

Floating Ruins - "In the Wind"

Composer: Ippo Yamada

Game: Mega Man ZX Advent

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♩ = 135

Saw Synthesizer, 82 - Lead 2 (sawtooth)

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2

Synth.

Synth.

5

Synth.

Synth.

8

Synth.

Synth.

11

Synth.

Synth.

15

Synth.

Synth.

25

Synth.

Synth.

30

Synth.

Synth.

33

Synth.

Synth.

36

Synth.

Synth.

39

Synth.

Synth.

42

Synth.

Synth.

45

Synth.

Synth.

48

Synth.

Synth.

51

Synth.

Synth.

54

Synth.

Synth.

57

Synth.

Synth.

67

Synth.

Synth.

74

Synth.

Synth.

77

Synth.

Synth.

80

Synth.

Synth.

83

Synth.

Synth.

86

Synth.

Synth.

89

Synth.

Synth.

92

Synth.

Synth.

95

Synth.

Synth.

The image shows a musical score for two synth parts, labeled 'Synth.' on the left. The score is in 2/4 time and features a key signature of two sharps (F# and C#). The first part (top) consists of two staves. The first staff has a treble clef and a key signature of two sharps. The second staff has a bass clef and a key signature of two sharps. The second part (bottom) consists of a single staff with a treble clef and a key signature of two sharps. The music is composed of eighth and sixteenth notes, often beamed together, and rests. The first measure of the first part (measure 95) contains a series of eighth notes: F#4, A4, C#5, B4, A4, F#4. The second measure (measure 96) contains a series of eighth notes: G#4, A4, B4, C#5, B4, A4. The first part ends with a double bar line. The second part continues with a series of eighth notes: F#4, A4, C#5, B4, A4, F#4. The second measure of the second part contains a series of eighth notes: G#4, A4, B4, C#5, B4, A4. The second part ends with a double bar line.