts with a tempo marking of 192,000000. The melody in measure 30 consists of notes G4, A4, B4, C5, D5, E5, F#5, G5. Measure 31 continues with notes A5, B5, C6, D6, E6, F#6, G6. Measure 32 concludes with notes A6, B6, C7, D7, E7, F#7, G7.



33

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

This block contains the musical notation for measures 33 and 34. It features five staves: Song (melody), Sequence Version (text), Sequenced By (text), Hp. (harmony), System: SNES (bass line), Game: Soulblazer (chords), and Vla. (viola). The key signature has two flats (Bb, Eb) and the time signature is 4/4. Measure 33 shows a melodic line with notes G4, A4, B4, C5, and a bass line with notes G2, A2, B2, C3. Measure 34 continues the melody with notes D5, E5, F#5, G5 and the bass line with notes D2, E2, F#2, G2.

35

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

The musical score is presented in a vertical layout with six staves. The top staff is a vocal line in treble clef with a key signature of one flat and a common time signature. The second staff is a piano accompaniment in treble clef. The third staff is a harp part in treble clef. The fourth staff is a system for SNES in treble clef. The fifth staff is a violin part in alto clef. The sixth staff is a viola part in alto clef. The score is divided into two measures per staff. The key signature is one flat (Bb) and the time signature is common time (C).

37

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



39

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



41

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



42

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

43

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

The musical score is presented in a vertical layout with eight staves. The first four staves contain rhythmic patterns of eighth notes with various accidentals. The fifth staff is mostly empty with a few notes. The sixth staff has a single note with a slur. The seventh staff is mostly empty. The eighth and ninth staves show bass clef notation with notes and accidentals.

Song: Town In Trouble

Musical staff showing a sequence of notes in treble clef with a key signature of one sharp (F#). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

Sequence Version: 1.1 released on 2000/09/13

Musical staff showing a sequence of notes in treble clef with a key signature of one flat (Bb). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff showing a sequence of notes in treble clef with a key signature of one sharp (F#). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

Hp.

Musical staff showing a sequence of notes in treble clef with a key signature of one flat (Bb). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

Originally Composed By: ???

Musical staff showing a sequence of notes in treble clef with a key signature of one sharp (F#). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

S.

Musical staff showing a sequence of notes in treble clef with a key signature of one sharp (F#). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

System: SNES

Musical staff showing a sequence of notes in bass clef with a key signature of one sharp (F#). The notes are: G3, A3, B3, C4, B3, A3, G3, F#3, E3, D3, C3.

Game: Soulblazer

Musical staff showing a sequence of notes in alto clef with a key signature of one sharp (F#). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

Vla.

Musical staff showing a sequence of notes in alto clef with a key signature of one flat (Bb). The notes are: G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4, C4.

45

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

46

Song: Town In Trouble

Musical staff for Song: Town In Trouble, featuring a sequence of eighth notes with various accidentals (sharps, naturals, flats) and rests.

Sequence Version: 1.1 released on 2000/09/13

Musical staff for Sequence Version: 1.1, featuring a sequence of eighth notes with various accidentals and rests.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff for Sequenced By: M.W.S., featuring a sequence of eighth notes with various accidentals and rests.

Hp.

Musical staff for Hp. (Harmonica), featuring a sequence of eighth notes with various accidentals and rests.

Originally Composed By: ???

Musical staff for Originally Composed By: ???, featuring a few scattered notes with accidentals.

S.

Musical staff for S. (Saxophone), featuring a sequence of notes with accidentals and a slur.

System: SNES

Musical staff for System: SNES, featuring a sequence of notes with accidentals and rests.

Game: Soulblazer

Musical staff for Game: Soulblazer, featuring a few notes with accidentals and rests.

Vla.

Musical staff for Vla. (Viola), featuring a sequence of notes with accidentals and a slur.

47

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.

48

Song: Town In Trouble



Sequence Version: 1.1 released on 2000/09/13



Sequenced By: M.W.S. <matthew159@juno.com>



Hp.



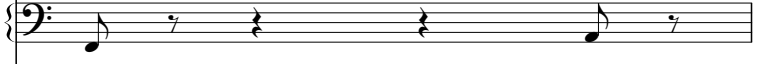
Originally Composed By: ???



S.



System: SNES



Game: Soulblazer



Vla.



49

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

Originally Composed By: ???

S.

System: SNES

Game: Soulblazer

Vla.



51

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



52

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



53

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

55

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.



56

Song: Town In Trouble

Sequence Version: 1.1 released on 2000/09/13

Sequenced By: M.W.S. <matthew159@juno.com>

Hp.

System: SNES

Game: Soulblazer

Vla.

57

Song: Town In Trouble

Musical staff for the song 'Town In Trouble', featuring a treble clef, a key signature of one sharp (F#), and a melody consisting of quarter and eighth notes.

Sequence Version: 1.1 released on 2000/09/13

Musical staff for the sequence version, showing a more complex melody with slurs and various note values.

Sequenced By: M.W.S. <matthew159@juno.com>

Musical staff for the sequence, showing a melody similar to the original song but with different phrasing.

Hp.

Musical staff for the Harp (Hp.), featuring a melody with slurs and various note values.

System: SNES

Musical staff for the SNES system, showing a complex, fast-paced melody with many sixteenth notes.

Game: Soulblazer

Musical staff for the game 'Soulblazer', featuring a melody with various note values and accidentals.

Vla.

Musical staff for the Viola (Vla.), showing a melody with slurs and various note values.

