

Cars - Just What I Needed

♩ = 120,000000

Percussion

Overdriven Guit

Elec. Bass(fingered)

The first system of music is in 4/4 time with a key signature of three sharps (F#, C#, G#). The percussion part consists of a snare drum on the second and fourth beats of each measure. The overdriven guitar part plays a chord of F#4, C#5, and G#5 on the second and fourth beats. The electric bass part plays a steady eighth-note pattern: F#4, G#4, A4, B4, C#5, D5, E5, F#5.



4

Perc.

Overdriven Guit

Elec. Bass(fingered)

The second system of music starts at measure 4. The percussion part continues with snare drum on the second and fourth beats. The overdriven guitar part continues with the F#4, C#5, G#5 chord on the second and fourth beats. The electric bass part continues with the eighth-note pattern: F#4, G#4, A4, B4, C#5, D5, E5, F#5.



7

Perc.

Overdriven Guit

Elec. Bass(fingered)

The third system of music starts at measure 7. The percussion part continues with snare drum on the second and fourth beats. The overdriven guitar part continues with the F#4, C#5, G#5 chord on the second and fourth beats. The electric bass part continues with the eighth-note pattern: F#4, G#4, A4, B4, C#5, D5, E5, F#5.

10

Perc.

Elec. Bass(finger)

Melody - pad 1 (new age)



13

Perc.

Elec. Bass(finger)

Melody - pad 1 (new age)



16

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

19

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



22

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

25

French Horn

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



27

French Horn

Standard Drums

Overdriven Guit

Overdriven Guit

Elec. Bass(finger)

30

French Horn

Standard Drums

Overdriven Guit

Elec. Bass(finger)



33

French Horn

Standard Drums

Perc.

Overdriven Guit

Distortion Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

35

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



38

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



41

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

44

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



47

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

50

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

Detailed description of the musical score for measures 50-52: The score is written for five instruments. The Standard Drums part features a consistent pattern of eighth notes on the snare and cymbal. The Percussion part includes a star-shaped symbol (likely a cowbell) and a snare drum. The Overdriven Guitar part consists of a series of chords, primarily triads and dyads, with some power chords. The Electric Bass (finger) part plays a steady eighth-note line. The Melody - pad 1 (new age) part features a melodic line with a mix of eighth and quarter notes, including some grace notes.



53

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

Detailed description of the musical score for measures 53-55: The score continues with the same five instruments. The Standard Drums part maintains the eighth-note pattern. The Percussion part has a star-shaped symbol and a snare drum. The Overdriven Guitar part continues with chords, including some power chords. The Electric Bass (finger) part plays a steady eighth-note line. The Melody - pad 1 (new age) part features a melodic line with a mix of eighth and quarter notes, including some grace notes.

55

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



57

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

59

Standard Drums

Overdriven Guitar

Distortion Guitar

Overdriven Guitar.

Elec. Bass(fingered)



62

Standard Drums

Distortion Guitar

Overdriven Guitar.

Elec. Bass(fingered)



65

Standard Drums

Distortion Guitar

Overdriven Guitar.

Elec. Bass(fingered)

68

Standard Drums

Perc.

Overdriven Guit

Overdriven Guit.

Elec. Bass(finger)

Melody - pad 1 (new age)



71

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

74

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



77

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



80

Standard Drums

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

83

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



86

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)

88

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Melody - pad 1 (new age)



90

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(finger)

Elec. Bass(fingered)

Melody - pad 1 (new age)

93

Standard Drums

Overdriven Guit

Elec. Bass(fingered)

Contrabass

Detailed description: This musical score covers measures 93 and 94. It features four staves: Standard Drums, Overdriven Guit, Elec. Bass(fingered), and Contrabass. The Standard Drums staff shows a consistent rhythmic pattern of eighth notes with 'x' marks above them. The Overdriven Guit staff uses a treble clef and a key signature of three sharps (F#, C#, G#), playing a series of chords. The Elec. Bass(fingered) staff uses a bass clef and the same key signature, playing a melodic line. The Contrabass staff uses a bass clef and the same key signature, playing a bass line with some double bass notation.



