

# JILost - SNES - Super Metroid - Red Soil Swampy

♩ = 75,000000

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

♩ = 75,000000

Alto

from Super Metroid SNES

sequenced by:



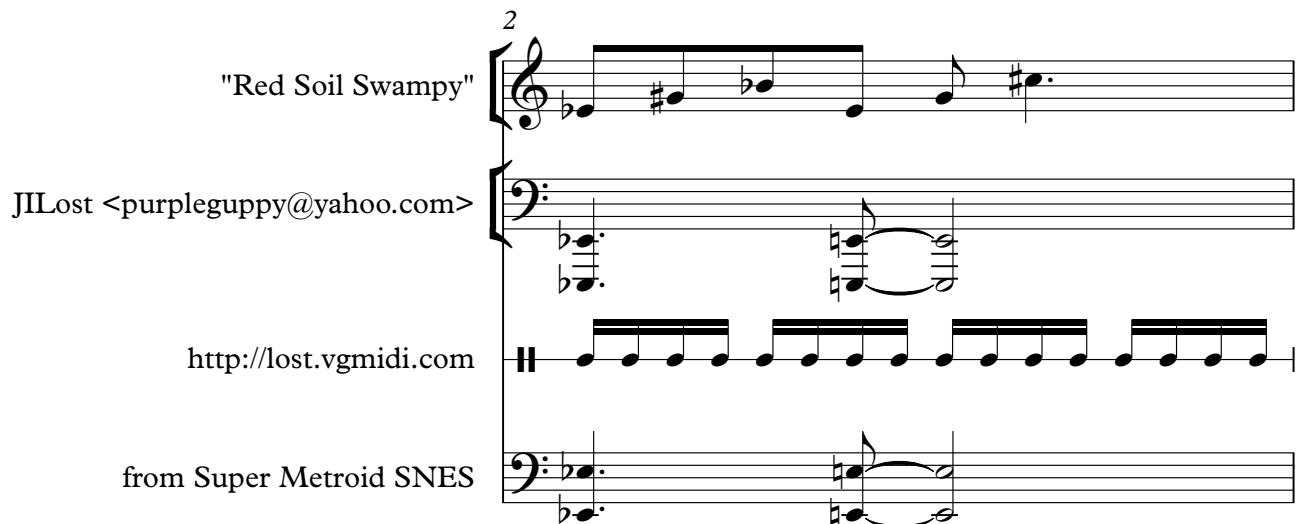
2

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES



3

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

This block contains the musical notation for measure 3. It features four staves: a treble clef staff with a melody starting on G4, a bass clef staff with a bass line, a piano staff with a continuous eighth-note accompaniment, and another bass clef staff with a supporting bass line. The key signature has one flat (Bb) and the time signature is 4/4. The measure is marked with a '3' at the beginning.

4

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

This block contains the musical notation for measure 4. It features four staves: a treble clef staff with a melody starting on G4, a bass clef staff with a bass line, a piano staff with a continuous eighth-note accompaniment, and another bass clef staff with a supporting bass line. The key signature has one flat (Bb) and the time signature is 4/4. The measure is marked with a '4' at the beginning.

5

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

This block contains the musical notation for measure 5. It features four staves: a treble clef staff with a melody starting on G4, a bass clef staff with a bass line, a piano staff with a continuous eighth-note accompaniment, and another bass clef staff with a supporting bass line. The key signature has one flat (Bb) and the time signature is 4/4. The measure is marked with a '5' at the beginning.


6

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES




"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES



8

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

9

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

10

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

11

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



12

"Red Soil Swampy"

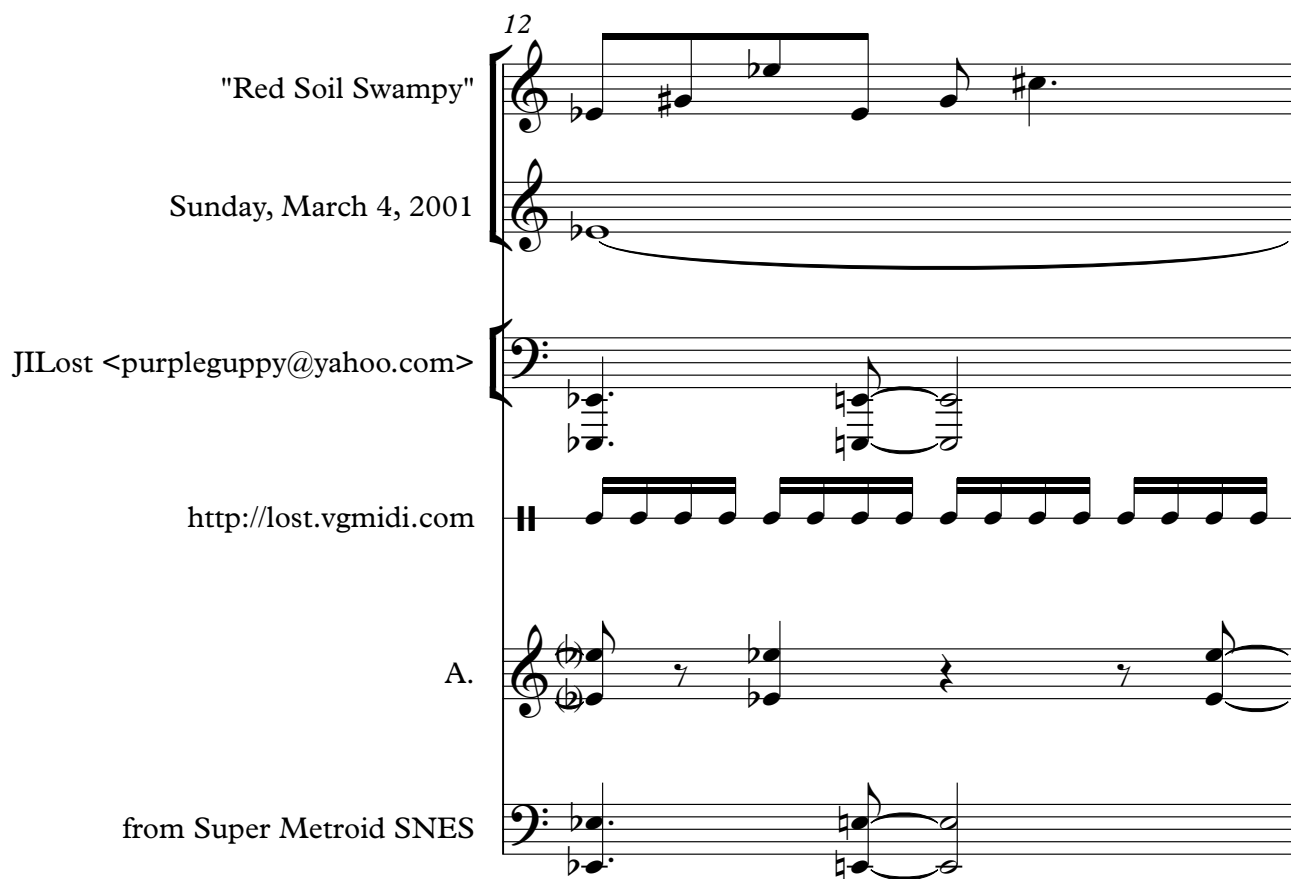
Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



