

Crystal Man's Stage (5)

Composer: Mari Yamaguchi

Game: Mega Man V

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♩ = 120

Mallet Synthesizer, Track 1

Large Drum Kit, Percussion

Mallet Synthesizer, Track 3

2

Mal. Syn.

D. Kit

Mal. Syn.

4

Mal. Syn.

D. Kit

Mal. Syn.

6

Mal. Syn.

D. Kit

Mal. Syn.

8

Mal. Syn.

D. Kit

Mal. Syn.

10

Mal. Syn.

D. Kit

Mal. Syn.

12

Mal. Syn.

D. Kit

Mal. Syn.

14

Mal. Syn.

D. Kit

Mal. Syn.

16

Mal. Syn.

D. Kit

Mal. Syn.

18

Mal. Syn.

D. Kit

Mal. Syn.

20

Mal. Syn.

D. Kit

Mal. Syn.

22

Mal. Syn.

D. Kit

Mal. Syn.

24

Mal. Syn.

D. Kit

Mal. Syn.

26

Mal. Syn.

D. Kit

Mal. Syn.

28

Mal. Syn.

D. Kit

Mal. Syn.

30

Mal. Syn.

D. Kit

Mal. Syn.

32

Mal. Syn.

D. Kit

Mal. Syn.

34

Mal. Syn.

D. Kit

Mal. Syn.

36

Mal. Syn.

D. Kit

Mal. Syn.

38

Mal. Syn.

D. Kit

Mal. Syn.

40

Mal. Syn.

D. Kit

Mal. Syn.

42

Mal. Syn.

D. Kit

Mal. Syn.

44

Mal. Syn.

D. Kit

Mal. Syn.

46

Mal. Syn.

D. Kit

Mal. Syn.

48

Mal. Syn.

D. Kit

Mal. Syn.

The musical score for measures 48 and 49 is presented in three staves. The top staff, labeled 'Mal. Syn.', uses a treble clef and a key signature of two sharps (F# and C#). It starts with a whole note chord of F#4 and C#5, followed by a whole rest in measure 49. The middle staff, labeled 'D. Kit', uses drum kit notation with a snare drum on the top line and a kick drum on the bottom line. It features a rhythmic pattern of eighth notes and sixteenth notes with 'x' marks indicating cymbal hits. The bottom staff, labeled 'Mal. Syn.', uses a bass clef and a key signature of two sharps. It begins with a whole note chord of F#2 and C#3, followed by a whole rest in measure 49.