

# Indoors

Composer: Akari Kaida

Game: Mega Man Battle Network

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

$\text{♩} = 120$

Mallet Synthesizer, Square Wave

Bass Guitar, Picked Bass

Automobile Brake Drums, Percussion

Measures 1-2 of the musical score. The Mallet Synthesizer (Square Wave) part consists of two staves. The right staff has a melody starting on G4, moving up to B4, then down to A4, G4, F4, E4, D4, C4. The left staff has a lower melody starting on G3, moving up to B3, then down to A3, G3, F3, E3, D3, C3. The Bass Guitar part is a single staff with a picked bass line starting on G2, moving up to B2, then down to A2, G2, F2, E2, D2, C2. The Automobile Brake Drums part is a single staff with a steady 4/4 drum pattern.

3

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

Measures 3-4 of the musical score. The Mallet Synthesizer (Square Wave) part continues with the same melody. The Bass Guitar continues with the same picked bass line. The Automobile Brake Drums continue with the same steady 4/4 drum pattern.

6

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

Measures 5-6 of the musical score. The Mallet Synthesizer (Square Wave) part continues with the same melody. The Bass Guitar continues with the same picked bass line. The Automobile Brake Drums continue with the same steady 4/4 drum pattern.

9

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

12

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

15

Mal. Syn.

B. Guit.

Aut. Brk. Dr.

Mal. Syn.

B. Guit.

Aut. Brk. Dr.