

Turrican 2 - Rock`n`Roll Balance

♩ = 91,999985

Percussion

Fretless Electric Bass

FX 4 (Atmosphere)



2

Perc.

E. Bass

FX 4



3

Perc.

E. Bass

FX 4



4

Perc.

E. Bass

FX 4



5

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

6

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

7

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

Detailed description: This block contains the musical notation for measures 7 and 8. The percussion staff (Perc.) has four 'x' marks above the staff, indicating hits. The electric bass staff (E. Bass) has a melodic line starting on a G# note. The CPU staff (CPU: Atari ST, Amiga, SNES, PC.) has a melodic line with various notes and accidentals. The FX 4 staff (FX 4) has a melodic line with various notes and accidentals.



8

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

Detailed description: This block contains the musical notation for measures 8 and 9. The percussion staff (Perc.) has four 'x' marks above the staff, indicating hits. The electric bass staff (E. Bass) has a melodic line starting on a G# note. The CPU staff (CPU: Atari ST, Amiga, SNES, PC.) has a melodic line with various notes and accidentals. The FX 4 staff (FX 4) has a melodic line with various notes and accidentals.

9

Perc.

BY: Chris Huelsbeck

E. Bass

FX 4



10

Perc.

BY: Chris Huelsbeck

E. Bass

FX 4

11

Perc.

BY: Chris Huelsbeck

E. Bass

FX 4



12

Perc.

BY: Chris Huelsbeck

E. Bass

FX 4

13

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4



14

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

15

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

Detailed description: This block contains the musical notation for measures 15 and 16. The percussion part (Perc.) features four 'x' marks above the staff, indicating hits. The E. Bass part is in G major, starting with a G2 note. The CPU part is in G major, starting with a G4 note. The FX 4 part is in F major, starting with an F4 note. A double bar line is positioned to the left of the score.

16

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

FX 4

Detailed description: This block contains the musical notation for measures 16 and 17. The percussion part (Perc.) features four 'x' marks above the staff, indicating hits. The E. Bass part is in G major, starting with a G2 note. The CPU part is in G major, starting with a G4 note. The FX 4 part is in F major, starting with an F4 note.

17

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4



18

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

19

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

Detailed description of the musical score for measures 19-20: The score consists of four staves. The top staff is labeled 'Perc.' and has four 'x' marks above it, indicating a drum pattern. The second staff is labeled 'E. Bass' and has a bass clef with a sharp sign (#) on the first line. The third staff is labeled 'RE: Oedipus (oedipus@mi.is)' and has a treble clef with a key signature of one sharp (F#). The bottom staff is labeled 'FX 4' and has a treble clef. The music is in a 4/4 time signature.



20

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

Detailed description of the musical score for measures 20-21: The score consists of four staves. The top staff is labeled 'Perc.' and has four 'x' marks above it, indicating a drum pattern. The second staff is labeled 'E. Bass' and has a bass clef. The third staff is labeled 'RE: Oedipus (oedipus@mi.is)' and has a treble clef with a key signature of one sharp (F#). The bottom staff is labeled 'FX 4' and has a treble clef. The music is in a 4/4 time signature.

21

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)



22

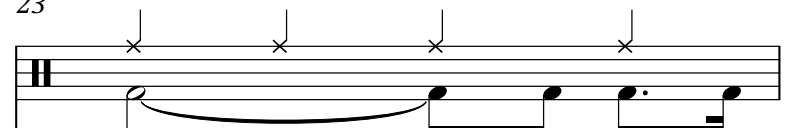
Perc.


E. Bass

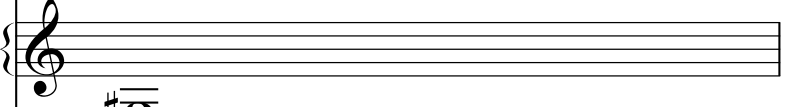
CPU: Atari ST, Amiga, SNES, PC.


RE: Oedipus (oedipus@mi.is)

23

Perc. 

