

Killer Instinct - Jago's Temple (MWS v1.0)

♩ = 125,000000

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

♩ = 125,000000

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



2

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Sequenced by M.W.S. <matthew159@juno.com>

3

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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



4

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

5

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Musical score for measure 5. It consists of five staves. The top staff is a vocal line in treble clef with a common time signature. The second staff is a guitar line in treble clef. The third staff is a keyboard line in treble clef. The fourth staff is a bass line in bass clef. The fifth staff is a drum line in treble clef. The music is in a key with one sharp (F#) and a common time signature.



6

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Musical score for measure 6. It consists of five staves. The top staff is a vocal line in treble clef with a common time signature. The second staff is a guitar line in treble clef. The third staff is a keyboard line in treble clef. The fourth staff is a bass line in bass clef. The fifth staff is a drum line in treble clef. The music is in a key with one sharp (F#) and a common time signature.

7

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Musical score for measure 7. It consists of five staves. The top staff is a piano part with a treble clef and a common time signature, starting with a fermata. The second staff is a guitar part with a treble clef, featuring a complex rhythmic pattern of eighth and sixteenth notes. The third staff is a bass line with a treble clef, showing a sequence of chords and notes. The fourth staff is a bass line with a bass clef, showing a melodic line. The fifth staff is a guitar part with a treble clef, featuring a complex rhythmic pattern of eighth and sixteenth notes.



8

Game: Killer Instinct

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

System: SNES

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

Musical score for measure 8. It consists of four staves. The top staff is a guitar part with a treble clef, starting with a whole rest followed by a rhythmic pattern. The second staff is a bass line with a treble clef, showing a sequence of chords and notes. The third staff is a bass line with a bass clef, showing a melodic line. The fourth staff is a guitar part with a treble clef, featuring a complex rhythmic pattern of eighth and sixteenth notes.

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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

Musical score for Killer Instinct, Jago's Temple. The score is divided into two systems, starting at measure 9 and measure 10. Each system contains six staves: a vocal line (treble clef), a guitar line (treble clef), a bass line (treble clef), a Koto line (treble clef), a System: SNES line (bass clef), and an accompaniment line (treble clef). The notation includes various rhythmic values, rests, and articulation marks.

Sequence Version: 1.0 released on 2000/09/16

11

Whist.

Musical notation for Whist. instrument, measures 11-12. The notation is on a single treble clef staff. Measure 11 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4. Measure 12 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4, followed by a whole rest.

Song: Jago's Temple

Musical notation for Song: Jago's Temple, measures 11-12. The notation is on a single alto clef staff. Measure 11 contains a sequence of notes: G3, A3, B3, C4, B3, A3, G3. Measure 12 contains a sequence of notes: G3, A3, B3, C4, B3, A3, G3, followed by a whole rest.

Game: Killer Instinct

Musical notation for Game: Killer Instinct, measures 11-12. The notation is on a single treble clef staff. Measure 11 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4. Measure 12 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4, followed by a whole rest.

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

Musical notation for Sequenced By: M.W.S., measures 11-12. The notation is on a single treble clef staff. Measure 11 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4. Measure 12 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4, followed by a whole rest.

Koto

Musical notation for Koto instrument, measures 11-12. The notation is on a single treble clef staff. Measure 11 contains a whole rest. Measure 12 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4.

System: SNES

Musical notation for System: SNES, measures 11-12. The notation is on a single bass clef staff. Measure 11 contains a whole rest. Measure 12 contains a sequence of notes: G3, A3, B3, C4, B3, A3, G3.

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

Musical notation for Originally Composed By: R. Beanland and/or G. Norgate, measures 11-12. The notation is on a single treble clef staff. Measure 11 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4. Measure 12 contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4, followed by a whole rest.

Sequence Version: 1.0 released on 2000/09/16

12

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

13

Song: Jago's Temple

Game: Killer Instinct


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

Koto

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16



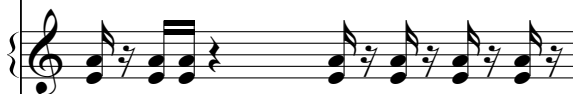
Song: Jago's Temple



Game: Killer Instinct



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




Koto



System: SNES



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



Sequence Version: 1.0 released on 2000/09/16

15

Whist.

