

Translation: gg Lyric:ナカメタル Music:のりぞー,村カワ基成

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A

Chorus

Vocals

Dig Dig Dig! Dig when I Wake Up. Dig Dig Dig! Dig when I Wake Up.

Guitar1

(Arranged for 7 Strings Guitar with Irregular Tuning: 7th String = Drop A)

Guitar2

(Arranged for 7 Strings Guitar with Irregular Tuning: 7th String = Drop A)

Guitar3

(Arranged for 7 Strings Guitar with Irregular Tuning: 7th String = Drop A)

Keyboard

(Synth.)

Bass

(Arranged for 6 Strings Bass with Irregular Tuning: 6th String = Drop A)

Drums

Percussion

The musical score is written for a chorus section. It features eight staves: Chorus, Vocals, Guitar1, Guitar2, Guitar3, Keyboard, Bass, and Drums/Percussion. The key signature is three sharps (F#, C#, G#) and the time signature is common time (C). The tempo is marked as 165 BPM. The Chorus staff shows a single note on the first line of the staff. The Vocals staff shows the lyrics 'Dig Dig Dig! Dig when I Wake Up. Dig Dig Dig! Dig when I Wake Up.' with corresponding notes. The Guitar1, Guitar2, and Guitar3 staves are marked with a common time signature and a note on the first line, with a note indicating they are arranged for 7 strings guitar with irregular tuning (7th string = Drop A). The Keyboard staff shows a synth line with notes and rests. The Bass staff is marked with a common time signature and a note on the first line, with a note indicating it is arranged for 6 strings bass with irregular tuning (6th string = Drop A). The Drums and Percussion staves show a simple drum pattern with notes on the first line.

7

Ch

Vo

Dig un - til the mor - ning!

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

Reverse

C⁵ B⁵ A⁵ E^b D⁵ C⁵ A⁵ E^b D⁵ A⁵ B^b⁵

2

11

Ch

V_o

Gtr1

C⁵ B⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E_b⁵ D⁵ A⁵ B_b⁵ C⁵ B⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E_b⁵ D⁵ A⁵ B_b⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

(Noise)

15

Ch

Vc

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

C⁵ B⁵ A⁵ E^b⁵ D⁵ C⁵ A⁵ E^b⁵ D⁵ A⁵ B^b_g⁵ C⁵ B⁵ A⁵ E^b⁵ D⁵ C⁵

Edit

Chorus

Vocals

Guitar 1

Guitar 2

Guitar 3

Keyboard

Bass

Drums

Percussion

4
18

Ch

Vc

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

A⁵ E^b5 D⁵ A⁵ B^b5 C⁵ B⁵ A⁵ E^b5 D⁵ C⁵ A⁵ E^b5 D⁵ A⁵ B^b5 Slicer

Slicer

21

Ch

V_o

Gtr1

C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵ A⁵ E^{b5} D⁵ A⁵ B^{b5} C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

24

Ch

V_o

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

D

Su - per awe-some pasghetti and meat balls

A⁵ B^b5 A⁵

0 + 0

26

Ch

Vo

Cu - tie Style Sai - lor Moon Rabbit and pony style is the best! Looks su -

Gtr1

C⁵ E^b⁵ D⁵ C⁵ A⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

Chorus (Ch): Two measures of whole rests.

Vocals (Vo): Lyrics: 'Cu - tie Style Sai - lor Moon Rabbit and pony style is the best! Looks su -'. The melody consists of eighth and sixteenth notes.

Guitar 1 (Gtr1): Chords C⁵, E^b⁵, D⁵, C⁵, and A⁵. The first measure has a whole rest, followed by a quarter rest, then the chords. The second measure has a whole rest.

Guitar 2 (Gtr2): Similar to Gtr1, with a whole rest in the first measure, a quarter rest, then the chords. The second measure has a whole rest.

Guitar 3 (Gtr3): Two measures of whole rests.

Keyboard (Key): A continuous melody of eighth and sixteenth notes, with some triplets.

Bass (Ba): A continuous melody of eighth and sixteenth notes, with some triplets.

Drums (Dr): A continuous pattern of eighth and sixteenth notes, with some triplets.

Percussion (Perc): A single hit on the first measure.

