

Level 5

Composer: Matt Gray

Game: Last Ninja 2

pianogame.org

♩ = 120

Bass Synthesizer, The Last Ninja 2 - The Office

Snare Drum, From The Classic C64 game by System 3

Saw Synthesizer, Original By Matt Gray in 1989

Musical notation for the first system, measures 1-5. It consists of three staves: Bass Synthesizer (bass clef, B-flat major), Snare Drum (drum clef), and Saw Synthesizer (bass clef, B-flat major). All three staves contain whole rests for measures 1 through 5.

6

Musical notation for measures 6-7. The Bass Synthesizer and Saw Synthesizer staves contain whole rests. The Snare Drum staff has a continuous eighth-note pattern with a slash in measure 7.

8

Musical notation for measures 8-9. The Bass Synthesizer and Saw Synthesizer staves contain whole rests. The Snare Drum staff has a continuous eighth-note pattern with a slash in measure 9.

10

Musical notation for measures 10-11. The Bass Synthesizer staff has a melodic line of eighth notes. The Snare Drum staff has a continuous eighth-note pattern with a slash in measure 11. The Saw Synthesizer staff has whole notes with a slur spanning measures 10 and 11.


12

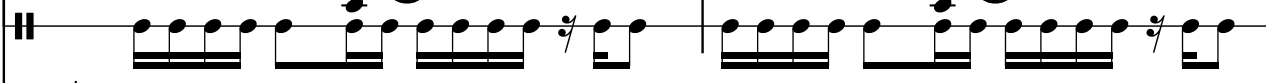
Musical notation for measures 12-13. The Bass Synthesizer staff has a melodic line of eighth notes. The Snare Drum staff has a continuous eighth-note pattern with a slash in measure 13. The Saw Synthesizer staff has whole notes with a slur spanning measures 12 and 13.

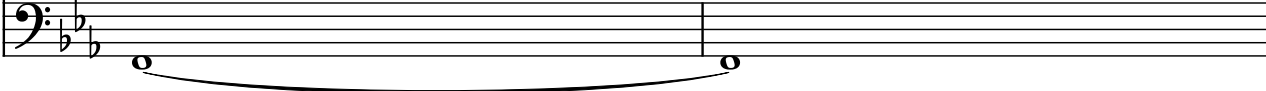
14

Musical notation for measures 14-15. The Bass Synthesizer staff has a melodic line of eighth notes. The Snare Drum staff has a continuous eighth-note pattern with a slash in measure 15. The Saw Synthesizer staff has whole notes with a slur spanning measures 14 and 15.

16

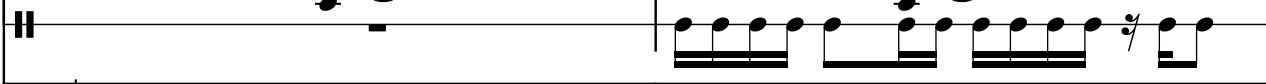
Synth. 

SD 

Synth. 


18


Synth. 


SD 

Synth. 


20

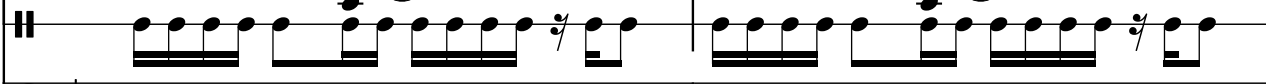
Synth. 


SD 

Synth. 

22

Synth. 

SD 

Synth. 


24


Synth. 

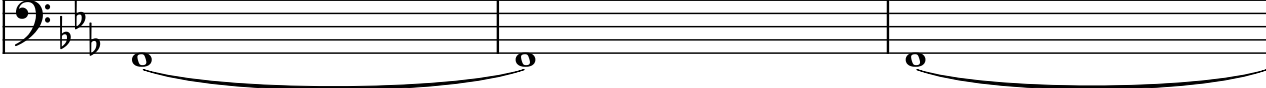
SD 

Synth. 


