

Drive-In Theater

Composer: Yasumasa Yamada

Game: Rival Schools - United by Fate

pianogame.org

Snare Drum, Rival Schools: United By Fate

Bass Guitar, BGM-Drive in Theater

Brightness Synthesizer, =====

$\text{♩} = 255$

4

SD

B. Guit.

Synth.

8

SD

B. Guit.

Synth.

12

SD

B. Guit.

Synth.

16

SD

B. Guit.

Synth.

20

SD

B. Guit.

Synth.

24

SD

B. Guit.

Synth.

28

SD

B. Guit.

Synth.

32

SD

B. Guit.

Synth.

37

SD

B. Guit.

Synth.

41

SD

B. Guit.

Synth.

45

SD

B. Guit.

Synth.

49

SD

B. Guit.

Synth.

53

SD

B. Guit.

Synth.

57

SD

B. Guit.

Synth.

61

SD

B. Guit.

Synth.

65

SD

B. Guit.

Synth.

70

SD

B. Guit.

Synth.

74

SD

B. Guit.

Synth.

78

SD

B. Guit.

Synth.

The musical score is written for three instruments: SD (likely a synthesizer or digital piano), B. Guit. (Bass Guitar), and Synth. (Synthesizer). The score is organized into five systems, each starting with a measure number (61, 65, 70, 74, 78). The SD part is in treble clef with a key signature of one sharp (F#). The B. Guit. and Synth. parts are in bass clef with a key signature of one sharp (F#). The SD part features a complex, rhythmic melody with many eighth and sixteenth notes, often using grace notes. The B. Guit. part provides a steady, rhythmic accompaniment with eighth and sixteenth notes. The Synth. part features a simple, sustained bass line with long notes and occasional grace notes. The score is written in a standard musical notation style with a clear layout and consistent formatting.

82

SD

B. Guit.

Synth.

82

86

SD

B. Guit.

Synth.

86

90

SD

B. Guit.

Synth.

90

94

SD

B. Guit.

Synth.

94

98

SD

B. Guit.

Synth.

98

102

SD

B. Guit.

Synth.

107

SD

B. Guit.

Synth.

111

SD

B. Guit.

Synth.

115

SD

B. Guit.

Synth.

119

SD

B. Guit.

Synth.

123

SD

B. Guit.

Synth.

Measures 123-126. SD (Saxophone) plays a complex melody with eighth and sixteenth notes. B. Guit. (Bass Guitar) plays a steady eighth-note bass line. Synth. (Synthesizer) plays a low, sustained bass line with long notes and ties.

127

SD

B. Guit.

Synth.

Measures 127-130. SD (Saxophone) continues the melody. B. Guit. (Bass Guitar) continues the eighth-note bass line. Synth. (Synthesizer) continues the low, sustained bass line.

131

SD

B. Guit.

Synth.

Measures 131-134. SD (Saxophone) continues the melody. B. Guit. (Bass Guitar) continues the eighth-note bass line. Synth. (Synthesizer) continues the low, sustained bass line.

135

SD

B. Guit.

Synth.

Measures 135-139. SD (Saxophone) plays a more active melody. B. Guit. (Bass Guitar) plays a more complex bass line with eighth and sixteenth notes. Synth. (Synthesizer) plays a more active bass line with eighth and sixteenth notes.

140

SD

B. Guit.

Synth.

Measures 140-143. SD (Saxophone) plays a more active melody. B. Guit. (Bass Guitar) plays a more complex bass line with eighth and sixteenth notes. Synth. (Synthesizer) plays a more active bass line with eighth and sixteenth notes.

144

SD

B. Guit.

Synth.

148

SD

B. Guit.

Synth.