

WOODWINDS

BRASS

PERCUSSION

STRINGS

Piccolo (p.72)

Flute 1 (p.76)

Flute 2 (p.82)

Clarinet 1 (p.87)

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Bass Clarinet (p.103)

Alto Sax 1 (p.107)

Alto Sax 2 (p.112)

Alto Sax 3 (p.116)

Tenor Sax (p.119)

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F Horn 1 (p.126)

Horn in F 2 (p.129)

Trumpet 1 (p.132)

Trumpet 2 (p.135)

Trumpet 3 (p.138)

Trombone 1 (p.141)

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Euphonium (p.149)

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Timpani (p.157)

Piano (p.161)

Vibraphone (p.171)

Jacky (p.174)

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Frankie (p.181)

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Cello 1 (p.213)

Cello 2 (p.220)

Contrabass 1 (p.227)

Contrabass 2 (p.233)

Video Games and Music

Arr. Tubbs

S. 28 29 30 31 32 33 34 35 36

A.

Fl.

Fl. 1

Fl. 2

B. Cl.

Sax. 1

Sax. 2

Bsn.

Thbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Toms

BD

Con.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

Fl.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Toms

Tiger

BD

Con.

Cme.

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

37 38 39 40 41 To Piccolo 42 43 44 45

46 47 48 49 50 51 52 53

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Toms

BD

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

(arco) marc.

Ch. 1

Ch. 2

54 55 56 57 58 59 60 61 62

B. *f*

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Toms

SD

BD

Con.

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

To Flute

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Ban.

Hn. in F 1

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Toms

BD

Con.

Tam.

Vln. 1

Vln. 2

Vln. 3

Ve. 1

Ve. 2

Ch. 1

Ch. 2

J = 75

开机

Piano

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

J = 80 Legends of Azeroth

Clarinet in B_♭ 1

Clarinet in B_♭ 3

Bass Clarinet

Bassoon

Horn in B

Horn in F 2

Trombone

Trombone 2

Euphonium

Tuba

Timpani

Piano

To Chinese Tom-Toms

To Anvil

To Bass Drum

To Tambourine

To Suspended Cymbal

To Tam-tam

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

10

8 9 10 11 12 13

Cl. in Bb 1
Cl. in Bb 2
Cl. in Bb 3
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
Bsn.

Hn. in F
Hn. in F 2
Tbn.
Thn. 2
Euph.
Tba.
Timp.

Pno.

Ch. Toms
Anv.
BD
Tamb.
Sus. Cym.
Tam

Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

14 15 16 17 18 19 20 21

Fl.
Fl. 1
Fl. 2
Cl. in Bb 1
Cl. in Bb 2
Cl. in Bb 3
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
Bsn.
Hn. in F 1
Hn. in F 2
Tbn.
Tbn. 2
Euph.
Tba.
Timp.
Pno.
Ch. Toms
Anv.
BD
Tamb.
Sus. Cym.
Tam
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

12

Fl.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Thbn.

Tbn. 2

Euph.

Tba.

Pno.

Ch. Toms

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

This page contains ten staves of musical notation, each representing a different instrument or section of the orchestra. The instruments listed on the left are Flute, Clarinet in B_b, Bassoon, Alto Saxophone, Tenor Saxophone, Horn in F, Trombone, Euphonium, Tuba, Piano, and various strings (Violin, Cello, Double Bass). The music is divided into measures numbered 22 through 30. In measure 22, the Flute has a sustained note. Measures 23 and 24 show the Flutes playing eighth-note patterns. Measures 25 and 26 feature sustained notes from the Clarinets and Bassoon. Measures 27 through 30 include dynamic markings such as *mf* (mezzo-forte) and *f* (forte). The piano part in measure 28 shows a series of eighth-note chords. Measures 29 and 30 conclude with sustained notes from the strings.

Fl. *mf*

Fl. 1 *mf*

Fl. 2 *mf*

Cl. in B_b 1 *v*

Cl. in B_b 2 *v*

Cl. in B_b 3 *v*

B. Cl. *sp*

A. Sax. 1 *mf*

A. Sax. 2 *mf*

Ban. *mp*

Hn. in F *mf*

Hn. in F 2 *mf*

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn. *sp*

Tbn. 2 *mp*

Euph. *mp*

Tba. *mp*

Pno.

Ch. Toms *p*

Tam

Vln. 1 *mf*

Vln. 2 *mf*

Vln. 3 *mp*

Vc. 1 *mf*

Vc. 2 *mp*

Cb. 1 *mp*

Cb. 2 *mp*

14

Fl. 38 39 40 41 42 43 44 45 46 47

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Pno.

Ch. Toms

Anv.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

48 49 50 51 52 53 54 55 56

Fl.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Ch. Toms

Anv.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

16

57 58 59 60 61

S.

A.

B.

Fl.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Ch. Toms

Av.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

J = 75 **关机**

Piano arco

Violin 1 arco

Violin 2 arco

Violin 3 arco

Violoncello 1 arco

Violoncello 2 arco

Contrabass 1 arco

Contrabass 2 arco

J = 110 **The Dream of Flight**

To Piccolo

Piccolo 1 2 3 4 5 6 7 8 9

Piano mp p

Percussion - Aurora

To Marimba (single staff)

Marimba

To Snare Drum

Snare Drum

Bass Drum To Bass Drum

Suspended Cymbal

To Chimes

Chimes

To Tam-tam

Tam-tam div. ppp

Violin 1 pp

Violin 2 p

Violin 3 pp

Violoncello 1 pp

Violoncello 2 pp

Contrabass 1 pp

Contrabass 2 pp

10 11 12 13 14 15 16 17 18

S. *p* U na vol ta che a-vrai Spie ca to II vo lo de ci de rai

A. *p* U na vol ta che a-vrai Spie ca to II vo lo de ci de rai

Cl. in Bb 1 *p*

Cl. in Bb 2 *p*

Cl. in Bb 3 *p*

B. Cl. *p*

Pno. *p*

Aurora

Sus. Cym.

Vln. 1 *mp*

Vln. 2

Vln. 3

Vc. 1 pp div.

Vc. 2 pp div.

Cb. 1 pp

Cb. 2 pp

18

19 20 21 22 23 24 25 26 27

S. Sguar - do ver - so II ciel — sa-prai. Li a ca - sa II cuo - re sen - ti - rai. U - na vol - ta
A. Sguar - do ver - so II ciel — sa-prai. Li a ca - sa II cuo - re sen - ti - rai. U - na vol - ta
Picc.
Fl. 1 p
Fl. 2 p
Cl. in B \flat 1 mp
Cl. in B \flat 2 mp
Cl. in B \flat 3 mp
A. Sax. 1
A. Sax. 2 pp
Timp.
Pno.
Aurora
SD
BD
Sus. Cym.
Cme.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

This section contains eight staves of musical notation for various instruments and voices. The vocal parts include soprano (S.), alto (A.), piccolo (Picc.), flute 1 (Fl. 1), flute 2 (Fl. 2), clarinet in B-flat 1 (Cl. in B\flat 1), clarinet in B-flat 2 (Cl. in B\flat 2), clarinet in B-flat 3 (Cl. in B\flat 3), alto saxophone 1 (A. Sax. 1), alto saxophone 2 (A. Sax. 2), timpani (Timp.), piano (Pno.), Aurora, SD, BD, Sus. Cym., Cme., Vln. 1, Vln. 2, Vln. 3, Vc. 1, Vc. 2, Cb. 1, and Cb. 2. The vocal parts sing lyrics in French, such as "Sguar - do ver - so II ciel — sa-prai." and "U - na vol - ta". Measure 27 ends with a dynamic of ff.

28 29 30 31 32 33 34 35

S. che - a - vrai Spic - ca - to II vo - io de - ci - de - rai Sguar - do ver - so II
A. che - a - vrai Spic - ca - to II vo - io de - ci - de - rai Sguar - do ver - so II
Picc.
Fl. 1
Fl. 2 f
Cl. in B \flat 1
Cl. in B \flat 2
Cl. in B \flat 3
Timp.
BD
Sus. Cym.
Cme.
Vln. 1 f
Vln. 2 mf
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

Svb Until Rehearsal Mark C, if desired

This section continues the musical score with the same instrumentation. Measures 28-35 feature vocal parts singing "che - a - vrai" and "Spic - ca - to II vo - io de - ci - de - rai". The flute parts play eighth-note patterns. Measures 33-35 show a transition where the flute parts play sixteenth-note patterns. Measure 35 ends with a dynamic of ff.

36 37 38 39 40 41 42 43

S. ciel — sa-prai — Li a ca - sa II cuo - re sen - ti - rai Prene - de -

A. ciel — sa-prai — Li a ca - sa II cuo - re sen - ti - rai Prene - de -

Picc. f

Fl. 1 f

Fl. 2 f

Cl. in Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

A. Sax. 3 sp

Hn. in F mf

Hn. in F 2 mf

Tbn. o.

Tbn. 2 mp

Euph. o.

Tba. o. mp

Tim. —

Aurora p

Mrm. o. p

BD —

Tam — mf

Vln. 1 f

Vln. 2 f

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

20

44 45 46 47 48 49 50 51

-rà Il pri mo vo - lo Ver so II so le II gran de ue cel lo Sor vo -

S.

A.

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

A. Sax. 3

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

52 53 54 55 56 57 58 59 60

S. -lan - do Il gran - de mon - te Cec - ce-ri Ri - em-pen - do Lu - ni - ver - so di stu - po - re E Glo - ri - a Spic

A. -lan - do Il gran - de mon - te Cec - ce-ri Ri - em-pe - do Lu - ni - ver - so di stu - po - re E Glo - ri - a U - na vol - ta che - vrai Spic

Picc. *mf*

Fl. 1 *mf*

Fl. 2 *mf*

Cl. in Bb 1 *mf*

Cl. in Bb 2 *mf*

Cl. in Bb 3 *mf*

B. Cl.

A. Sax. 1 *mp*

A. Sax. 2 *mp*

A. Sax. 3 *mp*

Bsn. *mf*

Tbn. *mp*

Tbn. 2 *mp*

Tba.

Tim.

Aurora

Mrm.

SD

Sus. Cym. *mf* Single hit w/hard mallet

Vln. 1 *mf*

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2 *mf*

22

61 62 63 64 65 66 67 68 69 70 71 72 73

S. ca-to Il vo - lo Al - lo-ra de - ci - de-rai Sguar-do ver-so Il ciel sa - priai Li a ca-sa Il cuo-re sen - ti - rai

A. -ca-to Il vo - lo Al - lo-ra de - ci - de-rai Sguar-do ver-so Il ciel sa - priai Li a ca-sa Il cuo-re sen - ti - rai

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Tba.

Tim.

Pno.

SD

BD

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

74 75 76 77 78 79 80 81 82 83

S.

A.

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Thn.

Thn. 2

Euph.

Tba.

Timp.

Pno.

SD

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

<img alt="A page from a musical score titled 'Home' on page 23. The page contains 10 staves of music for various instruments, numbered 74 to 83 at the top. The instruments include Soprano, Alto, Piccolo, Flute 1, Flute 2, Clarinet in B-flat 1, Clarinet in B-flat 2, Clarinet in B-flat 3, Bass Clarinet, Alto Saxophone 1, Alto Saxophone 2, Alto Saxophone 3, Tenor Saxophone, Bassoon, Horn in F, Horn in F 2, Trumpet in B-flat 1, Trumpet in B-flat 2, Trumpet in B-flat 3, Trombone, Trombone 2, Euphonium, Bass Trombone, Timpani, Piano, Snare Drum, Bass Drum, Suspended Cymbal, Violin 1, Violin 2, Violin 3, Cello 1, Cello 2, Double Bass 1, and Double Bass 2. The music consists of six measures of notes followed by six measures of rests. Measure 74: Soprano (mf), Alto (mf), Piccolo (mf), Flute 1 (mf), Flute 2 (mf), Clarinet in B-flat 1 (mf), Clarinet in B-flat 2 (mf), Clarinet in B-flat 3 (mf), Bass Clarinet (mf), Alto Saxophone 1 (mf), Alto Saxophone 2 (mf), Alto Saxophone 3 (mf), Tenor Saxophone (mf), Bassoon (mf), Horn in F (mf), Horn in F 2 (mf), Trumpet in B-flat 1 (mf), Trumpet in B-flat 2 (mf), Trumpet in B-flat 3 (mf), Trombone (mf), Trombone 2 (mf), Euphonium (mf), Bass Trombone (mf), Timpani (mf), Piano (mf), Snare Drum (mf), Bass Drum (mf), Suspended Cymbal (mf). Measure 75: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 76: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 77: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 78: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 79: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 80: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 81: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 82: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f). Measure 83: Soprano (f), Alto (f), Piccolo (f), Flute 1 (f), Flute 2 (f), Clarinet in B-flat 1 (f), Clarinet in B-flat 2 (f), Clarinet in B-flat 3 (f), Bass Clarinet (f), Alto Saxophone 1 (f), Alto Saxophone 2 (f), Alto Saxophone 3 (f), Tenor Saxophone (f), Bassoon (f), Horn in F (f), Horn in F 2 (f), Trumpet in B-flat 1 (f), Trumpet in B-flat 2 (f), Trumpet in B-flat 3 (f), Trombone (f), Trombone 2 (f), Euphonium (f), Bass Trombone (f), Timpani (f), Piano (f), Snare Drum (f), Bass Drum (f), Suspended Cymbal (f).</p>

24

84 85 86 87 88 89 90 91 92 93 94

S. *pp* — *p* Mm. Mm. *mp*
A. *pp* — *p* Mm. Mm. *Loo loo loo loo* *mp*
Fl. 2 *pp* *mp*
Cl. in B_b 1 *p* *mp*
Cl. in B_b 2 *p* *mp*
Cl. in B_b 3 *p* *mp*
B. Cl. *pp* *mf* *mp*
A. Sax. 1 *pp* *mp*
A. Sax. 2 *pp* *mp*
A. Sax. 3 *pp* *mp*
T. Sax. *pp* *mp*
Bsn. *pp* *mp*

Hn. in F *pp* *mp*
Hn. in F 2 *pp* *mp*
Tbn. *pp*
Tbn. 2 *pp*
Euph. *pp* *mf*
Tba. *pp*

Timpani *p*

Pno. *pp* — *p* *mp*

Aurora *mp*
Mrm. *pp* — *p*
SD *p* *pp*
Sus. Cym. *Single hit w/hard mallet*
Cme. *p*

Vln. 1 *pp* — *p*
Vln. 2 *pp* — *p*
Vln. 3 *pp* —
Vc. 1 *pp* — *mp*
Vc. 2 *pp* — *mp*
Cb. 1 *pp* — *mp*
Cb. 2 *pp* — *mp*

S. 95
 A. 96
 Picc. 97
 Fl. 1 98
 Fl. 2 99
 Cl. in Bb 1 100
 Cl. in Bb 2 101
 Cl. in Bb 3 102
 B. Cl. 103
 A. Sax. 1
 A. Sax. 2
 A. Sax. 3
 T. Sax.
 Bsn.
 Hn. in F
 Hn. in F 2
 Tpt. in Bb 1
 Tpt. in Bb 2
 Tpt. in Bb 3
 Tba.
 Timp.
 Pno.
 Aurora
 SD
 Sus. Cym.
 Vln. 1
 Vln. 2
 Vln. 3
 Vc. 1
 Vc. 2
 Ch. 1
 Cb. 2

26

104 105 106 107 108 109 110 111 112

S. -rà por - ta - to dal - la su - a cre - a - zio - ne Co - - me gli ue cel - li

A. -rà por - ta - to dal - la su - a cre - a - zio - ne Co - - me gli ue cel - li

Pic.

Fl. 1

Fl. 2

Cl. in Bb 1

Tim.

Aurora

SD

BD

Sus. Cym. Single hit w/hard mallet *mf*

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb.1

Cb. 2

113 114 115 116 117 118 119 120 121 122

S. ver so.II cie - - - lo Oo Ri - em pend

A. ver so.II cie - - - lo Oo Ri - em perdo

Picc.

Fl. 1

Fl. 2

Cl. in B₃ 1 f

Cl. in B₃ 2 p

B. Cl. p

A. Sax. 1 mp

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn. p

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba. p

Tim. mp f

Aurora

Mrm.

SD

BD

Sus. Cym. nf

Vln. 1 v pp < p nf

Vln. 2 f pp ap

Vln. 3 pp ap

Vc. 1 mp

Vc. 2 mp

Ch. 1 p o. nf

Ch. 2 p o. nf

123 124 125 126 127 128 129 130 131 132 133 134

S. Fu - ni - ver so di stu - po - re E Glo - ri - a U-na vol ta che_ a - vrai_ Spie-ca - to Il vo lo de - ci de - rai

A. Fu - ni - ver-so di stu - po - re E Glo - ri - a U-na vol ta che_ a - vrai_ Spie-ca - to Il vo lo de - ci de - rai

Picc. ff

Fl. 1

Fl. 2 8va until rehearsal mark J, if desired.

Cl. in Bb 1 mp

Cl. in Bb 2 mp

Cl. in Bb 3 mp

B. Cl.

A. Sax. 1

A. Sax. 2 mp

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2 f mf f

Tpt. in Bb 3 f mf f

Tbn.

Tbn. 2

Euph.

Thba.

Timp.

Pno.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2 f

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

135 136 137 138 139 140 141 142 143 144

S. Sguar - do ver - so II ciel — sa - prai. La a ca - sa II cuo - re sen - ti - rai Glo - - ri -

A. Sguar - do ver - so II ciel — sa - prai. La a ca - sa II cuo - re sen - ti - rai Glo - - ri -

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Pno.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

30

145 146 147 148 149

S.

A.

Pic.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Ban.

Hn. in F

Hn. in F

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

BD

Cme.

Tam.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

32

10 11 12 13 14 15 16 17 18 19 20 21

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Thbn.

Thbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

D. Kit.

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

22 23 24 25 26 27 28 29 30 31 32

Picc.

Fl. 1

Fl. 2

Ct. in Bb 1

Ct. in Bb 2

Ct. in Bb 3

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Pno.

Aurora

Mrm.

D. Kit.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

34

33

Picc.

34

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Pno.

Aurora

Mrm.

D. Kit.

Sus. Cym.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

35

36

37

38

39

40

41

42

43

44

Picc. 45
Fl. 1 46
Fl. 2 47
Cl. in Bb 1 48
Cl. in Bb 2 49
Cl. in Bb 3 50
A. Sax. 1 51
Bsn. 52
Tpt. in Bb 1 53
Tpt. in Bb 2 54
Tpt. in Bb 3 55
Pno. 56

Tpt. in Bb 1
Tpt. in Bb 2
Tpt. in Bb 3

Pno.

Mrm.
D. Kit

Sus. Cym.

Sh.

Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

36

57

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Thbn.

Tbn. 2

Euph.

Tba.

Aurora

Mrm.

D. Kit

Sus. Cym.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

58

59

60

61

62

63

64

65

66

67

68

J = 160

69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Pno.

Aurora

Mrm.

D. Kit.

Sus. Cym.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

38

86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

D. Kit

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

107 108 109 110 111 112 113 114 115 116 117 118 119

Fl. 1
Fl. 2
Cl. in B_b 1
Cl. in B_b 2
Cl. in B_b 3
B. Cl.
A. Sax. 1
A. Sax. 2
Bsn.
Tbn.
Tbn. 2
Euph.
Tba.
Timp.
Pno.
Aurora
D. Kit
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

40

120 121 122 123 124 125 126 127 128 129 130 131 132 133 134

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

D. Kit.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

135 136 137 138 139 140 141 142 143 144 145 146 rit. 147 148 149

Fl. 1

Fl. 2

C. in B_b 1

C. in B_b 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Tbn.

Tbn. 2

Euph.

Tba.

Pno.

Aurora

Mrm.

Wd. Bl.

D. Kit

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

42

Final Fantasy

J = 100

Flute 1

Flute 2

Clarinet in B♭ 1

Clarinet in B♭ 2

Bass Clarinet

Bassoon

Harp

Percussion - Aurora

Triangle

To Snare Drum

Bass Drum

To Hand Cymbals

Cymbals

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

Fl. 1

Fl. 2

Cl. in B♭ 1

Cl. in B♭ 2

B. Cl.

A. Sax. 1

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Thn. 2

Euph.

Tba.

Timp.

Hrp.

Aurora

Trgl.

SD

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

10

11

12

13

14

15

16

17

18

19

20

b.p.

21

p.

22

mf

p

23

p

24

mf

25

p

26

p

27

p

28

Fl. 1 29 30 31 32 33 34 35 36 37 38 39

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

B. Cl.

A. Sax. 1

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Hrp.

Aurora

SD

Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

44

J = 95

Fl. 1
Fl. 2
Cl. in Bb 1
Cl. in Bb 2
B. Cl.
A. Sax. 1
Bsn.
Tbn.
Tbn. 2
Euph.
Tba.
Hrp.
Aurora
SD
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

40 41 42 43 44 45 46 47 48 49 50 51 52

53

54

55

56

57

Fl. 1
Fl. 2
Cl. in Bb 1
Cl. in Bb 2
B. Cl.
A. Sax. 1
Bsn.
Tbn.
Tbn. 2
Euph.
Tba.
Aurora
Cym.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

Mii Channel Theme
To Electric Piano

Electric Piano

Violin 1

Violin 2

Violoncello 1

Violoncello 2

Contrabass 1

El. Pno.

Vln. 1

Vln. 2

Vc. 1

Vc. 2

Cb.1

D.C. al Fine

El. Pno.

Vln. 1

Vln. 2

Vc. 1

Vc. 2

Cb.1

46

Genshin Impact

J = 82

1 2 3 4 5 6 7 8 9 10 11 12

Choir - Soprano

Choir - Alto

Choir - Bass

G Dizi

To Dizi

To Harp

Harp

Vibraphone

To Vibraphone

Cymbals

Shaker

To Chimes

Tam-tam

To Glockspiel

13 14 15 16 17 18 19 20 21 22 23

S.

A.

B.

Picc.

G Di.

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

A. Sax. 1

A. Sax. 2

Ban.

Tpt. in B_b 1

Tbn.

Tba.

Timp.

Hrp.

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vc. 1

Vc. 2

Ch. 1

Ch. 2

24 25 26 27 28 29 30, , , 31 32 33

34 35 36 37 38 39 40 41 42 43 44 45

48

J = 70

Skyrim

Choir - Bass 1 2 3 4 > 5 > 6 > 7 > 8 > 9 > 10 > 11 > 12 > 13

mf

Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hooah Huh! Ungh Hooah Huh!

Flute *To Flute*

Horn in F *mp*

Horn in F 2 *mp*

Trombone *mp*

Trombone 2 *mp*

Euphonium *mp*

Tuba *mp*

Chinese Tom-Toms *To Chinese Tom-Toms* *mp*

Bass Drum *p* *mp*

Suspended Cymbal *To Suspended Cymbal*

Violin 1 *p* *mf*

Violin 2 *p* *mf*

Violin 3 *p* *mf*

Violoncello 1 *arco* *p* *mf*

Violoncello 2 *p* *mf*

Contrabass 1 *p* *mf*

Contrabass 2 *arco* *p* *mf*

14 15 16 17 18 19 20 21 22 23 24

S. Ah
Dova - khijin, Dova-khijin, naalok zin losvah-riin wah dein vo-o-kul mah-fac - raak ahst vaal! Ahkfin

A. Ah
Dova - khijin, Dova-khijin, naalok zin losvah-riin wah dein vo-o-kul mah-fac - -

B. Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Do khijin, Dova-khijin, naalok zin losvah-riin wah - dein vo-o-kul mah-fac-raak ahst vaal! Ahkfin

Picc.

Fl.

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

Ban. *mf*

f

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Thbn.

Thbn. 2

Euph.

Tba.

Timp. *f*

Ch. Toms

SD

BD

Sus. Cym. *p*

f

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

50

25 26 27 28 29 30 31 32 33

S. no-rokpaalgraan, fod nust hon zin-dro zaan. Dovah-khijin, fah hin ko-o - gaan mu drael!
A. -no-rokpaalgraan, fod nust hon zin-dro zaan. Dovah-khijin, fah hin ko-o - gaan mu drael!
B. no-rokpaalgraan, fod nust hon zin-dro zaan. Dovah-khijin, fah hin ko-o - gaan mu drael!

Picc.

Fl.

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

Cl. in Bb 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Hrp.

subito

Ch. Toms

SD

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

34 35 36 37 38 39 40 41 42 43

S. Huzrah nu - u kul do o - od wah aan bo - ok ling - rah vo - od Ahrk fin tey. bo - ziik fun, - do fin

A. *ff* Huzrah nu - u kul do o - od wah aan bo - ok ling - rah vo - od Ahrk bo - ziik fun, - do

B. *ff* Huzrah nu - u kul do o - od wah aan bo - ok ling - rah vo - od Ahrk fin tey. bo - ziik fun, - do fin

Picc.

Fl.

Fl. 2

Ct. in B_b 1

Ct. in B_b 2

Ct. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn. *f*

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Hrp.