13

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



14

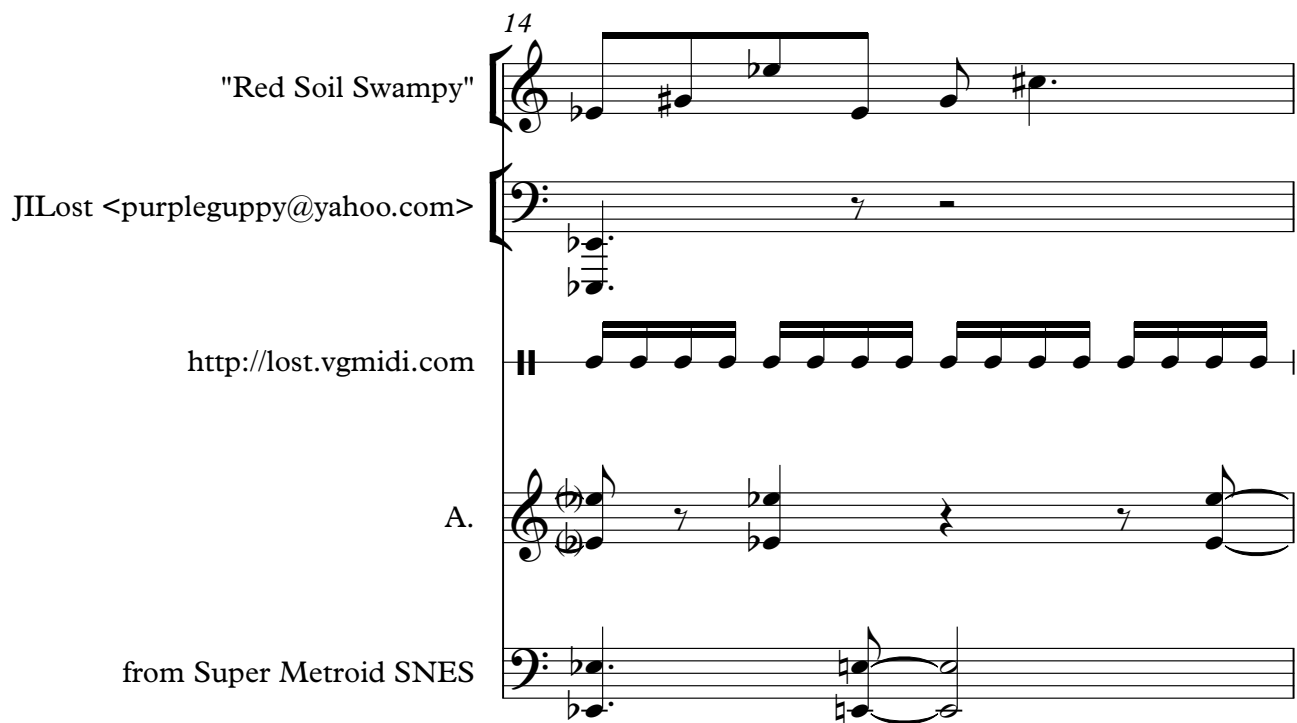
"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



15

"Red Soil Swampy"

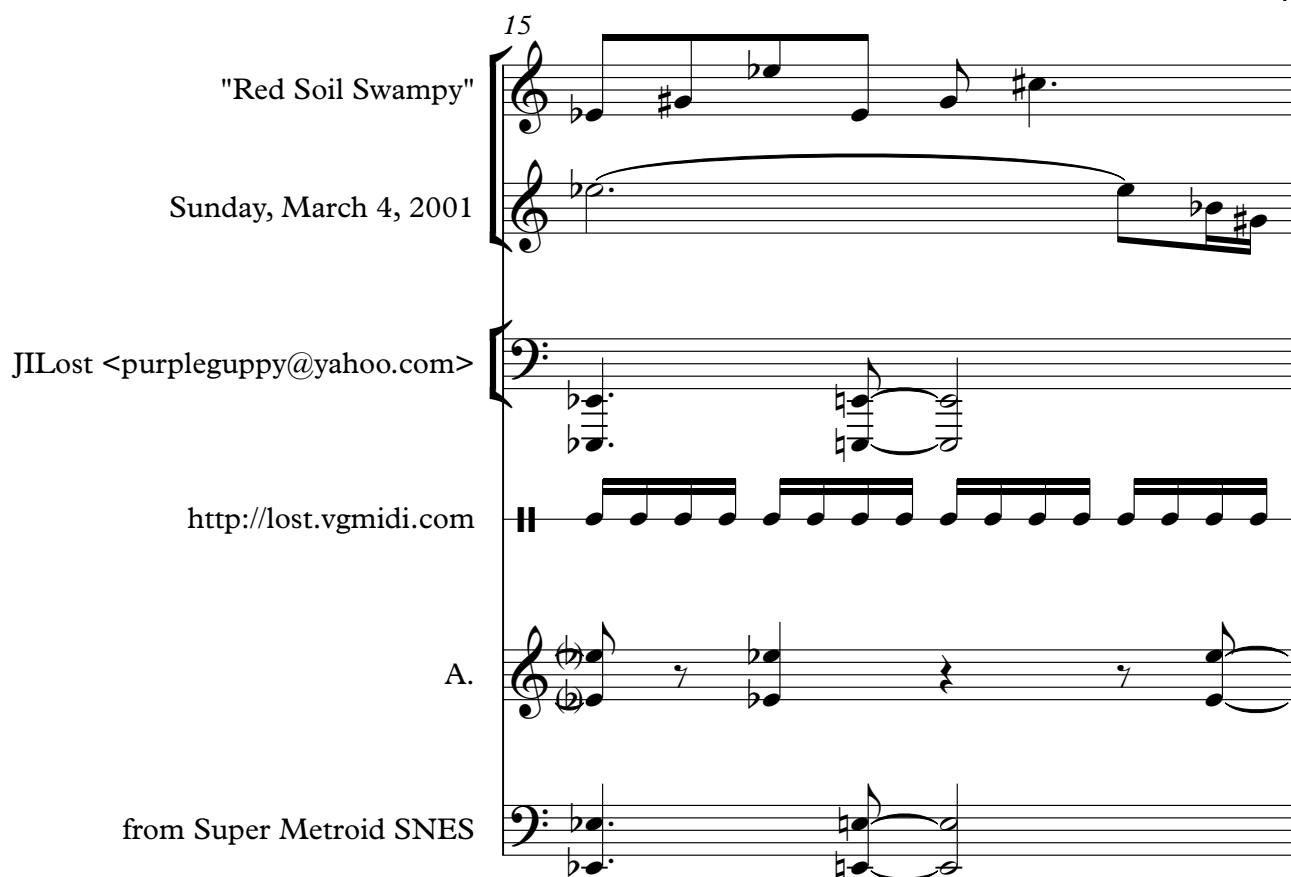
Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



