

Stage 1, 3, 4 and 6

Composer: Data East Sound Team

Game: Bad Dudes Vs. Dragon Ninja

pianogame.org

♩ = 120

Brass Synthesizer, "Stage 1, 3, 4 and 6"

Bass Synthesizer, Baddudes Vs. DragonNinja

Saw Synthesizer, For Arcade, Amiga 500, NES and others

First system of musical notation, measures 1-1. The top staff (Brass Synthesizer) contains a continuous eighth-note pattern. The middle staff (Bass Synthesizer) contains a single half note. The bottom staff (Saw Synthesizer) contains a whole rest.

2

Second system of musical notation, measures 2-3. The top staff (Brass Synthesizer) continues the eighth-note pattern. The middle staff (Bass Synthesizer) contains a half note in measure 2 and a half note in measure 3. The bottom staff (Saw Synthesizer) contains whole rests in both measures.

4

Third system of musical notation, measures 4-5. The top staff (Brass Synthesizer) continues the eighth-note pattern. The middle staff (Bass Synthesizer) contains a half note in measure 4 and a half note in measure 5. The bottom staff (Saw Synthesizer) contains whole rests in both measures.

6

Fourth system of musical notation, measures 6-7. The top staff (Brass Synthesizer) continues the eighth-note pattern. The middle staff (Bass Synthesizer) contains a half note in measure 6 and a half note in measure 7. The bottom staff (Saw Synthesizer) contains whole rests in both measures.

8

Fifth system of musical notation, measures 8-9. The top staff (Brass Synthesizer) continues the eighth-note pattern. The middle staff (Bass Synthesizer) contains a half note in measure 8 and a half note in measure 9. The bottom staff (Saw Synthesizer) contains whole rests in both measures.

10

Synth. 

Synth. 

Synth. 

12

Synth. 

Synth. 

Synth. 

14

Synth. 

Synth. 

Synth. 

16

Synth. 

Synth. 

Synth. 

18

Synth. 

Synth. 

Synth. 


20

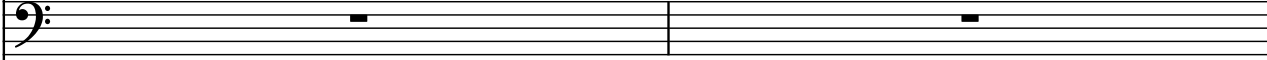
Synth. 


Synth. 

Synth. 


22

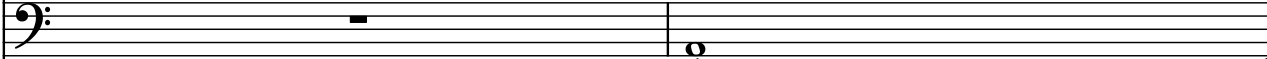
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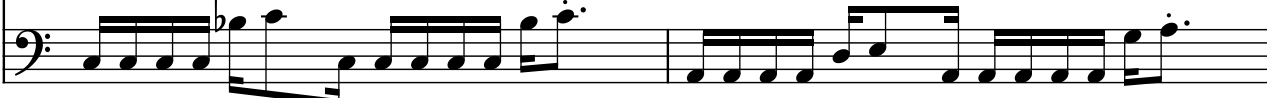
Synth. 

Synth. 

24

Synth. 

Synth. 

Synth. 

26

Synth. 

Synth. 

Synth. 

28

Synth. 

Synth. 

Synth. 

30

Synth. 

Synth. 

Synth. 

32

Synth. 

Synth. 

Synth. 

34

Synth. 

Synth. 

Synth. 

36

Synth. 

Synth. 

Synth. 

38

Synth. 

Synth. 

Synth. 

40

Synth. 

42

Synth. 

44

Synth. 

46

Synth. 

48

Synth. 

50

Synth. 

52

Synth. 

54

Synth. 

56

Synth. 


58

Synth. 

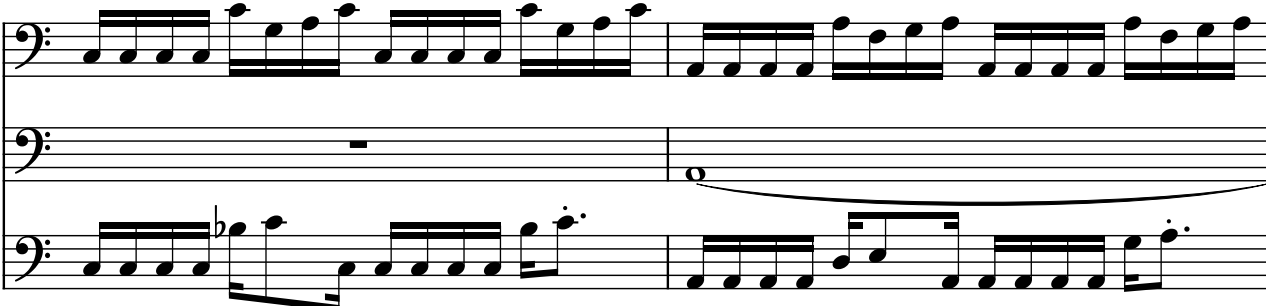
60

Synth. 

62

Synth. 

64

Synth. 

66

Synth. 

68

Synth. 

70

Synth. 

Synth. 

Synth. 

72

Synth. 

Synth. 

Synth. 

74

Synth. 

Synth. 

Synth. 

76

Synth. 

Synth. 

Synth. 

78

Synth. 

Synth. 

Synth. 

80

Three staves of musical notation for a synth track. The first staff has a continuous eighth-note melody. The second staff has a single eighth note followed by a long rest. The third staff has a continuous eighth-note melody with a dotted eighth note at the end.