26

Synth. 

SD 

Synth. 

29



Synth.

SD

Synth.

32

Synth.

SD

Synth.

34

Synth.

SD

Synth.

36

Synth.

SD

Synth.

39

Synth.

SD

Synth.

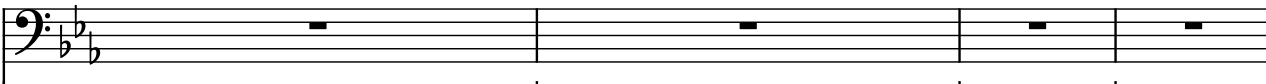
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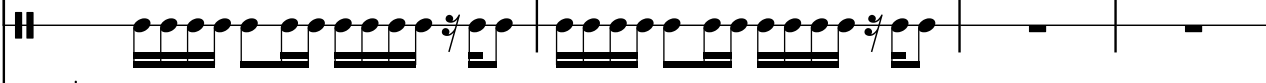
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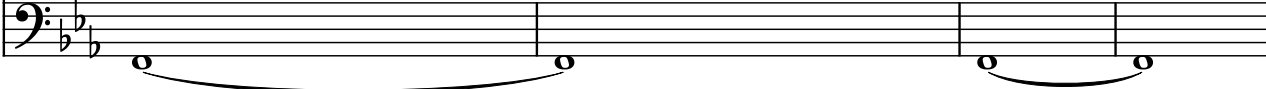
SD

Synth.


44

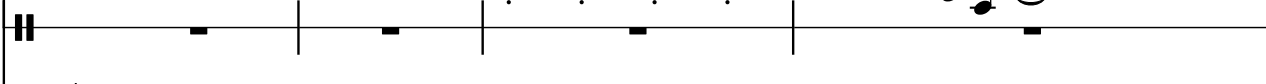
Synth. 


SD 

Synth. 


48


Synth. 

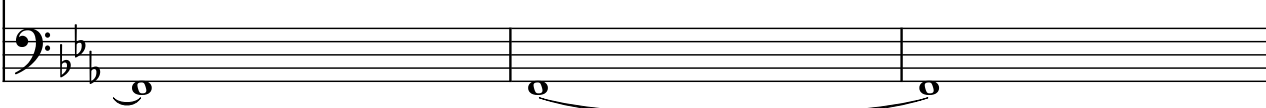
SD 

Synth. 


52

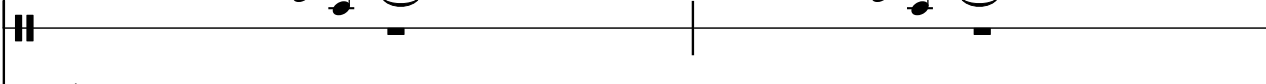
Synth. 


SD 

Synth. 


55

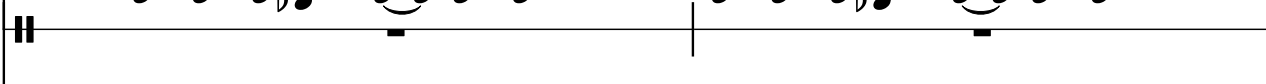
Synth. 


SD 

Synth. 


57

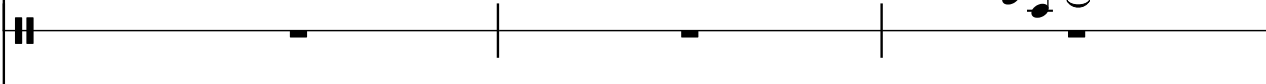
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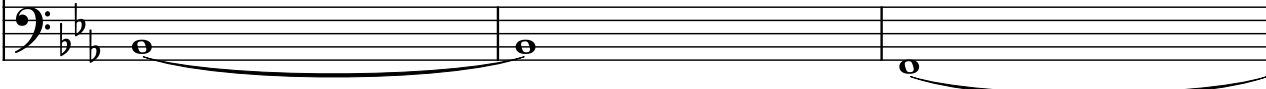
SD 

Synth. 


