

# Trial (XG)

Composer: Akari Kaida

Game: Mega Man Battle Network 5

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

$\text{♩} = 142$

Bass Synthesizer, Synth Bass 1 (Bassline)

Piano, Acoustic Grand (Chords)

Brass Synthesizer, Orchestra Hit (Background)

2

Synth.

Pno.

Synth.

4

Synth.

Pno.

Synth.

6

Synth.

Pno.

Synth.

8 ┌ 3 ┐ ┌ 3 ┐

Synth.

Pno.

Synth.

10 ┌ 3 ┐ ┌ 3 ┐

Synth.

Pno.

Synth.

12 ┌ 3 ┐ ┌ 3 ┐

Synth.

Pno.

Synth.

14 ┌ 3 ┐ ┌ 3 ┐

Synth.

Pno.

Synth.

16

3

Synth.

Pno.

Synth.

The musical score consists of three staves. The top staff is labeled 'Synth.' and uses a bass clef. The middle staff is labeled 'Pno.' and uses a treble clef. The bottom staff is labeled 'Synth.' and uses a treble clef. The key signature for all staves is three flats (B-flat, E-flat, A-flat). Above the first staff, there is a measure rest '16' and a triplet bracket '3' over the first three notes of the first measure. The first measure of the Synth. staff contains a triplet of eighth notes (B2, A2, G2) followed by a dotted quarter note (F2). The Pno. staff contains a dotted quarter note (B4) followed by a quarter note (A4). The Synth. staff contains a whole note (B2). The second measure of the Synth. staff contains a dotted quarter note (F2) followed by a quarter note (E2). The Pno. staff contains a dotted quarter note (B4) followed by a quarter note (A4). The Synth. staff contains a whole note (B2). The third measure of the Synth. staff contains a dotted quarter note (F2) followed by a quarter note (E2). The Pno. staff contains a dotted quarter note (B4) followed by a quarter note (A4). The Synth. staff contains a whole note (B2).