

## Pulse of the Pursuit

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**INTRO** Upbeat Rock ♩ = 168

The musical score is arranged in a system of staves. The top five staves are for Synth Leads 1-4 and Synth Bass, all in 4/4 time with whole rests. The next three staves are for Electric Guitars 1-3. Electric Guitars 1 and 2 have whole rests. Electric Guitar 3 has an 'Overdrive' effect and plays a continuous eighth-note pattern starting on G4, marked with a forte *f* dynamic. The Bass Guitar staff has a 'Clean' effect and plays a continuous eighth-note pattern starting on G2, also marked with a forte *f* dynamic. The Drum Set staff is in 4/4 time, marked with a forte *f* dynamic, and features a consistent pattern of snare and bass drum hits, with some cymbal accents in the final measure.

Synth Lead 1

Synth Lead 2

Synth Lead 3

Synth Lead 4

Synth Bass

Electric Guitar 1

Electric Guitar 2

Electric Guitar 3

Overdrive

*f*

Clean

Bass Guitar

*f*

Drum Set

*f*

## Crunchy Distorted

5

E.Gtr. 1 *f* P.M. P.M. P.M. P.M. P.M.

E.Gtr. 3 *mf*

Bass *mf*

D. S. 5

## 9 Wah Wah Bass Patch

S. Bass *mp*

9

E.Gtr. 1 P.M. P.M. P.M. P.M. P.M.

E.Gtr. 3

Bass

D. S. 9

**A** Soaring Square Lead

S. Lead 1 *f*

Smooth Synth Lead *8va*

S. Lead 2 *f*

S. Bass *mp*

E.Gtr. 1 *mf* P.M. P.M. P.M. P.M. P.M.

E.Gtr. 3 *mf*

Bass *mf*

D. S. *f*

13

17

S. Lead 1 *(8va)*

S. Lead 2

S. Bass

E.Gtr. 1 P.M. P.M. P.M. P.M. P.M.

E.Gtr. 3

Bass

D. S.

17

**B**

S. Lead 1

S. Lead 2

S. Bass

E.Gtr. 1

E.Gtr. 3

Bass

D. S.

21

P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---|

25

(8va)

25

P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---| P.M.---|

C

S. Lead 3

E.Gtr. 1

E.Gtr. 3

Bass

D. S.

*f*

*mf*

*mf*

*f*

S. Lead 3

E.Gtr. 1

E.Gtr. 3

Bass

D. S.

33 Synth Saxophone Patch

*accel.*

A Need for Speed! ♩ = 205

D

37

S. Lead 3

S. Lead 4

FM Trumpet Patch

E.Gtr. 1

E.Gtr. 3

Bass

D. S.

41

S. Lead 1

S. Lead 2

S. Lead 3

S. Lead 4

E.Gtr. 1

E.Gtr. 3

Bass

D. S.

*f*

*mf*

*mf*

*f*

*f*

*8va*

*mf*

*f*

The musical score is for a piece titled "Pulse of the Pursuit" by "A Need for Speed!". It features a tempo of 205 beats per minute. The score is divided into two systems. The first system starts at measure 37 and includes staves for S. Lead 3, S. Lead 4, E.Gtr. 1, E.Gtr. 3, Bass, and D. S. S. Lead 3 and 4 have melodic lines with a key signature of one flat and a common time signature. E.Gtr. 1 and 3 play a rhythmic pattern of eighth notes. The Bass and D. S. (Drum) parts provide a steady beat. Dynamics include *f* (forte) and *mf* (mezzo-forte). A "FM Trumpet Patch" is indicated for S. Lead 4. The second system starts at measure 41 and includes staves for S. Lead 1, S. Lead 2, S. Lead 3, S. Lead 4, E.Gtr. 1, E.Gtr. 3, Bass, and D. S. S. Lead 1 and 2 have melodic lines, with S. Lead 2 featuring an octave shift marked "8va". E.Gtr. 1 and 3 continue their rhythmic pattern. Dynamics include *f* and *mf*. The score is written in a standard musical notation style with a key signature of one flat and a common time signature.

45

S. Lead 1

S. Lead 2

E.Gtr. 1

E.Gtr. 2

E.Gtr. 3

Bass

D. S.

Crunchy Distorted

*mf*

P.M. P.M. P.M.

49

S. Lead 1

S. Lead 2

E.Gtr. 1

E.Gtr. 2

E.Gtr. 3

Bass

D. S.

P.M. P.M. P.M. P.M. P.M.

53

E.Gtr. 1

E.Gtr. 3

Bass

53

D. S.

The musical score is for a piece titled "Pulse of the Pursuit" on page 8. It features four staves: E.Gtr. 1 (Electric Guitar 1), E.Gtr. 3 (Electric Guitar 3), Bass, and D. S. (Drum Set). The key signature is one flat (B-flat). The E.Gtr. 1 staff starts with a measure number of 53 and contains a series of chords. The E.Gtr. 3 and Bass staves contain a series of eighth notes. The D. S. staff contains a series of eighth notes and a final measure with a drum roll. The score is divided into two systems by a double bar line.