Ch. Toms

SD

BD

Sus. Cym.

mf *subito*

f

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

52

44 45 46 47 48 49 50 51 52 53 54 55

S. gein! —

A. Ah! —

B. Shouted Ah! —

Picc. —

Fl. —

Fl. 2 —

Cl. in Bb 1 —

Cl. in Bb 2 —

Cl. in Bb 3 —

B. Cl. —

A. Sax. 1 —

A. Sax. 2 —

A. Sax. 3 —

Ban. —

Hn. in F Cuirré —

Hn. in F 2 Cuirré —

Tpt. in Bb 1 —

Tpt. in Bb 2 —

Tpt. in Bb 3 —

Tbn. —

Tbn. 2 —

Euph. —

Tba. —

Tim. —

Hrp. —

Ch. Toms —

BD —

Sus. Cym. —

Vln. 1 —

Vln. 2 —

Vln. 3 —

Vc. 1 —

Vc. 2 —

Cb. 1 —

Cb. 2 —

S. 56 57 58 59 60 61 62 63 64 65

A. krein Ahrfin kel lost pro dah, Doved vieng ko finkrah, Tol fod zey-mah win kein meyz fun - dein. Al - duin,feyn do jun, kruziik vo kunstaad-nau, vothaan bah-lok wahdii von fin lein!

Fl. 56 mp 57 58 59 60 61 62 63 64 65

Fl. 2 56 mp 57 58 59 60 61 62 63 64 65

Cl. in Bb 1 56 mp 57 58 59 60 61 62 63 64 65

Cl. in Bb 2 56 mp 57 58 59 60 61 62 63 64 65

Cl. in Bb 3 56 mp 57 58 59 60 61 62 63 64 65

B. Cl. 56 57 58 59 60 61 62 63 64 65

A. Sax. 1 56 mp 57 58 59 60 61 62 63 64 65

A. Sax. 2 56 mp 57 58 59 60 61 62 63 64 65

A. Sax. 3 56 mp 57 58 59 60 61 62 63 64 65

T. Sax. 56 p mp 57 58 59 60 61 62 63 64 65

Bsn. 56 mp 57 58 59 60 61 62 63 64 65

Hn. in F Ord. 56 p mp 57 58 59 60 61 62 63 65

Hn. in F 2 Ord. 56 p mp 57 58 59 60 61 62 63 65

Tpt. in Bb 1 56 57 58 59 60 61 62 63 64 65

Tpt. in Bb 2 56 57 58 59 60 61 62 63 64 65

Tpt. in Bb 3 56 57 58 59 60 61 62 63 64 65

Tbn. 56 p mp 57 58 59 60 61 62 63 64 65

Tbn. 2 56 p 57 58 59 60 61 62 63 64 65

Euph. 56 p 57 58 59 60 61 62 63 64 65

Tba. 56 p 57 58 59 60 61 62 63 64 65

Tim. 56 p 57 58 59 60 61 62 63 64 65

Hrp. 56 57 58 59 60 61 62 63 64 65

Ch. Toms 56 p 57 58 59 60 61 62 63 64 65

BD 56 57 58 59 60 61 62 63 64 65

Sus. Cym. 56 p 57 58 59 60 61 62 63 64 65

Vln. 1 56 57 58 59 60 61 62 63 64 65

Vln. 2 56 57 58 59 60 61 62 63 64 65

Vln. 3 56 57 58 59 60 61 62 63 64 65

Vc. 1 56 mp 57 58 59 60 61 62 63 64 65

Vc. 2 56 mp 57 58 59 60 61 62 63 64 65

Cb. 1 56 mf 57 58 59 60 61 62 63 64 65

Cb. 2 56 mf 57 58 59 60 61 62 63 64 65

54

66 67 68 69 70 71 72 73 74

S.

A.

B.

Picc.

Fl.

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Ban.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Hrp.

Ch. Toms

SD

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

Lyrics:

Measure 72: Nuz aan sul, fent a - lok, fod fin

Measure 73: Nuz aan sul, fent a - lok, fod fin

Measure 74: Nuz aan aul, fent a - lok, fod fin

75 76 77 78 79 80 81 82 83

S. vul do - vah nok fen kos nah - lot mah - fac - raak ahrk ruz Paaz Kei - zaal fen kos stin nol bein al - du - in
A. vul do - vah nok fen kos nah - lot mah - fac - raak ahrk ruz Paaz Kei - zaal fen kos stin nol bein al - du - in
B. vul do - vah nok fen kos nah - lot mah - fac - raak ahrk ruz Paaz Kei - zaal fen kos stin nol bein al - du - in
Picc.
Fl.
Fl. 2.
Cl. in Bb 1
Cl. in Bb 2
Cl. in Bb 3
B. Cl.
A. Sax. 1
A. Sax. 2
Bsn.

Hn. in F
Hn. in F 2
Tpt. in Bb 1
Tpt. in Bb 2
Tpt. in Bb 3
Tbn.
Tbn. 2
Euph.
Tba.

Timp.

Hrp.

Ch. Toms
SD
Sus. Cym.

Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

56

84 85 86 87 88 89 90 91 92 93

S. jot! Dova-khijin, naastok zinlos vah-riin wah dein vo-o-kul mah-fac - raaak ahstvaal! Ahk fin no-rok paalgraan, fod must honzin-drozaan. Dovah-khijin, fah hin ko-o - gaan mudraal! Rah tu Rah tu

A. jot! Dova-khijin, naastok zinlos vah-riin dein vo-o-kul mah-fac - - Ahk fin no-rok paalgraan, fod must honzin-drozaan. Dovah-khijin, fah hin ko-o - gaan mudraal!

B. jot! Dova-khijin, Dova-khijin, naastok zinlos vah-riin wah - dein vo-o-kul mah-fac - - fin no-rok paalgraan, fod must honzin-drozaan. Dovah-khijin, fah hin ko-o - gaan mudraal!

Picc.

Fl.

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Hrp.

Ch. Toms

SD

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

Cuiré

94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114

S. Rah tu Tu Rah tu Rah tu p mf

A. Ah - ya! Ah - ya!

Picc.

Fl.

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Hrp.

Ch. Toms

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

58

115 116 117 118 119 120 121 122 123 124 125

S.

A.

B.

Picc.

Fl.

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

dim. poco a poco

Video Games and Music

Choir - Soprano

Arr. Tubbs

Halo

开机

Legends of Azeroth

关机

The Dream of Flight

U-na vol-ta che_ a-vrai Spicca-to Il vo - lo de-ci - de-
-rai Sguar-do ver-so Il ciel_ sa-prai Li a ca-sa Il cuo-re sen - ti - rai
U-na vol-ta che_ a-vrai Spicca-to Il vo - lo de-ci - de - rai Sguardo ver-so Il
ciel_ sa-prai Li a ca-sa Il cuo-re sen - ti - rai Pren-de - rà Il pri mo
vo - lo Ver-so Il so-le Il gran - de uc cel lo Sor-vo - lan-do Il gran-demon-te
Cec - ce-ri Ri - em-pen-do L'u - ni - ver-so di stu-po-re E Glo - ri-a Spic ca-to Il vo -

Video Games and Music

62 63 64 65 66 67 68 69 70
 mp
-lo____ Al-lo-ra de - ci - de-rai____ Sguar-do ver-so Il ciel sa-prai____

71 72 73 74 75 86
 pp
Lì a ca-sa Il cuo-re sen - ti - rai____ Mm____

90 91 92 93 94 95 96 97 98
Mm____ Looloo loo loo loo____ Looloo loo loo____ Looloo loo loo____

99 100 101 102 103 104 105 106 107 108 109
 f
loo loo loo____ loo____ L'uo - mo ver - rà por - ta - to dal - la su - a cre - a - zio - ne

110 111 112 113 114 115 116 117 118
 p
Co - me gli uc-cel - li verso Il cie - - - lo____ Oo____

122 123 124 125 126 127 128
 mf
Ri - em pen-do l'u - ni - ver so di____ stu - po - re E Glo - ri - a____ U-na vol ta

129 130 131 132 133 134 135 136 137
che_ a-vrai____ Spic-ca-to Il vo - lo de-ci - de - rai____ Sguar-do ver-so Il ciel sa-prai

138 139 140 141 142 143 144 145 146
 f
Lì a ca-sa Il cuo-re sen - ti - rai____ Glo - ri - a!____ Glo - ri - a!____

$\downarrow = 100$ rit. rit. rit. $\downarrow = 165$
Super Mario Bros

2 3 4 5 6 7 8 9 65 74 3 4 133 134 135 136 137 **5**

138 139 140 141 144 145 **3** 4 133 134 135 136 137 **5**

Final Fantasy

$\downarrow = 110$ **23** rit. - - - a tempo **22** $\downarrow = 95$ **7**
3

D.C. al Fine
Fine
 $\text{♩} = 120$
Mii Channel Theme

16 9

Genshin Impact

16 9

15

Skyrim

16

Ah Do-va - khijin, Do-va-khijin, naalok zin los vah-riin wah dein vo-o-kul mah-fac-

-raak ahst vaal! Ahk fin no-rok paalgraan, fod nust honzin-drozaan. Do-vah-khijin, fah hin ko-o - gaan mudraal!

8

Huz-rah nu-u kuldo o-od wahaan bo-ok ling-raah vo-od Ahrk fin tey. bo-zuik fun, do

fin gein! Ah!

4

mp

Nuzaan sul, fenta - lok, fod fin vul do-vah nok fen kos nah-lot mah-fac-raak ahrk

ff

ruz PaazKei-zaalfen kos stin nol bein al du-in jot! Do-va - khijin, Do-va-khijin, naalok

zin los vah-riin wah dein vo-o-kul mah-fac - raak ahst vaal! Ahk fin no-rok paalgraan, fod nust

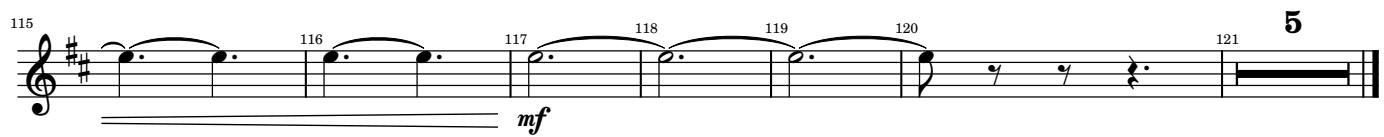
honzin-drozaan. Do-vah - khijin, fah hinko-o - gaan mudraal! Rah tu Rahtu Rahtu Tu Rah tu Rahtu Rahtu

p

mf

p <

Video Games and Music



Video Games and Music

Choir - Alto

Arr. Tubbs

Halo

开机

Legends of Azeroth

关机

The Dream of Flight

*U-na vol ta che_ a-vrai Spicca-to Il vo - lo de-ci - de-
 rai Sgua-do ver-so Il ciel sa-prai Li a ca-sa Il cuo-re sen - ti - rai
 U-na vol-ta che_ a-vrai Spic-ca-to Il vo - lo de-ci - de - rai Sgua-do ver-so Il
 ciel sa prai Li a ca-sa Il cuo-re sen - ti - rai Prende - rà Il pri - mo
 vo-lo Ver-so Il so-le Il gran - de uc - ce-lo Sor-vo - lan-do Il gran-demon-te Cec - ce-ri
 Ri - em - pe-do L'u - ni - ver-so di stu - po-re E Glo - ri-a U-na vol-ta che_ a vrai Spic-
 ca-to Il vo - lo Al-lo-ra de - ci - de-rai Sgua-do ver-so Il ciel sa-prai*

This musical score is a arrangement by Arr. Tubbs for Choir - Alto. It consists of six staves of music. The first two staves are for the 'Halo' theme, with the first staff in 4/4 at 80 BPM and the second in 6/8 at 75 BPM. The third staff is for 'Legends of Azeroth' in 4/4 at 80 BPM. The fourth staff is for 'The Dream of Flight' in 12/8 at 110 BPM. The fifth staff continues the 'The Dream of Flight' theme. The sixth staff concludes the piece. The score includes lyrics in Italian and dynamic markings like mf, p, and mp.

Video Games and Music

70 71 72 73 74 75 86 87 88 89

11

Lì a casa Il cuore sen - ti - rai _____
Mm
Mm _____ Looloo loo loo loo_ loo loo _____ Looloo loo loo

loo loo loo_ loo loo _____ L'uo - mo ver - rà por - ta - to dal - la su - a cre-a - zio-ne

Co - me gli uc-cel - li ver-so Il cie - - - lo Oo _____

Ri - em-pen-do l'u - ni - ver-so di stu-po-re E Glo - ri - a _____ U-na vol-ta che_ a-vrai

Spic-ca to Il vo lo de ci_ de rai _____ Sguar-do ver-so Il ciel_ sa-prai _____

Lì a casa Il cuore senti - rai _____ Glo - ri - a! _____ Glo - ri - a!

Super Mario Bros

rit.. rit. rit. rit. **rit.. rit. rit. rit.** **rit.. rit. rit. rit.** **rit.. rit. rit. rit.**

2 **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **24** **25** **26** **27** **28** **29** **30** **31** **32** **33** **34** **35** **36** **37** **38** **39** **40** **41** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **75** **76** **77** **78** **79** **80** **81** **82** **83** **84** **85** **86** **87** **88** **89** **90** **91** **92** **93** **94** **95** **96** **97** **98** **99** **100** **101** **102** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112** **113** **114** **115** **116** **117** **118** **119** **120** **121** **122** **123** **124** **125** **126** **127** **128** **129** **130** **131** **132** **133** **134** **135** **136** **137** **138** **139** **140** **141** **142** **143** **144** **145** **146** **147** **148** **149**

Final Fantasy

23 **rit.. - - - a tempo 22** **3**

D.C. al Fine
Fine

16 **9**

Mii Channel Theme

Genshin Impact

Skyrim

16

20

8

ff

4

mp

7

ff

5

Do-va - khijin, Do-va-khijin, naalok zin los vah-riin wah dein vo-o-kul mah-fac-

- no-rok paalgraan, fod nust hon zin-drozaan. Do-vah-khijin, fah hin ko-o - gaan mudraal!

Huz-rah nu-u kul do o-od wahaan bo-ok ling-rah vo-od Ahrk bo-ziik fun, do

Ah!

Nuzaan sul, fenta - lok, fod fin vul do-vah nok fen kos nah-lot mah-

-fac-rraak ahrk ruz PaazKei-zaalfen kos stin nol bein al - du-in jot! Do-va - khijin, Do-va-khijin, naalok

zin los vah-riin dein vo-o-kul mah-fac - Ahk fin no-rok paalgraan, fod nust hon zin-drozaan. Do-vah-

-khijin, fah_ hin ko-o - gaan mudraal!

mf

p

102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118

119 120 121 5

Video Games and Music

Choir - Bass

Arr. Tubbs

Halo

$\text{♩} = 80$ Halo

$\text{♩} = 125$ 7 8 4 10 4 4 8

$\text{♩} = 90$ 67 68 69 71 72 73 74 75 76

$\text{♩} = 75$ 77 78 79 80

开机 2

$\text{♩} = 80$ $\text{Legends of Azeroth}$

$\text{♩} = 80$ 8 10 16 4 2 9 5

$\text{♩} = 75$ 59 60 61 ne - - xo

关机

$\text{♩} = 110$ $\text{The Dream of Flight}$

$\text{♩} = 100$ rit. rit. rit. $\text{♩} = 165$ 5 36 46 60

$\text{♩} = 165$ 65 $\text{♩} = 160$ 59

Super Mario Bros

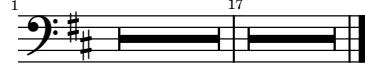
$\text{♩} = 110$ 23 rit. a tempo 22 $\text{♩} = 95$ 3 5

$\text{♩} = 110$ 138 139 140 141 144 145

Final Fantasy

$\text{♩} = 110$ 138 139 140 141 144 145

D.C. al Fine
Fine
 $\text{♩} = 120$
Mii Channel Theme



Genshin Impact

$\text{♩} = 82$

Skyrim

$\text{♩} = 70$

20

3

4

Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh!

Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh! Ungh Hoo-ah Huh!

Huh! Ungh Hoo-ah Huh! Do khijin, Do-va-khijin, naalok zin los vah-riin wah-dein vo-o-kul mah-fac-

-raak ahst vaal! Ahk no-rok paal graan, fod nust hon zin-dro zaan. Do-vah-khijin, fah hin ko-o-gaan mu drael!

8

ff

Huz-rah nu-u kuldo o-od wahaan book ling-rah vo-od Ahrk fin-tey. bo-ziik fun, do

37

38

39

40

41

42

43

44

45

46 Shouted

47

48

49 Spoken

50 cresc.

51

fin gein! Ah - ya! Ah - ya! Wo lost fron wah ney dov ahrk fin rey-

52

53

54

55

56

57

58

-liik do jul voth aan sul-eyk wah ron-it faal krein Ahrk fin kelost pro-dah, Doved viing kofin krah, Tol fod

59

60

61

62

63

zey-mah win kein meyz fun-dein. Al - duin, feyn do jun, kru-ziik vo-kun staad-nau, voth aan bah-lok wah dii-von fin

Video Games and Music

64 65 72 73 74 75 76 77 78 79

7

lein! Nuzaan aul, fenta - lok, fod fin vul do-vah nok fen kos nah-lot mah-fac-raak ahrk ruz

80 81 82 83 84 85 86

— PaazKei-zaalfen kos stinnol bein al - du-in jot! Do-va - khijin,Do-va-khijin,naalok zin losvah-riin wah-

87 88 89 90 91

-dein vo-o-kul mah-fac - fin no-rok paalgraan,fod nust honzin-drozaan.Do-vah-khijin,fah_hin ko-o -

92 93 94 95 96 97 102

-gaan mudraal! Ah - ya! Ah - ya! **p** **mf**

109 110 111 112 113 115 116 117 118 119 120 121

2 **4** **5**

p **mf**

G Dizi

Video Games and Music

Arr. Tubbs

Halo

$\text{♩} = 80$ $\text{♩} = 125$ $\text{♩} = 90$ $\text{♩} = 75$ $\text{♩} = 80$

Legends of Azeroth

The Dream of Flight

Super Mario Bros

141

2

Final Fantasy

♩ = 100 ¹ 23 rit. ₂₄ - a tempo ²⁵ 22 ♩ = 95 ⁴⁷ 11

This musical score consists of four measures. The first measure has a tempo of 100 BPM and a key signature of four sharps. The second measure starts with a ritardando (rit.) and ends with a tempo change to 25 BPM. The third measure is a repeat of the second. The fourth measure has a tempo of 95 BPM.

Mii Channel Theme

♩ = 120 ¹ 16 Fine ¹⁷ 9 D.C. al Fine

This musical score consists of three measures. The first measure has a tempo of 120 BPM and a key signature of four sharps. It ends with a repeat sign and a first ending (1). The second measure is a repeat of the first. The third measure ends with a final cadence (Fine) and a dynamic instruction D.C. al Fine.

Genshin Impact

♩ = 82 ¹ 20 ² 20 ²² 24

This musical score consists of three measures. The first measure has a tempo of 82 BPM and a key signature of three sharps. It ends with a repeat sign and a first ending (1). The second measure is a repeat of the first. The third measure ends with a final cadence (Fine) and a dynamic instruction D.C. al Fine.

Skyrim

♩. = 70 ¹ 125

This musical score consists of one measure. It has a tempo of 70 BPM and a key signature of one sharp. The measure ends with a final cadence (Fine) and a dynamic instruction D.C. al Fine.

Video Games and Music

Piccolo

Arr. Tubbs

Halo

$\text{♩} = 80$

To Flute

$\text{♩} = 125$

To Piccolo

$\text{♩} = 90$

开机

$\text{♩} = 75$

Legends of Azeroth

The sheet music consists of six staves of musical notation for piccolo. Staff 1 starts with a tempo of $\text{♩} = 80$ and a key signature of one sharp. It includes sections for 'Halo' (measures 1-13) and 'To Flute' (measures 14-28). Staff 2 continues the 'To Flute' section (measures 29-45) and introduces 'To Piccolo' (measures 46-58). Staff 3 continues the 'To Piccolo' section (measures 59-77). Staff 4 starts with a tempo of $\text{♩} = 75$ and a key signature of one sharp, featuring the '开机' (Startup) sequence (measures 78-80). Staff 5 and 6 show the beginning of the 'Legends of Azeroth' theme in various keys and time signatures, including 6/8 and 10/8.

关机

The Dream of Flight

To Piccolo

18

5 **6**

12 **12** **18** **6**

mp

f **f**

37 **38** **39** **40** **41** **42** **43** **51** **52** **53** **54** **55** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **73** **74** **75** **79** **80** **81** **82** **83** **102** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112** **113** **114** **115** **116** **117** **118** **119** **120** **121**

ff

d = 75

d = 110

mp

mf **mf** **mf**

f

p

Video Games and Music

122

mf f

129

138

ff *fff*

148

$\text{♩} = 100$ rit.

Super Mario Bros
To Piccolo

2

mf *cresc.* - - - - *f*

11

mf

18

3 2 7 30 2 33 2 34 35

38

mf

47

f

58

ff *f* *mf* *mf*

96

mf

125

137

3 144 145

5

Final Fantasy

1 $\text{J} = 110$ **23** rit. - - - a tempo **22** $\text{J} = 95$ **7** 54 55 **3**

D.C. al Fine
Fine $\text{J} = 120$

Mii Channel Theme

16 **9**

Genshin Impact

1 $\text{J} = 82$ **12** 14 15 16 17 18 22 23 29 *tr.* 30 31 32 33 34 35 36 37 38 45

p 3 3 3 *mf* *mf*

32 $\text{J} = 70$ 33 34 35 36 37 38 45

Skyrim

19

1 20 21 22 23 24 25 26

f

27 28 29 30 31 32 33 *mp*

34 35 36 37 43 44 45 68 **23**

f *f*

69 70 71 72 73 74 75 *ff*

76 77 78 79 80 81 *ff*

82 83 84 85 88 89 3 3

90 91 92 93 101 102 103 104 105 106 107 108 109 *pp* < *mf* *p* *pp* **4**

110 111 112 113 114 115 116 117 118 119 120 121 122 *f*

Video Games and Music

Flute 1

Arr. Tubbs

Halo

J = 80 (sung)

J = 125

Ah

p — mf

f

(sung)

Ah

J = 75

开机

2

J = 80

Legends of Azeroth

8 10

mf

< >

mf

f > mf

mf

f

f

Flute 1

57 58 59 60 61
 Measures 57-61. Key signature: F# major (4 sharps). Time signature changes from 6/8 to 3/4. Dynamics: ff.

J. = 75

关机

1
 Measures 1-2. Key signature: F# major (4 sharps). Time signature 6/8. Dynamics: J. = 110.

The Dream of Flight

J. = 75

1
 Measures 1-2. Key signature: F# major (4 sharps). Time signature 6/8. Dynamics: J. = 110.

5 6 7 12 19 20 21 22 23 25 26 27 33 34 35
 Measures 5-25. Key signature: B major (2 sharps). Time signature 2/4. Dynamics: p, mp.

6 27 33 34 35
 Measures 26-35. Key signature: D major (1 sharp). Time signature 6/8. Dynamics: f.

36 37 38 39 41 42 51 52 53 54
 Measures 36-54. Key signature: A major (no sharps or flats). Time signature 6/8. Dynamics: f, f.

8 43 51 52 53 54
 Measures 51-54. Key signature: G major (no sharps or flats). Time signature 6/8. Dynamics: mp, mf.

2 55 57 58 59 60 61 62 63 64
 Measures 55-64. Key signature: E major (1 sharp). Time signature 2/4. Dynamics: ff, ff.

2 65 66 67 68 69 70 > 71
 Measures 65-71. Key signature: C major (no sharps or flats). Time signature 6/8. Dynamics: ff, ff.

73 74 75 79 4 79
 Measures 73-79. Key signature: B minor (no sharps or flats). Time signature 6/8. Dynamics: mf, f.

18 80 81 82 83 84 102 103 104 105 106
 Measures 80-106. Key signature: A minor (no sharps or flats). Time signature 2/4. Dynamics: f, f.

107 108 109 110 111 112 113 114 115 116 117 118
 Measures 107-118. Key signature: G minor (no sharps or flats). Time signature 4/4. Dynamics: p.

119 120 121 122 123 124 125 126 127
 Measures 119-127. Key signature: F minor (no sharps or flats). Time signature 4/4. Dynamics: mf, ff.

