

# Game Start (Extreme Remix)

Composer: Ken Ishii

Game: PacMan

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

♩ = 177

Mallet Synthesizer, Main Tune

Automobile Brake Drums, Drums

Fretless Electric Bass, Bass

4

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

6

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

10

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

15

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

18

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

21

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

24

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

27

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

30

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

33

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

The musical score is written for three instruments: Mal. Syn. (Treble clef, key of D major), Aut. Brk. Dr. (Percussion, key of D major), and Frtrl. El. B. (Bass clef, key of D major). The score is divided into five systems, each starting with a measure number (21, 24, 27, 30, 33). The Mal. Syn. part consists of whole rests in all measures. The Aut. Brk. Dr. part features a complex rhythmic pattern with eighth and sixteenth notes, often beamed together, and includes grace notes. The Frtrl. El. B. part features a steady eighth-note bass line, with some measures containing beamed eighth notes and a few measures with a half note or whole note.

36

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

39

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

43

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

47

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

50

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

53

Mal. Syn.

Aut. Brk. Dr.

Frtrl. El. B.

56

Mal. Syn.

Aut. Brk. Dr.

Frtl. El. B.

The musical score for measures 56-58 is as follows:

- Mal. Syn. (Males' Synthesis):** Three measures of whole rests.
- Aut. Brk. Dr. (Automatic Break Drum):** A rhythmic pattern of eighth notes with accents in measures 56, 57, and 58.
- Frtl. El. B. (Forte Electric Bass):** A rhythmic pattern of eighth notes in measures 56, 57, and 58.