

Cortex Battle

Composer: Mark Mothersbaugh

Game: Crash Bandicoot: Warped

pianogame.org

♩ = 80

5-str. Electric Bass, Track 1

Violin, Track 2

Trombone, Track 3

3

El. B.

Vln.

Tbn.

5

El. B.

Vln.

Tbn.

8

El. B.

Vln.

Tbn.

10

El. B.

Vln.

Tbn.

12

El. B.

Vln.

Tbn.

14

El. B.

Vln.

Tbn.

16

El. B.

Vln.

Tbn.

18

El. B.

Vln.

Tbn.

21

El. B.

Vln.

Tbn.

23

El. B.

Vln.

Tbn.

25

El. B.

Vln.

Tbn.

27

El. B.

Vln.

Tbn.

30

El. B.

Vln.

Tbn.

32

El. B.

Vln.

Tbn.

34

El. B.

Vln.

Tbn.

Detailed description: This block contains the musical notation for measures 34 and 35. The Euphonium (El. B.) part is in the bass clef with a key signature of two sharps (F# and C#). It plays a melody of eighth notes: G2, A2, B2, C3, D3, E3, F#3, G#3, F#3, E3, D3, C3, B2, A2, G2. The Violin (Vln.) and Trombone (Tbn.) parts are in the treble and bass clefs respectively, both with a key signature of two sharps. They both have whole rests for these two measures. The system ends with a double bar line.