

## WOODWINDS

## BRASS

## PERCUSSION

## STRINGS

Piccolo (p.65)

Flute 1 (p.69)

Flute 2 (p.74)

Clarinet 1 (p.79)

Clarinet 2 (p.83)

Clarinet 3 (p.88)

Bass Clarinet (p.90)

Alto Sax 1 (p.94)

Alto Sax 2 (p.98)

Alto Sax 3 (p.101)

Tenor Sax (p.104)

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F Horn 1 (p.110)

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Trumpet 1 (p.118)

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Trombone 1 (p.127)

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Euphonium (p.135)

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Piano (p.147)

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Cello 2 (p.208)

Contrabass 1 (p.215)

Contrabass 2 (p.221)

## Video Games and Music

Arr. Tubbs

A detailed musical score page spanning measures 18 through 27. The page features multiple staves for various instruments. Measures 18-20 show mostly rests or low notes. Measures 21-22 introduce dynamic markings like *p*, *mf*, and *mf*. Measure 23 includes a dynamic *mf* and a tempo marking *mf*. Measures 24-25 show sustained notes and dynamic markings like *p*, *mf*, and *#f*. Measures 26-27 continue with sustained notes and dynamic markings. Specific instruments highlighted include the Flute (marked 'To Flute'), the Piano (with a dynamic *mf*), and the Double Basses (Cello 1, Cello 2, Double Bass 1, Double Bass 2). The score also includes measures for Soprano (S.), Alto (A.), Piccolo (Picc.), Flute 1 (Fl. 1), Flute 2 (Fl. 2), A. Sax 1 (A. Sax. 1), A. Sax 2 (A. Sax. 2), Timpani (Timp.), Toms, Bass Drum (BD), Contra Bassoon (Con.), Violin 1 (Vln. 1), Violin 2 (Vln. 2), Violin 3 (Vln. 3), Cello 1 (Vc. 1), Cello 2 (Vc. 2), Double Bass 1 (Cb. 1), and Double Bass 2 (Cb. 2).

S. 28 29 30 31 32 33 34 35 36  
 A.  
 Fl.  
 Fl. 1  
 Fl. 2  
 B. Cl.  
 A. Sax. 1  
 A. Sax. 2  
 Bassoon  
 Tbn.  
 Tbn. 2  
 Euph.  
 Timp.  
 Pno.  
 Toms  
 BD  
 Con.  
 Tam  
 Vln. 1  
 Vln. 2  
 Vln. 3  
 Vc. 1  
 Vc. 2  
 Cb. 1  
 Cb. 2

4

37      38      39      40      41      To Piccolo 42      43      44      45

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  
Cb. 1  
Cb. 2

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

Ch. 1

Ch. 2

54 55 56 57 58 59 60 61 62

B. f

Picc.

Fl. 1

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Cl. in B<sub>b</sub> 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<sub>b</sub> 1

Tpt. in B<sub>b</sub> 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

This page of the musical score contains 18 staves of music for a large orchestra. The instruments listed include 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, Tpt. in Bb 3, Tbn., Tbn. 2, Euph., Tba., Timp., Pno., Toms, BD, Con., Tam., Violin 1, Violin 2, Violin 3, Viola 1, Viola 2, Cello 1, and Cello 2. The page is numbered 63 through 80. Performance instructions such as 'To Flute', 'sung', 'mp', 'f', 'pp', and 'sul pont.' are scattered throughout the staves.

*J = 75* *开机*

*J = 80* *Legends of Azeroth*

1 2 3 4 5 6 7

Clarinet in B $\flat$  1  
Bass Clarinet  
Bassoon

Horn in F  
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

8            9            10            11            12            13            14            15

Cl. in Bb 1

Cl. in Bb 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Hn. in F

Hn. in F 2

Thbn.

Thbn. 2

Euph.

Tba.

Timp.

Pno.

Ch. Toms

Anv.

BD

Tamb.

Sus. Cym.

Tam

Vin. 1

Vin. 2

Vin. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

10

16 17 18 19 20 21 22 23 24 25 26

Fl.

Fl. 1

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

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.

Tim.

Pno.

Ch. Toms

Anv.

BD

Tamb.

Sus. Cym.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

27 28 29 30 31 32 33 34 35 36

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.

Pno.

Ch. Toms

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

12

Fl. 37 38 39 40 41 42 43 44 45 46

Fl. 1

Fl. 2 *mf*

Cl. in Bb 1 *mf*

Cl. in Bb 2 *mf*

Cl. in Bb 3 *mf*

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn. *mp* *mf*

Hn. in F

Hn. in F 2

Tbn. *p* *mf*

Tbn. 2 *p* *mf*

Euph. *p* *mf*

Tba. *p* *mf*

Tim. *mf* *mf* *mf*

Pno. *mf* *mf* *mf*

Ch. Toms *sp* *mp* *mp* *sp* *mf* *mf* *mf*

Anv. *p* > > >

BD *p* > > >

Tamb.

Tam *f*

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

47

Fl.

Fl. 1

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B<sub>b</sub> 1

Tpt. in B<sub>b</sub> 2

Tpt. in B<sub>b</sub> 3

Tbn.

Thn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Ch. Toms

Anv.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Cb. 2

48

49

50

51

52

53

54

55

14

♩ = 75  
关机

## The Dream of Flight

**1**

Piano

Percussion - Aurora

Marimba

Snare Drum

Bass Drum

Suspended Cymbal

Chimes

Tam-tam

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

**2**

To Marimba (single staff)

To Snare Drum

To Bass Drum

To Suspended Cymbal

To Chimes

To Tam-tam

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

S.

A.

Pno.

Aurora

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

**11**

U - na vol - ta che - a - vrai.

**12**

**13**

**14**

**15**

**16**

**17**

**18**

**19**

S.

A.

Fl. 2

Tim.

Pno.

Aurora

SD

BD

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

**20**

Sguar - do ver - so II ciel sa-prai

**21**

**22**

**23**

**24**

**25**

**26**

**27**

**28**

Li a ca - sa II cuo - re sen - ti - rai

Li a ca - sa II cuo - re sen - ti - rai

Spic ca - to II vo - lo de - ci - de - rai

Spic ca - to II vo - lo de - ci - de - rai

U - na vol - ta che - a - vrai

U - na vol - ta che - a - vrai

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16

29                    30                    31                    32                    33                    34                    35                    36

S. Spic - ca - to, II vo - lo de - ci - de - rai. Sguar - do ver - so, II ciel sa - prai.

A. Spic - ca - to, II vo - lo de - ci - de - rai. Sguar - do ver so, II ciel sa prai.

Fl.

Fl. 1 f Svb Until Rehearsal Mark C, if desired f

Fl. 2 f f

Tim. f

BD

Sus. Cym. Single hit w/hard mallet

Vln. 1 mf f

Vln. 2 f mf f

Vln. 3 f

Vc. 1

Vc. 2

Cb. 1

Cb. 2

37                    38                    39                    40                    41                    42                    43                    44

A. Li a ca - sa, II cuo - re sen - ti - rai. Pren - de - rà II

Li a ca - sa, II cuo - re sen - ti - rai. Pren - de - rà II

Fl.

Fl. 1 f

Fl. 2 f

Hn. in F

Hn. in F 2

Tbn.

Thn. 2

Euph.

Tba.

Tim.

Aurora

Mrm.

BD

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

45 pri mo vo - lo Ver so II so le II gran de uc cel lo Sor vo lan do II

46 pri - - mo vo - - lo Ver - - so II so - - le II gran - - de uc - ce - - lo Sor - - vo - - lan - - do II

47

48

49

50

51

52

Hn. in F

Hn. in F 2

Tbn.

Thbn. 2

Euph.

Tba.

Tim.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

18

53                    54                    55                    56                    57                    58                    59                    60                    61

S. gran - de mon - te Cec - ce-ri Ri - em-pen - do Lu - ni - ver - so di stu - po - re E Glo - ri-a Spic ca-to-II vo -  
A. 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 - a vrai Spic - ca-to-II vo -  
Fl. *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  
A. Sax. 2  
A. Sax. 3  
Ban. *mf*  
Tbn. *mp*  
Tbn. 2 *mp*  
Tba. *mp*  
Tim.  
Pno. *mp*  
Aurora  
Mrm.  
SD  
Sus. Cym. *mf* Single hit w/hard mallet *mf*  
Vln. 1 *mf*  
Vln. 2  
Vln. 3  
Vc. 1  
Vc. 2  
Cb. 1  
Cb. 2 *mf*

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

S. *lo* Al-lo-ra de - ci - de-rai Sguardo ver-so Il ciel sa-prai Li a casa Il cuo-re sen - ti - rai

A. *lo* Al-lo-ra de - ci - de-rai Sguardo ver-so Il ciel sa-prai Li a casa Il cuo-re sen - ti - rai

Fl. *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

A. Sax. 2

A. Sax. 3

Bsn. *mf*

Tba.

Timp.

Pno.

SD

BD *mf*

Sus. Cym.

Cme. *p*

Vln. 1 *mp*

Vln. 2 *mp*

Vln. 3 *mp*

Vc. 1 *mp*

Vc. 2 *mp*

Cb. 1 *mp*

Cb. 2 *mp*

20

74      75      76      77      78      79      80      81      82

S.

A.

Fl.

Fl. 1 "A New Course"

Fl. 2 "A New Course"

Cl. in B<sub>3</sub> 1

Cl. in B<sub>3</sub> 2

Cl. in B<sub>3</sub> 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 B<sub>3</sub> 1

Tpt. in B<sub>3</sub> 2

Tpt. in B<sub>3</sub> 3

Tbn.

Tbn. 2

Euph.

Tba

Timp.

Pno.

SD

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

	83	84	85	86	87	88	89	90	91	92	93
S.					pp	Mm		Mm			
A.					pp	p		Mm			
Fl. 1											
Fl. 2											
Cl. in Bb 1					p						
Cl. in Bb 2					p						
Cl. in Bb 3					p						
B. Cl.					pp						mf
A. Sax. 1					pp						
A. Sax. 2					pp						
A. Sax. 3					pp						
T. Sax.					pp						
Bsn.					pp						
Hn. in F					pp						
Hn. in F 2					pp						
Tpt. in Bb 1											
Tpt. in Bb 2											
Tpt. in Bb 3											
Thbn.											
Thbn. 2					pp						
Euph.					pp						mf
Thba.					pp						
Timpani					p						
Phno.					pp	p					mf
Aurora					mp						
Mrm.					pp	p					
SD					p						Single hit w/hard mallet
Sus. Cym.											p
Cme.					p						
Vln. 1					v						
Vln. 2					pp	>	pp	p			
Vln. 3					pp	>	pp	p			
Vc. 1					pp	>					
Vc. 2					pp	>					
Cb. 1					pp	>					
Cb. 2					pp	>					

22

94      95      96      97      98      99      100      101      102      103

S. *mp* Loo loo loo loo — loo loo — Loo loo loo loo loo loo loo L'uo - mo ver -  
A. *mp* Loo loo loo loo — loo loo — Loo loo loo loo loo loo loo L'uo - mo ver -  
Fl.  
Fl. 2 *mp*  
Cl. in Bb 1 *mp*  
Cl. in Bb 2 *mp*  
Cl. in Bb 3 *mp*  
B. Cl. *mp*  
A. Sax. 1 *mp*  
A. Sax. 2 *mp*  
A. Sax. 3 *mp*  
T. Sax. *mp*  
Ban. *mp*  
Hn. in F *mp*  
Hn. in F 2 *mp*  
Tp. in Bb 1  
Tp. in Bb 2  
Tp. in Bb 3  
Tba.  
Timp.  
Pno. *mp*  
Aurora  
SD  
Sus. Cym.  
Vln. 1 *mf*  
Vln. 2  
Vln. 3  
Vc. 1 *mp* *mf*  
Vc. 2 *mp* *mf*  
Cb. 1 *mp* *mf*  
Cb. 2 *mp* *mf*

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  
Tim.  
Aurora  
SD  
BD  
Sus. Cym. Single hit w/hard mallet  
Vln. 1 *mf*  
Vln. 2  
Vln. 3  
Vc. 1  
Vc. 2  
Cb. 1  
Cb. 2

S. ver so\_ll cie - - - lo\_ Oo\_ *Ri - em pendo*  
 A. ver so\_ll cie - - - lo\_ Oo\_ *Ri - em-pen-do*  
 B. Cl.  
 A. Sax. 2  
 A. Sax. 3  
 T. Sax.  
 Ban.  
 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.  
 Aurora  
 Mrm.  
 SD  
 BD  
 Sus. Cym.  
 Vln. 1  
 Vln. 2  
 Vln. 3  
 Vc. 1  
 Vc. 2  
 Ch. 1  
 Cb. 2

113 114 115 116 117 118 119 120 121 122

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

24

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      ff      U - na vol ta che - a - vrai      ff      Spic-ea - to Ilvo - lo de - ci - de - rai

A.      Fu - ni - ver - so di stu - po - re E Glo - ri - a      ff      U - na vol - ta che - a - vrai      ff      Spic-ea - to Ilvo - lo de - ci - de - rai

Fl.      -

Fl. 1      -      mf      f

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

Cl. in Bb 1      -      mp      f

Cl. in Bb 2      -      mp      f

Cl. in Bb 3      -      mp      f

B. Cl.      -      f

A. Sax. 1      -      mp      f

A. Sax. 2      -      mp      f

A. Sax. 3      -      mp      f

T. Sax.      -      f

Ban.      -      f

Hn. in F      -      f

Hn. in F 2      -      ff

Tpt. in Bb 1      -      f      mf      f

Tpt. in Bb 2      -      f      mf      f

Tpt. in Bb 3      -      f      mf      f

Tbn.      -      f      mf      f

Thn. 2      -      f      ff

Euph.      -      f      ff

Tba.      -      ff  
Optional 8vb until rehearsal J

Timp.      -      mp      ff

Pno.      -      f      ff

Aurora      -      ff

Mrm.      -      p      ff

BD

Cme.

Tam

Vln. 1      -      pp      f

Vln. 2      -      f      ff

Vln. 3      -      ff

Vc. 1      -      ff

Vc. 2      -      ff

Cb. 1      -      f

Cb. 2      -      ff

135      136      137      138      139      140      141      142      143

S. Sguar - do ver - so\_HL ciel — sa - prai Li a ca - sa\_HL cuo - re sen - ti - rai

A. Sguar - do ver - so\_HL ciel — sa - prai

Fl. ff

Fl. 1 ff

Fl. 2 ff

Ci. in Bb 1 mf

Ci. in Bb 2 mf

Ci. in Bb 3 mf

B. Cl. mf f

A. Sax. 1 ff f

A. Sax. 2 ff f

A. Sax. 3 ff f

T. Sax. ff f

Bsn. ff f

Hn. in F > >

Hn. in F 2 f

Tpt. in Bb 1 ff f

Tpt. in Bb 2 ff f

Tpt. in Bb 3 ff f

Tbn. ff mf f

Thn. 2 ff mf f

Euph. ff mf f

Tba. ff mf f

Timp.

Pno. f ff nf

Aurora

Mrm. 8 f

BD

Cme. 2 ff 2 2

Tam

Vln. 1 f

Vln. 2 f

Vln. 3 f

Vc. 1 ff f

Vc. 2 ff f

Cb. 1 ff f

Cb. 2 ff f



*J = 100* Super Mario Bros

1 2 3 4 5 6 7 8 9

rit. *J = 165* To Piccolo

Flute  
Flute 1  
Flute 2  
Clarinet in B<sub>b</sub> 1  
Clarinet in B<sub>b</sub> 2  
Clarinet in B<sub>b</sub> 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<sub>b</sub> 1  
Trumpet in B<sub>b</sub> 2  
Trumpet in B<sub>b</sub> 3  
Trombone  
Trombone 2  
Euphonium  
Tuba  
Timpani  
Piano  
Percussion - Aurora  
Marimba  
Bass Drum  
Suspended Cymbal  
Violin 1  
Violin 2  
Violin 3  
Violoncello 1  
Violoncello 2  
Contrabass 1  
Contrabass 2

To Marimba (single staff)

To 5-Piece Drum Kit

28

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

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

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.

Pno.

Aurora

Mrmn.

D. Kit.

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

22 23 24 25 26 27 28 29 30 31 32

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2

Euph.

Pno.

Aurora

Mrm.

D. Kit.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

This page contains eleven staves of musical notation for a full orchestra. The instruments listed are Piccolo, Flute 1, Flute 2, Clarinet in Bb 1, Clarinet in Bb 2, Alto Saxophone 1, Alto Saxophone 2, Alto Saxophone 3, Bassoon, Horn in F, Horn in F 2, Trumpet in Bb 1, Trumpet in Bb 2, Trumpet in Bb 3, Trombone, Trombone 2, Euphonium, Piano, Aurora, Merman, D. Kit., Sh., Violin 1, Violin 2, Violin 3, Cello 1, Cello 2, Double Bass 1, and Double Bass 2. The music spans from measure 22 to 32, with various dynamics and performance instructions such as *pizz.*, *arco*, and *mf*.

30

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

Picc.

Fl. 1

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B<sub>b</sub> 1

Tpt. in B<sub>b</sub> 2

Tpt. in B<sub>b</sub> 3

Tbn.

Thn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

D. Kit

Sus. Cym.

Sh.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

45 Picc. 46 47 48 49 50 51 52 53 54 55 56

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

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

This page contains 12 staves of musical notation. The instruments are listed on the left of each staff. Measure numbers 45 through 56 are indicated at the top of each staff. Dynamics such as *f*, *mf*, and *arco* are marked throughout the score. Performance instructions like grace notes and slurs are also present.

32

57

Picc.

Fl. 1

Fl. 2

C. in B<sub>b</sub> 1

C. in B<sub>b</sub> 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Hn. in F

Hn. in F 2

Tpt. in B<sub>b</sub> 1

Tpt. in B<sub>b</sub> 2

Tpt. in B<sub>b</sub> 3

Tbn.

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.      f

Fl. 1      f      *mf*

Fl. 2      f      *mf*

Cl. in B<sub>b</sub> 1      f

Cl. in B<sub>b</sub> 2      f

B. Cl.      f

A. Sax. 1      f

A. Sax. 2      f

A. Sax. 3      f

Bsn.      f

Hn. in F      f

Hn. in F 2      f

Tpt. in B<sub>b</sub> 1      *mf*

Tpt. in B<sub>b</sub> 2      *mf*

Tpt. in B<sub>b</sub> 3      *mf*

Thn.      f

Thn. 2      f

Euph.      f

Tba.      f

Pno.      f

Aurora      *mf*

Mrm.      *mf*

D. Kit      rit.

Con.      *mp*

Sh.      *rit.*

Vln. 1      rit.

Vln. 2      *div.*

Vln. 3      *mf*

Vc. 1      *mf*

Vc. 2      *mf*

Cb. 1      *mf*

Cb. 2      *mf*

34

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 Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

D. Kit

Con.

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<sub>b</sub> 1  
Cl. in B<sub>b</sub> 2  
Bsn.  
  
