

Cave Story (3)

Composer: Daisuke Amaya

Game: Cave Story

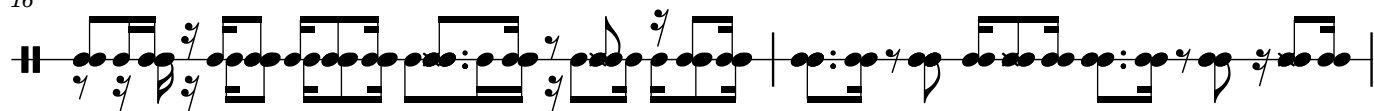
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$\text{♩} = 120$

Handwritten musical score for a 6/4 piece, tempo 120. The score consists of 14 staves, numbered 1 through 14. The notation includes various musical symbols such as notes, rests, and bar lines. A bracket above the first staff indicates a 4-measure phrase. The score is written in a style that suggests it is a student exercise or a simple composition.

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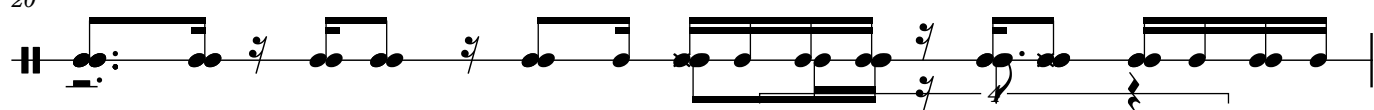
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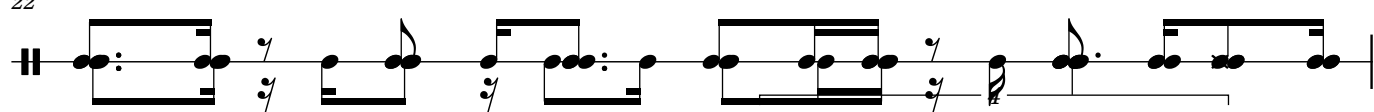
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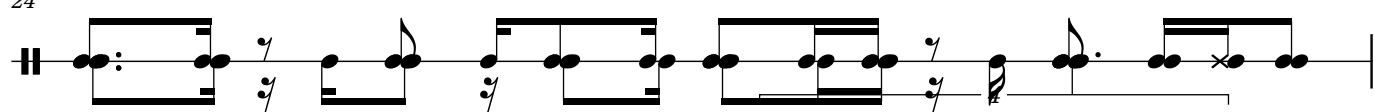
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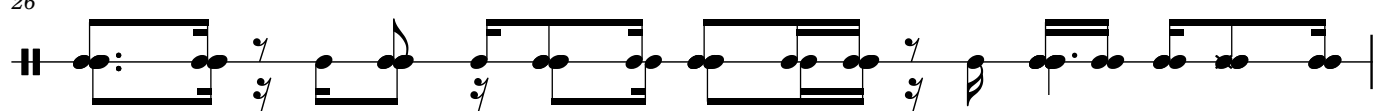
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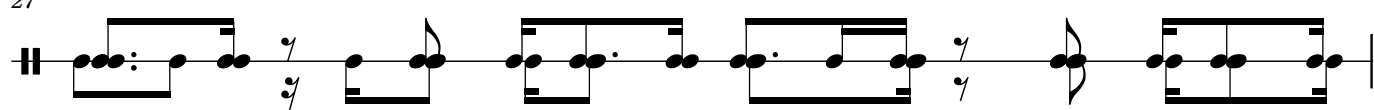
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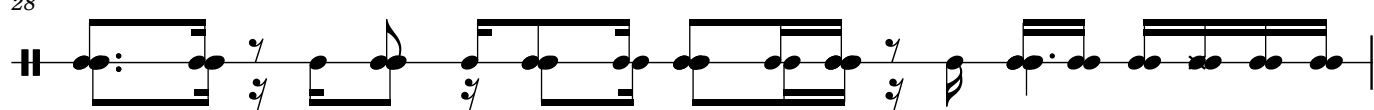
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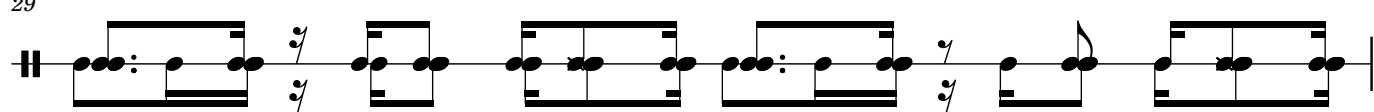
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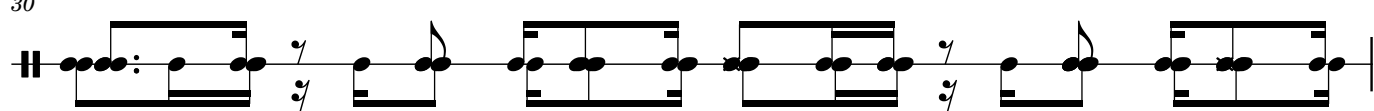
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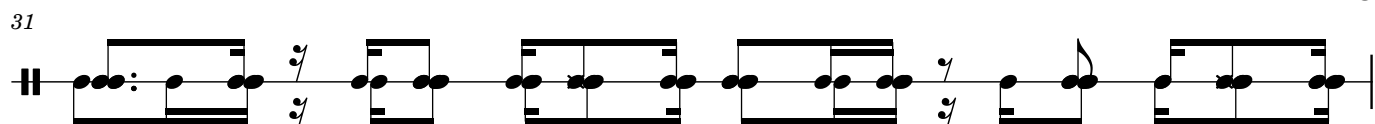



