

# Crisis

Composer: Akari Kaida

Game: Mega Man Battle Network

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

♩ = 153

Mallet Synthesizer, Square Lead

Automobile Brake Drums, Percussion

Bass Guitar, Picked Bass

2

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

4

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

6

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

8

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

16

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

3 3 3

18

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

3 3 3

20

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

3 3 3

22

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

3 3 3

24

Mal. Syn.

Aut. Brk. Dr.

B. Guit.

The musical score consists of three staves. The top staff, labeled 'Mal. Syn.', is in treble clef and shows a whole note chord of D major (D, F#, A). The middle staff, labeled 'Aut. Brk. Dr.', is in treble clef and shows a rhythmic pattern of eighth notes. It begins with a double bar line, followed by a quarter rest, then a series of eighth notes: D, E, F#, G, A, B, C, D. There are two triplet markings over the eighth notes. The bottom staff, labeled 'B. Guit.', is in bass clef and shows a bass line with eighth notes. It begins with a double bar line, followed by a quarter rest, then a series of eighth notes: D, E, F#, G, A, B, C, D. There is a triplet marking over the eighth notes.