Hn. in F  
Hn. in F 2  
Tbn.  
Tbn. 2  
Euph.  
Tba.  
Tim.  
Pno.  
Aurora  
D. Kit  
  
Vln. 1  
Vln. 2  
Vln. 3  
Vc. 1  
Vc. 2  
Cb. 1  
Cb. 2

36

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

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

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

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 rit. 145 146 rit. 147 148 149

Fl. 1  
Fl. 2  
Cl. in Bb 1  
Cl. in Bb 2  
B. Cl.  
A. Sax. 1  
A. Sax. 2  
A. Sax. 3  
Ban.  
Tbn.  
Tbn. 2  
Euph.  
Tba.  
Pno.  
Aurora  
Mrm.  
D. Kit  
Con.  
Vln. 1  
Vln. 2  
Vln. 3  
Vc. 1  
Vc. 2  
Cb. 1  
Cb. 2

## Final Fantasy

= 110 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Violin 1  
Violin 2  
Violin 3  
Violoncello 1  
Violoncello 2  
Contrabass 1  
Contrabass 2

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

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

38

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

*Mii Channel Theme  
To Electric Piano*

= 120

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

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

D.G. al Fine

25

## Genshin Impact

**Choir - Soprano**

**Choir - Alto**

**Choir - Bass**

**G Dizi**

**To Dizi**

**To Harp**

**Harp**

**To Vibraphone**

**Vibraphone**

**Congas**

**To Suspended Cymbal**

**Shaker**

**To Chimes**

**Tam-tam**

**To Glockspiel**

**S.**

**A.**

**B.**

**Picc.**

**G Di.**

**Fl. 2**

**Cl. in Bb 1**

**Cl. in Bb 2**

**A. Sax. 1**

**A. Sax. 2**

**Ban.**

**Tpt. in Bb 1**

**Tbn.**

**Tba.**

**Tim.**

**Hrp.**

**Sus. Cym.**

**Cme.**

**Vln. 1**

**Vln. 2**

**Vc. 1**

**Vc. 2**

**Cb. 1**

**Cb. 2**

**12      13      14      15      16      17      18      19      20      21      22**

40

23 24 25 26 27 28 29, , , 30 31 32

Picc.  
G Di.  
Fl. 2  
Cl. in Bb 1  
Timp.  
Hrp.  
Sus. Cym.  
Glock.  
Vln. 1  
Vln. 2  
Vc. 1  
Vc. 2  
Ch. 1  
Ch. 2

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

S.  
A.  
B.  
Picc.  
G Di.  
Fl. 2  
Cl. in Bb 2  
A. Sax. 1  
A. Sax. 2  
Thbn.  
Hrp.  
Glock.  
Vln. 1  
Vln. 2  
Vc. 1  
Vc. 2  
Ch. 1  
Ch. 2

*J = 70*

Skyrim

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

*mf*

Ungh Hooah Huh! Ungh Hooah Huh! Ungh Hooah Huh! Ungh Hooah Huh! Ungh Hooah

**Flute** To Flute

**Horn in F**

**Horn in F 2**

**Trombone**

**Trombone 2**

**Euphonium**

**Tuba**

**Suspended Cymbal** To Suspended Cymbal

**Bass Drum** To Bass Drum *p* mp

**Suspended Cymbal** To Concert Toms *mp*

**Violin 1** *p* *mf*

**Violin 2** *p* *mf*

**Violin 3** *p* *mf*

**Violoncello 1** arco *p* *mf*

**Violoncello 2** arco *p* *mf*

**Contrabass 1** arco *p* *mf*

**Contrabass 2** arco *p* *mf*

42

14            15            16            17            18            19            20            21            22            23            24

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

Picc. - - - f

Fl. - - - f

Fl. 2 - - - f

Cl. in Bb 1 - - - mf

Cl. in Bb 2 - - - f

Cl. in Bb 3 - - - f

B. Cl. - - - mf

A. Sax. 1 - - - f

A. Sax. 2 - - - f

Ban. - - - mf

Hn. in F - - - f

Hn. in F 2 - - - mf

Tpt. in Bb 1 - - - f

Tpt. in Bb 2 - - - f

Tpt. in Bb 3 - - - f

Thn. - - - f

Thn. 2 - - - f

Euph. - - - f

Tba. - - - f

Tim. - - - f

Sus. Cym. - - - pp

BD - - - f

Toms > > > > > > > > > f

Vln. 1 > > > > > > > > > > f

Vln. 2 > > > > > > > > > > f

Vln. 3 > > > > > > > > > > f

Vc. 1 > > > > > > > > > > f

Vc. 2 > > > > > > > > > > f

Cb. 1 > > > > > > > > > > f

Cb. 2 > > > > > > > > > > f

25            26            27            28            29            30            31            32            33

S. no-rokpaalgraan, fod nust hon zin-dra zaan. Dovah-khjin, fah hin ko-o - gaan mu draal!

A. -no-rokpaalgraan, fod nust hon zin-dro zaan. Dovah-khjin, fah hin ko-o - gaan mu draal!

B. no-rokpaalgraan, fod nust hon zin-dro zaan. Dovah-khjin, fah hin ko-o - gaan mu draal!

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.

*p subito*

Sus. Cym.

BD

Toms

*p*

*mp*

Vln. 1

*p*

Vln. 2

Vln. 3

Vc. 1

*p*

Vc. 2

Ch. 1

Ch. 2

44

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 mu - u kul do o - od wah aan bo - ok ling - rah vo - od Ahrk bo - ziik fun, do

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

Picc.

Fl. *mf* *f*

Fl. 2 *f*

Cl. in Bb 1 *f*

Cl. in Bb 2 *f*

Cl. in Bb 3 *f*

B. Cl. *f*

A. Sax. 1 *f*

A. Sax. 2 *f*

Bsn. *f*

Hn. in F *f*

Hn. in F 2 *f*

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn. *f*

Tbn. 2 *f*

Euph. *p* *f*

Tba. *f*

Timp. *mf*

Hrp. *f*

Sus. Cym. *f*

SD *mf* *subito*

BD

Toms *f*

Vln. 1 *f*

Vln. 2 *f*

Vln. 3 *f*

Vc. 1 *f*

Vc. 2 *f*

Cb. 1 *f*

Cb. 2 *f*



46

57            58            59            60            61            62            63            64            65            66

S.

A.

B.

Fl.

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Cl. in B<sub>b</sub> 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<sub>b</sub> 1

Tpt. in B<sub>b</sub> 2

Tpt. in B<sub>b</sub> 3

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Hrp.

Sus. Cym.

BD

Toms

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

kel lost pro-dah, Doved vieng ko finkrah, Tol-fod zey-mah-win kein meyzfun - dein. Al - duin, feyn do jun, kru-zik vo - kunstaad-nau, vothaan bsh-lok wah dii - von fin lein!

67 68 69 70 71 72 73 74 75

S. - - - - *ff* Nuz aan sul, fent a - lok, fod fin vul do - vah

A. - - - - *ff* Nuz aan sul, fent a - lok, fod fin vul do - vah

B. - - - - *ff* Nuz aan aul, fent a - lok, fod fin vul do - vah

Picc. - - - - *ff*

Fl. - - - - *ff*

Fl. 2 - - - - *ff*

Cl. in Bb 1 - - - - *ff*

Cl. in Bb 2 - - - - *ff*

Cl. in Bb 3 - - - - *ff*

B. Cl. - - - - *ff*

A. Sax. 1 - - - - *ff*

A. Sax. 2 - - - - *ff*

Bsn. - - - - *ff*

Hn. in F - - - - *f*

Hn. in F 2 - - - - *f*

Tpt. in Bb 1 - - - - *f*

Tpt. in Bb 2 - - - - *f*

Tpt. in Bb 3 - - - - *f*

Tbn. - - - - *f*

Thn. 2 - - - - *f*

Euph. - - - - *f*

Tba. - - - - *f*

Timp. - - - - *f*

Hrp. - - - - *f*

Sus. Cym. - - - - *f*

BD - - - - *f*

Snare OFF

Toms - - - - *f*

Vln. 1 - - - - *f*

Vln. 2 - - - - *f*

Vln. 3 - - - - *f*

Vc. 1 - - - - *ff*

Vc. 2 - - - - *ff*

Ch. 1 - - - - *ff*

Ch. 2 - - - - *ff*



85            86            87            88            89            90            91            92            93            94

khjin, Dovakhjin, naalok zin los vah-riin wah dein vo-o-kul mah-fac - raak abst-vaal! Ahk fin no-rok paalgraan, fodnust honzin-drozaan. Dovah-khjin, fah hin ko-o - gaan mudraal! Rah tu Rah tu Rah tu Tu

A. khjin, Dovakhjin, naalok zin los vah-riin dein vo-o-kul mah-fac - - Ahk fin no-rok paalgraan, fodnust honzin-drozaan. Dovah-khjin, fah hin ko-o - gaan mudraal!

B. khjin, Dovakhjin, naalok zin los vah-riin wah - dein vo-o-kul mah-fac - - fin no-rok paalgraan, fodnust honzin-drozaan. Dovah-khjin, fah hin ko-o - gaan mudraal! Ah - ya!

Picc.

Fl.

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Cl. in B<sub>b</sub> 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B<sub>b</sub> 1

Tpt. in B<sub>b</sub> 2

Tpt. in B<sub>b</sub> 3

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Hrp.

Sus. Cym.

BD

Toms

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

50

95      96      97      98      99      100      101      102      103      104      105      106      107      108      109      110      111      112      113      114      115

S. Rah tu Rah tu Rah tu      p      mf

A. Ah - ya!      p      mf

Picc.

Fl.

Fl. 2

Cl. in B<sub>b</sub> 1

Cl. in B<sub>b</sub> 2

Cl. in B<sub>b</sub> 3

B. Cl.

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Thn. 2

Euph.

Tba.

Tim.

Hrp.

Sus. Cym.

BD

Toms

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

S. *mf*  
 A. *mf*  
 B. *mf*  
 Picc.  
 Fl.  
 Fl. 2  
 cl. in B♭ 1  
 cl. in B♭ 2  
 Ban.  
 Hn. in F  
 cl. in F 2  
 Tbn.  
 Thn. 2  
 Euph.  
 Tba.  
 sus. Cym.  
 BD  
*mf*      *mp*      *p*      *pp*  
 Vln. 1  
 Vln. 2  
 Vln. 3  
 Vc. 1  
 Vc. 2  
 Cb. 1  
 Cb. 2

116      117      118      119      120      121      122      123      124      125

*dim. poco a poco*

# Video Games and Music

Choir - Soprano

Arr. Tubbs

**Halo**

$\text{♩} = 80 \quad \text{♩} = 125$

**开机 Legends of Azeroth**

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

**The Dream of Flight**

$\text{♩} = 75$

**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**

**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 - de mon-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 -**

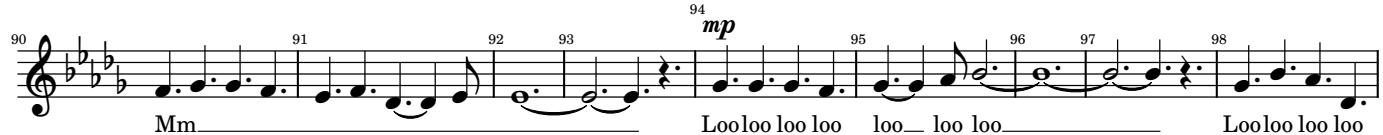
**lo**

**Al-lo-ra de - ci - de-rai**

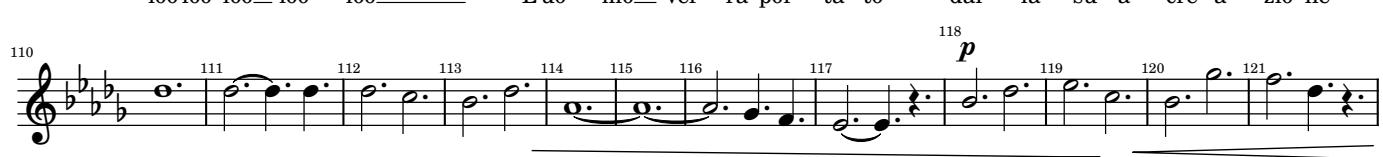
**Sguardo ver-so Il ciel sa-prai**

## Video Games and Music

71                   72                   73                   74                   75                   86                   87                   88                   89  


90                   91                   92                   93                   94                   mp                   95                   96                   97                   98  


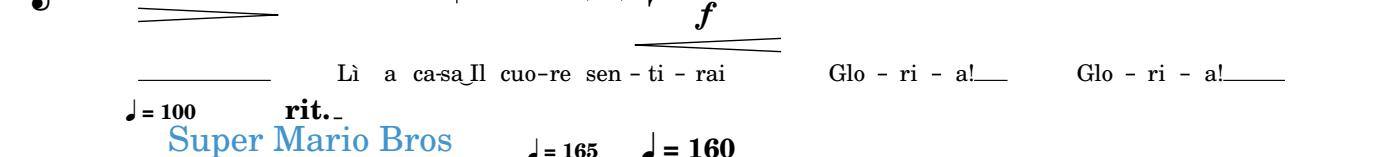
99                   100                  101                  102                  103                  104                  105                  106                  107                  108                  109  


110                  111                  112                  113                  114                  115                  116                  117                  118                  p                   120                  121  


122                  123                  124                  125                  126                  127                  128                  ff  


129                  130                  131                  132                  133                  134                  135                  136                  137  


138                  139                  140                  141                  142                  143                  144                  145                  146                  ff  


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


**rit.**  
**Super Mario Bros**  
 $\text{J} = 100$        $\text{J} = 165$        $\text{J} = 165$        $\text{J} = 65$        $\text{J} = 65$        $\text{J} = 160$        $\text{J} = 59$

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 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              651               652               653               654               655               656               657               658               659               660               661               662               663               664               665               666               667               668               669               670               671               672               673               674               675               676               677               678               679               680               681               682               683               684               685               686               687               688               689               690               691               692               693               694               695               696               697               698               699               700               701               702               703               704               705               706               707               708               709               710               711               712               713               714               715               716               717               718               719               720               721               722               723               724               725               726               727               728               729               730               731               732               733               734               735               736               737               738               739               740               741               742               743               744               745               746               747               748               749               750               751               752               753               754               755               756               757               758               759               760               761               762               763               764               765               766               767               768               769               770               771               772               773               774               775               776               777               778               779               780               781               782               783               784               785               786               787               788               789               790               791               792               793               794               795               796               797               798               799               800               801               802               803               804               805               806               807               808               809               810               811               812               813               814               815               816               817               818               819               820               821               822               823               824               825               826               827               828               829               830               831               832               833               834               835               836               837               838               839               840               841               842               843               844               845               846               847               848               849               850               851               852               853               854               855               856               857               858               859               860               861               862               863               864               865               866               867               868               869               870               871               872               873               874               875               876               877               878               879               880               881               882               883               884               885               886               887               888               889               890               891               892               893               894               895               896               897               898               899               900               901               902               903               904               905               906               907               908               909               910               911               912               913               914               915               916               917               918               919               920               921               922               923               924               925               926               927               928               929               930               931               932               933               934               935               936               937               938               939               940               941               942               943               944               945               946               947               948               949               950               951               952               953               954               955               956               957               958               959               960               961               962               963               964               965               966               967               968               969               970               971               972               973               974               975               976               977               978               979               980               981               982               983               984               985               986               987               988               989               990               991               992               993               994               995               996               997               998               999               1000

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

### Mii Channel Theme

**16**      **9**

**Genshin Impact**

$\text{♩} = 82$

**Skyrim**

$\text{♩} = 70$

1 Ah Do-vah-khijin, Do-vah-khijin, naalok zin los vah-riin wah dein vo-o-kul mah-fac-  
-raak ahst vaal! Ahk fin no-rok paalgraan, fod nust hon zin-drozaan. Do-vah-khijin, fah hin ko-o - gaan mudraal!

2 Huz-rah nu-u kuldo o-od wahaan bo-ook ling-rah vo-od Ahrk fin tey. bo-ziik fun, do  
fin gein! Ah!

3 Nuzaan sul, fenta - lok, fod fin vul do-vah nok fen kos nah-lot mah-fac-raak ahrk  
ruz PaazKei-zaalfen kos stin nol bein al - du-in jot! Do-vah-khijin, Do-vah-khijin, naalok

4 zin los vah-riin wah dein vo - o - kul mah-fac - raak\_ ahst vaal! Ahk fin no - rok paalgraan, fod nust  
hon zin-drozaan. Do-vah-khijin, fah\_ hin ko-o - gaan mudraal! Rah tu Rah tu Rah tu Tu Rah tu Rah tu Rah tu

## Video Games and Music

A musical score for Choir - Soprano, page 4. The score consists of two staves of music. The top staff starts at measure 97 with a dynamic of *p*. Measures 98 through 114 follow, with measure 100 having a dynamic of *mf*. Measures 115 through 121 conclude the page, with measure 121 ending with a double bar line and a large bold number "5". The music features eighth-note patterns and occasional sixteenth-note grace notes.

# 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** **Sguard-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** **Sgaur-do verso 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 - 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** **Sguardo ver-so Il ciel\_ sa-prai**

## Video Games and Music

70                    71                    72                    73                    74                    75                    86                    87                    88                    89

**rit.**

**Super Mario Bros**

**3 2 65 59**

**1 4 5 6 8 9 74 133 134 135 136 137 138**

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

**Final Fantasy**

**58**

**D.C. al Fine**

**Fine**

**Mii Channel Theme**

**16 9**

**Genshin Impact**

**Skyrim**

**16**

**20**

**8**

Ah Dova - khijin, Dova-khijin, naalok zin los vah-riin wah dein vo-o-kul mah-fac - no-rok paalgraan, fod nust honzin-drozaan. Dovah-khijin, fah hin ko-o - gaan mudraal!

Huzrah 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-kaak ahrk ruz PaazKei-zaalfen kos stin nol bein al - du-in jot! Dova - khijin, Dova-khijin, naalok

zin los vah-riin dein vo-o-kul mah-fac - Ahk fin no-rok paalgraan, fod nust honzin-drozaan. Dovah-khijin, fah hin ko-o - gaan mudraal!

**5**

# Video Games and Music

Choir - Bass

Arr. Tubbs

**Halo**

$\text{♩} = 80$   $\text{f}$

$\text{♩} = 125$   $f$

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

$\text{♩} = 75$  **关机**

$\text{♩} = 100$  rit.

**Super Mario Bros**

$\text{♩} = 110$

**Final Fantasy**

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

**16 9**

**Genshin Impact**  
 $\text{♩} = 82$   
**3**

**p**

**20**

$\text{♩} = 70$   
**Skyrim**  
**4**

**mf**

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! 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 mudraal!

**8**

**ff**

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

**mp**

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

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

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

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

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

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

**2**

**4**

**5**

G Dizi

## Video Games and Music

**Arr. Tubbs**

The musical score consists of several staves of G Dizi notation, each representing a different video game theme. The notation uses a treble clef and a 4/4 time signature. Various notes are marked with numbers (e.g., 11, 8, 4, 10, 16, 4, 3) and some are labeled with names like "Halo", "Legends of Azeroth", "The Dream of Flight", "Super Mario Bros", and "Final Fantasy". The tempo is indicated by a 'd.' followed by a number (e.g., d. = 80, d. = 100, d. = 110). Some notes have specific stroke patterns (e.g., 'rit.', '145'). The score is arranged by Tubbs.

**Halo** (d. = 80)

**Legends of Azeroth** (d. = 80)

**开机** (d. = 75)

**关机** (d. = 75)

**The Dream of Flight** (d. = 100)

**Super Mario Bros** (d. = 165)

**Final Fantasy** (d. = 110)

2

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

The music consists of two measures. Measure 1 starts with a treble clef, a common time signature, and a key signature of one sharp. It contains two eighth-note chords: one on the first beat and another on the second beat. Measure 2 starts with a common time signature and a key signature of one sharp. It contains two eighth-note chords: one on the first beat and another on the second beat.

### Genshin Impact

$\text{♩} = 82$   
**Genshin Impact**

The music consists of three measures. Measure 1 starts with a treble clef, a common time signature, and a key signature of one sharp. It contains a single eighth note followed by a measure rest. Measure 2 starts with a common time signature and a key signature of one sharp. It contains a single eighth note followed by a measure rest. Measure 3 starts with a common time signature and a key signature of one sharp. It contains a single eighth note followed by a measure rest.

$\text{♩} = 70$

**Skyrim**

**Skyrim**

The music consists of three measures. Measure 1 starts with a treble clef, a common time signature, and a key signature of one sharp. It contains a single eighth note followed by a measure rest. Measure 2 starts with a common time signature and a key signature of one sharp. It contains a single eighth note followed by a measure rest. Measure 3 starts with a common time signature and a key signature of one sharp. It contains a single eighth note followed by a measure rest.

