

# **Rush Jet (2) (XG)**

Composer: Manami Matsumae

Game: Mega Man 9

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

Percussion Synthesizer, Sinewave Tom Thing...I dunno...

$\text{♩} = 180$

Clavichord, Pulse Clav (main)

2

Perc. Syn.

Cch.

4

Perc. Syn.

Cch.

6

Perc. Syn.

Cch.

This musical score is written for three parts: Percussion Synthesizer (Perc. Syn.), Clavichord (Cch.), and Pulse Clav (main). The tempo is marked as  $\text{♩} = 180$ . The score is divided into three systems, each starting with a measure number (2, 4, 6). The Perc. Syn. part is written on a single staff with a treble clef and a key signature of one sharp (F#). The Cch. part is written on two staves, with the upper staff in treble clef and the lower staff in bass clef, both with a key signature of one sharp (F#). The Pulse Clav (main) part is written on a single staff with a treble clef and a key signature of one sharp (F#). The score features a variety of rhythmic patterns, including eighth notes, sixteenth notes, and triplets, as well as rests and accidentals. The Perc. Syn. part has a repeating pattern of eighth notes and sixteenth notes. The Cch. part has a repeating pattern of eighth notes and sixteenth notes. The Pulse Clav (main) part has a repeating pattern of eighth notes and sixteenth notes. The score is written in a 4/4 time signature.

8

Perc. Syn.

Cch.

3 3 3 3

10

Perc. Syn.

Cch.

3 3 3 3

12

Perc. Syn.

Cch.

3 3 3 3

14

Perc. Syn.

Cch.

3 3 3 3

16

Perc. Syn.

Cch.

3 3 3 3

18

Perc. Syn.

Cch.

3 3 3 3

20

Perc. Syn.

Cch.

3 3 3 3

22

Perc. Syn.

Cch.

3 3 3 3

24

Perc. Syn.

Cch.

3

3

3

3

26

Perc. Syn.

Cch.

3

3

3

3

28

Perc. Syn.

Cch.

3

3

3

3

30

Perc. Syn.

Cch.

3

3

3

3