

JILost - SNES - Super Metroid - Boss Confrontation 1

♩ = 240,000000

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

Synth Bass

Lead 8 (Bass + Lead)

2

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

S. Bass

Lead 8

Detailed description of system 2: This system contains measures 2 and 3 of the music. It features six staves. The top staff is a treble clef staff with a key signature of one flat (Bb) and a 2/4 time signature, containing a melodic line with eighth and quarter notes. The second staff is a drum staff with a double bar line and 'x' marks indicating drum hits. The third staff is a bass clef staff with a key signature of one flat, containing a bass line with eighth and quarter notes. The fourth, fifth, and sixth staves are grouped together with a brace on the left and represent the Super Metroid SNES arrangement, with the fourth staff being the Super Bass line and the fifth and sixth staves being the Super Lead 8 line. The notation is consistent with the previous system.



3

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

S. Bass

Lead 8

Detailed description of system 3: This system contains measures 3 and 4 of the music. It features six staves, identical in layout to system 2. The notation continues from the previous system, with the melodic line in the top staff and the bass line in the third staff. The Super Metroid SNES arrangement (staves 4-6) follows the same pattern as in system 2.

4

sequenced by:

Monday, March 5, 2001

JLost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



5

sequenced by:

Monday, March 5, 2001

JLost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

6

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



7

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

8

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description of system 8: This system contains measures 8 through 11 of the piece. It features six staves. The top staff is for the 'sequenced by' line, showing a melody in G major with a key signature of one sharp (F#) and a common time signature. The second staff is for drums, showing a consistent pattern of eighth notes. The third staff is for bass, showing a bass line in G major. The fourth, fifth, and sixth staves are grouped together and labeled 'S. Bass' and 'Lead 8', showing a complex bass line and a lead line respectively, both in G major.



9

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description of system 9: This system contains measures 12 through 15 of the piece. It features six staves, identical in layout to system 8. The top staff is for the 'sequenced by' line, showing a melody in G major. The second staff is for drums, showing a consistent pattern of eighth notes. The third staff is for bass, showing a bass line in G major. The fourth, fifth, and sixth staves are grouped together and labeled 'S. Bass' and 'Lead 8', showing a complex bass line and a lead line respectively, both in G major.

10

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



11

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

12

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



13

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass


Lead 8


sequenced by:  14


Monday, March 5, 2001 

JILost <purpleguppy@yahoo.com> 

"Boss Confrontation 1" from 

Super Metroid SNES 

S. Bass 

Lead 8 

15

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Lead 8



17

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

Lead 8

Lead 8

20

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

Lead 8

Lead 8



23

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

Lead 8

Lead 8

25

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



27

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

28

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



30

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

31

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description: This block contains the musical notation for page 31. It features six staves. The top staff is a single treble clef line with a key signature of one flat (Bb) and a 4/4 time signature. The second staff is a guitar tablature line with six 'x' marks on the strings. The third staff is a bass clef line with a key signature of one flat. The fourth, fifth, and sixth staves are grouped together with a brace on the left and represent the Super Metroid SNES arrangement, with the fifth staff labeled 'S. Bass' and the sixth 'Lead 8'. The notation includes various note values, rests, and accidentals.



32

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description: This block contains the musical notation for page 32. It features six staves. The top staff is a single treble clef line with a key signature of one sharp (F#) and a 4/4 time signature. The second staff is a guitar tablature line with six 'x' marks on the strings. The third staff is a bass clef line with a key signature of one sharp. The fourth, fifth, and sixth staves are grouped together with a brace on the left and represent the Super Metroid SNES arrangement, with the fifth staff labeled 'S. Bass' and the sixth 'Lead 8'. The notation includes various note values, rests, and accidentals.