# Video Games and Music

Piccolo

Arr. Tubbs

**Halo**

$\text{♩} = 80$   $\text{♩} = 125$

1 (sung) 2 3 4 5 6 7 8 9 10 11 12 13

*mf* Ah

14 To Flute 21 22 23 24 25 26 27 28 29 4 9 To Piccolo 2 42 43 45 46 51 53 54 55 57 58 65 66 67 68 69 70 (sung) 71 72 73 74

*p* *mf* *mf* < *f* *f*

*mf* Ah

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

1 2 3 4 8 10 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

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

## Video Games and Music

56 57 58 59 60 61 62 63 2

$\text{♩.} = 75$  关机

1 The Dream of Flight

1 5 6 7 12 26 33 34 35 36 37 38 39 2

$f$

41 42 43 51 52 53 54 55 56 60 61 62 63 64 65 66 67

$mf$   $mp$

68 69 70 71 73 74 75 79 80 81 82 83 102 19 23 125 126 127 128 129 130 131

$mf$   $f$   $f$

"A New Course"

And back to "Sogno di Volare"

## Video Games and Music

132 133 134 135 136 137 138 139 140 2  
 142 143 144 145 146 147  
 148 149  
 $\text{J} = 100$  rit.  $\text{J} = 165$   
**Super Mario Bros**  
 1 3 4 5 6 7 8 9 10  
*mf* cresc. 3 - - - - f 3  
 11 12 13 14 15 16 17  
*mf*  
 18 19 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  
**To Piccolo**

**J = 160 Final Fantasy**

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

**16 9**

**Genshin Impact**

**J = 82 12**

**p 3 3 3**

**4 6 tr.**

**mf mf**

**J = 70 7**

**Skyrim**

**19**

**f**

**7 6 23**

**mf f f**

**f ff**

**68 69 70 71 72 73 74**

**75 76 77 78 79 80**

**ff**

**81 82 83 84 85 3**

**ff**

**88 89 90 91 92 93 101 102 103 104**

**pp < mf**

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

**pp p f**

**121 4 122**

# Video Games and Music

Flute 1

Arr. Tubbs

**Halo**

*J = 80 (sung)*

*J = 125*

Ah

*p* *mf*

*mf* <

*f* 3

*f*

*(sung)*

Ah

*J = 75*

**开机** **Legends of Azeroth**

*J = 80*

**开机** **Legends of Azeroth**

*mf*

*f* *mf*

*mf*

*f*

*f*

*f*

**关机**

**The Dream of Flight**

**"A New Course"**

**Super Mario Bros**

This image shows a single page of sheet music for flute, likely a transposition of piano music. The music is divided into several sections by title and tempo. The first section, '关机' (Guāijī), has a tempo of  $\text{♩} = 75$  and includes a measure of rests. The second section, 'The Dream of Flight', starts at  $\text{♩} = 100$  and includes measures 5 through 142. The third section, '"A New Course"', starts at  $\text{♩} = 100$  and includes measures 143 through 149. The fourth section, 'Super Mario Bros', starts at  $\text{♩} = 100$  and includes measures 1 through 9. Various dynamics like ff, f, mp, and rit. are indicated throughout the piece.

Video Games and Music

The sheet music consists of ten staves of musical notation for a solo instrument, likely flute or oboe. The music is written in common time and includes the following dynamics and performance instructions:

- Measure 1: (rit.)
- Measure 5: cresc.
- Measure 6: f
- Measure 10: mf
- Measure 11: 3
- Measure 12: 3
- Measure 13: 3
- Measure 14: 3
- Measure 15: 3
- Measure 16: 3
- Measure 17: 3
- Measure 18: mf
- Measure 19: 3
- Measure 20: 3
- Measure 21: 3
- Measure 22: 3
- Measure 23: 3
- Measure 24: mf
- Measure 25: 3
- Measure 26: 3
- Measure 27: 3
- Measure 28: 3
- Measure 29: 3
- Measure 30: mf
- Measure 31: 3
- Measure 32: 3
- Measure 33: 3
- Measure 34: 3
- Measure 35: 3
- Measure 36: 3
- Measure 37: 3
- Measure 38: 3
- Measure 39: mf
- Measure 40: < f
- Measure 41: mf
- Measure 42: 5
- Measure 43: 3
- Measure 44: 3
- Measure 45: 3
- Measure 46: 3
- Measure 47: 3
- Measure 48: 3
- Measure 49: 3
- Measure 50: 3
- Measure 51: 2
- Measure 52: 3
- Measure 53: 3
- Measure 54: 3
- Measure 55: 2
- Measure 56: 3
- Measure 57: 3
- Measure 58: 3
- Measure 59: 3
- Measure 60: 3
- Measure 61: 3
- Measure 62: 3
- Measure 63: 3
- Measure 64: 3
- Measure 65: 3
- Measure 66: ff
- Measure 67: mf
- Measure 68: f
- Measure 69: f
- Measure 70: mf
- Measure 71: < f
- Measure 72: 3
- Measure 73: 3
- Measure 74: 3
- Measure 75: 3
- Measure 76: 3
- Measure 77: 3
- Measure 78: 3
- Measure 79: 3
- Measure 80: 3
- Measure 81: 3
- Measure 82: 3
- Measure 83: 3
- Measure 84: 3
- Measure 85: 3
- Measure 86: 3
- Measure 87: 3
- Measure 88: 3
- Measure 89: 3
- Measure 90: 3
- Measure 91: 3
- Measure 92: 3
- Measure 93: 3
- Measure 94: 3
- Measure 95: 3
- Measure 96: 3
- Measure 97: 3
- Measure 98: 3
- Measure 99: 3
- Measure 100: 3
- Measure 101: 3
- Measure 102: 3
- Measure 103: 3
- Measure 104: 3
- Measure 105: 2
- Measure 106: 2
- Measure 107: 108
- Measure 108: 109
- Measure 109: 110
- Measure 111: 112
- Measure 112: 113

## Video Games and Music

Sheet music for a flute piece, likely Final Fantasy, featuring multiple staves of musical notation with measure numbers from 113 to 149. The music includes various dynamics, rests, and time signature changes.

**Final Fantasy** **58**

D.C. al Fine  
Fine

**Mii Channel Theme** **16** **9**

**Genshin Impact**  
To Dizi

**Skyrim**  
To Flute

Sheet music for Final Fantasy, Mii Channel Theme, Genshin Impact, and Skyrim, arranged for Flute. The music includes dynamic markings like *p*, *mf*, and *f*, as well as various time signatures and measure numbers.

## Video Games and Music

Sheet music for Flute 1, featuring ten staves of musical notation. The music is in G major (one sharp) and consists of measures numbered 36 through 122. The dynamics include **f**, **p**, **mp**, **ff**, **pp**, **mf**, and **pp**. Measure 36 starts with a forte dynamic. Measures 37-43 show a transition with dynamics **f**, **f**, **p**, and **p**. Measures 44-51 continue with a steady pattern. Measures 52-59 show a continuation of the pattern with a dynamic **mp**. Measures 60-67 show a continuation of the pattern. Measures 68-72 show a continuation of the pattern. Measures 73-77 show a continuation of the pattern with a dynamic **ff**. Measures 78-82 show a continuation of the pattern. Measures 83-88 show a continuation of the pattern. Measures 89-103 show a continuation of the pattern with a dynamic **pp** followed by **mf**. Measures 104-119 show a continuation of the pattern with dynamics **pp**, **p**, and **f**. Measures 120-122 show a final section with a dynamic **pp**.

Flute 2

## Video Games and Music

Arr. Tubbs

## Halo

$\text{♩} = 80$  (sung)

$\text{♩} = 125$

## 开机 Legends of Azeroth

$\text{♩} = 75$

$\text{♩} = 80$

$\text{♩} = 75$

关机

## The Dream of Flight

$\text{♩} = 75$

18

6

8vb Until Rehearsal Mark C, if desired

33

f

37

f

42

8

51

52

53

54

mp

mf

55

60

61

62

63

64

65

66

67

mf

mf

68

Optional 8va

69

70

71

73

mf

74

75

79

80

81

82

f

f

83

84

85

94

95

96

97

98

99

100

101

pp

mp

8va until rehearsal mark J, if desired.

23

125

126

127

128

129

130

131

132

mf

f

133

134

135

136

137

138

139

140

2

142

ff

143

144

145

146

147

148

149

fff

$\text{♩} = 100$

**Super Mario Bros**

1                          rit. - - -

**Flute 2**

## Video Games and Music

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 rit. 148 149

**Final Fantasy**

**58**

**D.C. al Fine**

**Fine**

**Mii Channel Theme**

**16 9**

**Genshin Impact**

**12**

**p**

**3**

**8**

**Skyrim**

**19**

**f**

**26**

**p**

**6**

**f**

**4**

**36**

**f**

**52**

**53**

**54**

**55**

**56**

**57**

**58**

**59**

## Video Games and Music

Sheet music for Flute 2, featuring six staves of musical notation with measure numbers and performance instructions:

- Staff 1 (Measures 60-67):** Treble clef, key signature of two sharps. Measure 64 has a dynamic >. Measure 67 has a dynamic >.
- Staff 2 (Measures 68-73):** Treble clef, key signature of two sharps. Measures 70-73 have a dynamic ff.
- Staff 3 (Measures 74-78):** Treble clef, key signature of one sharp. Measures 75-78 have a dynamic ff.
- Staff 4 (Measures 79-85):** Treble clef, key signature of two sharps. Measures 80-85 have a dynamic ff.
- Staff 5 (Measures 86-97):** Treble clef, key signature of two sharps. Measure 97 has a dynamic pp and a 4/4 time signature.
- Staff 6 (Measures 98-115):** Treble clef, key signature of two sharps. Measures 99-102 have a dynamic mf. Measures 103-112 have a dynamic p. Measures 113-115 have a dynamic pp.
- Staff 7 (Measures 116-122):** Treble clef, key signature of two sharps. Measures 116-121 have a dynamic f. Measure 122 has a dynamic pp and a 4/4 time signature.

# Video Games and Music

## Clarinet 1

Arr. Tubbs

**Halo**

(sung)

$\text{♩} = 80$   $\text{♩} = 125$

$\text{♩} = 90$

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

## Video Games and Music

56

60  $\text{J.} = 75$  关机

The Dream of Flight

1 5 6 7 36 43 11 54 55 60 61 62 63 2

66 3 70 > 71 79 80 81 82 83 84 85

86 8 94 95 96 97 98 99 100 101 102 123 21

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

Super Mario Bros

1 (rit.) 3 3 3 3 2 3 3 3 3 3 3 3 4 3 3 3 3 3 3 3

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

**ff**

**mf**

**f**

**ff**

**mf**

**cresc.**

**mf**

**rit.**

**rit.**

**mf**

**mf**

**mf**

## Video Games and Music

Sheet music for Clarinet 1, featuring 15 staves of musical notation. The music is in 4/4 time, mostly in G major (two sharps). Measure numbers are indicated above the staff. Dynamics include *mf*, *f*, and *mf*. The tempo is  $\text{♩} = 160$ . Measure 74 starts with a dynamic *mf*. Measures 104-111 show a melodic line with a dynamic *mf*. Measures 112-121 show a melodic line with a dynamic *mf*. Measures 122-124 show a melodic line with a dynamic *mf*. Measures 125-136 show a melodic line with a dynamic *mf*. Measure 137 starts with a dynamic *mf*. Measures 138-149 show a melodic line with a dynamic *mf*.

**Final Fantasy****58**

A short musical example for Final Fantasy 58, consisting of two measures of music in 4/4 time, G major, with a tempo of  $\text{♩} = 110$ .

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

**Genshin Impact** **12** **J = 82** **p** **mf** **21** **22** **23** **30** **7** **mp**

**Skyrim** **13** **J. = 70** **17** **18** **19** **20** **21** **22** **23** **24** **25** **f** **mf**

**8** **26** **27** **28** **29** **37** **38** **39** **40** **41** **42** **43** **44** **45** **49** **50** **51** **52** **53** **54** **55** **p**

**56** **57** **58** **59** **60** **61** **62** **63** **64** **65** **66** **67** **68** **69** **70** **71** **72** **73** **74** **ff**

**75** **76** **77** **78** **79** **80** **81**

**82** **83** **84** **85** **86** **87** **88** **89**

**90** **91** **92** **93** **100** **101** **102** **103** **104** **105** **106** **107** **108** **pp** **mf** **mp**

**109** **110** **111** **112** **113** **114** **115** **116** **117** **118** **119** **120** **121** **122** **4** **mf**

# Video Games and Music

Clarinet 2

Arr. Tubbs

**Halo** (sung)

**开机** **Legends of Azeroth**

**J = 80** **J = 125**

**J = 75** **J = 80** **J = 90** (sung)

This sheet music page contains two arrangements for Clarinet 2. The first arrangement, titled "Halo", begins at a tempo of J=80 and transitions to J=125. The second arrangement, titled "Legends of Azeroth", begins at J=75 and transitions to J=80, then to J=90. Both arrangements feature lyrics and dynamic markings such as mezzo-forte (mf), forte (f), and piano (mf). The music is written in various time signatures, including 4/4, 3/4, and 2/4.

61 Clarinet 2

## Video Games and Music

24      25      26      27      28      29

*mf*

30      31      32      33      34      35      36      37      38      39

*mf*

40      41      42      43      51      52      53      54

*f*

55      56      57      58      59      60      61      62

*f*

63      64      65      66      67      68      69      70      71      72      73

*f*

*< f*

*d = 160*

3

74      75      78      79      80      81      82      83      84      85      86

*mf*

87      88      89      90      91      92      93      94      95      96      97      98      99      100

*mf*

101      102      103      104      105      106      108      109

*mf*

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

3

137      138      139      140      141      144      145      146      147      148      149

*div.*

Final Fantasy

58

1      *d = 110*

**Mii Channel Theme** **16**

**Genshin Impact** **12**

**Skyrim** **17**

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

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

**17** **mf** **f** **8** **44** **4**

**p leggiero** **50** **51** **52** **53** **54**

**55** **56** **57** **58** **59** **60**

**mp**

**61** **62** **63** **64** **65** **66**

**mf** **f** **f**

**67** **68** **69** **70** **71** **72** **73**

**ff**

**74** **75** **76** **77** **78** **79**

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

**88** **89** **90** **91** **92** **93** **100** **101** **102** **103**

**7** **pp** **mf**

## Video Games and Music

Musical score for Clarinet 2, page 5. The score consists of two staves of music. The top staff starts at measure 104 and ends at measure 119. Measure 104 has a dynamic of *mp*. Measures 105-106 have a dynamic of *mf*. The bottom staff starts at measure 120 and ends at measure 122. Measure 120 has a dynamic of *>*. Measure 121 has a dynamic of *4*. Measure 122 has a dynamic of *mf*.

# Video Games and Music

Clarinet 3

Arr. Tubbs

**Halo** (sung)

**Legends of Azeroth**

**The Dream of Flight**

This sheet music for Clarinet 3 presents a unique fusion of three iconic video game soundtracks: "Halo", "Legends of Azeroth", and "The Dream of Flight". The arrangement is skillfully crafted by Tubbs, maintaining the essence of each original composition while creating a cohesive and dynamic piece. The music is divided into three distinct sections, each featuring its own key signature and time signature changes. The first section, "Halo", begins with a melodic line in G major and transitions into a more complex harmonic landscape with various dynamics and performance techniques like slurs and grace notes. The second section, "Legends of Azeroth", introduces a more rhythmic and percussive style with frequent time signature shifts between common and irregular patterns. The third section, "The Dream of Flight", returns to a more melodic and lyrical tone, characterized by sustained notes and flowing sixteenth-note patterns. Throughout the piece, Tubbs uses dynamic markings such as mezzo-forte (mf), forte (f), and fortissimo (ff) to emphasize the dramatic moments of each game's theme. Performance instructions like "Ah" and "sfz" (staccato with a fermata) are also included to guide the clarinetist in capturing the full emotional range of the music.

**Super Mario Bros**

**Final Fantasy**

**Mii Channel Theme**

**Genshin Impact**

**Skyrim**

# Video Games and Music

Bass Clarinet

Arr. Tubbs

**Halo**

$\text{♩} = 80$

$\text{♩} = 125$

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

$\text{♩} = 90$

$\text{♩} = 75$

**Bass Clarinet**

**Arr. Tubbs**

## Video Games and Music

**4**

**3**      **2**      **2**

**52**      **53**      **54**      **55**      **56**      **57**      **58**      **59**      **60**      **61**      **62**      **63**

**d. = 75**

**关机**

**The Dream of Flight**

**5**      **6**      **7**      **36**      **18**      **19**      **2**      **2**

**69**      **70**      **71**      **73**      **74**      **75**      **76**      **77**      **78**      **79**      **80**

**81**      **82**      **83**      **84**      **85**      **92**      **93**      **94**      **95**      **96**      **97**

**98**      **99**      **100**      **101**      **102**      **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**

**d. = 100**      **rit.**      **ff**

**Super Mario Bros**

**1**      **2**      **3**      **4**      **5**      **6**      **7**      **8**      **9**      **10**      **11**      **24**      **35**

**36**      **37**      **38**      **39**      **40**      **41**      **42**      **43**      **67**

**mf**

**cresc.**      **f**

**ff**

**24**      **mf**

**Final Fantasy**

**Mii Channel Theme**

**Genshin Impact**

**Skyrim**

**14**

**Bass Clarinet**

## Video Games and Music

A musical score for Bass Clarinet in G major (three sharps) and common time. The score consists of two staves. The top staff starts at measure 92 and ends at measure 111. Measure 92 features eighth-note patterns with slurs and dynamic markings *sfs*, *mp*, and *p*. Measures 93-95 show eighth-note pairs with slurs and dynamic *sfs*. Measures 96-97 show eighth-note pairs with slurs and dynamic *sfs*. Measures 98-102 show eighth-note pairs with slurs and dynamic *mp*. Measures 103-111 show eighth-note pairs with slurs and dynamic *p*. Measure 112 begins the second staff with a single eighth note followed by a rest. Measures 113-116 consist of rests.

# Video Games and Music

Alto Sax 1

Arr. Tubbs

**Halo**

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

**开机**      **Legends of Azeroth**

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

**关机**

$\text{♩} = 75$

## The Dream of Flight

1      5      36      17      16

81      82      83      84      85      94      95      96      97      98      99

100      101      102      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

**Super Mario Bros**

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

$\text{♩} = 165$

20      21      22      23      24      25

26      27      28      29      30

31      32      33      34      35      38      39      41

42      43      44      50      51      52      59      60

61      62      63      64      65      66      67      70      71

**Final Fantasy**

73  $\text{♩} = 160$  19  $\text{mf}$

104 17  $f$

133 3 rit.

148 149

**Mii Channel Theme** 58

1  $\text{♩} = 110$  16 Fine 9 D.C. al Fine

**Genshin Impact**

1  $\text{♩} = 82$  15  $p$  13  $p$  7

**Skyrim**

1  $\text{♩} = 70$  19  $f$

26 4  $p$

36 37  $f$  38 39 40 41 42

43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60  $p$   $mp$

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

73 74 75 76 77 78 79 80 81  $ff$

This image shows a multi-page sheet of music for Alto Saxophone (Alto Sax 1). The music is divided into four distinct sections, each with its own title and key characteristics:

- Final Fantasy:** Measures 73 to 148. Key signature: F# major (3 sharps). Time signature varies between common time and 3/4. Dynamics include  $mf$ ,  $f$ , and rit.
- Mii Channel Theme:** Measures 1 to 17. Key signature: C major (no sharps or flats). Time signature: common time. Dynamics:  $\text{♩} = 110$ ,  $\text{♩} = 120$ .
- Genshin Impact:** Measures 1 to 61. Key signature: E major (3 sharps). Time signature: common time. Dynamics:  $\text{♩} = 82$ ,  $\text{♩} = 70$ ,  $f$ ,  $p$ ,  $mp$ .
- Skyrim:** Measures 61 to 73. Key signature: E major (3 sharps). Time signature: common time. Dynamics:  $ff$ .

The music includes various performance instructions such as measure numbers (e.g., 73, 104, 133, 148), tempo markings (e.g.,  $\text{♩} = 160$ ,  $\text{♩} = 110$ ,  $\text{♩} = 82$ ), dynamics (e.g.,  $mf$ ,  $f$ ,  $p$ ,  $ff$ ), and articulations like staccato dots and slurs. Measure numbers are also present above the staves in several places.

