SONG OF STROMS:

"The Legend of Zelda," a popular video game that originated during my brother Michael's time, features a captivating song called "Song of Storms", music by Koji Kondo. With a mesmerizing melody, this recurring song in the series has captured my heart and imagination, even though I am eight years younger than my brother. Its enchanting tune resonates deeply with me, leaving a lasting impression.

In "The Legend of Zelda: Ocarina of Time," Adult Link learns the enchanting "Song of Storms" from the Phonogram Man inside the Kakariko Windmill. This magical melody holds incredible powers. When played, it can summon rain, unveil secret grottoes, and even water Magic Bean sprouts, causing them to produce Fairies.

Throughout the vast lands of Hyrule, there are special areas where Navi, Link's fairy companion, turns green. In these moments, if Link plays the "Song of Storms," a wingless Fairy is summoned, ready to restore his Hearts and Magic Meter, revitalizing his energy for further adventures.

Interestingly, the effects of this mystical song extend even further. Suppose Link plays the "Song of Storms" inside the Kakariko Windmill as a child. In that case, its mesmerizing tune accelerates the windmill's rotation dramatically. This sudden surge in speed causes the well to drain, granting access to the mysterious depths of the Bottom of the Well, where new challenges and secrets await.

Immerse yourself in the "The Legend of Zelda" world and let the "Song of Storms" take you on a journey filled with magic, discovery, and unforeseen possibilities.

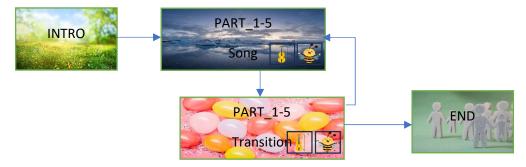
MUSIC:

"Song of Storms" is a captivating composition in a 3/4 time signature. It features an 8-measure intro leading into the 16-measure main theme. The music can play indefinitely with seamless looping potential, creating a mesmerizing effect.

Despite its concise length of 24 measures, the piece utilizes various instrumentations to add diversity and captivating effects. In our project, we plan to loop the song five times, accompanied by a compelling storytelling element.

ARRANGEMENT:

This is our current proposal, subject to change as we progress further in our project.



Introduction: Ship in the stormy sea.

Music:

Piano: "Song of Storms" arranged by Erik Correll

https://www.musicnotes.com/sheetmusic/mtd.asp?ppn=MN0200607

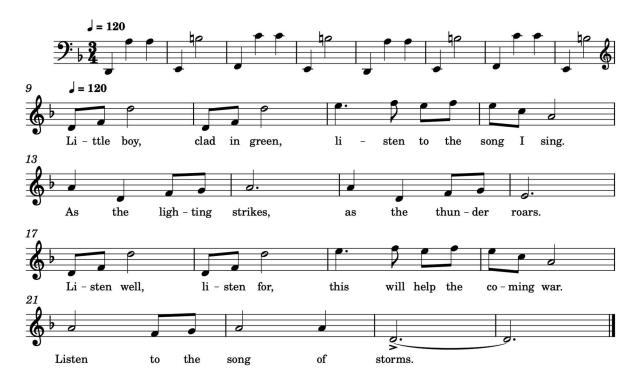
Instrument (Piano - Jeffrey)

PART_I: Fantasy Landscape, Link (Green), rain drops, raining.

Music:

https://musescore.com/user/14101051/scores/3014006/piano-tutorial

Song Of Storms



Singer(s): Amie & Brandon Instruments (Piano – Jeffrey, Flute – Jessica)

PART_II: Seaside, Sailboat departing dawn for adventure.

Music:

https://musescore.com/user/4898556/scores/4991443

嵐の歌_MERROW





嵐の歌_NAKUMO





Singer(s): Al Singers, MERROW & NAKUMA, https://studio-neutrino.com/

Instrument (Chuck Programming) & (Google Nsynth Super)

風よ海よ空を舞う鳥よ 声を上げて雲を唄え 河を走る その歌人は 嵐を唄う

Translation:

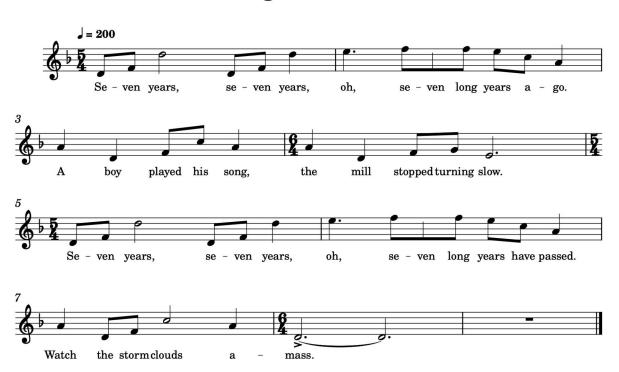
O wind, oh sea, oh birds flying in the sky Raise your voice and sing the clouds. The poet who runs along the river Sing song of storms

PART_III: Happy memory, light rhythm (Jazz) for dancing

Music:

https://musescore.com/user/20943631/scores/6647057

Song Of Storms



Singer(s): Brandon

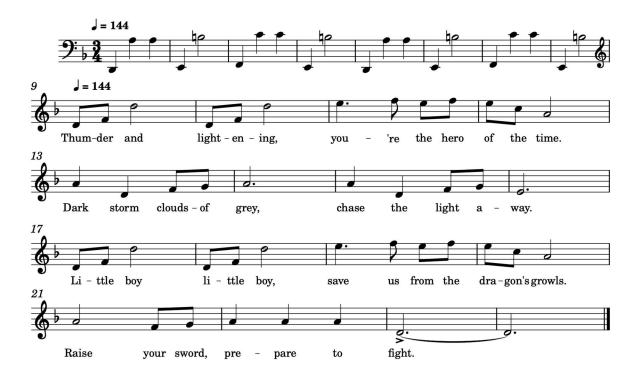
Instrument (Piano - Jeffrey)

PART_IV: Storm coming, Dragons coming, prepare to fight.

Music:

https://musescore.com/user/25041816/scores/7450472

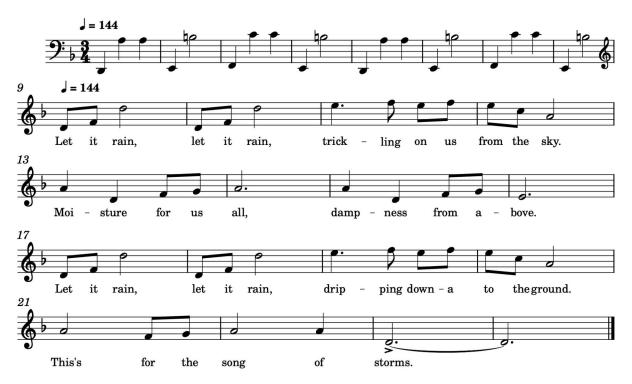
Song Of Storms



Singer(s): Wendy, Jessica Instrument: (Piano – Frank)

PART_V:
Music:
https://musescore.com/user/25041816/scores/7450472

Song Of Storms



Singer(s): ALL

Instrument: (Piano – Frank)

End:

Main Instrument (Piano): Frank