

WOODWINDS

BRASS

PERCUSSION

STRINGS

Piccolo (p.53)

Flute 1 (p.56)

Flute 2 (p.60)

Clarinet 1 (p.64)

Clarinet 2 (p.68)

Clarinet 3 (p.72)

Bass Clarinet (p.74)

Alto Sax 1 (p.77)

Alto Sax 2 (p.80)

Alto Sax 3 (p.83)

Tenor Sax (p.85)

Bassoon (p.87)

F Horn 1 (p.91)

Horn in F 2 (p.94)

Trumpet 1 (p.97)

Trumpet 2 (p.100)

Trumpet 3 (p.103)

Trombone 1 (p.106)

Trombone 2 (p.109)

Euphonium (p.112)

Tuba (p.115)

Timpani (p.118)

Piano (p.121)

Vibraphone (p.130)

Jacky (p.133)

Tiger (p.137)

Frankie (p.140)

Johnny (p.143)

Jay (p.146)

Kevin (p.148)

Violin 1 (p.150)

Violin 2 (p.156)

Violin 3 (p.162)

Cello 1 (p.167)

Cello 2 (p.173)

Contrabass 1 (p.179)

Contrabass 2 (p.184)

Video Games and Music

Arr. Tubbs

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

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.
Thn. 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

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Ban.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Toms

BD

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

(arco) marc.

Ch. 1

Ch. 2

47

48

49

50

51

52

53

54 55 56 57 58 59 60 61 62

B. Picc. Fl. 1 Fl. 2 Cl. in Bb 1 Cl. in Bb 2 Cl. in Bb 3 B. Cl. A. Sax. 1 A. Sax. 2 A. Sax. 3 T. Sax. Bsn. Hn. in F Hn. in F 2 Tpt. in Bb 1 Tpt. in Bb 2 Tbn. Tbn. 2 Euph. Tba. Timp. Pno. Aurora Toms SD BD Con. Cme. Tam. Vln. 1 Vln. 2 Vln. 3 Vc. 1 Vc. 2 Cb. 1 Cb. 2

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

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.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

$\angle = 80$ Legends of Azeroth

80
Legends of Azeroth

On

Legends of Azeroth

1 **2** **3** **4** **5** **6**

Clarinet in B_b 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 Tam-tam

To Suspended Cymbal

To Tambourine

Toms

Snare Drum

Bass Drum

Suspended Cymbal

Chimes

Tam-tam

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

7 8 9 10 11 12 13

Cl. in Bb 1

Cl. in Bb 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Ch. Toms

Anv.

BD

Tamb.

Sus. Cym.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

10

14 15 16 17 18 19 20 21 22 23

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

24 25 26 27 28 29 30 31 32 33

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tbn.

Tbn. 2

Euph.

Tba.

Pno.

Ch. Toms

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

12

34 35 36 37 38 39 40 41 42 43

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
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.
Ch. Toms
Anv.
BD
Tamb.
Tam.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Ch. 1
Ch. 2

44 45 46 47 48 49 50 51 52

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

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

Thbn.

Thn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Ch. Toms

Anv.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

14

53 54 55 56 57 58 59 60 61

S.

A.

B.

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

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

Thbn.

Thbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Ch. Toms

Anv.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

Off

The Dream of Flight

Piano

Percussion - Aurora

Chinese Tom-Toms

Anvil

Bass Drum

Tambourine

Suspended Cymbal

Tam-tam

Violin 1 arco

Violin 2 arco

Violin 3 arco

Violoncello 1 arco

Violoncello 2 arco

Contrabass 1 arco

Contrabass 2 arco

This section of the score covers measures 1 through 8. It features a variety of percussion instruments including Piano, Percussion - Aurora, Chinese Tom-Toms, Anvil, Bass Drum, Tambourine, Suspended Cymbal, and Tam-tam. The strings (Violin 1, Violin 2, Violin 3, Violoncello 1, Violoncello 2, Contrabass 1, Contrabass 2) provide harmonic support with sustained notes and arco strokes. The overall mood is mysterious and ethereal, fitting the title "The Dream of Flight".

S. 9 10 11 12 13 14 15 16 17

U - na vol - ta che____ a - vrai Spic ca - to II vo - lo de - ci - de - rai

A. 9 10 11 12 13 14 15 16 17

U - na vol - ta che____ a - vrai Spic ca - to II vo - lo de - ci - de - rai

Pno. 9 10 11 12 13 14 15 16 17

Aurora 9 10 11 12 13 14 15 16 17

Sus. Cym. 9 10 11 12 13 14 15 16 17

Vln. 1 9 10 11 12 13 14 15 16 17

Vln. 2 9 10 11 12 13 14 15 16 17

Vln. 3 9 10 11 12 13 14 15 16 17

Vc. 1 9 10 11 12 13 14 15 16 17

Vc. 2 9 10 11 12 13 14 15 16 17

Cb. 1 9 10 11 12 13 14 15 16 17

Cb. 2 9 10 11 12 13 14 15 16 17

This section of the score covers measures 9 through 17. It includes vocal parts (Soprano, Alto, Piano) and string instruments (Violin 1, Violin 2, Violin 3, Viola 1, Viola 2, Cello 1, Cello 2). The vocal parts sing lyrics in French: "U - na vol - ta che____ a - vrai Spic ca - to II vo - lo de - ci - de - rai". The piano accompaniment provides harmonic support. The strings play sustained notes and rhythmic patterns, creating a rich harmonic texture.

16

18 19 20 21 22 23 24 25 26 27

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

28 29 30 31 32 33 34 35

S.
A.
Pic.
Fl. 1
Fl. 2
Tim.
BD
Sus. Cym.
Cme.

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

36 37 38 39 40 41 42 43

S. ciel sa - prai. Li a ca - sa II cuo - re sen - ti - rai Pren - de -
A. ciel sa prai. Li a ca - sa II cuo - re sen - ti - rai Pren - de -
Picc.
Fl. 1
Fl. 2
Hn. in F
Hn. in F 2
Tbn.
Tbn. 2
Euph.
Tba.
Timp.
Aurora
Mrm.
BD
Tam
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

44 45 46 47 48 49 50 51

S. -rà II pri mo vo - lo Ver - so II so - le II gran - - de uc cel lo Sor - vo -
A. -rà II pri - - mo vo - lo Ver - so II so - le II gran - - de uc - ce - lo Sor - vo -
Picc.
Fl. 1
Fl. 2
Hn. in F
Hn. in F 2
Tbn.
Tbn. 2
Euph.
Tba.
Timp.
Aurora
Mrm.
BD
Cme.
Tam
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

18

52 - 60

S. -lan - do Il gran - de mon - te Cec - ce-ri Ri - em-pe - do L'u - ni - ver - so di stu - po - re_E Glo - ri-a Spic
A. -lan - do Il gran - de mon - te Cec - ce-ri Ri - em-pe - do L'u - ni - ver - so di stu - po - re_E Glo - ri-a U-na vol - ta che_ a vrai Spie
Picc.
Fl. 1
Fl. 2
L. in Bb 1
L. in Bb 2
L. in Bb 3
A. Sax. 1
A. Sax. 2
A. Sax. 3
Bsn.
Tbn.
Tbn. 2
Thba.
Timp.
Aurora
Mrm.
SD
us. Cym.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

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

S. ca-to, II vo - lo — Al-lo - ra de - ci - de - rai — Sguar-do ver-so, II ciel - sa - prai — Li a casa, II cuo-re sen - ti -
A. -ca-to, II vo - lo — Al-lo - ra de - ci - de - rai — Sguar-do ver-so, II ciel - sa - prai — Li a casa, II cuo-re sen - ti -
Picc.
Fl. 1
Fl. 2
Cl. in Bb 1
Cl. in Bb 2
Cl. in Bb 3
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
Ban.
Tba.
Timp.
Pno.
SD
BD
Cme.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

This page from a musical score contains ten staves of music. The vocal parts (Soprano, Alto, Piccolo, Flute 1, Flute 2, Clarinet in Bb 1, Clarinet in Bb 2, Clarinet in Bb 3, Bassoon, Trombone) sing lyrics in Italian. The instrumental parts include Bassoon, Trombone, Cymbals, Piano, Snare Drum, Bass Drum, Triangle, Timpani, Violin 1, Violin 2, Violin 3, Viola 1, Viola 2, Cello 1, and Cello 2. The score is numbered 61 to 72 at the top. The vocal parts sing a recurring phrase: "ca-to, II vo - lo — Al-lo - ra de - ci - de - rai — Sguar-do ver-so, II ciel - sa - prai — Li a casa, II cuo-re sen - ti -". The instruments provide harmonic support, with woodwind entries in measures 67-72.

20

73 74 75 76 77 78 79 80 81

S.

A.

Picc. *mf* "A New Course"

Fl. 1 *mf* "A New Course"

Fl. 2 *mf* Optional Sva

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 *mf*

Hn. in F

Hn. in F 2 *mf*

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Tbn.

Tbn. 2 *mf*

Euph.

Tba *mf*

Timp.

Pno.

SD *p* > > > *mp* >

BD *p* - > - > *f*

Sus. Cym. *mp* *f*

Cme. *p*

Vln. 1 *mf*

Vln. 2 *mf*

Vln. 3

Vc. 1 *f*

Vc. 2 *f*

Cb. 1 *f*

Cb. 2 *f*

82 83 84 85 86 87 88 89 90 91 92

S. - - - pp—p Mm—
A. - - - pp—p Mm—
Picc. - - - Mm—
Fl. 1 - - >
Fl. 2 - - >
Cl. in B_b 1 - - p
Cl. in B_b 2 - - p
Cl. in B_b 3 - - p
B. Cl. - - pp
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
Tp. in B_b 1 - - pp
Tp. in B_b 2 - - pp
Tp. in B_b 3 - - pp
Tbn. - - pp
Tbn. 2 - - pp
Euph. - - pp
Tba. - - pp

Timp. - - p

Pno. - - pp—p Mf

Aurora - - mp
Mrm. - - pp—p
SD > > p
Cme. - - p

Vln. 1 - V -
Vln. 2 - - pp—p
Vln. 3 - - pp—p
Vc. 1 - - pp—>
Vc. 2 - - pp—>
Cb. 1 - - pp—>
Cb. 2 - - pp—>

22

93 94 95 96 97 98 99 100 101 102

S. *mp*
Loo loo loo loo loo loo
A. *mp*
Loo loo loo loo loo
Picc.
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*
Bsn. *mp*

And back to "Sogno di Volare"

Hn. in F *mp*
Hn. in F 2 *mp*
Tpt. in Bb 1 *f*
Tpt. in Bb 2 *f*
Tpt. in Bb 3 *f*
Euph.
Tba.
Timp. *p* *ff*
Pno. *mp* *mf*

Aurora *mf*
Mr. M. *mf*
SD *mf*
Sus. Cym. *p* *f*

Single hit w/hard mallet

Vln. 1 *mf* *ff*
Vln. 2 *f*
Vln. 3 *mf* *mf*
Vc. 1 *mf* *mf*
Vc. 2 *mf* *mf*
Cb. 1 *mf* *f*
Cb. 2 *mf* *f*

103 104 105 106 107 108 109 110 111

S. -mo_ ver _ rà por - ta - to dal - la su - a cre - a - zio - ne Co - - me gli ue -
A. -mo_ ver _ rà por - ta - to dal - la su - a cre - a - zio - ne Co - - me gli ue -
Tim. 

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

112 113 114 115 116 117 118 119 120

S. -cel - li ver so_ll cie - - lo -
A. -cel - li ver so_ll cie - - lo -
Bsn. 

Tpt. in B_b 1
Tpt. in B_b 2
Tpt. in B_b 3
Euph.
Tba
Tim.
Aurora
Mrm.
SD
BD
Sus. Cym.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

24

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

Ri - em pen-do l'u - ni - ver so di stu - po - re E Glo - ri - a.
Ri - em pen-do l'u - ni - ver so di stu - po - re E Glo - ri - a.
U - na vol ta che_ a - vrai.
U - na vol ta che_ a - vrai.
Spic-ca - to II vo -
Spic-ca - to II vo -

Sva until rehearsal mark J, if desired.

