

Dam X

Composer: Graeme Norgate

Game: GoldenEye 007

pianogame.org

Snare Drum, Staff-7

Brass Synthesizer, Staff-9

Automobile Brake Drums, Staff-8

$\text{♩} = 160$

4/4

8

SD

Synth.

Aut. Brk. Dr.

17

SD

Synth.

Aut. Brk. Dr.

21

SD

Synth.

Aut. Brk. Dr.

26

SD

Synth.

Aut. Brk. Dr.

36

SD

Synth.

Aut. Brk. Dr.

46

SD

Synth.

Aut. Brk. Dr.

52

SD

Synth.

Aut. Brk. Dr.

56

SD

Synth.

Aut. Brk. Dr.

64

SD

Synth.

Aut. Brk. Dr.

74

SD

Synth.

Aut. Brk. Dr.

82

SD

Synth.

Aut. Brk. Dr.

The musical score is organized into five systems, each containing three staves. The first staff in each system is labeled 'SD' and uses a drumstick icon; it contains a series of eighth and sixteenth rests. The second staff is labeled 'Synth.' and uses a treble clef; it contains whole notes and rests. The third staff is labeled 'Aut. Brk. Dr.' and uses a drumstick icon; it contains a continuous pattern of eighth and sixteenth notes. The systems are numbered 46, 52, 56, 64, 74, and 82 at the beginning of each system.

86

SD

Synth.

Aut. Brk. Dr.

SD

Synth.

Aut. Brk. Dr.

92

SD

Synth.

Aut. Brk. Dr.

SD

Synth.

Aut. Brk. Dr.