

Knightman's Stage (2)

Composer: Yuko Takehara

Game: Mega Man VI

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♩ = 165

Bassoon, Trumpet

Trombone, Trombone

String Synthesizer, Low Strings

6

Bsn.

Tbn.

Synth.

13

Bsn.

Tbn.

Synth.

20

Bsn.

Tbn.

Synth.

24

Bsn.

Tbn.

Synth.

28

Bsn.

Tbn.

Synth.

35

Bsn.

Tbn.

Synth.

38

Bsn.

Tbn.

Synth.

43

Bsn.

Tbn.

Synth.

50

Bsn.

Tbn.

Synth.

This musical score is for three instruments: Bsn. (Bassoon), Tbn. (Tuba), and Synth. (Synthesizer). The key signature is three sharps (F#, C#, G#). The score is divided into five systems, each containing three staves. Measure numbers 28, 35, 38, 43, and 50 are indicated at the start of their respective systems. The Bsn. part features complex melodic lines with many beamed sixteenth and thirty-second notes, and some measures with multiple notes on a single stem. The Tbn. part has a more melodic but still rhythmic line, often mirroring the Bsn. part. The Synth. part provides a harmonic foundation with sustained notes and chords, including some octaves and a final chord in measure 50. The score ends with a double bar line in measure 50.

57

Bsn.

Tbn.

Synth.

×8

×8

61

Bsn.

Tbn.

Synth.

65

Bsn.

Tbn.

Synth.

72

Bsn.

Tbn.

Synth.

75

Bsn.

Tbn.

Synth.