

# Tomb

Composer: Dan Forden

Game: Mortal Kombat 4

[pianogame.org](http://pianogame.org)

Effect Synthesizer, Zerobeats

String Synthesizer, StringInstrument

Automobile Brake Drums, Percussion

♩ = 108

Measures 1-4: Effect Synthesizer and String Synthesizer play sustained notes. Automobile Brake Drums play a rhythmic pattern of eighth notes.

2

Synth.

Synth.

Aut. Brk. Dr.

Measures 5-7: Synth. parts have rests. Automobile Brake Drums play a rhythmic pattern of eighth notes.

5

Synth.

Synth.

Aut. Brk. Dr.

Measures 8-11: Synth. parts have rests. Automobile Brake Drums play a rhythmic pattern of eighth notes.

9

♩ = 110

Synth.

Synth.

Aut. Brk. Dr.

Measures 12-14: Synth. parts have rests. Automobile Brake Drums play a rhythmic pattern of eighth notes.

12

♩ = 108

Synth.

Synth.

Aut. Brk. Dr.

Measures 15-18: Synth. parts have rests. Automobile Brake Drums play a rhythmic pattern of eighth notes.

16

Synth.

Synth.

Aut. Brk. Dr.

19

♩ = 110

Synth.

Synth.

Aut. Brk. Dr.

22

♩ = 108

Synth.

Synth.

Aut. Brk. Dr.

26

Synth.

Synth.

Aut. Brk. Dr.

29

♩ = 110

Synth.

Synth.

Aut. Brk. Dr.

32  $\text{♩} = 108$

Synth.

Synth.

Aut. Brk. Dr.

36  $\text{♩} = 110$

Synth.

Synth.

Aut. Brk. Dr.

39

Synth.

Synth.

Aut. Brk. Dr.

42

Synth.

Synth.

Aut. Brk. Dr.