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

18

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

19

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

22

Musical staff for sequence 22, top line (treble clef). It contains a few notes and rests.

Song: Jago's Temple

Musical staff for sequence 22, second line (soprano clef). It contains a rhythmic pattern of notes.

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

Musical staff for sequence 22, third line (treble clef). It contains a few notes and rests.

Koto

Musical staff for sequence 22, Koto part (treble clef). It contains a complex rhythmic pattern with many notes.

Shami.

Musical staff for sequence 22, Shami part (treble clef). It contains a complex rhythmic pattern with many notes.

System: SNES

Musical staff for sequence 22, System: SNES part (bass clef). It contains a few notes and rests.

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

Musical staff for sequence 22, bottom line (treble clef). It contains a few notes and rests.



Sequence Version: 1.0 released on 2000/09/16

23

Musical staff for sequence 23, top line (treble clef). It contains a few notes and rests.

Song: Jago's Temple

Musical staff for sequence 23, second line (soprano clef). It contains a rhythmic pattern of notes.

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

Musical staff for sequence 23, third line (treble clef). It contains a few notes and rests.

Koto

Musical staff for sequence 23, Koto part (treble clef). It contains a complex rhythmic pattern with many notes.

Shami.

Musical staff for sequence 23, Shami part (treble clef). It contains a complex rhythmic pattern with many notes.

System: SNES

Musical staff for sequence 23, System: SNES part (bass clef). It contains a few notes and rests.

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

Musical staff for sequence 23, bottom line (treble clef). It contains a few notes and rests.

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



24

Musical score for measures 24-25. It consists of six staves: a vocal line (treble clef, key signature of one flat), a drum line (percussion clef), a piano line (treble clef, key signature of one flat), a Koto line (treble clef, key signature of one flat), a Shami line (treble clef, key signature of one flat), and a System: SNES line (bass clef). The piano and Koto parts feature a complex, fast-paced melodic line with many sixteenth notes.

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

♩ = 125,000000

25

Musical score for measures 25-26. It consists of five staves: a drum line (percussion clef), a piano line (treble clef), a Koto line (treble clef), a Shami line (treble clef), and a System: SNES line (bass clef). The piano and Koto parts feature a complex, fast-paced melodic line with many sixteenth notes. A tempo marking of 125,000000 is present above the piano line.

♩ = 125,000000

26

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Musical score for measures 26-27. It consists of five staves. The top staff is a piano part in treble clef with a key signature of one sharp (F#) and a common time signature. The second staff is a guitar part in treble clef with a key signature of one sharp and a common time signature, featuring a complex rhythmic pattern with many sixteenth notes. The third staff is a bass line in treble clef with a key signature of one sharp and a common time signature. The fourth staff is a bass line in bass clef with a key signature of one sharp and a common time signature. The fifth staff is a bass line in treble clef with a key signature of one sharp and a common time signature, featuring a complex rhythmic pattern with many sixteenth notes.



27

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

Musical score for measures 27-28. It consists of five staves. The top staff is a piano part in treble clef with a key signature of one sharp (F#) and a common time signature. The second staff is a guitar part in treble clef with a key signature of one sharp and a common time signature, featuring a complex rhythmic pattern with many sixteenth notes. The third staff is a bass line in treble clef with a key signature of one sharp and a common time signature. The fourth staff is a bass line in bass clef with a key signature of one sharp and a common time signature. The fifth staff is a bass line in treble clef with a key signature of one sharp and a common time signature, featuring a complex rhythmic pattern with many sixteenth notes.

