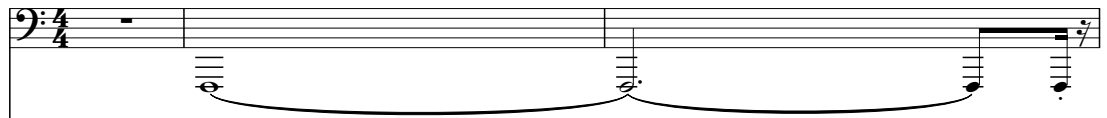


Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

PRG.CHANGE



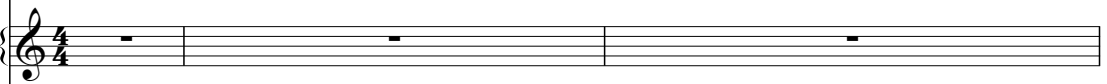
A bass clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are connected by a long slur, with a fermata over the end of the third measure. The notes are G2, G2, and G2.

DRUMS



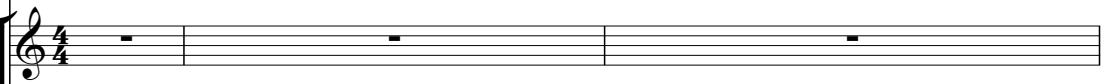
A drum staff in 4/4 time. The first measure is a whole rest. The second and third measures contain a complex rhythmic pattern of eighth and sixteenth notes, with triplets indicated by a '3' and a bracket.

PRG.CHANGE



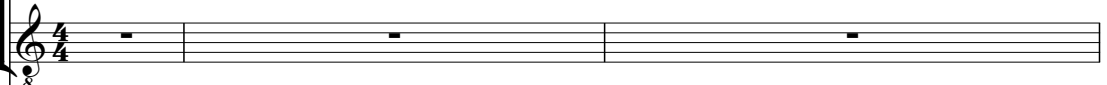
A treble clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are also whole rests.

PRG.CHANGE



A treble clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are also whole rests.

PRG.CHANGE



A treble clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are also whole rests.

♩ = 132,001587

PRG.CHANGE



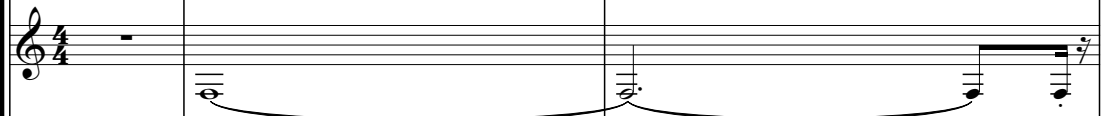
A treble clef staff in 4/4 time. The first measure is a whole rest. The second and third measures contain a complex melodic line with eighth and sixteenth notes, including triplets.

PRG.CHANGE



A treble clef staff in 4/4 time. The first measure is a whole rest. The second and third measures contain a complex melodic line with eighth and sixteenth notes, including triplets.

PRG.CHANGE



A bass clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are connected by a long slur, with a fermata over the end of the third measure. The notes are G2, G2, and G2.

PRG.CHANGE



A bass clef staff in 4/4 time. The first measure is a whole rest. The second and third measures are connected by a long slur, with a fermata over the end of the third measure. The notes are G2, G2, and G2.

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

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PRG.CHANGE



PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

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PRG.CHANGE

PRG.CHANGE

8

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE



10

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

12

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

13

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

14

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

15

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE



16

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

17

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

18

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

19

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE



21

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

23

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

24

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

26

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE



28

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

30

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE



32

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

33

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

34

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

36

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

37

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

39

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

41

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

43

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

45

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

47

PRG.CHANGE

DRUMS

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

PRG.CHANGE

Detailed description of the musical score: The score is arranged in a system of staves. The first system (measures 43-44) features a bass clef staff labeled 'PRG.CHANGE' with a large brace over two measures, and a drum staff with rhythmic patterns including triplets and a sixteenth-note group. The second system (measures 45-46) includes a bass clef staff with notes and rests, a drum staff with similar rhythmic patterns, and four treble clef staves labeled 'PRG.CHANGE'. The third system (measures 47-48) features a bass clef staff with notes, a drum staff with rhythmic patterns, and four treble clef staves labeled 'PRG.CHANGE'. Measure numbers 43, 45, and 47 are placed at the beginning of their respective systems. The page number 13 is located in the top right corner.