Video Games and Music

128

137

146

Super Mario Bros

$\text{♩} = 100$

1

11

18

24

30

39

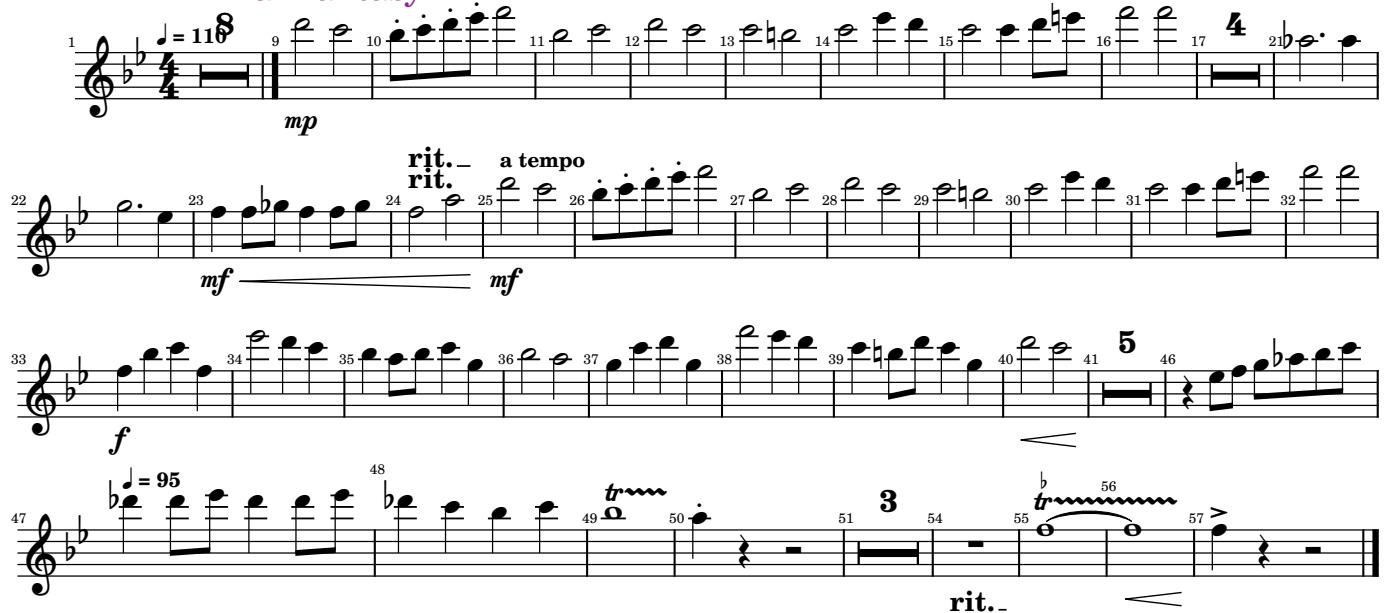
46

55

Video Games and Music

A multi-staff musical score for Flute 1. The score consists of 14 staves of music, each with a unique set of markings and dynamics. Staff 1 starts at measure 66 with a forte dynamic (ff), followed by measures 67-75 with varying dynamics (mf, f, mf). Staff 2 begins at measure 79 with a series of eighth-note patterns. Staff 3 starts at measure 91 with a dynamic (mf) and includes measures 92-104. Staff 4 begins at measure 105 with a dynamic (mf) and includes measures 106-112. Staff 5 begins at measure 113 and includes measures 114-119. Staff 6 begins at measure 120 and includes measures 121-130. Staff 7 begins at measure 131 and includes measures 132-144. Staff 8 begins at measure 145 and includes measures 146-149.

Final Fantasy

A multi-staff musical score for Flute 1, specifically for the "Final Fantasy" theme. The score consists of 8 staves of music, each with a unique set of markings and dynamics. Staff 1 starts at measure 1 with a dynamic (mp) and includes measures 1-21. Staff 2 begins at measure 22 with a dynamic (mf) and includes measures 22-32. Staff 3 begins at measure 33 with a dynamic (f) and includes measures 33-46. Staff 4 begins at measure 47 with a dynamic (rit.) and includes measures 47-57.

D.C. al Fine
Fine
Mii Channel Theme
16 9

Genshin Impact
To Dizi

4 1 2 3 #4

p 3

3 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29

4 22 23 24 25 26 27 28 29

2 28 29

3 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44

5 37 38 39 40 41 42 43 44

mf 3 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44

3 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44

f 45

Skyrim
To Flute
19

20 21 22 23 24 25 26 27 28 29 30 31 32

mp 26 27 28 29 30 31 32

6 33 34 35 36 37 38 39 40 41 42 43 44 45

f 33 34 35 36 37 38 39 40 41 42 43 44 45

p 49 50 51 52 53 54 55 56

mp 57 58 59 60 61 62 63

64 65 66 67 68 69 70

ff 71 72 73 74 75

Video Games and Music

Sheet music for Flute 1, featuring six staves of musical notation. The key signature is two sharps. Measure numbers are provided above each staff. Measure 76: Measures 76-79 show eighth-note patterns with grace notes. Measure 79 ends with a fermata. Measure 80: Measures 80-83 show eighth-note patterns with grace notes. Measure 83 ends with a fermata. Measure 84: Measures 84-85 show eighth-note patterns with grace notes. Measure 86: Measures 86-91 show eighth-note patterns with grace notes. Measure 92: Measures 92-101 show eighth-note patterns with grace notes. Measure 102: Measures 102-111 show eighth-note patterns with grace notes. Measure 112: Measures 112-121 show eighth-note patterns with grace notes. Measure 122: Measures 122-123 show eighth-note patterns with grace notes.

Measure 76: Measures 76-79 show eighth-note patterns with grace notes. Measure 79 ends with a fermata. Measure 80: Measures 80-83 show eighth-note patterns with grace notes. Measure 83 ends with a fermata. Measure 84: Measures 84-85 show eighth-note patterns with grace notes. Measure 86: Measures 86-91 show eighth-note patterns with grace notes. Measure 92: Measures 92-101 show eighth-note patterns with grace notes. Measure 102: Measures 102-111 show eighth-note patterns with grace notes. Measure 112: Measures 112-121 show eighth-note patterns with grace notes. Measure 122: Measures 122-123 show eighth-note patterns with grace notes.

Measure 92: Dynamics: *pp*, *mf*, *p*, *pp*. Measure 112: Dynamics: *f*.

Flute 2

Video Games and Music

Arr. Tubbs

Halo

$\text{♩} = 80$ (sung)

$\text{♩} = 125$

Ah

$\text{p} \quad \text{mf} \quad \text{mf}$

$\text{mf} <$

f

$\text{f} \quad \text{Ah}$

开机**2**

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 75$

8 10

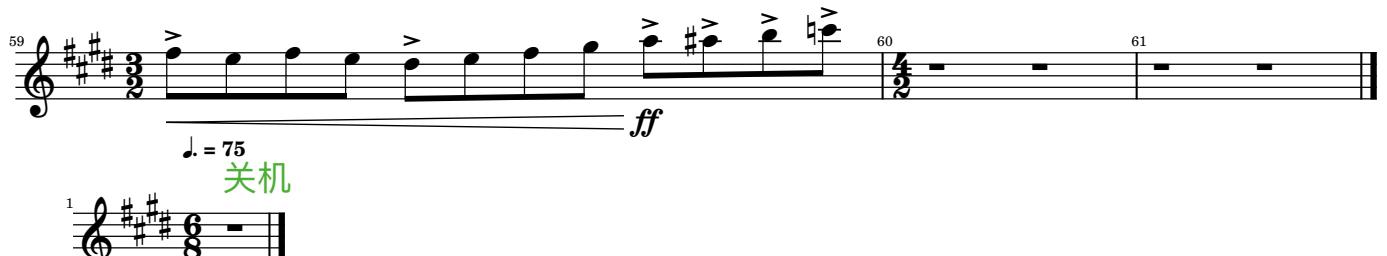
$\text{mf} \quad < \quad > \quad \text{mf}$

$f \quad > \quad \text{mf} \quad \text{mf} \quad f$

$\text{mf} \quad f$

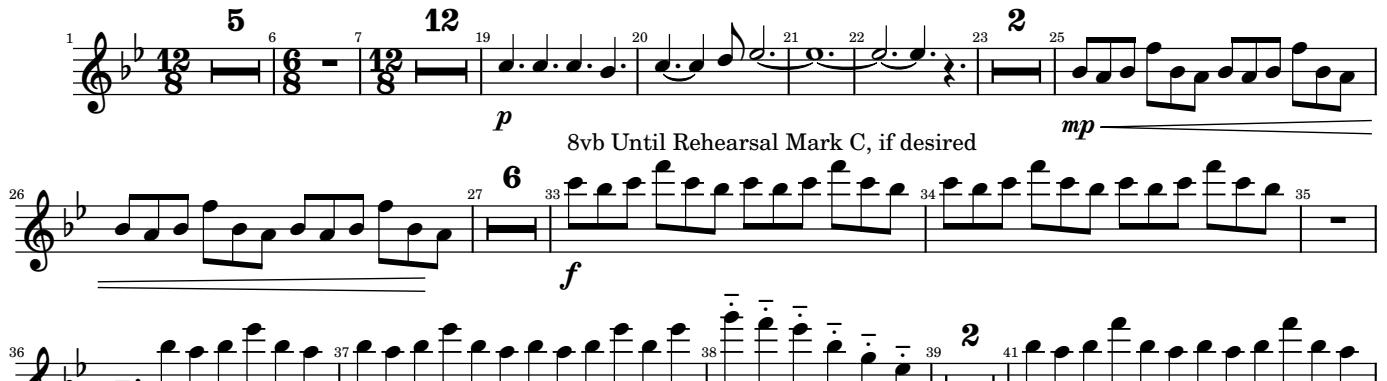
$f \quad \text{f}$

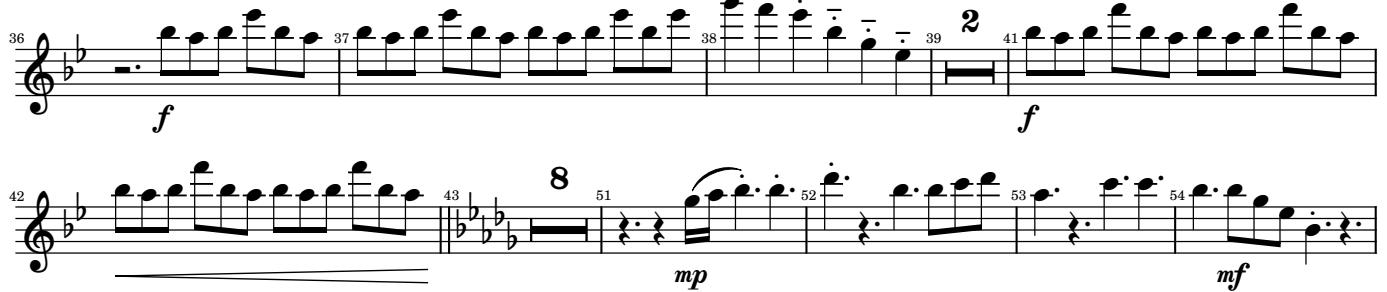
f

59 

1 

The Dream of Flight

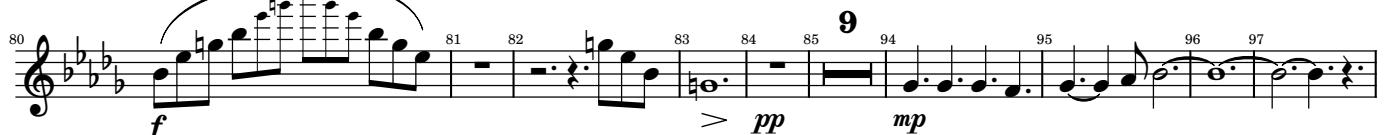
1 

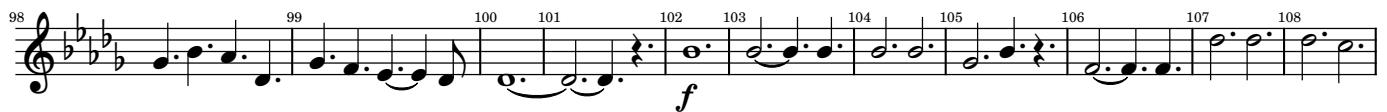
36 

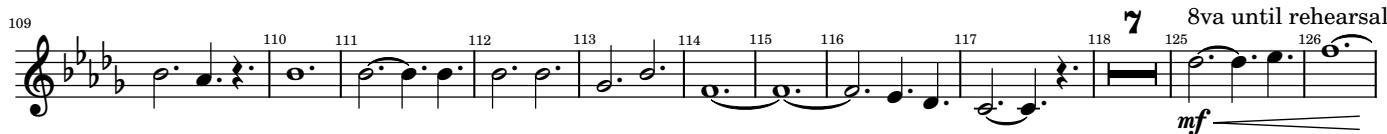
55 

66 

73 

80 

98 

109 

Video Games and Music

127
128
129
130
131
132
133
134
135
136
137
138
139
140
2
142
143
144
145
146
147
148
149

$\text{♩} = 100$

Super Mario Bros

1
 $\text{♩} = 100$
3 3 3 3 2 3
mp

rit.
rit.
 $\text{♩} = 165$
5
3
mf
6
3
cresc.
7
3
8
3
f
9
mf
10
11
12
13
3
14
15
16
17
3
18
19
mf
20
21
22
23
24
25
1
26
3
mf
27
28
29
30
31
1
32
3
mf
33
34
35
36
37
38
39
40
41
f
mf
42
43
44
3
45
46
47
48
1
49
3
50
51
2
53
3
3
54
55
57
3
3
58
59
mf
60
61
62
63
64
65
66
67
68
69
70
ff
mf
f

Video Games and Music

Flute 1

Flute 2

Flute 3

Flute 4

Flute 5

Flute 6

Flute 7

Flute 8

Flute 9

Flute 10

Flute 11

Flute 12

Flute 13

Flute 14

Flute 15

Flute 16

Flute 17

Flute 18

Flute 19

Flute 20

Flute 21

Flute 22

Flute 23

Flute 24

Flute 25

Flute 26

Flute 27

Flute 28

Flute 29

Flute 30

Flute 31

Flute 32

Flute 33

Flute 34

Flute 35

Flute 36

Flute 37

Flute 38

Flute 39

Flute 40

Flute 41

Flute 42

Flute 43

Flute 44

Flute 45

Flute 46

Flute 47

Flute 48

Flute 49

Flute 50

Flute 51

Flute 52

Flute 53

Flute 54

Flute 55

Flute 56

Flute 57

Flute 58

Flute 59

Flute 60

Flute 61

Flute 62

Flute 63

Flute 64

Flute 65

Flute 66

Flute 67

Flute 68

Flute 69

Flute 70

Flute 71

Flute 72

Flute 73

Flute 74

Flute 75

Flute 76

Flute 77

Flute 78

Flute 79

Flute 80

Flute 81

Flute 82

Flute 83

Flute 84

Flute 85

Flute 86

Flute 87

Flute 88

Flute 89

Flute 90

Flute 91

Flute 92

Flute 93

Flute 94

Flute 95

Flute 96

Flute 97

Flute 98

Flute 99

Flute 100

Flute 101

Flute 102

Flute 103

Flute 104

Flute 105

Flute 106

Flute 107

Flute 108

Flute 109

Flute 110

Flute 111

Flute 112

Flute 113

Flute 114

Flute 115

Flute 116

Flute 117

Flute 118

Flute 119

Flute 120

Flute 121

Flute 122

Flute 123

Flute 124

Flute 125

Flute 126

Flute 127

Flute 128

Flute 129

Flute 130

Flute 131

Flute 132

Flute 133

Flute 134

Flute 135

Flute 136

Flute 137

Flute 138

Flute 139

Flute 140

Flute 141

Flute 142

Flute 143

Flute 144

Flute 145

Flute 146

Flute 147

Flute 148

Flute 149

Final Fantasy

Flute 1

Flute 2

Flute 3

Flute 4

Flute 5

Flute 6

Flute 7

Flute 8

Flute 9

Flute 10

Flute 11

Flute 12

Flute 13

Flute 14

Flute 15

Flute 16

Flute 17

Flute 18

Flute 19

Flute 20

Flute 21

Flute 22

Flute 23

Flute 24

Flute 25

Flute 26

Flute 27

Flute 28

Flute 29

Flute 30

Flute 31

Flute 32

Flute 33

Flute 34

Flute 35

Flute 36

Flute 37

Flute 38

Flute 39

Flute 40

Flute 41

Flute 42

Flute 43

Flute 44

Flute 45

Flute 46

Flute 47

Flute 48

Flute 49

Flute 50

Flute 51

Flute 52

Flute 53

Flute 54

Flute 55

Flute 56

Flute 57

Flute 58

Flute 59

Flute 60

Flute 61

Flute 62

Flute 63

Flute 64

Flute 65

Flute 66

Flute 67

Flute 68

Flute 69

Flute 70

Flute 71

Flute 72

Flute 73

Flute 74

Flute 75

Flute 76

Flute 77

Flute 78

Flute 79

Flute 80

Flute 81

Flute 82

Flute 83

Flute 84

Flute 85

Flute 86

Flute 87

Flute 88

Flute 89

Flute 90

Flute 91

Flute 92

Flute 93

Flute 94

Flute 95

Flute 96

Flute 97

Flute 98

Flute 99

Flute 100

Flute 101

Flute 102

Flute 103

Flute 104

Flute 105

Flute 106

Flute 107

Flute 108

Flute 109

Flute 110

Flute 111

Flute 112

Flute 113

Flute 114

Flute 115

Flute 116

Flute 117

Flute 118

Flute 119

Flute 120

Flute 121

Flute 122

Flute 123

Flute 124

Flute 125

Flute 126

Flute 127

Flute 128

Flute 129

Flute 130

Flute 131

Flute 132

Flute 133

Flute 134

Flute 135

Flute 136

Flute 137

Flute 138

Flute 139

Flute 140

Flute 141

Flute 142

Flute 143

Flute 144

Flute 145

Flute 146

Flute 147

Flute 148

Flute 149

Mii Channel Theme**16 9**

Flute 1

Flute 2

Flute 3

Flute 4

Flute 5

Flute 6

Flute 7

Flute 8

Flute 9

Flute 10

Flute 11

Flute 12

Flute 13

Flute 14

Flute 15

Flute 16

Flute 17

Genshin Impact

Flute 2

Genshin Impact

1 **12** **3**

Skyrim **19**

8

6 **4**

mp

ff

pp **mf** **p**

f **pp** **4**

1 2 14 15 16 17 18 19 20 21 22 23 30 31 32

35 36 37 45

1 20 21 22 23 24 25 26

27 28 29 30 31 32 33

34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49

50 51 52 53 54 55 56 57

58 59 60 61 62 63 64 65

66 67 68 69 70 71 72

73 74 75 76 77

78 79 80 81 82 83

84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109

110 111 112 113 114 115 116 117 118 119 120 121 122

Video Games and Music

Clarinet 1

Arr. Tubbs

Halo (sung)

开机

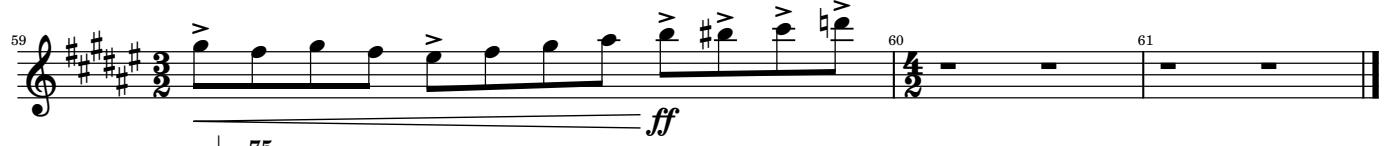
Legends of Azeroth

Sheet music for Clarinet 1 featuring two arrangements. The first arrangement, "Halo", starts at $\text{♩} = 80$ and transitions to $\text{♩} = 125$. It includes lyrics "Ah" and "开机". The second arrangement, "Legends of Azeroth", starts at $\text{♩} = 80$ and transitions to $\text{♩} = 75$. Both arrangements include dynamic markings like *mf*, *f*, and *p*.

Video Games and Music

52 

56 

59 

1 

The Dream of Flight

5 **4** 

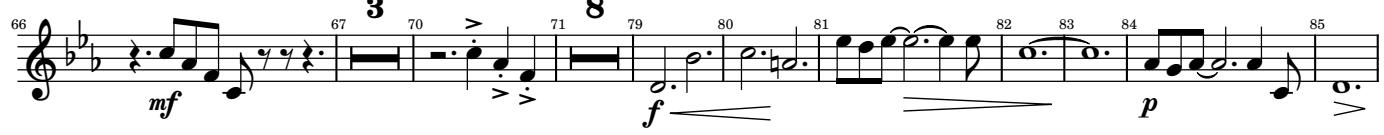
18 

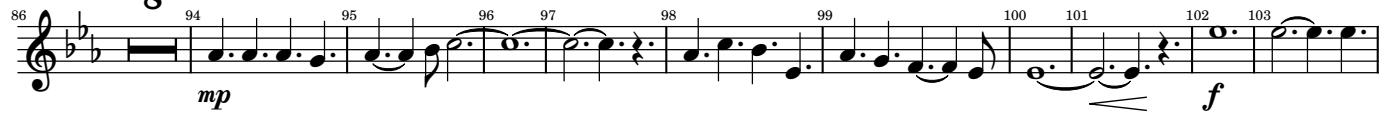
28 

38 

48 

56 

66 

86 

104 

Video Games and Music

116 117 118 119 120 121 122 123 124 125 126 127

128 129 130 131 132 133 134 135 136

137 138 139 140 141 142 143 144

145 146 147 148 149

$\text{♩} = 100$

Super Mario Bros

1 2 3 3 3 3 3 3 3 3 3 3 3 rit. - - - - - 3 3 3 3 3 3

5 6 7 8 9 10 11 12

12 13 14 15 16 17 18

19 20 21 22 23 24

25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40

41 42 43 44 45 46 47

48 49 50 51 52 53 54

55 56 57 58 59 60 61 62

Video Games and Music

63 ff
64
65
66
67
68
69
70
71
72
73
 f
 f
 $< \text{mf}$

74 3
 mf

87
88
89
90
91
92
93
94
95
96
97
98
 mf
109

101 102
103
104
105
106
107
108
 mf

110
111
112
113
114
115
116
121

117
118
119
120
121
122
123
124

125
126
127
128
129
130
131
132
133
134
135
136

137
138
139
140
141
142
143
144
145
146
147
148
149

div.

Final Fantasy

1 8
9
10
11
12
13
14
15
16
17
18
 mf

19
20
21
22
23
 mf
24
25
 mf

29
30
31
 mf
32
33
34
35
36
37

38
39
40
41
42
43
44
45
46
47
48
49
50
 f

51
52
53
 ff
54
55
56
57

rit. - - - -

Mii Channel Theme **16** **Fine** **17** **9** **D.C. al Fine**

Genshin Impact **12** **J = 82** **p** **mf** **21** **7** **mp**

Skyrim **13** **J = 70** **17** **mf** **f** **25**

4 **p** **f** **44**

4 **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63**

f **f**

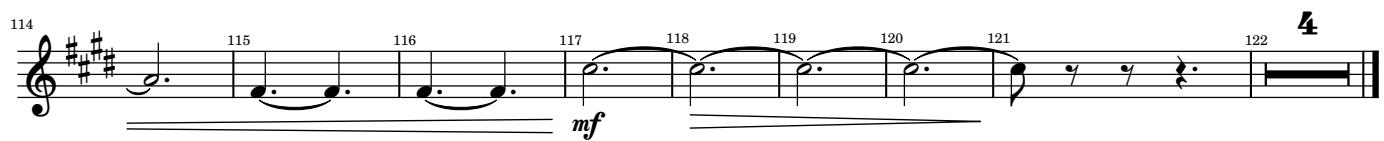
ff

77 **78** **79** **80** **81** **82** **83** **84**

85 **86** **87** **88** **89** **90** **91** **92**

7 **100** **101** **102** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112** **113**

Video Games and Music



Video Games and Music

Clarinet 2

Arr. Tubbs

Halo (sung) $\text{♩} = 80$

开机 $\text{♩} = 75$

Legends of Azeroth $\text{♩} = 80$

Video Games and Music

56 57 58

关机

The Dream of Flight

5 6 7 11 12 13 14 15 16 17

18 19 20 21 22 23 24 25 26 27

28 29 30 31 32 33 34 35 36 37

38 39 40 41 42 43 44 45 46 47 48

49 50 51 52 53 54 55 56

57 58 59 60 61 62 63 66 67

70 71 79 80 81 82 83 84 85 86 94

95 96 97 98 99 100 101 102 118 119 120

121 122 123 124 125 126 127 128 129 130 131

132 133 134 135 136 137 138 139 140

Video Games and Music

141

Super Mario Bros

142 143 144 145 146 147 148 149

$\text{♩} = 100$ mf f ff

rit. $\text{♩} = 165$

rit. $\text{♩} = 165$

mf $cresc.$ f mf mf

12 13 14 15 16 17 18

19 20 21 22 23

mf

24 25 26 27 28 29

30 31 32 33 34 35 36 37 38 39

mf

40 41 42 43 44 45 46 47

$< mf$ mf $\text{♩} = 3$

48 49 50 51 52 53 54

f

55 56 57 58 59 60 61 62

f

63 64 65 66 67 68 69 70 71 72

ff $\text{♩} = 160$ **3** mf

73 74 75 76 77 78 79 80 81 82 83 84

Video Games and Music

Sheet music for Clarinet 2, featuring six staves of musical notation. The music is primarily in G major (two sharps) and includes measures numbered 85 through 148. Key dynamics include *mf*, *mf*, *3*, and *div.*. Measure 149 shows a blank staff.

Final Fantasy

Sheet music for Final Fantasy, featuring seven staves of musical notation. The music is primarily in G major (two sharps) and includes measures numbered 1 through 57. Key dynamics include *mp*, *mf*, *rit.* *a tempo*, *mf*, *f*, and *ff*. Measure 49 includes a performance instruction *3*.

