

# How To Play/ Team Select (2)

Composer: Shinsekai Gakkyoku Zatsugidan

Game: King of Fighters 2000, The

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

♩ = 125

Automobile Brake Drums, Percussion

Two staves of music for Automobile Brake Drums, Percussion. The top staff is in 9/32 time and the bottom staff is in 3/8 time. Both staves show a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

Electric Guitar, Track 4

A single musical staff for Electric Guitar, Track 4, in 9/32 time. The staff is mostly empty, with a few notes visible in the second measure.

Electric Guitar, Track 4

A single musical staff for Electric Guitar, Track 4, in 9/32 time. The staff is mostly empty, with a few notes visible in the second measure.

Aut. Brk. Dr.

A single musical staff for Aut. Brk. Dr. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff is mostly empty, with a few notes visible in the second measure.

El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff is mostly empty, with a few notes visible in the second measure.

Aut. Brk. Dr.

A single musical staff for Aut. Brk. Dr. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

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A single musical staff for Aut. Brk. Dr. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

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El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

El. Guit.

A single musical staff for El. Guit. in 9/32 time. The staff shows a dense, continuous pattern of notes, likely representing a drum machine or a heavily processed drum sound.

6

Aut. Brk. Dr.

El. Guit.

El. Guit.

7

Aut. Brk. Dr.

El. Guit.

El. Guit.

8

Aut. Brk. Dr.

El. Guit.

El. Guit.

9

Aut. Brk. Dr.

El. Guit.

El. Guit.

10

Aut. Brk. Dr.

El. Guit.

El. Guit.

This musical score is for an electronic drum kit (Aut. Brk. Dr.) and two electric guitars (El. Guit.). It consists of five systems, numbered 6 through 10. Each system contains three staves. The drum staff uses a standard drum notation with various rhythmic patterns, including eighth and sixteenth notes, and rests. The guitar staves use a standard guitar notation with various rhythmic patterns, including eighth and sixteenth notes, and rests. The score is written in a 4/4 time signature. The notation is complex, with many beamed notes and rests, indicating a fast and intricate piece of music. The score is written in a standard musical notation style, with a key signature of one sharp (F#) and a common time signature of 4/4. The score is written in a standard musical notation style, with a key signature of one sharp (F#) and a common time signature of 4/4. The score is written in a standard musical notation style, with a key signature of one sharp (F#) and a common time signature of 4/4.

11

Aut. Brk. Dr.

El. Guit.

El. Guit.

12

Aut. Brk. Dr.

El. Guit.

El. Guit.

13

Aut. Brk. Dr.

El. Guit.

El. Guit.

14

Aut. Brk. Dr.

El. Guit.

El. Guit.

15

Aut. Brk. Dr.

El. Guit.

El. Guit.

16

Aut. Brk. Dr.

El. Guit.

El. Guit.

17

Aut. Brk. Dr.

El. Guit.

El. Guit.

18

Aut. Brk. Dr.

El. Guit.

El. Guit.

19

Aut. Brk. Dr.

El. Guit.

El. Guit.

20

Aut. Brk. Dr.

El. Guit.

El. Guit.

21

Aut. Brk. Dr.

El. Guit.

El. Guit.

22

Aut. Brk. Dr.

El. Guit.

El. Guit.

23

Aut. Brk. Dr.

El. Guit.

El. Guit.

24

Aut. Brk. Dr.

El. Guit.

El. Guit.

25

Aut. Brk. Dr.

El. Guit.

El. Guit.

26

Aut. Brk. Dr.

El. Guit.

El. Guit.

27

Aut. Brk. Dr.

El. Guit.

El. Guit.

28

Aut. Brk. Dr.

El. Guit.

El. Guit.

29

Aut. Brk. Dr.

El. Guit.

El. Guit.

30

Aut. Brk. Dr.

El. Guit.

El. Guit.

31

Aut. Brk. Dr.

El. Guit.

El. Guit.



32

Aut. Brk. Dr. 

El. Guit. 

El. Guit. 


33

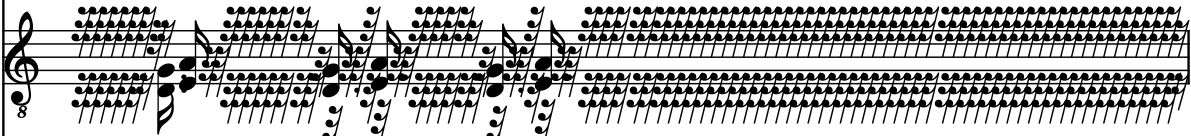
Aut. Brk. Dr. 


El. Guit. 

El. Guit. 

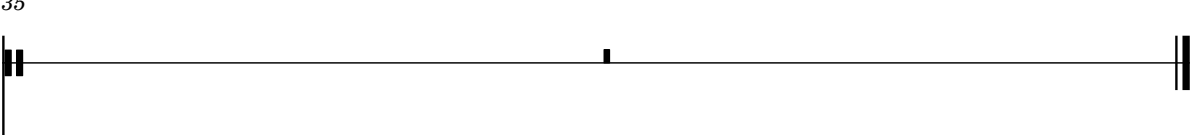
34

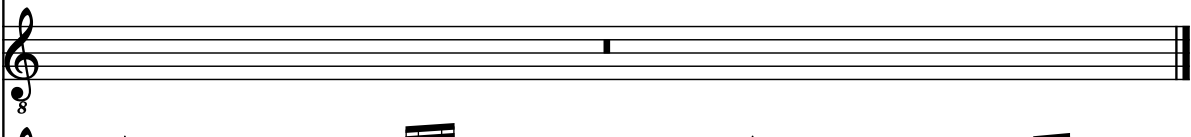
Aut. Brk. Dr. 

El. Guit. 

El. Guit. 

35

Aut. Brk. Dr. 

El. Guit. 

El. Guit. 