

Mortal Kombat - Choose Your Fighter (MWS v1.0)

Song: Choose Your Fighter

Originally Composed By: ???

Tempo: ♩ = 120,000000

Key signature: One sharp (F#)

Time signature: 4/4

The notation shows a drum set part on a five-line staff with a treble clef and a guitar part on a six-line staff with a treble clef. The guitar part features a sequence of sixteenth notes with fret numbers 6, 6, 6, and 6 indicated below the staff.

Game: Mortal Kombat

System: SNES

Tempo: ♩ = 120,000000

The notation consists of two staves with bass clefs. The top staff contains a sequence of eighth notes, and the bottom staff contains a sequence of quarter notes.

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Tempo: ♩ = 120,000000

The notation shows three staves with treble clefs. The top two staves are mostly empty with some initial notes and rests. The bottom staff contains a sequence of eighth and quarter notes.

3

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

Detailed description: This block contains the musical notation for measure 3. It consists of four staves. The top two staves are bass clef: the upper staff has a triplet of eighth notes (G2, A2, B2) followed by a quarter note (C3), and the lower staff has a quarter note (G2) followed by a quarter note (A2) and a quarter note (B2). The third staff is treble clef with a quarter note (G4) followed by a quarter rest. The fourth staff is bass clef with a quarter note (G2) followed by a quarter note (A2) and a quarter note (B2).

4

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Detailed description: This block contains the musical notation for measure 4. It consists of five staves. The top two staves are bass clef: the upper staff has a quarter note (G2) followed by a quarter note (A2) and a quarter note (B2), and the lower staff has a quarter note (G2) followed by a quarter note (A2) and a quarter note (B2). The third staff is treble clef with a guitar chord (F#m) and a quarter rest. The fourth staff is treble clef with a guitar chord (F#m) and a quarter rest. The fifth staff is treble clef with a quarter note (G4) followed by a quarter note (A4) and a quarter note (B4).

5

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

Musical notation for Mortal Kombat SNES, measures 5-6. The notation includes a bass staff with a treble clef and a treble staff with a bass clef. The bass staff contains a sequence of eighth notes, while the treble staff contains a sequence of eighth notes with a triplet of eighth notes at the end.

6 ♩ = 120,000000

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Musical notation for Mortal Kombat SNES, measures 6-7. The notation includes a bass staff with a treble clef, a guitar staff with a treble clef, and a treble staff with a bass clef. The guitar staff features a triplet of eighth notes. The tempo is marked as ♩ = 120,000000.

7

Game: Mortal Kombat

System: SNES

Musical notation for measures 7-8. The top staff is a bass clef with a treble clef-like staff above it. The bottom staff is a bass clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 7 contains a series of eighth notes. Measure 8 contains a series of eighth notes, including a triplet of eighth notes.

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Musical notation for measures 7-8. The top staff is a treble clef. The bottom staff is a treble clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 7 contains a series of eighth notes. Measure 8 contains a series of eighth notes, including a triplet of eighth notes.

Originally Composed By: ???

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

Musical notation for measures 7-8. The top staff is a treble clef. The bottom staff is a bass clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 7 contains a series of eighth notes. Measure 8 contains a series of eighth notes, including a triplet of eighth notes.

8

Game: Mortal Kombat

System: SNES

Musical notation for measures 8-9. The top staff is a bass clef with a treble clef-like staff above it. The bottom staff is a bass clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 8 contains a series of eighth notes. Measure 9 contains a series of eighth notes, including a triplet of eighth notes.

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Musical notation for measures 8-9. The top staff is a treble clef. The bottom staff is a treble clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 8 contains a series of eighth notes. Measure 9 contains a series of eighth notes, including a triplet of eighth notes.

Originally Composed By: ???

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

Musical notation for measures 8-9. The top staff is a treble clef. The bottom staff is a bass clef. The music is in a 4/4 time signature with a key signature of one flat. Measure 8 contains a series of eighth notes. Measure 9 contains a series of eighth notes, including a triplet of eighth notes.

9

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

♩ = 120,000000
10

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

11

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

The musical score for measure 11 consists of four staves. The top two staves are a grand staff with a treble clef on the upper staff and a bass clef on the lower staff. The melody is written in the treble clef staff, starting on a middle C and moving through a series of eighth notes. The bass line is written in the bass clef staff, consisting of a steady eighth-note accompaniment. The bottom two staves are also a grand staff, with a treble clef on the upper staff and a bass clef on the lower staff. The melody in the treble clef staff is a simple sequence of notes, and the bass line in the bass clef staff continues the accompaniment.