16

"Red Soil Swampy"

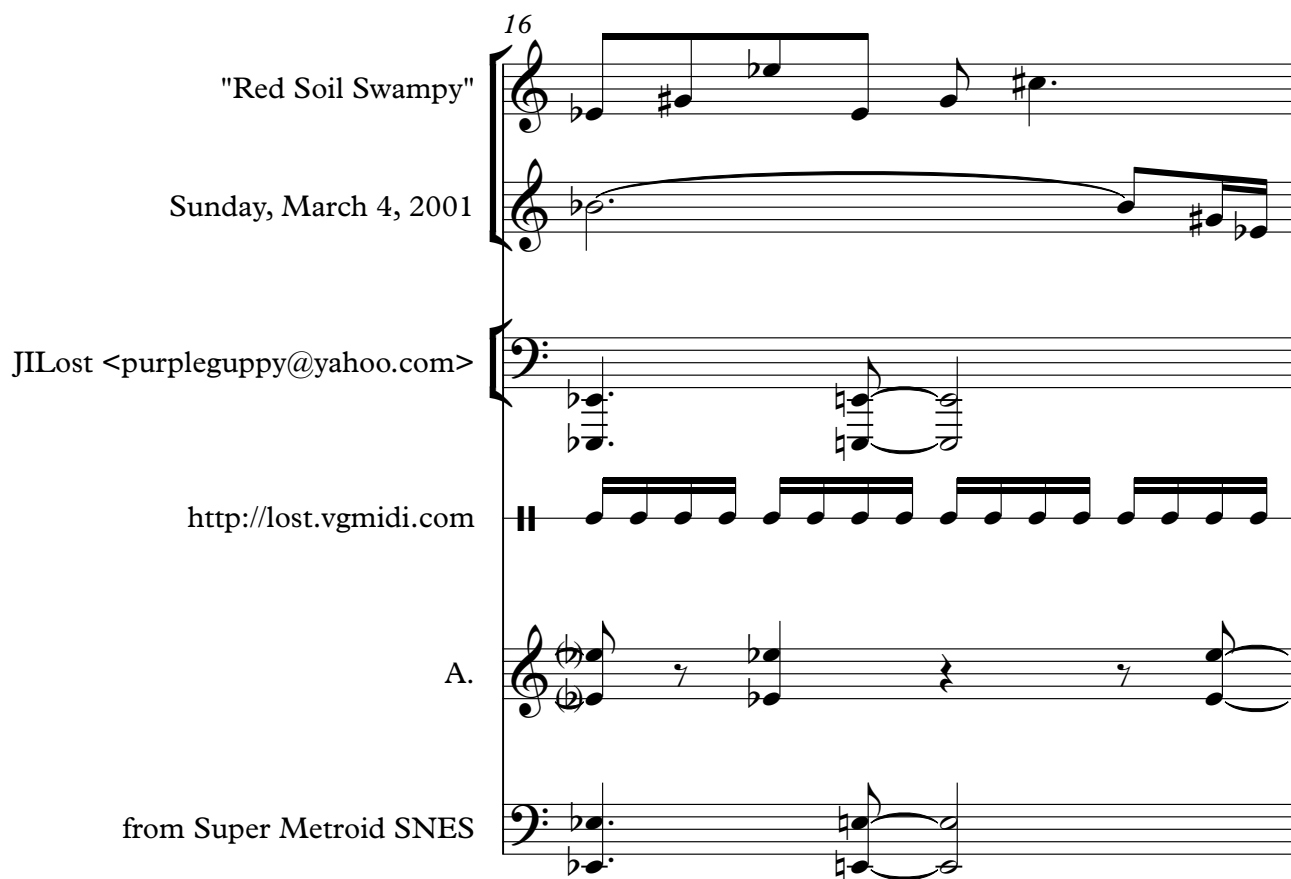
Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



17

"Red Soil Swampy"