Mii Channel Theme

Genshin Impact

Skyrim

16 **Fine** **17** **9** **D.C. al Fine**

12 **p** **14** **7**

17 **mf** **f** **4** **p** **f**

37 **f** **44** **4** **45** **49** **50** **51** **52** **leggiero**

53 **54** **55** **56** **57** **58** **mp**

59 **60** **61** **62** **63** **64** **mf** **f**

65 **f**

ff

72 **73** **74** **75** **76** **77**

78 **79** **80** **81** **82** **83** **84** **85**

86 **87** **88** **89** **90** **91** **92**

Video Games and Music

Musical score for Clarinet 2, page 6. The score consists of two staves of music. The top staff starts at measure 93 in 7/8 time, with a key signature of four sharps. It features a dynamic marking of *pp* followed by *mf* and *mp*. Measures 100 through 113 are shown, ending with a repeat sign and a measure of *mp*. The bottom staff begins at measure 114 in 4/4 time, also with a key signature of four sharps. Measures 115 through 122 are shown, ending with a final measure of *mf*.

Video Games and Music

Clarinet 3

Arr. Tubbs

Halo (sung)

开机

Legends of Azeroth

2

The sheet music consists of ten staves of musical notation for Clarinet 3. It includes dynamic markings like *mf*, *sfz*, and *f*, and performance instructions like 'Ah' and 'sung'. The tempo changes throughout the piece, indicated by $\text{♩} = 80$, $\text{♩} = 125$, $\text{♩} = 90$, and $\text{♩} = 75$. The key signature varies between major and minor keys. The music is divided into sections by title and number, such as 'Halo' (sung) at the beginning, '开机' (Kaiji) in green, and 'Legends of Azeroth' in orange. The piece concludes with a final section starting at measure 44.

Video Games and Music

53 54 55 56

f

57 58 > 59 >>> 60 61

J = 75 ff

1 **关机**

J = 110

The Dream of Flight

1 5 6 7 11 12 13 14 15 16 17

p

18 19 27 28 29 30 31 32 33 34

mf

35 43 54 55 56 57 58 59 60

mf *mf*

61 62 63 66 67 70 > 71 79 80

mf *f*

81 82 83 84 85 86 94 95 96 97

p > *mp*

98 99 100 101 102 123 124 125 126 127

mp

128 129 130 131 132 133 134 135 136

f

137 138 139 140 141 142 143 144 145 146 147

mf *f* *ff*

148 149

J = 100 rit. *rit.* *rit.* *J = 165*

Super Mario Bros

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

mp *mf* *cresc.* *f* *mf*

Video Games and Music

Sheet music for Clarinet 3, featuring 15 staves of musical notation. The music includes measure numbers (e.g., 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 74, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 133, 134, 135, 136, 137, 138, 139, 140, 141, 144, 145) and dynamic markings (e.g., *mp*, *mf*, *f*, *ff*, *rit.*, *a tempo*, *tempo 22*, *tempo 95*, *tempo 110*, *tempo 120*, *tempo 3*, *tempo 5*, *tempo 11*, *tempo 23*, *tempo 16*, *tempo 9*, *D.C. al Fine*, *Fine*). The music concludes with a section titled "Final Fantasy" and "Mii Channel Theme".

Genshin Impact

J = 82

20

23

J = 70

Skyrim

19

20 **21** **22** **23** **24** **25**

f

26 **27** **28** **29** **33** **34** **35** **36**

p **f**

37 **38** **39** **40** **41** **42** **43**

f

44 **45** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61**

p **f** **mp** **mf**

62 **63** **64** **65** **68** **69** **70** **71** **72** **73** **74**

f **f** **ff**

80 **81** **82** **83** **84** **85** **86** **87** **88**

89 **90** **91** **92** **93** **101** **102** **103** **104** **105** **106** **107** **108** **109**

pp **mf** **mp**

110 **111** **112** **113** **115** **116**

2 **10**

Video Games and Music

Bass Clarinet

Arr. Tubbs

Halo

$\text{♩} = 80$

开机

$\text{♩} = 75$

Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

12 13 14 15

16 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

mp < > *mp* < > *mp* < > *mp*

35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

f

51 52 53 54 55 56 57 58 59 60 61

f *ff*

J. = 75
关机

J. = 110

The Dream of Flight

1 5 4

6 7 11 12 13 14 15 16 17

p

18 19 24 43 58 59 61 62 63 65 66 67

2 < *2* < *2* < *2* < *2* <

20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

70 71 73 74 75 76 77 78 79 80

69 70 71 73 74 75 76 77 78 79 80

81 82 83 84 85 92 93 94 95 96 97

pp *mf* *mf* *mp* *mf*

98 99 100 101 102 121 122 123 124 125 126 127

p

128 129 130 131 132 133 134 135

f *ff* *f* *ff*

136 137 138 139 140 141 142 143 144

f *ff* *mf* *f*

145 146 147 148 149

ff > > > >

Video Games and Music

Super Mario Bros

$\text{♩} = 100$ rit.

$\text{♩} = 165$

24

24

$\text{♩} = 160$

16

10

rit. a tempo

$\text{♩} = 110$

Final Fantasy

$\text{♩} = 95$

p

ff

rit.

This image shows two pieces of sheet music for Bass Clarinet. The top section, titled 'Super Mario Bros', features a variety of musical styles and dynamics, including measures with 'rit.', 'cresc.', and 'mf' markings. The bottom section, titled 'Final Fantasy', has a more rhythmic and energetic feel with a dynamic range from 'p' to 'ff'. Both pieces include measure numbers and time signature changes throughout the staves.

Mii Channel Theme

Genshin Impact

Skyrim

Mii Channel Theme

Genshin Impact

Skyrim

Measure 1: **16** **Fine** **17** **9** **D.C. al Fine**

Measure 2: **20** **22** **23**

Measure 3: **16** **17** **18** **19** **20** **21** **22** **23** **24** **25**

Measure 4: **26** **27** **28** **29** **37** **38** **39** **40**

Measure 5: **41** **42** **43** **44** **45** **46** **47** **48** **49** **14**

Measure 6: **63** **64** **65** **69** **70** **71** **72** **73** **74** **75**

Measure 7: **76** **77** **78** **79** **80** **81** **82** **83** **84** **85**

Measure 8: **86** **87** **88** **89** **90** **91** **92** **93**

Measure 9: **94** **95** **96** **97** **103** **104** **105** **106** **107** **108** **109** **110** **111** **112**

Measure 10: **113** **2** **115** **116** **10**

Video Games and Music

Alto Sax 1

Arr. Tubbs

Halo

$\text{♩} = 80$

(sung)

$\text{♩} = 125$

Ah

$\text{♩} = 75$

开机

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

$\text{♩} = 75$

Video Games and Music

The sheet music consists of two parts:

Part 1: The Dream of Flight

- Measure 55:** Key signature: B-flat major (two flats). Time signature: Common time (indicated by '4'). Dynamics: $\cdot \cdot \cdot > >$.
- Measure 56:** Key signature: B-flat major.
- Measure 57:** Key signature: B-flat major.
- Measure 58:** Key signature: B-flat major.
- Measure 59:** Key signature: B-flat major. Time signature: Common time. Dynamics: ff . Tempo: $\text{♩} = 75$. Articulation: **关机** (Turn Off).
- Measure 60:** Key signature: B-flat major.
- Measure 61:** Key signature: B-flat major.
- Measure 1:** Key signature: B-flat major. Time signature: Common time. Dynamics: $-$. Tempo: $\text{♩} = 110$.
- Measures 5-17:** Key signature: B-flat major. Time signature: Common time. Dynamics: pp , mf .
- Measures 46-60:** Key signature: B-flat major. Time signature: Common time. Dynamics: f , mp .
- Measures 61-80:** Key signature: B-flat major. Time signature: Common time. Dynamics: mf , f .
- Measures 81-99:** Key signature: B-flat major. Time signature: Common time. Dynamics: pp , mp .
- Measures 100-125:** Key signature: B-flat major. Time signature: Common time. Dynamics: f , mp , $>$, mp .
- Measures 126-135:** Key signature: B-flat major. Time signature: Common time. Dynamics: f .
- Measures 136-144:** Key signature: B-flat major. Time signature: Common time. Dynamics: mf , f .
- Measures 145-149:** Key signature: B-flat major. Time signature: Common time. Dynamics: ff .
- Tempo:** $\text{♩} = 100$.

Part 2: Super Mario Bros

- Measure 1:** Key signature: G major (one sharp). Time signature: Common time. Dynamics: **rit.**, mf , $rit.$, $\text{♩} = 165$, mf , $cresc.$.
- Measure 7:** Key signature: G major. Time signature: Common time. Dynamics: 3 , f , 3 , mf , 3 , mf , 5 , mf , 3 , 5 , 11 , 6 .
- (cresc.)**

Video Games and Music

The sheet music consists of 14 staves of musical notation for Alto Saxophone 1. The music spans from measure 18 to 149. Key features include:

- Measure 18:** Dynamics *mf*, measure number 19.
- Measure 23:** Measure number 24, dynamic *mf*.
- Measure 28:** Measure number 29, dynamic *mf*.
- Measure 34:** Measures 35-38, dynamic *f*; measures 39-41, dynamic *mf*; measure 42, dynamic *mf*, measure 43, dynamic *5*, measure 44, dynamic *6*.
- Measure 50:** Measures 51-52, dynamic *mf*.
- Measure 63:** Measures 64-65, dynamic *ff*; measures 66-67, dynamic *f*; measures 68-69, dynamic *mf*; measure 70, dynamic *mf*, measure 71, dynamic *2*; measure 72, dynamic *mf*, measure 73, dynamic *3*; measure 74, dynamic *mp*, tempo $\text{♩} = 160$.
- Measure 75:** Measures 76-77, dynamic *f*; measures 78-79, dynamic *mf*.
- Measure 86:** Measures 87-98, dynamic *mf*.
- Measure 99:** Measures 100-109, dynamic *f*.
- Measure 113:** Measures 114-125, dynamic *f*.
- Measure 127:** Measures 128-139, time signature changes between $\frac{2}{4}$ and $\frac{3}{4}$.
- Measure 140:** Measures 141-149, time signature changes between $\frac{2}{4}$ and $\frac{3}{4}$, dynamic *3*, *rit.*, *a tempo*.

Final Fantasy

This is a short final section of the sheet music, starting at measure 1. The tempo is indicated as $\text{♩} = 116$. The music ends with a dynamic *mf*.

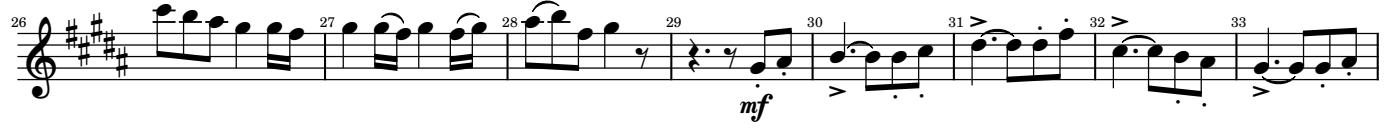
Video Games and Music

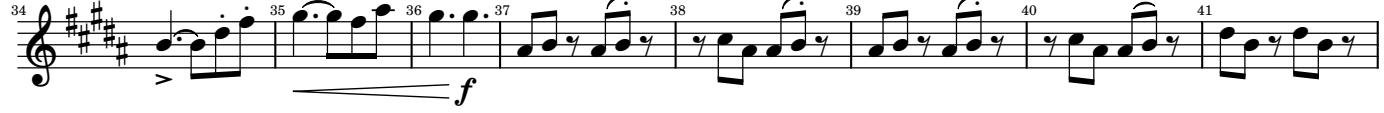
26 27 28 29 30 31 32 33 34 35 36

Mii Channel Theme
16
Fine
9
D.C. al Fine

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

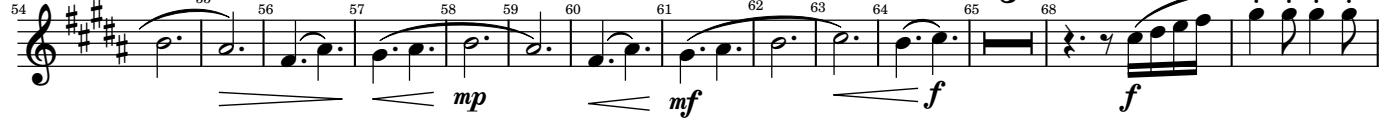
Genshin Impact
15
Skyrim
19

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

26
mf

34 35 36 37 38 39 40 41

f

42 43 44 45 46 47 48 49 50 51 52 53

f
p

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69

mp
mf
f
f

70 71 72 73 74 75 76 77 78

f

79 80 81 82 83 84 85 86 87


88 89 90 91 92 93 94 95

f

Video Games and Music



Video Games and Music

Alto Sax 2

Arr. Tubbs

Halo

$\text{♩} = 80$

(sung)

mf

Ah

$\text{♩} = 125$

开机

$\text{♩} = 75$

2

$\text{♩} = 80$

Legends of Azeroth

ff fp

fp

fp

fp

mf

mf

mf

f

9

$<$

f

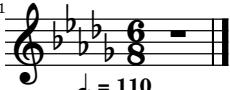
ff

59

60

61

The image shows a multi-page sheet of musical notation for Alto Saxophone 2. The music is a blend of various styles, including classical and video game themes. The first page features a section titled "The Dream of Flight" with measures numbered 5 through 17. Measure 5 starts with a dynamic of *pp*, followed by *mf* at measure 17. The second page begins with a section titled "Super Mario Bros" at measure 101, with measures 101 through 130. This section includes dynamics like *mp*, *f*, and *ff*. The third page continues the "Super Mario Bros" theme with measures 131 through 149, featuring dynamics such as *rit.*, *cresc.*, and *ff*. The fourth page concludes the "Super Mario Bros" section and transitions to a final section with measures 150 through 171, ending with a dynamic of *mf*.

1 

5 **16** **17**

12

9

20

11

2 **3** **2** **3**

2 **14** **3** **2** **3**

2

ff **f**

2

关机 (Shutdown)

The Dream of Flight

Super Mario Bros

101 102 122 123 124 125 126 127 128 129 130

131 132 133 134 135 136 137 138 139

140 141 142 143 144 145 146 147 148 149

150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171

pp *mf* *f* *ff* *rit.* *cresc.* *mf* *mf*

rit. *f* *ff*

ff *f*

ff *f*

ff *f*

ff *f*

Video Games and Music

Sheet Music 1: A musical score for Alto Saxophone 2. The tempo is $\text{♩} = 160$. Measure 73 starts with mf , followed by mp . Measure 74 has a dynamic marking f . Measures 75-78 show various rhythmic patterns. Measure 79 is a休止符 (rest). Measures 80-83 show more patterns. Measure 84 is a休止符 (rest). Measures 85-88 show patterns. Measure 89 is a休止符 (rest). Measures 90-93 show patterns. Measure 94 is a休止符 (rest). Measures 95-98 show patterns.

Measures 99-111 show continuous patterns of eighth and sixteenth notes.

Measures 112-123 show continuous patterns of eighth and sixteenth notes. Measure 124 ends with a dynamic f .

Measures 125-136 show continuous patterns of eighth and sixteenth notes.

Measures 137-149 show continuous patterns of eighth and sixteenth notes. The section ends with a dynamic f .

Final Fantasy

Measures 1-23: $\text{♩} = 110$. Measures 24-25: rit. - - - a tempo 22. Measures 26-27: $\text{♩} = 120$. Measures 28-29: **16**. Measures 30-31: **3**. Measures 32-33: $\text{♩} = 95$. Measures 34-35: rit. - - - . Measures 36-37: **9**. Measures 38-39: D.C. al Fine. Measures 40-41: Fine.

Genshin Impact

Measures 1-15: $\text{♩} = 82$. Measures 16-17: **15**. Measures 18-19: $\text{♩} = 70$. Measures 20-21: **13**. Measures 22-23: $\text{♩} = 70$. Measures 24-25: **7**. Measures 26-27: **19**. Measures 28-29: $\text{♩} = 70$. Measures 30-31: $\text{♩} = 70$. Measures 32-33: $\text{♩} = 70$. Measures 34-35: $\text{♩} = 70$. Measures 36-37: $\text{♩} = 70$. Measures 38-39: $\text{♩} = 70$. Measures 40-41: $\text{♩} = 70$. Measures 42-43: $\text{♩} = 70$. Measures 44-45: $\text{♩} = 70$. Measures 46-47: $\text{♩} = 70$. Measures 48-49: $\text{♩} = 70$. Measures 50-51: $\text{♩} = 70$. Measures 52-53: $\text{♩} = 70$. Measures 54-55: $\text{♩} = 70$. Measures 56-57: $\text{♩} = 70$. Measures 58-59: $\text{♩} = 70$. Measures 60-61: $\text{♩} = 70$. Measures 62-63: $\text{♩} = 70$. Measures 64-65: $\text{♩} = 70$. Measures 66-67: $\text{♩} = 70$. Measures 68-69: $\text{♩} = 70$.

Skyrim

Measures 26-27: $\text{♩} = 70$. Measures 28-29: $\text{♩} = 70$. Measures 30-31: $\text{♩} = 70$. Measures 32-33: $\text{♩} = 70$. Measures 34-35: $\text{♩} = 70$. Measures 36-37: $\text{♩} = 70$. Measures 38-39: $\text{♩} = 70$. Measures 40-41: $\text{♩} = 70$. Measures 42-43: $\text{♩} = 70$. Measures 44-45: $\text{♩} = 70$. Measures 46-47: $\text{♩} = 70$. Measures 48-49: $\text{♩} = 70$. Measures 50-51: $\text{♩} = 70$. Measures 52-53: $\text{♩} = 70$. Measures 54-55: $\text{♩} = 70$. Measures 56-57: $\text{♩} = 70$. Measures 58-59: $\text{♩} = 70$. Measures 60-61: $\text{♩} = 70$. Measures 62-63: $\text{♩} = 70$. Measures 64-65: $\text{♩} = 70$. Measures 66-67: $\text{♩} = 70$. Measures 68-69: $\text{♩} = 70$.

Measures 26-27: $\text{♩} = 70$. Measures 28-29: $\text{♩} = 70$. Measures 30-31: $\text{♩} = 70$. Measures 32-33: $\text{♩} = 70$. Measures 34-35: $\text{♩} = 70$. Measures 36-37: $\text{♩} = 70$. Measures 38-39: $\text{♩} = 70$. Measures 40-41: $\text{♩} = 70$. Measures 42-43: $\text{♩} = 70$. Measures 44-45: $\text{♩} = 70$. Measures 46-47: $\text{♩} = 70$. Measures 48-49: $\text{♩} = 70$. Measures 50-51: $\text{♩} = 70$. Measures 52-53: $\text{♩} = 70$. Measures 54-55: $\text{♩} = 70$. Measures 56-57: $\text{♩} = 70$. Measures 58-59: $\text{♩} = 70$. Measures 60-61: $\text{♩} = 70$. Measures 62-63: $\text{♩} = 70$. Measures 64-65: $\text{♩} = 70$. Measures 66-67: $\text{♩} = 70$. Measures 68-69: $\text{♩} = 70$.

Measures 26-27: $\text{♩} = 70$. Measures 28-29: $\text{♩} = 70$. Measures 30-31: $\text{♩} = 70$. Measures 32-33: $\text{♩} = 70$. Measures 34-35: $\text{♩} = 70$. Measures 36-37: $\text{♩} = 70$. Measures 38-39: $\text{♩} = 70$. Measures 40-41: $\text{♩} = 70$. Measures 42-43: $\text{♩} = 70$. Measures 44-45: $\text{♩} = 70$. Measures 46-47: $\text{♩} = 70$. Measures 48-49: $\text{♩} = 70$. Measures 50-51: $\text{♩} = 70$. Measures 52-53: $\text{♩} = 70$. Measures 54-55: $\text{♩} = 70$. Measures 56-57: $\text{♩} = 70$. Measures 58-59: $\text{♩} = 70$. Measures 60-61: $\text{♩} = 70$. Measures 62-63: $\text{♩} = 70$. Measures 64-65: $\text{♩} = 70$. Measures 66-67: $\text{♩} = 70$. Measures 68-69: $\text{♩} = 70$.

Measures 26-27: $\text{♩} = 70$. Measures 28-29: $\text{♩} = 70$. Measures 30-31: $\text{♩} = 70$. Measures 32-33: $\text{♩} = 70$. Measures 34-35: $\text{♩} = 70$. Measures 36-37: $\text{♩} = 70$. Measures 38-39: $\text{♩} = 70$. Measures 40-41: $\text{♩} = 70$. Measures 42-43: $\text{♩} = 70$. Measures 44-45: $\text{♩} = 70$. Measures 46-47: $\text{♩} = 70$. Measures 48-49: $\text{♩} = 70$. Measures 50-51: $\text{♩} = 70$. Measures 52-53: $\text{♩} = 70$. Measures 54-55: $\text{♩} = 70$. Measures 56-57: $\text{♩} = 70$. Measures 58-59: $\text{♩} = 70$. Measures 60-61: $\text{♩} = 70$. Measures 62-63: $\text{♩} = 70$. Measures 64-65: $\text{♩} = 70$. Measures 66-67: $\text{♩} = 70$. Measures 68-69: $\text{♩} = 70$.

Video Games and Music

Musical score for piano, showing measures 70 through 95. The score consists of three staves of music. Measure 70 starts with a forte dynamic (f). Measures 71-72 show eighth-note patterns. Measure 73 begins with a dynamic marking 'f'. Measures 74-75 continue the eighth-note patterns. Measure 76 features a dynamic marking 'f'. Measures 77-78 conclude the section. The second staff begins at measure 79, continuing the eighth-note patterns. The third staff begins at measure 88, also featuring eighth-note patterns. Measure 95 ends with a dynamic marking 'f'.

Video Games and Music

Alto Sax 3

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$ $\text{♩} = 125$

开机

$\text{♩} = 80$ $\text{♩} = 75$

Legends of Azeroth

关机

$\text{♩} = 75$

The Dream of Flight

Video Games and Music

20

139

rit. **Super Mario Bros**

30

14 **11** **2**

19

16

3

Final Fantasy

23

rit. **a tempo 22**

22

Mii Channel Theme

16

Fine

17

9

D.C. al Fine

Genshin Impact

20

23

Video Games and Music

$\text{♩} = 70$

Skyrim

48

1 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64

p *mp* *mf* *f*

61

65

The musical score consists of two staves. The top staff shows measures 49 through 64. Measure 49 starts with a dynamic **p**. Measures 50 through 60 are grouped by a bracket under the notes, with a dynamic *mp* indicated. Measures 61 through 64 are grouped by another bracket, with a dynamic *mf* indicated. Measure 65 begins with a long black bar line, indicating a sustained note or rest.

Video Games and Music

Tenor Sax

Arr. Tubbs

Halo (sung)

开机 2

Legends of Azeroth

关机

The Dream of Flight

Sheet music for Tenor Saxophone featuring four distinct pieces: 'Halo' (sung), '开机 2', 'Legends of Azeroth', and 'The Dream of Flight'. The music includes various dynamics (mf, f, pp, mp, f) and performance instructions like 'Ah' and 'mf'. Measures are numbered throughout the score.

Video Games and Music

138 139 140 141 142 143 144 145 146 147

mf *f* *ff*

148 149

J = 100 rit. Super Mario Bros *J = 165*

1 2 3 4 5 6 7 8

mp *mf* *cresc.* *f*

J = 165 65 *J = 160* 59

9 74 133 134 135 136 137 138 139 140 141 144

3

145 5

Final Fantasy *J = 110* 23 rit. - - - a tempo 22 *J = 95* 7 54 55 3

24 25 47 54 55

Fine 17

rit. - - -

J = 120 Mii Channel Theme *J = 95* 16 Fine 9 D.C. al Fine

Genshin Impact *J = 82* 20 23

J = 70 Skyrim 55 61

56 57 58 59 60 61 62 63 64 65

p *mp*

Video Games and Music

Bassoon

Arr. Tubbs

J = 80

Halo

J = 90

J = 75

开机

2

J = 80

Legends of Azeroth

Video Games and Music

The image displays a musical score for a bassoon part, likely from a video game. The score consists of multiple staves of music, each with a key signature and time signature. The bassoon part includes various dynamics such as *mp*, *mf*, *f*, and *ff*. The score is annotated with several numbers (e.g., 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61) and letters (*>*) indicating specific performance techniques. The score is divided into sections by vertical bar lines.

Section 1: Measures 16-58. Key signature changes between B_\flat major and A major. Time signatures include $2/4$, $3/4$, and $4/4$. Dynamics: *mp*, *mf*, *f*, *ff*.

Section 2: Measures 1-5. Key signature: G major. Time signature: $6/8$. Dynamics: *ff*.

Section 3: Measures 5-18. Key signature: F major. Time signature: $2/4$. Dynamics: *f*, *pp*, *mp*.

Section 4: Measures 18-141. Key signature: F major. Time signature: $2/4$. Dynamics: *p*, *f*.

