

First World (2)

Composer: Jerry Goldsmith

Game: Gremlins 2

pianogame.org

Snare Drum, "Gremilns II" $\text{♩} = 150$

Effect Synthesizer, SunSoft (c)

Snare Drum, --- 1990 ---

4

SD

Synth.

SD

6

SD

Synth.

SD

9

SD

Synth.

SD

12

SD

Synth.

SD

15

SD

Synth.

SD

18

SD

Synth.

SD

20

SD

Synth.

SD

22

SD

Synth.

SD

24

SD

Synth.

SD

27

SD

Synth.

SD

31

SD

Synth.

SD

The musical score is written for three staves: two SD (Synth Drum) staves and one Synth (Synthesizer) staff. The key signature is one sharp (F#). The score is divided into four systems, with measures 22, 24, 27, and 31 marked at the beginning of each system. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and triplets. Dynamic markings such as 'f' (forte) and 'p' (piano) are used throughout the piece. The SD staves use a simplified notation where notes are represented by vertical stems and horizontal lines, while the Synth staff uses standard musical notation with a treble clef and a key signature of one sharp.

35

SD

Synth.

3

3

37

SD

Synth.

SD

3

3

3

38

SD

Synth.

SD

3

39

SD

Synth.

SD

3

3

40

SD

Synth.

SD

3 3 3 3

42

SD

Synth.

SD

3 3 3 3

43

SD

Synth.

SD

3 3 3 3

44

SD

Synth.

SD

3

46

SD

Synth.

SD

3

48

SD

Synth.

SD

3

50

SD

Synth.

SD

3

52

SD

Synth.

SD

3

54

SD

Synth.

SD

3

3

3

56

SD

Synth.

SD

3

3

3