

# Character Select Screen - "Choose Your Fight" (v2)

Composer: Dan Forden

Game: Mortal Kombat

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

$\text{♩} = 109$

Snare Drum, Tom-Tom

Effect Synthesizer, Sampler

Bass Synthesizer, Electric Bass

3

SD

Synth.

Synth.

6

SD

Synth.

Synth.

9

SD

Synth.

Synth.

12

SD

Synth.

Synth.

This musical score is for a drum and synth track. It begins with a tempo of 109 beats per minute and a 4/4 time signature. The first system includes staves for Snare Drum (Tom-Tom), Effect Synthesizer (Sampler), and Bass Synthesizer (Electric Bass). The Snare Drum part features a complex rhythmic pattern with eighth and sixteenth notes, while the synth parts provide a steady, low-frequency accompaniment. The score is divided into four measures, with measure numbers 3, 6, 9, and 12 indicating the start of new sections. The notation uses standard musical symbols, including clefs, time signatures, and various note values to represent the drum and synth sounds.

15

SD

Synth.

Synth.

18

SD

Synth.

Synth.

21

SD

Synth.

Synth.

24

SD

Synth.

Synth.

27

SD

Synth.

Synth.

30

SD

The musical score consists of three staves. The top staff, labeled 'SD', is in treble clef and contains a sequence of notes and rests. The middle and bottom staves, both labeled 'Synth.', are in bass clef and feature a continuous, dense texture of notes. The key signature for all staves is three flats (B-flat, E-flat, A-flat). The score concludes with a double bar line.

Synth.

Synth.