

Killer Instinct - Sabrewulf's Mansion (MWS v1.1)

♩ = 207,999664

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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



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Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

6

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



7

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

8

Game: Killer Instinct

Song: Sabrewulf's Mansion


System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



9

Game: Killer Instinct

Song: Sabrewulf's Mansion


System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



10

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



11

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

12

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Detailed description: This block contains the musical notation for measure 12. It consists of seven staves. The first staff is labeled 'Game: Killer Instinct' and shows a bass clef with a whole rest followed by a rhythmic pattern of eighth notes. The second staff is labeled 'Song: Sabrewulf's Mansion' and shows a piano staff with a whole note and a half note. The third staff is labeled 'System: SNES' and shows a treble clef with a key signature of one flat and a series of eighth notes. The fourth staff is labeled 'Originally Composed By: R. Beanland and/or G. Norgate' and shows a treble clef with a key signature of one flat and a series of eighth notes. The fifth staff is labeled 'Sequenced By: M.W.S. <matthew159@juno.com>' and shows a treble clef with a key signature of one flat and a series of eighth notes. The sixth staff is labeled 'Orch. Hit' and shows a treble clef with a key signature of one flat and a series of eighth notes. The seventh staff is labeled 'Sequence Version: 1.1 released on 2000/09/13' and shows a bass clef with a series of eighth notes.



13

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Detailed description: This block contains the musical notation for measure 13. It consists of seven staves. The first staff is labeled 'Game: Killer Instinct' and shows a bass clef with a quarter note followed by a whole rest. The second staff is labeled 'Song: Sabrewulf's Mansion' and shows a piano staff with a whole note and a half note. The third staff is labeled 'System: SNES' and shows a treble clef with a key signature of one flat and a series of eighth notes. The fourth staff is labeled 'Originally Composed By: R. Beanland and/or G. Norgate' and shows a treble clef with a key signature of one flat and a series of eighth notes. The fifth staff is labeled 'Sequenced By: M.W.S. <matthew159@juno.com>' and shows a treble clef with a key signature of one flat and a series of eighth notes. The sixth staff is labeled 'Orch. Hit' and shows a treble clef with a key signature of one flat and a series of eighth notes. The seventh staff is labeled 'Sequence Version: 1.1 released on 2000/09/13' and shows a bass clef with a series of eighth notes.

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

16

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



17

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

18

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



19

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



20

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

21

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



22

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



23

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

24

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



25

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

26

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



27

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

28

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



29

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

30

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



31

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

32

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



33

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

34

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



35

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 38, measures 38-41. It consists of six staves: a drum staff (top), a SNES system staff, a staff for the original composer (R. Beanland and/or G. Norgate), a staff for the sequencer (M.W.S.), an orchestral hit staff, and a bass line staff. The music is in 4/4 time and features a repeating rhythmic pattern of eighth notes.



Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 39, measures 39-42. It consists of six staves: a bass line staff (top), a drum staff, a SNES system staff, a staff for the original composer (R. Beanland and/or G. Norgate), a staff for the sequencer (M.W.S.), and an orchestral hit staff. The music is in 4/4 time and features a repeating rhythmic pattern of eighth notes.

40

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



41

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical notation for page 40, measures 40-43. It consists of six staves: Game: Killer Instinct (Bass clef), Song: Sabrewulf's Mansion (MIDI), System: SNES (Treble clef), Originally Composed By: R. Beanland and/or G. Norgate (Treble clef), Sequenced By: M.W.S. <matthew159@juno.com> (Treble clef), and Orch. Hit (Treble clef). The bottom staff is Sequence Version: 1.1 released on 2000/09/13 (Bass clef).

Musical notation for page 41, measures 44-47. It consists of six staves: Song: Sabrewulf's Mansion (MIDI), System: SNES (Treble clef), Originally Composed By: R. Beanland and/or G. Norgate (Treble clef), Sequenced By: M.W.S. <matthew159@juno.com> (Treble clef), Orch. Hit (Treble clef), and Sequence Version: 1.1 released on 2000/09/13 (Bass clef).