59

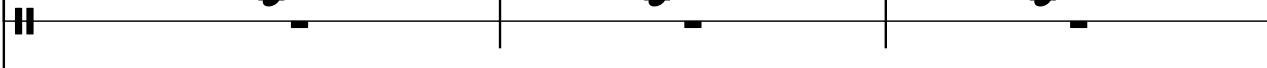
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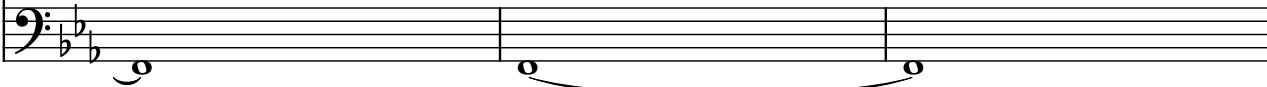
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Synth. 


62


Synth. 

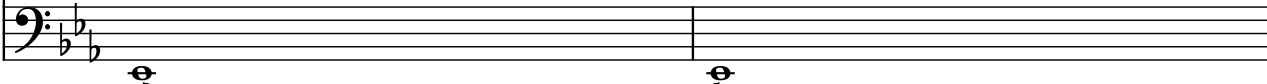
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Synth. 


65


Synth. 

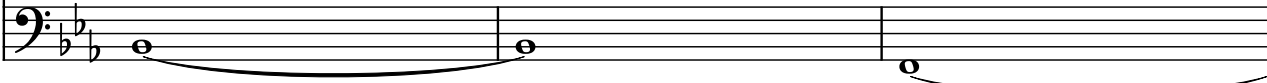
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Synth. 


67

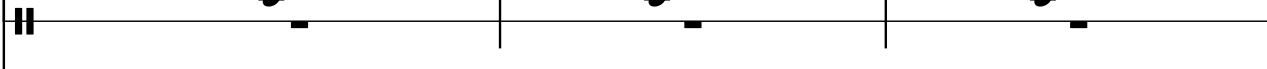
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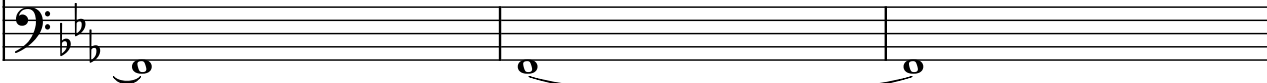
SD 

Synth. 


70


Synth. 

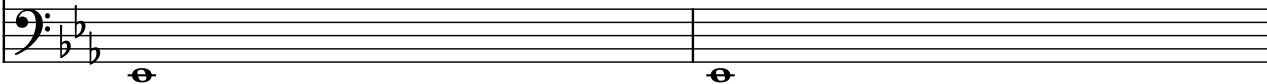
SD 

Synth. 


73


Synth. 

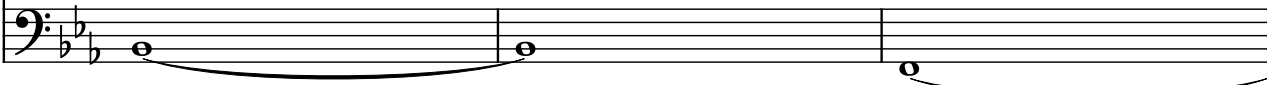
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Synth. 


75

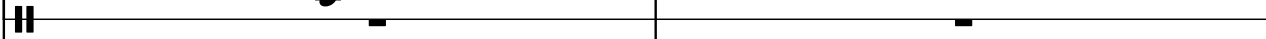
Synth. 


SD 

Synth. 


