

Game Start (2)

Composer: Nobuyuki Ohnogi

Game: Rally-X

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$\text{♩} = 110$

Saw Synthesizer, Rally-X (Arcade)

Bass Recorder, Game Start

Mallet Synthesizer, midi sequenced by: Stephen Peddigrew

This musical score is for the Rally-X (Arcade) game. It features three staves: Saw Synthesizer (top, treble clef), Bass Recorder (middle, bass clef), and Mallet Synthesizer (bottom, bass clef). The key signature is D major (two sharps) and the time signature is 4/4. The tempo is marked as 110 beats per minute. The Saw Synthesizer part consists of eighth-note patterns with triplets. The Bass Recorder part features a mix of eighth and sixteenth notes. The Mallet Synthesizer part plays a simple eighth-note bass line. The score ends with a double bar line.

2

Synth.

B. Rec.

Mal. Syn.

This block contains the continuation of the musical score from the previous block. It features three staves: Synth. (top, treble clef), B. Rec. (middle, bass clef), and Mal. Syn. (bottom, bass clef). The key signature remains D major (two sharps) and the time signature is 4/4. The Synth. part continues with eighth-note patterns and triplets. The B. Rec. part continues with eighth and sixteenth notes. The Mal. Syn. part continues with eighth-note bass lines. The score ends with a double bar line.