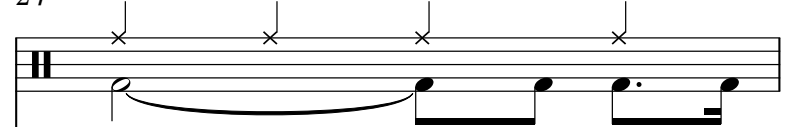
E. Bass 


CPU: Atari ST, Amiga, SNES, PC. 


RE: Oedipus (oedipus@mi.is) 




24

Perc. 

E. Bass 

CPU: Atari ST, Amiga, SNES, PC. 

RE: Oedipus (oedipus@mi.is) 

25

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

Detailed description: This block contains the musical notation for measures 25 and 26. The percussion part (Perc.) is shown with a drum set icon and four 'x' marks above the staff, indicating hits. The electric bass part (E. Bass) features a melodic line with a half note, a quarter note, and a dotted quarter note. The CPU part (Atari ST, Amiga, SNES, PC) consists of a single whole note chord with a sharp sign. The RE part (Oedipus) is a series of chords, including a whole note chord with a sharp sign and several eighth-note chords.



26

Perc.

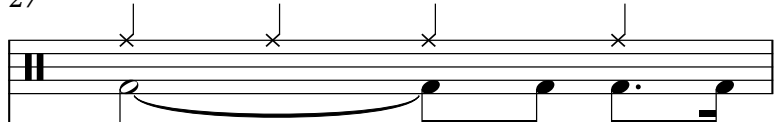
E. Bass


CPU: Atari ST, Amiga, SNES, PC.

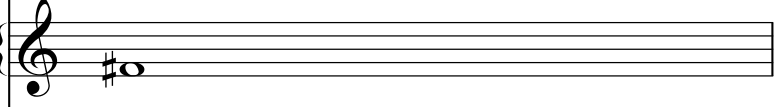
RE: Oedipus (oedipus@mi.is)


Detailed description: This block contains the musical notation for measures 26 and 27. The percussion part (Perc.) is shown with a drum set icon and four 'x' marks above the staff, indicating hits. The electric bass part (E. Bass) features a melodic line with a half note, a quarter note, and a dotted quarter note. The CPU part (Atari ST, Amiga, SNES, PC) consists of a single whole note chord with a flat sign. The RE part (Oedipus) is a series of chords, including a whole note chord with a flat sign and several eighth-note chords.

27

Perc. 

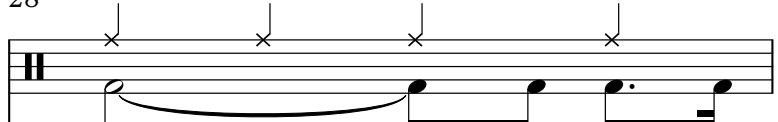
E. Bass 


CPU: Atari ST, Amiga, SNES, PC. 

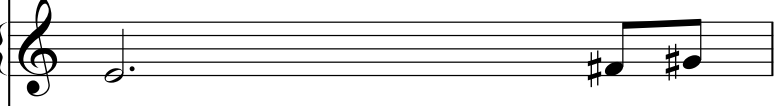
RE: Oedipus (oedipus@mi.is) 




28

Perc. 

E. Bass 

CPU: Atari ST, Amiga, SNES, PC. 

RE: Oedipus (oedipus@mi.is) 

29

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)



30

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

31

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)



32

Perc.

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

35

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrigan 2 - Rock'n'Roll Balance



36

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrigan 2 - Rock'n'Roll Balance

37

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrican 2 - Rock'n'Roll Balance



38

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrican 2 - Rock'n'Roll Balance

39

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrigan 2 - Rock'n'Roll Balance



40

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Turrigan 2 - Rock'n'Roll Balance

41

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4



42

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

43

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

Detailed description of the musical score for measures 43-44: The score is for measures 43 and 44. The percussion part (Perc.) features a snare drum on the 2nd and 4th beats and a hi-hat on the 1st and 3rd beats. The electric bass (E. Bass) plays a steady eighth-note pattern in the bass clef. The RE: Oedipus part (RE: Oedipus (oedipus@mi.is)) consists of chords in the treble clef. The FX 4 part (FX 4) is a melodic line in the treble clef.