78

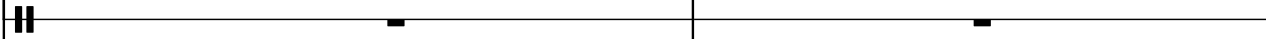
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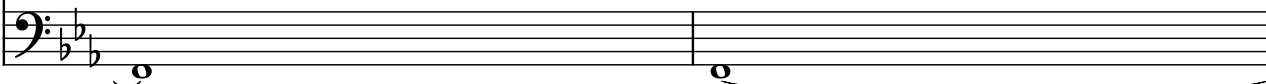
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Synth. 


80

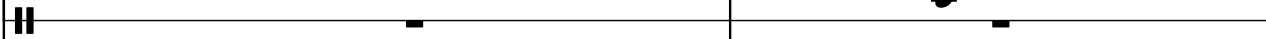
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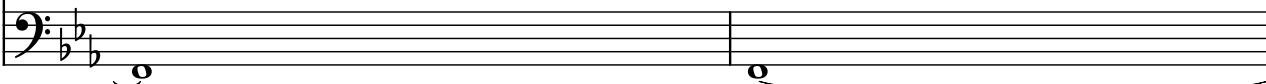
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Synth. 


82

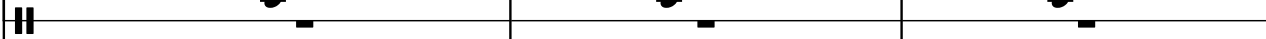
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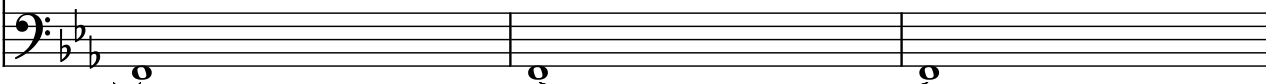
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Synth. 


84


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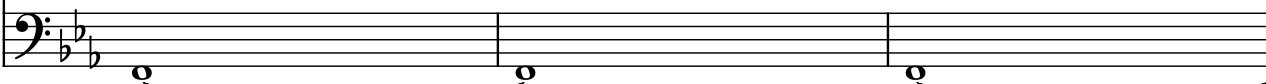
SD 

Synth. 

87

Synth. 

SD 

Synth. 


90

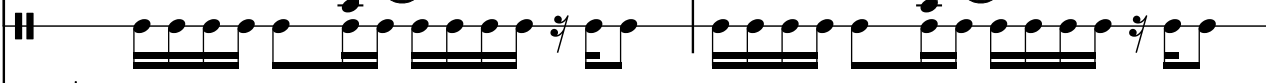
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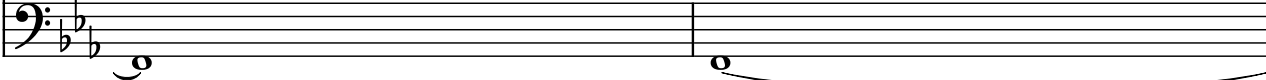
SD 

Synth. 

92

Synth. 

SD 

Synth. 


94

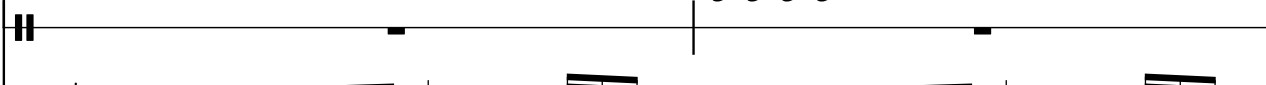
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SD 

Synth. 


96

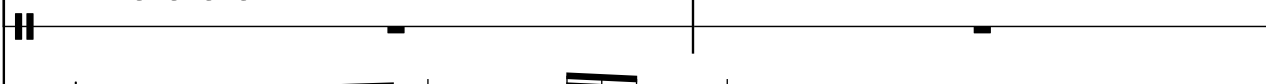
Synth. 


SD 

Synth. 

98

Synth. 

SD 

Synth. 


100


Synth. 

