

Stage Clear (2)

Composer: Kinuyo Yamashita

Game: Mega Man X

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Automobile Brake Drums, Staff

♩ = 165

Automobile Brake Drums, Staff-1

Vibraphone, Staff-2

This musical score is for a 4/4 piece in 165 BPM. The top staff, 'Automobile Brake Drums, Staff', uses a snare drum (H) and features a complex rhythmic pattern with eighth and sixteenth notes, including triplets. The second staff, 'Automobile Brake Drums, Staff-1', also uses a snare drum (H) and plays a simpler pattern of eighth notes and rests. The third staff, 'Vibraphone, Staff-2', uses a treble clef (G) and plays a steady eighth-note pattern. The key signature has one sharp (F#).

3

Aut. Brk. Dr.

Aut. Brk. Dr.

Vib.

This section continues the musical score. The first staff, 'Aut. Brk. Dr.', continues the complex snare drum pattern with a triplet of eighth notes at the beginning. The second staff, 'Aut. Brk. Dr.', continues the simpler snare drum pattern. The third staff, 'Vib.', continues the eighth-note vibraphone pattern. The piece concludes with a double bar line.