Optional Svb until rehearsal J

133 134 135 136 137 138 139 140 141 142

S. -lo de - ci - de - rai Sguar - do ver - so II ciel sa - prai Li a ca - sa II cuo - re sen - ti - rai
A. lo de ci de rai Sguar do ver so II ciel sa prai Li a ca sa II cuo re sen ti rai
Picc.
Fl. 1
Fl. 2
Cl. in B_b 1
Cl. in B_b 2
Cl. in B_b 3
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
T. Sax.
Ban.
Hn. in F
Hn. in F 2
Tpt. in B_b 1
Tpt. in B_b 2
Tpt. in B_b 3
Thn.
Thn. 2
Euph.
Tba.
Tim.
Pno.
Aurora
Mrm.
BD
Cme.
Tam.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

26

143 144 145 146 147 148 149

S. Glo - - - ri - al ff Glo - - - ri - al

A. Glo - - - ri - al ff

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

pt. in B_b 1

pt. in B_b 2

pt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Tim.

Pno.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

J = 100 Super Mario Bros

1 2 3 4 5 6 7 rit. 8 *J = 165* To Piccolo 9

piccolo

Flute 1

Flute 2

Clarinet in Bb 1

Clarinet in Bb 2

Clarinet in Bb 3

Bass Clarinet

Alto Saxophone 1

Alto Saxophone 2

Alto Saxophone 3

Tenor Saxophone

Bassoon

Horn in F

Horn in F 2

Trumpet in Bb 1

Trumpet in Bb 2

Trumpet in Bb 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

28

10 11 12 13 14 15 16 17 18 19 20

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

B. Cl.

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.

Thn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

D. Kit.

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

21 22 23 24 25 26 27 28 29 30 31

21 22 23 24 25 26 27 28 29 30 31

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Ho. in F

Hn. in F 2

Tpt. in Bb 1

Tpt. in Bb 2

Tpt. in Bb 3

Thbn.

Thn. 2

Euph.

Pno.

Aurora

Mrm.

D. Kit.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Ch. 1

Ch. 2

30

32 33 34 35 36 37 38 39 40 41 42 43

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Thbn.

Thbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

D. Kit

Sus. Cym.

TAMBOURINE

Full

Swing

TEMPLE BLOCK

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

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

Picc. 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.

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

32

56 57

Picc.

Fl. 1

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

B. Cl.

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.

Thn. 2

Euph.

Tba

Aurora

Mrm.

D. Kit

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

J = 160

68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Thbn.

Tbn. 2

Euph.

Tba.

Pno.

Aurora

Mrm.

D. Kit.

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

34

84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104

Picc.

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

A. Sax. 1

A. Sax. 2

A. Sax. 3

Ban.

Hn. in F

Hn. in F 2

Euph.

Tba.

Timp.

Aurora

D. Kit

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

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

Picc.

Fl. 1

Fl. 2

Cl. in B \flat 1

Cl. in B \flat 2

Ban.

Hn. in F

Hn. in F 2

Tbn.

Thn. 2

Euph.

Tba.

Tim.

Pno.

Aurora

D. Kit

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

36

118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133

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

Fl. 1 134 135 136 137 138 139 140 141 142 143 144 145 rit. 146 147 div. 148 149

Fl. 2

Cl. in Bb 1

Cl. in Bb 2

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

Bsn.

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

arco
Final Fantasy

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

Violin 1 arco

Violin 2 arco

Violin 3 arco

Violoncello 1

Violoncello 2 arco pizz.

Contrabass 1 f pizz.

Contrabass 2 f

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

$\text{♩} = 120$
Mii Channel Theme
To Electric Piano

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.C. al Fine
25

Genshin Impact

Choir - Soprano

Choir - Alto

Choir - Bass

Dizi

To Harp

Harp

Vibriphone

To Vibraphone

Congas

To Suspended Cymbal

Chimes

ppp To Glockenspiel

Tam-tam

S.

A.

B.

Dizi

Fl. 1

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.

p > pp

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.

Fl. 1

Fl. 2

Cl. in Bb 1

Timp.

Hrp.

Sus. Cym.

Glock.

Vln. 1

Vln. 2

Vc. 1

Vc. 2

Cb.1

Cb. 2

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

S.

A.

B.

Dizi

Fl. 1

Fl. 2

Cl. in Bb 2

A. Sax. 1

A. Sax. 2

Thbn.

Hrp.

Glock.

Vln. 1

Vln. 2

Vc. 1

Vc. 2

Cb.1

Cb. 2

Choir - Soprano



Video Games and Music

Choir - Soprano

Arr. Tubbs

Halo

On Legends of Azeroth

The Dream of Flight

Off

Sheet music for Choir - Soprano, arranged by Arr. Tubbs. The score includes sections for 'Halo', 'On Legends of Azeroth', 'The Dream of Flight', and 'Off'. The vocal parts are written in soprano range with specific note heads and rests. The score is set against a white background with black musical notation.

Detailed description: The score is a multi-staff musical arrangement for soprano voice. It features several distinct sections with different keys and time signatures. The first section, 'Halo', starts at tempo = 80 and transitions to = 125. The second section, 'On Legends of Azeroth', starts at tempo = 90 and transitions to = 80. The third section, 'The Dream of Flight', starts at tempo = 125 and transitions to = 80. The fourth section, 'Off', starts at tempo = 125 and transitions to = 80. The vocal parts are written in soprano range with specific note heads and rests. The score is set against a white background with black musical notation.

Video Games and Music

Final Fantasy

58

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

1 17 18

Genshin Impact

A musical score for Genshin Impact. The key signature is one sharp (F#). The time signature is common time (indicated by '3'). The tempo is 82 BPM. Measure 1 starts with a whole rest followed by a dynamic 'p'. Measures 2 through 19 show a repeating pattern of eighth notes. Measure 20 ends with a half note. Measure numbers 1 through 20 are written above the staff.

15

A musical score for Genshin Impact, continuing from page 1. The key signature is one sharp (F#). The time signature is common time (indicated by '3'). The tempo is 82 BPM. Measure 21 starts with a half note. Measures 22 through 45 show a repeating pattern of eighth notes. Measure 39 has a measure repeat sign. Measure 45 ends with a half note. Measure numbers 21 through 45 are written above the staff.



Video Games and Music

Choir - Alto

Arr. Tubbs

Halo

On Legends of Azeroth

The Dream of Flight

Off

11 8 4 4 10 4 4 8 11 11

2 3 8 10 16 4 2 9 5

5 4

ne - - - xo

U-na vol ta che_ a-vrai

Spica-to Il vo-

-lo de-ci - de - rai

Sguardo verso Il ciel_ sa-prai

Li a ca-sa Il cuo-re sen - ti -

ra-i

U-na vol-ta che_ a-vrai

Spic-a-to Il vo - lo de-ci - de - rai

Sguardo 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 Lu - 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

11

Sguardo verso Il ciel_ sa-prai

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

Video Games and Music

Video Games and Music

Musical score excerpt for Alto voice, page 20. The score consists of two staves. The top staff shows measures 21 through 45. Measure 21 starts with a dotted half note followed by a fermata. Measures 22 and 42 are entirely blacked out. Measure 43 has a dotted half note. Measures 44 and 45 show eighth notes with dynamics *p* and *f*. Measure 45 concludes with a fermata. The bottom staff shows measure 1, which begins with a dotted half note followed by a fermata.

Video Games and Music

Choir - Bass

Arr. Tubbs

Halo

$\text{♩} = 80$

On Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

$\text{♩} = 100$ rit.

Super Mario Bros

$\text{♩} = 165$ $\text{♩} = 160$

Final Fantasy

$\text{♩} = 110$

D.C. al Fine

Fine

$\text{♩} = 120$

Mii Channel Theme

$\text{♩} = 165$ $\text{♩} = 9$

This musical score for Choir - Bass consists of six staves of music. Staff 1 (Bass clef) features a section for 'Halo' at tempo 80. Staff 2 (Bass clef) features 'On Legends of Azeroth' at tempo 80. Staff 3 (Bass clef) features 'The Dream of Flight' at tempo 100 with a ritardando. Staff 4 (Bass clef) features 'Super Mario Bros' at tempos 165 and 160. Staff 5 (Bass clef) features 'Final Fantasy' at tempo 110. Staff 6 (Bass clef) features 'Mii Channel Theme' at tempo 120. The score includes various dynamics like forte (f), piano (p), and accents, along with measure numbers and key changes indicated by Roman numerals above the staff.

Genshin Impact

The musical score consists of three staves of bass clef music. The first staff starts with a measure number 1, followed by a measure with a single note and dynamic **p**. Measures 2 through 14 follow with numbered notes (3-14) and a dynamic **p** at the end. Measure 15 is a rest, followed by measures 16-21 which end with a dynamic **p**. The second staff begins at measure 22 with a dynamic **p**, followed by measures 42, 43, 44, and 45. The third staff begins at measure 1 with a dynamic **p**.

G Dizi

Video Games and Music

Halo

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

Arr. Tubbs

Legends of Azeroth

$\text{♩} = 80$

On

The Dream of Flight

Off

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

Super Mario Bros

$\text{♩} = 110$ $\text{♩} = 120$

D.C. al Fine

Final Fantasy

Mii Channel Theme

2

Genshin Impact

The musical score consists of five staves of music. Staff 1 (measures 1-9) starts with a dynamic *p* and a measure repeat sign. Staff 2 (measures 10-16) includes a dynamic *p* and a measure repeat sign. Staff 3 (measures 17-40) includes a dynamic *mf* and a measure repeat sign. Staff 4 (measures 41-44) shows a melodic line with a dynamic *f*. Staff 5 (measures 1-2) ends with a dynamic *p*.

1 4 5 6 7 8 9
10 3 11 12 13 14 15 16
17 4 21 15 36 37 38 39 40
41 42 43 44
1

Video Games and Music

Piccolo

Arr. Tubbs

Halo

To Flute

To Piccolo

On Legends of Azeroth

Performance Notes:

- Measure 1:** Dynamics: *mf*. Articulation: *Ah* on the 12th note.
- Measure 14:** Dynamics: *p* to *mf*. Articulation: *Ah* on the 7th note.
- Measure 46:** Dynamics: *f*. Articulation: *Ah* on the 57th note.
- Measure 57:** Dynamics: *f*. Articulation: *Ah* on the 72nd note.
- Measure 73:** Dynamics: *f*. Articulation: *Ah* on the 80th note.
- Measure 1:** Measure repeat.
- Measure 29:** Dynamics: *mf*. Articulation: *Ah* on the 37th note.
- Measure 38:** Dynamics: *f*.
- Measure 44:** Dynamics: *f*.
- Measure 49:** Dynamics: *f*.
- Measure 54:** Dynamics: *f*.
- Measure 58:** Dynamics: *f*.

61  ff
The Dream of Flight

1 Off 5 26 34 35 62 63 2

36 37 38 39 40 2

42 43 44 52 8 53 54 55 56 61 62 5 63 64 65 66 67 68 69 70 71 72 73 74 75

"A New Course" 4 80 81 82 83 84 103 19 23

126 127 128 129 130 131 132 133 134

135 136 137 138 139 140 141 2 143 144

145 146 147 148 149 150

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

1 4 5 6 7 8 9 10

mf cresc. 3 f



Video Games and Music

The sheet music consists of several staves of musical notation for piccolo. The first five staves are standard staff notation with measures numbered 11 through 96. Measures 11-17 show a continuous pattern of eighth and sixteenth notes. Measures 18-35 introduce a more complex rhythmic pattern with eighth and sixteenth notes, some grouped by vertical lines. Measures 38-46 continue this pattern. Measures 47-57 show a return to a simpler eighth-note pattern. Measures 58-96 feature a variety of dynamics including ***ff***, ***f***, and ***mf***, along with time signature changes between 2/4 and 3/4.

Measure 97 begins a new section with a tempo of **$\text{♩} = 160$** . It consists of a single staff with measures numbered 97 through 124. The measure numbers are placed above the staff, and the tempo marking is at the beginning. Measures 97-106 show a steady eighth-note pattern. Measures 107-124 show a similar pattern with some variations in dynamics and time signatures.