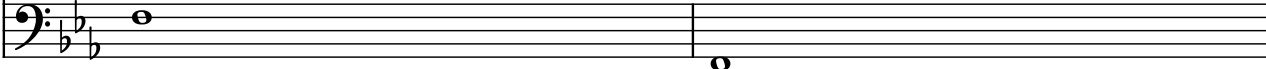
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Synth. 


102

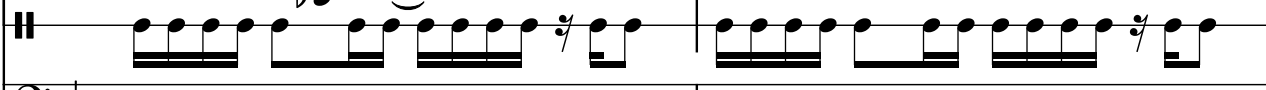
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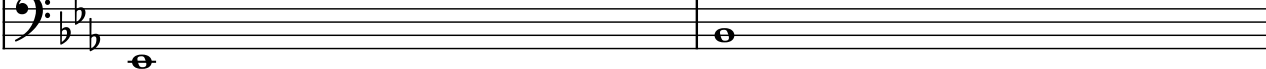
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Synth. 


104

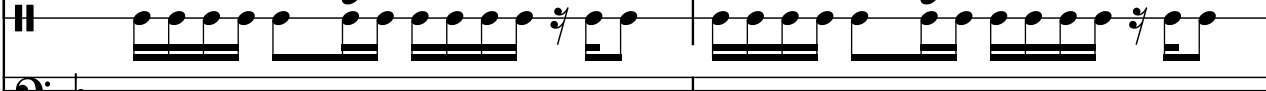
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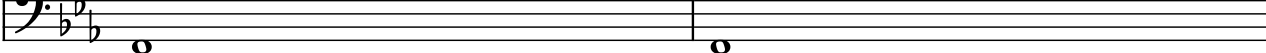
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Synth. 


106

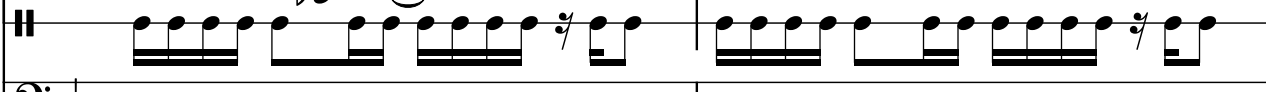
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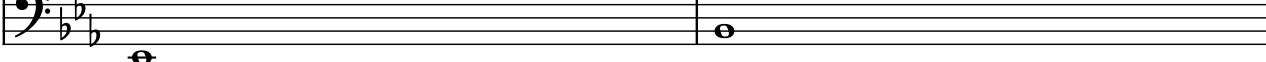
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Synth. 