28

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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



29

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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

30

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

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



31

Song: Jago's Temple

Game: Killer Instinct

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

System: SNES

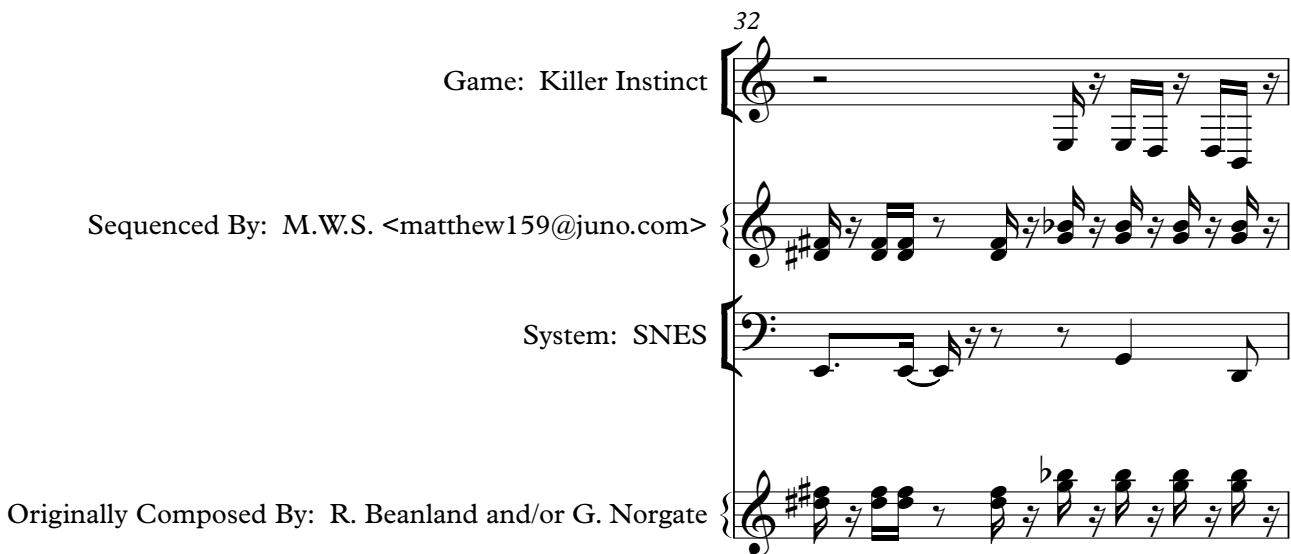
Originally Composed By: R. Beanland and/or G. Norgate