## Video Games and Music



# Video Games and Music

Alto Sax 2

Arr. Tubbs

**Halo**

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

**Legends of Azeroth**

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

**开机**      **Legends of Azeroth**

**关机**

$\text{♩} = 75$

$\text{♩} = 125$

### The Dream of Flight

1      5      6      7      36      43      17      60      61      62      63      79      80      81      82      83      84      85      94      95      96      97      98      99      100      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  
*f*      *pp*      *mp*      *f*      *mp*      *f*      *f*  
*f*      *rit.*      *mf*      *f*      *ff*  
*d = 100*  
*Super Mario Bros*  
*d = 165*  
*d = 165*  
*8*  
*mp*      *mf*      *cresc.*      *3*      *mf*  
*mf*      *mf*  
*mf*  
*f*  
*16*  
*16*  
*2*  
*f*  
*2*  
*f*  
*19*  
*19*  
*3*  
*2*  
*f*  
*16*  
*16*  
*2*  
*f*  
*17*  
*f*  
*100*  
*101*  
*102*  
*103*  
*104*  
*121*  
*122*  
*123*  
*124*  
*125*  
*126*  
*127*  
*128*  
*129*  
*130*

131      132 . . . 133      134      135      136      137      138      139      140      141      144      **3**

145      146      147      148      149

**Final Fantasy**      **58**

1      **Mii Channel Theme**      **16**

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

**Genshin Impact**      **15**

1      **Skyrim**      **19**

26      27      28      29      33      34      35      **4**

36      37      38      39      40      41      42      **f**

43      44      45      49      50      51      52      53      54      55      56      57      58      59      60      **p**

61      62      63      64      65      68      69      70      71      72      **3**

73      74      77      78      79      80      81      82      **ff**

83      84      85      86      87      88      89      **33**

90      91      92      93

Alto Sax 2

# Video Games and Music

Alto Sax 3

Arr. Tubbs

**Halo**

*(sung)*

$\text{♩} = 80$   $\text{♩} = 125$

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

**关机**

$\text{♩} = 75$

**The Dream of Flight**

## Video Games and Music

131 132 133 134 135 136 137 138 139

**Super Mario Bros**

1 2 3 4 5 6 7 8 9 10 11 19 8 19  
mp mf cresc. mf

20 21 22 23 24 25

26 27 28 29 30 31  
mf

32 33 34 35 41 42 43 53  
6 10 f 3 3

54 55 57 58 59 70 71 73 74  
2 11 2 160 f f

75 94 95 96 97 98 99 100 101 102 103 104 122 123 124  
19 mf 18 f

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**  
**58**

**Mii Channel Theme**  
**16**

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

**Genshin Impact**  
**20** 22 23  
**23**

**Alto Sax 3**

## 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 each contain a single eighth note. Measures 61 through 64 show eighth notes with slurs. The bottom staff begins at measure 65 with a single eighth note.

# Video Games and Music

Tenor Sax

Arr. Tubbs

**Halo**

*(sung)*

$\text{♩} = 80$   $\text{♩} = 125$

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

**The Dream of Flight**

$\text{♩} = 75$

## Video Games and Music

144      145      146      147      148      149

**rit.** - - - - -

**Super Mario Bros**

**65**      **59**

**3**

145      **5**

**Final Fantasy**

**58**

**Mii Channel Theme**

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

**Genshin Impact**

**20**      **23**

**Skyrim**

**55**      **61**

# Video Games and Music

Bassoon

Arr. Tubbs

**Halo**

$\text{♩} = 80$

$\text{♩} = 125$

**开机 Legends of Azeroth**

$\text{♩} = 75$     $\text{♩} = 80$

## Video Games and Music

28      29      30      31      32      33      34      35      36      37      38      39      40      41      42      43      44      45      46      47  
 > mp      < > mp      f      mf  
 48      49      50      51  
 52      53      54      55  
 f  
 56      57      58      59  
 60      61      62      63      2  
 d. = 75  
 关机

## The Dream of Flight

1      5      6      7      36      43      11      54      55      70      15      > > > 71      4      75      76  
 77      78      79      80      81      82      83      84      85      94      9  
 95      96      97      98      99      100      101      102      120      121      122      18      123      124      125      126      127      128      129      130      131      132  
 f      pp      mp      p  
 133      134      135      136      137      138      139      140      141  
 142      143      144      145      146      147      148      149  
 mf      f      ff      ff

## Video Games and Music

**rit.**

**Super Mario Bros**

**8**

**16**

**Final Fantasy**

**58**

The musical score consists of ten staves of bassoon music. The first section, 'Super Mario Bros', begins with a ritardando from tempo = 100 to 165 over measures 1-19. Measures 20-41 show a continuation of the rhythmic pattern with dynamic markings like *mp*, *mf*, and *cresc.*. Measures 42-55 continue the pattern with a dynamic *f*. Measures 56-61 show a variation with a dynamic *mf*. Measures 62-71 continue the pattern with a dynamic *mf*. Measures 72-100 show a transition to 'Final Fantasy' with dynamics *< f* and *mf*. Measures 101-120 continue the 'Final Fantasy' style with dynamics *mf* and *mp*. Measures 121-134 show a return to the 'Super Mario Bros' style with a dynamic *mf*. Measures 135-149 continue the 'Final Fantasy' style with a dynamic *3*.

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

**16 9**

**Genshin Impact**

**15**

$\text{♩} = 82$

**Skyrim**

**16**

$\text{♩} = 70$

**23**

**4**

**7**

**11**

**4**

Bassoon

# Video Games and Music

F Horn 1

Arr. Tubbs

**Halo** (sung) **Ah**

**Legends of Azeroth**

**The Dream of Flight**

This image contains three distinct musical arrangements for F Horn 1, each with its own unique style and instrumentation.

- Halo:** This arrangement features a mix of melodic lines and rhythmic patterns. It includes lyrics such as "Halo" (sung), "Ah", and "4". The tempo changes between 80 and 125 BPM. The instrumentation includes F Horn 1 and Arr. Tubbs.
- Legends of Azeroth:** This arrangement is based on the game's theme. It includes lyrics like "开机" (fp), "Legends of Azeroth", "2", "4", and "ff fp". The tempo is 75 BPM. The instrumentation includes F Horn 1 and Arr. Tubbs.
- The Dream of Flight:** This arrangement is a minimalist piece. It includes lyrics like "2", "关机" (fp), and "The Dream of Flight". The instrumentation includes F Horn 1 and Arr. Tubbs.

The sheet music includes various performance instructions such as dynamics (mf, f, ff, mp), articulations (sfz, sforzando), and tempo markings (♩ = 80, ♩ = 125, ♩ = 75). Measure numbers are provided throughout the score.

## Video Games and Music

**24**

**9**

**20**

**122**

**132**

**141**

**149**

**rit.**

**11**

**Super Mario Bros**

**22**

**3**

**2**

**35**

**41**

**8**

**51**

**52**

**53**

**54**

**55**

**56**

**57**

**58**

**59**

**60**

**61**

**62**

**63**

**64**

**65**

**66**

**67**

**68**

**69**

**70**

**71**

**72**

**73**

**160**

**74**

**75**

**76**

**77**

**78**

**79**

**80**

**81**

**82**

**83**

**84**

**85**

**86**

**87**

**88**

**89**

**90**

**91**

**92**

**93**

**94**

## Video Games and Music

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 . . . 3 144 . . . 145 . . . 3 148 . . .  
149 . . .

## Final Fantasy

58

1  $\text{♩} = 110$

## Mii Channel Theme

16

Fine

9

D.C. al Fine

1

## Genshin Impact

20

23

1  $\text{♩} = 82$

## Skyrim

12

1  $\text{♩} = 70$

*mp*      *mf*

24 . . . 25 . . . 26 . . . 27 . . . 28 . . . 29 . . . 30 . . . 31 . . .

*mf*

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

*f*

40 . . . 41 . . . 42 . . . 43 . . . 44 . . . 45 *Cuivré*

49 . . . 56 . . . 57 . . . 58 . . . 59 . . . 60 . . . 61 . . . 62 . . . 63 . . . 64 . . . 65 . . . 72 . . . 73 . . . 74 . . .

*p*      *mp*      *mf*

## Video Games and Music

Musical score for F Horn 1, featuring four staves of music with measure numbers and dynamic markings:

- Staff 1 (Measures 75-86):** Measures 75-86. Measure 75 starts with a sixteenth note followed by eighth notes. Measure 86 ends with a sixteenth note followed by a eighth note.
- Staff 2 (Measures 87-94):** Measures 87-94. Measure 87 starts with a sixteenth note followed by eighth notes. Measure 94 ends with a sixteenth note followed by a eighth note. The section is labeled *Cuivré*.
- Staff 3 (Measures 95-109):** Measures 95-109. Measure 95 starts with a sixteenth note followed by eighth notes. Measure 109 ends with a sixteenth note followed by a eighth note. The section is labeled *Ord.* and includes dynamic markings: *pp*, *mf*, *mp*.
- Staff 4 (Measures 110-124):** Measures 110-124. Measure 110 starts with a sixteenth note followed by eighth notes. Measure 124 ends with a sixteenth note followed by a eighth note. The section is labeled **2** and includes dynamic marking *f*.

# Video Games and Music

F Horn 2

Arr. Tubbs

**Halo**

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

Ah

$\text{♩} = 90$  (sung)  $\text{♩} = 125$

**开机 2** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

**关机**

$\text{♩} = 75$

## The Dream of Flight

5 36

## Video Games and Music

**24**

**9**

**20**

**122**

**132**

**141**

**Super Mario Bros**

**rit.** **8**

**cresc.**

**19**

**33**

**8**

**55**

**63**

**71**

**79**

## 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 *f*

125 126 127 128 129 130 131 132 133 134 135 136 137

138 139 140 141 144 145 148 149

**Final Fantasy**  
 $\text{♩} = 110$    **58**  
 $\text{♩} = 120$

**Mii Channel Theme**   **16**   Fine <sub>17</sub>   **9**   D.C. al Fine

**Genshin Impact**   **20**   **23**

**Skyrim**   **12**

$\text{♩} = 82$     $\text{♩} = 70$

**Cuivré**

**Ord.**

## Video Games and Music

Musical score for Horn in F 2, featuring six staves of music. The score includes measure numbers (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) and various musical markings such as dynamics (pp, mf, mp), articulations, and performance instructions (e.g., *Cuivre*, *Ord.*, **3**, **2**). The score is in common time and uses a treble clef with two sharps (F major).

# Video Games and Music

Trumpet 1

Arr. Tubbs

**Halo** (sung)

**开机** **Legends of Azeroth**

**The Dream of Flight**

This sheet music page contains three distinct sections of trumpet music, each representing a different video game theme. The first section, 'Halo', includes lyrics '(sung)' and dynamic markings 'mf' and 'f'. The second section, 'Legends of Azeroth', includes lyrics '(sung)' and dynamic markings 'mf' and 'f'. The third section, 'The Dream of Flight', includes dynamic markings 'f', 'mp', 'mf', and 'f'. The music is presented in multiple staves with various time signatures and key signatures, and includes numerous measure numbers and performance instructions like 'Ah' and 'Ah'.

## Video Games and Music

145

rit.

**Super Mario Bros**

3 11

23 25 26 27 30 31 33 34 35

mf cresc. f mf

38 39 40 41 42 43 44

mf f

45 46 47 48 49 50 51

3 52 53 54 55 56 57 58 59 60 61

ff mf f

62 63 64 65 66 67 70 71 72

ff mf f

73 74 75 76 77 78 44 122 123 124 125

**J = 160** < ff > mf

126 127 128 129 130 131 132 133 134 135 136

< f >

137 138 139 140 141 144 145 148 149

**Final Fantasy**

58

1 **J = 110**

2 **J = 120**

**Mii Channel Theme**

16 Fine 17 9 D.C. al Fine

**Genshin Impact**

1 **J = 82** 2 17 18 19 20 21 22 23 45

p >

$\text{♩} = 70$

**Skyrim**

**14** *mf* **4**

1 20 21 22 23 24

25 26 27 28 29 30 31 32

*mp*

33 34 35 36 37 43 44 45

**6** **19**

64 65 66 67 68 69 70

*mf* <

71 72 73 74 75 76 77 78

*f*

79 80 81 82 83 84 85 86

87 88 89 90 91 92 93 108

**15**

109 110 111 112 113 2 115 116

**10**

# Video Games and Music

Trumpet 2

Arr. Tubbs

**Halo** (sung)

*Ah*

**Legends of Azeroth**

*Ah*

**开机** **Legends of Azeroth**

*开机*

**The Dream of Flight**

*关机*

**The Dream of Flight**

## Video Games and Music

**J. = 70**  
**Skyrim**

**19**

**6**

**19**

**mf <**

**f**

**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**

**108**

**109**

**110**

**111**

**112**

**113**

**2**

**115**

**116**

**10**

The music continues with staves 66 through 116. Measures 66-72 show eighth-note patterns. Measures 73-81 show sixteenth-note patterns. Measures 82-88 show eighth-note patterns. Measures 89-112 show sixteenth-note patterns. Measures 113-116 show eighth-note patterns.

# Video Games and Music

Trumpet 3

Arr. Tubbs

**Halo**

*(sung)*

**开机** **Legends of Azeroth**

**The Dream of Flight**

This sheet music page contains three distinct sections, each representing a different video game theme. The first section, 'Halo', includes lyrics '(sung)' and dynamic markings like 'mf' and 'f'. The second section, 'Legends of Azeroth', features lyrics in Chinese ('开机' and '关机') and dynamic markings like 'mf' and 'ff'. The third section, 'The Dream of Flight', includes dynamic markings like 'f' and 'mf'. The music is written for Trumpet 3, with various time signatures and key changes throughout the pieces.

## Video Games and Music

**Super Mario Bros**

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

$\text{♩} = 165$

**Final Fantasy**

$\text{♩} = 110$  58

$\text{♩} = 120$

**Mii Channel Theme**

$\text{♩} = 160$  16 Fine 9 D.C. al Fine

**Genshin Impact**

$\text{♩} = 82$  20 22 23

$\text{♩} = 70$

**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 64

**6**

**19**

*mf* <

65 66 67 68 69 70

*f*

71 72 73 74 75 76 77 78

*f*

79 80 81 82 83 84 85 86

*f*

87 88 89 90 91 92 93

**15**

108 109 110 111 112 113 115 116

**2**

**10**

# Video Games and Music

Trombone 1

Arr. Tubbs

**Halo (sung)**

*mf*

**Ah**

*mp*

*p <*

*sfx*

*mf*

*p*

*sfx*

*sfx*

*mf*

*p < 3*

*sfx*

*sfx*

*mf*

*p < 3*

*sfx*

*sfx*

*mf*

*p < 3*

**(sung) Ah**

*mf*

*mf*

*mf*

*mf*

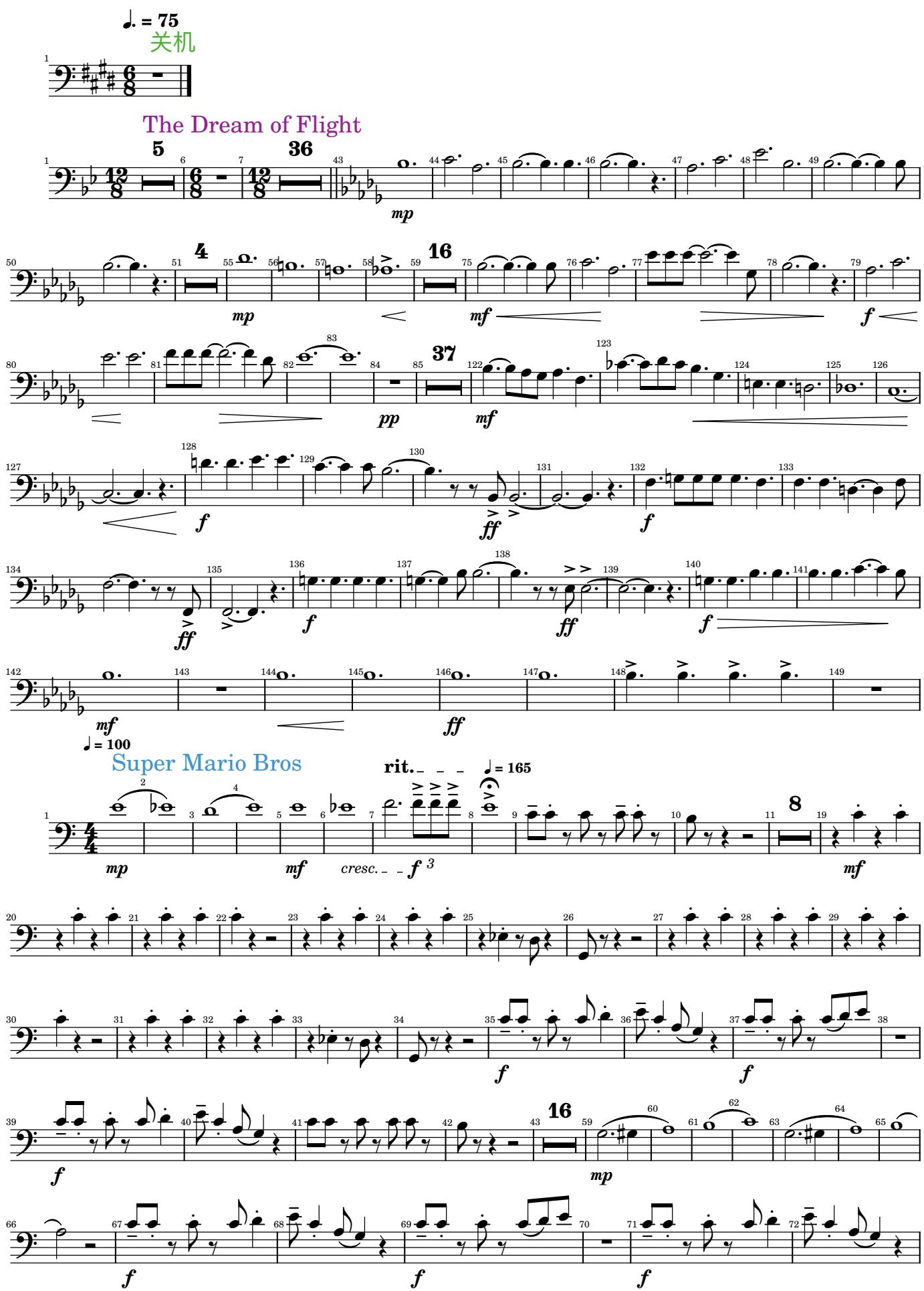
*f*

*p*

*mf*

*f*

*ff*

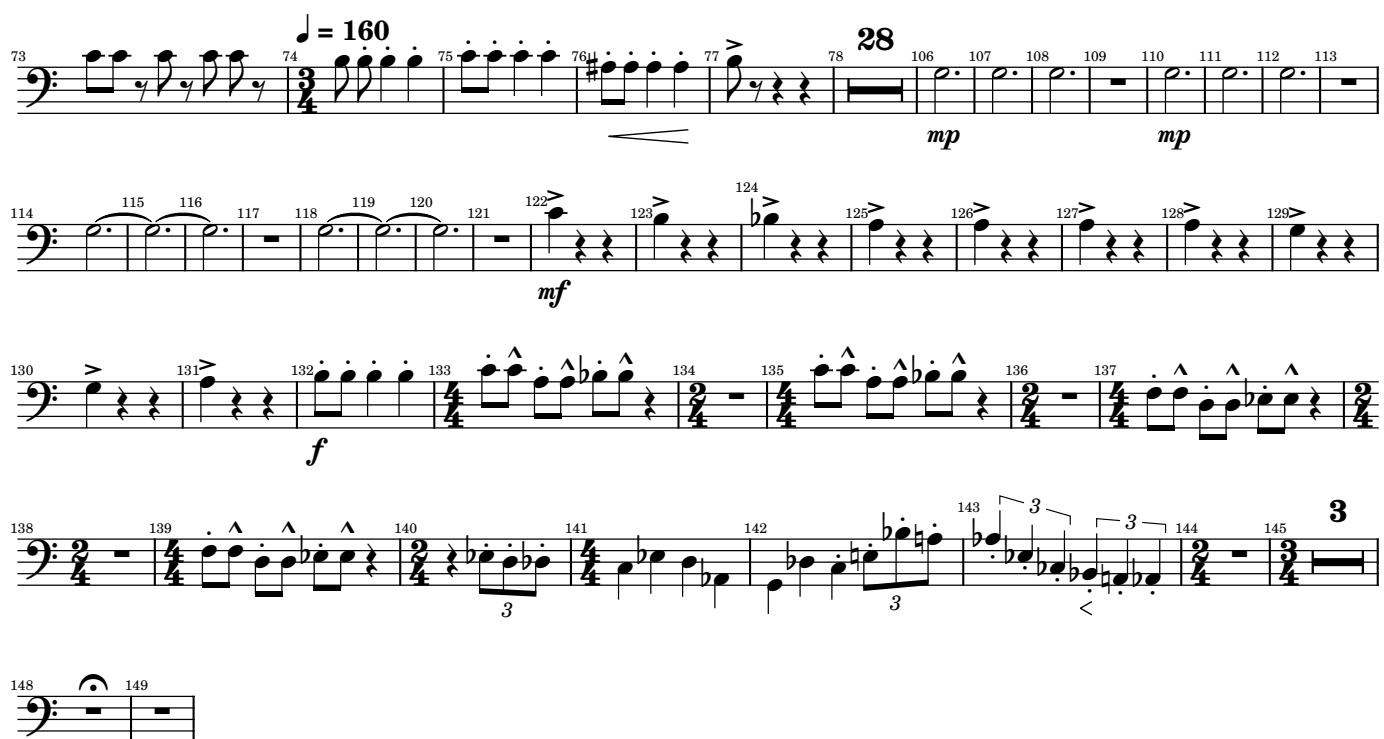


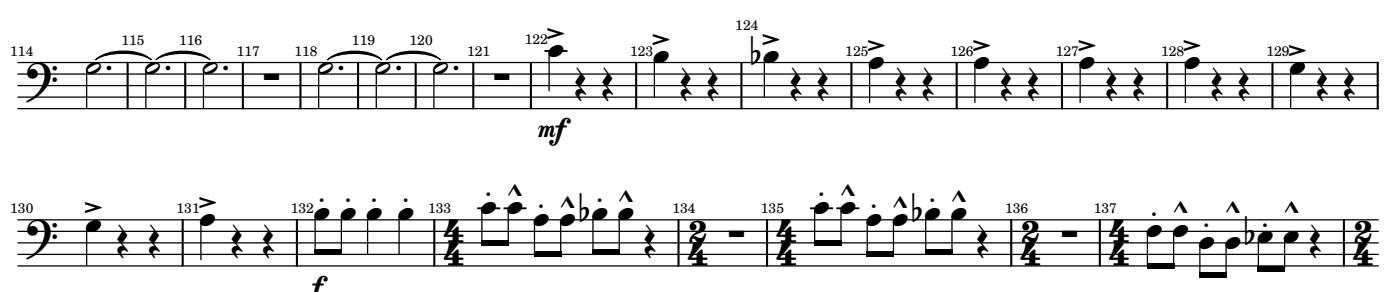
The image shows two pages of sheet music for Trombone 1. The top page is for "The Dream of Flight" and the bottom page is for "Super Mario Bros". Both pages include lyrics in Chinese.