108

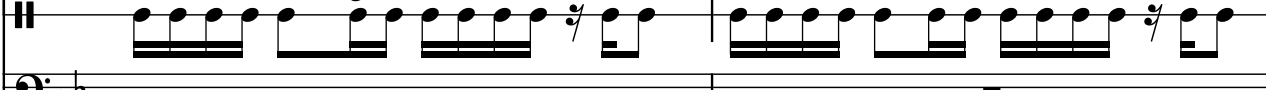
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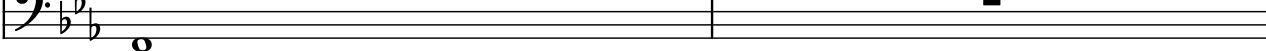
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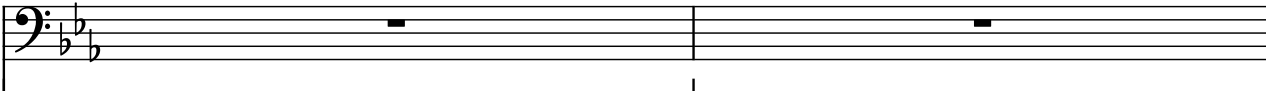
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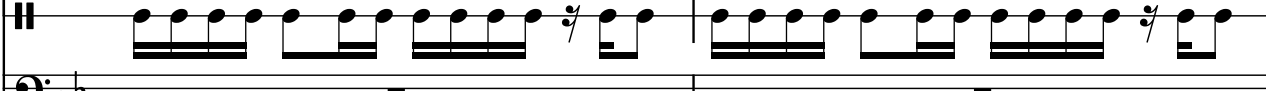
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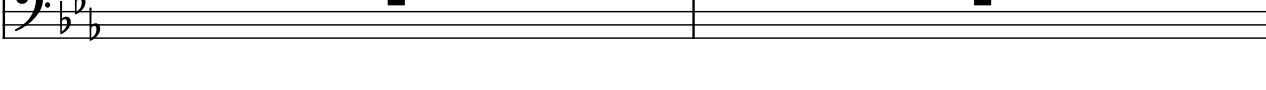
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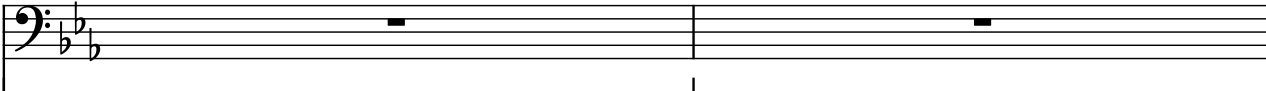
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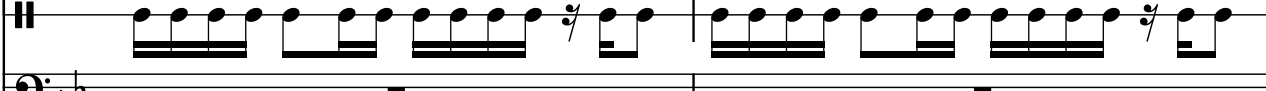
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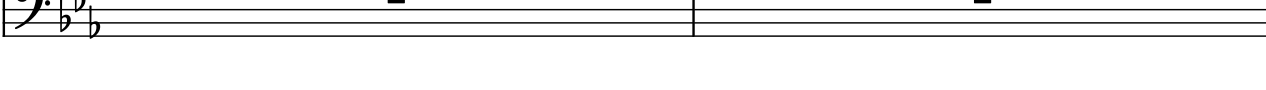
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Synth. 

114

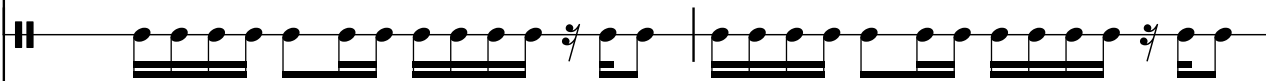
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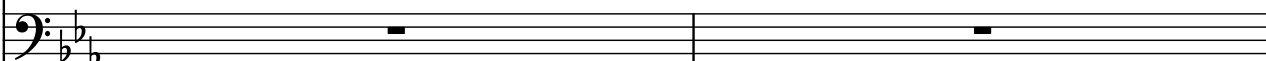
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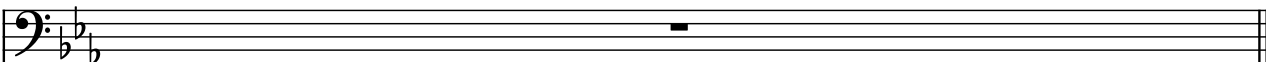
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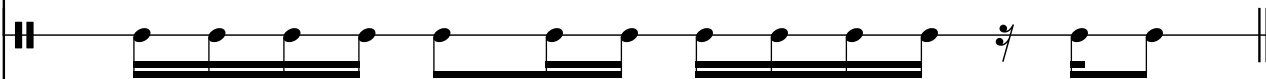
Synth. 

SD 

Synth. 

118

Synth. 

SD 

Synth. 