

Title Screen

Composer: Jun Chikuma

Game: Bomberman

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$\text{♩} = 133$

Mallet Synthesizer, Square 1

Percussion Synthesizer, Triangle

Measure 1: Mallet Synthesizer, Square 1 (Treble and Bass staves) and Percussion Synthesizer, Triangle (Percussion staff) are shown. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The tempo is marked as quarter note = 133.

2

Mal. Syn.

Perc. Syn.

Measures 2-3: Mallet Synthesizer (Mal. Syn.) and Percussion Synthesizer (Perc. Syn.) are shown. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4.

4

Mal. Syn.

Perc. Syn.

Measures 4-5: Mallet Synthesizer (Mal. Syn.) and Percussion Synthesizer (Perc. Syn.) are shown. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4.

6

Mal. Syn.

Perc. Syn.

Measures 6-7: Mallet Synthesizer (Mal. Syn.) and Percussion Synthesizer (Perc. Syn.) are shown. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4.

8

Mal. Syn.

Perc. Syn.

Mal. Syn. part: Treble clef (F#, C#, G#) and Bass clef (F#, C#, G#). Measure 8: Treble has eighth notes, quarter notes, and a half note. Bass has eighth notes, quarter notes, and a half note. Measure 9: Treble has eighth notes, quarter notes, and a half note. Bass has eighth notes, quarter notes, and a half note.

Perc. Syn. part: Single staff (F#). Measure 8: Eighth notes, quarter notes, and a half note. Measure 9: Eighth notes, quarter notes, and a half note, ending with three 'x' marks.

10

Mal. Syn.

Perc. Syn.

Mal. Syn. part: Treble clef (F#, C#, G#) and Bass clef (F#, C#, G#). Measure 10: Treble has eighth notes, quarter notes, and a half note. Bass has eighth notes, quarter notes, and a half note. Measure 11: Treble has eighth notes, quarter notes, and a half note. Bass has eighth notes, quarter notes, and a half note.

Perc. Syn. part: Single staff (F#). Measure 10: Eighth notes, quarter notes, and a half note. Measure 11: Eighth notes, quarter notes, and a half note, ending with three 'x' marks.