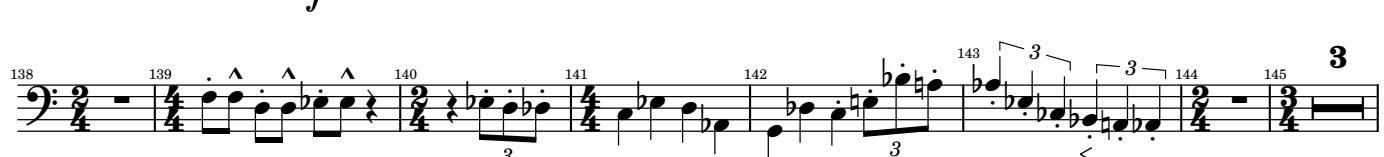
**The Dream of Flight:**

- Key:** Bass clef, 6/8 time, key signature of 6 sharps.
- Tempo:**  $\text{♩} = 75$
- Lyrics:** 关机 (Turn off)
- Measure 1:** Rest
- Measures 5-36:** Bass notes with dynamics *mp*. Measure 36 ends with a fermata.
- Measures 50-127:** Bass notes with dynamics *mp*, *mf*, *f*, *ff*.
- Measures 128-149:** Bass notes with dynamics *ff*, *f*.
- Tempo Change:**  $\text{♩} = 100$
- Super Mario Bros:**
- Key:** Bass clef, 4/4 time, key signature of 1 sharp.
- Tempo:**  $\text{♩} = 165$
- Lyrics:** Super Mario Bros
- Measure 1:** Bass notes with dynamics *mp*, *mf*, *cresc.* *f* <sup>3</sup>.
- Measures 20-39:** Bass notes with dynamics *f*, *f*.
- Measures 39-66:** Bass notes with dynamics *f*, *f*, *f*.

## Video Games and Music

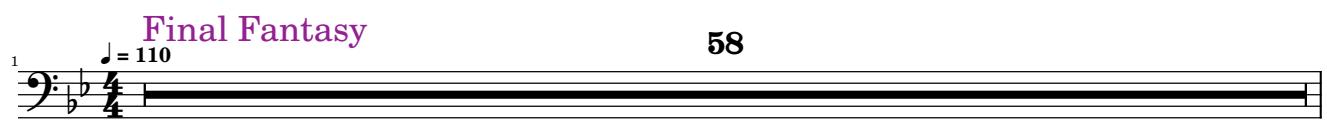
**73** 

**114** 

**130** 

**148** 

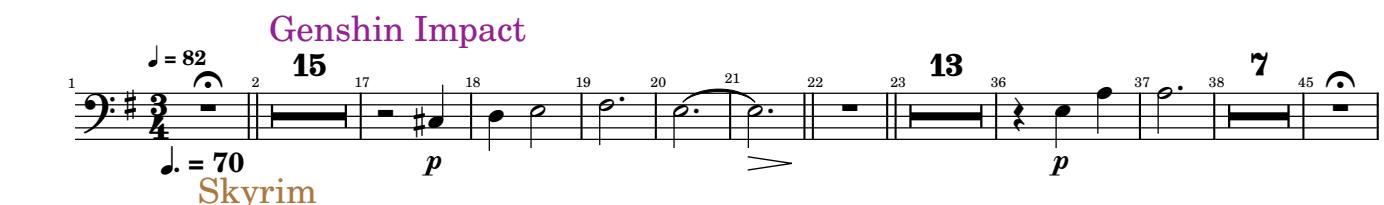
**Final Fantasy** **58**

**1** 

**Mii Channel Theme** **16** **9**

**1** 

**Genshin Impact** **15** **13** **7**

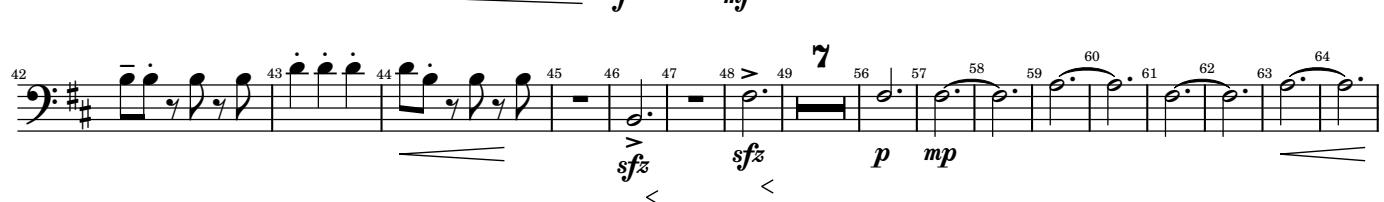
**1** 

**Skyrim** **12**

**1** 

**25** 

**33** 

**42** 

## Video Games and Music

Musical score for Trombone 1, featuring six staves of music. The score includes measure numbers (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) and various dynamics (mf, f, sfz, p, mp). Measure 65 starts with a dynamic of *mf*. Measures 73 through 82 show a series of eighth-note patterns with slurs and a dynamic of *f*. Measures 84 through 91 show eighth-note patterns with slurs and a dynamic of *mf*. Measures 92 through 108 show eighth-note patterns with slurs and dynamics of *p* and *mp*. Measures 109 through 124 show eighth-note patterns with slurs and a dynamic of *f*.

# Video Games and Music

Trombone 2

Arr. Tubbs

**Halo**

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

**Ah**

*mf* 7 8 14 21 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

**开机** **Legends of Azeroth**

*sfs* > *sfs* > *sfs* > *mf* < *mf* < *mf* <

**3** 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

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

**关机**

**The Dream of Flight**

**Super Mario Bros**

Detailed description: The image contains two musical scores for Trombone 2. The first score, 'The Dream of Flight', starts with a key signature of G major (three sharps) and a tempo of = 75. It features a mix of eighth and sixteenth-note patterns with various dynamics (mp, mf, f, pp, ff). Measure numbers range from 1 to 149. The second score, 'Super Mario Bros', starts with a key signature of A major (no sharps or flats) and a tempo of = 100. It includes dynamic markings like mp, mf, cresc., rit., and ff. Measure numbers range from 1 to 66. Both scores include performance instructions like 'rit.' and 'cresc.'.

## Video Games and Music

**Final Fantasy**

**28**

**J = 160**

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

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 ^ ^ ^ ^ 140 141 142 143 144 145 148 149**

**3**

**Final Fantasy****58**

**D.C. al Fine**

**Fine****J = 120****Mii Channel Theme****16 9**
**Genshin Impact****20****23**

**J = 82**

**Skyrim****12**

**J = 70**

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

mp mf f

**mf**

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40 41

f mf

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

**8**

**sfp** < <

65 66 67 68 69 70 71 72

**mf** **f**

## Video Games and Music

Musical score for Trombone 2, featuring four staves of music. The score includes measure numbers 73 through 124. Measure 73 starts with a eighth-note followed by a sixteenth-note pattern. Measures 74-75 show a similar pattern. Measures 76-77 continue the pattern. Measures 78-79 show a change in rhythm. Measures 80-81 show another variation. Measures 82-83 conclude the section. Measure 84 begins with a eighth-note followed by a sixteenth-note pattern. Measures 85-86 show a similar pattern. Measures 87-88 continue the pattern. Measures 89-90 show a change in rhythm. Measures 91-92 conclude the section. Measure 93 starts with a eighth-note followed by a sixteenth-note pattern. Measures 94-95 show a similar pattern. Measures 96-97 show a change in rhythm. Measures 98-100 continue the pattern. Measures 101-102 show a change in rhythm. Measures 103-104 continue the pattern. Measures 105-106 show a change in rhythm. Measures 107-108 continue the pattern. Measures 109-110 conclude the section. Measure 111 starts with a eighth-note followed by a sixteenth-note pattern. Measures 112-113 show a similar pattern. Measures 114-115 continue the pattern. Measures 116-117 show a change in rhythm. Measures 118-119 continue the pattern. Measures 120-121 show a change in rhythm. Measures 122-123 continue the pattern. Measures 124 conclude the section. Performance instructions include slurs, grace notes, dynamic markings (e.g., *sffz*, *p*, *mp*, *f*), and a tempo marking of **2**.

# Video Games and Music

Euphonium

Arr. Tubbs

**Halo**

*(sung)*

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

**Legends of Azeroth**

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

**开机**

50      51      52      53      54      55      56      57      58      59      60      61      62      63 2

*D. = 75* 关机

1      —

**The Dream of Flight**

5      6      7      36      43      44      45      46      47      48      49      50      51      52      53      54      55      56      57      58      59      60      61      62      63 2

*mp*      *mf*

50      51      52      53      54      55      56      57      58      59      60      61      62      63 2

*mf*      *f*

83      84      85      7      92      93      94      120      121      122      123      124      125      126

*pp*      *mf*      *p*

127      128      129      130      131      132      133

*f*      *ff*      *f*

134      135      136      137      138      >> 139      140      141

*ff*      *f*      *ff*      *f*

142      143      144      145      146      147      148      149

*mf*      *ff*      *rit.* - - - *D. = 165*

**Super Mario Bros**

1      2      3      4      5      6      7      8      9      10      11

*mf*      *cresc.* - - - *f* <sup>3</sup>

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      24

*f*      *f*

68      69      70      71      72      73      74      75

*f*      *f*

*D. = 160*

## Video Games and Music

**15**

76 77 78 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 3  
144 145 3 146 147 148 149  
1 D.C. al Fine  
Fine  
Mii Channel Theme  
16 9  
1 13 14 15 16 17 18 19 20 21 22 23  
Genshin Impact  
J = 82 20 23  
1 2 22 23  
J. = 70 Skyrim  
12  
1 13 14 15 16 17 18 19 20 21 22 23 24  
mp mf f  
25 26 27 28 29 35 36 37 38 39  
p f mf  
40 41 42 43 44 45 46 47 48 49 57 58 59 60  
sfz sfz p  
8  
Euphonium

**58**

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

**20**

Genshin Impact  
J = 82 20 23

**23**

J. = 70 Skyrim  
12

**6**

**8**

## Video Games and Music

Musical score for Euphonium, featuring ten staves of music numbered 61 to 124. The score includes various musical markings such as dynamics (mf, f, sfz, p, mp), articulations (dots, dashes, slurs), and performance instructions (e.g., '2' at measure 97). The music consists primarily of eighth and sixteenth note patterns.

# Video Games and Music

Tuba

Arr. Tubbs

**Halo (sung)**

$\text{♩} = 80$   $\text{♩} = 125$

**开机 Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

**关机**

$\text{♩} = 75$

## The Dream of Flight

1      5      6      7      36      43      44      45      46      47      48      49

50      51      52      53      54      55      61      62      63      65      66      67

69      70      71      73      74      75      76      77      78

79      80      81      82      83      84      85      100      101      102      118      119      120      121

122      125      126      127      128      129      130      131      132      133

**Optional 8vb until rehearsal J**

134      135      136      137      138      139      140

141      142      143      144      145      146      147      148      149

**Super Mario Bros**      rit.       $\text{♩} = 165$       10      11      24      35

1      2      3      4      5      6      7      3      8      9      10      11      24      35

mp      mf      cresc.      >>>      >      ff      ff      ff      ff

36      37      38      39      40      41      42      43      67

$\text{♩} = 160$

68      69      70      71      72      73      74      75      76

**15**      78      93      94      95      96      97      98      99      100      101      102

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

## Video Games and Music

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      3      141      142      3      3  
 143      3      3      144      145      148      3      149

Final Fantasy

58

$\text{♩} = 110$

D.C. al Fine

$\text{♩} = 120$

Fine

Mii Channel Theme

16      9

Genshin Impact

15

Skyrim

12

$\text{♩} = 82$

$\text{♩} = 70$

13      14      15      16      17      18      19      20      21      22      23      45

$mp$

$mf$

$8f$

25      26      27      28      29      37      38      39      40

$mf$

$8$

41      42      43      44      45      46      47      48      49      57      58      59      60      61      62

$sfz$

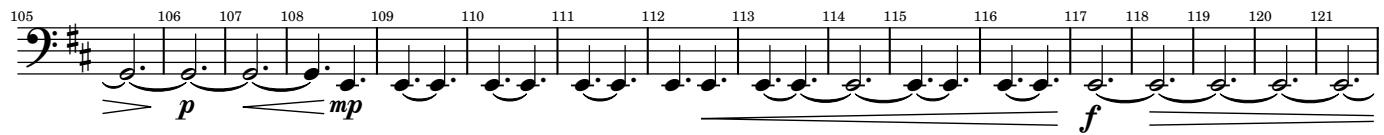
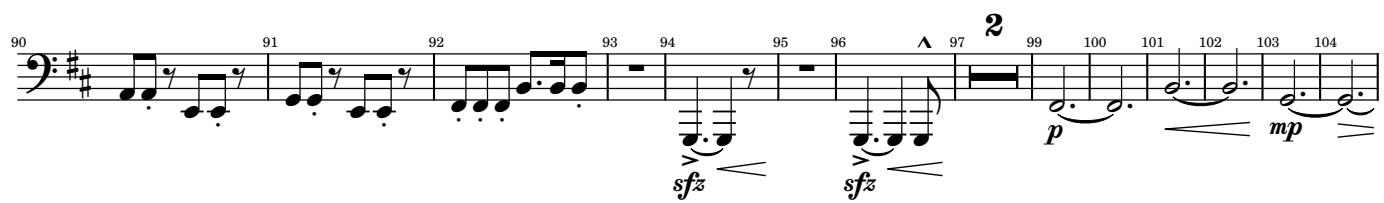
$sfz$

63      64      65      66      67      68      69      70      71      72

$mf$

73      80      81      82      83      84      85      86      87      88      89

## Video Games and Music



# Video Games and Music

Timpani

Arr. Tubbs

**Halo**

$\text{♩} = 80$

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 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78

$\text{♩} = 125$

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

$\text{sfz} >$

$\text{mf} < >$

$p$

$\text{sfz} >$

$\text{mf} < >$

$p$

$\text{sfz} >$

$\text{mf} > \text{pp}$

$\text{3}$

$\text{♩} = 75$

**开机**

**2**

$\text{♩} = 80$

**Legends of Azeroth**

1 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 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44

$f$

**15**

**4**

## Video Games and Music

45                    46                    47                    48                    49                    50  
***mf***                    ***mf***                    ***mf***                    ***mf***                    ***mf***  
51                    52                    53                    54                    55                    56  
***mf***                    ***mf***                    ***mf***                    ***f***  
57                    58                    59                    60                    61                    62                    63  
***f***  
***d.* = 75**  
**关机**  
<sup>1</sup> **Bassoon 8**

**The Dream of Flight**

1                    5                    6                    7                    18                    25                    26                    27                    28                    33                    34                    36                    37                    38                    41  
***p***                    ***f***  
42                    43                    50                    51                    52                    58                    59                    60                    61                    62                    64  
***f***                    ***p***                    ***f***  
65                    66                    68                    69                    70                    74                    75                    76                    77                    78                    79                    80  
***p***                    ***f***  
81                    82                    83                    84                    85                    86                    101                    102                    103                    104                    105                    106                    107  
***p***                    ***p***                    ***ff***  
108                    109                    110                    111                    112                    114                    115                    116                    117                    118  
***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  
***mf***                    < ***ff***

148                    149  
***d.* = 100**                    **rit.**  
**Super Mario Bros**  
1                    3                    4                    5                    6                    7                    3                    8                    9                    10                    11                    42                    31                    31                    74                    93  
***pp***                    **cresc.**                    ***f***                    >                    ***mf***                    >  
***d.* = 165**                    ***d.* = 165**                    ***d.* = 160**                    ***d.* = 19**  
***mf***                    ***mf***                    ***mf***

**10**

**8**

**3**

**3**

**141**      **144**      **145**      **148**      **149**

**Final Fantasy**

**58**

**D.C. al Fine**

**Fine**

**Mii Channel Theme**

**16**      **9**

**Genshin Impact**

**19**

**Skyrim**

**19**

**8**

**mf**

**3**

## Video Games and Music

Musical score for Timpani, page 4, showing measures 87 through 116. The score is in 2/4 time, common time, and 10/8 time. The key signature changes between F major (4 sharps) and C major (1 sharp). Measure 87 starts with a dynamic of **f**. Measures 88-94 show eighth-note patterns. Measure 95 begins a section in 2/4 time, starting with a dynamic of **pp**. Measures 96-97 show eighth-note patterns. Measure 98 is a measure rest. Measures 99-100 show eighth-note patterns. Measures 101-102 show eighth-note patterns. Measures 103-104 show eighth-note patterns. Measures 105-106 show eighth-note patterns. Measures 107-108 show eighth-note patterns. Measures 109-110 show eighth-note patterns. Measures 111-112 show eighth-note patterns. Measure 113 is a measure rest. Measures 115-116 show eighth-note patterns. Measure 117 is a measure rest.

# Video Games and Music

Piano

Arr. Tubbs

**Halo**

$\text{♩} = 80$   $\text{♩} = 125$

## Video Games and Music

The sheet music consists of five staves of musical notation for piano, spanning from measure 42 to 77. The music is primarily in common time (indicated by a 'C' at the beginning of each staff). Measures 42 through 48 show a pattern of eighth-note chords in the treble clef staff, with bass notes in the bass clef staff. Measure 43 includes dynamic markings *sffz*. Measures 44 and 45 are marked *mf*. Measures 46 and 47 are marked *>*. Measures 48 and 49 are marked *>*. Measures 50 through 52 show a continuation of the eighth-note chords, with measure 51 marked *> >* and measure 52 marked *> > > >*. Measures 53 through 59 show a variation in the bass line, with measure 53 marked *> >*, measure 54 marked *> >*, measure 55 marked *> > > >*, measure 56 marked *sfz*, measure 57 marked *sfz*, and measure 59 marked *mf*. Measures 60 through 63 show a return to the original eighth-note chord pattern. Measures 64 through 70 show a return to the eighth-note chord pattern, with measure 67 marked with a circled '2'. Measure 70 includes a tempo marking  $\text{J} = 90$ . Measure 71 is marked *f*. Measures 72 and 73 are marked with a circled '2'. Measure 74 is marked with a circled '4'. Measures 75 through 77 are marked with a circled '4'.

$\text{♩} = 75$  **开机**

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

1      2      3      4      5      6      7

8      9      10

11     12     13

14     15     16

17     18     19     20

8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >    8 >

## Video Games and Music

The musical score consists of six staves of piano music, numbered 21 through 60. The music is primarily in common time, with occasional changes to 3/4, 2/4, and 3/2. The key signature varies between major and minor keys, indicated by sharps (#) and flats (b). The score includes dynamic markings such as *mf*, *f*, and *p*. Articulation marks like dots and dashes are used throughout. Measure 21 starts with a rest followed by eighth-note chords. Measure 22 begins with a dynamic *mf* and a sixteenth-note pattern. Measures 23-26 show a repeating eighth-note pattern. Measures 27-32 continue the eighth-note pattern with a dynamic change. Measures 33-36 show a continuation of the eighth-note pattern. Measures 37-48 feature a more complex rhythmic pattern with sixteenth notes and a dynamic *f*. Measures 49-54 show a sustained note pattern. Measure 55 starts with a dynamic *f*. Measures 56-60 show a sustained note pattern.

