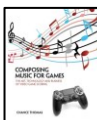


172 bpm Am +11 +13 <i>fortissimo</i>	 Am +5 E/G# +6 <	 Am 5/6/5 <	 F6 B/F A6/F	 Am/E E7 Am/E	 Abm/E F/E Am C/E	Combat➔
86 bpm Am <i>forte</i>	 E/G# <	 Am F6 <	Quest			 Cm/Eb <i>mf cresc f cresc ff</i>	
43 bpm Exploration				 Am/E	 Cm/Eb <i>mp cresc m cresc f</i>		

172 bpm Combat	 Dm +11 Dm +5aug <	 Dm7(4) Dm7(4-3) Bb/D Dm7(-3)	 Cm Fm/C <	 Gm/C <i>ff cresc</i>	 Cm+5 <i>fff</i>	 Cm+5
86 bpm Am/E Fm/E <i>forte</i>	Quest		 Cm <	 f cresc	 Cm+5 <i>ff</i>	
43 bpm Am/E Dm <i>mezzo-forte</i>			Exploration			



From the Book, **COMPOSING MUSIC FOR GAMES**

by Chance Thomas

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