Measure 125 starts another section with a tempo of **$\text{♩} = 120$** . It consists of a single staff with measures numbered 125 through 145. The measure numbers are placed above the staff. The section begins with a 4/4 time signature, followed by a 2/4 section from measure 127 to 130, and then returns to 4/4. Measures 131-134 show a eighth-note pattern, and measures 135-136 show a similar pattern.

Measure 137 starts a final section with a tempo of **$\text{♩} = 120$** . It consists of a single staff with measures numbered 137 through 145. The measure numbers are placed above the staff. The section begins with a 4/4 time signature, followed by a 2/4 section from measure 138 to 141, and then returns to 4/4. Measures 142-145 show a eighth-note pattern.

Final Fantasy (Measures 1-58)

Mii Channel Theme (Measures 1-16, 9)

Genshin Impact (Measures 1-45)

Video Games and Music

Flute 1

Arr. Tubbs

Halo

J = 80 (sung)

Ah

p *mf*

mf *f*

f

(sung) *Ah*

On Legends of Azeroth

J = 80

mf *f* *mf* *mf*

f

f

Musical score for page 10, measures 61-63. The score consists of two staves. The top staff is in treble clef, 3/2 time, and F major (three sharps). It features eighth-note patterns with dynamic markings 'v' and 'ff'. Measure 61 ends with a fermata over the last note. The bottom staff is in bass clef, 3/2 time, and C major (no sharps or flats). Measures 61 and 62 show eighth-note patterns with 'v' markings. Measure 63 begins with a dynamic 'c' (crescendo) and ends with a dynamic '2' (fortissimo).

The Dream of Flight

Off 5 26 34 35 36 37 38 39 40 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150

f

f

mp

mf

mf

mf

mf

"A New Course"

f

f

mf

f

f

ff

fff

100 Super Mario Bros

Video Games and Music

Sheet music for Flute 1, page 3, showing measures 11 to 130. The music is in G major, common time, and consists of two staves of sixteenth-note patterns. Measure numbers are placed above the notes. Dynamics like *mf*, *f*, *ff*, and 3/4 time changes are indicated. Measure 79 starts with a tempo of 160 BPM.

Measure 11: *mf*
Measure 12: *mf*
Measure 13: *mf*
Measure 14: *mf*
Measure 15: *mf*
Measure 16: *mf*
Measure 17: *mf*
Measure 18: *mf*
Measure 19: *mf*
Measure 20: *mf*
Measure 21: *mf*
Measure 22: *mf*
Measure 23: *mf*
Measure 24: *mf*
Measure 25: *mf*
Measure 26: *mf*
Measure 27: *mf*
Measure 28: *mf*
Measure 29: *mf*
Measure 30: *mf*
Measure 31: *mf*
Measure 32: *mf*
Measure 33: *mf*
Measure 34: *mf*
Measure 35: *mf*
Measure 36: *mf*
Measure 37: *mf*
Measure 38: *f*
Measure 39: *mf*
Measure 40: *mf*
Measure 41: *f*
Measure 42: *mf*
Measure 43: *mf*
Measure 44: *mf*
Measure 45: *mf*
Measure 46: *f*
Measure 47: *f*
Measure 48: *f*
Measure 49: *f*
Measure 50: *f*
Measure 51: *f*
Measure 52: *f*
Measure 53: *f*
Measure 54: *f*
Measure 55: *mf*
Measure 56: *mf*
Measure 57: *mf*
Measure 58: *mf*
Measure 59: *mf*
Measure 60: *mf*
Measure 61: *mf*
Measure 62: *mf*
Measure 63: *mf*
Measure 64: *mf*
Measure 65: *mf*
Measure 66: *ff*
Measure 67: *mf*
Measure 68: *f*
Measure 69: *f*
Measure 70: *f*
Measure 71: *mf*
Measure 72: *mf*
Measure 73: *mf*
Measure 74: *mf*
Measure 75: *mf*
Measure 76: *mf*
Measure 77: *mf*
Measure 78: *mf*
Measure 79: *mf*
Measure 80: *mf*
Measure 81: *mf*
Measure 82: *mf*
Measure 83: *mf*
Measure 84: *mf*
Measure 85: *mf*
Measure 86: *mf*
Measure 87: *mf*
Measure 88: *mf*
Measure 89: *mf*
Measure 90: *mf*
Measure 91: *mf*
Measure 92: *mf*
Measure 93: *mf*
Measure 94: *mf*
Measure 95: *mf*
Measure 96: *mf*
Measure 97: *mf*
Measure 98: *mf*
Measure 99: *mf*
Measure 100: *mf*
Measure 101: *mf*
Measure 102: *mf*
Measure 103: *mf*
Measure 104: *mf*
Measure 105: *mf*
Measure 106: *mf*
Measure 107: *mf*
Measure 108: *mf*
Measure 109: *mf*
Measure 110: *mf*
Measure 111: *mf*
Measure 112: *mf*
Measure 113: *mf*
Measure 114: *mf*
Measure 115: *mf*
Measure 116: *mf*
Measure 117: *mf*
Measure 118: *mf*
Measure 119: *mf*
Measure 120: *mf*
Measure 121: *mf*
Measure 122: *mf*
Measure 123: *mf*
Measure 124: *mf*
Measure 125: *mf*
Measure 126: *mf*
Measure 127: *mf*
Measure 128: *mf*
Measure 129: *mf*
Measure 130: *mf*

Video Games and Music

Sheet music for Final Fantasy. Measures 131 to 144. Key signature changes between G major (measures 131-133), A major (measures 134-141), and B major (measures 142-144). Measure 144 ends with a fermata over a 3.

Sheet music for Final Fantasy. Measures 145 to 149. Key signature changes between G major (measures 145-147) and A major (measure 148). Measure 147 includes a ritardando instruction.

Final Fantasy

1 $\text{♩} = 110$

D.C. al Fine

Fine

Mii Channel Theme

16 9

1 $\text{♩} = 120$

Sheet music for the Mii Channel Theme. Key signature changes between F major (measures 1-16) and G major (measures 17-19).

Genshin Impact

1 $\text{♩} = 82$

12

p 9

mf

3

Sheet music for Genshin Impact. Measures 1 to 36. Key signature changes between E major (measures 1-13), F# major (measures 14-18), and G major (measures 19-36). Measure 36 ends with a fermata over a 3.

37

38

45

Sheet music for Genshin Impact. Measures 37 to 45. Key signature changes between E major (measures 37-38) and F# major (measures 39-45).

Flute 2

Video Games and Music

Arr. Tubbs

Halo

J = 80 (sung)

J = 125

Ah

p *mf* *mf*

f

mf

f

mf

f

> Ah >

On Legends of Azeroth

J = 80

2 **3** **4** **8** **10**

mf

mf

f > *mf* *mf*

mf

f

3

mf

f

f

f

2

ff

The Dream of Flight

Off 5 18 6

8vb Until Rehearsal Mark C, if desired

mp

f f f

2 42 52 53 54 55

mp mf

5 61 62 63 64 65 66 67 68

mf mf

2 Optional 8va

mf

4 76 80 81 82 83

f f

9 85 86 95 96 97 98 99 100 101 102

pp mp

8va until rehearsal mark J, if desired.

23 126 127 128 129 130 131 132 133

mf f

134 135 136 137 138 139 140 141 143

ff

144 145 146 147 148 149 150

fff

J = 100 Super Mario Bros rit.

1 3

mp

Video Games and Music

♩ = 165

(rit.) -
5
mf
cresc. - - - - - *f*

13
14
15
16
17
18
19
mf

20
21
22
23
24
25
mf

26
27
28
29
30
31
mf

32
33
34
35
36
37
38
39
40
41
f
mf < *f*

42
43
44
45
46
47
48
mf

49
50
51 2
53 — 3 — 3 — 54
55 2
57 — 3 — 3 — 58
59 ♯
mf

60
61
62
63
64
65
66
67
68
69
70
ff
mf
f

71
72
73
74 3
75
78
79
80
81
82
83
mf < *f*
mf

84
85
86
87
88
89
90
91
92
93
mf

97
98
99
100
101
102
103
104
105
106 2
108
mf

109
110
111
112
113
114
115

This page contains 11 staves of sheet music for Flute 2, spanning measures 5 to 115. The tempo is indicated as ♩ = 165. Measure 5 starts with a (ritardando) instruction and a dynamic of *mf*. Measures 6-7 show eighth-note patterns with a crescendo and dynamic *f*. Measures 8-12 feature sixteenth-note patterns. Measures 13-19 continue sixteenth-note patterns with dynamics *mf* and slurs. Measures 20-25 show eighth-note patterns. Measures 26-31 show eighth-note patterns. Measures 32-41 show eighth-note patterns with dynamics *mf*, *f*, and *mf*. Measures 42-48 show eighth-note patterns. Measures 49-59 show eighth-note patterns with dynamics *mf* and slurs. Measures 60-70 show eighth-note patterns with dynamics *ff*, *mf*, and *f*. Measures 71-83 show eighth-note patterns with dynamics *mf* and slurs. Measures 84-93 show eighth-note patterns with dynamics *mf*. Measures 97-115 show eighth-note patterns with dynamics *mf*.

Video Games and Music

Musical score for Final Fantasy, featuring two staves of music. The top staff uses a treble clef and the bottom staff uses a bass clef. Measures 116 through 121 show a continuous line of eighth-note patterns. Measures 122 through 134 show sixteenth-note patterns with various rests and dynamics. Measures 135 through 149 show a mix of eighth and sixteenth notes, with measure 148 labeled "rit." (ritardando) and measure 149 ending with a fermata.

Final Fantasy

58

D.C. al Fine
Fine

Mii Channel Theme

16 9

Musical score for the Mii Channel Theme, featuring a single staff with a treble clef. The tempo is marked as $\text{♩} = 120$. The score consists of 17 measures, starting with a whole rest followed by a series of eighth-note patterns. Measure 16 ends with a forte dynamic, and measure 17 ends with a piano dynamic.

Genshin Impact

12

p

Musical score for Genshin Impact, featuring a single staff with a treble clef. The tempo is marked as $\text{♩} = 82$. The score consists of 32 measures, starting with a whole rest followed by a series of eighth-note patterns. Measure 12 is marked with a forte dynamic, and measure 32 ends with a piano dynamic.

Musical score for Genshin Impact, continuing from the previous page. It shows measures 35 through 45, which are mostly rests. Measure 36 features a single eighth note, and measure 45 ends with a fermata.

Musical score for Genshin Impact, showing the beginning of a new section. It starts with a single eighth note followed by a rest.

Video Games and Music

Clarinet 1

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

Clarinet 1 Arr. Tubbs

The sheet music consists of ten staves of musical notation for Clarinet 1. The first section, "Halo", begins with a treble clef, a key signature of one sharp, and a 4/4 time signature. The tempo is marked as = 80. The melody includes several grace notes and slurs. At measure 44, the tempo changes to = 125. The second section, "On Legends of Azeroth", begins with a treble clef, a key signature of one sharp, and a 4/4 time signature. The tempo is marked as = 80. The melody continues with slurs and grace notes. At measure 56, the tempo changes to = 90. Both sections include dynamic markings such as *mf*, *f*, and *p*.

Off The Dream of Flight

Super Mario Bros

Sheet music for a piece titled "The Dream of Flight" and "Super Mario Bros". The music is arranged for a single instrument and includes various dynamics like ff, f, mf, p, and mp. The tempo is marked as 100 BPM. The Super Mario Bros section features a ritardando (rit.) and crescendo (cresc.). Measure numbers are provided throughout the score.

Video Games and Music

Sheet music for Clarinet 1, featuring 15 staves of musical notation. The music is in G major (two sharps) and consists of various measures with different time signatures and dynamics. Measure numbers are indicated above the staff, and dynamics like *mf*, *f*, and *mf* are shown. The tempo is marked as $\text{J} = 160$.

Measure numbers: 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, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149.

Final Fantasy**58**

Short musical score for Final Fantasy 58, consisting of two staves. The first staff has a tempo of $\text{J} = 110$. The second staff shows a single measure with a 4/4 time signature and a whole note.