95

Standard Drums

Perc.

Overdriven Guit

Elec. Bass(fingered)

Contrabass

Detailed description: This musical score covers measures 95 and 96. It features five staves: Standard Drums, Perc., Overdriven Guit, Elec. Bass(fingered), and Contrabass. The Standard Drums staff continues with the eighth-note pattern. The Perc. staff has a few notes with asterisks above them. The Overdriven Guit staff continues with chords. The Elec. Bass(fingered) staff continues with a melodic line. The Contrabass staff continues with a bass line.

97

Standard Drums

Perc.

Overdriven Guitar

Elec. Bass(fingered)

Contrabass



99

Standard Drums

Perc.

Overdriven Guitar

Elec. Bass(fingered)

Contrabass

French Horn

Cars - Just What I Needed

♩ = 120,000000

25

31

18

52

49

Cars - Just What I Needed

Standard Drums

♩ = 120,000000

17

21

25

29

33

37

41

45

49

53

V.S.

Standard Drums

57

Musical notation for drum set 57. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

61

Musical notation for drum set 61. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

65

Musical notation for drum set 65. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

69

Musical notation for drum set 69. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

73

Musical notation for drum set 73. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

77

Musical notation for drum set 77. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

81

Musical notation for drum set 81. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

85

Musical notation for drum set 85. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

89

Musical notation for drum set 89. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

93

Musical notation for drum set 93. The notation consists of two staves. The top staff is a single line with a series of 'x' marks, representing a drum pattern. The bottom staff is a two-line staff with a treble clef and a key signature of one flat. It contains a series of notes and rests, representing the bass drum and snare drum parts.

Standard Drums

97

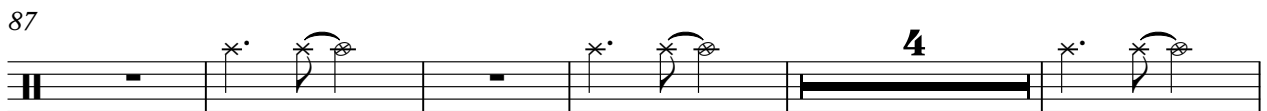
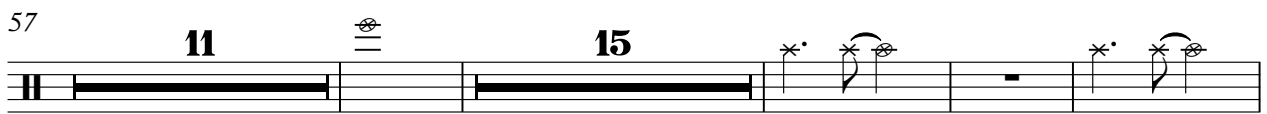
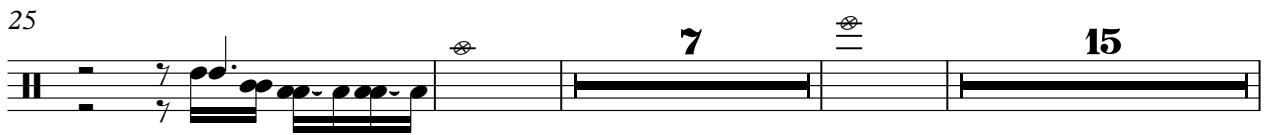
The musical notation consists of two staves. The upper staff is a drum staff with a cymbal pattern of six groups of six eighth notes, each group enclosed in a bracket. The lower staff is a bass line with a series of chords: a quarter rest followed by a chord of G2 and B2, a quarter rest followed by a chord of G2 and B2, a quarter rest followed by a chord of G2 and B2, a quarter rest followed by a chord of G2 and B2, a quarter rest followed by a chord of G2 and B2, and a quarter rest followed by a chord of G2 and B2. The piece concludes with a double bar line and a fermata over the final chord.