12

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

The musical score for measure 12 consists of four staves. The top two staves are a grand staff with a treble clef on the upper staff and a bass clef on the lower staff. The melody is written in the treble clef staff, starting on a middle C and moving through a series of eighth notes. The bass line is written in the bass clef staff, consisting of a steady eighth-note accompaniment. The bottom two staves are also a grand staff, with a treble clef on the upper staff and a bass clef on the lower staff. The melody in the treble clef staff is a simple sequence of notes, and the bass line in the bass clef staff continues the accompaniment. There are two empty staves above the bottom two staves, labeled 'E. Gtr.', indicating that the electric guitar part is not present in this version of the music.

13

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

♩ = 120,000000
14

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

15

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

16

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

17

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

♩ = 120,000000
18

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

19

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

20

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

21

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

Musical notation for measures 21-22. The top two staves are in bass clef, and the bottom two are in treble clef. The music consists of eighth and sixteenth notes with some rests.

♩ = 120,000000
22

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Musical notation for measures 22-23. The top two staves are in bass clef, the middle two are in treble clef for electric guitar (E. Gtr.), and the bottom two are in bass clef. The guitar part features a triplet of eighth notes. A tempo marking of 120,000000 is present above the guitar staff.

23

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

24

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

25

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

♩ = 120,000000
26

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

27

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

Musical notation for measure 27. It consists of two bass staves and one treble staff. The top bass staff contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. The middle bass staff contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. The treble staff contains a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

28

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Musical notation for measure 28. It consists of two bass staves, two guitar staves, and one treble staff. The top bass staff contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. The middle bass staff contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. The first guitar staff (E. Gtr.) contains a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The second guitar staff (E. Gtr.) contains a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. The treble staff contains a sequence of eighth notes: G4, A4, B4, C5, D5, E5, F5, G5.

29

Game: Mortal Kombat

System: SNES

Originally Composed By: ???

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

♩ = 120,000000
30

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

31

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

32

Game: Mortal Kombat

System: SNES

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

33

Game: Mortal Kombat

Sequence Version: 1.0 released on 2000/09/14

E. Gtr.

Originally Composed By: ???

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

Song: Choose Your Fighter

Mortal Kombat - Choose Your Fighter (MWS v1.0)

♩ = 120,000000 000000000000 ♩ = 120,000000 ♩ = 120,000000 ♩ = 120,000000

4 **4** **4** **4**

The first system of musical notation consists of a single staff with a treble clef and a 4/4 time signature. It is divided into four measures. The first measure contains a single eighth note with a circled '8' above it. The following three measures each contain a single eighth note. Above the staff, there are four tempo markings: '♩ = 120,000000 000000000000', '♩ = 120,000000', '♩ = 120,000000', and '♩ = 120,000000'. Below the staff, there are four bolded numbers: '4', '4', '4', and '4', each centered under its respective measure.

18 ♩ = 120,000000 ♩ = 120,000000 ♩ = 120,000000 ♩ = 120,000000

4 **4** **4** **5**

The second system of musical notation consists of a single staff with a treble clef and a 4/4 time signature. It is divided into four measures. The first three measures each contain a single eighth note. The fourth measure contains a single eighth note with a circled '5' above it. Above the staff, there are four tempo markings: '18 ♩ = 120,000000', '♩ = 120,000000', '♩ = 120,000000', and '♩ = 120,000000'. Below the staff, there are four bolded numbers: '4', '4', '4', and '5', each centered under its respective measure.

♪ = 120,000000 ♪ = 120,000000

5 ♪ = 120,000000

Musical staff 5: Bass clef, 4/4 time signature. The staff begins with a whole rest. The melody starts with a quarter note G2, followed by eighth notes G2-A2-B2-C3-D3-E3-F#3-G3. The pattern repeats with an octave shift and a key signature change to D major.

8 ♪ = 120,000000

Musical staff 8: Bass clef. The melody continues with eighth notes G3-A3-B3-C4-D4-E4-F#4-G4, repeating the pattern with an octave shift and key signature change to D major.

11

Musical staff 11: Bass clef. The melody continues with eighth notes G4-A4-B4-C5-D5-E5-F#5-G5, repeating the pattern with an octave shift and key signature change to D major.

14 ♪ = 120,000000

Musical staff 14: Bass clef. The melody continues with eighth notes G5-A5-B5-C6-D6-E6-F#6-G6, repeating the pattern with an octave shift and key signature change to D major.