$\text{♩} = 120$

Mii Channel Theme

16

Fine **17**

9

D.C. al Fine

1

$\text{♩} = 82$

Genshin Impact

12

p

mf

7

mp

1

13

31

32

45

Video Games and Music

Clarinet 2

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

The sheet music consists of two main sections. The first section, "Halo", begins at a tempo of 80 and transitions to 125. It features a mix of eighth and sixteenth-note patterns, with several measures of rests. The second section, "On Legends of Azeroth", begins at a tempo of 80 and transitions to 90. It includes a variety of rhythmic patterns, including eighth-note groups and sixteenth-note runs. Both sections include dynamic markings such as *mf*, *f*, and *mf*, as well as performance instructions like "Ah" and "mf". The music is written on five staves, each with a different key signature.

ff

The Dream of Flight

Off

5 36 11 5 61

mf f

3 3 8

8 95 96 97 98

21

f

139 140

mf f ff

149 150

J = 100

Super Mario Bros

rit. --

(rit.) - - -

mf cresc. - - - f mf

J = 165

12 13 14 15 16 17 18

3 3

mf

J = 165

19 20 21 22 23

Video Games and Music

24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 51 52 53 54
55 56 57 58 59 60 61 62
63 64 65 66 67 68 69 70 71 72 73 74
74 $\text{J} = 160$ 3 75 78 79 80 81 82 83 84 85 86
87 88 89 90 91 92 93 94 95 96 97 98 99 100
101 102 103 104 105 106 108 109
110 111 112 113 114 115 116
117 118 119 120 121 122 123 124
125 126 127 128 129 130 131 132 133 134 135 136
137 138 139 140 141 144 145 146 147 148 149
div.

Final Fantasy**58**

1 $\text{J} = 110$

$\text{♩} = 120$

Mii Channel Theme

16

Fine **17**

9

D.C. al Fine

1

$\text{♩} = 82$

Genshin Impact

12

p

14

37 **38** **45**

1

1

- |||

Video Games and Music

Clarinet 3

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

Off **The Dream of Flight**

21

This sheet music for Clarinet 3 consists of three distinct pieces: 'Halo' (sung), 'On Legends of Azeroth', and 'The Dream of Flight'. The music is arranged by Tubbs and includes dynamic markings like *mf*, *f*, and *ff*, as well as performance instructions like *sfz* and *Ah*. The pieces are composed of multiple staves of musical notation with various time signatures and key changes.

Video Games and Music

Super Mario Bros

$\text{♩} = 100$ rit.
 $\text{♩} = 165$ $\text{♩} = 160$
65 **59**

133 134 135 136 137 138 139 140 141 144 145

3 **5**

Final Fantasy

$\text{♩} = 110$ **58**

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

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

Genshin Impact

$\text{♩} = 82$ **20**

23

1

Video Games and Music

Bass Clarinet

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 125$

On **Legends of Azeroth**

$\text{♩} = 80$

Video Games and Music

4

18 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36

mp < > *mp*

37 38 39 40 41 42 43 44 45 46 47 48 49 50 51

f

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

f <*ff*

Off **The Dream of Flight**

1 2 5 7 8 36 18 2 2

mp

67 68 70 71 72 74 75 76 77 78 79 80

mf <

81 82 83 84 85 86 93 94 95 96 97

pp *mf* *mp*

98 99 100 101 102 103 122 123 124 125 126 127

< *p*

128 129 130 131 132 133 134 135

<*f* *ff* *f* *ff*

136 137 138 139 140 141 142 143

f *ff* *mf*

144 145 146 147 148 149 150

f rit. *ff* > > > >

Super Mario Bros

1 2 3 4 5 6 7 >>> 8 9

mp *mf* cresc. — 3 > *f*

10 11 24 35

mf

36 37 38 39 40 41 42 43 67

f < *ff* *mf*

24

Video Games and Music

Sheet Music 1: A musical score for Bass Clarinet. Measures 68 to 76 are shown. The key signature is F major (one sharp). Measure 74 has a dynamic of **f**. Measure 76 ends with a fermata. The tempo is **♩ = 160**.

Sheet Music 2: A musical score for Bass Clarinet. Measures 77 to 131 are shown. Measure 77 starts with a dynamic of **mf**. Measure 122 contains a thick black bar. Measure 131 ends with a fermata. The tempo is **♩ = 44**.

Sheet Music 3: A musical score for Bass Clarinet. Measures 132 to 139 are shown. Measure 132 starts with a dynamic of **f**. Measures 133 to 139 show a sequence of eighth-note patterns.

Sheet Music 4: A musical score for Bass Clarinet. Measures 140 to 149 are shown. Measures 140 to 144 show a sequence of eighth-note patterns. Measures 145 to 149 show a sequence of sixteenth-note patterns. Measure 148 ends with a fermata.

Final Fantasy**58**

Sheet Music 5: A musical score for Bass Clarinet. Measure 1 starts with a dynamic of **J = 110**. The measure ends with a thick black bar.

Mii Channel Theme**16**

Fine

9

D.C. al Fine

Sheet Music 6: A musical score for Bass Clarinet. Measures 1 to 16 are shown. Measure 16 ends with a fermata. Measures 17 to 19 show a sequence of eighth-note patterns. Measure 20 ends with a fermata. Measures 21 to 23 show a sequence of eighth-note patterns. Measure 24 ends with a fermata.

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

Sheet Music 7: A musical score for Bass Clarinet. Measures 1 to 20 are shown. Measure 20 ends with a fermata. Measures 21 to 23 show a sequence of eighth-note patterns. Measure 24 ends with a fermata.

Sheet Music 8: A musical score for Bass Clarinet. Measure 1 shows a single eighth note followed by a fermata.

Video Games and Music

Alto Sax 1

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

$\text{♩} = 125$

On Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

Off

5 **36** **17** **16**

Video Games and Music

81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

9

pp mp

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

21

f mp f

130 131 132 133 134 135 136 137 138 139

140 141 142 143 144 145 146 147 148 149 150

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

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

1 2 3 4 5 6 7 8

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

9 10 11 12 13 14 15 16 17 18 19

J = 165 **6**

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

20 21 22 23 24 25

26 27 28 29 30

mf **mf**

31 32 33 34 35 36 37 38 39 40 41

f

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

mf **mf** **mf**

61 62 63 64 65 66 67 68 69 70 71

ff **f**

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

J = 160 **19**

mf

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

f

Video Games and Music

133

rit.

148

149

Final Fantasy

58

1

$\text{♩} = 110$

Mii Channel Theme

16

1

$\text{♩} = 120$

Fine ₁₇

9

D.C. al Fine

Genshin Impact

15

1

$\text{♩} = 82$

13

7

1

Video Games and Music

Alto Sax 2

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 125$

On Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

Off

1 2 3 4 5 6 7 8 9 10 11 12 13 14 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 51 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

Arr. Tubbs

Video Games and Music

81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

9

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

20

129 130 131 132 133 134 135 136 137

f

138 139 140 141 142 143 144 145 146 147 148 149 150

mf **f** **ff**

rit. **Super Mario Bros** **8**

J = 100 **J = 165** **J = 165**

1 2 3 4 5 6 7 8 9 10 11

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

19 20 21 22 23 24

mf

25 26 27 28 29 30

mf **mf**

31 32 33 34 35 36 37 38 39 40 41

f

3 **2**

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

16 **mf** **ff**

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

f **mf**

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

f

131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150

3

145 146 147 148 149

Final Fantasy 58

Measure 145: Rest (E major, 3/4 time).
 Measure 146: C (E major, 3/4 time).
 Measure 147: D (E major, 3/4 time).
 Measure 148: E (E major, 3/4 time).
 Measure 149: Rest (E major, 3/4 time).

Mii Channel Theme

16

9

D.C. al Fine

140

1 Fine 17

142

143

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995

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999

1000

Video Games and Music

Alto Sax 3

Arr. Tubbs

On Legends of Azeroth

Musical score for piano, page 10, featuring three staves of music. The top staff uses a treble clef and a key signature of one sharp. Measure 1 starts with a forte dynamic (ff). Measures 2 through 18 show a sequence of eighth-note patterns with dynamic markings: ff, fp, fp. Measures 19 through 61 continue with various dynamics and time signatures, including 2, 16, 4, 2, 9, 5, 4, 3, 2, 3, and 3. Measure 62 begins a new section in a different key signature (one flat) and time signature (3/8).

The Dream of Flight

Off 5 36 17 16

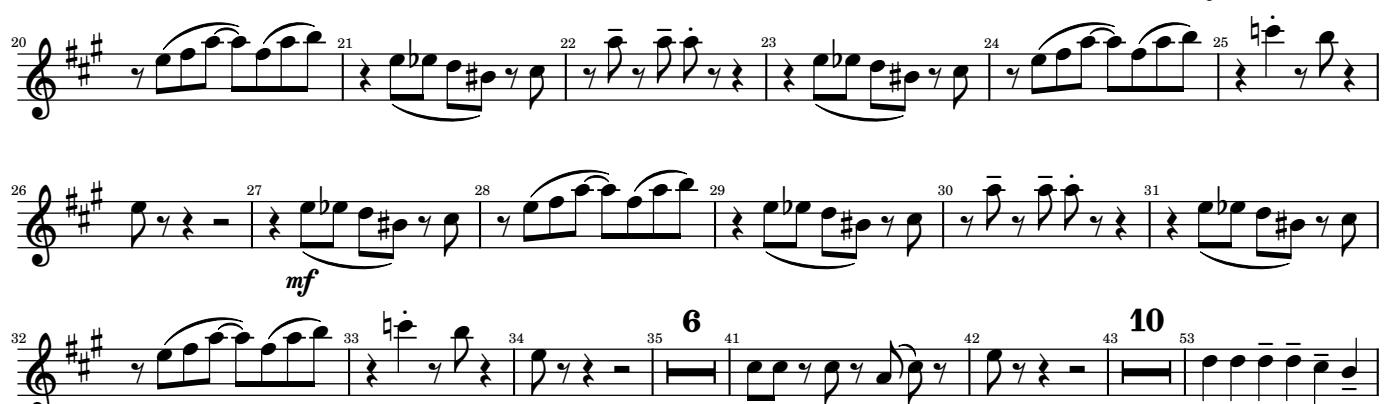
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139

Video Games and Music

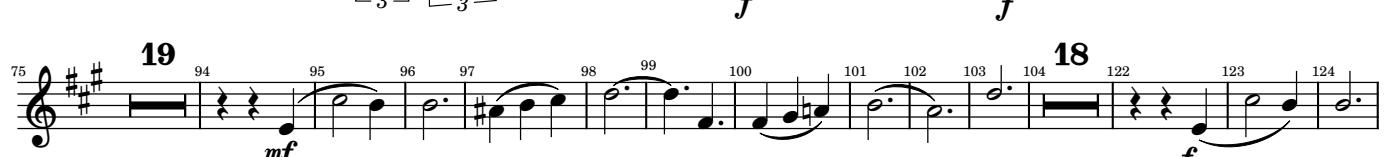
140 

rit.
Super Mario Bros

1 

20 

32 

54 

75 

125 

137 

Final Fantasy

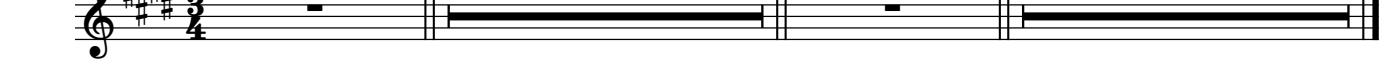
1 

Mii Channel Theme

1 

Genshin Impact

1 

1 

Video Games and Music

Tenor Sax

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

On Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

$\text{♩} = 80$

Super Mario Bros

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

This musical score for Super Mario Bros. consists of three staves of music. The first staff starts with a dynamic of *mp* and includes markings for 2, 3, 4, 5, 6, 7, and 8. The second staff starts with a dynamic of *mf* and includes markings for 3, 3, 3, 3, 3, 3, 3, and 3. The third staff starts with a dynamic of *cresc.* and includes markings for 3, 3, 3, 3, 3, 3, 3, and 3. The score concludes with a dynamic of *f*. Measure numbers 1 through 8 are indicated above the first staff, and measure numbers 9 through 144 are indicated above the second staff.

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

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

145 5

Final Fantasy

$\text{♩} = 110$ 58

This musical score for Final Fantasy consists of two staves. The first staff starts with a dynamic of *mp* and includes a tempo marking of $\text{♩} = 110$ and a measure number of 58. The second staff continues the musical line.

