

Bombman's Stage (2)

Composer: Manami Matsumae

Game: Mega Man

pianogame.org

Snare Drum, Mega Man : Bomb Man Stage

Large Drum Kit, Percussion

Mallet Synthesizer, Sequenced by Anthony Bellissimo

$\text{♩} = 120$

2

SD

D. Kit

Mal. Syn.

4

SD

D. Kit

Mal. Syn.

6

SD

D. Kit

Mal. Syn.

8

SD

D. Kit

Mal. Syn.

10

SD

D. Kit

Mal. Syn.

This musical score is for the Bomb Man stage in Mega Man. It features three instruments: Snare Drum (SD), Large Drum Kit (D. Kit), and Mallet Synthesizer (Mal. Syn.). The tempo is 120 beats per minute, and the time signature is 4/4. The score is divided into measures, with measure numbers 2, 4, 6, 8, and 10 indicated. The Snare Drum part is mostly silent, with occasional hits. The Large Drum Kit provides a steady, rhythmic accompaniment. The Mallet Synthesizer plays a melodic line in the key of D major, featuring eighth and sixteenth notes, rests, and a final melodic flourish in the later measures.

12

SD

D. Kit

Mal. Syn.

14

SD

D. Kit

Mal. Syn.

16

SD

D. Kit

Mal. Syn.

18

SD

D. Kit

Mal. Syn.

20

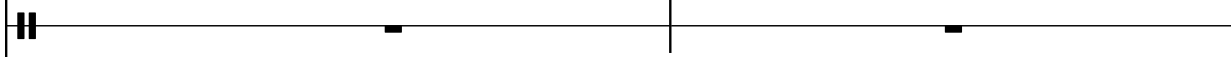
SD


D. Kit


Mal. Syn.

The musical score is written for three instruments: SD (Snare Drum), D. Kit (Drum Kit), and Mal. Syn. (Mallet Synthesizer). The score is organized into four systems, each spanning three measures. The key signature is three sharps (F#, C#, G#). The time signature is not explicitly shown but appears to be 4/4 based on the notation. The SD part consists of a simple pattern of two eighth notes followed by a quarter rest, repeated every two measures. The D. Kit part features a continuous eighth-note pattern. The Mal. Syn. part has a more complex melody with various note values, including eighth, quarter, and half notes, and includes triplet markings (indicated by a '3' over the notes) in measures 18, 20, 22, and 24. The notation includes stems, beams, and various accidentals (sharps, naturals, and a double sharp) to indicate pitch and rhythm.

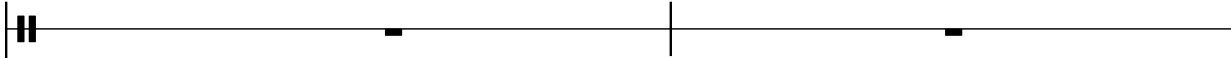
22


SD 


D. Kit 

Mal. Syn. 

24

SD 

D. Kit 

Mal. Syn. 

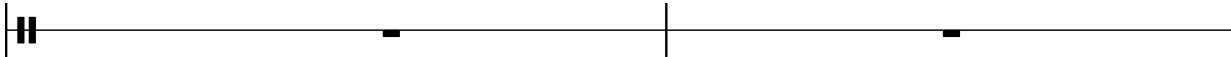
26


SD 

D. Kit 

Mal. Syn. 

28

SD 

D. Kit 

Mal. Syn. 

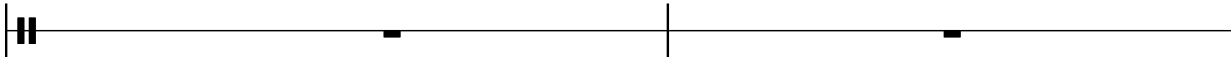
30


SD 


D. Kit 

Mal. Syn. 

32

SD 

D. Kit 

Mal. Syn. 

34

SD

D. Kit

Mal. Syn.

36

SD

D. Kit

Mal. Syn.

38

SD

D. Kit

Mal. Syn.

40

SD

D. Kit

Mal. Syn.

42

SD

D. Kit

Mal. Syn.