33

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



35

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

36

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

S. Bass

Lead 8



37

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

S. Bass

Lead 8

38

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



39

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

40

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



41

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

42

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



43

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

45

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



46

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

47

sequenced by:

Monday, March 5, 2001

JLost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8



48

sequenced by:

Monday, March 5, 2001

JLost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Lead 8

50

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from Super Metroid SNES

Lead 8

Lead 8



53

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from Super Metroid SNES

Lead 8

Lead 8

57

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description: This block contains the musical notation for measure 57. It consists of six staves. The top staff is a guitar part in treble clef with a key signature of one flat and a common time signature. The second staff is a drum part with a double bar line and 'x' marks indicating hits. The third staff is a bass line in bass clef. The fourth, fifth, and sixth staves are grouped together and labeled 'S. Bass' and 'Lead 8', containing bass and lead guitar parts respectively. The notation includes various note values, rests, and accidentals.



58

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from
Super Metroid SNES

S. Bass

Lead 8

Detailed description: This block contains the musical notation for measure 58. It consists of six staves, similar in layout to measure 57. The top staff is a guitar part in treble clef with a key signature of one flat and a common time signature. The second staff is a drum part with a double bar line and 'x' marks. The third staff is a bass line in bass clef. The fourth, fifth, and sixth staves are grouped together and labeled 'S. Bass' and 'Lead 8', containing bass and lead guitar parts respectively. The notation includes various note values, rests, and accidentals.

59

sequenced by:

Monday, March 5, 2001

JILost <purpleguppy@yahoo.com>

"Boss Confrontation 1" from

Super Metroid SNES

S. Bass

Lead 8

sequenced by:

♩ = 240,000000



V.S.

2

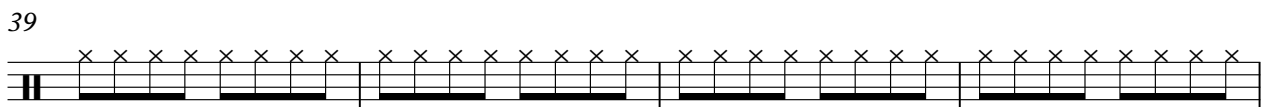
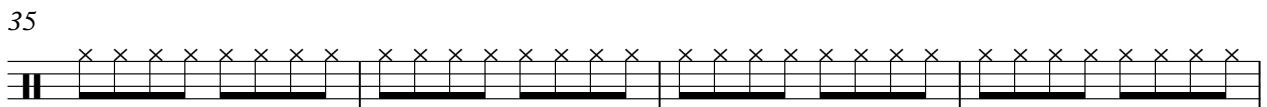
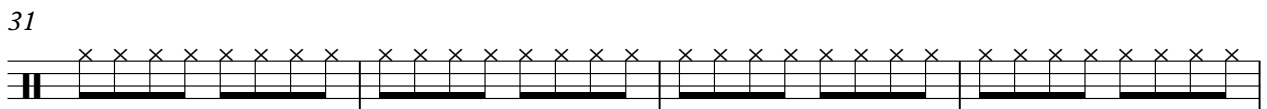
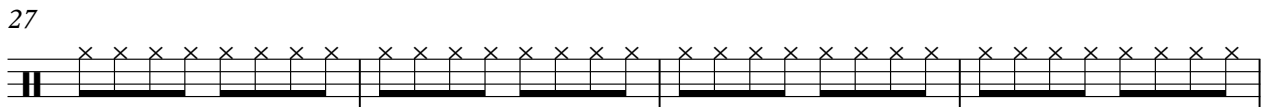
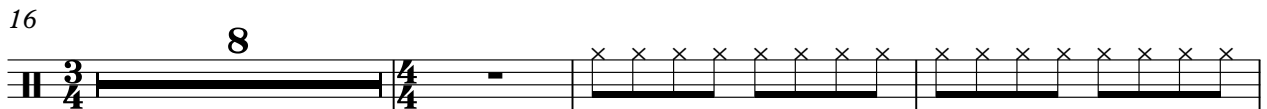
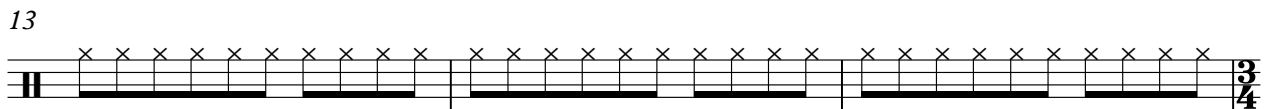
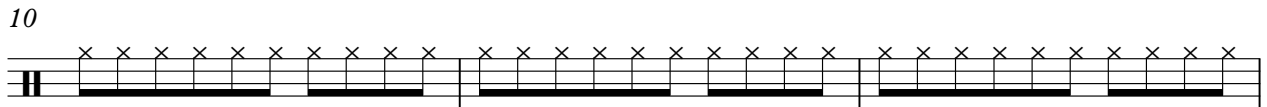
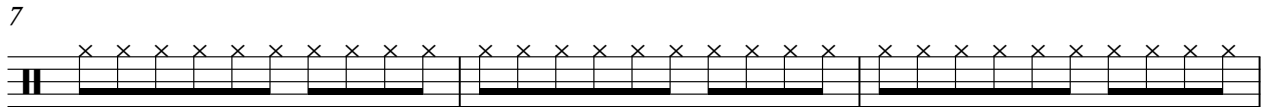
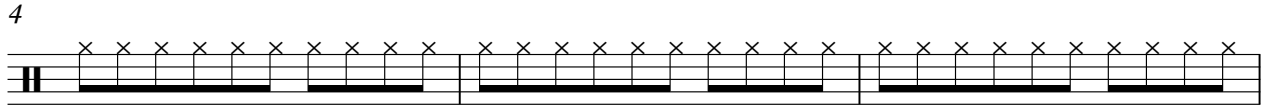
sequenced by:

