

Den Dome

Composer: Akari Kaida

Game: Mega Man Battle Network 4

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Automobile Brake Drums, Dome Arena ♩ = 185
 Automobile Brake Drums, Megaman Battle Network 4
 Automobile Brake Drums, Gameboy Advance

2

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

5

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

8

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

11

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

38

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

41

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

44

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

47

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

62

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

65

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

68

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

71

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

Detailed description of the musical score: The score is written for three staves, each labeled 'Aut. Brk. Dr.' (Automatic Break Drum). It consists of four systems of music, numbered 62, 65, 68, and 71. Each system contains three staves. The bottom staff of each system is characterized by a steady, rapid sequence of eighth notes, frequently grouped in triplets (indicated by a '3' over a bracket). The middle and top staves feature more complex and varied rhythmic patterns, including dotted rhythms, eighth notes, and rests. Many of these patterns are also grouped in triplets. The notation includes various musical symbols such as beams, slurs, and rests, indicating the timing and grouping of the notes. The overall style is that of a technical exercise or a specific rhythmic pattern for a break drum.

86

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

89

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

92

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

95

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

The musical score consists of four systems, each with three staves. The staves are labeled 'Aut. Brk. Dr.' on the left. The notation is complex, featuring many triplets (indicated by a '3' over a bracket) and sixteenth notes. The first system (86) has a key signature of one sharp (F#). The second system (89) has a key signature of two sharps (F# and C#). The third system (92) has a key signature of three sharps (F#, C#, and G#). The fourth system (95) has a key signature of four sharps (F#, C#, G#, and D#). The notation includes various musical symbols such as stems, beams, and rests, with some notes marked with '3' indicating triplets. The staves are labeled 'Aut. Brk. Dr.' on the left side of each system.

110

Aut. Brk. Dr.

The image shows a musical score for three staves, each labeled "Aut. Brk. Dr." on the left. The top staff begins with a treble clef and a key signature of one sharp (F#). It contains a complex melody with various note values, including eighth and sixteenth notes, and rests. There are several triplet markings (a bracket with the number 3) above and below the staff. The middle staff is mostly empty, with a few short horizontal lines indicating rests. The bottom staff contains a continuous pattern of eighth notes, with many of them grouped into triplets, indicated by a bracket with the number 3 below the staff. The score is divided into measures by vertical bar lines, and the piece ends with a double bar line.