**关机**

**The Dream of Flight**

## Video Games and Music

100

26

101 102 128 129 130 131 132

*f*

133 134 135 136 137 138 139

*f*

140 141 142 143 144 145 146 147 148 149

*f* *mf* *ff*

*J=100* *J=165*

Super Mario Bros

*rit.*

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

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

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

*mf* *2* *2* *6* *f* *mp* *6* *mp*

## Video Games and Music

Sheet music for Final Fantasy piano score, page 1.

Key signature: F major (one sharp). Time signature: Common time (indicated by '4'). Dynamics: *f*, *mf*, *p*, *mp*. Articulations: accents, slurs, grace notes. Fingerings: 1, 2, 3, 4, 5, 6, 7, 8. Measure numbers: 51, 52, 73, 74, 75, 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, 148, 149. Measure 149 includes a glissando instruction.

**Final Fantasy** (Measure 149)

*J = 110*

**Mii Channel Theme**  
To Electric Piano

*J = 120*

**Mii Channel Theme**  
To Electric Piano

Key signature: G major (no sharps or flats). Time signature: Common time (indicated by '4'). Dynamics: *f*. Measure numbers: 1, 2, 3, 4, 5.

## Video Games and Music

Musical score showing two staves of music. The top staff uses a treble clef and the bottom staff uses a bass clef. Both staves are in 6/8 time with a key signature of one sharp. Measures 6 through 11 are shown, featuring various note heads and stems.

Musical score continuing from the previous section. Measures 12 through 18 are shown, with measure 18 ending with a dynamic marking *mf*. Measure 19 begins the next section.

Musical score for measures 19 through 24, continuing the pattern established in the previous sections.

Musical score for measure 25, which starts with a repeat sign and a instruction to play *D.C. al Fine*.

*Genshin Impact*

To Harp

Musical score for the harp part, showing measures 1 through 5. The tempo is indicated as  $\text{♩} = 82$ . The harp part consists of sixteenth-note patterns with dynamics ranging from *p* to *pp*.

Musical score for the harp part, showing measures 6 through 10. The harp part features sixteenth-note patterns with dynamics including *pp*, *p*, and *pp*. Pedal markings are present at the beginning of measures 6, 8, and 10.

## Video Games and Music

Sheet music for piano, measures 11 through 30. The music is in 3/4 time with a key signature of one sharp. It features two staves, with the left hand primarily responsible for bass notes and the right hand for melody. Measure numbers are indicated above the staff, and performance instructions like dynamics (p, pp, mf, mp) and articulations (staccato dots, slurs) are included. The lyrics "Red." and "Red." with various symbols are repeated throughout the section.

## Video Games and Music

mp

*p*

*d. = 70*

Skyrim

**28**

**28**

*p*

*mp subito*

**33**

**34**

**35**

**36**

**37**

*f*

*f*

**38**

**39**

**40**

**41**

**42**

**43**

**44**

**45**

**46**

*sfz*

**47**

**48**

**49**

**50**

**51**

**52**

**53**

**54**

*sfz*

## Video Games and Music

55      56      57      58      59      60      61

62      63      64      65 *f*      66      67      68

69      70      71      72      73      81      8      5      5      5

82      5      83      5      84      5      85

86      87      88      89      90      91

92      93      94 >      95      96 >      ^ 97      7 104      105      106      107      108      109      110

111      112      113      2      115      116      10

2      10

# Video Games and Music

Vibraphone

Arr. Tubbs

**Halo**

$\text{♩} = 80 \quad \text{♩} = 125$

**开机** **Legends of Azeroth**

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

**The Dream of Flight**

**开机**

## Video Games and Music

112

122

133

141

**Super Mario Bros**

Musical score for Final Fantasy, page 3. Measures 143-149. Key signature: B-flat major. Time signature changes between 2/4 and 3/4. Dynamics: forte at 143, decrescendo through 145, piano at 149.

**Final Fantasy**

1 143 3 144 145 148 149

**Mii Channel Theme**

1 16 9

D.C. al Fine  
Fine  
♩ = 120

1 17

Musical score for Mii Channel Theme, page 58. Key signature: B-flat major. Time signature: 4/4. Measures 1-17. Dynamics: forte at 143, decrescendo through 145, piano at 149.

**Genshin Impact**

♩ = 82 To Vibraphone 20 23

1 2 22 23

Musical score for Genshin Impact, page 20. Key signature: B-flat major. Time signature: 3/4. Measures 1-23. Dynamics: forte at 143, decrescendo through 145, piano at 149.

**Skyrim**

♩ = 70 125

1

Musical score for Skyrim, page 125. Key signature: B-flat major. Time signature: 8/8. Measures 1-125. Dynamics: forte at 143, decrescendo through 145, piano at 149.

# Video Games and Music

Percussion - Jacky

Arr. Tubbs

**J = 80**

**Halo**  
(sung)

**To Concert Toms**

**J = 125**

**f**

**Ah**

The main section of the music consists of 18 staves of sixteenth-note patterns for concert toms. Each staff begins with a dynamic 'f'. Measures 14-18 show patterns starting with '3' below the staff. Measures 19-23 show patterns starting with '3' below the staff. Measures 24-27 show patterns starting with '3' below the staff. Measures 28-31 show patterns starting with '3' below the staff. Measures 32-35 show patterns starting with '3' below the staff. Measures 36-39 show patterns starting with '3' below the staff. Measures 40-43 show patterns starting with '3' below the staff. Measures 44-47 show patterns starting with '3' below the staff. Measures 48-51 show patterns starting with '3' below the staff. Measures 52-55 show patterns starting with '3' below the staff. Measures 56-59 show patterns starting with '3' below the staff. Measures 60-63 show patterns starting with '3' below the staff. Measures 64-67 show patterns starting with '3' below the staff. Measures 68-71 show patterns starting with '3' below the staff. Measures 70-72 show a vocal entry 'Ah' with a dynamic 'f'.

**J = 90**

**2** (sung)

**Ah**

## Video Games and Music

**开机** **Legends of Azeroth**  
**To Chinese Tom-Toms**

The sheet music consists of 14 staves of musical notation for percussion. The notation includes various dynamics such as **f**, **mp**, **p**, and **mf**. Time signatures change frequently throughout the piece, including **2**, **3**, **4**, **6**, **8**, and **12**. The tempo is indicated as **J. = 75** at the beginning and **J. = 80** later on. The piece is titled "Legends of Azeroth To Chinese Tom-Toms". The first staff starts with a dynamic of **f**. Subsequent staves show various patterns of eighth and sixteenth notes with dynamics like **mp**, **p**, and **mf**. The time signature changes from **2** to **3** to **4** and back again. The tempo increases to **J. = 80** after measure 10. The music concludes with a dynamic of **ff** and a final measure ending with a **2**.

## The Dream of Flight

To Marimba (single staff)

**5** **36**

**p**

**25** **24** **5**

**pp** **p**

**ff**

**130**

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

**138**

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

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

## Super Mario Bros

To Marimba (single staff)

**3** **2**

**6** **2**

**mf** **mp** **mf** **mf**

**mp** **mp** **f**

**mf**

**58**

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

**J = 160**

## Final Fantasy

**58**

**J = 110**

**D.C. al Fine**

**Fine**

## Mii Channel Theme

**16** **9**

**1** **17**

## Genshin Impact

**Genshin Impact**

**Skyrim**

To Suspended Cymbal

**16**

**20**

**23**

**30**

**31** **32** **33** **34** **35** **36** **37** **41** **42** **43** **44** **45**

**46** **47** **48** **49** **50** **51** **52** **53** **55** **56** **57** **58** **59** **60** **61** **62**

**65** **DAIKO** **66** **67** **68** **69**

**70** **71** **72** **73** **74** **77** **78** **81** **82**

**83** **84** **85** **86** **93** **94** **95** **96** **97** **98** **99** **100** **101** **102** **106** **107** **108**

**109** **110** **111** **112** **113** **114** **115** **116** **117** **118**

**17** **18** **19** **20** **21** **CR CYMB.** **22** **23** **24** **25** **26** **27** **28** **29**

**sus. CYMB.**

**pp** **< f** **mf**

**pp** **< >** **pp** **< p** **< p** **< p**

**f**

**DAIKO**

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

**pp** **< p** **p** **mf**

**7**

**8**

**DAIKO**

**pp** **< p** **p** **mf**

# Video Games and Music

Percussion - Tiger

Arr. Tubbs

**Halo (sung)**

**Legends of Azeroth**  
开机 To Anvil

**The Dream of Flight**  
To Snare Drum

1 2 3 4 5 6 7 8 9 10 11 12 13  
14 21 29 33 42 43 44 45 46 47 51 54 55 56 57 58 59 69 70  
7 8 Ah 4 9 To Snare Drum 43 > 44 45 > 46 47 51 54 10 11  
3 3 p f p = 90  
f < = 75 < = 80 2 3 4 5 6 7 8 9 10  
11 12 13 14 15 16 17 18 19  
20 21 22 23 38 42 43 44 46 47 48  
p > > > > > > > > >  
49 50 51 52 53 54 55 56 57  
> > > > > > > >  
ff  
58 59 60 61 62 63  
> > > > > > >  
1 2  
1 6 8 -  
5 6 7 18 25 26 27 28 15 15  
42 6 8 - 42 8 28 43  
p f  
mf  
68 69 70 71 72 73 74 75  
p

## Video Games and Music

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**

**rit.**

**Super Mario Bros**

**3 2 66 59**

**1 4 5 6 8 74 133 134 135 136 137 138 139**

**3**

**5**

**140**

**141**

**144**

**145**

**Final Fantasy**

**58**

**D.C. al Fine**

**Fine**

**Mii Channel Theme**

**16 9**

**Genshin Impact**

**20**

**23**

**36**

**37** **38** **39** **40** **41**

**42** **43**

**83**

**Skyrim**

**mf subito**

**36**

**37** **38** **39** **40** **41**

**42** **43**

**83**

This image shows two musical staves. The top staff is for Genshin Impact, starting with a bass drum (D) at measure 1, followed by a rest. Measures 2, 22, and 23 show sustained notes. Measure 20 is a long sustained note. The bottom staff is for Skyrim, starting with a bass drum (D) at measure 36, followed by a series of eighth-note patterns. Measures 37 through 41 show a repeating eighth-note pattern with grace notes. Measures 42 and 43 show sustained notes. The tempo for the Skyrim section is indicated as **mf subito**.

# Video Games and Music

Percussion - Frankie

Arr. Tubbs

**Halo**  
To Bass Drum

$\text{♩} = 80$

$\text{♩} = 125$

**Legends of Azeroth**  
To Bass Drum

$\text{♩} = 75$     $\text{♩} = 80$

$\text{♩} = 90$

## Video Games and Music

58      59      60      61      62      63      64

**关机**

**The Dream of Flight**  
To Bass Drum

5      19      5      9      3      3      12

12      6      12      8      8      12      64

p      mf      mf      mf

3      4      5      32      5      11      2

65      68      69      73      74      79      80      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**  
To 5-Piece Drum Kit

3      4      5      6      7      8      9      2

19      20      21      22      23      24

mf Swing

25      26      Fill      27      28      29      30      31

32      33      34      35      36      37      38      39

40      41      42      43      44      45      46      47

mf Swing

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

Fill

60      61      62      63      64      65

## Video Games and Music

66 67 68 69 70 71 72

73 74 = 160 3 75 78 79 80 81 82 83 84 85 *mp*

86 87 88 89 90 91 92 93 94 95 96 97

98 99 100 101 102 103 104 105 106 107 108 109 *mf*

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 *f* 3 3 3

143 144 + 145 5

**Final Fantasy** 58

1 = 110 D.C. al Fine  
Fine  
1 = 120 Mii Channel Theme  
16 9

**Genshin Impact** 20 23

1 = 82 2 22 23  
1 = 70 **Skyrim**  
To Bass Drum  
1 2 3 4 5 6 7 8 9 10 11 12 *p*

## Video Games and Music

13 14 15 16

30 31 32 33 34 41 42 43 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 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 115 116

117 118 119 120 121 122 123 124 125

# Video Games and Music

## Percussion - Johnny

Arr. Tubbs

73      74      7  
**f**  $\text{d} = 75$   $\text{d} = 80$

**开机** **Legends of Azeroth**

**To Tambourine**

**2**

**6** **8** **2** **4** **f**

9      10      11      12      13      14  
**>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>**

15      16      17      18      19      20  
**>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>**

21      22      23      38      42      43      44      45      46  
**>** **>** **>** **>** **-** **-** **15** **4** **-** **-** **3** **-** **3** **-** **3** **-** **3** **-** **3**

47      48      49      50      51      52  
**>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>**

53      54      55      56      57      58  
**>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>**

59      60      61      62      63  
**>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **>** **2**

**d = 75**

**关机**

**The Dream of Flight**

**To Suspended Cymbal**

**5** **5** **14** **5** **9** **11** **4** **13**

**6** **6** **12** **12** **mf** **mf** **mf** **mf**

**mp** **mf** **mf** **mf** **mf** **mf**

**Single hit w/hard mallet**

**18** **6** **74** **101** **7** **3** **3** **3** **3** **28**

**rit.** **mp** **f** **p** **p < f** **mf** **mf** **p** **mf**

**Single hit w/hard mallet**

**Single hit w/hard mallet**

**Super Mario Bros**

**3** **5** **6** **7** **8** **2** **TEMPLE BLOCK** **16** **TAMBOURINE**

**pp < mf > cresc. - - f** **mf**

**2 TEMPLE BLOCK**

**To Congas**

**8**

**TAMBOURINE**

**mf**

**f**

**mf**

**J = 160**

**2 TRIANGLE**

**25**

**26**

**CR. CYMB.**

**MARK TREE**

**D.C. al Fine**

**Fine**

**Mii Channel Theme**

**16 9**

**Genshin Impact**

**To Suspended Cymbal**

**19**

**6**

**14**

**Skyrim**

**12 To Concert Toms**

**mp**

**SNARE DRUM**

**f**

**3**

**29 TOMS**

**37 >**

**38 >**

**39 >**

**40 >**

**41 >**

**42 >**

**43 >**

**44 >**

**45 >**

**48 TAM TAM**

**50**

**53**

**54**

**55**

**56**

**57**

**p**

**p**

**p**

**p**

**Final Fantasy**

**58**

**D.C. al Fine**

**Fine**

**J = 120**

**135**

**136**

**137**

**138**

**139**

**140**

**141**

**144**

**145**

**148**

**149**

**p**

## Video Games and Music

The sheet music consists of ten staves of music for a single percussion instrument, likely a snare drum. The music is divided into measures numbered 59 through 116. Measure 59 starts with a dynamic of  $< p$ . Measures 60-61 show eighth-note patterns with dynamics  $< p$  and  $< mf$ . Measure 62 is a rest. Measures 63-64 show eighth-note patterns with dynamics  $mf$ . Measure 65 is labeled "TOMS". Measures 66-67 show eighth-note patterns. Measure 68 is a rest. Measures 69-70 show eighth-note patterns. Measures 71-72 show eighth-note patterns with a dynamic of  $f$ . Measures 73-74 show sixteenth-note patterns. Measures 75-76 show sixteenth-note patterns. Measures 77-81 show sixteenth-note patterns. Measures 82-86 show sixteenth-note patterns. Measures 87-91 show sixteenth-note patterns. Measures 92-93 show sixteenth-note patterns. Measure 94 shows a sixteenth-note pattern followed by a rest. Measure 95 shows a sixteenth-note pattern followed by a rest. Measure 96 shows a sixteenth-note pattern followed by a rest. Measure 97 shows a sixteenth-note pattern followed by a rest. Measure 98 is a rest. Measure 99 is a rest. Measure 100 is a rest. Measure 101 is a rest. Measure 102 is a rest. Measure 103 is a rest. Measure 104 is a rest. Measure 105 is a rest. Measure 106 is a rest. Measure 107 is a rest. Measure 108 is a rest. Measure 109 is a rest. Measure 110 is a rest. Measure 111 is a rest. Measure 112 is a rest. Measure 113 is a rest. Measure 114 is a rest. Measure 115 is a rest. Measure 116 is a rest.

# Video Games and Music

Percussion - Jay

Arr. Tubbs

**Halo**  $\text{♩} = 80$   $\text{♩} = 125$   
**To Chimes**

**Legends of Azeroth**  $\text{♩} = 75$   $\text{♩} = 80$   
**开机**  $\text{♩} = 80$  **To Suspended Cymbal**

**The Dream of Flight**  $\text{♩} = 75$   
**To Chimes**

**Super Mario Bros**  $\text{♩} = 100$  rit.  $\text{♩} = 165$   $\text{♩} = 165$  **To Shaker**

## Video Games and Music

Sheet music for Final Fantasy. Measures 35-41 show eighth-note patterns. Measure 42 starts with a measure repeat sign. Measures 43-51 show eighth-note patterns. Measure 52 starts with a measure repeat sign.

Sheet music for Final Fantasy. Measures 52-59 show eighth-note patterns. Measure 60 starts with a measure repeat sign. Measures 61-69 show eighth-note patterns.

Sheet music for Final Fantasy. Measures 70-74 show eighth-note patterns. Measures 133-141 show eighth-note patterns. Measure 142 starts with a measure repeat sign.

Sheet music for Final Fantasy. Measures 144-145 show eighth-note patterns. Measure 146 starts with a measure repeat sign.

## Final Fantasy

**58**

Sheet music for Final Fantasy. Key signature: B-flat major. Time signature: 2/4. Measures 1-16 show eighth-note patterns. Measure 17 starts with a measure repeat sign.

D.C. al Fine

Fine

## Mii Channel Theme

**16****9**

Sheet music for Mii Channel Theme. Key signature: B-flat major. Time signature: 2/4. Measures 1-17 show eighth-note patterns. Measure 18 starts with a measure repeat sign.

## Genshin Impact

To Chimes

**82**

Sheet music for Genshin Impact. Key signature: A major. Time signature: 2/4. Dynamics: ppp. Measures 1-13 show eighth-note patterns. Measures 14-16 show eighth-note patterns. Measure 17 starts with a measure repeat sign. Measure 18 starts with a measure repeat sign. Measures 19-21 show eighth-note patterns. Measure 22 starts with a measure repeat sign. Measures 23-25 show eighth-note patterns. Measure 26 starts with a measure repeat sign.

## Skyrim

**70****125**

Sheet music for Skyrim. Key signature: G major. Time signature: 6/8. Measures 1-12 show eighth-note patterns. Measures 13-14 show eighth-note patterns. Measures 15-16 show eighth-note patterns. Measures 17-18 show eighth-note patterns. Measures 19-20 show eighth-note patterns. Measures 21-22 show eighth-note patterns. Measures 23-24 show eighth-note patterns. Measures 25-26 show eighth-note patterns. Measures 27-28 show eighth-note patterns. Measures 29-30 show eighth-note patterns. Measures 31-32 show eighth-note patterns. Measures 33-34 show eighth-note patterns. Measures 35-36 show eighth-note patterns. Measures 37-38 show eighth-note patterns. Measures 39-40 show eighth-note patterns. Measures 41-42 show eighth-note patterns. Measures 43-44 show eighth-note patterns. Measures 45-46 show eighth-note patterns. Measures 47-48 show eighth-note patterns. Measures 49-50 show eighth-note patterns. Measures 51-52 show eighth-note patterns. Measures 53-54 show eighth-note patterns. Measures 55-56 show eighth-note patterns. Measures 57-58 show eighth-note patterns. Measures 59-60 show eighth-note patterns. Measures 61-62 show eighth-note patterns. Measures 63-64 show eighth-note patterns. Measures 65-66 show eighth-note patterns. Measures 67-68 show eighth-note patterns. Measures 69-70 show eighth-note patterns.

# Video Games and Music

Percussion - Kevin

Arr. Tubbs

**Halo**

To Tam-tam

**To Suspended Cymbal**

**Legends of Azeroth**

**开机** To Tam-tam

**关机**

**The Dream of Flight**

**Super Mario Bros.**

Sheet 1 (Halo): Measures 1-34. Key signature: F major. Time signature: Common time. Dynamics: *p*, *mf*, *p*, *f*, *f*, *p*, *p*. Performance instruction: To Tam-tam. Measure 12: *d = 125*. Measures 33-34: *To Suspended Cymbal*.

Sheet 2 (Legends of Azeroth): Measures 39-69. Key signature: F major. Time signature: Common time. Dynamics: *f*, *f*, *f*, *p*. Performance instruction: To Tam-tam. Measure 70: *d = 90*. Measure 71: *10*.