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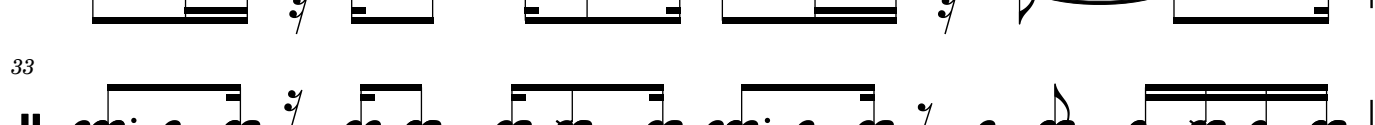


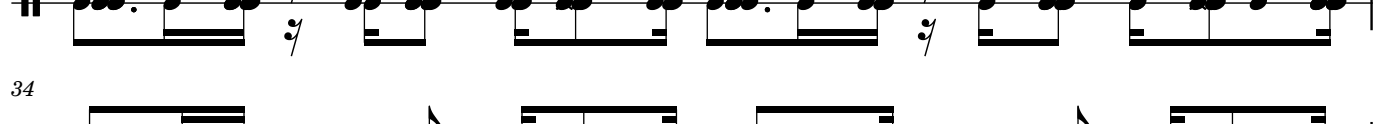
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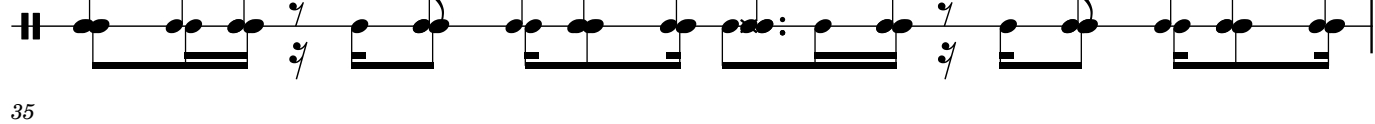


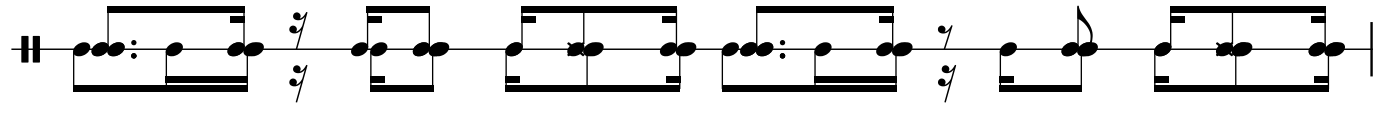
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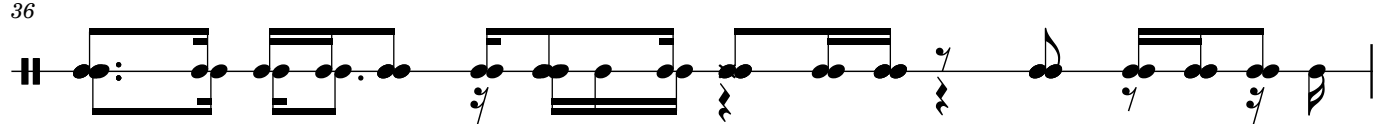
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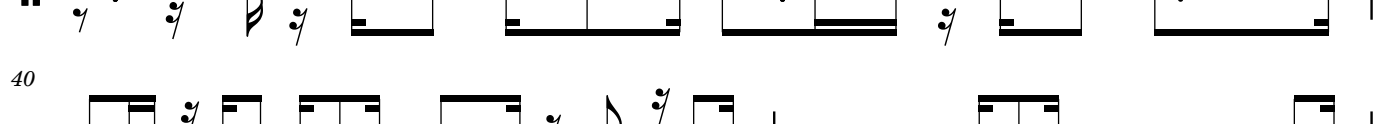
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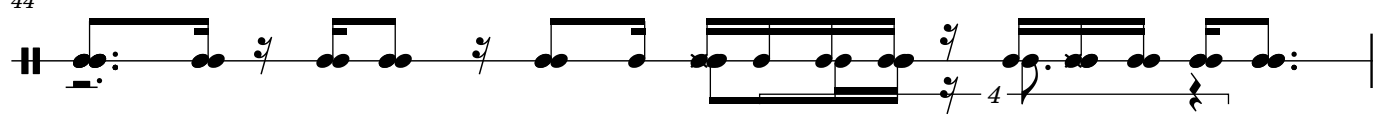
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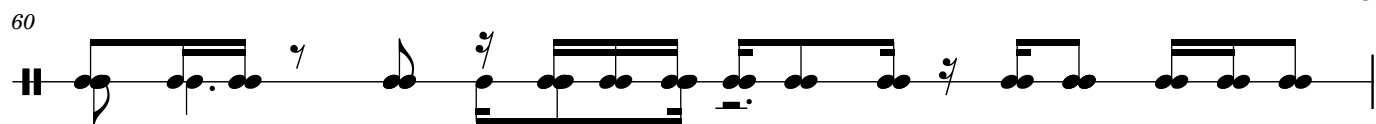
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This musical score consists of 12 staves, numbered 47 to 59. Each staff begins with a double bar line and a key signature of one flat (Bb). The notation is primarily composed of eighth and sixteenth notes, often beamed together in groups. Many notes are marked with a 'z' symbol, which typically indicates a grace note or a specific articulation. Staves 47, 48, 49, 51, 52, 53, 54, 55, 56, 57, 58, and 59 all end with a double bar line. Staff 50 ends with a single bar line. A bracket above staff 55 indicates a four-measure phrase, with the number '4' centered above it. The overall style is that of a technical exercise or a short musical piece.