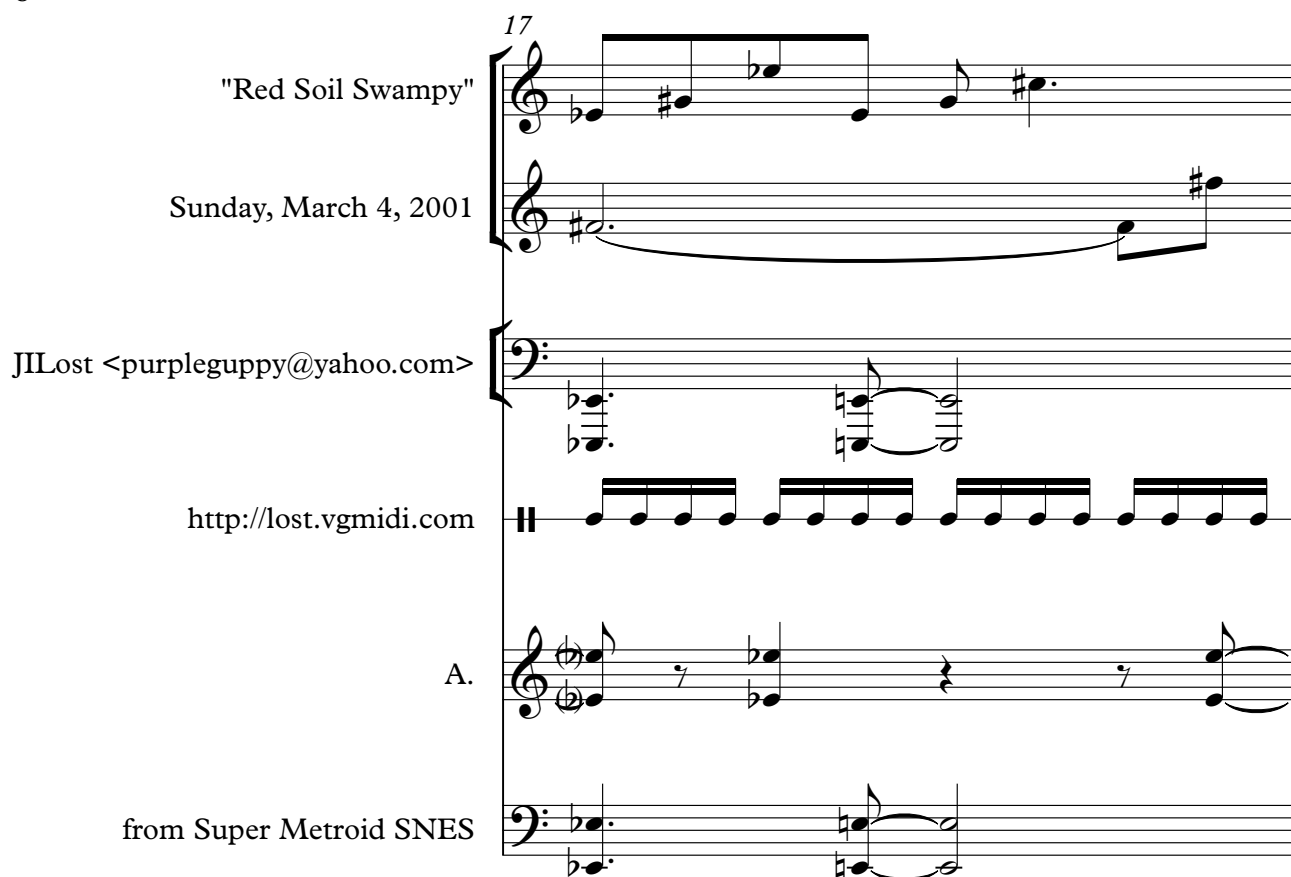
Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



18

"Red Soil Swampy"

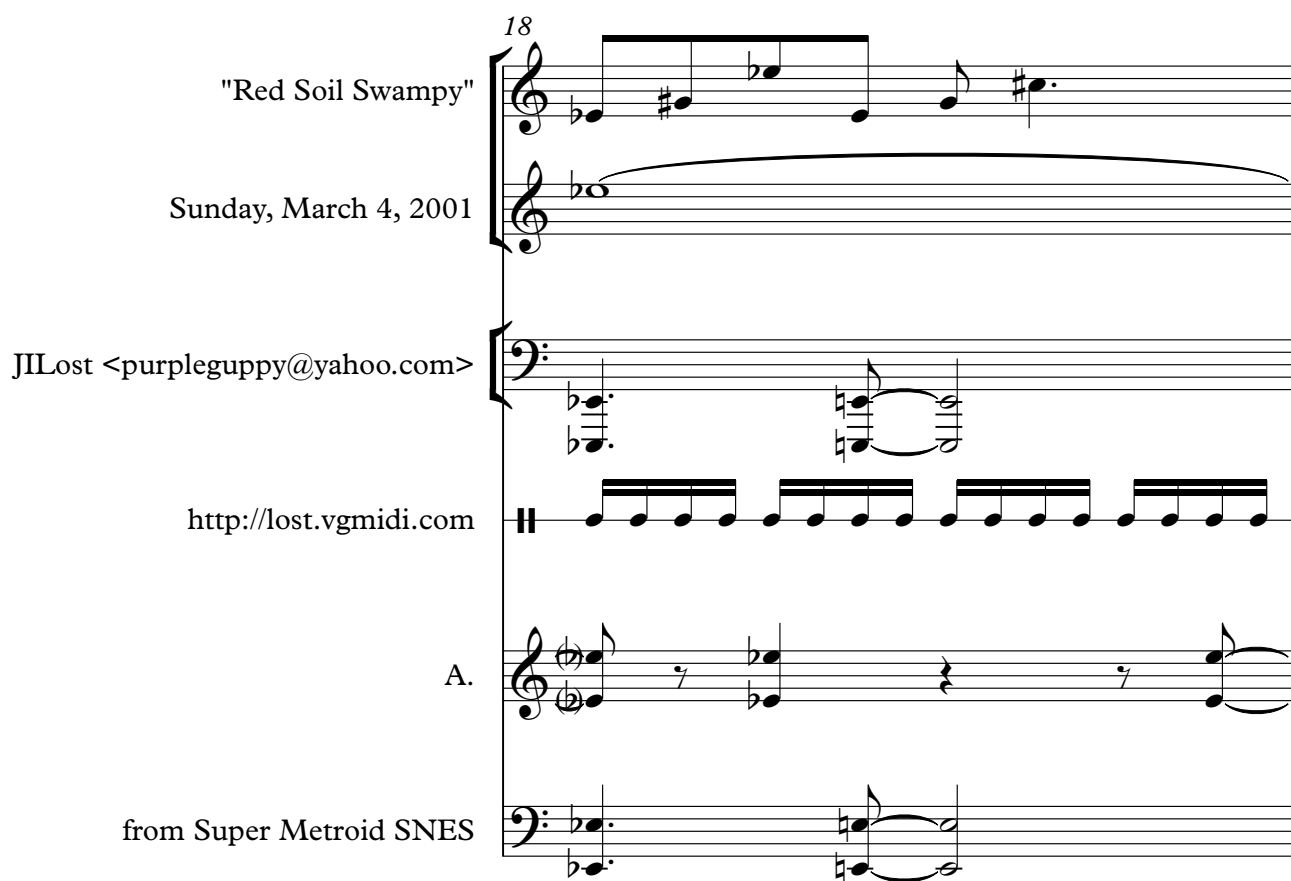
Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES





19

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

20

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

21

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



22

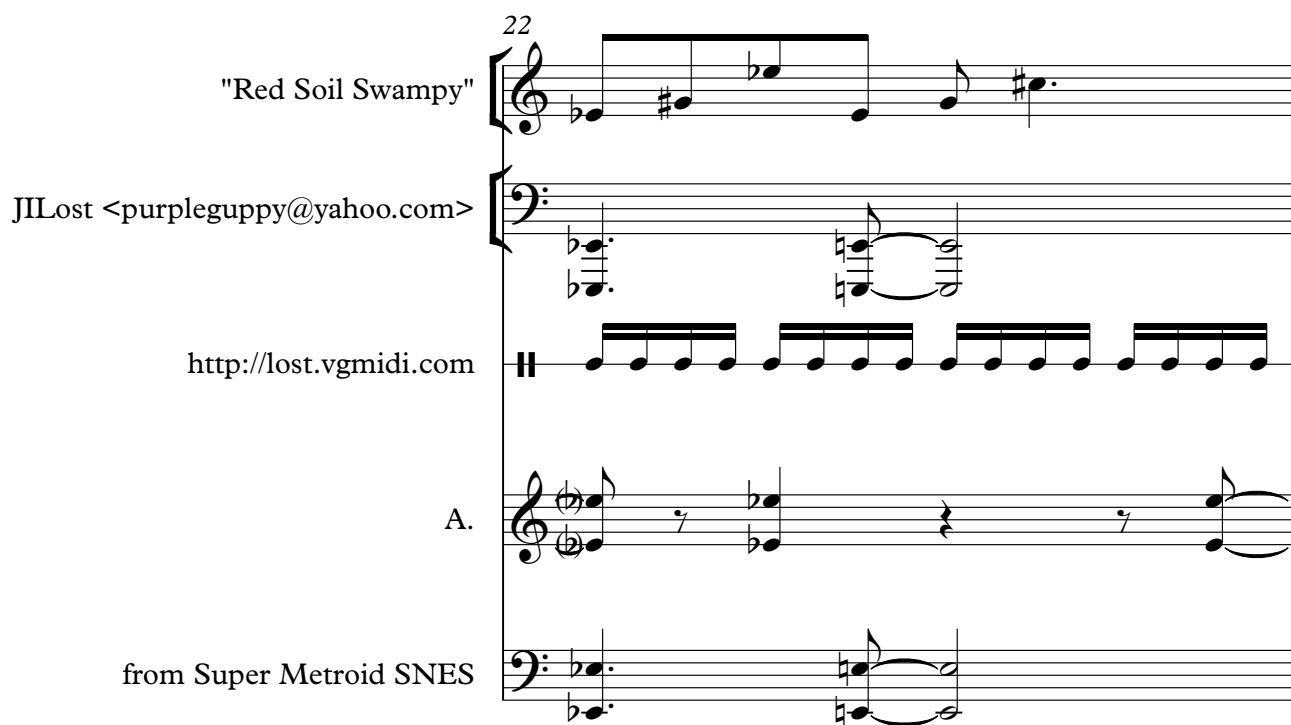
"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



23

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

24

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

25

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

25

26

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

26

27

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This block contains the musical notation for measure 27. It features five staves. The first staff is a treble clef with a key signature of one flat (B-flat) and a melody starting on G4, moving to A4, B-flat4, A4, G4, and F#4. The second staff is a bass clef with a key signature of one flat, showing a low octave accompaniment with notes B-flat2, C3, and D3. The third staff, labeled 'A.', is a treble clef with a key signature of one flat, containing a whole rest followed by a half note B-flat4, a whole rest, and a half note G4. The fourth staff is a bass clef with a key signature of one flat, showing a low octave accompaniment with notes B-flat2, C3, and D3. The fifth staff is a treble clef with a key signature of one flat, featuring a sixteenth-note triplet starting on G4, followed by a quarter note A4, a quarter note B-flat4, and a quarter note G4. The measure ends with a quarter rest.

28

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This block contains the musical notation for measure 28. It features five staves. The first staff is a treble clef with a key signature of one flat (B-flat) and a melody starting on G4, moving to A4, B-flat4, A4, G4, and F#4. The second staff is a bass clef with a key signature of one flat, showing a low octave accompaniment with notes B-flat2, C3, and D3. The third staff, labeled 'A.', is a treble clef with a key signature of one flat, containing a whole rest followed by a half note B-flat4, a whole rest, and a half note G4. The fourth staff is a bass clef with a key signature of one flat, showing a low octave accompaniment with notes B-flat2, C3, and D3. The fifth staff is a treble clef with a key signature of one flat, featuring four groups of eighth-note triplets. The first triplet starts on G4, the second on A4, the third on B-flat4, and the fourth on G4. The measure ends with a quarter rest.

29

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This musical score block contains measures 29 and 30 of the piece "Red Soil Swampy". It is arranged in five staves. The first staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The second staff is a bass clef with a key signature of one flat (Bb). The third staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The fourth staff is a bass clef with a key signature of one flat (Bb). The fifth staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The score includes various musical notations such as notes, rests, and accidentals. Measure 29 starts with a treble clef staff containing a whole note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, and a quarter note D5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. Measure 30 starts with a treble clef staff containing a whole note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, and a quarter note D5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3.

30

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This musical score block contains measures 30 and 31 of the piece "Red Soil Swampy". It is arranged in five staves. The first staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The second staff is a bass clef with a key signature of one flat (Bb). The third staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The fourth staff is a bass clef with a key signature of one flat (Bb). The fifth staff is a treble clef with a key signature of one flat (Bb) and a common time signature (C). The score includes various musical notations such as notes, rests, and accidentals. Measure 30 starts with a treble clef staff containing a whole note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, and a quarter note D5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. Measure 31 starts with a treble clef staff containing a whole note G4, a quarter note A4, a quarter note Bb4, a quarter note C5, and a quarter note D5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3. The treble clef staff contains a whole note G4, a quarter note A4, a quarter note Bb4, and a quarter note C5. The bass clef staff contains a whole note G2, a quarter note A2, a quarter note Bb2, and a quarter note C3.

31

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

31

32

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

32

33

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

34

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



36

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

37

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

38

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

39

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

40

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

41

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

42

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

43

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

44

45

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

46

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

47

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 47 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: two treble clefs, two bass clefs, and a percussion line. The first two staves (treble clefs) contain the melody, with a slur over the second staff. The third staff (bass clef) contains a bass line. The fourth staff (bass clef) contains a bass line. The fifth staff (percussion line) contains a series of eighth notes. The key signature is one flat (Bb) and the time signature is 4/4.

48

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 48 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: two treble clefs, two bass clefs, and a percussion line. The first two staves (treble clefs) contain the melody, with a slur over the second staff. The third staff (bass clef) contains a bass line. The fourth staff (bass clef) contains a bass line. The fifth staff (percussion line) contains a series of eighth notes. The key signature is one flat (Bb) and the time signature is 4/4.

49

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

50

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

51

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

52

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



53

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

54

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

55

"Red Soil Swampy"

Sunday, March 4, 2001

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 55 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: Treble 1, Treble 2, Bass, Percussion, and Treble 3. Treble 1 and Treble 2 are in G major (one sharp). Bass and Treble 3 are in E minor (no sharps or flats). Percussion is in common time. The measure contains a melody in Treble 1, a bass line in Bass, a drum pattern in Percussion, and a harmony in Treble 3.