Annotations:

- Measure 58:** $\text{d} = 75$, **关机** (Shutdown).
- Measure 1:** $\text{d} = 110$.
- Section 3:** **The Dream of Flight**

Video Games and Music

142 143 144 145 146 147 148 149

mf rit. *f* — *ff*

J = 100 Super Mario Bros rit. rit. *J = 165* *J = 165*

1 2 3 4 5 6 7 8 9 10 11 19

mp *mf* cresc. *mf* *mf* *mf* *mf*

20 21 22 23 24 25

26 27 28 29 30 31

32 33 34 35 36 37 38 39 40 41

mf *mf*

42 43 51 52 53 54 55

mf *mf*

56 57 58 59 60 61

mf

62 63 64 65 66 67 68 69 70 71

mf

72 73 74 75 76 77 78 94 95 96 97 98 99 100 101

< *mf* *mp* < *mf*

102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121

mp

122 123 124 125 126 127 128 129 130 131 132 133 134

mf

135 136 137 138 139 140 141

3

142 143 144 145 146 147 148 149

3 3 3 3 *div.* *3* *3*

Final Fantasy

1 $\text{♩} = 116$ **mf**

9 10 11 12 13 14 15 16 17 24 25 26 **7 rit., a tempo** **mf**

27 28 29 30 31 32 33 34 35 36 37 38 39

40 41 42 43 44 45 46 47 48 49 50 51 **f ff**

52 53 54 55 56 57

D.C. al Fine **Fine** **rit.** - - - - -

16 9 $\text{♩} = 120$ **Mii Channel Theme**

Genshin Impact

1 **15** 17 18 19 20 21 22 45

16 17 18 19 20 21 22 23 **p**

25 26 27 28 29 33 34 **p**

35 36 37 38 39 40 41 **f**

42 43 44 45 46 47 48 49 56 **7 p <**

57 58 59 60 61 62 63 64 65 66 67 68 **mf f**

69 70 71 72 73 74 75 76 77 **ff**

Video Games and Music

Musical score for Bassoon, page 5, showing measures 78-93 and 94-122.

The score consists of two systems of musical notation. The first system (measures 78-93) shows a continuous line of sixteenth-note patterns with various slurs and grace notes. Measure 80 features a slur over two notes. Measures 87-93 show a similar pattern with measure 93 ending with a dash. The second system (measures 94-122) begins with a dynamic instruction *fp < fff*. Measures 94-96 show eighth-note pairs with slurs. Measures 97-108 show eighth-note pairs with slurs, followed by a dynamic *p*. Measures 109-122 show eighth-note pairs with slurs. Measure 111 has a dynamic *mf*. Measure 116 starts with a dynamic *mf*, followed by eighth-note pairs with slurs. Measure 122 ends with a dynamic *f*.

Video Games and Music

F Horn 1

Arr. Tubbs

Halo (sung)

开机 2

Legends of Azeroth

关机

The sheet music consists of six staves of musical notation for F Horn 1. The first staff is for the 'Halo' section, starting at tempo = 80 and ending at tempo = 125. The second staff is for the '开机 2' section, starting at tempo = 75. The third staff is for the 'Legends of Azeroth' section, starting at tempo = 80 and ending at tempo = 75. The fourth staff is for the '关机' section, starting at tempo = 75. The music includes various dynamics such as *mf*, *p*, *ff*, *fp*, *mf*, *f*, and *mp*. The notation also includes lyrics like 'Ah' and 'a 2', and various performance markings like slurs, grace notes, and fermatas.

$\text{♩} = 110$

The Dream of Flight

Musical score for "The Dream of Flight". The score consists of six staves of music. The first staff starts with a treble clef, a key signature of one flat, and a time signature of 12/8. Measure numbers 1 through 49 are shown above the staff. Dynamics include *mf* and *f*. The second staff begins at measure 50 with a treble clef, a key signature of one flat, and a time signature of 6/8. Measure numbers 51 through 83 are shown. Dynamics include *mf* and *f*. The third staff begins at measure 84 with a treble clef, a key signature of one flat, and a time signature of 9/8. Measure numbers 85 through 102 are shown. Dynamics include *pp*, *mp*, and a crescendo line. The fourth staff begins at measure 122 with a treble clef, a key signature of one flat, and a time signature of 12/8. Measure numbers 123 through 131 are shown. Dynamics include *mf* and *ff*. The fifth staff begins at measure 132 with a treble clef, a key signature of one flat, and a time signature of 12/8. Measure numbers 133 through 140 are shown. The sixth staff begins at measure 141 with a treble clef, a key signature of one flat, and a time signature of 12/8. Measure numbers 142 through 149 are shown.

Super Mario Bros

Musical score for "Super Mario Bros". The score consists of five staves of music. The first staff starts with a treble clef, a key signature of one sharp, and a time signature of 4/4. Measure numbers 1 through 26 are shown. Dynamics include *mp*, *mf*, *cresc.*, and *mf*. The second staff begins at measure 27 with a treble clef, a key signature of one sharp, and a time signature of 3/4. Measure numbers 30 through 37 are shown. Dynamics include *mf*, *mf*, *f*, and *f*. The third staff begins at measure 38 with a treble clef, a key signature of one sharp, and a time signature of 3/4. Measure numbers 39 through 138 are shown. Dynamics include *f*, *rit.*, *mf*, and *mf*. The fourth staff begins at measure 139 with a treble clef, a key signature of one sharp, and a time signature of 4/4. Measure numbers 140 through 149 are shown. The fifth staff begins at measure 140 with a treble clef, a key signature of one sharp, and a time signature of 3/4. Measure numbers 141 through 149 are shown.

Final Fantasy

Musical score for "Final Fantasy". The score consists of four staves of music. The first staff starts with a treble clef, a key signature of one flat, and a time signature of 4/4. Measure numbers 1 through 34 are shown. Dynamics include *f*. The second staff begins at measure 35 with a treble clef, a key signature of one flat, and a time signature of 4/4. Measure numbers 36 through 55 are shown. Dynamics include a ritardando line.

Mii Channel Theme

Genshin Impact

Skyrim

The sheet music consists of 124 measures of F Horn 1 music. The key signature is mostly A major (three sharps). Measure 1 starts with a dynamic of $\text{d} = 120$. The music is divided into sections by measure numbers: 1-16, 17-20, 21-23, 24-31, 32-39, 40-48, 49-74, 75-86, 87-95, 96-111, and 112-124. Performance instructions include 'Fine' at measure 17, '9' at measure 20, 'D.C. al Fine' at measure 23, 'Cuivré' at measure 45 and 88, 'Ord.' at measure 49 and 100, and dynamics such as f , mf , ff , p , and pp .

Video Games and Music

F Horn 2

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

$\text{♩} = 125$

Ah

开机

$\text{♩} = 75$

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 75$

关机

1 2 3 4 5 6 7 8 9 10 11 12 13
14 21 29 4 33 42 43 44 45 46 47 51 54 55 56
57 58 59 69 70 71 72 73 74 75 76 77 78 79
80

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
16 17 18 19 20 21 22 23 24 25 26
27 28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51
52 53 54 55 56 57 58 59 60 61

$\text{♩} = 110$

The Dream of Flight

Musical score for "The Dream of Flight". The score consists of six staves of music. The first staff starts with a treble clef, a key signature of one flat, and a time signature of 12/8. Measure numbers 1 through 49 are shown above the staff. Dynamics include *mf* at measure 1 and *f* at measure 49. The second staff begins with a treble clef, a key signature of one flat, and a time signature of 24. Measure numbers 50 through 83 are shown. Dynamics include *mf* at measure 50 and *f* at measure 81. The third staff starts with a treble clef, a key signature of one flat, and a time signature of 9. Measure numbers 84 through 102 are shown. Dynamics include *pp* at measure 84 and *mp* at measure 85. The fourth staff starts with a treble clef, a key signature of one flat, and a time signature of 20. Measure numbers 122 through 131 are shown. Dynamics include *mf* at measure 122 and *ff* at measure 128. The fifth staff starts with a treble clef, a key signature of one flat, and a time signature of 132. Measure numbers 132 through 140 are shown. The sixth staff starts with a treble clef, a key signature of one flat, and a time signature of 141. Measure numbers 141 through 149 are shown.

Super Mario Bros

Musical score for "Super Mario Bros". The score consists of five staves of music. The first staff starts with a treble clef, a key signature of one sharp, and a time signature of 4/4. Measure numbers 1 through 24 are shown. Dynamics include *mp* at measure 1, *mf* at measure 5, *cresc.* at measure 6, and *ff* at measure 146. The second staff starts with a treble clef, a key signature of one sharp, and a time signature of 25. Measure numbers 25 through 34 are shown. Dynamics include *mf* at measure 25, *mp* at measure 27, *mf* at measure 29, and *mf* at measure 34. The third staff starts with a treble clef, a key signature of one sharp, and a time signature of 35. Measure numbers 35 through 74 are shown. Dynamics include *f* at measure 35, *f* at measure 37, *f* at measure 39, and *f* at measure 41. The fourth staff starts with a treble clef, a key signature of one sharp, and a time signature of 133. Measure numbers 133 through 149 are shown. Dynamics include *rit. a tempo* at measure 134. The fifth staff starts with a treble clef, a key signature of one sharp, and a time signature of 1. Measure numbers 1 through 34 are shown. Dynamics include *f* at measure 1.

Final Fantasy

Musical score for "Final Fantasy". The score consists of four staves of music. The first staff starts with a treble clef, a key signature of one flat, and a time signature of 35. Measure numbers 1 through 34 are shown. Dynamics include *f* at measure 1. The second staff starts with a treble clef, a key signature of one flat, and a time signature of 10. Measure numbers 36 through 47 are shown. The third staff starts with a treble clef, a key signature of one flat, and a time signature of 10. Measure numbers 47 through 55 are shown. Dynamics include *f* at measure 47 and *rit.* at measure 55. The fourth staff starts with a treble clef, a key signature of one flat, and a time signature of 3. Measure numbers 54 through 55 are shown.

Mii Channel Theme **16**

Genshin Impact **20**

Skyrim **12**

Cuivré

Ord.

3 **Ord.**

Video Games and Music

Trumpet 1

Arr. Tubbs

Halo (sung) $\text{♩} = 80$ $\text{♩} = 125$

Legends of Azeroth $\text{♩} = 80$

关机 $\text{♩} = 75$

The Dream of Flight $\text{♩} = 110$

22 $\text{♩} = 124$

132

Video Games and Music

141

142 143 144 145 146 147

148 $\text{J} = 100$ rit. Super Mario Bros 2 3 4 5 6 7 8 9 10

rit. rit. $\text{J} = 165$ $\text{J} = 165$

1 2 3 4 5 6 7 8 9 10

mf cresc. f mf

11 22 23 24 25 26 27 28 29 30 31 32 33 34

mf mf

3 38 39 40 41 42 43

mf f mf

44 45 46 47 48 49 50

51 52 53 54 55 56 57 58 59 60

61 62 63 64 65 66 67 68 69 70 71

ff mf f

72 73 74 75 76 77 > 78 44 122 123

mf mp mf

124 125 126 127 128 129 130 131 132 133 134

$\leq f$

135 136 137 138 139 140 141 142 143 144 145 146 147 148 149

Final Fantasy 23 rit. a tempo 22 $\text{J} = 95$ 7 3 3 3

$\text{J} = 110$ $\text{J} = 120$ Mii Channel Theme 16 rit. Fine 17 9 D.C. al Fine

Genshin Impact

15

Skyrim

14 **15** **4**

f

22

6 **6** **19**

mf <

15

2 **10**

The musical score consists of ten staves of music for trumpet. The first staff (measures 1-23) is in 3/4 time with a key signature of one sharp, dynamic *p*, and ends with a repeat sign. The second staff (measures 14-25) is in 4/4 time with a key signature of one sharp, dynamic *mf*, changes to 6/8 time at measure 26 with a dynamic *f*, and continues through measure 45. The third staff (measures 64-70) is in 6/8 time with a dynamic *mf*. The fourth staff (measures 71-78) is in 6/8 time with a dynamic *f*. The fifth staff (measures 79-86) is in 6/8 time. The sixth staff (measures 87-108) is in 6/8 time with a dynamic *f*. The seventh staff (measures 109-116) is in 6/8 time.

Video Games and Music

Trumpet 2

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

mf

Ah

$\text{♩} = 125$

开机

2

$\text{♩} = 75$

Legends of Azeroth

$\text{♩} = 80$

mf

f

关机

$\text{♩} = 75$

The Dream of Flight

$\text{♩} = 110$

$\text{5} \quad \text{6} \quad \text{7} \quad \text{36} \quad \text{37} \quad \text{16}$

f

100

$\text{101} \quad \text{22}$

$f \quad mf \quad f$

$\text{132} \quad \text{133} \quad \text{134} \quad \text{135} \quad \text{136} \quad \text{137} \quad \text{138} \quad \text{139} \quad \text{140}$

Video Games and Music

141

Super Mario Bros.

rit. $\text{J} = 100$ $\text{J} = 165$

142 143 144 145 146 147 148 > > > 149

mf f ff

rit. rit. rit. $\text{J} = 165$

1 2 3 4 5 6 7 8 9 10

mf cresc. f mf

11 22 23 24 25 26 27 28 29 30 31 32 33 34

mf mf

35 38 39 40 41 42 43 44 45

mf f

46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63

64 65 66 67 68 69 70 71 72 73

ff mf f mf

$\text{J} = 160$

74 75 76 77 > 78 122 123 124 125 126 127

mp mf

128 129 130 131 132 133 134 135 136 137 138 139

f

140 141 142 143 144 145 146 147 148 149

Final Fantasy

Mii Channel Theme

1 23 rit. - - - a tempo 22 47 95 7 54 55 3

$\text{J} = 110$ $\text{J} = 120$

16 Fine 17

rit. - - -

9 D.C. al Fine

Genshin Impact

J = 82

20

23

J = 70

Skyrim

19

f

28 > > **29** **6** **35** **36** **37** **6** **43** . . **44** . **45** **19** **64** **mf** <

65 **66** **67** . **68** **69** **70** . . **71**

72 **73** **74** **75** **76** **77** **78** **79** **80** **f**

81 **82** **83** **84** **85** **86** **87** **88**

89 **90** **91** **92** **93** **108** **109** **110** **111** **112** **15**

113 **2** **115** **116** **10**

Video Games and Music

Trumpet 3

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

$\text{♩} = 125$

mf

Ah

7 8 4 10 4 8 11 (sung) Ah

$\text{♩} = 90$

75 76 77 78 79 80

开机

$\text{♩} = 75$

2

$\text{♩} = 80$

Legends of Azeroth

8 10 15 36 37 3 40 41 42 2 44 9

mf

f

53 54 55 56 57

f f f f f

58 59 60 61

f f ff

关机

$\text{♩} = 75$

$\text{♩} = 110$

The Dream of Flight

5 6 7 36 37 38 80 81 82 83 84 100 16

f

101 102 124 125 126 127 128 129 130

f mf f f

131 132 133 134 135 136 137 138 139

Video Games and Music

140

149 $\text{J} = 100$ rit. Super Mario Bros.

1 2 3 4 5 6 7 8 9 10

mf cresc. f mf

11 22 23 25 26 27 30 31 33 34

mf mf

35 38 39 40 41 42 43

mf f mf

44 45 46 47 48 49 50

51 52 53 54 55 56 57 58 59 60

61 62 63 64 65 66 67 70 71

$\text{J} = 160$ ff mf f

48

72 73 74 122 123 124 125 126 127 128

mf mp mf

129 130 131 132 133 134 135 136 137 138 139 140

f

141 3 144 24 rit. 25 a tempo 22 145 148 149

$\text{J} = 110$ 23 $\text{J} = 120$ rit. a tempo 22 $\text{J} = 95$ 7 54 55 3

Mii Channel Theme 16 Fine 17 9 D.C. al Fine

Genshin Impact

20

23

19

6

6

19

65

f

79

15

10

Video Games and Music

Trombone 1

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

Ah

$\text{♩} = 125$

$\text{♩} = 75$

开机

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

Detailed description: The score is for Trombone 1. It starts with a section titled 'Halo' in 4/4 time at a tempo of 80 BPM. The lyrics 'Ah' are sung over a series of eighth-note patterns. The section ends with a dynamic change to 125 BPM. Following this is a section titled '开机' (Open) in 6/8 time at 75 BPM. The 'Legends of Azeroth' section begins with a dynamic of 80 BPM. Both sections feature various musical markings such as slurs, grace notes, and dynamic changes like *sfz*, *mf*, and *p*. The score is divided into measures numbered from 1 to 99.

Video Games and Music

50 51 52 53 54 55 56 57 58 59 60 61

J. = 75

关机

1 *J. = 110*

The Dream of Flight

5 36

1 *J. = 110*

12 6 7 12 8 43 44 45 46 47 48 49

mp

50 51 55 56 57 58 59 75 76 77 78 79 80

mp < *mf* — — *f* —

81 82 83 84 85 122 123 124 125 126 127

pp *mf* — — —

128 129 130 131 132 133 134

f *ff* *f* *ff* — —

135 136 137 138 139 140 141 142 143 144

ff *ff* *f* — *mf* <

145 146 147 148 149

J. = 100

Super Mario Bros

ff

rit. — — — *J. = 165*

2 3 4 5 6 7 8 9 10 11 19 8 19

mp *cresc.* 3 *mf* — *mf*

20 21 22 23 24 25 26 27 28 29

30 31 32 33 34 35 36 37 38

f *f*

39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65

f *mf* *mp*

66 67 68 69 70 71 72

f *f* *f*

Video Games and Music

Final Fantasy

Mii Channel Theme

Genshin Impact

Skyrim

Video Games and Music

25 26 27 28 29 35 36 37 38

6

f *mf*

39 40 41 42 43 44 45 46

f > *fp* < *fff*

47 48 49 56 57 58 59 60 61 62 63 64 65 66

7

fp < *fff* *p* *mp* *mf*

67 68 69 70 71 72 73 74

f

75 76 77 78 79 80 81 82 83 84 85

82

86 87 88 89 90 91 92 93

> >

f

94 95 96 97 99 100 102 103 104 105 106 107 108

2

fp < *fff* > > *fp* < *fff* *p* < *mp* < *p* < *mp*

109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124

2

f

Video Games and Music

Trombone 2

Arr. Tubbs

Halo

(sung) 3 4 5 6 7 8 9 10 11 12 13

Ah

p < *sfs* *sfs* *mf*

p *sfs* *sfs* *mf*

开机

Legends of Azeroth

f *p* *mf*

Music Score Details:

- Tempo:** $\text{♩} = 80$ (Halo), $\text{♩} = 90$ (Halo sung), $\text{♩} = 75$ (Legends of Azeroth), $\text{♩} = 80$ (Legends of Azeroth).
- Key Signatures:** F major (Halo), B major (Halo Ah), D major (Legends of Azeroth).
- Time Signatures:** $4/4$ (Halo), $2/4$ (Halo Ah), $6/8$ (Legends of Azeroth).
- Dynamic Markings:** *mf*, *mp*, *p*, *sfs*, *mf*, *f*.
- Performance Instructions:** Measures include lyrics like "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "Ah", "开机", and "3". Measure numbers range from 1 to 80.

Video Games and Music

50 51 52 53 54 55 56 57 58 59 60 61

J. = 75 *f* <*ff*

关机

1 *J. = 110*

The Dream of Flight

5 36

12 *6* *12* *6*

mp

50 51 55 56 57 58 59 75 76 77 78

4 *16*

mp > *mf*

79 80 81 82 83 84 85 122 123 124 125

f *pp* *mf*

126 127 128 129 130 131 132 133

<*f*

134 135 136 137 138 >> 139 140 141

ff *f* *ff* *f*

142 143 144 145 146 147 148> > > 149

mf <*ff*

J. = 100

Super Mario Bros

rit. *J. = 165*

2 *3* *4*

mp *mf* *cresc.* *f* *3* *mf*

8

21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38

f *f*

39 40 41 42 43 59 60 61 62 63 64 65 66

f *mf* *mp*

67 68 69 70 71 72 73

f *f* *f* *mf*

Video Games and Music

Final Fantasy

$\text{♩} = 160$

74 75 76 77 > 78 106 107 108 109 110 111 112 113 114 115 116 117

28

mp mp mp

118 119 120 121 122 > 123 > 124 > 125 > 126 > 127 > 128 > 129 > 130 > 131 >

mf

132 133 134 135 136 137 138

f

139 140 141 142 143 144 145 146 147 148 149

rit. **a tempo** **3**

Final Fantasy

$\text{♩} = 103$

1 24 > > > 25 > 26 > 27 > 28 > 29 > 30 31 32 33 34

mf

35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

5 **p** **f**

51 52 53 54 55 56 57

ff **D.C. al Fine** **Fine** **f**

Mii Channel Theme

$\text{♩} = 120$

16 **9**

Genshin Impact

$\text{♩} = 82$

20

1 2 22 23

Skyrim

$\text{♩} = 70$

12

1 13 14 15 16 17 18 19 20 21 22 23 24

mp mf **f**

25 26 27 28 29 30 31 32 33 34 35 36 37 38

6 **f** **mf**

39 40 41 42 43 44 45 46

f **fp** **< fff**

Video Games and Music

8

47 48 49 57 58 59 60 61 62 63 64 65 66

67 68 69 70 71 72 73 74

75 76 77 78 79 80 81 82 83 84 85

86 87 88 89 90 91 92 93

94 95 96 97 99 100 101 102 103 104 105 106 107 108

109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124

Video Games and Music

Euphonium

Arr. Tubbs

Halo

(sung) 3 4 5 6 7 8 9 10 11 12 13

Ah

Legends of Azeroth

(sung) 71 72 73 74 75 76 77 78

Ah

开机

2

Legends of Azeroth

2

Video Games and Music

35 36 37 40 41 42 43 44 45 46 47 48 49

f **p** **mf**

50 51 52 53 54 55 56 57 58 59 60 61

J. = 75 **f** **<ff**

关机

1 **12** **6** **12** **36**

J. = 110

The Dream of Flight

5 **24**

mf **f**

84 85 92 93 94 120 121 122 123 124 125 126 127

pp **mf** **p**

128 129 130 131 132 133 134

f **ff** **f** **ff**

135 136 137 138 139 140 141 142 143 144

f **ff** **f** **ff**

145 146 147 148 149

J. = 100 **ff** **rit.** **J. = 165**

Super Mario Bros

1 **mf** **cresc.** **f** **3** **mf**

8

19 20 21 22 23 24 25 26 27 28

mf

29 30 31 32 33 34 35 36

f

37 38 39 40 41 42 43 67

f **f**

24

Video Games and Music

160

15

114

126

137

144

3

145

148

149

rit. - - - **a tempo**

Final Fantasy

103

5

D.C. al Fine

rit. - - -

51

ff

Fine

120

Mii Channel Theme

16 **9**

Genshin Impact

82

20

23

Video Games and Music

J. = 70
Skyrim
12

1 13 14 15 16 17 18 19 20 21 22 23 24

25 26 27 28 29 30 31 32 33 34 35 36 37 38 39

40 41 42 43 44 45 46 47 48

49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70

71 72 73 74 75 76 77 78 79

80 81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100 101 102 103

104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120

121 122 123 124

Dynamics and Instructions:

- Staff 1: *mp*, *mf*, *f*
- Staff 2: *p*, *f*, *mf*
- Staff 3: *fp* < *fff*, *fp* < *fff*
- Staff 4: *p*, *mf*
- Staff 5: *f*
- Staff 6: *fp* < *fff*, *fp* < *fff*
- Staff 7: *p*
- Staff 8: *mp*
- Staff 9: *p*, *mp*, *f*
- Staff 10: *p*

Video Games and Music

Tuba

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

开机 2

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

49 50 51 52 53 54 55 56 57 58 59 60 61

关机

The Dream of Flight

Optional 8vb until rehearsal J

Super Mario Bros

rit. $\text{quarter note} = 165$

24

Video Games and Music

15

rit. *a tempo*

Final Fantasy

23

5

95

ff

D.C. al Fine

Fine

120

Mii Channel Theme**16** **9**
Genshin Impact**82****15****23**

Video Games and Music

$\text{♩} = 70$

Skyrim

12

1 13 14 15 16 17 18 19 20 21 22 23 24 25

mp *mf* *f*

26 27 28 29 35 36 37 38 39 40

p *mf*

41 42 43 44 45 46 47 48 49 57

fp < ffff *fp < ffff* *p*

58 59 60 61 62 63 64 65 66 67 68 69 70

mf

71 72 73 74 80 81 82 83 84 85 86 87 88

7 *p*

89 90 91 92 93 94 95 96 97

fp < ffff *fp < ffff*

99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115

p *mp* *p* *mp*

116 117 118 119 120 121 122 123 124

f

2

Video Games and Music

Timpani

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 125$

开机

$\text{♩} = 75$

Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

19 20 21 36 40 41 42 43

15 **4**

44 45 46 47 48 49

mf **mf** **mf** **mf** **mf**

50 51 52 53 54 55

mf **mf** **f**

56 57 58 59 60 61

f

$\text{♩} = 75$
关机

1 **6** **8**

$\text{♩} = 110$

The Dream of Flight

1 5 6 7 18 25 26 27 28 33 34 36 37 38 41

5 **18** **p < f**

42 43 50 51 52 58 59 60 61 62 64

7 **f** **p < f**

65 66 68 69 70 74 75 76 77 78 79 80

2 **4** **p < f**

81 82 83 84 85 86 101 102 103 104 105 106 107

15 **p** **p < ff**

108 109 110 111 112 114 115 116 117 118

2 **8** **mp** **f**

126 127 128 129 130 131 132 133 134 135

mp **< ff**

136 137 138 139 140 141 142 143 145 146 147

2 **mf < ff**

148 149

> > > >

Super Mario Bros

$\text{♩} = 100$ rit. rit. rit. $\text{♩} = 165$

$\text{♩} = 160$

Final Fantasy

$\text{♩} = 110$ 23

D.C. al Fine

$\text{♩} = 120$ Fine

Mii Channel Theme

$\text{♩} = 16$ 9

Genshin Impact

$\text{♩} = 82$

Skyrim

$\text{♩} = 70$ 19 21 3 14

$\text{♩} = 95$

Timpani

Video Games and Music

A musical score for Timpani, featuring three staves of music. The first staff (measures 78-88) shows a pattern of eighth and sixteenth notes with dynamic markings like p , f , and mf . The second staff (measures 89-97) includes performance instructions such as slurs, grace notes, and dynamic markings. The third staff (measures 99-116) features sustained notes and dynamic markings like pp , p , mp , pp , p , and mf . Measure numbers are provided above each staff.