46 **6**

55

58

♩ = 240,000000



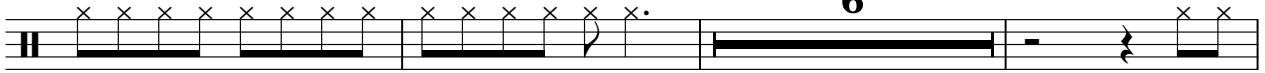
2

Monday, March 5, 2001

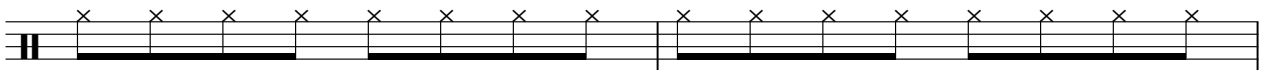
43



47



56



58



♩ = 240,000000



4



7



10



13



16



25



28



V.S.

59



"Boss Confrontation 1" from JILost - SNES - Super Metroid - Boss Confrontation 1

♩ = 240,000000

4

7

10

13

16

22

26

30

34

V.S.

2

"Boss Confrontation 1" from

38

Measures 38-41: Bass clef, key signature of one flat (Bb). Measure 38: Bb2, Gb2, Fb2, Eb2. Measure 39: Bb2, Gb2, Fb2, Eb2. Measure 40: Bb2, Gb2, Fb2, Eb2. Measure 41: Bb2, Gb2, Fb2, Eb2.

42

Measures 42-44: Bass clef, key signature of one flat (Bb). Measure 42: Bb2, Gb2, Fb2, Eb2. Measure 43: Bb2, Gb2, Fb2, Eb2. Measure 44: Bb2, Gb2, Fb2, Eb2.

45

Measures 45-48: Bass clef, key signature of one flat (Bb). Measure 45: Bb2, Gb2, Fb2, Eb2. Measure 46: Bb2, Gb2, Fb2, Eb2. Measure 47: Bb2, Gb2, Fb2, Eb2. Measure 48: Bb2, Gb2, Fb2, Eb2.

49

Measures 49-52: Bass clef, key signature of one flat (Bb). Measure 49: Bb2, Gb2, Fb2, Eb2. Measure 50: Bb2, Gb2, Fb2, Eb2. Measure 51: Bb2, Gb2, Fb2, Eb2. Measure 52: Bb2, Gb2, Fb2, Eb2.