Sheet 3 (The Dream of Flight): Measures 20-48. Key signature: F major. Time signature: Common time. Dynamics: *f*. Measure 21: *16*. Measure 38: *3*. Measure 42: *4*. Measure 43: *3*. Measure 44: *4*. Measure 45: *3*. Measure 46: *4*. Measure 47: *3*. Measure 48: *6*.

Sheet 4 (The Dream of Flight): Measures 54-64. Key signature: F major. Time signature: Common time. Dynamics: *f*, *ff*. Measure 55: *2*. Measure 58: *3*. Measure 60: *4*. Measure 61: *3*. Measure 62: *3*. Measure 63: *3*. Measure 64: *3*.

Sheet 5 (The Dream of Flight): Measures 1-129. Key signature: F major. Time signature: Common time. Dynamics: *mf*, *pp*, *f*. Measure 1: *5*. Measure 6: *36*. Measure 43: *2*. Measure 47: *3*. Measure 48: *41*. Measure 89: *36*. Measure 126: *127*. Measure 127: *128*. Measure 129: *129*.

Sheet 6 (Super Mario Bros.): Measures 130-149. Key signature: F major. Time signature: Common time. Dynamics: *ff*, *rit.*, *f*. Measure 131: *3*. Measure 135: *6*. Measure 143: *4*. Measure 149: *5*.

Sheet 7 (Super Mario Bros.): Measures 140-145. Key signature: F major. Time signature: Common time. Dynamics: *3*, *5*. Measure 140: *2*. Measure 141: *2*. Measure 144: *2*. Measure 145: *2*.

**Final Fantasy**

**58**

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

**Genshin Impact**

To Glockenspiel

**20**      **2**      **9**      **10**

**p**

**J. = 70**  
**Skyrim**

**125**

# Video Games and Music

Violin 1

Arr. Tubbs

**Halo (sung)**

$\text{♩} = 80$   $\text{♩} = 125$

**Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

## Video Games and Music

The musical score consists of several staves of violin music:

- Staff 1:** Measures 16-18. Key signature: B-flat major. Dynamics:  $p$ .
- Staff 2:** Measures 19-28. Key signature: B-flat major. Dynamics:  $mf$ ,  $f$ ,  $mf$ . Measure 20 has a fermata. Measure 22 has a grace note. Measures 23-28 have slurs and grace notes.
- Staff 3:** Measures 29-38. Key signature: B-flat major. Dynamics:  $mf$ ,  $f$ . Measure 30 has a grace note. Measures 31-38 have slurs and grace notes.
- Staff 4:** Measures 39-43. Key signature: A major. Measure 39:  $\# \# \# \#$ . Measure 40:  $\# \# \# \#$ . Measure 41:  $\# \# \# \#$ . Measure 42:  $\# \# \# \#$ . Measure 43:  $\# \# \# \#$ .
- Staff 5:** Measures 44-48. Key signature: A major. Measure 44:  $\# \# \# \#$ . Measure 45:  $\# \# \# \#$ . Measure 46:  $\# \# \# \#$ . Measure 47:  $\# \# \# \#$ . Measure 48:  $\# \# \# \#$ .
- Staff 6:** Measures 49-53. Key signature: A major. Measure 49:  $\# \# \# \#$ . Measure 50:  $\# \# \# \#$ . Measure 51:  $\# \# \# \#$ . Measure 52:  $\# \# \# \#$ . Measure 53:  $\# \# \# \#$ .
- Staff 7:** Measures 54-57. Key signature: A major. Measure 54:  $\# \# \# \#$ . Measure 55:  $\# \# \# \#$ . Measure 56:  $\# \# \# \#$ . Measure 57:  $\# \# \# \#$ .
- Staff 8:** Measures 58-60. Key signature: A major. Measure 58:  $\# \# \# \#$ . Measure 59:  $\# \# \# \#$ . Measure 60:  $\# \# \# \#$ .
- Staff 9:** Measures 61-63. Key signature: A major. Measure 61:  $\# \# \# \#$ . Measure 62:  $\# \# \# \#$ . Measure 63:  $\# \# \# \#$ . Dynamics:  $ff$ . Measure 61 has a tempo marking:  $\text{d.} = 75$ . Measure 61 has a performance instruction: **关机** (Turn Off). Measure 61 has a dynamic: **arco**.
- Staff 10:** Measures 1-16. Key signature: B-flat major. Measure 1:  $\# \# \# \#$ . Measure 2:  $\# \# \# \#$ . Measure 3:  $\# \# \# \#$ . Measure 4:  $\# \# \# \#$ . Measure 5:  $\# \# \# \#$ . Measure 6:  $\# \# \# \#$ . Measure 7:  $\# \# \# \#$ . Measure 8:  $\# \# \# \#$ . Measure 9:  $\# \# \# \#$ . Measure 10:  $\# \# \# \#$ . Measure 11:  $\# \# \# \#$ .Measure 12:  $\# \# \# \#$ . Measure 13:  $\# \# \# \#$ . Measure 14:  $\# \# \# \#$ . Measure 15:  $\# \# \# \#$ . Measure 16:  $\# \# \# \#$ . Dynamics:  $ppp$ .
- Staff 11:** Measures 17-26. Key signature: B-flat major. Measure 17:  $\# \# \# \#$ . Measure 18:  $\# \# \# \#$ . Measure 19:  $\# \# \# \#$ . Measure 20:  $\# \# \# \#$ . Measure 21:  $\# \# \# \#$ . Measure 22:  $\# \# \# \#$ . Measure 23:  $\# \# \# \#$ . Measure 24:  $\# \# \# \#$ . Measure 25:  $\# \# \# \#$ . Measure 26:  $\# \# \# \#$ . Dynamics:  $mp$ .
- Staff 12:** Measures 27-30. Key signature: B-flat major. Measure 27:  $\# \# \# \#$ . Measure 28:  $\# \# \# \#$ . Measure 29:  $\# \# \# \#$ . Measure 30:  $\# \# \# \#$ . Dynamics:  $mf$ ,  $f$ .

## 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 indicated by a '2' above the staff. The key signature varies throughout the piece, with sections in G major (no sharps or flats), E major (one sharp), D major (two sharps), C major (no sharps or flats), A major (one sharp), F major (one flat), and B-flat major (two flats). The music features a variety of note heads, including solid black dots, open circles, and stems with dots. Several dynamic markings are present, such as *mf*, *f*, *ff*, *pp*, and *p*. Articulation marks like 'V' and '*f*' are also used. Measure numbers are provided at the beginning of each staff, ranging from 31 to 102.

## Video Games and Music

Violin 1

The sheet music consists of several staves of violin notation. The first section (measures 103-136) is in 2/4 time, B-flat major, with dynamic markings like *mf*, *ff*, and *pp*. Measures 111-120 include slurs and grace notes. Measures 121-136 show a transition with *mf*, *ff*, and *ff* dynamics. The second section (measures 137-149) continues in 2/4 time, B-flat major, with dynamic markings like *f*, *fff*, and *rit.*. Measure 141 includes a tempo change to  $\text{J} = 100$  and an *arco* instruction. Measure 145 starts with *ffff* and ends with a tempo of  $\text{J} = 165$ . The third section (measures 150-180) begins with a tremolo instruction at  $\text{J} = 100$ , dynamic *p*, and *tremolo*. It features eighth-note patterns and dynamic markings like *mf*, *cresc.*, *f*, and *mf*. Measures 171-180 conclude with a dynamic of *mf*.

**Super Mario Bros**

$\text{J} = 100$       arco      *f*      rit.       $\text{J} = 165$

*tremolo*

$\text{p}$

*mf*

*cresc.*

*f*

*mf*

*f*

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

## Video Games and Music

Sheet music for Violin 1, featuring multiple staves of musical notation. The music includes various dynamics such as *mf*, *pizz.*, *mf*, *rit.*, and *arco*. Time signatures change frequently, including  $\frac{3}{4}$ ,  $\frac{4}{4}$ ,  $\frac{2}{4}$ ,  $\frac{3}{2}$ ,  $\frac{5}{4}$ ,  $\frac{6}{4}$ ,  $\frac{7}{4}$ ,  $\frac{8}{4}$ ,  $\frac{9}{4}$ ,  $\frac{10}{4}$ ,  $\frac{11}{4}$ ,  $\frac{12}{4}$ ,  $\frac{13}{4}$ ,  $\frac{14}{4}$ ,  $\frac{15}{4}$ ,  $\frac{16}{4}$ ,  $\frac{17}{4}$ ,  $\frac{18}{4}$ ,  $\frac{19}{4}$ ,  $\frac{20}{4}$ ,  $\frac{21}{4}$ ,  $\frac{22}{4}$ ,  $\frac{23}{4}$ ,  $\frac{24}{4}$ ,  $\frac{25}{4}$ ,  $\frac{26}{4}$ ,  $\frac{27}{4}$ ,  $\frac{28}{4}$ ,  $\frac{29}{4}$ ,  $\frac{30}{4}$ ,  $\frac{31}{4}$ ,  $\frac{32}{4}$ ,  $\frac{33}{4}$ ,  $\frac{34}{4}$ ,  $\frac{35}{4}$ ,  $\frac{36}{4}$ ,  $\frac{37}{4}$ ,  $\frac{38}{4}$ ,  $\frac{39}{4}$ ,  $\frac{40}{4}$ ,  $\frac{41}{4}$ ,  $\frac{42}{4}$ ,  $\frac{43}{4}$ ,  $\frac{44}{4}$ ,  $\frac{45}{4}$ ,  $\frac{46}{4}$ ,  $\frac{47}{4}$ ,  $\frac{48}{4}$ ,  $\frac{49}{4}$ ,  $\frac{50}{4}$ ,  $\frac{51}{4}$ ,  $\frac{52}{4}$ ,  $\frac{53}{4}$ ,  $\frac{54}{4}$ ,  $\frac{55}{4}$ ,  $\frac{56}{4}$ ,  $\frac{57}{4}$ ,  $\frac{58}{4}$ ,  $\frac{59}{4}$ ,  $\frac{60}{4}$ ,  $\frac{61}{4}$ ,  $\frac{62}{4}$ ,  $\frac{63}{4}$ ,  $\frac{64}{4}$ ,  $\frac{65}{4}$ ,  $\frac{66}{4}$ ,  $\frac{67}{4}$ ,  $\frac{68}{4}$ ,  $\frac{69}{4}$ ,  $\frac{70}{4}$ ,  $\frac{71}{4}$ ,  $\frac{72}{4}$ ,  $\frac{73}{4}$ ,  $\frac{74}{4}$ ,  $\frac{75}{4}$ ,  $\frac{76}{4}$ ,  $\frac{77}{4}$ ,  $\frac{78}{4}$ ,  $\frac{79}{4}$ ,  $\frac{80}{4}$ ,  $\frac{81}{4}$ ,  $\frac{82}{4}$ ,  $\frac{83}{4}$ ,  $\frac{84}{4}$ ,  $\frac{85}{4}$ ,  $\frac{86}{4}$ ,  $\frac{87}{4}$ ,  $\frac{88}{4}$ ,  $\frac{89}{4}$ ,  $\frac{90}{4}$ ,  $\frac{91}{4}$ ,  $\frac{92}{4}$ ,  $\frac{93}{4}$ ,  $\frac{94}{4}$ ,  $\frac{95}{4}$ ,  $\frac{96}{4}$ ,  $\frac{97}{4}$ ,  $\frac{98}{4}$ ,  $\frac{99}{4}$ ,  $\frac{100}{4}$ ,  $\frac{101}{4}$ ,  $\frac{102}{4}$ ,  $\frac{103}{4}$ ,  $\frac{104}{4}$ ,  $\frac{105}{4}$ ,  $\frac{106}{4}$ ,  $\frac{107}{4}$ ,  $\frac{108}{4}$ ,  $\frac{109}{4}$ ,  $\frac{110}{4}$ ,  $\frac{111}{4}$ ,  $\frac{112}{4}$ ,  $\frac{113}{4}$ ,  $\frac{114}{4}$ ,  $\frac{115}{4}$ ,  $\frac{116}{4}$ ,  $\frac{117}{4}$ ,  $\frac{118}{4}$ ,  $\frac{119}{4}$ ,  $\frac{120}{4}$ ,  $\frac{121}{4}$ ,  $\frac{122}{4}$ ,  $\frac{123}{4}$ ,  $\frac{124}{4}$ ,  $\frac{125}{4}$ ,  $\frac{126}{4}$ ,  $\frac{127}{4}$ ,  $\frac{128}{4}$ ,  $\frac{129}{4}$ ,  $\frac{130}{4}$ ,  $\frac{131}{4}$ ,  $\frac{132}{4}$ ,  $\frac{133}{4}$ ,  $\frac{134}{4}$ ,  $\frac{135}{4}$ ,  $\frac{136}{4}$ ,  $\frac{137}{4}$ ,  $\frac{138}{4}$ ,  $\frac{139}{4}$ ,  $\frac{140}{4}$ ,  $\frac{141}{4}$ ,  $\frac{142}{4}$ ,  $\frac{143}{4}$ ,  $\frac{144}{4}$ ,  $\frac{145}{4}$ ,  $\frac{146}{4}$ ,  $\frac{147}{4}$ ,  $\frac{148}{4}$ ,  $\frac{149}{4}$ .

**Final Fantasy**

$\text{J} = 110$

## Video Games and Music

Sheet music for the Mii Channel Theme, measures 40-50. The key signature is B-flat major (two flats). The music consists of a single melodic line on a treble clef staff.

Sheet music for the Mii Channel Theme, measures 51-58. The key signature changes to A major (no sharps or flats). Measure 51 starts with a whole note followed by a half note. Measures 52-58 show a continuation of the melody with various note values and dynamics.

**Mii Channel Theme**

Sheet music for the Mii Channel Theme, measures 1-8. The key signature is A major. The music features eighth-note patterns and dynamic markings like *mf*.

Sheet music for the Mii Channel Theme, measures 9-15. The key signature remains A major. Measures 10 and 11 include performance instructions: "pizz." and "arco". Measures 12-15 continue the melodic line.

Sheet music for the Mii Channel Theme, measures 16-23. The key signature changes to G major (one sharp). The music continues with eighth-note patterns and dynamic markings.

D.C. al Fine

Sheet music for the Mii Channel Theme, ending. The key signature is G major. The music concludes with a final melodic line.

**Genshin Impact**

Sheet music for Genshin Impact, measures 1-25. The key signature is A major. The music features sixteenth-note patterns and dynamic markings like *p*. Measure 16 is highlighted with a large number "16".

Sheet music for Genshin Impact, measures 27-37. The key signature is A major. The music continues with sixteenth-note patterns and dynamic markings.

Sheet music for Genshin Impact, measures 38-45. The key signature is A major. The music features sixteenth-note patterns and dynamic markings like *p* and *ppp*.

**Skyrim**

Sheet music for Skyrim, measures 1-9. The key signature is A major. The music features sixteenth-note patterns and dynamic markings like *p*.

Sheet music for Skyrim, measures 10-16. The key signature is A major. The music features sixteenth-note patterns and dynamic markings like *mf*.

Sheet music for Skyrim, measures 17-23. The key signature is A major. The music features sixteenth-note patterns and dynamic markings like *f*.

## 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 and slurs. Performance instructions like "2" and "pp" are also present. Measure numbers are indicated at the beginning of each staff.

**Measure 24:** Measures 24-28. Dynamics: *p*. Articulation: accents. Measure 29: Measure 29. Dynamics: *p*. Measure 30: Measure 30. Measure 31: Measure 31. Measure 32: Measures 32-34. Measure 35: Measures 35-38. Dynamics: *f*. Measure 39: Measures 39-43. Measure 44: Measures 44-57. Dynamics: *f*. Measure 58: Measures 58-69. Dynamics: *ff*, *fff*, *f*. Measure 70: Measures 70-75. Dynamics: *f*. Measure 76: Measures 76-81. Dynamics: *f*. Measure 82: Measures 82-88. Measure 89: Measures 89-99. Dynamics: *ff*, *ff*, *pp*. Measure 100: Measures 100-119. Dynamics: *pp*, *p*, *pp*. Measure 120: Measures 120-125. Articulation: slurs.

# Video Games and Music

Violin 2

Arr. Tubbs

**Halo (sung)**

**Legends of Azeroth**

**开机**

Violin 2 sheet music for 'Halo' and 'Legends of Azeroth'. The music is arranged by Tubbs. The 'Halo' section starts at tempo = 80 and includes dynamics like *mf*, *p*, and *ff*. The 'Legends of Azeroth' section starts at tempo = 60 and includes dynamics like *pp*, *mp*, and *f*. Both sections feature various performance techniques like grace notes and slurs.

## Video Games and Music

Sheet music for 'The Dream of Flight' showing measures 17 through 63. The music is in 3/4 time, mostly in G major (F#) with some changes. It features various dynamics like *mf*, *f*, *ff*, and accents. Measure 61 includes a tempo marking of quarter note = 75 and a green annotation '关机 arco'.

**The Dream of Flight**

A simplified version of the sheet music for 'The Dream of Flight' starting at measure 1, with a dynamic marking of *p*.

## Video Games and Music

Sheet music for Violin 2, page 3, showing measures 4 through 51. The music is in common time and consists of ten staves of musical notation. Measure numbers are indicated above the staff at the beginning of each measure. Measure 24 contains dynamic markings *mf* and *f*. Measure 44 contains a measure repeat sign. Measures 48-51 show a transition to a new key signature of  $B_5$ .

4 5 6 7 12 8  
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

## Video Games and Music

This image shows a musical score for Violin 2, consisting of 21 staves of music. The score is written in common time and uses a treble clef. The key signature changes frequently, indicated by a mix of sharps and flats. Various dynamics are marked throughout the score, including *mf*, *pp*, *p*, *f*, *ff*, and *fff*. Articulations such as *>* and *mp* are also present. Performance instructions like 'mf' at measure 75 and 'f' at measure 91 are included. Measures are numbered sequentially from 52 to 148. The score includes several measures of eighth-note patterns, sixteenth-note patterns, and some measures with rests and grace notes.

149

**Super Mario Bros**

tremolo

**Final Fantasy**

**Final Fantasy**

This image shows two pages of sheet music. The top page is for 'Super Mario Bros' and the bottom page is for 'Final Fantasy'. Both pieces are written for a single instrument, likely a violin or cello, using four-line staff notation. The 'Super Mario Bros' section starts at measure 149 with a tempo of 100 BPM. It includes dynamics like 'p' (piano), 'mf' (mezzo-forte), 'cresc.' (crescendo), 'f' (forte), 'rit.' (ritardando), and 'pizz.' (pizzicato). Measures 12 through 57 show various patterns of eighth and sixteenth notes. Measures 58 through 88 show a more complex pattern with a dynamic change to 160 BPM. Measures 89 through 118 show a continuation of the pattern. Measures 119 through 148 show another variation. The 'Final Fantasy' section begins at measure 133 with a tempo of 110 BPM. It features a 'div.' (division) dynamic and a 'p' dynamic. The music concludes with a final section starting at measure 149.

## Video Games and Music

Musical score for the **Mii Channel Theme**. The score consists of six staves of musical notation. Measure numbers are indicated above each staff. The tempo is marked as  $\text{♩} = 120$ .

**Mii Channel Theme**

Musical score for the **Genshin Impact** theme. The score consists of six staves of musical notation. Measure numbers are indicated above each staff. The tempo is marked as  $\text{♩} = 82$ . The score includes dynamics such as *mf*, *arco*, *pizz.*, and *Fine*.

D.C. al Fine

Musical score for the **Skyrim** theme. The score consists of six staves of musical notation. Measure numbers are indicated above each staff. The tempo is marked as  $\text{♩} = 82$ . The score includes dynamics such as *p* and *16*.

Musical score for the **Skyrim** theme. The score consists of six staves of musical notation. Measure numbers are indicated above each staff. The tempo is marked as  $\text{♩} = 70$ . The score includes dynamics such as *p* and *ppp*.

**Skyrim**

Musical score for the **Skyrim** theme. The score consists of six staves of musical notation. Measure numbers are indicated above each staff. The tempo is marked as  $\text{♩} = 82$ . The score includes dynamics such as *p*, *mf*, and *p*.

## 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 "2" and "100" are also present. The score is numbered from 16 to 125 across the staves.