Mii Channel Theme

$\text{♩} = 120$ 16

Fine 17 9 D.C. al Fine

This musical score for the Mii Channel Theme consists of two staves. The first staff starts with a dynamic of *mp* and includes a tempo marking of $\text{♩} = 120$ and a measure number of 16. The second staff begins with a dynamic of *mf* and includes a tempo marking of $\text{♩} = 120$, a measure number of 17, a dynamic of *ff*, a measure number of 9, and a instruction to "D.C. al Fine".

Genshin Impact

$\text{♩} = 82$ 20 22 23

This musical score for Genshin Impact consists of two staves. The first staff starts with a dynamic of *mp* and includes a tempo marking of $\text{♩} = 82$ and a measure number of 20. The second staff continues the musical line and includes measure numbers 22 and 23.

1

This is a short musical score fragment for Genshin Impact, showing the beginning of a staff with a dynamic of *mp* and a tempo marking of $\text{♩} = 82$.

Video Games and Music

Bassoon

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 125$

$\text{♩} = 90$

$\text{♩} = 80$

On Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63

> *mp* < > *mp* — *f* *mf*
mp — *mf*

56 57 58 59

60 61 62 63

Off **The Dream of Flight**

1 2 5 7 8 36 44 11 55 56 71 72 4

mf *ff*

76 77 78 79 80 81 82 83 84 85 86

mf *f* *pp*

95 96 97 98 99 100 101 102 103 121 122

mp *p*

123 124 125 126 127 128 129 130 131 132

— *f*

133 134 135 136 137 138 139 140 141

142 143 144 145 146 147 148 149 150

mf *rit.* *f* *ff*

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

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

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

Video Games and Music

20 21 22 23 24 25

26 27 28 29 30 31

32 33 34 35 36 37 38 39 40 41 42 43 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 94 95 96 97 98 99 100

101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120

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

135 136 137 138 139 140 141

142 143 144 145 146 147 148 149

Final Fantasy

58

D.C. al Fine
Fine

♩ = 120

Mii Channel Theme

16 **9**

1 17

Genshin Impact

A musical score for Bassoon, page 1, measures 1-45. The score is in common time (indicated by '3/4' with a sharp sign) and has a key signature of one sharp. The tempo is marked as $\text{♩} = 82$. Measure 1 starts with a single note followed by a rest. Measure 2 consists of a single rest. Measure 17 contains a single note. Measures 18, 19, and 20 each contain a single note. Measures 21 and 22 show a melodic line with eighth-note pairs connected by a curved brace. Measure 23 concludes the page. The dynamic marking *p* is placed below measure 17. Measure 45 ends with a single note followed by a rest.



Video Games and Music

F Horn 1

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

The Dream of Flight

This musical score for F Horn 1 consists of three distinct pieces. The first piece, 'Halo (sung)', starts at a tempo of $\text{♩} = 80$ and transitions to $\text{♩} = 125$. The second piece, 'On Legends of Azeroth', begins at $\text{♩} = 80$ and features a mix of 4/4 and 6/8 time signatures. The third piece, 'The Dream of Flight', starts at $\text{♩} = 5$ and transitions to $\text{♩} = 36$. The score includes various dynamic markings such as *mf*, *f*, *ff*, *fp*, and *mp*, as well as performance instructions like slurs and grace notes. Measure numbers are provided for each measure across all three pieces.

Video Games and Music

The image shows a multi-page sheet of musical notation for a piece titled "Super Mario Bros". The music is written in various clefs (G, F, C) and includes numerous dynamic markings such as *p*, *mp*, *mf*, *f*, and *ff*. The tempo changes frequently, with markings like $\text{♩} = 100$, *rit.*, $\text{♩} = 165$, *cresc.*, and $\text{♩} = 160$. The score consists of multiple staves, likely for a large ensemble or orchestra. The title "Super Mario Bros" is printed in blue ink above the staff. The page numbers 1 through 11 are visible at the top right of the title area.

Video Games and Music

Musical score for Final Fantasy, featuring a single staff in G major. Measures 95 through 106 are shown, each containing a series of eighth-note chords.

Musical score for Final Fantasy, featuring a single staff in G major. Measures 107 through 117 are shown, continuing the pattern of eighth-note chords.

Musical score for Final Fantasy, featuring a single staff in G major. Measures 118 through 131 are shown, including measure 126 which starts with a dynamic *f*.

Musical score for Final Fantasy, featuring a single staff in G major. Measures 132 through 145 are shown, with measure 133 starting in 2/4 time and measure 144 starting in 3/4 time.

Musical score for Final Fantasy, featuring a single staff in G major. Measure 149 consists of a single note followed by a rest.

Final Fantasy

58

Musical score for Final Fantasy, measure 58. Key signature: one flat. Time signature: 4/4. Dynamics: $\text{♩} = 110$. The measure consists of a single note followed by a rest.

 $\text{♩} = 120$

Mii Channel Theme

16

Fine

9

D.C. al Fine

Musical score for Mii Channel Theme, measure 16. Key signature: one flat. Time signature: 4/4. Dynamics: $\text{♩} = 120$. The measure consists of a single note followed by a rest.

Genshin Impact

20

Musical score for Genshin Impact, measure 20. Key signature: two sharps. Time signature: 3/4. Dynamics: $\text{♩} = 82$. The measure consists of a single note followed by a rest.

Musical score for Genshin Impact, measure 23. Key signature: two sharps. Time signature: 3/4. Dynamics: $\text{♩} = 82$. The measure consists of a single note followed by a rest.

Video Games and Music

F Horn 2

Arr. Tubbs

Halo

(sung)

On Legends of Azeroth

The Dream of Flight

This image contains a musical score for F Horn 2, arranged by Tubbs. It features three distinct sections: 'Halo', 'On Legends of Azeroth', and 'The Dream of Flight'. The 'Halo' section starts at tempo = 80 and transitions to = 125. The 'On Legends of Azeroth' section starts at = 80 and transitions to = 125. The 'The Dream of Flight' section starts at = 80 and transitions to = 125. The score includes three staves of musical notation with various dynamics, articulations, and performance instructions like 'Ah' and 'sfx'.

Video Games and Music

This page contains ten staves of sheet music, likely for a multi-instrumental piece. The music is divided into several sections by measure numbers and dynamic markings.

- Measures 82-99:** Treble clef, key signature of B-flat major (two flats). Measures 82-86 show eighth-note patterns. Measure 87 is a rest. Measures 88-99 show eighth-note patterns. Dynamics: *pp*, *mp*.
- Measures 100-128:** Treble clef, key signature of B-flat major. Measures 100-123 show eighth-note patterns. Measures 124-128 show sixteenth-note patterns. Dynamics: *mf*.
- Measures 129-137:** Treble clef, key signature of B-flat major. Measures 129-136 show eighth-note patterns. Measure 137 shows sixteenth-note patterns. Dynamics: *ff*.
- Measures 138-148:** Treble clef, key signature of B-flat major. Measures 138-146 show eighth-note patterns. Measures 147-148 show sixteenth-note patterns. Dynamics: *f*, *ff*.
- Measures 149-150:** Treble clef, key signature of B-flat major. Measures 149-150 show eighth-note patterns. Dynamics: *> > > >*, *= 100*.
- Section 1 (Measures 1-11):** Treble clef, key signature of B-flat major. Measure 1: *mf*. Measures 2-3: eighth-note pairs. Measures 4-5: eighth-note pairs. Measures 6-7: eighth-note pairs. Measures 8-9: eighth-note pairs. Measures 10-11: eighth-note pairs. Dynamics: *cresc.*, *rit.*, *= 165*.
- Section 2 (Measures 19-32):** Treble clef, key signature of B-flat major. Measures 19-32 show eighth-note patterns. Dynamics: *mp*, *mf*, *mp*.
- Section 3 (Measures 33-39):** Treble clef, key signature of B-flat major. Measures 33-39 show eighth-note patterns. Dynamics: *mf*, *f*, *f*, *f*.
- Section 4 (Measures 40-54):** Treble clef, key signature of B-flat major. Measures 40-54 show eighth-note patterns. Dynamics: *f*.
- Section 5 (Measures 55-62):** Treble clef, key signature of B-flat major. Measures 55-62 show eighth-note patterns. Dynamics: *f*.
- Section 6 (Measures 63-70):** Treble clef, key signature of B-flat major. Measures 63-70 show eighth-note patterns. Dynamics: *f*.
- Section 7 (Measures 71-78):** Treble clef, key signature of B-flat major. Measures 71-78 show eighth-note patterns. Dynamics: *f*, *mf*.
- Section 8 (Measures 79-89):** Treble clef, key signature of B-flat major. Measures 79-89 show eighth-note patterns.

Video Games and Music

Musical score for Final Fantasy, showing measures 90 to 100. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests.

Musical score for Final Fantasy, showing measures 101 to 112. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests.

Musical score for Final Fantasy, showing measures 113 to 124. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests. Measure 124 ends with a dynamic marking *f*.

Musical score for Final Fantasy, showing measures 125 to 137. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests. Measures 125-127 have a melodic line with a bracket above it. Measures 128-137 show a transition with changing time signatures (2/4, 3/4, 2/4, 3/4, 2/4, 3/4).

Musical score for Final Fantasy, showing measures 138 to 149. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests. Measures 141 and 145 are marked with the number '3' above the staff.

Final Fantasy

$\text{♩} = 110$ **58**

Musical score for Final Fantasy, showing measure 1. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests.

$\text{♩} = 120$

Mii Channel Theme

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

Musical score for Mii Channel Theme, showing measures 1 to 17. The key signature is one sharp (F#). The score consists of two staves of music with various notes and rests. Measure 17 is labeled "Fine". Measure 18 starts with a dynamic marking *9*. Measure 19 starts with a dynamic marking *D.C. al Fine*.

Genshin Impact

$\text{♩} = 82$

20 22 23

Musical score for Genshin Impact, showing measures 1 to 23. The key signature is two sharps (G#). The score consists of two staves of music with various notes and rests. Measures 20, 22, and 23 are labeled with their respective measure numbers.

Video Games and Music

Trumpet 1

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

Off **The Dream of Flight**

This sheet music page contains three staves of trumpet music. The first staff is for 'Halo' at tempo = 80, dynamic mf, and includes lyrics 'Ah' and 'Ah'. The second staff is for 'On Legends of Azeroth' at tempo = 90, dynamic f, and includes lyrics '2 8 10 15 3 3 43'. The third staff is for 'Off The Dream of Flight' at tempo = 80, dynamic f, and includes lyrics '5 36 37 39 42 43 2 9 60 61 62 63 2'. The music consists of various notes, rests, and dynamics like ff and mf. Measure numbers are provided for each staff.

Video Games and Music

Super Mario Bros

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

1 3 4 5 6 7 8 9 10 11
 mf cresc. f

22 23 24 25 26 27 28 29 30 31 32 33 34 35
 mf mf

38 39 40 41 42 43 44
 mf f

45 46 47 48 49 50 51
 ff

52 53 54 55 56 57 58 59 60 61
 ff mf f

62 63 64 65 66 67 68 69 70 71 72
 ff mf f

73 74 75 76 77 > 78 79 80 81 82 83 84 85 86 87
 mf

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

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

Final Fantasy**58**

$\text{♩} = 110$

Mii Channel Theme**16**

Fine

9

D.C. al Fine

$\text{♩} = 120$

Genshin Impact**15**

$\text{♩} = 82$

1 2 17 18 19 20 21 22 23 45
 p $>$

Video Games and Music



Video Games and Music

Trumpet 2

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

Off **The Dream of Flight**

This sheet music page contains three distinct sections, each representing a different video game theme. The first section, 'Halo', starts at tempo = 80 and transitions to = 125. It includes lyrics 'Ah' and 'Ah' with specific note heads. The second section, 'On Legends of Azeroth', begins at = 90 and transitions to = 80. The third section, 'Off The Dream of Flight', starts at = 16 and transitions to = 12. The music is written for Trumpet 2, with various dynamics like mf, f, ff, and ff. Measure numbers are provided for each section.