8
28

Ch

Vc

per du - per cool! What to do next? Mix - ing Cast -

Gtr1

C A⁵ D⁵ E^b5 D⁵ C⁵ A⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

This musical score is arranged in a multi-staff format. The top staff is for Chords (Ch), followed by Vocals (Vc) with lyrics. Below the vocals are two guitar staves (Gtr1 and Gtr2) with a third guitar staff (Gtr3) below them. The fifth staff is for the Keyboard (Key), the sixth for Bass (Ba), the seventh for Drums (Dr), and the eighth for Percussion (Perc). The score is divided into two measures by a double bar line. The first measure contains the lyrics 'per du - per cool!' and 'What to do next?'. The second measure contains 'Mix - ing Cast -'. The guitar parts feature a sequence of chords: C, A⁵, D⁵, E^b5, D⁵, C⁵, and A⁵. The drums include a triplet and a 3/4 note. The percussion part has a long note with a slur.

30

Ch

Vo

ing Weld - ing Shor - ing Which Dig - ging Dump - ing What's the time now?

Gtr1

D⁵ E^b5 D⁵ C⁵ A⁵ D⁵ E^b5 D⁵ C⁵ A⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

Detailed description of the musical score: The score is for a song, page 9. It consists of eight staves. The Chorus (Ch) staff has three measures of whole rests. The Vocals (Vo) staff has three measures of music with lyrics: 'ing Weld - ing Shor - ing Which', 'Dig - ging Dump - ing', and 'What's the time now?'. The Guitar 1 (Gtr1) staff has three measures of music with power chords: D⁵, E^b5, D⁵, C⁵, A⁵, D⁵, E^b5, D⁵, C⁵, A⁵. The Guitar 2 (Gtr2) staff has three measures of music with a melodic line. The Guitar 3 (Gtr3) staff has three measures of whole rests. The Key staff has three measures of whole rests. The Bass (Ba) staff has three measures of music with a melodic line. The Drums (Dr) staff has three measures of music with a pattern of eighth notes and a snare drum. The Percussion (Perc) staff has three measures of music with a single eighth note.

33

E

Ch

V_o

Gtr1

C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵ A⁵ E^{b5} D⁵ A⁵ B^{b5} C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵ A⁵ E^{b5} D⁵ A⁵ B^{b5}

Gtr2

Gtr3

Key

Ba

Dr

Perc

37

Ch

V_o

Gtr1

C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵ A⁵ E^{b5} D⁵ A⁵ B^{b5} C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

12

41

F

Ch

Vc

The freez - er has icecream and chocolate its Par - ty Time Don't eat

A⁵ D⁵ E^b₅ D⁵ C⁵ A⁵ D⁵ E^b₅ D⁵ C⁵

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

43

Ch

V_o

the magic cac tus or you hear crazy colors and see echoes Dan - ge-rous! What to do

Gtr1

A⁵ D⁵ E^{b5} D⁵ C⁵ A⁵ A⁵ D⁵ E⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

14

45

Ch



V_o



next? Mix - ing Cast - ing Welding Shor - ing Which Dig - ging Dump - ing What's the tir

Gtr1



A⁵ D⁵ E^b₅ D⁵ C⁵ A⁵ D⁵ E^b₅ D⁵ C⁵ A⁵ D⁵ E^b₅ D⁵ C⁵ A⁵

Gtr2



Gtr3



Key



Ba



Dr



Perc



49 **G**

Ch
Neighbors don't care what is be - low their feet. They don't know 'cause it's fif -

Vo
Neighbors don't care what is be - low their feet. They don't know 'cause it's fif -

Gtr1
Am M M M M M M g F M M M M M Dm M M M M M M

Gtr2
M M M M M M g M M M M M M M M M M M M

Gtr3
-

Key
F#m

Ba
8

Dr
* x x x x 0 + x x x x x 0 + 0 + x x x x x 0

Perc
-

[illegible]

56

Ch

- ried a-live. Dig Dig Dig! Dig when I Wake Up.

Vo

- ried a-live. You too? Dig Dig Dig! Dig when I Wake Up.

Gtr1

E_g A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

(Hand Clap)

59

Ch

Too much dirt! So mud - dy! So mud-dy! Dig Dig Dig! I have got to Hurry Up

Vo

Too much dirt! So mud - dy! So mud-dy! Dig Dig Dig! I have got to Hurry Up

Gtr1

A F#m D E A F#m D E

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

63

Ch

Must be done by morning! Dig Dig Dig! Don't have time to Make Up.

Vo

Must be done by morning! Dig Dig Dig! Don't have time to Make Up.