Game: Killer Instinct

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

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

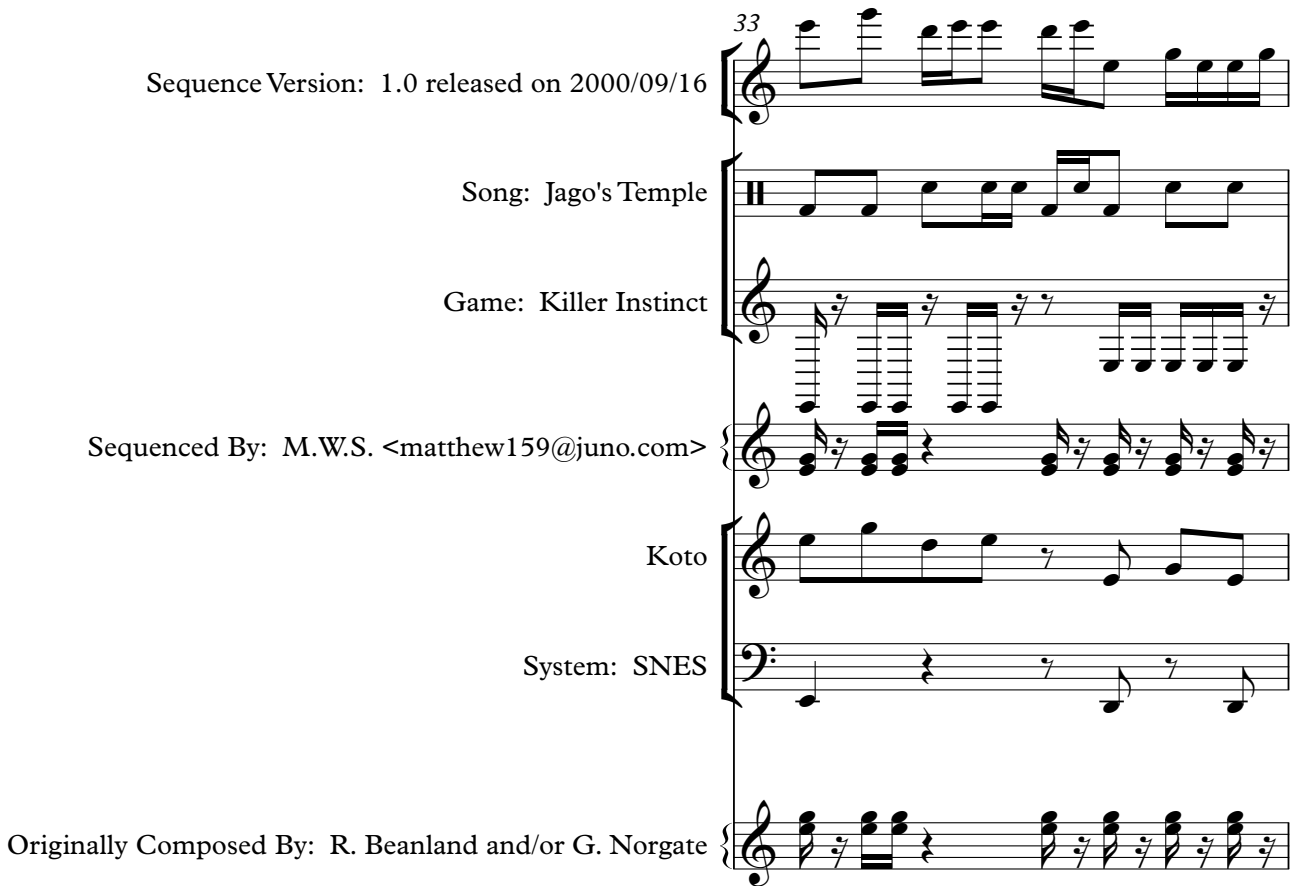
Game: Killer Instinct

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

Koto

System: SNES

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



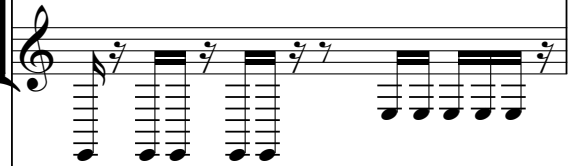
Sequence Version: 1.0 released on 2000/09/16



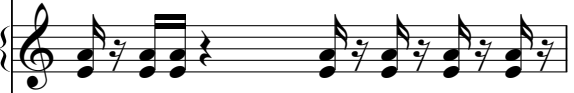
Song: Jago's Temple



Game: Killer Instinct



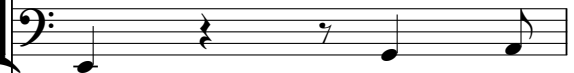
Sequenced By: M.W.S. <matthew159@juno.com>



Koto



System: SNES



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



Sequence Version: 1.0 released on 2000/09/16

35

Whist.

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

36

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

37

Song: Jago's Temple

Game: Killer Instinct


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

Koto

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16



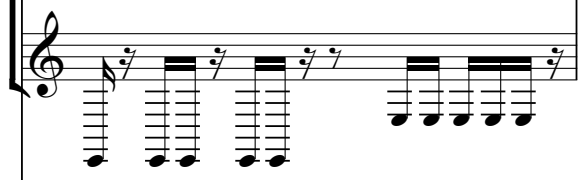
Musical notation for Sequence Version: 1.0 released on 2000/09/16, starting at measure 38. The notation is on a single treble clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

Song: Jago's Temple



Musical notation for Song: Jago's Temple, starting at measure 38. The notation is on a single alto clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

Game: Killer Instinct



Musical notation for Game: Killer Instinct, starting at measure 38. The notation is on a single treble clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

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



Musical notation for Sequenced By: M.W.S. <matthew159@juno.com>, starting at measure 38. The notation is on a single treble clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

Koto




Musical notation for Koto, starting at measure 38. The notation is on a single treble clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

System: SNES



Musical notation for System: SNES, starting at measure 38. The notation is on a single bass clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

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



Musical notation for Originally Composed By: R. Beanland and/or G. Norgate, starting at measure 38. The notation is on a single treble clef staff with a key signature of one flat and a 4/4 time signature. The melody consists of eighth notes: G4, A4, Bb4, A4, G4, F4, E4, D4.