2

Percussion

Cars - Just What I Needed

♩ = 120,000000



Percussion

Cars - Just What I Needed

♩ = 120,000000

9



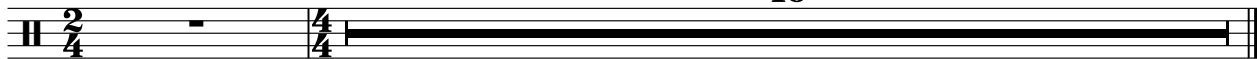
15

34



52

49



Overdriven Guit

Cars - Just What I Needed

♩ = 120,000000

16

20

24

28

32

36

40

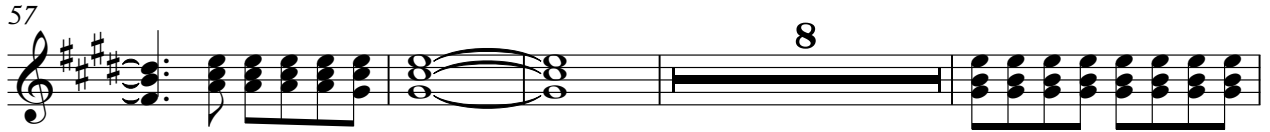
44

48

53

V.S.

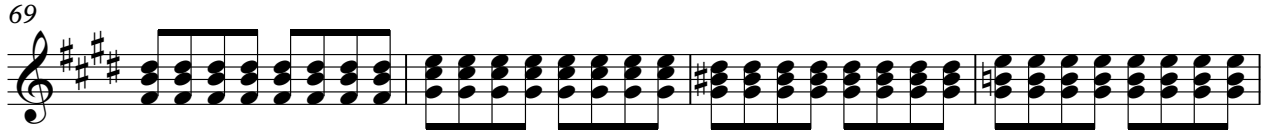
57



8

This musical staff covers measures 57 to 68. It begins with a half note chord in measure 57, followed by eighth-note chords in measures 58-61. Measures 62-68 feature a sustained eighth-note chord with a bar line and the number '8' above it in measure 64, indicating an 8-measure phrase.

69



This musical staff covers measures 69 to 72, consisting of four measures of eighth-note chords.

73



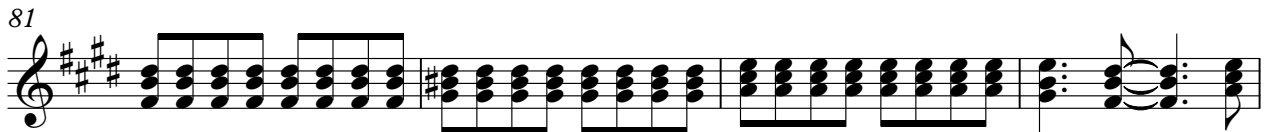
This musical staff covers measures 73 to 76, consisting of four measures of eighth-note chords.

77



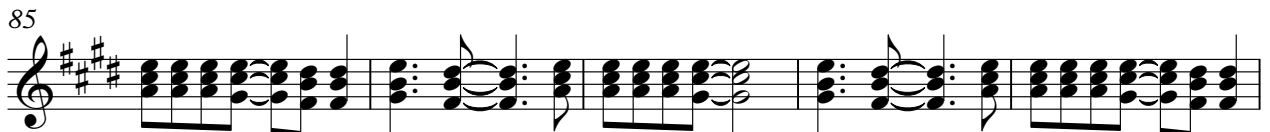
This musical staff covers measures 77 to 80, consisting of four measures of eighth-note chords.

81



This musical staff covers measures 81 to 84, consisting of four measures of eighth-note chords.

85



This musical staff covers measures 85 to 88, consisting of four measures of eighth-note chords.

90



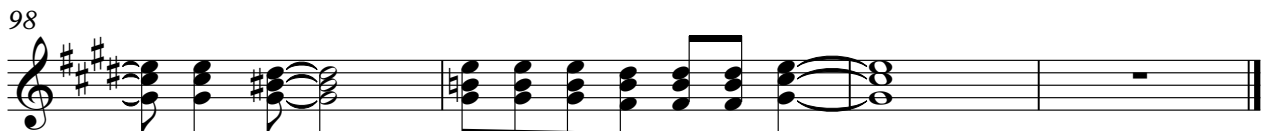
This musical staff covers measures 90 to 94. It starts with a half note chord in measure 90, followed by eighth-note chords in measures 91-94.