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 42, featuring six staves. The top staff is a drum line with a simple pattern. The second staff is a melody in G major with eighth notes and rests. The third staff is a melody in G major with eighth notes and rests. The fourth staff is a melody in G major with eighth notes and rests. The fifth staff is an orchestral hit with eighth notes and rests. The sixth staff is a bass line with eighth notes and rests.



Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 43, featuring six staves. The top staff is a bass line with a simple pattern. The second staff is a drum line with a simple pattern. The third staff is a melody in G major with eighth notes and rests. The fourth staff is a melody in G major with eighth notes and rests. The fifth staff is an orchestral hit with eighth notes and rests. The sixth staff is a bass line with eighth notes and rests.

44

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



45

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical notation for page 44, measures 44-47. It consists of six staves: Game (Killer Instinct) in bass clef, Song (Sabrewulf's Mansion) in alto clef, System (SNES) in treble clef, Originally Composed By (R. Beanland and/or G. Norgate) in treble clef, Sequenced By (M.W.S. <matthew159@juno.com>) in treble clef, and Orch. Hit in treble clef. The bottom staff is Sequence Version (1.1 released on 2000/09/13) in bass clef. The notation includes various note values, rests, and accidentals.

Musical notation for page 45, measures 48-51. It consists of six staves: Song (Sabrewulf's Mansion) in alto clef, System (SNES) in treble clef, Originally Composed By (R. Beanland and/or G. Norgate) in treble clef, Sequenced By (M.W.S. <matthew159@juno.com>) in treble clef, Orch. Hit in treble clef, and Sequence Version (1.1 released on 2000/09/13) in bass clef. The notation includes various note values, rests, and accidentals.

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 46, featuring six staves. The top staff is a drum line with a simple pattern. The second staff is a melody in treble clef with a key signature of one flat. The third staff is a melody in treble clef with a key signature of one flat. The fourth staff is a melody in treble clef with a key signature of one sharp. The fifth staff is a melody in treble clef with a key signature of one flat. The sixth staff is a melody in bass clef with a key signature of one flat.



Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

Originally Composed By: R. Beanland and/or G. Norgate

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

Musical score for page 47, featuring six staves. The top staff is a drum line in bass clef with a simple pattern. The second staff is a melody in treble clef with a key signature of one flat. The third staff is a melody in treble clef with a key signature of one flat. The fourth staff is a melody in treble clef with a key signature of one flat. The fifth staff is a melody in treble clef with a key signature of one flat. The sixth staff is a melody in bass clef with a key signature of one flat.

48

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



49

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



50

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

51

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



52

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



53

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

54

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



55

Game: Killer Instinct

Song: Sabrewulf's Mansion

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

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

56

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



57

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

58

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



59

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

60

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



61

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

62

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



63

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

64

Game: Killer Instinct

Song: Sabrewulf's Mansion

System: SNES

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

Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13



65

Song: Sabrewulf's Mansion

System: SNES

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

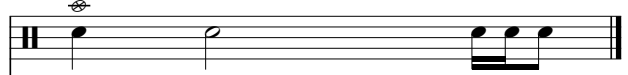
Tape Smp. Brs

Orch. Hit

Sequence Version: 1.1 released on 2000/09/13

66

Song: Sabrewulf's Mansion



System: SNES



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



Tape Smp. Brs



Orch. Hit



Sequence Version: 1.1 released on 2000/09/13



♩ = 207,999664

7 2

12 2

17

21

25

29

33 5

41 2 2

2

Game: Killer Instinct

47



51



55



59



62



Song: Sabrewulf's Mansion

Killer Instinct - Sabrewulf's Mansion (MWS v1.1)

♩ = 207,999664

4



9



15



21



27



33



38



44



50



56



V.S.