56

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 56 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: Treble 1, Treble 2, Bass, Percussion, and Treble 3. Treble 1 and Treble 2 are in G major (one sharp). Bass and Treble 3 are in E minor (no sharps or flats). Percussion is in common time. The measure contains a melody in Treble 1, a bass line in Bass, a drum pattern in Percussion, and a harmony in Treble 3.

57

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



58

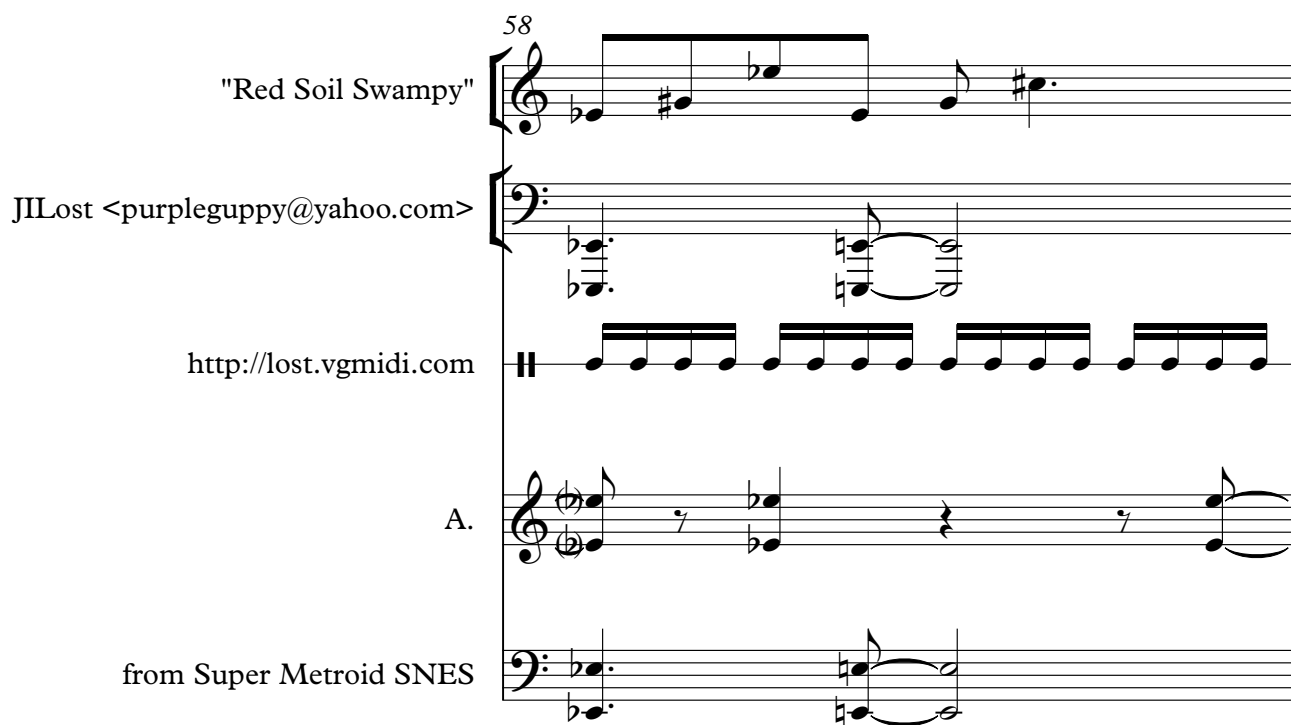
"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



59

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



60

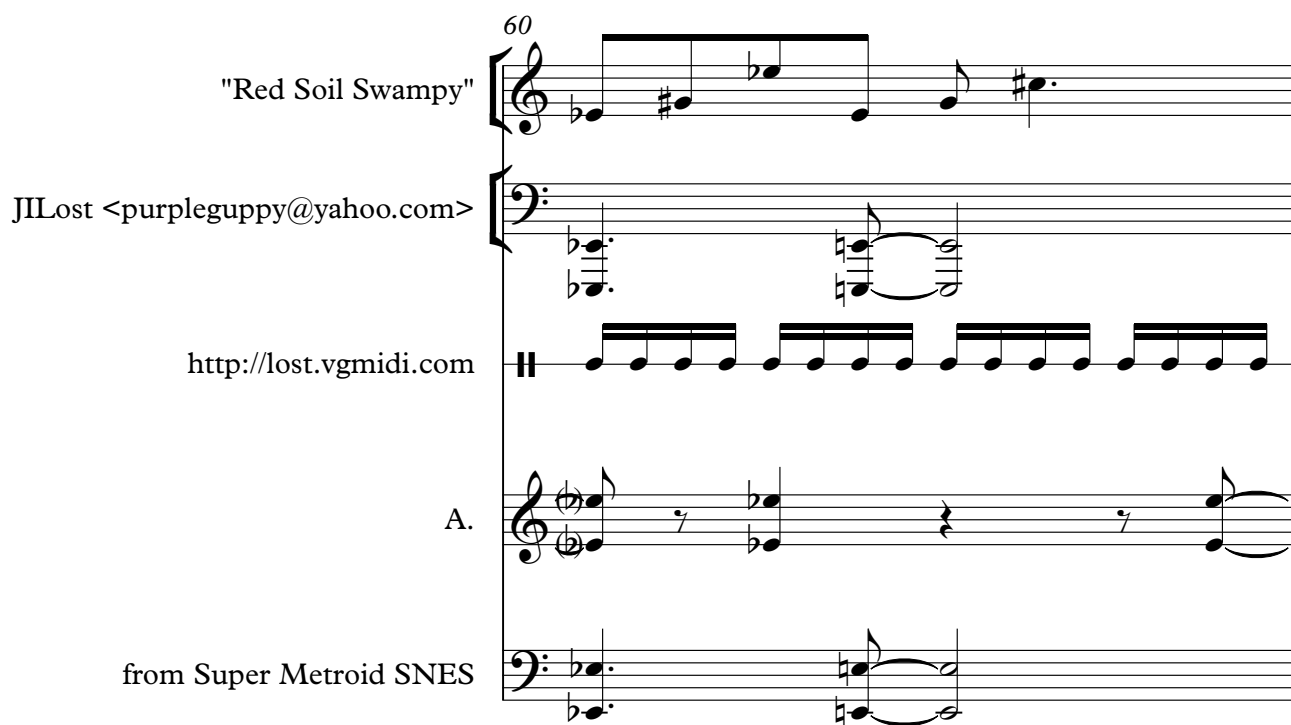
"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



61

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

62

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

65

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

66

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

67

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This block contains the musical notation for measure 67. It consists of five staves. The first staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The second staff is a bass clef with a key signature of one flat (Bb) and a melody starting on G2, moving to F2, E2, and D2. The third staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The fourth staff is a bass clef with a key signature of one flat (Bb) and a melody starting on G2, moving to F2, E2, and D2. The fifth staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The notation includes various musical symbols such as notes, rests, and accidentals.

