

Pokte Village Manda Ruins

Composer: Jun Irie

Game: Mega Man Legends 2

pianogame.org

Effect Synthesizer, Track 1

Steel Drums, Track 2

Steel Drums, Track 3

$\text{♩} = 120$

3

Synth.

St. Dr.

St. Dr.

6

Synth.

St. Dr.

St. Dr.

9

Synth.

St. Dr.

St. Dr.

12

Synth.

St. Dr.

St. Dr.

15

Synth.

St. Dr.

St. Dr.

18

Synth.

St. Dr.

St. Dr.

21

Synth.

St. Dr.

St. Dr.

24

Synth.

St. Dr.

St. Dr.

Measures 24-26. The Synth part (bass clef) features a repeating eighth-note triplet pattern. The top St. Dr. part (treble clef) has a pattern of eighth notes and rests. The bottom St. Dr. part (treble clef) has a pattern of eighth notes and rests.

27

Synth.

St. Dr.

St. Dr.

Measures 27-29. The Synth part (bass clef) continues the triplet pattern. The top St. Dr. part (treble clef) has a pattern of eighth notes and rests. The bottom St. Dr. part (treble clef) has a pattern of eighth notes and rests.

30

Synth.

St. Dr.

St. Dr.

Measures 30-32. The Synth part (bass clef) continues the triplet pattern. The top St. Dr. part (treble clef) has a pattern of eighth notes and rests. The bottom St. Dr. part (treble clef) has a pattern of eighth notes and rests.

33

Synth.

St. Dr.

St. Dr.

Measures 33-35. The Synth part (bass clef) continues the triplet pattern. The top St. Dr. part (treble clef) has a pattern of eighth notes and rests. The bottom St. Dr. part (treble clef) has a pattern of eighth notes and rests.

35

Synth.

St. Dr.

St. Dr.

35