2

PRG.CHANGE

32

34

36

38

41

46

DRUMS

Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

4

6

8

10

12

14

16

18

20

V.S.

22

24

26

28

30

♩ = 72,000290

32

34

36

38

40

DRUMS

42

Musical notation for drum set exercise 42. The notation is on a single staff with a double bar line at the beginning. It consists of two measures. The first measure contains a triplet of eighth notes, followed by a sixteenth note, then a group of six sixteenth notes, a triplet of eighth notes, and a group of six sixteenth notes. The second measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. Brackets and numbers (3 and 6) are placed below the notes to indicate the groupings.

44

♪ = 68,000229

♪ = 66,000069

♪ = 132,0015

Musical notation for drum set exercise 44. The notation is on a single staff with a double bar line at the beginning. It consists of two measures. The first measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. The second measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. Brackets and numbers (3 and 6) are placed below the notes to indicate the groupings.

46

Musical notation for drum set exercise 46. The notation is on a single staff with a double bar line at the beginning. It consists of three measures. The first measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. The second measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. The third measure contains a triplet of eighth notes, a group of six sixteenth notes, a triplet of eighth notes, and another triplet of eighth notes. Brackets and numbers (3 and 6) are placed below the notes to indicate the groupings. A large number '2' is placed above the final measure, indicating a double bar line.

PRG.CHANGE

Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

14 6 10

This system of musical notation is written on a single treble clef staff in 4/4 time. It begins with a whole rest. The first measure is a whole bar line. The second measure contains a whole rest, with the number '14' positioned above it. The third measure contains a quarter rest, followed by a sixteenth rest, and then a sixteenth note G4. The fourth measure contains a sixteenth note F#4, a sixteenth note E4, a sixteenth note D4, and a sixteenth note C4, with the number '6' positioned above the notes. The fifth measure contains a quarter rest, followed by a sixteenth rest, and then a sixteenth note B3. The sixth measure contains a quarter rest, with the number '10' positioned above it. The system ends with a double bar line.

27

6 3 14 5

♩ = 72,00029,000229 ♩ = 66,000,0015:

This system of musical notation is written on a single treble clef staff in 4/4 time. It begins with a whole rest, followed by a sixteenth rest, and then a sixteenth note G4. The second measure contains a sixteenth note F#4, a sixteenth note E4, a sixteenth note D4, and a sixteenth note C4, with the number '6' positioned above the notes. The third measure contains a quarter rest, with the number '3' positioned above it. The fourth measure contains a quarter rest, with the number '14' positioned above it. The fifth measure contains a quarter rest, with the number '5' positioned above it. The system ends with a double bar line. Above the staff, there are two tempo markings: '♩ = 72,00029,000229' and '♩ = 66,000,0015:'.

PRG.CHANGE

Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

4

6

8

13

14

15

16

17

18

Detailed description: This is a guitar score for a piece titled 'Final Fantasy 3 Fight 1' by Peter Moore. The score is written in 4/4 time with a tempo of 132,001587. It consists of ten staves of music. The first staff begins with a treble clef and a 4/4 time signature. The music is characterized by a high density of triplets, indicated by a '3' over a bracketed group of notes. Slurs are used to group these triplets and other melodic phrases. The key signature changes from one flat (B-flat) to two flats (B-flat and E-flat) between the 13th and 14th staves. The notation includes various rhythmic values, including eighth and sixteenth notes, and rests. The piece concludes on the 18th staff with a final triplet.

V.S.