Video Games and Music

Super Mario Bros

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

Final Fantasy

$\text{♩} = 110$ **58**

$\text{♩} = 120$

Mii Channel Theme

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

Genshin Impact

$\text{♩} = 82$ **20** **23**

Video Games and Music



Video Games and Music

Trumpet 3

Arr. Tubbs

Halo (sung)

On Legends of Azeroth

Off **The Dream of Flight**

This sheet music for Trumpet 3 consists of three distinct pieces, each with its own title and instrumentation. The first piece, 'Halo', is labeled '(sung)' and includes lyrics 'Ah' at various points. The second piece, 'On Legends of Azeroth', features a dynamic range from 'mf' to 'ff'. The third piece, 'The Dream of Flight', includes lyrics 'Off' and 'The Dream of Flight'. The music is arranged by Tubbs.

Video Games and Music

Super Mario Bros

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

Final Fantasy

$\text{♩} = 110$ 58

$\text{♩} = 120$

Mii Channel Theme

$\text{♩} = 160$ 16

Fine 17

Genshin Impact

$\text{♩} = 82$ 20

22 23

23

Video Games and Music



Video Games and Music

Trombone 1

Arr. Tubbs

J = 80

Halo
(sung)

J = 125

Ah

p <

mf

sfp

p

sfp

p

sfp

sfp

p

sfp

sfp

p

mf

J = 90

sung

Ah

J = 80

On Legends of Azeroth

2

2

mf <

mf

mp <

>

23

24

25

26

27

28

29

30

31

32

33

34

f

p

mf

f

ff

2

Off The Dream of Flight

1 2 5 7 8 36 44 45 46 47 48 49 50
mp

51 52 53 54 55 56 57 58 59 60 76 77 78 79
4 **16** **mf**

80 81 82 83 84 85 86 87 88 89 123 124 125 126
f **pp** **mf**

127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142
f **f** **ff** **f**

143 144 145 146 147 148 149 150
mf **ff**

$\text{J} = 100$

Super Mario Bros

1 2 3 4 5 6 7 8 9 10 11 19 20
mp **mf** **cresc.** **f** **3** **mf**

21 22 23 24 25 26 27 28 29
f **f**

30 31 32 33 34 35 36 37 38
f **f**

39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66
f **mp**

67 68 69 70 71 72
f **f** **f**

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
J = 160

28 **mp** **mp**

Video Games and Music

114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129

mf

130 131 132 133 134 135 136 137

f

138 139 140 141 142 143 144 145

3 3 3

148 149

Final Fantasy **58**

D.C. al Fine

Fine

Mii Channel Theme

16 9

17

Genshin Impact

15

13

17 18 19 20 21 22 23 36 37 38 45

p

Video Games and Music

Trombone 2

Arr. Tubbs

Halo

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

On Legends of Azeroth

The sheet music consists of two parts. The first part, 'Halo', starts at tempo = 80 and changes to = 125. It features a bass clef, 4/4 time, and a key signature of one sharp. The lyrics '(sung)' appear above measures 3-4. Various dynamics like *mf*, *mp*, *p*, *sfp*, and *sfz* are used. Measure 69 includes a tempo change to = 90. The second part, 'On Legends of Azeroth', begins at measure 78 with a bass clef, 6/8 time, and a key signature of one sharp. It transitions to 2/4 time at measure 17 and 3/4 time at measure 35. Dynamics include *mf*, *mp*, *f*, *p*, and *mf*.

Off **The Dream of Flight**

1 2 5 7 8 36 44 45 46 47 48 49 49
mp

50 51 52 56 57 58 59 60 76 77 78
mp > **mf**

79 80 81 82 83 84 85 86 123 124
f > **pp** **mf**

125 126 127 128 129 130 131 132 133
f >> **ff** **f**

134 135 136 137 138 139 >> 140 141
ff > **f** **ff** **f**

142 143 144 145 146 147 148 149 > > > 150
mf < **ff**

J = 100

Super Mario Bros

rit. - - **J = 165**

1 2 3 4 5 6 7 8 9 10 11 19 20
mp **mf** **cresc.** - - **f** **8** **mf**

21 22 23 24 25 26 27 28 29 30
f

31 32 33 34 35 36 37 38
f **f**

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

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

J = 160

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

Video Games and Music

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

132 133 134 135 136 137 138

f

139 140 141 142 143 144 145 148 149

3

J = 140 Final Fantasy 58

1

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

1

J = 82 Genshin Impact 20 23

1

1

Video Games and Music

Euphonium

Arr. Tubbs

Halo

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

Ah

On Legends of Azeroth

3

f < **ff**

Off **The Dream of Flight**

1 2 5 7 8 36 44 45 46 47 48 49 50

24 51 52 76 77 78 79 80 81

pp **mf** **f**

82 83 84 85 86 93 94 95 121 122 123 124

125 126 127 128 129 130 131 132 133

f **ff** **f**

134 135 136 137 138 139 >> 140 141

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

142 143 144 145 146 147 148 149 150

mf **ff** **rit.** **165**

Super Mario Bros

1 2 3 4 5 6 7 8 9 10 11

mf **cresc.** **f** ³

19 20 21 22 23 24 25 26 27 28

mf

29 30 31 32 33 34 35 36

f

37 38 39 40 41 42 43 67

f **f**

24

68 69 70 71 72 73 74 75

f

160

76 77 78 93 94 95 96 97 98 99 100 101

<

15

Video Games and Music

Musical score for Final Fantasy showing measures 102 to 113. The music is in common time, bass clef, and consists of eighth-note patterns.

Musical score for Final Fantasy showing measures 114 to 125. The dynamics are marked with *mp*, *mf*, >, >, >, >, and >.

Musical score for Final Fantasy showing measures 126 to 136. The dynamic *f* is indicated at measure 132.

Musical score for Final Fantasy showing measures 137 to 143. Measure 140 has a triplets indicator (3).

Musical score for Final Fantasy showing measures 144 to 149. Measure 145 shows a change in time signature from 2/4 to 3/4.

Final Fantasy **58**

D.C. al Fine
Fine
J = 120

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

Musical score for Final Fantasy and Mii Channel Theme. The score starts with Final Fantasy (measures 1-144) and ends with Mii Channel Theme (measures 145-149). The tempo changes from *J = 160* to *J = 120* at the end.

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

J = 82

Musical score for Genshin Impact. The score consists of measures 1 through 23, with a tempo of *J = 82*.

Video Games and Music

Tuba

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

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

14 21 29 33 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

$\text{♩} = 90$

75 76 77 78 79 80

$\text{♩} = 80$

On Legends of Azeroth

$\text{♩} = 80$

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

The Dream of Flight

Off **5** **36**

$\text{♩} = 12$ $\text{♩} = 8$

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

Video Games and Music

Video Games and Music

137 138 139 140 3 141 142 3 3

Tuba part showing measures 137 through 142. The key signature changes between F major (4 flats) and C major (no sharps or flats). Measure 137 starts with a dotted half note followed by eighth notes. Measures 138-140 show eighth-note patterns. Measures 141-142 show eighth-note patterns with some rests.

143 3 3 144 145 3 148 149

Tuba part showing measures 143 through 149. Measure 143 has two groups of three eighth notes each. Measures 144-145 show eighth-note patterns. Measures 146-147 show eighth-note patterns. Measures 148-149 show eighth-note patterns.

Final Fantasy **58**

D.C. al Fine
Fine

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

1 17

Tuba part showing the ending section. It starts with a measure at tempo = 110, then goes to D.C. al Fine at tempo = 120. The section ends with a measure at tempo = 120 labeled "Mii Channel Theme". The measure numbers 16 and 9 are shown above the staff.

Genshin Impact **15**

23

p

1 2 17 18 19 20 21 22 45

Tuba part showing measures 1 through 23. The key signature is A major (no sharps or flats). Measure 1 starts with a half note. Measures 2-4 show eighth-note patterns. Measures 5-10 show eighth-note patterns. Measures 11-14 show eighth-note patterns. Measures 15-18 show eighth-note patterns. Measures 19-22 show eighth-note patterns. Measure 23 ends with a fermata over a eighth note.

Video Games and Music

Timpani

Arr. Tubbs

Halo

$\text{J} = 80$

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

$\text{J} = 125$

$\text{mf} < >$

$\text{sfp} >$

$\text{mf} < >$

p

$\text{sfp} >$

$\text{mf} < >$

$\text{mf} > pp$

$\text{J} = 90$

3

On 2 Legends of Azeroth

$\text{J} = 80$

f

15 4

Video Games and Music

45 46 47 48 49 50

51 52 53 54 55 56

57 58 59 60 61 62 63

Off The Dream of Flight

1 2 5 7 8 18 26 27 28 29 30 34 35 37 38 39 3

42 43 44 51 52 53 59 60 61 62 63 2

65 66 67 69 70 71 75 76 77 78 79 80

81 82 83 84 85 86 87 102 103 104 105 106 107

108 109 110 111 112 113 115 116 117 118 mp f

119 127 128 129 130 131 132 133 134 135 136

137 138 139 140 141 142 143 144 146 147 148

149 150

$\text{J} = 100$ rit.

Super Mario Bros

1 3 4 5 6 7 8 9 10 11 31 42 43 74 31 19 10 95 105 106 107 108 109 110 111 112 113 114 121

Timpani

2

2025-02-24

Video Games and Music

8

122 123 131 132 133 134 135 136 137 138 139 140

mf *mf*

3 **3**

141 144 145 148 149

Final Fantasy **58**

J = 110

D.C. al Fine **Fine**

J = 120

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

1 17

Genshin Impact **19**

J = 82

pp < mf *f*

2 21 22 23 24 25 26 29 30 31 45

Video Games and Music

Piano

Arr. Tubbs

Halo

$\text{♩} = 80$ $\text{♩} = 125$

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41

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 64 marked *> >*, measure 65 marked *> >*, measure 66 marked *> >*, measure 67 marked *> >*, measure 68 marked *2*, measure 69 marked *2*, measure 70 marked *f*, and measure 71 marked *J = 90*. Measure 74 is marked *4*.

On
Legends of Azeroth

$\text{♩} = 80$

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

Video Games and Music

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

f

54 55 56 57 58

f

59 60 61 62 63

ff

Off

The Dream of Flight

1 2 3 4 6 7 8 9 12 13

mp > *p*

14 15 16 17 18 19 20 21 22 23 24

Video Games and Music

Video Games and Music

Super Mario Bros

$\text{♩} = 100$ $\text{♩} = 165$

rit. --

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

6 **2** **2** **2** **2** **2** **2** **2**

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

30 **31** **33** **34** **35** **41** **42** **44** **50**

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

21 **21** **73** **74** **31** **106** **107** **108** **109** **110**

f *mf*

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**

8 $\frac{3}{4}$

Video Games and Music

141 142 143 144 145 148 149

Final Fantasy

58

Mii Channel Theme
To Electric Piano

J = 110

J = 120

f

6 7 8 9 10 11

Fine

mf

12 13 14 15 16 17 18

19 20 21 22 23 24

D.C. al Fine

25

Genshin Impact

To Harp

Piano

Sheet Music Preview:

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

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

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

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

Measure 21: Treble clef, 3/4 time, key signature of two sharps. Dynamics: **mf**, **p**, **mp**, **mf**, **mp**. Fingerings: 3, 3, 3, 3, 3, 3. Pedal markings: **Ped.**, *****, **Ped.**, *****, **Ped.**, *****.

Video Games and Music

The image shows four staves of musical notation for piano, arranged vertically. The top staff uses a treble clef, the second staff a bass clef, and the third and fourth staves revert to a treble clef. Measure 26 starts with a forte dynamic (f) and a 3/8 time signature. Measures 27-29 show a transition to a 2/4 time signature with dynamics mp and mf. The bass line features sustained notes with grace notes. Measures 30-33 continue in 2/4 time with various dynamics and note patterns. Measure 34 begins with a dynamic mp and a 3/8 time signature, followed by measures 35-39 in 2/4 time with a dynamic p. The bass line includes sustained notes and grace notes. The final staff (measures 40-45) shows a return to a 3/8 time signature with sustained notes and grace notes.