44

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

Detailed description of the musical score for measures 44-45: The score is for measures 44 and 45. The percussion part (Perc.) features a snare drum on the 2nd and 4th beats and a hi-hat on the 1st and 3rd beats. The electric bass (E. Bass) plays a steady eighth-note pattern in the bass clef. The RE: Oedipus part (RE: Oedipus (oedipus@mi.is)) consists of chords in the treble clef. The FX 4 part (FX 4) is a melodic line in the treble clef.

45

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4



46

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4

47

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4



48

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

FX 4



49

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

50

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Detailed description: This block contains the musical notation for measures 50 and 51. The percussion part (Perc.) is on a single staff with a drumhead symbol and four 'x' marks above the staff, indicating hits. The electric bass part (E. Bass) is on a bass clef staff, showing a sequence of notes and rests. The RE: Oedipus part is on a treble clef staff, showing a sequence of notes and rests. The key signature has one sharp (F#).



51

Perc.

E. Bass

RE: Oedipus (oedipus@mi.is)

Detailed description: This block contains the musical notation for measures 51 and 52. The percussion part (Perc.) is on a single staff with a drumhead symbol and four 'x' marks above the staff, indicating hits. The electric bass part (E. Bass) is on a bass clef staff, showing a sequence of notes and rests. The RE: Oedipus part is on a treble clef staff, showing a sequence of notes and rests. The key signature has one sharp (F#).



52

Perc.


E. Bass

RE: Oedipus (oedipus@mi.is)

Detailed description: This block contains the musical notation for measures 52 and 53. The percussion part (Perc.) is on a single staff with a drumhead symbol and four 'x' marks above the staff, indicating hits. The electric bass part (E. Bass) is on a bass clef staff, showing a sequence of notes and rests. The RE: Oedipus part is on a treble clef staff, showing a sequence of notes and rests. The key signature has one sharp (F#).

53

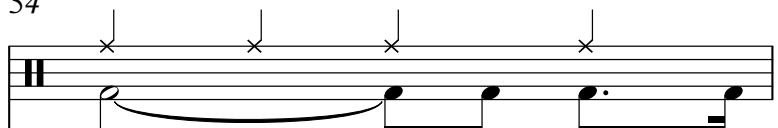
Perc. 


E. Bass 


RE: Oedipus (oedipus@mi.is) 



54

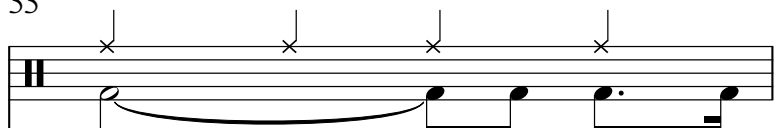
Perc. 


E. Bass 


RE: Oedipus (oedipus@mi.is) 



55

Perc. 

E. Bass 

RE: Oedipus (oedipus@mi.is) 

59

Perc. 


BY: Chris Huelsbeck 


E. Bass 


RE: Oedipus (oedipus@mi.is) 




60

Perc. 

BY: Chris Huelsbeck 

E. Bass 

RE: Oedipus (oedipus@mi.is) 

61

Perc.

BY: Chris Huelsbeck

E. Bass

RE: Oedipus (oedipus@mi.is)



62

Perc.

BY: Chris Huelsbeck

E. Bass

RE: Oedipus (oedipus@mi.is)

63

Perc. BY: Chris Huelsbeck

E. Bass RE: Oedipus (oedipus@mi.is)



64

Perc. BY: Chris Huelsbeck

E. Bass RE: Oedipus (oedipus@mi.is)

65

Perc.