2

Song: Sabrewulf's Mansion

62



38



41



44



47



8

57



60



63



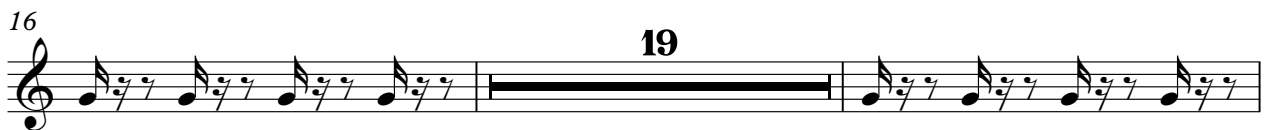
65



Killer Instinct - Sabrewulf's Mansion (MWS v1.1)

Originally Composed By: R. Beanland and/or G. Norgate

♩ = 207,999664



Killer Instinct - Sabrewulf's Mansion (MWS v1.1)

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

♩ = 207,999664

4

7

10

13

16

19

22

25

V.S.

28

31

34

37

40

43

46

55



58



61



64



♩ = 207,999664 **24**

Musical notation for measures 1-24. Measure 1 is a whole rest. Measures 2-4 contain chords: G#4-G#5, G#4-G#5, G#4-G#5, and G#4-G#5. Measures 5-8 contain chords: G#4-G#5, G#4-G#5, G#4-G#5, and G#4-G#5.

27

Musical notation for measures 27-30. Measure 27: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 28: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 29: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 30: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

31

Musical notation for measures 31-33. Measure 31: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 32: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 33: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

34 **20**

Musical notation for measures 34-55. Measures 34-55 contain a continuous eighth-note pattern: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

56

Musical notation for measures 56-59. Measure 56: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 57: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 58: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 59: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

60

Musical notation for measures 60-63. Measure 60: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 61: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 62: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5. Measure 63: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

64

Musical notation for measures 64-77. Measures 64-77 contain a continuous eighth-note pattern: G#4-G#5, G#4-G#5, G#4-G#5, G#4-G#5.

Orchestra Hit

Killer Instinct - Sabrewulf`s Mansion (MWS v1.1)

♩ = 207,999664

4

7

10

13

16

21

27

33

37

40

V.S.

43



46



50



57



63



Killer Instinct - Sabrewulf's Mansion (MWS v1.1)

Sequence Version: 1.1 released on 2000/09/13

♩ = 207,999664

4



8



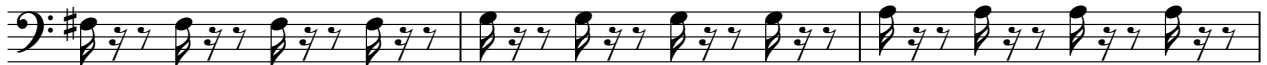
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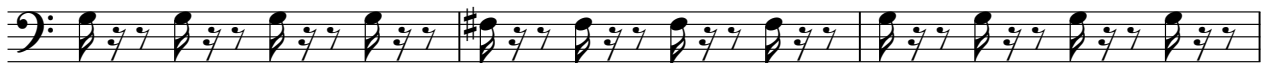
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17



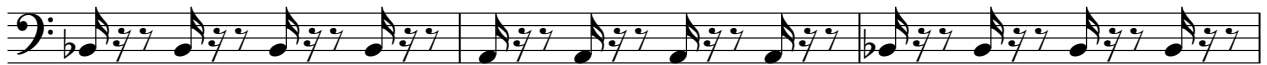
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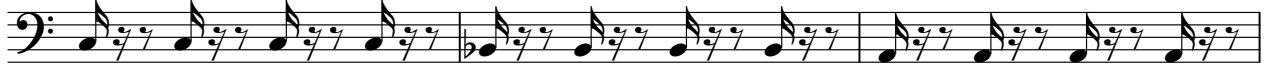
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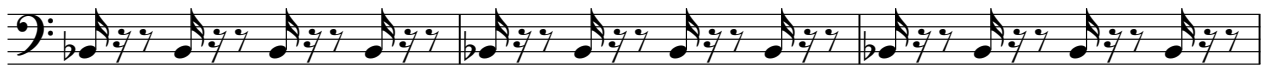
26



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32



V.S.

65