The musical score is written for three instruments: SD (Snare Drum), D. Kit (Drum Kit), and Mal. Syn. (Mallet Synthesizer). The score is organized into four systems, each spanning two measures. The key signature is three sharps (F#, C#, G#). The SD part consists of a simple rhythmic pattern of eighth notes. The D. Kit part features a more complex rhythmic pattern with eighth and sixteenth notes, including triplets. The Mal. Syn. part is written in treble clef and features a melodic line with eighth and sixteenth notes, including triplets and slurs. The measures are numbered 34, 36, 38, 40, and 42 at the beginning of each system.

44

SD 

D. Kit 

Mal. Syn. 

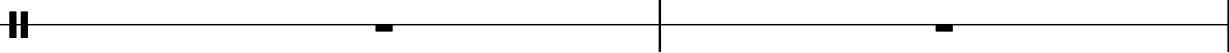
46


SD 

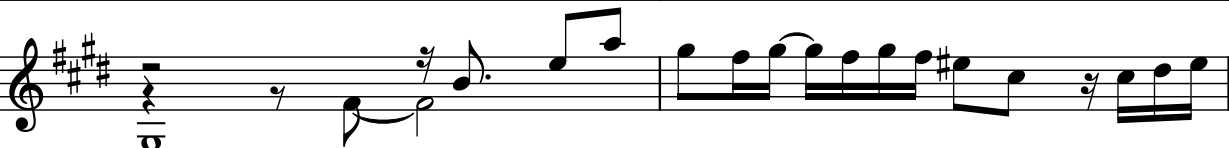
D. Kit 

Mal. Syn. 

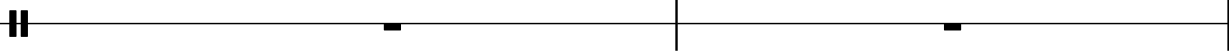
48


SD 


D. Kit 

Mal. Syn. 

50

SD 

D. Kit 

Mal. Syn. 

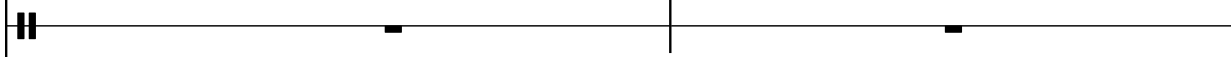
52


SD 


D. Kit 

Mal. Syn. 

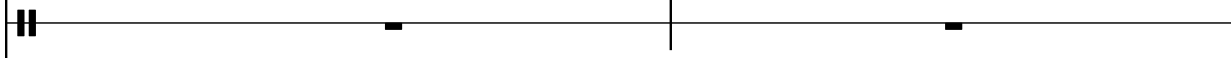
54


SD 


D. Kit 

Mal. Syn. 

56

SD 

D. Kit 

Mal. Syn. 


58


SD 


D. Kit 

Mal. Syn. 

60

SD 

D. Kit 

Mal. Syn. 

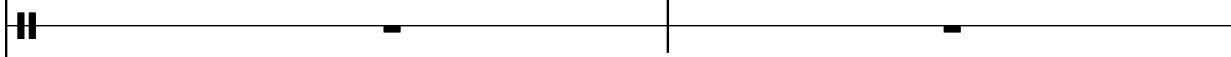
62


SD 

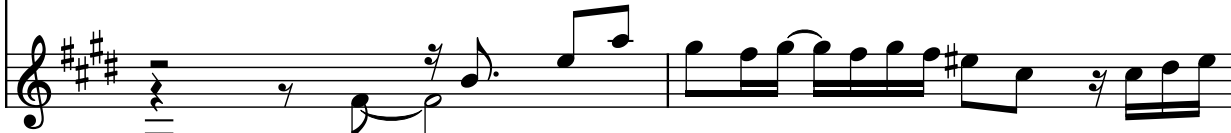
D. Kit 

Mal. Syn. 

64

SD 

D. Kit 

Mal. Syn. 

66

SD 

D. Kit 

Mal. Syn. 

68

SD 

D. Kit 

Mal. Syn. 

70

SD 

D. Kit 

Mal. Syn. 

72

SD 

D. Kit 

Mal. Syn. 

74

SD 

D. Kit 

Mal. Syn. 

76

SD

D. Kit

Mal. Syn.

78

SD

D. Kit

Mal. Syn.

80

SD

D. Kit

Mal. Syn.

82

SD

D. Kit

Mal. Syn.

84

SD

D. Kit

Mal. Syn.

3 3

3 3

3 3