68

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

This block contains the musical notation for measure 68. It consists of five staves. The first staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The second staff is a bass clef with a key signature of one flat (Bb) and a melody starting on G2, moving to F2, E2, and D2. The third staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The fourth staff is a bass clef with a key signature of one flat (Bb) and a melody starting on G2, moving to F2, E2, and D2. The fifth staff is a treble clef with a key signature of one flat (Bb) and a melody starting on G4, moving to A4, Bb4, C5, D5, and E5. The notation includes various musical symbols such as notes, rests, and accidentals.



69

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

A.

from Super Metroid SNES

sequenced by:

70

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

71

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 71 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: Treble Clef (Melody), Bass Clef (Bass), Percussion (Drums), Treble Clef (Alto), and Bass Clef (Tenor). The melody starts with a quarter note G4, followed by a dotted quarter note A4, then a half note Bb4. The bass line consists of a whole note chord of Bb2 and D2. The drums play a steady eighth-note pattern. The alto part has a whole rest, followed by a quarter note Bb4, and then a half note G4. The tenor part has a whole note chord of Bb2 and D2, followed by a half note G4.

72

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

Measure 72 of the musical score for "Red Soil Swampy" from Super Metroid SNES. The score is written for five staves: Treble Clef (Melody), Bass Clef (Bass), Percussion (Drums), Treble Clef (Alto), and Bass Clef (Tenor). The melody starts with a quarter note G4, followed by a dotted quarter note A4, then a half note Bb4. The bass line consists of a whole note chord of Bb2 and D2. The drums play a steady eighth-note pattern. The alto part has a whole rest, followed by a quarter note Bb4, and then a half note G4. The tenor part has a whole note chord of Bb2 and D2, followed by a half note G4.

73

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



74

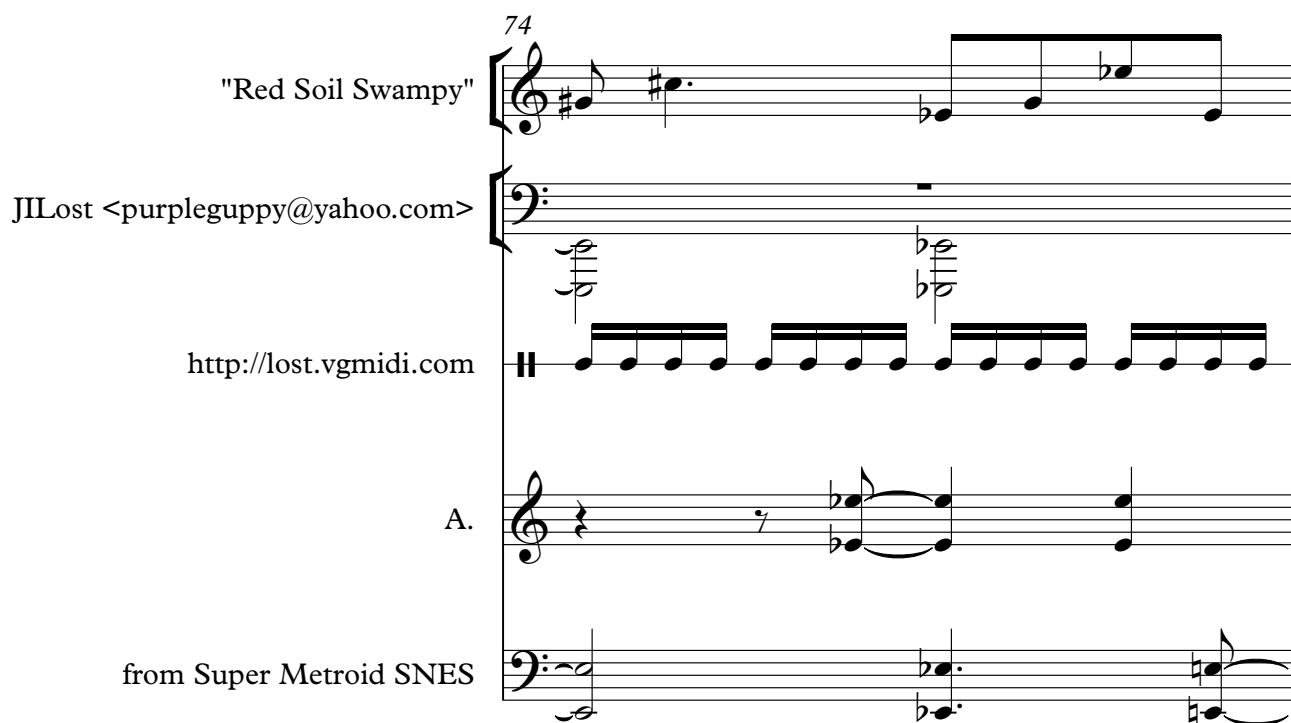
"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES



75

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

A.

