

Knightman's Stage (3)

Composer: Yuko Takehara

Game: Mega Man VI

pianogame.org

Shennai, Sq. Wave 1 ♩ = 100 ♩ = 70

Shennai, Sq. Wave 2

Contrabass, Bass

3 ♩ = 150

She.

She.

Cb.

6

She.

She.

Cb.

10

She.

She.

Cb.

13

She.  

She.  

Cb.  

16

She.  

She.  

Cb.  

18

She.  

She.  

Cb.  

21

She.  

She.  

Cb.  

23

She. 

She. 

Cb. 

26

She. 

She. 

Cb. 

29


She. 

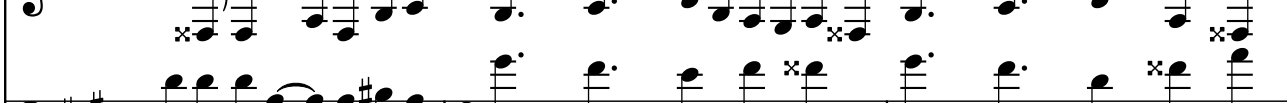
She. 

Cb. 

32

She. 

She. 

Cb. 

35

She.

She.

Cb.

38

She.

She.

Cb.

41

She.

She.

Cb.

45

She.

She.

Cb.

48

She.

She.

Cb.

51

She.

She.

Cb.

53

She.

She.

Cb.

56

She.

She.

Cb.

58

She. 

She. 

Cb. 

61

She. 

She. 

Cb. 

64

She. 

She. 

Cb. 

67

She. 

She. 

Cb. 

70

She.

She.

Cb.

Musical score for measures 70-71. The score is in 4/4 time with a key signature of three sharps (F#, C#, G#). It features three staves: Soprano (She.), Alto (She.), and Contrabass (Cb.). Measure 70 shows a melodic line in the Soprano and Alto parts, with the Contrabass providing a harmonic accompaniment. Measure 71 features a long, sustained note in the Soprano part, while the Alto and Contrabass parts continue their respective lines.

72

She.

She.

Cb.

Musical score for measures 72-73. The score is in 4/4 time with a key signature of three sharps (F#, C#, G#). It features three staves: Soprano (She.), Alto (She.), and Contrabass (Cb.). Measure 72 shows a melodic line in the Soprano part, with the Alto and Contrabass parts providing harmonic support. Measure 73 features a long, sustained note in the Soprano part, while the Alto and Contrabass parts continue their respective lines.