BY: Chris Huelsbeck

E. Bass

This musical score block covers measures 65 and 66. It features three staves: Percussion (Perc.), Piano (BY: Chris Huelsbeck), and Electric Bass (E. Bass). The Percussion staff has a drum set icon and four 'x' marks above the staff. The Piano staff is written in treble clef with a key signature of one sharp (F#) and includes a fermata over the first measure. The Electric Bass staff is written in bass clef with a key signature of one sharp (F#) and contains a rhythmic pattern of eighth notes and rests.



66

Perc.

BY: Chris Huelsbeck

E. Bass

This musical score block covers measures 66 and 67. It features three staves: Percussion (Perc.), Piano (BY: Chris Huelsbeck), and Electric Bass (E. Bass). The Percussion staff has a drum set icon and four 'x' marks above the staff. The Piano staff is written in treble clef with a key signature of one sharp (F#) and includes a fermata over the first measure. The Electric Bass staff is written in bass clef with a key signature of one sharp (F#) and contains a rhythmic pattern of eighth notes and rests.

67

Perc.

BY: Chris Huelsbeck

E. Bass



68

Perc.

BY: Chris Huelsbeck

E. Bass

69

BY: Chris Huelsbeck

E. Bass

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)



70

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

73

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measure 73, featuring four staves. The top staff is in bass clef with a key signature of one sharp (F#) and contains a melodic line with eighth and quarter notes. The second staff is in treble clef with a key signature of one sharp (F#) and contains a melodic line with eighth and quarter notes. The third staff is in treble clef with a key signature of one sharp (F#) and contains a sustained chord marked with a large '8'. The bottom staff is in treble clef with a key signature of one sharp (F#) and contains a rhythmic accompaniment of eighth notes.



74

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measure 74, featuring four staves. The top staff is in bass clef with a key signature of one sharp (F#) and contains a melodic line with eighth and quarter notes. The second staff is in treble clef with a key signature of one sharp (F#) and contains a melodic line with eighth and quarter notes. The third staff is in treble clef with a key signature of one sharp (F#) and contains a sustained chord marked with a large '8'. The bottom staff is in treble clef with a key signature of one sharp (F#) and contains a rhythmic accompaniment of eighth notes.

75

BY: Chris Huelsbeck

Musical staff for BY: Chris Huelsbeck, measure 75, bass clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).

CPU: Atari ST, Amiga, SNES, PC.

Musical staff for CPU: Atari ST, Amiga, SNES, PC., measure 75, treble clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).

RE: Oedipus (oedipus@mi.is)

Musical staff for RE: Oedipus (oedipus@mi.is), measure 75, treble clef. The staff contains a whole note chord consisting of G4, A4, B4, C5, B4, A4, G4.

FX 4

Musical staff for FX 4, measure 75, treble clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).



76

BY: Chris Huelsbeck

Musical staff for BY: Chris Huelsbeck, measure 76, bass clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).

CPU: Atari ST, Amiga, SNES, PC.

Musical staff for CPU: Atari ST, Amiga, SNES, PC., measure 76, treble clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).

RE: Oedipus (oedipus@mi.is)

Musical staff for RE: Oedipus (oedipus@mi.is), measure 76, treble clef. The staff contains a whole note chord consisting of G4, A4, B4, C5, B4, A4, G4.

FX 4

Musical staff for FX 4, measure 76, treble clef. The staff contains a sequence of notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F4 (quarter), E4 (quarter), D4 (quarter).

77

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measure 77. It consists of four staves. The top staff is a bass clef with a key signature of one sharp (F#) and a melodic line. The second staff is a treble clef with a key signature of one sharp (F#) and a melodic line. The third staff is a treble clef with a key signature of one sharp (F#) and contains a whole rest. The fourth staff is a treble clef with a key signature of one sharp (F#) and contains a rhythmic pattern of eighth notes.