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 > >      111 > >      112 > >      113 > >      114 > >      115 > >      116 > >      117 > >      118 > >      119 > >      120 > >

121 > >      122 > > < pp      123 > > > p >      124 > > > pp      125 > >

# Video Games and Music

Violin 3

Arr. Tubbs

**Halo (sung)**

$\text{♩} = 80$   $\text{♩} = 125$

**开机** **Legends of Azeroth**

$\text{♩} = 75$   $\text{♩} = 80$

## Video Games and Music

Violin 3

2

The Dream of Flight

*d. = 75*

关机  
arco

Violin 3

2

The Dream of Flight

## Video Games and Music

The sheet music consists of 15 staves of musical notation for Violin 3. The key signature changes frequently, primarily between B-flat major and E-flat major. Measure numbers are indicated above each staff. The music includes various note values (eighth, sixteenth, thirty-second), rests, and dynamic markings such as *mf*, *mp*, *pp*, and *f*. Measure 103 features a tempo marking of **16**. Measure 108 has a key signature change to A-flat major. Measure 110 has a key signature change to D-flat major.

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  
**16**  
 79 80 81 82 83 84 85 86 102  
 103 104 105  
 106 107 108  
 109 110 111

## Video Games and Music

Violin 3

The sheet music consists of 15 staves of musical notation for violin. The key signature is mostly B-flat major (two flats), with some changes in staff 14 and 15. The time signature varies throughout, including common time, 2/4, and 3/4.

**Performance Instructions:**

- Staff 1: Measures 112-114: Measure 112: dynamic pp. Measure 113: dynamic ff. Measure 114: dynamic ff.
- Staff 2: Measures 115-119: Measure 115: dynamic mp. Measure 116: dynamic mf. Measure 117: dynamic ff.
- Staff 3: Measures 120-128: Measure 120: dynamic mp. Measure 121: dynamic mf. Measure 122: dynamic ff. Measure 123: dynamic ff. Measure 124: dynamic ff. Measure 125: dynamic ff. Measure 126: dynamic ff. Measure 127: dynamic ff. Measure 128: dynamic ff.
- Staff 4: Measures 129-135: Measure 129: dynamic ff. Measure 130: dynamic ff. Measure 131: dynamic ff. Measure 132: dynamic ff. Measure 133: dynamic ff. Measure 134: dynamic ff. Measure 135: dynamic ff.
- Staff 5: Measures 136-139: Measure 136: dynamic ff. Measure 137: dynamic ff. Measure 138: dynamic ff. Measure 139: dynamic ff.
- Staff 6: Measures 140-149: Measure 140: dynamic f. Measure 141: dynamic arco. Measure 142: dynamic ff. Measure 143: dynamic ff. Measure 144: dynamic ff. Measure 145: dynamic ff. Measure 146: dynamic ff. Measure 147: dynamic ff. Measure 148: dynamic ff. Measure 149: dynamic ff.
- Staff 7: Measures 150-159: Measure 150: dynamic p. Measure 151: dynamic mf. Measure 152: dynamic cresc. Measure 153: dynamic rit. Measure 154: dynamic ff. Measure 155: dynamic ff. Measure 156: dynamic ff. Measure 157: dynamic ff. Measure 158: dynamic ff. Measure 159: dynamic ff.
- Staff 8: Measures 160-169: Measure 160: dynamic ff. Measure 161: dynamic ff. Measure 162: dynamic ff. Measure 163: dynamic ff. Measure 164: dynamic ff. Measure 165: dynamic ff. Measure 166: dynamic ff. Measure 167: dynamic ff. Measure 168: dynamic ff. Measure 169: dynamic ff.
- Staff 9: Measures 170-179: Measure 170: dynamic ff. Measure 171: dynamic ff. Measure 172: dynamic ff. Measure 173: dynamic ff. Measure 174: dynamic ff. Measure 175: dynamic ff.
- Staff 10: Measures 180-189: Measure 180: dynamic ff. Measure 181: dynamic ff. Measure 182: dynamic ff. Measure 183: dynamic ff. Measure 184: dynamic ff. Measure 185: dynamic ff. Measure 186: dynamic ff. Measure 187: dynamic ff. Measure 188: dynamic ff. Measure 189: dynamic ff.
- Staff 11: Measures 190-199: Measure 190: dynamic ff. Measure 191: dynamic ff. Measure 192: dynamic ff. Measure 193: dynamic ff. Measure 194: dynamic ff. Measure 195: dynamic ff. Measure 196: dynamic ff. Measure 197: dynamic ff. Measure 198: dynamic ff. Measure 199: dynamic ff.
- Staff 12: Measures 200-209: Measure 200: dynamic ff. Measure 201: dynamic ff. Measure 202: dynamic ff. Measure 203: dynamic ff. Measure 204: dynamic ff. Measure 205: dynamic ff. Measure 206: dynamic ff. Measure 207: dynamic ff. Measure 208: dynamic ff. Measure 209: dynamic ff.
- Staff 13: Measures 210-219: Measure 210: dynamic ff. Measure 211: dynamic ff. Measure 212: dynamic ff. Measure 213: dynamic ff. Measure 214: dynamic ff. Measure 215: dynamic ff. Measure 216: dynamic ff. Measure 217: dynamic ff. Measure 218: dynamic ff. Measure 219: dynamic ff.
- Staff 14: Measures 220-229: Measure 220: dynamic ff. Measure 221: dynamic ff. Measure 222: dynamic ff. Measure 223: dynamic ff. Measure 224: dynamic ff. Measure 225: dynamic ff. Measure 226: dynamic ff. Measure 227: dynamic ff. Measure 228: dynamic ff. Measure 229: dynamic ff.
- Staff 15: Measures 230-239: Measure 230: dynamic ff. Measure 231: dynamic ff. Measure 232: dynamic ff. Measure 233: dynamic ff. Measure 234: dynamic ff. Measure 235: dynamic ff. Measure 236: dynamic ff. Measure 237: dynamic ff. Measure 238: dynamic ff. Measure 239: dynamic ff.

**Text Labels:**

- Staff 6: Super Mario Bros
- Staff 6: tremolo
- Staff 6: rit.
- Staff 6: ff = 165
- Staff 6: 2
- Staff 6: pizz.
- Staff 6: 11
- Staff 6: 12
- Staff 6: 13
- Staff 6: 14
- Staff 6: 15
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- Staff 6: 39
- Staff 7: 1
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- Staff 7: 74
- Staff 7: 75

## Video Games and Music

Violin 3

**Final Fantasy**

**Mii Channel Theme**

**Genshin Impact**

Violin 3

5

2025-02-25

The image shows three staves of sheet music for Violin 3. The top staff is for Final Fantasy, starting at measure 77 and ending at 149. It includes dynamics like *mf*, *f*, and *p*, and performance instructions like "arco" and "div.". The middle staff is for the Mii Channel Theme, starting at measure 1 and ending at 52. It features a tempo of  $\text{♩} = 110$ . The bottom staff is for Genshin Impact, starting at measure 1 and ending at 23. It includes a tempo of  $\text{♩} = 82$  and measures 16 and 9.

## Video Games and Music

$\text{♩} = 70$

**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 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 97 101 102 103 104  
105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124

Video Games and Music



# Video Games and Music

Cello 1

Arr. Tubbs

**Halo**

$\text{♩} = 80$

$\text{♩} = 125 \quad \mathbf{4}$  marc.

**ff**

**Legends of Azeroth**

$\text{♩} = 75$

$\text{♩} = 80$

**mf**

**f**

**p**

**开机**

$\text{♩} = 80$

**mf**

**f**

**mf**

**f**

**mf**

**f**

**mf**

**f**

**mf**

**f**

**mf**

**f**

## Video Games and Music

Sheet music for Cello 1, featuring multiple staves of musical notation. The music includes dynamic markings like *mp*, *mf*, *f*, and *ff*. Articulations include slurs, grace notes, and accents. Performance instructions like "div." and "关机 arco" are present. The music spans from measure 16 to 63.

**Measure 16:** Bass clef, common time. Measures 16-20: Eight-note patterns with accents. Measure 21: Bass clef changes to F#-Clef. Measures 21-25: Sixteenth-note patterns with dynamics *mp*, *mf*, *mf*. Measure 26: Measure 27: Measure 28: Measure 29: Bass clef changes to B-Clef. Measures 29-37: Sixteenth-note patterns with dynamics *mf*, *mf*, *mf*.

**Measure 38:** Bass clef changes to A-Clef. Measures 38-41: Sixteenth-note patterns. Measure 42: Bass clef changes to E-Clef. Measures 42-45: Sixteenth-note patterns. Measure 46: Bass clef changes to D-Clef. Measures 46-49: Sixteenth-note patterns. Measure 50: Bass clef changes to C-Clef. Measures 50-53: Sixteenth-note patterns. Measure 54: Bass clef changes to B-Clef. Measures 54-57: Sixteenth-note patterns. Measure 58: Bass clef changes to A-Clef. Measures 58-60: Sixteenth-note patterns. Measure 61: Bass clef changes to G-Clef. Measures 61-63: Sixteenth-note patterns. Measure 1: Bass clef changes to F#-Clef. Measure 1: *arco* instruction. Measure 2: *ff* dynamic.

## The Dream of Flight

Sheet music for "The Dream of Flight", featuring two staves of musical notation. The music includes dynamic markings like *pp* and *div.* The music spans from measure 1 to 26.

**Measure 1:** Bass clef, common time. Measures 1-15: Eight-note patterns with dynamics *pp*, *pp*. Measure 16: Bass clef changes to F#-Clef. Measures 16-26: Sixteenth-note patterns.

## Video Games and Music

The sheet music consists of 14 staves of musical notation for Cello 1. The key signature changes frequently, starting with one flat and ending with three flats. Measure numbers are indicated above each staff. The music includes various dynamics such as *mf*, *mp*, *pp*, and *f*. There are also performance instructions like "div." and "8". Measure 55 ends with a double bar line and a "4" above it, indicating a change in time signature. Measure 81 starts with a dynamic of *pp* followed by "*<* *>*". Measure 106 features a dynamic of *mp* followed by *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 **4**

59      60      61      62      63      64      65      66      67      div.

68      69      70      71      72      73      74      75      79      80 **4**

81      82      83      84      85      86      94      95      96      97 **8**

98      99      100      101      102      103

104      105      106      107

108      109      110      111

Video Games and Music

## Video Games and Music

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

*f*

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

3 arco

**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 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

*J = 120*

**Mii Channel Theme**

1 2 3 4 5 6 7 8

*mf*

9 10 pizz. 11 arco 12 13 14 15

This block contains two sets of sheet music for cello. The first set, labeled 'Final Fantasy', consists of ten staves of music numbered 1 through 48. It includes dynamic markings like 'mf' and 'f', and performance instructions such as '3 arco'. The tempo is marked as 'J = 110' at the beginning. The second set, labeled 'Mii Channel Theme', also has ten staves numbered 1 through 58. It includes a tempo marking of 'J = 120' and performance instructions like 'pizz.' and 'arco'. Both sets use bass clef and have various key signatures and time signatures throughout.

Fine

*f*

D.C. al Fine

*p*

**Genshin Impact**

*p*

*p*

**Skyrim**

*p*

*mf*

*f*

*p*

*f*

*f*

*ff*

*p*

*mp*

## Video Games and Music

59 60 61 62 63 64 65 *f*

66 67 > . > . 68 > . > . 69 > . > . 70 > . > . 71 > . > . 72 > . > .

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

*ff*

85 86 > . > . 87 > . > . 88 > . > . 89 > . > . 90 > . > . 91 > . > . 92 > . > .

*ff*

93 94 > . > . 95 96 > . > . 97 **3** 100 101 102 103 104 105 106 107 108 109

*ff* *p* <

110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125

*mp* > *p* < =

# Video Games and Music

Cello 2

Arr. Tubbs

**Halo**

$\text{♩} = 80$

$\text{♩} = 125 \quad \mathbf{4}$  marc.

*p* *ff*

$\text{♩} = 75$  **开机**

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

$\text{♩} = 90$

*p* **3**

$\text{♩} = 75$  **开机**

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

*pp* *f*

*f* *mf*

*mf*

*f* *mf*

## Video Games and Music

Sheet music for Cello 2, featuring 14 staves of musical notation. The music includes various dynamics such as >, > >, > > >, mp, f, ff, and arco. There are also performance instructions like '关机' (power off) at measure 63. The tempo is marked as d. = 75.

**The Dream of Flight**

Sheet music for Cello 2, featuring 15 staves of musical notation. The music includes dynamic markings such as pp, < >, < > pp, and mf. A division instruction 'div.' is present between measures 16 and 17. The tempo is marked as 12.

## Video Games and Music

31

32

33

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41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

mf

mp

60

61

62

63

64

65

66

67

div.

68

69

70

71

72

73

74

75

79

80

f

81

82

83

84

85

86

94

95

96

97

pp < >

mp

mf

98

99

100

101

102

103

mp

104

105

106

107

108

109

110

111

112

113

114

115

**4**

**8**

**4**

## Video Games and Music

## Video Games and Music

**Sheet Music 1: Final Fantasy**

Instrument: Cello 2

Tempo:  $\text{♩} = 160$

Measure 71-98: Bass clef, 3/4 time, dynamic *f*. Measure 99-118: Bass clef, 2/4 time, dynamics *mf* and *mp*.

Measure 119-134: Bass clef, 2/4 time, dynamic *mf*.

**Sheet Music 2: Final Fantasy**

Instrument: Cello 2

Tempo:  $\text{♩} = 115$

Measure 1-17: Bass clef, 2/4 time, dynamic *2 arco*.

Measure 18-26: Bass clef, 2/4 time.

Measure 27-39: Bass clef, 2/4 time.

Measure 40-51: Bass clef, 2/4 time.

Measure 52-58: Bass clef, 2/4 time, tempo  $\text{♩} = 120$ .

**Mii Channel Theme**

Instrument: Cello 2

Tempo:  $\text{♩} = 120$

Measure 1-8: Bass clef, 2/4 time, dynamic *mf*.

Measure 9-17: Bass clef, 2/4 time.

Measure 18-24: Bass clef, 2/4 time.

D.C. al Fine

### Genshin Impact

$\text{♩} = 82$  **14**

**p**

$\text{♩} = 70$  **4**

**p**

### Skyrim

**4**

**p**

**mf**

**f**

**f**

**ff**

**p**

**mp**

**f**

**f**

## Video Games and Music

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

**pp** *subito*      **mf**      **p**

115      116      117      118      119      120      121      122      123      124      125

**f**      *dim. poco a poco*

# Video Games and Music

Contrabass 1

Arr. Tubbs

$\text{♩} = 80$

**Halo**  
(ord.)

$\text{♩} = 125 \text{ col legno}$

$p$

$ff$

$\text{arco}$

$\text{sfz}$

$f$

$\text{(arco) marc.}$

$f$

$\text{2}$

$\text{3}$

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 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78

*J. = 80*

*d. = 75* **开机**

**Legends of Azeroth**

div.

*pp* <      *f*

*unis.*

< > *mp*      < > *mp*

*f*

*d. = 75* **关机**

*arco*

**The Dream of Flight**

*pp*      < > *pp*

*mf*

## Video Games and Music

35

36

37

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41

42

43

44

45

46

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48

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138

139

140

141

142

143

144

145

146

147

148

149

**rit.**  
 $\text{♩} = 100$  arco  
**Super Mario Bros**

**3** 4 5 6 7 8 9 10 pizz. 11 12 13 14 15 16 17 18 19 20 21

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

**3** 22 23 24 25 26 27 28 29 30

**arco** 31 32 33 34 35 36 37 38 39 40 41 **f**

**pizz.** 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57

**mf**

58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

**arco** **3** **f** **mf**

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 **arco div.** **p**



### Final Fantasy

**1** **J = 118** pizz. **f**

148 149

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 53 54

55 56 57 58

**J = 120**

### Mii Channel Theme

**1** **mf**

9 10 11 12 13 14 15 16 17

18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

**D.C. al Fine**

### Genshin Impact

**J = 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 39 40 41 42 43 44 45

**J = 70 arco**

**4**

**p**

**Skyrim**

**4**

**p** **p** **p**

## Video Games and Music

The musical score consists of ten staves of Contrabass notation. The key signature is one sharp (F#). The music includes the following dynamics and performance instructions:

- Staff 1: Measure 11: *p*; Measure 12: *mf*; Measure 17: dynamic line.
- Staff 2: Measures 18-25: *f*.
- Staff 3: Measures 26-40: *f*; Measure 37: dynamic line; Measure 40: dynamic line.
- Staff 4: Measures 41-58: *ff*; Measure 49: dynamic line; Measure 57: *mf*.
- Staff 5: Measures 59-69: *f*.
- Staff 6: Measures 70-77: *ff*.
- Staff 7: Measures 78-88: *f*.
- Staff 8: Measures 89-101: *ff*; Measure 97: dynamic line; Measure 100: *p*, *mf*.
- Staff 9: Measures 102-121: *p* <, *mp* >, *p*.
- Staff 10: Measures 122-125: dynamic line.

# Video Games and Music

## Contrabass 2

Arr. Tubbs

**Halo**  
sul pont.  
♩ = 80

1 2 3 4 5 6 7 8 9 10 11 12 13 > > > > > > >  
♩ = 125 col legno  
15 16 > > >> 17 > > > > 18 > > >> 19 > > > > 20 > > >> 21 > > >  
19 > > >> 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 > > > 48 > > > 49 > > > 50 > > > 51 > > >  
sfz sfz (arco) marc. f  
52 > > > >> 53 > > > 54 > > > >> 55 > > > 56 > > > 57 > > > 58 > > > 59 > > > 60 > > > >>  
61 > > > 62 > > > >> 63 > > > 64 > > > >> 65 > > > 66 > > > >> 67 2  
69 ♩ = 90 70 sul pont. 71 72 73 74 75 76 77 78 3  
♩ = 80  
开机  
♩ = 75  
Legends of Azeroth  
div.  
1 2 3 4 > > > 5 > > > 6 > > > 7 > > >  
8 > > > 9 > > > 10 > > > 11 > > > 12 > > > 13 > > >  
14 > > > 15 > > > 16 > > > 17 > > > 18 > > > 19 > > >

## Video Games and Music

unis.

**关机**

**The Dream of Flight**

Video Games and Music

This page contains ten staves of musical notation for a bassoon. The music spans from measure 57 to 149. The notation includes various dynamics such as *mf*, *mp*, *f*, *pp*, *mf*, *p*, *ff*, *fff*, and *rit.*. Articulations include *arco*, *pizz.*, and *cresc.*. Measure 141 includes a tempo change to  $\text{♩} = 100$  and  $\text{♩} = 165$ . The title "Super Mario Bros" is written in blue ink above the staff. Measure 149 concludes with a fermata over the last note.

## Video Games and Music

58 59 60 61 62 63 64 65 66

67 arco 68 69 70 71 72 73 74 = 160 3 75 78 79 80 *mf*

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 *arco div.* *p*

148 149 *pizz.*

**Final Fantasy**

1 9 10 11 12 13 14 15 16 17 18 *f*

19 20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37 38 39 40 *f*

41 42 43 44 45 46 47 48 49 50 51 53 54 **2**

55      56      57      58

D.C. al Fine  
Fine  
♩ = 120

**Mii Channel Theme**

**16 9**

**Genshin Impact**

♩ = 82      **14**

**Skyrim**

♩ = 70      arco      **4**

## Video Games and Music

Musical score for measures 87 through 95. The key signature is A major (two sharps). Measure 87 consists of eighth-note pairs with slurs and accents. Measures 88 and 89 show eighth-note pairs followed by a sixteenth-note pair. Measures 90 and 91 show eighth-note pairs followed by a sixteenth-note pair. Measures 92 and 93 show eighth-note pairs followed by a sixteenth-note pair. Measures 94 and 95 show eighth-note pairs followed by a sixteenth-note pair. Dynamics include **ff** at measure 89 and **ff** at measure 94.

Musical score for measures 96 through 117. The key signature is A major (two sharps). Measure 96 starts with a dotted half note followed by a sixteenth-note pair. Measures 97 and 98 show eighth-note pairs. Measures 99 and 100 show eighth-note pairs. Measures 101 and 102 show eighth-note pairs. Measures 103 through 117 show eighth-note pairs. Measure 103 has a dynamic of **p**. Measures 104 and 105 have a dynamic of **mf**. Measures 106 through 117 have a dynamic of **p**. Measures 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, and 117 each begin with a sixteenth note followed by a dotted half note. Measure 118 begins with a sixteenth note followed by a dotted half note.

Musical score for measures 118 through 125. The key signature is A major (two sharps). Measures 118 through 124 show eighth-note pairs. Measure 125 shows a sixteenth-note pair followed by a dotted half note.