Video Games and Music

Vibraphone

Arr. Tubbs

Halo

$\text{♩} = 80 \quad \text{♩} = 125$

11 8 8 4 10 46 47

12 13 21 29 33 43 44 45 46 47

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

$\text{♩} = 80 \quad \text{♩} = 90$

4 11 11

55 56 57 58 59

On Legends of Azeroth

2 8 10 16 4 2 9

3 4 12 22 38 42 43 44 46 47

55 56 57 58 59

The Dream of Flight

Off 5 2

1 2 7 8 12 6 8 12 7 8 9 10 11 12 14

15 16 18 19 20 22 23 24 20 44 45 46 47 48

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

1 2 5 20 26

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

88 89 90 91

92 93 94 95 103

104 105 106 107 108 109 110

111 112 113 114 115 116 117

Video Games and Music

118

132

141

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

Super Mario Bros

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

mf mf

7 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

Musical score for Final Fantasy. Measure 143: Treble clef, key signature of one flat. Measures 144-145: Key signature changes to no sharps or flats. Measure 146: Key signature changes to three sharps. Measure 147: Key signature changes to one sharp. Measure 148: Key signature changes to no sharps or flats. Measure 149: Key signature changes to one sharp.

Final Fantasy

1 143 $\text{♩} = 110$

D.C. al Fine
Fine
 $\text{♩} = 120$

Mii Channel Theme

16 9

1 144 $\text{♩} = 110$

145 $\text{♩} = 120$

146 $\text{♩} = 110$

147 $\text{♩} = 120$

148 $\text{♩} = 110$

149 $\text{♩} = 120$

58

Genshin Impact

$\text{♩} = 82$
To Vibraphone

1 144 $\text{♩} = 82$

145 $\text{♩} = 82$

146 $\text{♩} = 82$

147 $\text{♩} = 82$

148 $\text{♩} = 82$

149 $\text{♩} = 82$

20

22

23

23

1 144 $\text{♩} = 82$

145 $\text{♩} = 82$

146 $\text{♩} = 82$

147 $\text{♩} = 82$

148 $\text{♩} = 82$

149 $\text{♩} = 82$

Video Games and Music

Percussion - Jacky

Arr. Tubbs

J = 80

Halo
(sung)

Ah

To Concert Toms

J = 125

Ah

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

73 74 75 76 77 78 79 80

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

32 33 34 35 36 37

38 39 40 41 42

43 44 45 46 47 48

49 50 51 52 53 54

55 56 57 58 59 60

61 62 63

The Dream of Flight**Off****To Marimba (single staff)****5 36 4**

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 39 40 41 42 43 44 45 46 47 48 49 49 50 51 52

Video Games and Music

56 57 58 59 60 61 62 87 88 89 90 91

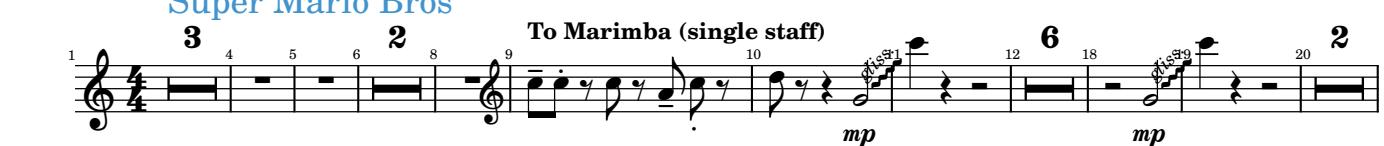

92 93 94 95 119 120 125 126 127 128 129 130
24 **5** **p** **pp** **p** **ff**

131 132 133 134 135 136 137 138


139 140 141 142 143 144 145 146 147 148 149 150
J = 100 **rit.** **J = 165** **ff**

Super Mario Bros

To Marimba (single staff)

1 3 4 5 6 8 9 10 12 18 20


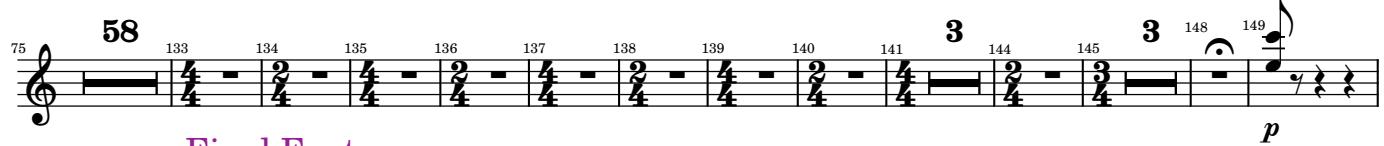
mp mp

22 23 26 28 30 31 38 39 41
mf **mp** **mf** **mf**

42 44 50 52 59 60 61 62
mp **mp** **f**

63 64 65 66 67 70 71 73 74
mf

J = 160

58 133 134 135 136 137 138 139 140 141 144 145 148 149


p

Final Fantasy

1 **J = 110** **58**


Fine

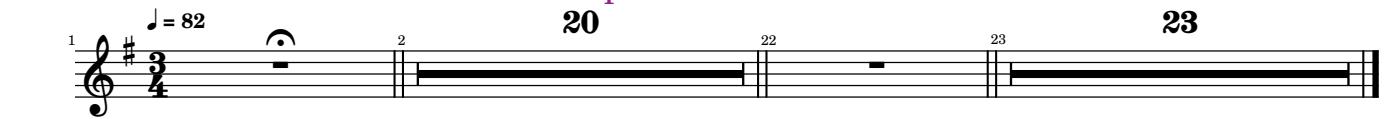
J = 120

Mii Channel Theme

1 **16** **17** **9**

Genshin Impact

1 **J = 82** **20** **22** **23** **23**



Video Games and Music



Video Games and Music

Percussion - Tiger

Arr. Tubbs

Halo (sung)

J = 80

Halo
(sung)

mf

J = 125

7 8 Ah 4 9 To Snare Drum

3 3 p f 3 3 p = 90

10 11

f J = 80

On Legends of Azeroth

To Anvil

2 3 4 5 6 7 8 9 10

f

11 12 13 14 15 16 17 18 19

20 21 22 16 4 38 42 43 44 2 46 47 48

p ff

58 59 60 61 62 63 2

The Dream of Flight

Off To Snare Drum

5 18 15

p f

44 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

mf p mp

Video Games and Music

81 > 82 > 83 > 84 >

85 86 87 > 88 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

29

rit..
Super Mario Bros **3 2 66 59**

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

140 141 **3** 144 145 **5**

Final Fantasy
58
1 **J = 110**
D.C. al Fine
Fine
J = 120
Mii Channel Theme **16 9**

Genshin Impact
20 **23**
1 **J = 82**

Video Games and Music



Video Games and Music

Percussion - Frankie

Arr. Tubbs

Halo
To Bass Drum

$\text{♩} = 80$

$\text{♩} = 125$

On Legends of Azeroth
To Bass Drum

$\text{♩} = 80$

The Dream of Flight

Off 5 To Bass Drum

19 5 9 3 3 12

p mf mf

65 3 4 5 32 5 11

mf f mf p ff

133 2 2 2 3 140 141 143 144 147 148 149 150

J = 100 rit. f ff

Super Mario Bros

3 To 5-Piece Drum Kit

1 4 5 6 7 8 9 2 11 12 13

mf Swing

14 15 16 17 18 19 20

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

Fill

28 29 30 31 32 33 34

35 36 37 38 39 40 41 42

mf Swing

43 44 45 46 47 48 49

50 51 52 53 54 55

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

J = 160 3 mp

Video Games and Music

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

mf

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

f 3 3 3 3 3 3

Final Fantasy

58

1 $\text{♩} = 110$

D.C. al Fine
Fine

Mii Channel Theme

16**9**

1 $\text{♩} = 120$

Genshin Impact

20

1 $\text{♩} = 82$

23

1

Video Games and Music

Percussion - Johnny

Arr. Tubbs

73 **7**

f $\text{♩} = 80$

On Legends of Azeroth

To Tambourine

2 **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23** **15** **4** **38** **42** **43** **44** **45** **46** **47** **48** **49** **50** **51** **52** **53** **54** **55** **56** **57** **58** **59** **60** **61** **62** **63** **2**

ff Single hit w/hard mallet

The Dream of Flight

Off **5** **5** **14** **5** **9** **11** **4** **6** **18** **7** **3** **3** **3** **3** **28** **13** **18** **6** **7** **102** **103** **110** **111** **114** **115** **118** **119** **122**

Single hit w/hard mallet **Single hit w/hard mallet** **Single hit w/hard mallet** **Single hit w/hard mallet**

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

rit..

Super Mario Bros

3 **4** **5** **6** **7** **8** **9** **11** **12** **13** **14** **15** **16** **17** **18** **19** **35** **36** **37** **38** **39** **40** **41** **43** **44**

TEMPLE BLOCK **TEMPLE BLOCK**

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

To Congas

TAMBOURINE

TRIANGLE

CR. CYMB. **MARK TREE**

p

Final Fantasy

58

D.C. al Fine

Fine

Mii Channel Theme

16 **9**

Genshin Impact

To Suspended Cymbal

19

6

14



Video Games and Music

Percussion - Jay

Arr. Tubbs

Halo $\text{♩} = 80$ $\text{♩} = 125$

To Chimes

Legends of Azeroth $\text{♩} = 80$

On To Suspended Cymbal

The Dream of Flight

Off To Chimes

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

Final Fantasy $\text{♩} = 110$

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

16 **9**

Genshin Impact
To Chimes

$\text{♩} = 82$

1 **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **22** **23** **45**

ppp **f**

1

Video Games and Music

Percussion - Kevin

Arr. Tubbs

Halo
To Tam-tam

To Suspended Cymbal

Legends of Azeroth
On To Tam-tam

The Dream of Flight

Off To Tam-tam

Super Mario Bros.

Final Fantasy

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

16 **9**

Genshin Impact
To Glockenspiel

$\text{♩} = 82$

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

p



Video Games and Music

Violin 1

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

On Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

Sheet music for Violin 1, featuring 16 staves of musical notation. The music includes various dynamics (e.g., *mf*, *f*, *ff*, *ppp*) and articulations (e.g., *arco*, *Off*, *div. 3*). The music is divided into sections by measure numbers and section markers (e.g., 16, 17, 18, 2, 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). A section labeled "The Dream of Flight" begins at measure 61. The music concludes with measures 31 through 33.

Measure 1: Violin 1 starts with eighth-note patterns in common time.

Measure 16: Violin 1 continues eighth-note patterns.

Measure 17: Violin 1 continues eighth-note patterns.

Measure 18: Violin 1 continues eighth-note patterns.

Measure 19: Violin 1 starts eighth-note patterns.

Measure 20: Violin 1 continues eighth-note patterns.

Measure 21: Violin 1 continues eighth-note patterns.

Measure 22: Violin 1 continues eighth-note patterns.

Measure 23: Violin 1 continues eighth-note patterns.

Measure 24: Violin 1 continues eighth-note patterns.

Measure 25: Violin 1 continues eighth-note patterns.

Measure 26: Violin 1 continues eighth-note patterns.

Measure 27: Violin 1 starts eighth-note patterns.

Measure 28: Violin 1 continues eighth-note patterns.

Measure 29: Violin 1 continues eighth-note patterns.

Measure 30: Violin 1 continues eighth-note patterns.

Measure 31: Violin 1 starts eighth-note patterns.

Measure 32: Violin 1 continues eighth-note patterns.

Measure 33: Violin 1 continues eighth-note patterns.

