

Building One - Second Theme (GM)

Composer: Kazuki Muraoka

Game: Metal Gear 2

pianogame.org

♩ = 170

Reed Organ, tk1

Violin, tk2

5-str. Electric Bass, tk3

Measures 1-3: Reed Organ and Violin are silent. Electric Bass plays a rhythmic pattern in 4/4 time.

4

Vln.

El. B.

Measures 4-5: Violin is silent. Electric Bass continues the rhythmic pattern.

9

Vln.

El. B.

Measures 6-8: Violin is silent. Electric Bass continues the rhythmic pattern.

13

Vln.

El. B.

Measures 9-12: Violin and Electric Bass play sustained notes with a slur.

17

Vln.

El. B.

Measures 13-16: Violin and Electric Bass play sustained notes with a slur.

21

21

Vln.

El. B.

22 23 24

25

25

Vln.

El. B.

26 27 28

30

30

Vln.

El. B.

31 32 33

34

34

Vln.

El. B.

35 36 37

38

38

Vln.

El. B.

39 40 41

42

42

Vln.

El. B.

46

46

Vln.

El. B.

51

51

Vln.

El. B.

55

55

Vln.

El. B.

59

59

Vln.

El. B.

63

63

Vln.

El. B.

This musical score consists of three staves. The top staff is a treble clef with a key signature of one flat (B-flat) and contains a whole rest. The middle staff is a treble clef with a key signature of one flat (B-flat) and contains a whole rest. The bottom staff is a bass clef with a key signature of one flat (B-flat) and contains a half note G2, a half note F2, a half note E2, and a half note D2. The staves are connected by a vertical line on the left. The measure number 63 is written above the first staff.