Gtr1

A F#m Bm g E A F#m D E

Gtr2

g

Gtr3

Key

Ba

8

Dr

Perc

Detailed description of the musical score: The score is for a song, page 19. It features eight staves. The top two staves are for Chorus (Ch) and Vocals (Vo), both with the same lyrics: 'Must be done by morning! Dig Dig Dig! Don't have time to Make Up.' The third staff is for Guitar 1 (Gtr1), showing chords A, F#m, Bm, g, E, A, F#m, D, and E. The fourth staff is for Guitar 2 (Gtr2), featuring a melodic line with a 'g' (grace note) above the fifth measure. The fifth staff is for Guitar 3 (Gtr3), which is mostly empty. The sixth staff is for Key, showing a key signature change from A major to D major (two sharps) in the second and fourth measures. The seventh staff is for Bass (Ba), showing a steady eighth-note rhythm. The eighth staff is for Drums (Dr), featuring a complex pattern of eighth and sixteenth notes. The ninth staff is for Percussion (Perc), showing a simple pattern of eighth and sixteenth notes.

Ch

67

Vo

Gtr1

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

71

Ch

Dig un - til the mor-ning!

V_o

Dig un - til the mor-ning!

Gtr1

A F[#]m Bm g E A C⁵ B⁵ A⁵ E^{b5} D⁵ C⁵

Gtr2

g

Gtr3

Key

Ba

Dr

Perc

(Noise)

74

Ch

$$V_0$$

Gtr 1

Gtr²

Gtr

Ke

B3

A

Pe

A^5 $E\flat^5$ D^5 A^5 $B\flat^5$ C^5 B^5 A^5 $E\flat^5$ D^5 C^5 A^5 $E\flat^5$ D^5 $B\flat^5$
 Pitch Down Slicer

Pitch Down Slicer

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is written for a guitar ensemble (Gtr1, Gtr2, Gtr3), bass (Ba), drums (Dr), and percussion (Perc). The score is in 4/4 time and features a key signature of one sharp (F#).

The guitar parts (Gtr1, Gtr2, Gtr3) are written in treble clef. Gtr1 and Gtr2 play a complex, melodic line with many accidentals, while Gtr3 plays a simple, rhythmic pattern. The bass part (Ba) is written in bass clef and plays a simple, rhythmic pattern. The drums (Dr) and percussion (Perc) parts are written in common time and play a simple, rhythmic pattern.

The score is divided into two systems. The first system contains measures 1 through 8, and the second system contains measures 9 through 16. The key signature changes from one sharp to one flat (Bb) in measure 9.

The guitar parts are written in a style that is typical of the 1960s folk-rock genre, with a focus on melodic lines and complex chord structures. The bass part is written in a style that is typical of the 1960s folk-rock genre, with a focus on a simple, rhythmic pattern. The drums and percussion parts are written in a style that is typical of the 1960s folk-rock genre, with a focus on a simple, rhythmic pattern.

24
79

Ch

V_o

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

C⁵ B⁵ A⁵ E^b₅ D⁵ C⁵ A⁵ B^b₅

Slicer

Slicer

When

The musical score is arranged in a multi-staff format. The top staff is for Chorus (Ch), followed by a vocal line (V_o). The guitar section consists of three staves: Gtr1, Gtr2, and Gtr3. Gtr1 and Gtr2 both feature a 'Slicer' effect, indicated by a 'x' symbol above the notes. The key signature changes from C major to E-flat major, marked by a double slash with a flat symbol. The bass line (Ba) and drum line (Dr) provide the harmonic and rhythmic foundation. The percussion line (Perc) includes a snare drum and a kick drum. The lyrics 'When' are written below the vocal line.

81 **F-2x**

Ch

Vo

there's a cave in you have to run for your life! Fun - ny Face Don't wait!

