

Bright Man's Stage (Eurobeat/Techno Remix)

Composer: Takashi Tateishi

Game: Mega Man IV

pianogame.org

♩ = 140

Snare Drum, Drum (Synth)

Saw Synthesizer, Lead 1

Electric Guitar, Guitar 1

Measure 1: Snare Drum plays a rhythmic pattern of eighth notes. Saw Synthesizer and Electric Guitar are silent.

Measure 2: Snare Drum continues the rhythmic pattern. Saw Synthesizer and Electric Guitar are silent.

Measure 3: Snare Drum continues the rhythmic pattern. Saw Synthesizer and Electric Guitar have some notes.

2

SD

Synth.

El. Guit.

Measure 4: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

Measure 5: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

4

SD

Synth.

El. Guit.

Measure 6: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

Measure 7: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

6

SD

Synth.

El. Guit.

Measure 8: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

Measure 9: Snare Drum is silent. Saw Synthesizer and Electric Guitar have more active parts.

8

SD

Synth.

El. Guit.

10

SD

Synth.

El. Guit.

12

SD

Synth.

El. Guit.

14

SD

Synth.

El. Guit.

This musical score consists of four systems, each covering two measures. The instruments are SD (Snare Drum), Synth. (Synthesizer), and El. Guit. (Electric Guitar). The key signature is three sharps (F#, C#, G#) and the time signature is 8/8. Measure numbers 8, 10, 12, and 14 are indicated at the start of each system. The SD part is represented by a single staff with a double bar line at the beginning of each measure. The Synth. part is represented by two staves (treble and bass clef). The El. Guit. part is represented by a single staff. The notation includes various musical symbols such as notes, rests, and accidentals.

16

SD

Synth.

El. Guit.

8

18

SD

Synth.

El. Guit.

8

20

SD

Synth.

El. Guit.

8

22

SD

Synth.

El. Guit.

8

24

SD

Synth.

El. Guit.

8

26

SD

Synth.

El. Guit.

8

28

SD

Synth.

El. Guit.

8

30

SD

Synth.

El. Guit.

8

32

SD

Synth.

El. Guit.

8

34

SD

Synth.

El. Guit.

8

36

SD

Synth.

El. Guit.

8

38

SD

Synth.

El. Guit.

8

40

SD Synth. El. Guit.

8

42

SD Synth. El. Guit.

8

44

SD Synth. El. Guit.

8

46

SD Synth. El. Guit.

8

48

SD

Synth.

El. Guit.

8

50

SD

Synth.

El. Guit.

8

52

SD

Synth.

El. Guit.

8

54

SD

Synth.

El. Guit.

8

56

SD

Synth.

El. Guit.

8

58

SD

Synth.

El. Guit.

8

60

SD

Synth.

El. Guit.

8

62

SD

Synth.

El. Guit.

8

64

SD

Synth.

El. Guit.

This musical system covers measures 64 and 65. The SD (Synth Drum) part consists of two measures of a single double bar line. The Synth. (Synthesizer) part is written in bass clef with a key signature of three sharps (F#, C#, G#). In measure 64, it features a descending eighth-note scale starting on D4. In measure 65, it continues with a descending eighth-note scale starting on C#4. The El. Guit. (Electric Guitar) part is written in treble clef with the same key signature. It features a series of eighth-note chords and single notes, with a final eighth note in each measure tied to the next measure.

66

SD

Synth.

El. Guit.

This musical system covers measures 66 and 67. The SD (Synth Drum) part consists of two measures of a single double bar line. The Synth. (Synthesizer) part is written in bass clef with a key signature of three sharps (F#, C#, G#). In measure 66, it features a descending eighth-note scale starting on D4. In measure 67, it continues with a descending eighth-note scale starting on C#4. The El. Guit. (Electric Guitar) part is written in treble clef with the same key signature. It features a series of eighth-note chords and single notes, with a final eighth note in each measure tied to the next measure.