

RAXA

Composer: A música "RAXA" do jogo "Metal Gear Solid: Portable
Game: Metal Gear Solid: Portable Ops

pianogame.org

$\text{♩} = 140$

Chimes, MIDI Ch. 1

Snare Drum, MIDI Ch. 2

Timpani, MIDI Ch. 3

Measures 1-8: Chimes, MIDI Ch. 1; Snare Drum, MIDI Ch. 2; Timpani, MIDI Ch. 3.

9

Cme.

SD

Timp.

Measures 9-18: Cme., SD, Timp.

20

Cme.

SD

Timp.

Measures 20-29: Cme., SD, Timp.

30

Cme.

SD

Timp.

Measures 30-36: Cme., SD, Timp.

37

Cme.

SD

Timp.

Measures 37-46: Cme., SD, Timp.

47

Cme.

SD

Timp.

Measures 47-56: Cme., SD, Timp.

58

Cme.

SD

Timp.

This musical system covers measures 58 through 68. The Cymbal (Cme.) staff is in treble clef and contains a series of eighth notes. The Snare Drum (SD) staff is in a non-staffed format, represented by a horizontal line with vertical tick marks for each eighth note. The Tympani (Timp.) staff is in bass clef and also contains a series of eighth notes.

69

Cme.

SD

Timp.

This musical system covers measures 69 through 72. Measures 69, 70, and 71 continue the eighth-note pattern from the previous system. In measure 72, the Cymbal (Cme.) staff shows a final chordal structure with a double bar line. The Snare Drum (SD) staff shows a final chordal structure with a double bar line. The Tympani (Timp.) staff shows a final chordal structure with a double bar line.