95



This musical staff covers measures 95 to 97, consisting of three measures of eighth-note chords.

98



This musical staff covers measures 98 to 100. It begins with a half note chord in measure 98, followed by eighth-note chords in measures 99 and 100.

Overdriven Guit

Cars - Just What I Needed

♩ = 120,000000

7

10

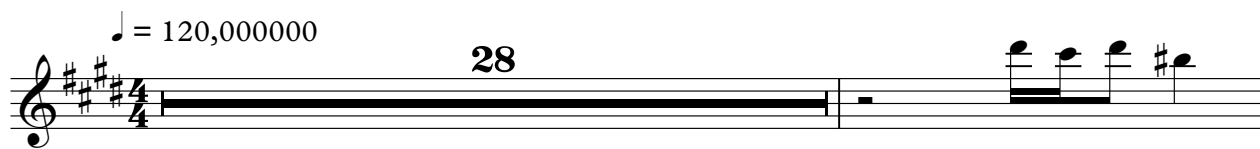
42 49

Overdriven Guit

Cars - Just What I Needed

♩ = 120,000000

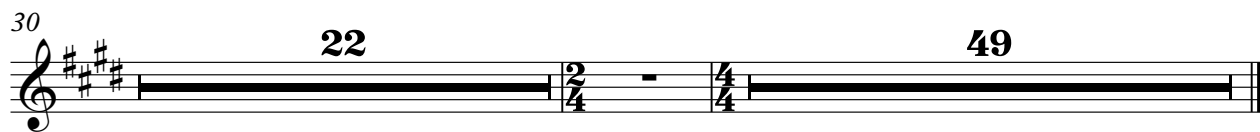
28



30

22

49



Distortion Guit

Cars - Just What I Needed

♩ = 120,000000

51 6

60

64

67

34

♩ = 120,000000

51 6

60

64

67

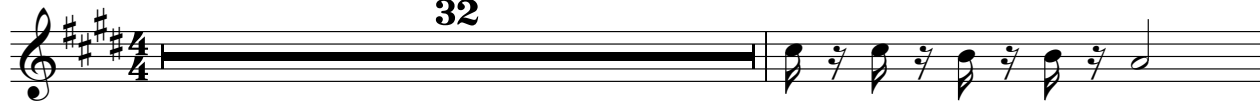
33

Distortion Guit

Cars - Just What I Needed

♩ = 120,000000

32



34

18 **49**



♩ = 120,000000

9



13



17



21



25



29



33



37



41



45



V.S.

49



54



59



71



75



79



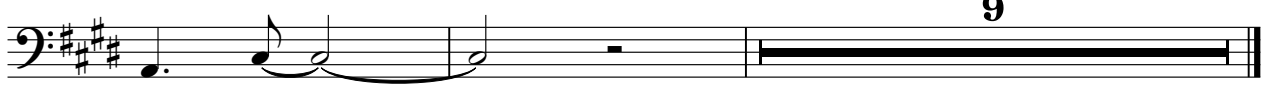
83



88



91



♩ = 120,000000

51

6

61

67

24

94

97

Elec. Bass(fingered)

Cars - Just What I Needed

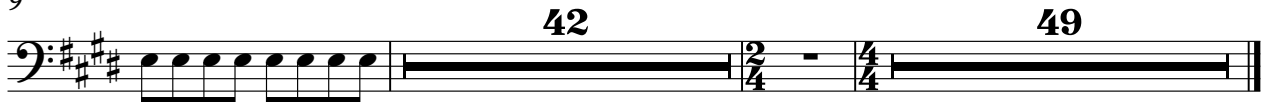
♩ = 120,000000



5



9



Melody - pad 1 (new age)

Cars - Just What I Needed

♩ = 120,000000

9

14

19

24

8

36

41

46

51

56

9

68



73



78



83



88



Contrabass

Cars - Just What I Needed

♩ = 120,000000

51 **40**

51 52 53 54

94

94 95 96 97

98

98 99 100 101