Gtr1

A⁵ D⁵ E^b5 D⁵ C⁵ A⁵ D⁵ E^b5 D⁵ C⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

Ch

83

Vo

Forget the shovel and just get out of there as fast as you can! Way too fast! What to do

Gtr1

A⁵ D⁵ E^{b5} D⁵ C⁵ A⁵ A⁵ D⁵ E⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

85

Ch

V_o

next? Mix - ing Cast - ing Welding Shor - ing Which Dig - ging Dump - ing What's the time

Gtr1

A⁵ D⁵ E^{b5} D⁵ C⁵ A⁵ D⁵ E^{b5} D⁵ C⁵ A⁵ D⁵ E^{b5} D⁵ C⁵ A⁵

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

89

G-2x

Ch



Neighbors don't care what is be - low their feet. They don't know 'cause it's fif -

Vc



Neighbors don't care what is be - low their feet. They don't know 'cause it's fif -

Gtr1

Am

M M M M M M g

F

M M M M M

Dm

M M M M M



Gtr2

M M M M M M g

M M M M M

M M M M M



Gtr3



Key



Ba



Dr



Perc



92

Ch

ty feet deep. Got lots of dirt to car - ry outside. I

Vo

ty feet deep. Got lots of dirt to car - ry outside. I

Gtr1

Em M M M M M Am M M M M M M g F M M M M M

Gtr2

M M M M M M M M M g M M M M M

Gtr3

Key

Ba

Dr

Perc

H-2x

Ch
don't care if I am bu - ried a-live! Dig Dig Dig! Dig

Vo
don't care if I am bu - ried a-live! You too? Dig Dig Dig! Dig

Gtr1
Dm M M M M M M M E_g A F#m

Gtr2

Gtr3

Key

Ba
8

Dr
+ 0 + 0 + 0 + 0 + 0

Perc
(Hand Clap)

98

Ch

when I Wake Up. Too much dirt! So mud - dy! So mud - dy!

Vo

when I Wake Up. Too much dirt! So mud - dy! So mud - dy!

Gtr1

D E A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

32101

Ch

Dig Dig Dig! I have got to Hurry Up Must be done by morning!

Vo

Dig Dig Dig! I have got to Hurry Up Must be done by morning!

Gtr1

A F#m D E A F#m Bm g E A

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

105

Ch

Dig Dig Dig! Don't have time to Make Up. Too much dirt! So mud - dy! So mud-dy!

Vo

Dig Dig Dig! Don't have time to Make Up. Too much dirt! So mud - dy! So mud-dy!

Gtr1

F#m D E A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

34

109

Ch

Dig Dig Dig! Now my hole is Version Up Dig un - til the mor-

Vo

Dig Dig Dig! Now my hole is Version Up Dig un - til the mor-

Gtr1

A F#m D D A F#m Bm

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

112

Ch

- ning!

Vc

- ning!

Gtr1

Bm_g E A_g C⁵ B⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E⁵ D⁵ A⁵ B_b⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

(Noise)

Detailed description of the musical score: The score is for measures 112, 113, and 114. Measure 112: Chorus and Voice enter with the syllable '- ning!'. The guitar parts (Gtr1 and Gtr2) play a Bm chord with a low E string drone (marked 'g'). Measure 113: The vocal parts continue with '- ning!'. The guitar parts continue with the Bm chord and drone. Measure 114: A guitar solo begins. The key signature changes to D major (two sharps). The guitar parts play a series of power chords: C⁵, B⁵, A⁵, E_b⁵, D⁵, C⁵, A⁵, E⁵, D⁵, A⁵, and B_b⁵. The keyboard part plays a melodic line. The bass part plays a rhythmic line. The drums play a pattern with asterisks indicating specific drum sounds. The percussion part includes a noise element.

36

115

Ch

V_o

Gtr1

C⁵ B⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E_b⁵ D⁵ A⁵ B_b⁵ C⁵ A⁵ E_b⁵ D⁵

Gtr2

Gtr3

Key

Ba

Dr

Perc

118

Ch

V_o

Gtr1

Gtr2

Gtr3

Key

Ba

Dr

Perc

C⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E_b⁵ D⁵ C⁵ A⁵ E_b⁵ D⁵

fr

Edit

The musical score is written for 118 measures, with the final measure being measure 37. The score is organized into eight staves, each representing a different instrument or vocal part. The key signature is D major, indicated by two sharps (F# and C#) at the end of each staff. The staves are labeled as follows: Ch (Chorus), Vo (Vocals), Gtr1 (Guitar 1), Gtr2 (Guitar 2), Gtr3 (Guitar 3), Key (Keyboard), Ba (Bass), Dr (Drums), and Perc (Percussion). The Gtr1 staff contains a sequence of chords: C⁵, A⁵, E_b⁵, D⁵, C⁵, A⁵, E_b⁵, D⁵, C⁵, A⁵, E_b⁵, and D⁵. The Gtr2 staff features a melodic line with a wavy line indicating a fast or tremolo effect. The Ba staff shows a complex rhythmic pattern with many sixteenth notes. The Dr staff has a series of 'x' marks indicating drum hits. The Perc staff has a few isolated notes. The Ch and Vo staves are mostly empty, with some notes at the end of the piece. The Key staff has a few notes at the end of the piece.