44

PRG.CHANGE ♩ = 68,000229 ♩ = 66,000069 ♩ = 132,00158

46

PRG.CHANGE

Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

4

6

8

11

15

20

23

24

27

The musical score is written in 4/4 time with a tempo of 132,001587. It consists of ten staves of music. The first staff begins with a treble clef and a key signature of one sharp (F#). The music is characterized by a driving eighth-note pattern with frequent triplets. Measure numbers 4, 6, 8, 11, 15, 20, 23, 24, and 27 are indicated at the start of their respective staves. The score includes various musical notations such as slurs, accents, and dynamic markings. A '6' is written below the staff at measure 8, and another '6' is written below the staff at measure 24. The piece concludes with a 'V.S.' (Vivace) marking at the end of the final staff.

V.S.

2

PRG.CHANGE

31

♩ = 72,000290

First system of music, measures 31-35. It consists of a treble clef staff with a melodic line and a bass clef staff with guitar tablature. The tablature includes fret numbers and accidentals (b, #). The melodic line features eighth notes and rests.

36

Second system of music, measures 36-42. It consists of a treble clef staff with a melodic line and a bass clef staff with guitar tablature. The tablature includes fret numbers and accidentals (b). The melodic line features eighth notes and rests.

43

♩ = 68,000229 ♩ = 66,000069 ♩ = 132,00158

Third system of music, measures 43-45. It consists of a treble clef staff with a melodic line and a bass clef staff with guitar tablature. The tablature includes fret numbers and accidentals (b). The melodic line features eighth notes and rests.

46

Fourth system of music, measures 46-47. It consists of a treble clef staff with a melodic line. Measure 46 contains a triplet of eighth notes. Measure 47 contains a whole note. A large number '2' is placed above the staff in measure 47.

PRG.CHANGE

Peter Moore - Final Fantasy 3 Fight 1

♩ = 132,001587

8

12

15

20

25

31

35

38

42

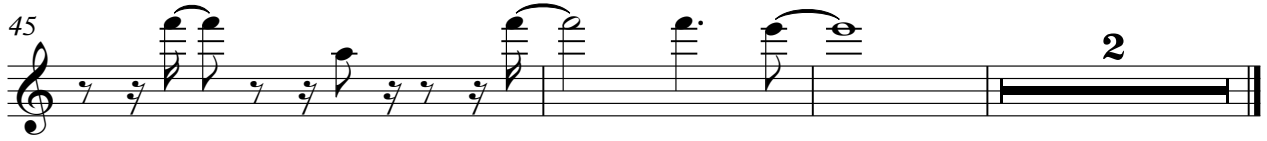
♩ = 72,000290

V.S.

2 ♪ = 68,000229 ♪ = 66,000069 ♪ = 68,000078

PRC, CH 57 GE

45



2

♩ = 132,001587

6

9

11

13

15

17

19

21

23

V.S.

Detailed description: This is a guitar score for a piece titled 'Final Fantasy 3 Fight 1' by Peter Moore. The score is written in 4/4 time with a tempo of 132,001587. It begins with a treble clef and a key signature of one sharp (F#). The first few measures are mostly rests, followed by a melodic line. From measure 6 onwards, the piece is dominated by a complex, high-speed rhythmic pattern consisting of sixteenth notes, many of which are grouped in triplets. The notation includes various articulation marks such as accents and slurs. Measure numbers 6, 9, 11, 13, 15, 17, 19, 21, and 23 are clearly marked on the left side of the staves. The score ends with a 'V.S.' (Verso) instruction.

PRG.CHANGE

Musical score for guitar, consisting of 10 staves. The score includes various musical notations such as treble clefs, stems, beams, and slurs. Fret numbers are indicated below the notes: 72,000290 (between staves 31 and 34), 68,000229 (between staves 45 and 47), 66,000069 (between staves 47 and 49), and 132,001587 (between staves 49 and 51). Technical markings include triplets (indicated by a bracket with the number 3) and a double bar line with a '2' above it, likely indicating a double bar line or a specific measure. The score is written in a single system with a key signature of one flat (Bb).