from Super Metroid SNES

76

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

77

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES

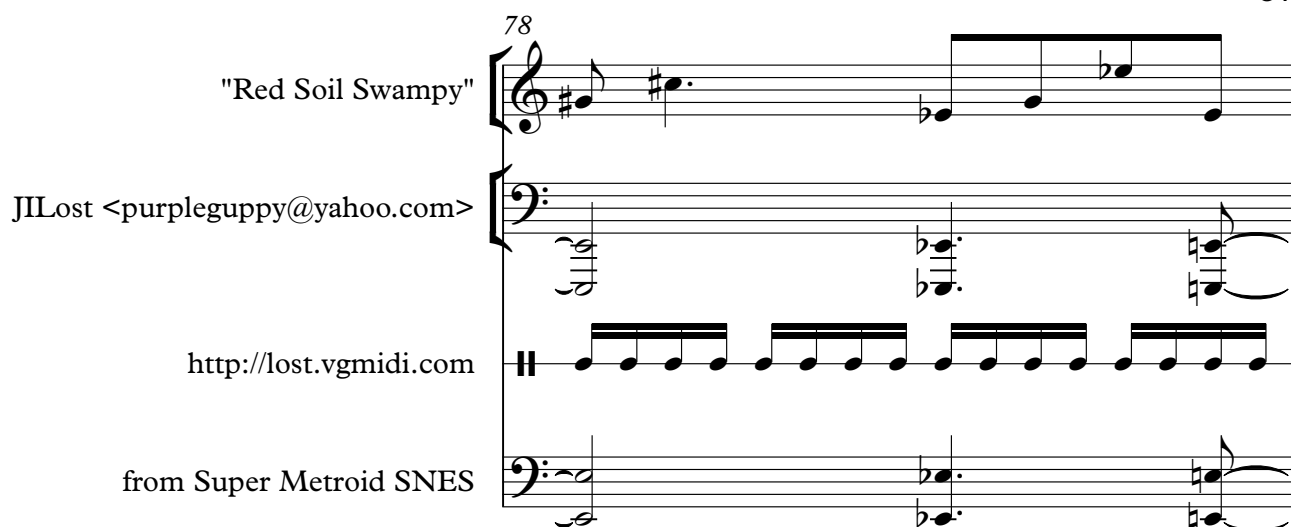
78

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES



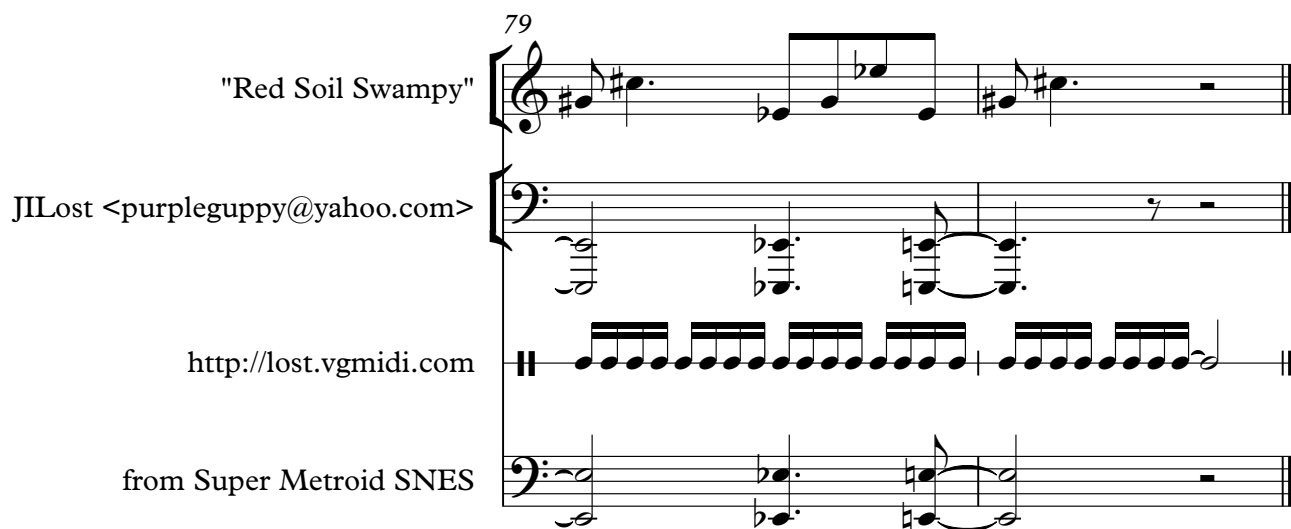
79

"Red Soil Swampy"

JILost <purpleguppy@yahoo.com>

<http://lost.vgmidi.com>

from Super Metroid SNES



# "Red Soil Swampy"

JILost - SNES - Super Metroid - Red Soil Swampy

♩ = 75,000000

5

9

13

17

21

25

29

32

The musical score is written in 4/4 time with a tempo of 75,000,000. The key signature has two flats (B-flat major). The melody consists of a repeating eighth-note pattern: B-flat, A, G, F, E, D, C, B-flat. The score is divided into measures, with measure numbers 5, 9, 13, 17, 21, 25, 29, and 32 indicated at the start of their respective lines. The final line (measures 32-35) shows a change in time signature to 2/4 for the last two measures.

## "Red Soil Swampy"

35

39

43

47

51

55

59

63

67

71

"Red Soil Swampy"

3

75



78





Sunday, March 4, 2001

Sunday, March 4, 2001

$$J = 75,000,000$$

8

14

20

14

10

47

53

25

♩ = 75,000000



6



11



16



21



26



31



36



41



46



V.S.

51



56



61



66



71



76



$\text{♩} = 75,000,000$

$\frac{4}{4}$

3

5

7

9

11

13

15

17

19



49



51



53



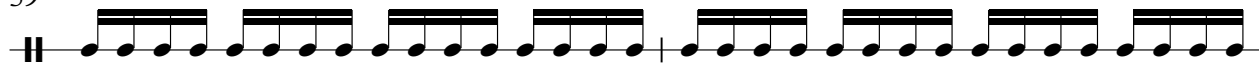
55



57



59



61



[illegible]

♩ = 75,000000

7

11

15

19

23

27

31

35

38

3

The musical score is written for an Alto instrument. It begins with a tempo marking of 75,000,000. The first staff starts with a measure rest, followed by a 7-measure rest. The music then continues with a series of eighth-note patterns across the following staves. The score is divided into measures, with measure numbers 7, 11, 15, 19, 23, 27, 31, 35, and 38 indicated. The final staff concludes with a 3-measure rest.





from Super Metroid SNES JILost - SNES - Super Metroid - Red Soil Swampy

♩ = 75,000000



6



11



16



21



26



31



36



41



46



V.S.

51



56



61



66



71



76



♩ = 75,000000

**26**

**28**

**30**

**32**

**35**

**64**

**66**

**68**

**69**

**11**

The musical score is written in 4/4 time with a tempo of 75,000,000. It consists of nine staves of music. The first staff starts with a measure rest for 26 measures, followed by a sequence of eighth and sixteenth notes with triplets and sextuplets. The second staff starts with a measure rest for 28 measures, followed by a similar sequence. The third staff starts with a measure rest for 30 measures, followed by a sequence. The fourth staff starts with a measure rest for 32 measures, followed by a sequence. The fifth staff starts with a measure rest for 35 measures, followed by a sequence. The sixth staff starts with a measure rest for 64 measures, followed by a sequence. The seventh staff starts with a measure rest for 66 measures, followed by a sequence. The eighth staff starts with a measure rest for 68 measures, followed by a sequence. The ninth staff starts with a measure rest for 69 measures, followed by a sequence. The score ends with a double bar line after 11 measures.