

Stage 5

Composer: Naoya Kamisaka

Game: Blaster Master

pianogame.org

Mallet Synthesizer, Melody

Fretless Electric Bass, Bass

4-Piece Drum Kit, Percussion

$\text{♩} = 131$

Mal. Syn.

Frtl. El. B.

D. Kit

2

Mal. Syn.

Frtl. El. B.

D. Kit

4

Mal. Syn.

Frtl. El. B.

D. Kit

6

8

Mal. Syn.

Frtl. El. B.

D. Kit

10

Mal. Syn.

Frtl. El. B.

D. Kit

12

Mal. Syn.

Frtl. El. B.

D. Kit

14

Mal. Syn.

Frtl. El. B.

D. Kit

16

Mal. Syn.

Frtl. El. B.

D. Kit

18

Mal. Syn.

Frtl. El. B.

D. Kit

20

Mal. Syn.

Frtl. El. B.

D. Kit

22

Mal. Syn.

Frtl. El. B.

D. Kit

24

Mal. Syn.

Frtl. El. B.

D. Kit

26

Mal. Syn.

Frtl. El. B.

D. Kit

Mal. Syn. (Bass) staff: A half note G2, a quarter note F#2, and a half note E2. Frtl. El. B. (Bass) staff: Continuous eighth-note pattern starting on G2. D. Kit (Drum Kit) staff: Snare hits on measures 26 and 27, with bass drum hits on measures 26 and 27.

28

Mal. Syn.

Frtl. El. B.

D. Kit

Mal. Syn. (Bass) staff: A half note G2, a quarter note F#2, and a half note E2. Frtl. El. B. (Bass) staff: Continuous eighth-note pattern starting on G2. D. Kit (Drum Kit) staff: Snare hits on measures 28 and 29, with bass drum hits on measures 28 and 29.

30

Mal. Syn.

Frtl. El. B.

D. Kit

Mal. Syn. (Bass) staff: A half note G2, a quarter note F#2, and a half note E2. Frtl. El. B. (Bass) staff: Continuous eighth-note pattern starting on G2. D. Kit (Drum Kit) staff: Snare hits on measures 30 and 31, with bass drum hits on measures 30 and 31.

32

Mal. Syn.

Frtl. El. B.

D. Kit

Mal. Syn. (Bass) staff: A half note G2, a quarter note F#2, and a half note E2. Frtl. El. B. (Bass) staff: Continuous eighth-note pattern starting on G2. D. Kit (Drum Kit) staff: Snare hits on measures 32 and 33, with bass drum hits on measures 32 and 33.

34

Mal. Syn.

Frtl. El. B.

D. Kit

36

Mal. Syn.

Frtl. El. B.

D. Kit

38

Mal. Syn.

Frtl. El. B.

D. Kit

40

Mal. Syn.

Frtl. El. B.

D. Kit

42

Mal. Syn.

Frtl. El. B.

D. Kit

44

Mal. Syn.

Frtl. El. B.

D. Kit

46

Mal. Syn.

Frtl. El. B.

D. Kit