53

Measures 53-56: Bass clef, key signature of one flat (Bb). Measure 53: Bb2, Gb2, Fb2, Eb2. Measure 54: Bb2, Gb2, Fb2, Eb2. Measure 55: Bb2, Gb2, Fb2, Eb2. Measure 56: Bb2, Gb2, Fb2, Eb2.

57

Measures 57-60: Bass clef, key signature of one flat (Bb). Measure 57: Bb2, Gb2, Fb2, Eb2. Measure 58: Bb2, Gb2, Fb2, Eb2. Measure 59: Bb2, Gb2, Fb2, Eb2. Measure 60: Bb2, Gb2, Fb2, Eb2.

♩ = 240,000000

First musical staff, bass clef, 5/4 time signature. The first measure contains a slash. The second and third measures contain eighth notes.

3

Second musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

5

Third musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

7

Fourth musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

9

Fifth musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

11

Sixth musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

13

Seventh musical staff, bass clef, 5/4 time signature. Two measures of eighth notes.

15

Eighth musical staff, bass clef, 5/4 time signature. Two measures of eighth notes. The third measure changes to 3/4 time signature and contains a triplet.

19

Ninth musical staff, bass clef, 4/4 time signature. A series of triplets.

24

Tenth musical staff, bass clef, 4/4 time signature. Eighth notes and triplets.

V.S.

27



29



31



33



35



37



39



41



43



45



47



50



55



57



59



JILost - SNES - Super Metroid - Boss Confrontation 1

Synth Bass

♩ = 240,000000

4

7

10

13

16

27

30

34

38

V.S.

42

Musical notation for measures 42-44. The staff is in bass clef with a key signature of one flat (B-flat). Measure 42 contains a quarter note G2, a quarter note F2, and a quarter note E2. Measure 43 contains a quarter note D2, a quarter note C2, and a quarter note B1. Measure 44 contains a quarter note A1, a quarter note G1, and a quarter note F1.

45

Musical notation for measures 45-48. The staff is in bass clef with a key signature of one flat. Measure 45 contains a quarter note G2, a quarter note F2, and a quarter note E2. Measure 46 contains a quarter note D2, a quarter note C2, and a quarter note B1. Measure 47 contains a quarter note A1, a quarter note G1, and a quarter note F1. Measure 48 contains a quarter note E1, a quarter note D1, and a quarter note C1.

49

6

Musical notation for measures 49-51. The staff is in bass clef with a key signature of one flat. Measure 49 contains a whole note G2. Measure 50 contains a whole rest. Measure 51 contains a quarter note F2, a quarter note E2, and a quarter note D2.

58

Musical notation for measures 58-61. The staff is in bass clef with a key signature of one flat. Measure 58 contains a quarter note G2, a quarter note F2, and a quarter note E2. Measure 59 contains a quarter note D2, a quarter note C2, and a quarter note B1. Measure 60 contains a quarter note A1, a quarter note G1, and a quarter note F1. Measure 61 contains a quarter note E1, a quarter note D1, and a quarter note C1.

Lead 8 (Bass + Lead)

♩ = 240,000000

The musical score consists of ten staves of music. The first staff begins with a treble clef and a 2/4 time signature. The melody is characterized by frequent accidentals, including naturals, flats, and sharps, and often features beamed eighth notes. Measure numbers 4, 6, 9, 12, 15, 20, 25, 28, and 31 are indicated at the start of their respective staves. At measure 15, there is a change in time signature to 3/4, and a triplet of eighth notes is marked with a '3' above it. At measure 20, there is another triplet of eighth notes marked with a '3' below it. The score concludes at measure 31.

V.S.

Lead 8 (Bass + Lead)

JILost - SNES - Super Metroid - Boss Confrontation 1

♩ = 240,000000

15

23

23

51

5