Sequence Version: 1.0 released on 2000/09/16

39

Whist.

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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

40

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

Game: Killer Instinct

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

Koto

System: SNES

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



41

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

42

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

43

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

44

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



45

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

46

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

47

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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

Sequence Version: 1.0 released on 2000/09/16

Song: Jago's Temple

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

Koto

Shami.

System: SNES

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



Sequence Version: 1.0 released on 2000/09/16

49

Killer Instinct - Jago's Temple (MWS v1.0)

Sequence Version: 1.0 released on 2000/09/16

The image displays a musical score for a guitar sequence. It consists of ten staves of music, each starting with a measure number on the left. The first staff begins with a tempo marking of $\text{♩} = 125,000000$ and a measure rest of 8 measures. The music is written in a 4/4 time signature. The notation includes various rhythmic patterns, such as eighth and sixteenth notes, and rests. There are several accidentals, including flats (b) and sharps (#), scattered throughout the piece. The sequence ends with a double bar line on the final staff.

Sequenced by M.W.S. <matthew159@juno.com>

Whistling Killer Instinct - Jago's Temple (MWS v1.0)

♩ = 125,000000

10 3 9

25 ♩ = 125,000000

10 3 10

Sequenced by M.W.S. <matthew159@juno.com>

Killer Instinct - Jago's Temple (MWS v1.0)

Song: Jago's Temple

♩ = 125,000000

4

7

11

14

17

20

23

26

29

♩ = 125,000000

Sequenced by M.W.S. <matthew159@juno.com>

2

Song: Jago's Temple

33



36



39



42



45



47



Killer Instinct - Jago's Temple (MWS v1.0)

Game: Killer Instinct

♩ = 125,000000

Musical staff 1: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

3

Musical staff 2: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

5

Musical staff 3: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

7

Musical staff 4: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

10

Musical staff 5: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

12

Musical staff 6: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

14

Musical staff 7: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5.

16

Musical staff 8: Treble clef, 4/4 time signature. The staff contains two measures of music. The first measure has a quarter note followed by a triplet of eighth notes. The second measure has a quarter note followed by a triplet of eighth notes. The notes are G4, A4, B4, C5, D5, E5, F5, G5. A large number '8' is written above the staff.

Sequenced by M.W.S. <matthew159@juno.com>

2

Game: Killer Instinct

25 ♩ = 125,000000

Musical staff 25-26: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

27

Musical staff 27-28: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

29

Musical staff 29-30: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

31

Musical staff 31-33: Treble clef, three measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure is a whole rest. The third measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes.

34

Musical staff 34-35: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

36

Musical staff 36-37: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

38

Musical staff 38-39: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure contains a quarter note followed by a dotted quarter note, also with a slash and a tilde symbol above the notes.

40

Musical staff 40-41: Treble clef, two measures of music. The first measure contains a quarter note followed by a dotted quarter note, with a slash and a tilde symbol above the notes. The second measure is a whole rest. A large number '9' is positioned above the staff in the second measure.

9

27



29



31



33



35



37



39



43



Koto Killer Instinct - Jago's Temple (MWS v1.0)

♩ = 125,000000
8



Musical notation for measures 1-12. The piece is in 4/4 time. Measure 1 contains an 8-measure rest. The melody begins in measure 2 with a quarter note G4, followed by quarter notes A4, B4, and C5. Measure 3 continues with quarter notes D5, E5, and F5. Measure 4 has a quarter rest followed by quarter notes G4, A4, and B4. Measure 5 has quarter notes C5, B4, and A4. Measure 6 has quarter notes G4, F4, and E4. Measure 7 has quarter notes D4, C4, and B3. Measure 8 has quarter notes A3, G3, and F3. Measure 9 has quarter notes E3, D3, and C3. Measure 10 has quarter notes B2, A2, and G2. Measure 11 has quarter notes F2, E2, and D2. Measure 12 has quarter notes C2, B1, and A1.