Soulblazer - Town In Trouble (MWS v1.1)

Song: Town In Trouble

♩ = 192,000000



6

12

14

16

18

19



# Soulblazer - Town In Trouble (MWS v1.1)

Sequence Version: 1.1 released on 2000/09/13

♩ = 192,000000





Soulblazer - Town In Trouble (MWS v1.1)

Sequenced By: M.W.S. <matthew159@juno.com>

♩ = 192,000000

4

9

13

15

17

19

23

27

♩ = 192,000000

4



34

40

43

45

47

50

55

# Soulblazer - Town In Trouble (MWS v1.1)

Harp

♩ = 192,000000

4

8

12

15

17

19

23

27

♩ = 192,000000

4

Detailed description: The image shows a musical score for a harp in 4/4 time. The score consists of eight staves of music. The first staff begins with a tempo marking of ♩ = 192,000000 and a 4-measure rest. The melody is highly chromatic, with many sharps and naturals. The second staff starts at measure 8. The third staff starts at measure 12 and features a complex rhythmic pattern with many sixteenth notes and accidentals. The fourth staff starts at measure 15 and continues the complex rhythmic pattern. The fifth staff starts at measure 17. The sixth staff starts at measure 19 and includes a measure with a whole rest. The seventh staff starts at measure 23 and features a melodic line with some accidentals. The eighth staff starts at measure 27 and ends with a 4-measure rest, with a tempo marking of ♩ = 192,000000 above it.

34



38



42



44



46



48



52



56

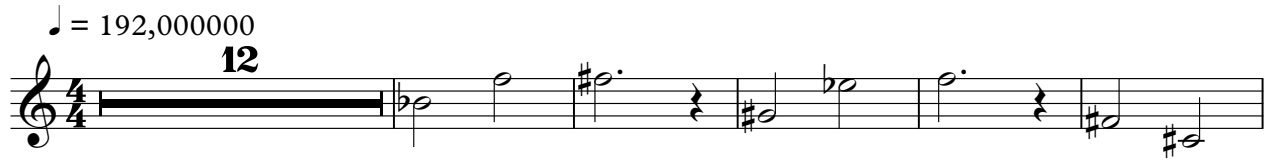


Originally Composed By: ???

# Soulblazer - Town In Trouble (MWS v1.1)

♩ = 192,000000

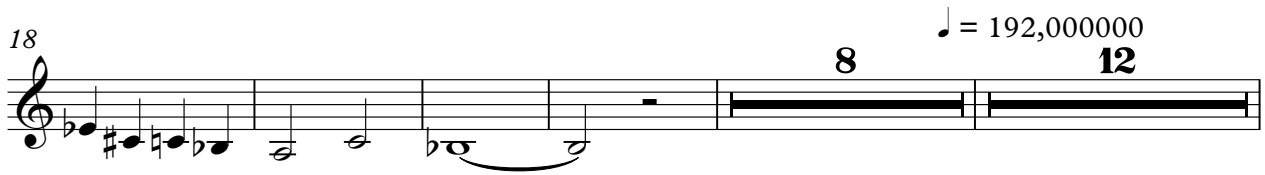
**12**



18

♩ = 192,000000

**8** **12**

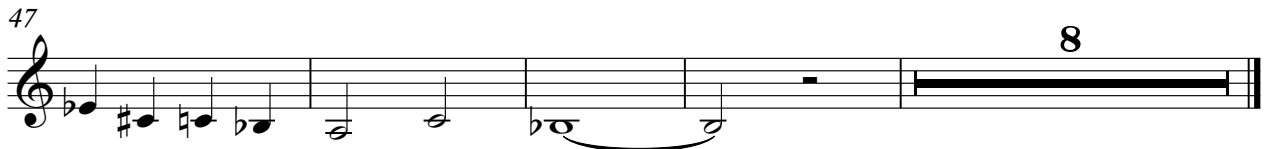


42



47

**8**



# Soulblazer - Town In Trouble (MWS v1.1)

Soprano

♩ = 192,000000  
**12**

Musical staff for measures 1-16. The staff is in 4/4 time. Measure 1 is a whole rest. Measures 2-16 contain a melodic line with various notes, including quarter notes, eighth notes, and half notes, with some accidentals (sharps and flats).

17

Musical staff for measures 17-21. The staff is in 4/4 time. Measures 17-21 contain a melodic line with various notes, including quarter notes, eighth notes, and half notes, with some accidentals (sharps and flats).

22

♩ = 192,000000  
**8** **12**

Musical staff for measures 22-25. The staff is in 4/4 time. Measure 22 is a whole rest. Measure 23 is a whole rest. Measures 24-25 contain a melodic line with various notes, including quarter notes, eighth notes, and half notes, with some accidentals (sharps and flats).

45

Musical staff for measures 45-47. The staff is in 4/4 time. Measure 45 contains a melodic line with a half note and a quarter note. Measures 46-47 contain a melodic line with various notes, including quarter notes, eighth notes, and half notes, with some accidentals (sharps and flats).

48

**8**

Musical staff for measures 48-51. The staff is in 4/4 time. Measures 48-50 contain a melodic line with various notes, including quarter notes, eighth notes, and half notes, with some accidentals (sharps and flats). Measure 51 is a whole rest.

Soulblazer - Town In Trouble (MWS v1.1)

System: SNES

♩ = 192,000000

4

8

12

17

22

24

26

28

♩ = 192,000000

4

34

38

42

47

52

54

56

57

♩ = 192,000000

4

10

17

24

30 ♩ = 192,000000

39

46

53



# Soulblazer - Town In Trouble (MWS v1.1)

Viola

♩ = 192,000000

4

8

13

18

23

28

35

40

45

50

♩ = 192,000000

4

V.S.