Video Games and Music

Piano

Arr. Tubbs

Halo

$\text{♩} = 80$ $\text{♩} = 125$

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
 3 8 mf 3 3

22 >> >>>> 23 >> >> 24 >> >>>> 25 >> >> 26 >> >>>>
 $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ 3

27 >> >> 28 >> >>>> 29 > >> 30 > >> 31 > >>
 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$

32 > >> 33 > > >> 34 > > >>>> 35 > > >>
 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ 3

36 >> >>>> 37 >> >> 38 >> >>>> 39 >> >> 40 >> >>>>
 $\text{l } 3 \downarrow$ 3 $\text{l } 3 \downarrow$ 3

41 > >> 42 > >> 43 > > >>>> 44 > >> 45 > >> 46 > >>
 $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{s } fz$ $\text{s } fz$ $\text{m } f$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$ $\text{l } 3 \downarrow$

Video Games and Music

Sheet music for a piano piece, likely a cover of "Legends of Azeroth". The music is divided into sections by measure numbers and includes various performance instructions.

Measures 49-53: Bass line with dynamic markings like > and >>. Treble line has eighth-note patterns with dynamics 3 and 3.

Measures 54-58: Bass line with eighth-note patterns and dynamics 3. Treble line includes slurs and dynamics sfz and mf.

Measures 59-63: Bass line with eighth-note patterns and dynamics 3. Treble line has eighth-note patterns with dynamics 3.

Measures 64-65: Bass line with eighth-note patterns and dynamics 3. Treble line has eighth-note patterns with dynamics 3.

Measures 66-77: Bass line with eighth-note patterns and dynamics 3. Treble line includes a tempo change to $\text{♩} = 75$, a dynamic f, and a section ending with a dynamic 4.

Measures 1-2: Treble clef, 6/8 time, dynamic mp. Measures 2-3: Treble clef, 6/8 time, dynamic mf.

Measures 3-8: Treble clef, 7/4 time, dynamic f. Measure 8 ends with a dashed line.

Measures 6-8: Treble clef, 7/4 time, dynamic f. Measure 8 ends with a dashed line.

Text: 开机 (Turn On) is written in green near the beginning of the piece.

Section Name: Legends of Azeroth

Video Games and Music

9 10 11

12 13 14

15 16 17 18

19 20 *mf* 21 22 23 24 25

26 27 28 29 30 31

32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47

f

3 **2** **2**

mf

Video Games and Music

48 49 50 51 52 53 54 55

f

56 57 58

59 60 61

ff

$\text{♩} = 75$ 关机

 $\text{♩} = 110$

The Dream of Flight

1 5 6 7 8 11 12 13 14 15

4 *8* *6* *8* *3* *p*

mp < > *p*

16 17 18 19 20 21 22 23 24 25

26 17 43 18 61 62 63 2 65 66 67 2 69 70

mp

Video Games and Music

2 73 74 75 86 87 88 89 90

11 *pp* *p*

91 92 93 94 95 96 97 98 99

mp *mf*

100 101 102 128 129 130 131 132

26 *f* *f*

133 134 135 136 137 138 139

f *ff* *ff* *ff*

140 141 142 143 144 145 146 147 148 149

f *mf* *ff*

d=100 rit. *rit.* *rit.* *d=165* *d=165*

Super Mario Bros

1 2 3 4 5 6 7 8 9 10

mf *pp* *mf* *cresc.* *f* *mf* *mf* *mf* *mp*

11 12 18 20 22 23 25 26 28

mp *mf* *f* *mf* *mf* *mf* *mp*

Video Games and Music

Sheet music for piano, showing measures 30 through 149. The music includes dynamic markings like *mf* and *mp*, and measure numbers 2, 6, 21, 31, 21, 31, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 148, 149.

Final Fantasy
To Harp

Sheet music for piano, ending with a section for harp. The tempo is $\text{♩} = 110$. The harp part starts at measure 8, with dynamics *mf* and *mp*.

Video Games and Music

rit. - a tempo

mf

mf

p

f <

3

3

54

55

rit.

Mii Channel Theme

To Electric Piano

J = 120

f

Fine

mf

D.C. al Fine

Genshin Impact

To Harp

Tempo: = 82

Measure 1: Treble clef, 3/4 time, key signature of one sharp. Dynamics: **p**, **pp**, **p**, **pp**, **p**, **pp**. Fingerings: 3, 3, 3, 3, 3, 3.

Measure 6: Treble clef, 3/4 time, key signature of one sharp. Dynamics: **pp**, **p**, **pp**, **pp**, **p**, **pp**. Fingerings: 3, 3, 3, 3, 3, 3. Pedal markings: **Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *****.

Measure 11: Treble clef, 3/4 time, key signature of one sharp. Dynamics: **p**, **pp**, **p**, **> pp**, **p**, **pp**. Fingerings: 3, 3, 3, 3, 3, 3. Pedal markings: **Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *****.

Measure 16: Treble clef, 3/4 time, key signature of one sharp. Dynamics: **p**, **pp**, **p**, **mp**, **p**, **mp**. Fingerings: 3, 3, 3, 3, 3, 3. Pedal markings: **Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *****.

Measure 21: Treble clef, 3/4 time, key signature of one sharp. Dynamics: **mf**, **pp**, **mp**, **mf**, **pp**, **mp**. Fingerings: 3, 3, 3, 3, 3, 3. Pedal markings: **Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *** Ped.**, *****.

Video Games and Music

Video Games and Music

47 48 49 50 51 52 53 54

55 56 57 58 59 60 61

62 63 64 65 66 67 68

69 70 71 72 73 8 81 82 83 84 85

86 87 88 89 90 91

92 93 94 95 96 97 104 105 106 107 108 109 110

111 112 113 115 116

2

10

2

10

Video Games and Music

Vibraphone

Arr. Tubbs

Halo

Legends of Azeroth

The Dream of Flight

This sheet music collection for vibraphone features three distinct pieces from popular video games. The first piece, 'Halo', includes sections for '开机' (powering on) and '关机' (powering off). The second piece, 'Legends of Azeroth', includes a section for 'The Dream of Flight'. The music is arranged by Tubbs, with various dynamics and performance instructions like 'ff' (fortissimo), 'mf' (mezzo-forte), and 'p' (pianissimo) included throughout the score.

Video Games and Music

Sheet music for Vibraphone, featuring the Super Mario Bros theme. The music is arranged in 15 staves, each containing 8 measures. The key signature is mostly B-flat major (two flats), with some changes in staff 12, 14, and 15. Measure numbers are listed above the staff.

Measure 105: Measures 105-111. Key signature: B-flat major (two flats). Measure 106: B-flat major. Measure 107: B-flat major. Measure 108: B-flat major. Measure 109: B-flat major. Measure 110: B-flat major. Measure 111: B-flat major.

Measure 112: Measures 112-121. Key signature: B-flat major. Measure 113: B-flat major. Measure 114: B-flat major. Measure 115: B-flat major. Measure 116: B-flat major. Measure 117: B-flat major. Measure 118: B-flat major. Measure 119: B-flat major. Measure 120: B-flat major. Measure 121: B-flat major. Dynamic: **p**.

Measure 122: Measures 122-132. Key signature: B-flat major. Measure 123: **2**. Measures 124-125: B-flat major. Measure 126: B-flat major. Measure 127: B-flat major. Measure 128: B-flat major. Measure 129: B-flat major. Measure 130: B-flat major. Measure 131: B-flat major. Measure 132: B-flat major. Dynamics: **p**, **ff**.

Measure 133: Measures 133-140. Key signature: B-flat major. Measures 134-135: B-flat major. Measure 136: B-flat major. Measure 137: B-flat major. Measure 138: B-flat major. Measure 139: B-flat major. Measure 140: B-flat major.

Measure 141: Measures 141-149. Key signature: B-flat major. Measures 142-143: B-flat major. Measure 144: B-flat major. Measures 145-146: B-flat major. Measures 147-148: B-flat major. Measure 149: B-flat major. Dynamics: **f**, **rit.**, **rit.**, **rit.**, **ff**, **ff**.

Measure 149: **Super Mario Bros**

Measure 1: Measures 1-23. Key signature: B-flat major. Measure 1: **2**. Measures 3-4: B-flat major. Measures 5-6: B-flat major. Measures 7-8: B-flat major. Measures 9-10: B-flat major. Measures 11-12: B-flat major. Measures 13-14: B-flat major. Measures 15-16: B-flat major. Measures 17-18: B-flat major. Measures 19-20: B-flat major. Measures 21-22: B-flat major. Measures 23-24: B-flat major. Dynamics: **mf**, **mf**.

Measure 30: Measures 30-60. Key signature: B-flat major. Measures 31-38: B-flat major. Measures 39-41: B-flat major. Measures 42-43: B-flat major. Measures 44-45: B-flat major. Measures 46-47: B-flat major. Measures 48-49: B-flat major. Measures 50-51: B-flat major. Measures 52-53: B-flat major. Measures 54-55: B-flat major. Measures 56-57: B-flat major. Measures 58-59: B-flat major. Measures 60-61: B-flat major. Dynamics: **mf**, **mf**, **mf**, **f**.

Measure 61: Measures 61-71. Key signature: B-flat major. Measures 62-63: B-flat major. Measures 64-65: B-flat major. Measures 66-67: B-flat major. Measures 68-69: B-flat major. Measures 70-71: B-flat major. Dynamics: **mf**.

Measure 73: Measures 73-85. Key signature: B-flat major. Measures 74-75: **3**. Measures 76-77: B-flat major. Measures 78-79: B-flat major. Measures 80-81: B-flat major. Measures 82-83: B-flat major. Measures 84-85: B-flat major. Dynamics: **mf**.

Measure 86: Measures 86-96. Key signature: B-flat major. Measures 87-88: B-flat major. Measures 89-90: B-flat major. Measures 91-92: B-flat major. Measures 93-94: B-flat major. Measures 95-96: B-flat major.

Measure 97: Measures 97-108. Key signature: B-flat major. Measures 98-99: B-flat major. Measures 100-101: B-flat major. Measures 102-103: B-flat major. Measures 104-105: B-flat major. Measures 106-107: B-flat major. Measures 108-109: B-flat major.

Measure 109: Measures 109-119. Key signature: B-flat major. Measures 110-111: B-flat major. Measures 112-113: B-flat major. Measures 114-115: B-flat major. Measures 116-117: B-flat major. Measures 118-119: B-flat major.

Measure 120: Measures 120-131. Key signature: B-flat major. Measures 121-122: B-flat major. Measures 123-124: B-flat major. Measures 125-126: B-flat major. Measures 127-128: B-flat major. Measures 129-130: B-flat major. Measures 131-132: B-flat major.

Video Games and Music

Musical score for Final Fantasy, page 1. Measures 132 to 142. Key signature changes between G major, A minor, and B minor. Time signature changes between 2/4 and 3/4.

Musical score for Final Fantasy, page 2. Measures 143 to 149. Key signature changes between G major, A minor, and B minor. Measure 149 includes dynamic markings *p* and *rit. a tempo*.

Final Fantasy

Musical score for Final Fantasy, page 3. Measures 1 to 26. Key signature changes between G major, A minor, and B minor. Measure 1 has dynamic *mf*. Measure 17 has dynamic *p*. Measure 24 has dynamic *rit. a tempo*.

Musical score for Final Fantasy, page 4. Measures 27 to 38. Key signature changes between G major, A minor, and B minor. Measure 38 ends with a dynamic *mf*.

Musical score for Final Fantasy, page 5. Measures 39 to 50. Key signature changes between G major, A minor, and B minor. Measure 40 starts with a dynamic *mf*. Measure 41 has a measure repeat sign. Measure 47 has a dynamic *f*. Measure 50 has a dynamic *f*.

Musical score for Final Fantasy, page 6. Measures 51 to 57. Key signature changes between G major, A minor, and B minor. Measure 51 starts with *ff*. Measure 52 has dynamic *Fine*. Measure 53 has dynamic *rit.*. Measure 54 has dynamic *rit.*. Measure 55 has dynamic *rit.*. Measure 56 has dynamic *rit.*. Measure 57 has dynamic *rit.*.

Mii Channel Theme

Musical score for Mii Channel Theme, page 1. Measures 1 to 17. Key signature changes between G major, A minor, and B minor. Measure 1 starts with *ff*. Measure 1 has dynamic *Fine*. Measure 12 has dynamic *D.C. al Fine*. Measure 13 has dynamic *rit.*

To Vibraphone

Genshin Impact

20

23

Musical score for Genshin Impact, page 1. Measures 1 to 23. Key signature changes between G major, A minor, and B minor. Measure 1 starts with *ff*. Measure 2 has dynamic *Cresc.* Measure 22 has dynamic *Decresc.* Measure 23 has dynamic *ff*.

Skyrim

Musical score for Skyrim, page 1. Measures 1 to 125. Key signature changes between G major, A minor, and B minor. Measure 1 starts with *ff*.

Video Games and Music

Percussion - Jacky

Arr. Tubbs

J = 80

Halo
(sung)

Ah

J = 125

To Concert Toms

J = 90

2 (sung)

Ah

Video Games and Music

开机 2

J. = 75

Legends of Azeroth
To Chinese Tom-Toms

The sheet music consists of 12 staves of musical notation for Chinese Tom-Toms. The notation includes various note heads (circles, squares, triangles) and rests, with dynamic markings like *f*, *p*, *mp*, and *mf*. Time signatures change frequently throughout the piece, including 6/8, 4/4, 3/4, and 2/4. Measure numbers are provided at the top of each staff.

J. = 80

关机

J. = 75

1

$\text{♩} = 110$ **The Dream of Flight**

To Marimba (single staff)

5 **36** **25** **4**

91 **92** **93** **94** **118** **119** **124** **125** **126** **127** **128** **129**

130 **131** **132** **133** **134** **135** **136** **137**

138 **139** **140** **141** **142** **143** **144** **145** **146** **147** **148** **149**

J = 100 rit. rit. **J = 165**

Super Mario Bros

To Marimba (single staff)

2 **3** **4** **5** **6** **7** **8** **9** **10** **12** **18** **6**

20 **22** **23** **26** **28** **30** **31** **38** **39** **2**

41 **42** **44** **50** **52** **59** **60** **61** **f**

62 **63** **64** **65** **66** **67** **70** **71** **73** **2**

74 **58** **75** **133** **134** **135** **136** **137** **138** **139** **140** **141** **144** **145** **3** **148**

149

p

Final Fantasy

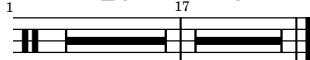
To Triangle

1 **J = 110** **8** **9** **10** **14** **rit.** **—** **a tempo** **21** **J = 95** **7** **3**

mf **mp** **rit.** **—**

D.C. al Fine
Fine
 $\text{♩} = 120$
Mii Channel Theme

16 **9**



Genshin Impact

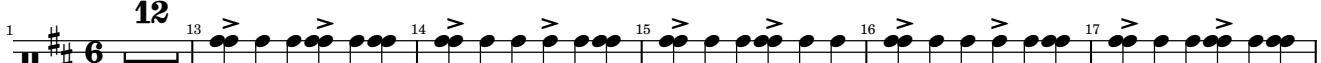
$\text{♩} = 82$

20

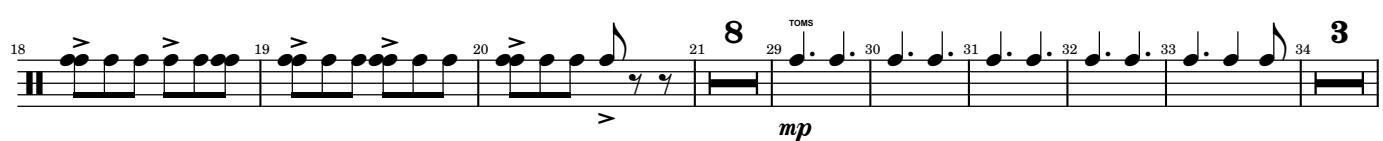
23

Skyrim
To Chinese Tom-Toms

12



mp



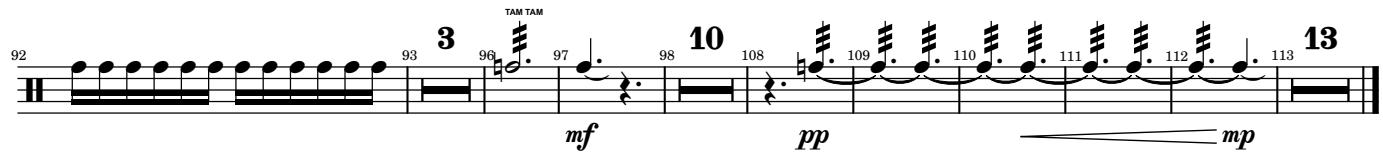
mp



mf



f



Video Games and Music

Percussion - Tiger

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

开机 2

$\text{♩} = 80$

Legends of Azeroth To Anvil

$\text{♩} = 80$ $\text{♩} = 75$

关机

$\text{♩} = 75$ $\text{♩} = 110$

The Dream of Flight To Snare Drum

$\text{♩} = 120$ $\text{♩} = 180$ $\text{♩} = 150$ $\text{♩} = 150$

Video Games and Music

58 59 > . 60 61 62 63 > . 64 65 > . 66 67 > .

mf

68 69 > . 70 71 > . 72 73 > . 74 75 > .

p

76 > . 77 > . 78 > . 79 > .

mp

80 > . 81 > . 82 > . 83 > .

84 > . 85 > . 86 > . 87 > . 94 > . 95 > .

p ————— *pp* ————— *p* —————

96 > . 97 > . 98 > . 99 > . 100 > . 101 —

102 > . 103 > . 104 > . 105 > . 106 > .

mf

107 > . 108 > . 109 > . 110 > . 111 > .

112 > . 113 > . 114 > . 115 > . 116 > .

117 > . 118 > . 119 > . 120 > . 121 —

29

J = 100 rit. rit. rit. rit. J = 165

Super Mario Bros

Guiro 2

1 3 4 5 6 7 8 74 3 133 134 135 136 137 138

J = 160 66 59

139 140 141 3 144 145 3 148 149

3 3 To Triangle

rit. - a tempo

Final Fantasy

To Snare Drum

1 **23** 24 25 26 27 28 29 30

pp < *p*

31 32 33 34 35 36 37

mp

38 39 40 41 47 54 55

6 **7** **95**

mf D.C. al Fine

Fine

J = 120

Mii Channel Theme

16 **9**

rit. -

Genshin Impact

20

23

J = 82

J = 70

Skyrim

19

SNARE DRUM

f

20 21 22 23 24 25 26

mf *subito*

27 28 29 37 38 39 40

8

30 **SNARE DRUM** **Snare OFF**

41 42 43 73 74 75

76 77 78 79 80

81 82 83 84 85

86 87 88 89 90

91 92 93

33

Video Games and Music

Percussion - Frankie

Arr. Tubbs

Halo
To Bass Drum

$\text{♩} = 80$

开机
2

$\text{♩} = 75$

Legends of Azeroth
To Bass Drum

$\text{♩} = 80$

16 4 2

$\text{♩} = 125$

Video Games and Music

48 49 50 51 52 53 54 55 56

57 58 59 60 61

ff

关机

1

6

8

12

5 6 7 12 8 19 27 5 33 9 43 34 3 47 48 3 51 52 12 64

p **mf** **mf** **mf**

3 68 69 73 74 79 80 32 112 113 118 119 130 131 132 133

f **mf** **p** **ff**

2 135 136 138 139 140 142 143 146 147 148 149

rit. **f** **ff**

Super Mario Bros **rit.** **rit.** **rit.** **ff** **165**

2 **To 5-Piece Drum Kit** **2** 1 3 4 5 6 7 8 9 11 12 13 14 15 16 17

mf Swing

% 18 19 > 20 > 21 > 22 > 23 > 24 >

Fill 26 27 28 29 30 31

32 > 33 > 34 > 35 > 36 > 37 > 38 > 39 >

40 > 41 > 42 > **Fill** 43 44 > 45 > 46 > 47 >

mf **mf Swing**

48 > 49 > 50 > 51 > 52 > 53 >

54 > 55 > 56 > 57 > 58 > **Fill** 59 > 60 > 61 >

Video Games and Music

This page of sheet music contains ten staves of bass drum notation. The music begins with a continuous series of eighth-note strokes (marked with 'x') at measures 60 through 65. Measures 66 through 72 show eighth-note strokes followed by sixteenth-note patterns. Measure 73 starts a section with a tempo of $\text{♩} = 160$, indicated by a '3' above the staff. Measure 74 shows a bass note with a '3' below it, followed by eighth-note strokes. Measures 75 through 85 feature eighth-note strokes with dynamic markings 'mf' (measures 73-75) and 'mp' (measures 76-85). Measures 86 through 97 continue with eighth-note strokes. Measures 98 through 109 show eighth-note strokes with a dynamic marking 'mf' in measure 4. Measures 110 through 121 show eighth-note strokes. Measures 122 through 132 show eighth-note strokes. Measures 133 through 142 show eighth-note strokes with a dynamic marking 'f' over three measures. Measures 143 through 145 show eighth-note strokes with a dynamic marking '3' over three measures. A pink box highlights the text "Final Fantasy To Bass Drum" in measure 143. In measure 144, there is a dynamic marking 'rit.' followed by a fermata and a dynamic marking 'a tempo'. In measure 145, there is a dynamic marking 'rit.' followed by a '3' indicating a triplets instruction. Measures 1 through 17 show a bass line with a dynamic marking 'p' and 'D.C. al Fine' followed by 'Fine' and 'rit.'. Measures 16 and 17 show a bass line with a dynamic marking 'rit.'.

Genshin Impact

A musical score for Gershwin Impact, page 1, featuring a single staff with 23 measures. The tempo is indicated as $\text{♩} = 82$. Measure 1 starts with a treble clef, a key signature of three sharps, and a common time signature. Measures 1 through 20 are in 3/4 time, while measures 21 through 23 are in 2/4 time. The score consists of vertical stems with horizontal dashes indicating pitch and duration. Measure 1 starts with a quarter note. Measures 2 and 22 start with eighth notes. Measures 21 and 23 start with sixteenth notes. Measures 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 23 all consist of two eighth notes. Measures 21 and 23 end with a double bar line.

