

# Brinstar 1

Composer: Kenji Yamamoto

Game: Super Metroid

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

♩ = 66

Large Drum Kit, Percussion

Violin, Stuff

Soprano, Ahhs

2

D. Kit

Vln.

S.

4

D. Kit

Vln.

S.

6

D. Kit

Vln.

S.

8

D. Kit

Vln.

S.

10

D. Kit

Vln.

S.

Measures 10-11: The drum kit part plays a rhythmic pattern. The violin and soprano parts are silent.

12

D. Kit

Vln.

S.

Measures 12-13: The drum kit part continues its rhythmic pattern. The violin and soprano parts remain silent.

14

D. Kit

Vln.

S.

Measures 14-15: The drum kit part continues its rhythmic pattern. The violin and soprano parts remain silent.

16

D. Kit

Vln.

S.

Measures 16-17: The drum kit part continues its rhythmic pattern. The violin and soprano parts remain silent.

18

D. Kit

Vln.

S.

Measures 18-19: The drum kit part continues its rhythmic pattern. The violin and soprano parts remain silent.

20

D. Kit

Vln.

S.

23

D. Kit

Vln.

S.

26

D. Kit

Vln.

S.

29

D. Kit

Vln.

S.

31

D. Kit

Vln.

S.

33

D. Kit

Vln.

S.

This musical score page contains measures 33 through 36. The top staff, labeled 'D. Kit', is in a percussion clef and features a complex rhythmic pattern with eighth and sixteenth notes, including triplets. The middle staff, labeled 'Vln.', is in a treble clef with a key signature of three flats (B-flat, E-flat, A-flat) and contains a melodic line with many beamed sixteenth notes. The bottom staff, labeled 'S.', is in a treble clef with the same three-flat key signature and contains a simple harmonic accompaniment with whole and half notes. The music concludes at the end of measure 36 with a double bar line.