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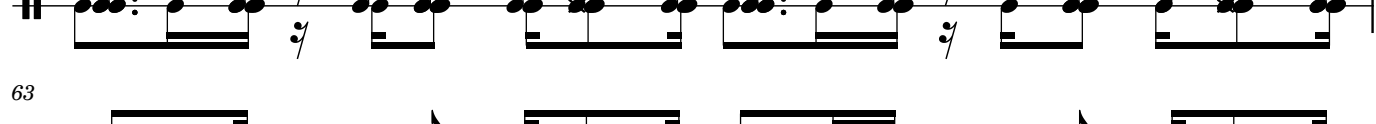
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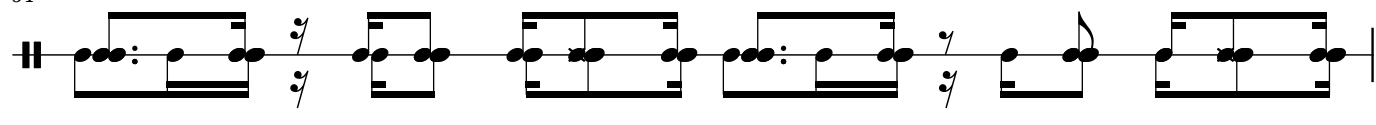
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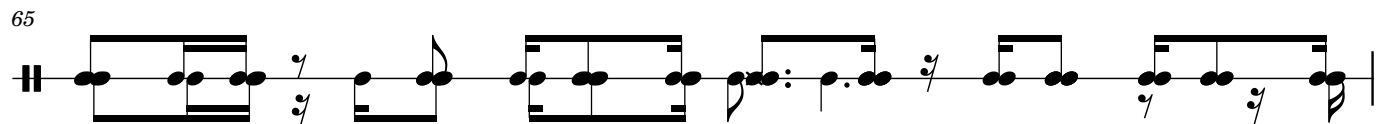
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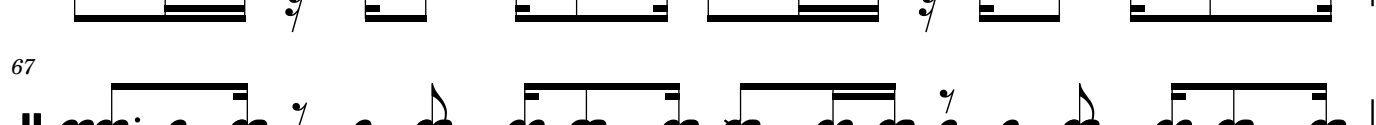
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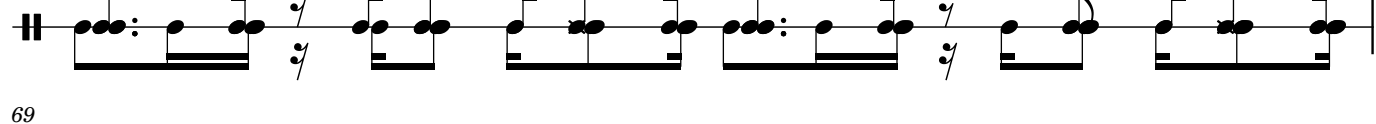
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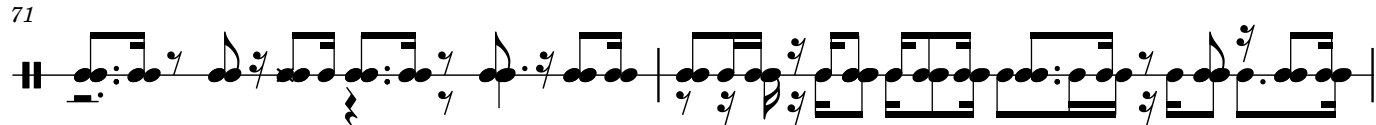
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