$\text{♩} = 70$

Skyrim

To Bass Drum

1 ♩ 2 ♩ 3 ♩ 4 ♩ 5 ♩ 6 ♩ 7 ♩ 8 ♩ 9 ♩ 10 ♩ 11 ♩ 12 ♩

p

13 ♩ 14 ♩ 15 ♩ 16 ♩ 17 ♩ 18 ♩ 19 ♩ 20 ♩ 21 ♩ 22 ♩ 23 ♩ 24 ♩ 25 ♩ 26 ♩ 27 ♩ 28 ♩ 29 ♩

mp **mf** **f** **p**

30 ♩ 31 ♩ 32 ♩ 33 ♩ 34 **7** ♩ 41 **2** ♩ 42 ♩ 43 ♩ 45 ♩ 46 ♩ 47 ♩ 48 ♩ 49 **16** ♩ 65 ♩ 66 ♩

f **f** > **mf**

67 ♩ 68 ♩ 69 ♩ 70 ♩ 71 ♩ 72 ♩ 73 ♩ 74 **19** ♩ 93 ♩ 94 ♩

> **f** **f**

95 ♩ 96 ♩ 97 **MARK TREE** ♩ 98 ♩ 99 ♩ 100 ♩ 101 ♩ 102 ♩ 103 ♩ 104 ♩ 105 ♩ 106 ♩ 107 **10** ♩ 117 **BASS DRUM** ♩ 118 ♩ 119 ♩ 120 ♩

> **p** **mf** **mp**

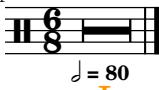
121 ♩ **p** 122 ♩ 123 ♩ 124 ♩ 125 **pp**

Video Games and Music

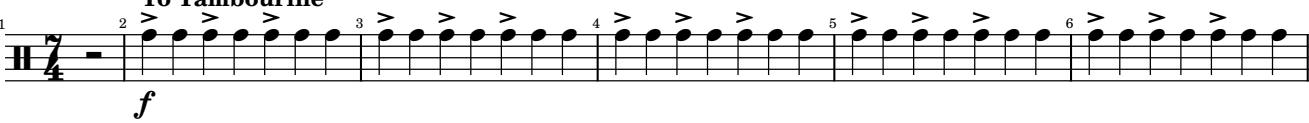
Percussion - Johnny

Arr. Tubbs

73  74
开机
2

1 

Legends of Azeroth
To Tambourine

1 

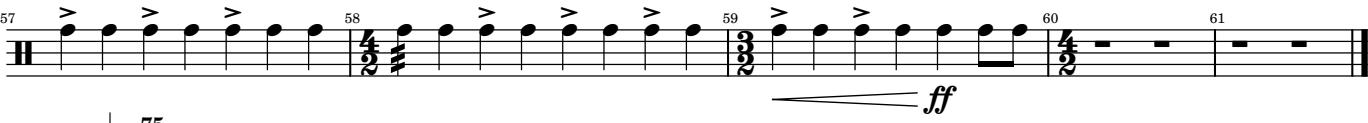
7 

13 

19 

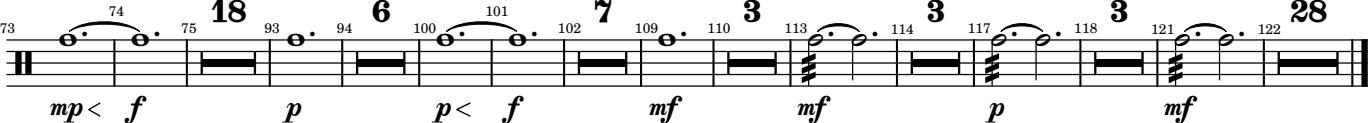
45 

51 

57 
关机
1 

The Dream of Flight
To Suspended Cymbal

1 
 Single hit w/hard mallet Single hit w/hard mallet

73 

Super Mario Bros

$\text{♩} = 100$ rit. rit. $\text{♩} = 165$

TAMBOURINE **TEMPLE BLOCK** **16**

$\text{♩} = 160$ **TRIANGLE** **25** **26**

Final Fantasy
To Hand Cymbals

$\text{♩} = 110$ **23** **12** **9** $\text{♩} = 95$ **6**

Mii Channel Theme

$\text{♩} = 120$ **16** **9**

Genshin Impact
To Suspended Cymbal

$\text{♩} = 82$ **19** **6** **14**

Skyrim
To Suspended Cymbal

$\text{♩} = 70$ **16** **4** $\text{♩} = 95$ **3**

Video Games and Music

DAIKO

65 66 67 68 69

70 71 72 73 CR. CYMB. 3 74 77 78 81 82

f *mf*

83 84 85 86 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109

f *f* *pp* < *p* < *p*

SUS. CYMB.

110 111 112 113 114 115 116 117 118

p *mf*

8

Video Games and Music

Percussion - Jay

Arr. Tubbs

Halo
To Chimes **9** **8** **8** **4** **10** **>** **46** **47** **4** **4** **>**

开机
2

Legends of Azeroth
To Suspended Cymbal

4 **3** **6** **7** **3** **10** **11** **3** **14** **4** **19** **20** **15**

4 **2** **9** **5** **58** **59** **60** **61**

关机

The Dream of Flight
To Chimes **5** **18** **14** **8** **11**

11 **42** **12** **2** **2** **2** **2** **2** **2**

Super Mario Bros
2 **2** **To Shaker**

Video Games and Music

Musical score for Final Fantasy featuring a single staff with 32 measures. Measures 19-25 show eighth-note patterns. Measures 26-32 show sixteenth-note patterns. Measure 27 has a fermata over the note.

Musical score for Final Fantasy featuring a single staff with 17 measures. Measures 33-41 show eighth-note patterns. Measure 42 has a fermata over the note. Measure 43 starts a new section with a tempo change.

Musical score for Final Fantasy featuring a single staff with 16 measures. Measures 50-58 show eighth-note patterns. Measures 59-66 show sixteenth-note patterns.

Musical score for Final Fantasy featuring a single staff with 22 measures. Measures 67-74 show eighth-note patterns. Measures 75-139 show sixteenth-note patterns. A tempo marking of $\text{J} = 160$ and measure number 59 are indicated above the staff.

Musical score for Final Fantasy featuring a single staff with 15 measures. Measures 140-144 show eighth-note patterns. Measures 145-149 show sixteenth-note patterns. Measure numbers 140, 141, 144, and 145 are shown above the staff.

Final Fantasy

Musical score for Final Fantasy featuring a single staff with 55 measures. Measure 1 starts at $\text{J} = 110$ in 23 time. Measure 24 starts a ritardando. Measure 25 starts at a tempo 22. Measure 47 starts at $\text{J} = 95$. Measure 54 starts a ritardando. Measure 55 ends with a final dynamic. Measure numbers 1, 23, 24, 25, 47, 54, 55, and 3 are shown above the staff. A tempo marking of $\text{J} = 120$ and dynamic markings of D.C. al Fine and Fine are also present.

Mii Channel Theme

Musical score for Mii Channel Theme featuring a single staff with 17 measures. Measure 1 starts at $\text{J} = 120$ in 16 time. Measure 9 ends with a dynamic marking of ppp .

Genshin Impact

Musical score for Genshin Impact featuring a single staff with 45 measures. Measure 1 starts at $\text{J} = 82$ in 3/4 time. Measure 9 starts at f . Measure 22 starts at f . Measure 23 starts at f . Measure 45 starts at f . Measure numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 22, 23, and 45 are shown above the staff. A dynamic marking of ppp is present.

Skyrim

Musical score for Skyrim featuring a single staff with 45 measures. Measure 1 starts at $\text{J} = 70$ in 8/8 time. Measure 125 ends with a dynamic marking of f .

Video Games and Music

Percussion - Kevin

Arr. Tubbs

Halo

To Tam-tam

$\text{♩} = 80$

$p < mf > p$

$\text{To Suspended Cymbal}$

$\text{8 } 8 \text{ 4 } 5$

f

$\text{3 } 4 \text{ 4 } 10$

$f f p <$

10

开机 2

$\text{6 } 8$

$\text{♩} = 80$

Legends of Azeroth

To Tam-tam

$\text{3 } 3 \text{ 3 } 16$

$\text{3 } 6 \text{ 7 } 10 \text{ 11 } 14 \text{ 15 } 18 \text{ 19 } 20$

$\text{3 } 4 \text{ 5 } 6 \text{ 5 } 2$

$f < f$

ff

关机 2

$\text{6 } 8$

$\text{♩} = 75$

The Dream of Flight

To Tam-tam

$\text{5 } 36 \text{ 2 } 41 \text{ 36 }$

$mf pp < < f$

$\text{3 } 6 \text{ 131. } 132. \text{ 135. } 136. \text{ 6 } 142. \text{ 143. } 144. \text{ 4 } 148. \text{ 149. }$

$\text{ff rit. rit. } \text{♩} = 165$

Super Mario Bros

$\text{2 } 66 \text{ 59 }$

$\text{♩} = 160$

$2 3 4 5 6 7 8 \text{ 74 } 3 4 2 4 2 4 2 4 2 4$

Musical score for Final Fantasy featuring a single staff with measures 139 through 145. The time signature changes between 4/4 and 3/4. Measures 139, 140, and 141 have a tempo of 140 BPM. Measures 142, 143, and 144 have a tempo of 144 BPM. Measures 145 and 146 have a tempo of 145 BPM. Measures 142, 143, and 145 contain the numbers 3 and 5 respectively above them.

Final Fantasy

1 $\text{♩} = 110$ **23** 24 rit. - - - 25 a tempo **22** 47 $\text{♩} = 95$ **7** 54 55 rit. - - -

D.C. al Fine
Fine
 $\text{♩} = 120$

Mii Channel Theme

16 17 9

Musical score for Mii Channel Theme featuring a single staff with measures 1 through 9. The time signature is 4/4. Measure 1 has a tempo of 110 BPM. Measure 2 has a tempo of 120 BPM. Measures 3 through 9 have a tempo of 95 BPM. Measures 1, 3, 5, 7, and 9 contain the numbers 16, 17, and 9 respectively above them.

Genshin Impact
To Glockenspiel

1 $\text{♩} = 82$ **20** 22 24 25 34 35 45 **10**

p

$\text{♩} = 70$
Skyrim

125

Musical score for Genshin Impact and Skyrim featuring two staves. The top staff is for Glockenspiel and the bottom staff is for piano. The time signature is 3/4. Measures 1 through 10 have a tempo of 82 BPM. Measures 11 through 15 have a tempo of 70 BPM. Measures 16 through 20 have a tempo of 125 BPM. Measures 1, 3, 5, 7, and 9 contain the numbers 20, 22, 24, 25, 34, 35, and 45 respectively above them.

Video Games and Music

Violin 1

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

Ah

$\text{♩} = 90$

开机 (sung)

$\text{♩} = 75$ $\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

Violin 1

The sheet music consists of 16 staves of musical notation for violin. The music is divided into sections by measure numbers and dynamic markings. Key changes occur frequently, particularly in the later sections. Articulations like 'mf' (mezzo-forte), 'f' (forte), 'ff' (fortissimo), and 'ppp' (pianissimo) are used. Performance instructions include 'arco' (bowing) at measure 58 and '关机' (power off) in green text at measure 61. The tempo is marked as $\text{♩} = 75$ at measure 58 and $\text{♩} = 110$ at measure 1.

Section 1 (Measures 12-39):

- Measures 12-13: Treble clef, common time, eighth-note patterns.
- Measures 14-18: Common time, eighth-note patterns.
- Measures 19-29: Measures 21-22: $\text{♩} = 75$, 'mf'. Measures 23-24: $\text{♩} = 110$, 'mf'. Measures 25-29: Measures 25-26: $\text{♩} = 75$, 'mf'. Measures 27-28: $\text{♩} = 110$, 'mf'. Measures 29-30: Measures 29-30: $\text{♩} = 75$, 'f'.
- Measures 31-39: Measures 31-32: $\text{♩} = 75$, 'mf'. Measures 33-34: $\text{♩} = 110$, 'f'. Measures 35-36: Measures 35-36: $\text{♩} = 75$, 'f'.

Section 2 (Measures 40-53):

- Measures 40-48: Measures 40-41: $\text{♩} = 75$. Measures 42-43: $\text{♩} = 110$. Measures 44-48: Measures 44-45: $\text{♩} = 75$. Measures 46-48: $\text{♩} = 110$.
- Measures 49-53: Measures 49-50: $\text{♩} = 75$. Measures 51-53: $\text{♩} = 110$.

Section 3 (Measures 54-61):

- Measures 54-57: Measures 54-55: $\text{♩} = 75$. Measures 56-57: $\text{♩} = 110$.
- Measures 58-61: Measures 58-59: $\text{♩} = 75$, 'arco'. Measures 60-61: $\text{♩} = 110$, 'ff'.

Section 4 (Measures 1-16):

- Measures 1-16: Measures 1-2: $\text{♩} = 110$, 'div.'. Measures 3-4: $\text{♩} = 75$. Measures 5-6: $\text{♩} = 110$. Measures 7-8: $\text{♩} = 75$. Measures 9-10: $\text{♩} = 110$. Measures 11-12: $\text{♩} = 75$. Measures 13-14: $\text{♩} = 110$. Measures 15-16: $\text{♩} = 75$.

Section 5 (Measures 17-30):

- Measures 17-26: Measures 17-18: $\text{♩} = 75$. Measures 19-20: $\text{♩} = 110$. Measures 21-22: $\text{♩} = 75$. Measures 23-24: $\text{♩} = 110$. Measures 25-26: $\text{♩} = 75$.
- Measures 27-30: Measures 27-28: $\text{♩} = 75$, 'mf'. Measures 29-30: $\text{♩} = 110$, 'f'.

Video Games and Music

This sheet music for Violin 1 consists of 18 staves of musical notation. The music is primarily in common time, with some sections in 2/4 time. The key signature varies between G major (no sharps or flats), F major (one sharp), E major (two sharps), D major (one sharp), C major (no sharps or flats), B-flat major (one flat), A major (two sharps), and G major (no sharps or flats). The music features a variety of note heads, including solid black dots, open circles, and stems with dots. Dynamics and performance instructions include:

- Measure 31:** *mf*
- Measure 33:** *f*
- Measure 34:** *f*
- Measure 39:** *mf*
- Measure 41:** *f*
- Measure 42:** *f*
- Measure 43:** *V*
- Measure 44:** *V*
- Measure 45:** *V*
- Measure 46:** *V*
- Measure 47:** *V*
- Measure 48:** *V*
- Measure 49:** *2*
- Measure 51:** *V*
- Measure 52:** *V*
- Measure 53:** *V*
- Measure 54:** *mf*
- Measure 55:** *V*
- Measure 56:** *V*
- Measure 57:** *V*
- Measure 58:** *mf*
- Measure 63:** *mp*
- Measure 72:** *mf*
- Measure 77:** *f*
- Measure 86:** *pp*
- Measure 87:** *p*
- Measure 95:** *mf*
- Measure 99:** *ff*

Video Games and Music

Violin 1

The sheet music for Violin 1 consists of several staves of musical notation. The first staff starts at measure 103 in 2/4 time, B-flat major, with a tempo of 103 BPM. It features eighth-note patterns and dynamic markings like *p*, *f*, *mf*, *ff*, and *pp*. Measures 104-105 continue the eighth-note pattern. Measures 106-110 show sixteenth-note patterns with dynamic markings *p*, *f*, and *pp*. Measures 111-119 feature eighth-note patterns with dynamic markings *p*, *mf*, *ff*, and *pp*. Measures 120-129 show eighth-note patterns with dynamic markings *mf*, *ff*, and *ff*. Measures 130-132 show eighth-note patterns. Measures 133-136 show eighth-note patterns. Measures 137-140 show eighth-note patterns. Measures 141-144 show eighth-note patterns with dynamic markings *f* and *fff*. Measures 145-149 show eighth-note patterns with dynamic markings *rit.* and *j = 165*. The next section starts with a tempo of *j = 100* and includes a *tremolo* instruction. The title "Super Mario Bros" is written in blue. Measures 1-9 show eighth-note patterns with dynamic markings *p*, *f*, *cresc.*, and *f*. Measures 10-17 show eighth-note patterns with dynamic markings *mf* and *f*. Measures 18-33 show eighth-note patterns with dynamic markings *mf* and *f*.

Video Games and Music

34 arco
 mf

35 36 37 38 39 40 41 42 43 pizz.
 f mf

44

45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 V 60 □ 61 V 62 □ 63 V 64 65 □ 66 67 V 68 69 □ 70 71 V 72 73 V □ V
 mp mf
 $\text{J} = 160$ < > < > mf

74 75 rit. 76 V 77 78 □ 79 V 80 □ 81 V 82 □ 83 V 84 □ 85 V 86 87 88 □

89 V 90 □ 91 V 92 □ 93 94 □ 95 96 97 98 99 100 101 102 103

104 105 V 106 □ 107 V 108 □ 109 V 110 □ 111 V 112 □ 113 V 114 115 116 □ 117 V 118

119 120 □ 121 V 122 123 124 125 V 126 127 128 129 V 130 131 V 132 V 133

134 135 136 137 138 139 140 141 142 143 144 145 146

rit.
147 148 149

arco

Final Fantasy

1 $\text{J} = 110$ 2 3 4 5 6 7 8 9

10 11 12 13 14 15 16 17 18 19

mf

20 21 22 23 24 25 26 27 28 29

rit. - - a tempo
 mf f

30 31 32 33 34 35 36 37 38 39

Video Games and Music

Mii Channel Theme

Mii Channel Theme

Fine

Genshin Impact

D.C. al Fine

Skyrim

Video Games and Music

This image shows a musical score for violin, consisting of 15 staves of music. The score is written in common time with a key signature of one sharp (F#). The music includes various dynamics such as *p*, *f*, *ff*, and *fff*. Articulations include accents, slurs, and grace notes. Performance instructions like "2" and "pp" are also present. Measure numbers are indicated at the beginning of each staff.

Measure 24: Violin part, dynamic *p*.

Measure 39: Violin part, dynamic *f*.

Measure 58: Violin part, dynamic *ff*.

Measure 76: Violin part, dynamic *f*.

Measure 89: Violin part, dynamic *ff*.

Measure 100: Violin part, dynamic *pp*.

Measure 120: Violin part, dynamic *pp*.

Video Games and Music

Violin 2

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

开机 (sung)

$\text{♩} = 75$

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

Sheet music for Violin 2, featuring 12 staves of musical notation. The music includes various dynamics (e.g., *mf*, *f*, *ff*, *p*) and markings (e.g., *arco*, *关机*, *The Dream of Flight*). The tempo is indicated as $\text{♩} = 75$ for staff 58 and $\text{♩} = 110$ for staff 1.

Staff 1: $\text{♩} = 110$. *The Dream of Flight*

Staff 2: $\text{♩} = 75$ *arco* *关机*

Staff 3: $\text{♩} = 110$

Staff 4: $\text{♩} = 75$

Staff 5: $\text{♩} = 110$

Staff 6: $\text{♩} = 75$

Staff 7: $\text{♩} = 110$

Staff 8: $\text{♩} = 75$

Staff 9: $\text{♩} = 110$

Staff 10: $\text{♩} = 75$

Staff 11: $\text{♩} = 110$

Staff 12: $\text{♩} = 75$

Video Games and Music

The sheet music consists of 17 staves of musical notation for Violin 2. The key signature is mostly one flat, with some changes in staff 24 and staff 44. The time signature is common time throughout. Measure numbers are indicated above the staff at the beginning of each measure. Articulations and dynamics are also present.

Measure numbers: 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54.

Dynamics and Articulations:

- Staff 24: *mf*
- Staff 32: *f*
- Staff 35: *mf*
- Staff 36: *f*
- Staff 39: *mf*
- Staff 40: *f*
- Staff 44: 8 (above staff), *f*
- Staff 48: *mf*

Video Games and Music

Violin 2

55 56 57

58 59 60 61 62 63 64 65

mf

66 67 68 69 70 71 72 73 74

75 76 77 78 79

mf

f <

80 81 82 83 84 85 86 87 88 89 90

pp < > pp — p

91 92 93 94 102 103 104 105 106

f

8

107 108 109 > 110 111 112 113 114 115 116

ff — f

117 118 119 120 121 122 124 125

pp mp f

126 127 128 129 130 131

ff ff

132 133 134 135 136

137 138 139 140 142

2

143 144 145 146 147 148

fff

149

Video Games and Music

Super Mario Bros

$\text{♩} = 100$ tremolo arco

rit. $\text{♩} = 165$

pizz. 2

arco pizz.

mf cresc. 3 f mf

pizz.

20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36

mf mp mf mf

arco pizz.

37 38 39 40 41 42 43 44 45 46

f mf

pizz.

47 48 49 50 51 52 53 54 55 56 57 58 59

arco mf

60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75

f

$\text{♩} = 160$ 2

mf

77 78 79 80 81 82 83 84 85 86 87 88 89 90

mf

91 92 93 94 95 96 97 98 99 100 101 102 103 104 105

mf

106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121

f

122 123 124 125 126 127 128 129 130 131 132 133 134

135 136 137 138 139 140 141 142 143 144 145 146 147 148 149

3 pizz. arco div.

Final Fantasy

$\text{♩} = 110$

1 2 3 4 5 6 7 8 9 10

mf

Video Games and Music

Sheet music for a piece featuring various dynamics and performance instructions. The music includes measures 11 through 21, 22 through 31, 32 through 43, 44 through 53, and 54 through 57. Key changes and dynamics include *mf*, *rit.*, *a tempo*, *f*, *mf*, *d = 95*, *mf*, *f*, *ff*, and *rit.* with *d = 120*.

Mii Channel Theme

Sheet music for the **Mii Channel Theme**. The music includes measures 1 through 8, 9 through 16, and 17 through 24. Performance instructions include *arco*, *pizz.*, and *Fine*.

D.C. al Fine

Sheet music for **Genshin Impact**. The music includes measures 1 through 31. A dynamic section starts with **16** and *p*.

Sheet music for **Skyrim**. The music includes measures 32 through 45. A dynamic section starts with **4** and *p*.

Sheet music for **Skyrim**, continuing from the previous page. The music includes measures 1 through 9 and 10 through 15. Dynamics include *p*, *mf*, and *ppp*.

Video Games and Music

This is a musical score for Violin 2, consisting of 16 staves of music. The score is written in common time and uses a treble clef. The key signature changes frequently, indicated by sharp and double sharp symbols. The music includes various dynamics such as *f*, *ff*, *p*, and *pp*. Articulations include slurs, grace notes, and accents. Performance instructions like "v." and " >" are placed above the notes. Measures are numbered at the beginning of each staff. The score concludes with a repeat sign and measure numbers 100 through 125.

16 17 18 19 20 21

22 23 24 > 25 26 27

28 >> 29 30 31 32 33 34

35 36 37 > . > . 38 > 39 > . > . 40 > 41 > . > .

42 > 43 44 > > 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67

68 > > 69 > > > 70 > > > 71 > > 72 > > 73 > > 74 > >

75 > > 76 >>> 77 > > 78 > > 79 > > 80 > >>> 81

82 > > 83 > > . 84 > > > 85 > > 86 > > 87 > > 88 > >>

89 > > 90 > > 91 > > 92 >>> 93 - 94 > > 95 - 96 > > 97 > > 99 > > 100

101 > > 102 > > 103 > > 104 > > 105 > > 106 > > 107 > > 108 > > 109 > > 110 > >

121 > > 122 > > 123 > > 124 > > 125 > >

Video Games and Music

Violin 3

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$

Ah

$\text{♩} = 125$

unis. marc.

sfz

5

开机 (sung)

$\text{♩} = 75$

Legends of Azeroth

$\text{♩} = 80$

This sheet music page contains two distinct arrangements for Violin 3. The first arrangement, titled 'Halo (sung)', starts at a tempo of $\text{♩} = 80$ and transitions to $\text{♩} = 125$. It features lyrics 'Ah' and '开机 (sung)' with corresponding musical phrasing. The second arrangement, titled 'Legends of Azeroth', maintains a tempo of $\text{♩} = 80$ throughout. Both arrangements include dynamic markings such as pp , f , mf , and ff .

Video Games and Music

Violin 3

The sheet music consists of 15 staves of violin music. The first 14 staves are in common time (indicated by 'C') and the last staff is in 6/8 time (indicated by '6/8'). The key signature changes frequently, including major keys like G major and C major, and minor keys like A minor and E minor. Dynamics include *mp*, *f*, *mf*, *ff*, and *pp*. Performance instructions such as '*arco*' and '*关机*' (Turn Off) are present. The tempo is marked as $\text{♩} = 75$ for the first section and $\text{♩} = 110$ for the final section. The music is divided into sections by measure numbers (e.g., 25, 38, 43, 47, 51, 55, 58, 61) and specific markings like 'div.' and 'ff'.

Measure 58: $\text{♩} = 75$ (tempo), *ff* (dynamic), **关机** (instruction).

Measure 1: $\text{♩} = 110$ (tempo), *arco* (instruction).

Section Title: The Dream of Flight

Measure 1: $\text{♩} = 110$ (tempo), *pp* (dynamic), *mf* (dynamic).

Video Games and Music

Sheet music for Violin 3, featuring 16 staves of musical notation. The music is in 2/4 time, primarily in E-flat major (indicated by a key signature of three flats). The notation includes eighth and sixteenth notes, with various dynamics such as *mf*, *mp*, *pp*, and *f*. The score includes measures numbered 37 through 111, with some measures grouped together. Measure 57 features a dynamic marking of **4**. Measure 79 features a dynamic marking of **16**. Measure 106 features a dynamic marking of **108**.