78

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measure 78. It consists of four staves. The top staff is a bass clef with a key signature of one sharp (F#) and a melodic line. The second staff is a treble clef with a key signature of one sharp (F#) and a melodic line. The third staff is a treble clef with a key signature of one sharp (F#) and contains a whole rest. The fourth staff is a treble clef with a key signature of one sharp (F#) and contains a rhythmic pattern of eighth notes.

79

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measures 79-80. It consists of four staves: Bass (BY), Treble (CPU), Treble (RE), and Treble (FX 4). The key signature is one sharp (F#) and the time signature is 8/8. Measure 79 shows active notation in all staves. Measure 80 shows a rest in the RE staff and a whole note in the CPU staff, while the other staves continue with their respective patterns.



80

BY: Chris Huelsbeck

CPU: Atari ST, Amiga, SNES, PC.

RE: Oedipus (oedipus@mi.is)

FX 4

Musical score for measures 80-81. It consists of four staves: Bass (BY), Treble (CPU), Treble (RE), and Treble (FX 4). The key signature is one sharp (F#) and the time signature is 8/8. Measure 80 shows a rest in the RE staff and a whole note in the CPU staff. Measure 81 shows active notation in all staves.

Turrican 2 - Rock`n`Roll Balance

Percussion

♩ = 91,999985

4

5

10

15

20

25

30

34

38

42

V.S.

46

Musical notation for measures 46-49. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs.

50

Musical notation for measures 50-54. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs.

55

Musical notation for measures 55-59. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs.

60

Musical notation for measures 60-64. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs.

65

Musical notation for measures 65-67. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs.

68

Musical notation for measure 68. The staff shows a sequence of notes with 'x' marks above them, indicating percussive effects. The notes are grouped in pairs and connected by slurs. A large number '13' is written at the end of the staff.

Turrican 2 - Rock`n`Roll Balance
BY: Chris Huelsbeck

♩ = 91,999985

8

12

44

58

61

64

67

70

V.S.

2

BY: Chris Huelsbeck

73



76



79



Turrican 2 - Rock`n`Roll Balance
5-string Electric Bass

♩ = 91,999985

48



51



54



57



59



61



63



65



67



68



12

Turrican 2 - Rock`n`Roll Balance
Fretless Electric Bass

♩ = 91,999985



6



11



16



21



26



31



35



38



41



V.S.

Turrican 2 - Rock`n`Roll Balance
CPU: Atari ST, Amiga, SNES, PC.

♩ = 91,999985

The image displays a musical score for the game 'Turrican 2'. It consists of nine staves of music, each starting with a measure number. The tempo is marked as ♩ = 91,999985. The score is written in a single melodic line on a treble clef staff. The key signature has one sharp (F#), and the time signature is 4/4. The music features a mix of eighth and sixteenth notes, often beamed together. There are several measures with a '4' above them, indicating a four-measure rest. A longer rest of 36 measures is marked at the beginning of the eighth staff. The piece concludes with a double bar line at the end of the ninth staff.

4

8

15

24

31

36

70

73

76

79

Turrican 2 - Rock`n`Roll Balance
RE: Oedipus (oedipus@mi.is)

♩ = 91,999985

16

19

21

23

26

28

31

34

37

40

V.S.

43

46

49

52

55

58

60

62

64

4

73

Turrican 2 - Rock`n`Roll Balance
Turrican 2 - Rock'n'Roll Balance

♩ = 91,999985

32

A musical staff in 4/4 time with a treble clef. Measure 32 is a whole rest. Measure 33 contains a half note G2. Measure 34 contains a half note G2. Measure 35 contains a half note G#2. Measure 36 contains a half note G#2.

37

41

A musical staff in 4/4 time with a treble clef. Measure 37 contains a half note G2. Measure 38 contains a half note G2. Measure 39 contains a half note G#2. Measure 40 contains a half note G#2. Measure 41 is a whole rest.

Turrican 2 - Rock`n`Roll Balance
FX 4 (Atmosphere)

♩ = 91,999985

3

5

7

9

11

13

15

17

19

20

FX 4 (Atmosphere)