13



Musical notation for measures 13-17. Measure 13 continues the melody with quarter notes G2, F2, and E2. Measure 14 has quarter notes D2, C2, and B1. Measure 15 has quarter notes A1, G1, and F1. Measure 16 has quarter notes E1, D1, and C1. Measure 17 has quarter notes B0, A0, and G0.

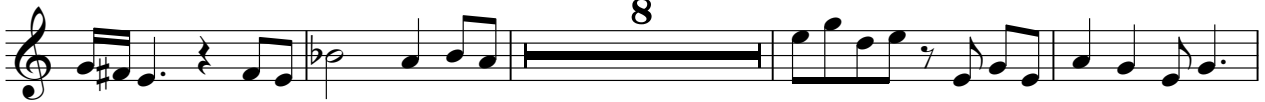
18



Musical notation for measures 18-22. Measure 18 has quarter notes G0, F0, and E0. Measure 19 has quarter notes D0, C0, and B0. Measure 20 has quarter notes A0, G0, and F0. Measure 21 has quarter notes E0, D0, and C0. Measure 22 has quarter notes B0, A0, and G0.

♩ = 125,000000
8

23



Musical notation for measures 23-34. Measure 23 has quarter notes G0, F0, and E0. Measure 24 has quarter notes D0, C0, and B0. Measure 25 contains an 8-measure rest. Measure 26 continues the melody with quarter notes G0, F0, and E0. Measure 27 has quarter notes D0, C0, and B0. Measure 28 has quarter notes A0, G0, and F0. Measure 29 has quarter notes E0, D0, and C0. Measure 30 has quarter notes B0, A0, and G0. Measure 31 has quarter notes F0, E0, and D0. Measure 32 has quarter notes C0, B0, and A0. Measure 33 has quarter notes G0, F0, and E0. Measure 34 has quarter notes D0, C0, and B0.

35



Musical notation for measures 35-39. Measure 35 has quarter notes A0, G0, and F0. Measure 36 has quarter notes E0, D0, and C0. Measure 37 has quarter notes B0, A0, and G0. Measure 38 has quarter notes F0, E0, and D0. Measure 39 has quarter notes C0, B0, and A0.

40



Musical notation for measures 40-44. Measure 40 has quarter notes B0, A0, and G0. Measure 41 has quarter notes F0, E0, and D0. Measure 42 has quarter notes C0, B0, and A0. Measure 43 has quarter notes G0, F0, and E0. Measure 44 has quarter notes D0, C0, and B0.

45



Musical notation for measures 45-49. Measure 45 has quarter notes E0, D0, and C0. Measure 46 has quarter notes B0, A0, and G0. Measure 47 has quarter notes F0, E0, and D0. Measure 48 has quarter notes C0, B0, and A0. Measure 49 has quarter notes G0, F0, and E0.

Sequenced by M.W.S. <matthew159@juno.com>

Shamisen Killer Instinct - Jago's Temple (MWS v1.0)

♩ = 125,000000

16

18

20

22

24

♩ = 125,000000

16

41

43

45

47

Sequenced by M.W.S. <matthew159@juno.com>

Killer Instinct - Jago's Temple (MWS v1.0)

System: SNES

♩ = 125,000000



4



7



11



16



22

♩ = 125,000000



27



30



34



39



Sequenced by M.W.S. <matthew159@juno.com>

V.S.



Killer Instinct - Jago's Temple (MWS v1.0)
Originally Composed By: R. Beanland and/or G. Norgate

♩ = 125,000000

3

5

7

10

13

16

22

♩ = 125,000000

26

28

Sequenced by M.W.S. <matthew159@juno.com>

V.S.

30



32



35



38



42