37 38 39
 40 41 42
 43 44 45
 46 47 48
 49 50 51
 52 53 54
 55 56 57
 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75
 79 80 81 82 83 84 85 86 102
 103 104 105
 106 107 108
 109 110 111

Video Games and Music

112 113 114

115 116 117 118 119 *pp*

120 121 122 123 124 125 126 127 128 *mf* *ff*

129 130 131 132 133 134 135

136 137 138 139

140 *f* 142 143 144 145 146 147 148 > > > > 149 *fff*

J = 100 tremolo arco rit. - - - *J = 165* *J = 165* 2 pizz. 12 13 - - -

1 2 3 4 5 6 7 8 9 10 11 pizz. 12 13 - - -

p *mf* cresc. *mf* arco

14 15 16 17 18 19 20 21 22 23 24

mp

25 pizz. 26 27 arco 28 29 30 31 32 33 pizz. 34 35 arco 36 37 38 39 40

mf *mp* *mf* *mf*

41 div. 42 43 pizz. 44 45 46 47

mf *mf*

48 49 50 51 arco 52 53 54 55 56 57 58 59 60

mf

61 62 63 64 65 66 67 68 69 70 71 72 73 div. 74 *J = 160*

mf

75 77 78 79 80 81 82 83 84 85 86 87 88 89

mf

Video Games and Music

90 91 92 93 94 95 96 97 98 99 100 101 102 103 104

105 106 107 108 109 110 111 112 113 114 115 116 117 118

119 120 121 122 123 124 125 126 127 128 129 130 131 132

133 134 135 136 137 138 139 140 141 144 145 146 147 148 149

Final Fantasy

1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24 25

rit. — a tempo

13 14 15 16 17 18 19 20 21 22 23 24 25

26 27 28 29 30 31 32 33 34 35 36 37

38 39 40 41 42 43 44 45 46 47 48 49 50

51 52 53 54 55 56 57

D.C. al Fine

Fine

Mii Channel Theme

16 9

Genshin Impact

20

23

Skyrim

4

1 5 6 7 8 9

p < p < p

Video Games and Music

Violin 3

10 11 12 13 14 15

16 17 18 19 20 21

22 23 24 25 26 27 28

29 30 31 32 33 34 35

36 37 38 39 40 41

42 43 44 45 46 47 48 49 65

66 67 68 69 70 71 72

73 74 75 76 77 78 79

80 81 82 83 84 85 86 87 88

89 90 91 92 93 94 95 96 97 101 102 103

105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124

125

Video Games and Music

Cello 1

Arr. Tubbs

Halo
(sung)

$\text{♩} = 80$

$\text{♩} = 125$

开机

$\text{♩} = 75$

$\text{pp} < \text{mp}$

$\text{♩} = 80$

Legends of Azeroth

The musical score for Cello 1 consists of 15 staves of music. The key signature varies throughout the piece, including sections with 13 sharps and 13 flats. The tempo is indicated as $\text{♩} = 80$. The score includes dynamic markings such as *f*, *mf*, and *mp*, and performance instructions like '>' and '<'. The music features various rhythmic patterns, including eighth-note and sixteenth-note figures, and includes several measures of rests.

1 2 > > > > > > > > > > > > > > > > > >

5 >

9 >

14 >

19 >

27 >

36 >

44 >

48 >

52 >

56 >

div.

57 >

58 >

59 >

60 61

关机
arco

The Dream of Flight

div.

mf

pp

4

div.

f

Video Games and Music

The sheet music consists of ten staves of bassoon music. The first nine staves are in 4/4 time with a key signature of four flats. The tenth staff begins with a key signature of one flat. The music includes dynamic markings such as *pp*, *mp*, *mf*, *ff*, *fff*, and *pizz.*. Performance instructions like *arco*, *tremolo*, and *rit.* are also present. A blue box highlights the title "Super Mario Bros" at the bottom of the page.

Video Games and Music

pizz.

23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38
mf ***mp*** pizz. ***mf*** arco ***mf***

39 40 41 42 43 pizz. 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
mf ***mf*** ***arco*** ***mf***

61 62 63 64 65 66 67 68 69 70 71 72 73 74 ***mf*** ***mf*** ***f*** = 160

75 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104
mf ***mf*** ***mf***

105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132
mf ***f*** ***mf*** ***p***

133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148
3 arco ***3*** ***3*** ***3*** ***3*** ***3*** ***3*** ***p***

Final Fantasy

1 2 3 4 5 6 7 8 9 10 11 12 13 ***J = 110***

14 15 16 17 18 19 20 21 22 23 ***mf*** ***p***

24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 ***f*** ***rit. a tempo***

This image shows a multi-page sheet of musical notation for cello, titled 'Final Fantasy'. The music consists of ten staves of varying lengths, each with a unique key signature and time signature. The first staff starts with a bass clef and common time, followed by a section with a treble clef and various time signatures including 2/4, 3/4, and 2/2. The notation includes a variety of note heads (circles, crosses, dots) and rests, with many dynamics like 'p' (piano), 'mf' (mezzo-forte), and 'f' (fortissimo). Measure numbers are provided at the beginning of each staff. The title 'Final Fantasy' is centered in pink text between the second and third staves. The overall style is complex and rhythmic, typical of video game soundtrack arrangements.

Video Games and Music

39 40 41 42 43 44 45 46 47 48

p

Mii Channel Theme

49 50 51 52 53 54 55 56 57

f *ff* *rit.*

Mii Channel Theme

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

mf

pizz. *arco*

Mii Channel Theme

16 17 18 19 20 21 22 23 24

f

D.C. al Fine

Mii Channel Theme

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

p

Genshin Impact

28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45

p

arco

Genshin Impact

1 2 3 4 5 6 7 8 9

p

Genshin Impact

10 11 12 13 14 15 16

mf

Genshin Impact

17 18 19 20 21 22 23 24 25

f

Genshin Impact

26 27 28 29 30 31 32

p

Genshin Impact

Video Games and Music

33

34 35 36 37 > 38 39

40 41 42 43 44 > 45 46 fpfff 47 48 fpfff

49 50 51 52 53 54 55 p

56 57 58 59 60 61 62 mp

63 64 65 > . 66 > . 67 > . 68 > . 69 > . f

70 71 > . 72 > . 73 > . 74 > . 75 > . 76 > . ff

78 79 > . 80 > . 81 > . 82 > . 83 > . 84 > . 85 > . 86 > . 87 > . 88 > . f

89 90 > . 91 > . 92 > . 93 > . 94 > . 95 > . 96 > . 97 3 98 > . 99 > . 100 > . 101 pp p

102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 p < mp > p

121 122 123 124 125

Video Games and Music

Cello 2

Arr. Tubbs

Halo
(sung)

$\text{♩} = 80$

$\text{♩} = 125$

开机

$\text{♩} = 75$

$\text{pp} < \text{f}$

$\text{♩} = 80$

Legends of Azeroth

1 2 3 4

5 6 7 8

9 10 11 12 13

14 15 16 17 18

19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

35 36 37 38 39

40 41 42 43

44 45 46 47

48 49 50 51

52 53 54 55

56 57 58 59

60 61

$\text{♩} = 75$

关机
arco

$\text{♩} = 110$

The Dream of Flight

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

pp < *pp* > *pp*

16 17 18 19 20 21 22 23 24 25 26

mf

27 28 29 30

31 32 33 34

35 36 37 38

39 40 41 42

43 44 45 46

47 48 49 50

51 52 53 54 55

69 70 71 72 73 74 75

60 61 62 63 64 65 66 67

mf *mp*

81 82 83 84 85 86 94 95 96 97

pp < > *mp* — *mf*

98 99 100 101 102 103

mp

4

div.

4

8

3

Video Games and Music

Sheet music for Cello 2, featuring a bass clef staff. The music spans from measure 104 to 149, then continues from 151 to 32. Key signature: B-flat major (two flats). Time signature: Common time.

Measures 104-115: Measures 104-107 show eighth-note patterns. Measure 108 starts a new section with eighth-note patterns. Measures 109-111 continue the pattern.

Measures 112-122: Measures 112-115 show eighth-note patterns. Measure 116 begins a section with sixteenth-note patterns. Dynamics: *mp*.

Measures 123-132: Measures 123-127 show sixteenth-note patterns. Measures 128-132 show eighth-note patterns. Dynamics: *ff*, *fff*, *ffff*, *ff*.

Measures 133-140: Measures 133-137 show eighth-note patterns. Measures 138-140 show sixteenth-note patterns. Dynamics: *fff*, *ff*.

Measures 141-144: Measures 141-142 show eighth-note patterns. Measure 143 shows sixteenth-note patterns. Measure 144 shows eighth-note patterns. Dynamics: *f*.

Measures 145-149: Measures 145-148 show eighth-note patterns. Measure 149 shows sixteenth-note patterns. Dynamics: *ffff*, *rit.*, *j=165*.

Measures 151-160: Measures 151-159 show eighth-note patterns. Measure 160 shows sixteenth-note patterns. Dynamics: *p*, *arco*, *cresc.*, *f*, *3*.

Measures 161-170: Measures 161-169 show eighth-note patterns. Measure 170 shows sixteenth-note patterns. Dynamics: *tremolo*, *j=100*, *rit.*, *j=165*.

Measures 171-180: Measures 171-179 show eighth-note patterns. Measure 180 shows sixteenth-note patterns. Dynamics: *pizz.*, *mf*.

Measures 181-190: Measures 181-189 show eighth-note patterns. Measure 190 shows sixteenth-note patterns. Dynamics: *mf*.

Measures 191-200: Measures 191-199 show eighth-note patterns. Measure 200 shows sixteenth-note patterns. Dynamics: *mf*.

Measures 21-25: Measures 21-25 show eighth-note patterns. Dynamics: *p*.

Measures 26-31: Measures 26-30 show eighth-note patterns. Measure 31 shows sixteenth-note patterns. Dynamics: *mf*.

Measures 32-41: Measures 32-36 show eighth-note patterns. Measures 37-41 show sixteenth-note patterns. Dynamics: *mf*.

Text:

Super Mario Bros

Video Games and Music

42 pizz. 43 44 51 52 53 54 55

56 57 58 59 60 61

62 63 64 65 66 67 arco 68 69 70 71

72 73 74 = 160 75 76 77 78 94 95 96 97 98 99 100 101

102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121

122 123 124 125 126 127 128 129 130 131 132 133 134

135 136 137 138 139 140 141

142 143 144 145 146 147 148 149

Final Fantasy

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

19 20 21 22 23 24 25 26 27 28 29 30 31

rit., a tempo

32 33 34 35 36 37 38 39 40 41 46 47 48

49 50 51 52 > 53 54 55 56 57

Mii Channel Theme

Mii Channel Theme

$\text{♩} = 120$

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Fine

D.C. al Fine

Genshin Impact

Genshin Impact

$\text{♩} = 82$

14

1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45

4

Skyrim

4

1 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58

8

f

fpfff

fpfff

p

mp

Video Games and Music

The sheet music consists of ten staves of musical notation for Cello 2. The key signature is A major (two sharps). The time signature varies throughout the piece. The music includes many grace notes and slurs. Performance instructions and dynamics are indicated throughout, such as *f*, *ff*, *pp subito*, *mf*, *p*, and *div.*. The piece concludes with a dynamic instruction *dim. poco a poco*.

59 60 61 62 63 64 65

66 67 68 69 70 71

72 73 74 > >> 75 76 77 78 > >> 79 > 80 > 81 . . .

82 83 84 85 86 87 88

89 90 91 92 93 94 95 96 97 98 99 100

101 102 103 104 105 106 107 108 109 110 111 112 **div.** 113 114 115 116 117

118 119 120 121 122 123 124 125

f

ff

pp subito

mf

p

f

dim. poco a poco

Video Games and Music

Contrabass 1

Arr. Tubbs

Halo
(sung)

$\text{♩} = 80$

Ah

p

$\text{♩} = 125$

mf

ff

arco

(arco) marc.

sfz

f

sfz

f

$\text{♩} = 90$

(sung)

Ah

Video Games and Music

78 79 80

Legends of Azeroth

The Dream of Flight

Video Games and Music

Musical score for Contrabass 1, spanning 15 staves of music. The score includes dynamic markings such as *mf*, *pp*, *mp*, *f*, and *fff*. Performance instructions include slurs, grace notes, and a measure number '8'. The music consists primarily of eighth-note patterns.

Staff 1 (Measures 27-30): *mf*

Staff 2 (Measures 31-34)

Staff 3 (Measures 35-38)

Staff 4 (Measures 39-42)

Staff 5 (Measures 43-49)

Staff 6 (Measures 50-56)

Staff 7 (Measures 57-66): *mf* (measures 58-60), *mp* (measures 63-64)

Staff 8 (Measures 67-78): *f* (measures 75-76, 78)

Staff 9 (Measures 79-97): *pp* (measures 80-81), *mp* (measures 86-94), *mf* (measures 95-97)

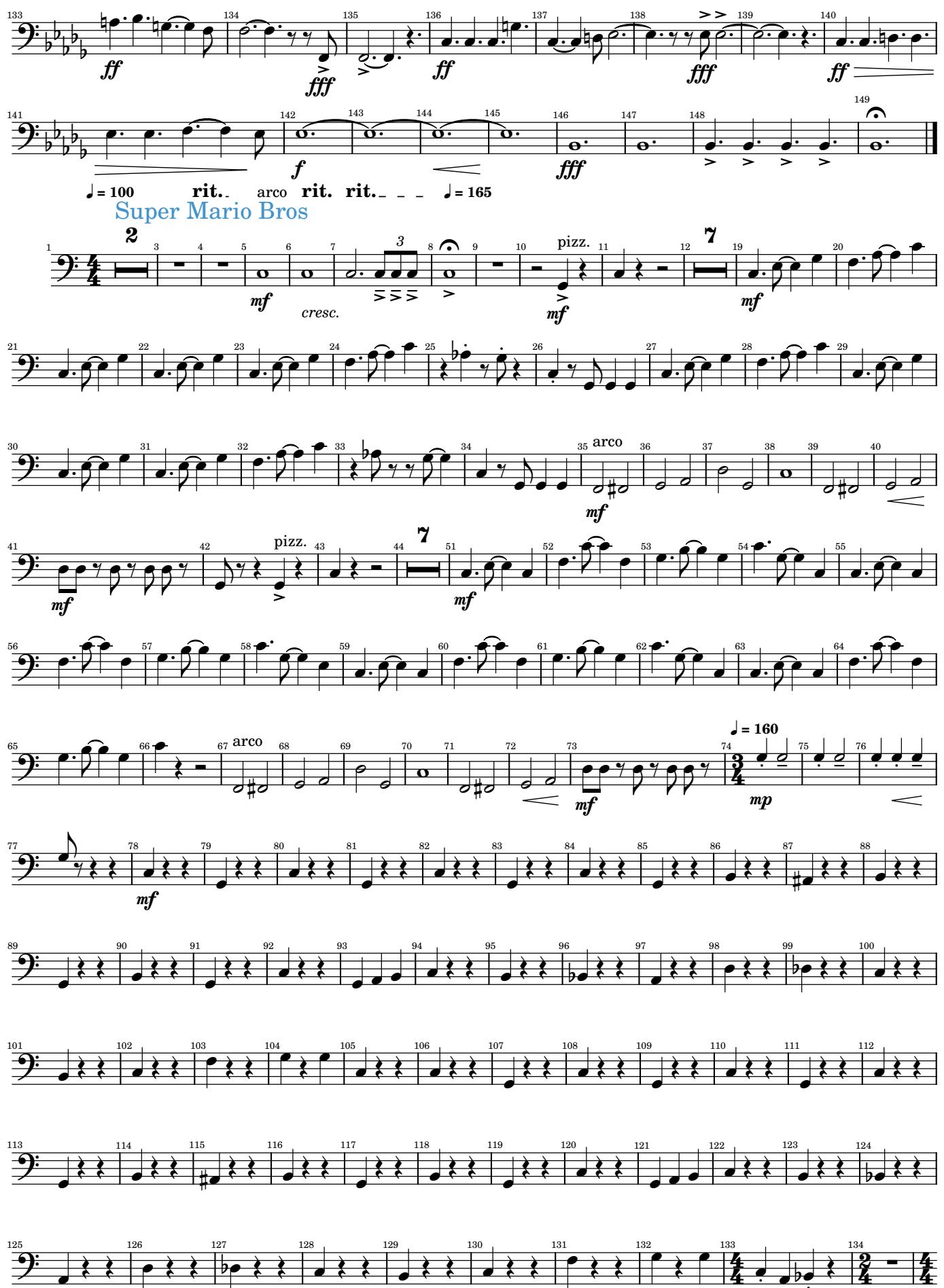
Staff 10 (Measures 98-105): *f* (measures 100-101)

Staff 11 (Measures 106-112)

Staff 12 (Measures 113-120): *p* (measures 118-119)

Staff 13 (Measures 122-132): *mf*, *f*, *ff*, *fff*, *130*, *131*, *132*

Video Games and Music

133 134 135 136 137 138 >> 139 140

Super Mario Bros

2

1 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

mf cresc. > > > > >

141 142 143 144 145 146 147 148 149
rit. arco rit. rit. - - - **rit. = 165**

21 22 23 24 25 26 27 28 29

30 31 32 33 34 35 arco 36 37 38 39 40

mf

41 42 pizz. 43 44 45 46 47 48 49 50 51 52 53 54 55

mf

56 57 58 59 60 61 62 63 64

65 66 67 arco 68 69 70 71 72 73 74 75 76 77

mf mp

77 78 79 80 81 82 83 84 85 86 87 88

mf

89 90 91 92 93 94 95 96 97 98 99 100

101 102 103 104 105 106 107 108 109 110 111 112

113 114 115 116 117 118 119 120 121 122 123 124

125 126 127 128 129 130 131 132 133 134

Video Games and Music

Musical score for Final Fantasy, page 1. Measures 135-142. Key signature changes between 4/4 and 2/4. Measure 143 starts with a bass line, followed by a treble line with a pizzicato instruction (pizz.). Measure 144 has a dynamic of *p*. Measures 145-147 show a transition with arco and div. dynamics. Measure 148 ends the section.

Final Fantasy

Musical score for Final Fantasy, page 2. Measures 1-20. Key signature changes between 4/4 and 2/4. Measures 21-34 show a bass line with dynamics *p* and *f*, and performance instructions rit. and a tempo. Measures 35-50 continue the bass line with dynamics *p* and *f*. Measure 51 shows a treble line with dynamics *ff* and *mf*, and performance instruction rit. Measures 52-57 end the section.

Mii Channel Theme

Musical score for Mii Channel Theme, page 1. Measures 1-8. Key signature changes between 4/4 and 2/4. Measures 9-17. Key signature changes between 4/4 and 2/4. Measures 18-24. Key signature changes between 4/4 and 2/4. Measure 25 ends the section.

Fine

D.C. al Fine

Musical score for Genshin Impact, page 1. Measures 1-29. Key signature changes between 3/4 and 2/4. Measures 30-32. Key signature changes between 3/4 and 2/4. Measure 33 ends the section.

Genshin Impact

Musical score for Genshin Impact, page 2. Measures 1-29. Key signature changes between 3/4 and 2/4. Measures 30-32. Key signature changes between 3/4 and 2/4. Measures 33-45. Key signature changes between 3/4 and 2/4. Measure 46 ends the section.

Skyrim

Musical score for Skyrim, page 1. Measures 1-10. Key signature changes between 4/4 and 2/4. Measures 11-20. Key signature changes between 4/4 and 2/4. Measures 21-30. Key signature changes between 4/4 and 2/4. Measures 31-40. Key signature changes between 4/4 and 2/4. Measures 41-50. Key signature changes between 4/4 and 2/4. Measure 51 ends the section.

Video Games and Music

The image shows ten staves of double bass sheet music. The music is in common time and consists of measures numbered 11 through 125. The key signature is one sharp. The notation includes various bowing patterns, slurs, and grace notes. Dynamic markings such as *p*, *mf*, *f*, *fpffff*, *ff*, and *mp* are present. Measure 11 starts with a dynamic *p*. Measures 12-16 show a pattern of eighth-note pairs. Measure 17 ends with a fermata. Staff 2 (measures 18-27) begins with *f*. Staff 3 (measures 28-43) includes a measure number 8 above the staff. Staff 4 (measures 44-53) includes measure numbers 45-65. Staff 5 (measures 66-72) ends with a fermata. Staff 6 (measures 73-84) begins with *ff* and ends with *f*. Staff 7 (measures 85-84) ends with *ff*. Staff 8 (measures 93-112) begins with *fpffff* and ends with *mp*. Staff 9 (measures 113-125) ends with a fermata.

Video Games and Music

Contrabass 2

Arr. Tubbs

Halo
(sung)

$\text{♩} = 80$

$\text{♩} = 125$

1 Ah 3 4 5 6 7 8 9 10 11 12 >

13 >> >> 14 >> >>> 15 >> >> 16 >> >>> 17 >> >> 18 >> >>> 19 >> >> >>

20 >> >>> 21 >> >> 22 >> >>> 23 >> >> 24 >> >>> 25 >> >> 26 >> >>>

27 >> >> 28 >> >>> 29 >> >> 30 >> >>> 31 >> >> 32 >> >>> 33 >> >> >>

34 >> >>> 35 >> >> 36 >> >>> 37 >> >> 38 >> >>> 39 >> >> 40 >> >>>

41 >> >> 42 >> >>> 43 arco 44 45 46 47 (arco) marc. 48 >> >>> 49 >> >>

50 >> >>> 51 >> >> 52 >> >>> 53 >> >> 54 >> >>> 55 >> >> 56 >> >> 57 >> >>

59 >> >> 60 >> >>> 61 >> >> 62 >> >>> 63 >> >> 64 >> >>> 65 >> >>

66 >> >>> 67 2 Ah 70 71 72 73 74 75 76 77

78 >>> 79 80 >

开机

$\text{♩} = 75$

1 Ah 3 4 5 6 7 8 9 10 11 12 >

2 pp <

$\text{♩} = 80$

Legends of Azeroth

div.

1 Bass clef $4/4$ f

13 Bass clef $4/4$

19 Bass clef $4/4$ mp

unis.

20 Bass clef $4/4$ mp

21 Bass clef $4/4$ mp

22 Bass clef $4/4$ mp

23 Bass clef $4/4$ mp

24 Bass clef $4/4$ mp

25 Bass clef $4/4$ mp

26 Bass clef $4/4$ mp

27 Bass clef $4/4$ mp

28 Bass clef $4/4$ mp

29 Bass clef $4/4$ mp

30 Bass clef $4/4$ mp

31 Bass clef $4/4$ mp

32 Bass clef $4/4$ mp

33 Bass clef $4/4$ mp

34 Bass clef $4/4$ mp

35 Bass clef $4/4$ f

49 Bass clef $4/4$ $d=75$

关机
arco

1 Bass clef $6/8$ $d=110$

The Dream of Flight

1 Bass clef $12/8$ pp

2 Bass clef $12/8$ $<$

3 Bass clef $12/8$ pp

4 Bass clef $12/8$ $<$

5 Bass clef $12/8$ pp

6 Bass clef $12/8$ $<$

7 Bass clef $12/8$ pp

8 Bass clef $12/8$ $<$

9 Bass clef $12/8$ pp

10 Bass clef $12/8$ $<$

11 Bass clef $12/8$ pp

12 Bass clef $12/8$ $<$

13 Bass clef $12/8$ pp

14 Bass clef $12/8$ $<$

15 Bass clef $12/8$

16 Bass clef $12/8$

27 Bass clef $12/8$ mf

31 Bass clef $12/8$

35 Bass clef $12/8$

Video Games and Music

39 40 41 42

43 44 45 46 47 48 49

50 51 52 53 54 55 56

57 58 59 60 61 62 63 64 65 66

mf mp

67 68 69 70 71 72 73 74 75 76 77 78

f

79 80 81 82 83 84 85 86 94 95 96 97 98 99 100 101 102 103 104 105

pp mp mf

106 107 108 109 110 111 112

113 114 115 116 117 118 119 120 121

p

122 123 124 125 126 127 128 129 130 131 132

mf f ff fff

133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149

ff fff ff rit. rit. rit. rit. = 100 = 165 arco cresc.

Super Mario Bros

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

mf cresc. > pizz. > mf

Video Games and Music

21 22 23 24 25 26 27 28 29

30 31 32 33 34 35 arco 36 37 38 39 40

41 pizz. 42 43 44 51 52 53 54 55

56 57 58 59 60 61 62 63 64

65 66 67 arco 68 69 70 71 72 73 74 75 78

79 80 81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98 99 100 101 102

103 104 105 106 107 108 109 110 111 112 113 114

115 116 117 118 119 120 121 122 123 124 125 126

127 128 129 130 131 132 133 134 135 136

137 138 139 140 141 142 143

144 145 arco 146 div. 147 148 149

1 9 10 11 12 13 14 15 16 17 arco 18 19 20

Final Fantasy

Video Games and Music

rit. - a tempo
rit. 22 $\downarrow = 95$

21 22 23 24 25 47 48 49 50 . 51 53 54 55 56 57

p D.C. al Fine
 $\downarrow = 120$ Fine

Mii Channel Theme
16 9

Genshin Impact

$\downarrow = 82$ 14

1 2 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

p

33 34 35 36 37 38 42 43 44 45

$\downarrow = 70$ arco 4

Skyrim

4

1 5 6 7 8 9 10

p

11 12 13 14 15 16 17

p mf

18 19 20 21 22 23 24 25 26 27

f

28 29 37 > 38 39 > 40 41 > 42 43 >

f

44 45 46 47 48 49 57 58 59 60 61 62 63 64

$fp fff$ $fp fff$ mf

65 66 67 68 69 70

f

71 72 73 74 > > 75 76 77 78 > > 79

ff

80 81 82 > 83 84 85 86 87 88 89 90

f ff

This musical score for Contrabass 2 consists of ten staves of music. The first staff features the 'Mii Channel Theme' with a tempo of 120 BPM, transitioning from 95 BPM. The second staff is for 'Genshin Impact' at 82 BPM. The third staff is for 'Skyrim' at 70 BPM. The remaining seven staves are for 'Contrabass 2' and include measures numbered 1 through 90. The score includes dynamic markings like p , f , mf , and ff , as well as performance instructions such as 'D.C. al Fine', 'arco', and 'rit.'. Measure numbers are placed above the staves, and measure lines connect corresponding notes across the different staves.

Video Games and Music