K

121

Ch

Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig! Dig!

V_o

Dig Dig Dig! Dig when I Wake Up. Too much dirt! So mud - dy! So mud - dy!

Gtr1

N.C.

g g

Gtr2

g g

Gtr3

Key

Ba

8

Dr

Ele.Drs.

(Ele.Drs.)

Perc

(Hand Clap)

[illegible]

128

Ch

- ning! Dig Dig Dig! Don't have time to Make Up.

Vo

- ning! Dig Dig Dig! Don't have time to Make Up.

Gtr1

E A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

131

Ch

Too much dirt! So mud - dy! So mud-dy! Dig Dig Dig! Now my hole is Version Up

Vo

Too much dirt! So mud - dy! So mud-dy! Dig Dig Dig! Now my hole is Version Up

Gtr1

A F#m D E A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

131

135

Ch

Dig un - til the mor - ning! Dig Dig Dig! Dig

Vc

Dig un - til the mor - ning! Dig Dig Dig! Dig

Gtr1

A F#m Bm g E A A F#m

Gtr2

g

Gtr3

Key

Ba

Dr

Perc

138

Ch



when I Wake Up.

Vo



when I Wake Up.

Gtr1



D E A F#m D E

Gtr2



Gtr3



Key



Ba



Dr



Perc



44
141

Ch

Dig Dig Dig! Dig when I Wake Up.

Vo

Dig Dig Dig! Dig when I Wake Up.

Gtr1

A F#m D E A F#m Bm Bm E A

Gtr2

Gtr3

Key

Ba

Dr

Perc

145

Ch

Dig Dig Dig! Dig when I Wake Up.

Vo

Dig Dig Dig! Dig when I Wake Up.

Gtr1

F#m D E A F#m D E

Gtr2

Gtr3

Key

Ba

Dr

Perc

Chorus (Ch): Dig Dig Dig! Dig when I Wake Up.

Vocals (Vo): Dig Dig Dig! Dig when I Wake Up.

Guitar 1 (Gtr1): F#m D E A F#m D E

Guitar 2 (Gtr2): [Solo line]

Guitar 3 (Gtr3): [Solo line]

Key: [Solo line]

Bass (Ba): [Solo line]

Drums (Dr): [Solo line]

Percussion (Perc): [Solo line]

46
149

Ch

Dig Dig Dig! Dig when I Wake Up. Dig un - til the mor-

Vo

Dig Dig Dig! Dig when I Wake Up. Dig un - til the mor-

Gtr1

A F#m D E A F#m Bm

Gtr2

Gtr3

Key

Ba

8

Dr

Perc

Detailed description: This is a musical score for a song, spanning measures 149 to 152. The score is written for a band consisting of Chorus (Ch), Vocals (Vo), Guitar 1 (Gtr1), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Key, Bass (Ba), Drums (Dr), and Percussion (Perc). The key signature is three sharps (F#, C#, G#). The lyrics are 'Dig Dig Dig! Dig when I Wake Up. Dig un - til the mor-'. The guitar parts feature chords A, F#m, D, E, A, F#m, and Bm. The drums play a steady eighth-note pattern with occasional accents. The percussion part has a simple rhythmic pattern.

152

Ch

- ning!

V_o

- ning!

Gtr1

σ_α E A_{σ_α}

Gtr2

σ_α σ_α σ_α

Gtr3

Key

Ba

8

Dr

Perc

Chorus (Ch) and Voice (V_o) parts are in treble clef. The Chorus part has the lyrics '- ning!'. The Voice part has the lyrics '- ning!'. The Guitar 1 (Gtr1) part is in treble clef and has the notes σ_α, E, and A_{σ_α}. The Guitar 2 (Gtr2) part is in treble clef and has the notes σ_α, σ_α, and σ_α. The Guitar 3 (Gtr3) part is in treble clef and has a quarter rest. The Key part is in treble clef and has a quarter rest. The Bass (Ba) part is in bass clef and has the notes 8, and a triplet of eighth notes. The Drums (Dr) part is in treble clef and has a triplet of eighth notes and a quarter note. The Percussion (Perc) part is in treble clef and has a quarter note.