17 ♪ = 120,000000

Musical staff 17: Bass clef. The melody continues with eighth notes G6-A6-B6-C7-D7-E7-F#7-G7, repeating the pattern with an octave shift and key signature change to D major.

20 ♪ = 120,000000

Musical staff 20: Bass clef. The melody continues with eighth notes G7-A7-B7-C8-D8-E8-F#8-G8, repeating the pattern with an octave shift and key signature change to D major.

23

Musical staff 23: Bass clef. The melody continues with eighth notes G8-A8-B8-C9-D9-E9-F#9-G9, repeating the pattern with an octave shift and key signature change to D major.

26 ♪ = 120,000000

Musical staff 26: Bass clef. The melody continues with eighth notes G9-A9-B9-C10-D10-E10-F#10-G10, repeating the pattern with an octave shift and key signature change to D major.

29 ♪ = 120,000000

Musical staff 29: Bass clef. The melody continues with eighth notes G10-A10-B10-C11-D11-E11-F#11-G11, repeating the pattern with an octave shift and key signature change to D major.

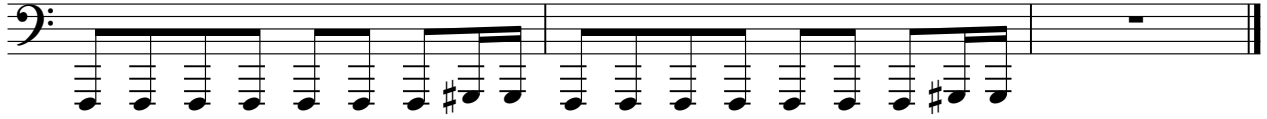
Musical staff 32: Bass clef. The melody continues with eighth notes G11-A11-B11-C12-D12-E12-F#12-G12, repeating the pattern with an octave shift and key signature change to D major.

V.S.

2

Game: Mortal Kombat

32



♪ = 120,000000 ♪ = 120,000000



5 ♪ = 120,000000



9 ♪ = 120,000000



13 ♪ = 120,000000



17 ♪ = 120,000000



21 ♪ = 120,000000



25 ♪ = 120,000000



29 ♪ = 120,000000



32



Mortal Kombat - Choose Your Fighter (MWS v1.0)

Sequence Version: 1.0 released on 2000/09/14

♩ = 120,000000 ♩ = 120,000000

7

12

16

22

25

31

Mortal Kombat - Choose Your Fighter (MWS v1.0)

Electric Guitar

♩ = 120,000000 ♩ = 120,000000

♩ = 120,000000

7

♩ = 120,000000

12

♩ = 120,000000

16

♩ = 120,000000

22

♩ = 120,000000

25

♩ = 120,000000

31

Originally Composed By: ??? Mortal Kombat - Choose Your Fighter (MWS v1.0)

♩ = 120,000000

3

6 ♩ = 120,000000

9 ♩ = 120,000000

12 ♩ = 120,000000

15

18 ♩ = 120,000000

21 ♩ = 120,000000

24 ♩ = 120,000000

27

V.S.

2

Originally Composed By: ???

30 ♩ = 120,000000



32



$\text{♩} = 120,000000$ $\text{♩} = 120,000000$

Staff 1: Bass clef, 4/4 time signature. Measure 1 is a whole rest. Measures 2-4 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

5 $\text{♩} = 120,000000$

Staff 2: Bass clef, 4/4 time signature. Measures 5-8 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

9 $\text{♩} = 120,000000$

Staff 3: Bass clef, 4/4 time signature. Measures 9-12 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

13 $\text{♩} = 120,000000$

Staff 4: Bass clef, 4/4 time signature. Measures 13-16 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

17 $\text{♩} = 120,000000$

Staff 5: Bass clef, 4/4 time signature. Measures 17-20 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

21 $\text{♩} = 120,000000$

Staff 6: Bass clef, 4/4 time signature. Measures 21-24 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

25 $\text{♩} = 120,000000$

Staff 7: Bass clef, 4/4 time signature. Measures 25-28 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

29 $\text{♩} = 120,000000$

Staff 8: Bass clef, 4/4 time signature. Measures 29-32 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯.

32

Staff 9: Bass clef, 4/4 time signature. Measures 33-36 contain eighth-note patterns: (B, C, D, E, F, G, A, B)♯, (B, C, D, E, F, G, A, B)♯, followed by two whole rests.