Video Games and Music

The sheet music consists of 17 staves of musical notation for Violin 1. The music is in 2/4 time and includes the following dynamics and markings:

- Measure 34: **f**
- Measure 35: **f**
- Measure 36: **-**
- Measure 37: **-**
- Measure 38: **f**
- Measure 39: **mf**
- Measure 40: **V**
- Measure 41: **V**
- Measure 42: **f**
- Measure 43: **f**
- Measure 44: **-**
- Measure 45: **-**
- Measure 46: **-**
- Measure 47: **-**
- Measure 48: **2**
- Measure 49: **-**
- Measure 50: **52**
- Measure 51: **-**
- Measure 52: **-**
- Measure 53: **-**
- Measure 54: **-**
- Measure 55: **mf**
- Measure 56: **V**
- Measure 57: **V**
- Measure 58: **V**
- Measure 59: **mf**
- Measure 60: **-**
- Measure 61: **-**
- Measure 62: **-**
- Measure 63: **-**
- Measure 64: **mp**
- Measure 65: **-**
- Measure 66: **-**
- Measure 67: **-**
- Measure 68: **-**
- Measure 69: **-**
- Measure 70: **-**
- Measure 71: **-**
- Measure 72: **-**
- Measure 73: **mf**
- Measure 74: **-**
- Measure 75: **-**
- Measure 76: **-**
- Measure 77: **-**
- Measure 78: **f**
- Measure 79: **-**
- Measure 80: **-**
- Measure 81: **-**
- Measure 82: **-**
- Measure 83: **V**
- Measure 84: **-**
- Measure 85: **V**
- Measure 86: **-**
- Measure 87: **pp**
- Measure 88: **p**
- Measure 89: **-**
- Measure 90: **-**
- Measure 91: **-**
- Measure 92: **-**
- Measure 93: **-**
- Measure 94: **-**
- Measure 95: **-**
- Measure 96: **mf**
- Measure 97: **-**
- Measure 98: **-**
- Measure 99: **-**
- Measure 100: **-**
- Measure 101: **-**
- Measure 102: **-**
- Measure 103: **ff**
- Measure 104: **-**
- Measure 105: **-**
- Measure 106: **-**

Video Games and Music

Video Games and Music

Violin 1 sheet music for Final Fantasy. The score consists of ten staves of music, each with a key signature of one flat (F#) and a tempo of 110 BPM.

Staff 1: Measures 45-57. Includes dynamics *mf*, *mp*, *mf*, *f*, *rit.*, *mf*, and *arco*.

Staff 2: Measures 58-73. Includes dynamics *mf*, *f*, and *mf*.

Staff 3: Measures 74-88. Includes dynamics *mf*.

Staff 4: Measures 89-103. Includes dynamics *mf*.

Staff 5: Measures 104-118. Includes dynamics *mf*, *f*, and *mf*.

Staff 6: Measures 119-133. Includes dynamics *mf*.

Staff 7: Measures 133-146. Includes dynamics *rit.*, *148*, *149*, and *arco*.

Staff 8: Measures 1-10. Includes dynamics *Final Fantasy*.

Staff 9: Measures 11-19.

Staff 10: Measures 20-29.

Staff 11: Measures 30-39.

Staff 12: Measures 40-50.

Video Games and Music

Sheet music for the Mii Channel Theme, measures 51-58. The key signature is one flat, and the time signature is common time. The music consists of eighth and sixteenth note patterns.

Mii Channel Theme

Sheet music for the Mii Channel Theme, measures 1-8. The key signature is one sharp, and the time signature is common time. The tempo is indicated as $\text{♩} = 120$. The dynamic is *mf*. The music features eighth and sixteenth note patterns.

Sheet music for the Mii Channel Theme, measures 9-15. The key signature is one sharp, and the time signature is common time. The music includes markings for "pizz." (pizzicato) and "arco". The tempo is indicated as $\text{♩} = 120$.

Sheet music for the Mii Channel Theme, measures 16-23. The key signature is one sharp, and the time signature is common time. The music concludes with a "Fine" marking.

Sheet music for the Mii Channel Theme, measures 24-25. The key signature is one sharp, and the time signature is common time. The music ends with a "D.C. al Fine" marking.

Genshin Impact

Sheet music for Genshin Impact, measures 1-26. The key signature is one sharp, and the time signature is common time. The tempo is indicated as $\text{♩} = 82$. The dynamic is *p*. The music features eighth and sixteenth note patterns.

Sheet music for Genshin Impact, measures 27-37. The key signature is one sharp, and the time signature is common time. The music includes slurs and grace notes.

Sheet music for Genshin Impact, measures 38-45. The key signature is one sharp, and the time signature changes to 4/4. The dynamic is *ppp*.

Final measure of the score, consisting of a single blank staff.

Video Games and Music

Violin 2

Arr. Tubbs

Video Games and Music

Violin 2 sheet music with 17 staves:

- Staff 17: Measures 17-20. Dynamics: ***mf***, ***f***.
- Staff 22: Measures 22-31. Dynamics: ***mf***, ***mf***, ***mf***, ***f***.
- Staff 33: Measures 33-39. Dynamics: ***mf***, ***f***.
- Staff 40: Measures 40-42. Key signature changes to **G major**.
- Staff 43: Measures 43-46. Key signature changes to **A major**.
- Staff 47: Measures 47-50.
- Staff 51: Measures 51-53.
- Staff 54: Measures 54-57.
- Staff 58: Measures 58-60. Key signature changes to **E major**.
- Staff 61: Measures 61-63. Dynamics: ***ff***. Key signature changes to **C major**.
- Staff 64: Measure 1: **Off** (green text), **arco**. Measure 2: ***p***. Measure 3: ***ff***.
- Staff 65: Measures 4-7. Key signature changes to **B major**.
- Staff 66: Measures 8-10. Key signature changes to **A major**.

Video Games and Music

The sheet music consists of 15 staves of musical notation for Violin 2. The key signature changes frequently, including sections in G major, F major, E major, D major, C major, B major, A major, G major, F major, E major, D major, C major, B major, A major, G major, and F major. Measure numbers are indicated above each staff. Dynamic markings include *mf*, *f*, and *p*. Measure 24 features a fermata over measures 26-28. Measure 35 has a grace note. Measure 46 contains an 8th-note grace. Measure 50 has a grace note. Measure 56 has a grace note.

Video Games and Music

Sheet music for Violin 2, featuring 18 staves of musical notation. The music is in 2/4 time, mostly in E-flat major (indicated by a key signature of three flats). The notation includes various note heads (solid, hollow, stems up, stems down), rests, and dynamic markings such as *p*, *mp*, *f*, *mf*, *ff*, *pp*, and *fff*. Performance instructions include slurs, grace notes, and a fermata over measure 123. Measure numbers are provided above each staff, and a measure count of '8' appears in measure 87.

Violin 2

150

Video Games and Music

Super Mario Bros

$\text{♩} = 100$ arco
tremolo

Final Fantasy

$\text{♩} = 110$ arco

Video Games and Music

Violin 2 sheet music showing measures 11 through 47. The music is in common time, key signature is one flat. Measures 11-19 show eighth-note patterns. Measures 20-28 show sixteenth-note patterns. Measures 29-37 show eighth-note patterns. Measures 38-47 show sixteenth-note patterns.

Mii Channel Theme

Violin 2 sheet music showing measures 1 through 16. The music is in common time, key signature is one sharp. Measure 1 starts with a rest. Measures 2-4 show eighth-note patterns with dynamic *mf*. Measures 5-8 show eighth-note patterns. Measures 9-16 show eighth-note patterns with dynamics *arco* and *pizz.*

Fine

Violin 2 sheet music showing measures 17 through 24. The music is in common time, key signature is one sharp. Measures 17-24 show eighth-note patterns.

D.C. al Fine

Violin 2 sheet music showing measure 25. The music is in common time, key signature is one sharp. Measure 25 shows eighth-note patterns.

Genshin Impact

Violin 2 sheet music showing measures 1 through 45. The music is in common time, key signature is one sharp. Measure 1 starts with a rest. Measures 2-17 show eighth-note patterns. Measures 18-21 show sixteenth-note patterns. Measures 22-31 show eighth-note patterns. Measures 32-45 show eighth-note patterns with dynamics *p* and *ppp*.

Blank first page of the sheet music.

Video Games and Music

Violin 3

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$ $\text{♩} = 125$

On Legends of Azeroth

$\text{♩} = 80$

Video Games and Music

Violin 3

The sheet music consists of 15 staves of musical notation for Violin 3. The music is primarily in common time, with some sections in 3/4 and 2/4 time. Key signatures vary from one sharp to three sharps. Dynamics include *mp*, *f*, *mf*, *ff*, and *pp*. Articulations include slurs, grace notes, and accents. Performance instructions include *arco*, *div.*, and *Off The Dream of Flight*. Measure numbers are provided at the beginning of each staff.

Measure numbers: 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, 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.

Off The Dream of Flight

2

Video Games and Music

The sheet music consists of 18 staves of musical notation for Violin 3. The music is primarily in common time, with some sections in 16th-note time. The key signature varies between G major (one sharp) and E major (no sharps or flats). The notation includes eighth and sixteenth notes, with various rests and dynamics. Key performance instructions (Pisces) include:

- 41**: Standard dynamic.
- 42**: Standard dynamic.
- 43**: Standard dynamic.
- 44**: Key change to E major (no sharps or flats).
- 45**: Standard dynamic.
- 46**: Key change to B-flat major (two flats).
- 47**: Standard dynamic.
- 48**: Standard dynamic.
- 49**: Standard dynamic.
- 50**: Standard dynamic.
- 51**: Standard dynamic.
- 52**: Standard dynamic.
- 53**: Standard dynamic.
- 54**: Standard dynamic.
- 55**: Standard dynamic.
- 56**: Standard dynamic.
- 57**: Standard dynamic.
- 58**: Standard dynamic.
- 59**: Standard dynamic.
- 60**: Standard dynamic.
- 61**: Dynamic ***mf***.
- 62**: Standard dynamic.
- 63**: Standard dynamic.
- 64**: Dynamic ***mp***.
- 65**: Standard dynamic.
- 66**: Standard dynamic.
- 67**: Standard dynamic.
- 68**: Standard dynamic.
- 69**: Standard dynamic.
- 70**: Standard dynamic.
- 71**: Standard dynamic.
- 72**: Standard dynamic.
- 73**: Standard dynamic.
- 74**: Standard dynamic.
- 75**: Standard dynamic.
- 76**: Measure number.
- 77**: Measure number.
- 78**: Measure number.
- 79**: Measure number.
- 80**: Measure number.
- 81**: Measure number.
- 82**: Measure number.
- 83**: Measure number.
- 84**: Measure number.
- 85**: Measure number.
- 86**: Measure number.
- 87**: Measure number.
- 103**: Dynamic ***mp***.
- 104**: Standard dynamic.
- 105**: Standard dynamic.
- 106**: Standard dynamic.
- 107**: Standard dynamic.
- 108**: Standard dynamic.
- 109**: Standard dynamic.
- 110**: Standard dynamic.
- 111**: Standard dynamic.
- 112**: Standard dynamic.
- 113**: Standard dynamic.
- 114**: Standard dynamic.

Video Games and Music

The image shows a page of sheet music for a piece titled "Super Mario Bros". The music is written for a single instrument and consists of ten staves of musical notation. The first staff starts at measure 115 and ends at measure 118. Measures 119 through 125 follow, with dynamics *pp*, *mp*, and *mf*. Measures 126 through 135 continue, with a dynamic *ff* indicated. Measures 136 through 145 follow, with a dynamic *f*. Measure 146 starts with a tempo of $\text{♩} = 100$, followed by *arco*, *tremolo*, *rit.*, *pizz.*, and *arco* again. Measures 147 through 150 follow. The title "Super Mario Bros" is written in blue text above the staff. Measures 15 through 24 follow, with dynamics *mp* and *mf*. Measures 25 through 39 follow, with dynamics *mf* and *mp*. Measures 40 through 47 follow, with dynamics *f* and *mf*. Measures 48 through 61 follow, with dynamics *mf* and *mf*. Measures 62 through 75 follow, with dynamics *mf*, *f*, and *div.*. Measures 77 through 90 follow, with dynamics *mf*.

Video Games and Music

Violin 3

Final Fantasy

Sheet music for Final Fantasy featuring two staves of violin music. The first staff starts at measure 91 and ends at measure 149. The second staff starts at measure 1 and ends at measure 52. The music includes dynamic markings like *mf*, *f*, *p*, and *div.*. The tempo is indicated as $\text{♩} = 110$.

Mii Channel Theme

Sheet music for the Mii Channel Theme, starting at measure 53. It includes a dynamic marking *D.C. al Fine* and a tempo of $\text{♩} = 120$. The section ends with a *Fine* at measure 58.

Genshin Impact

Sheet music for Genshin Impact, starting at measure 1. The tempo is indicated as $\text{♩} = 82$. Measures 1 through 17 are shown, followed by measures 20, 22, 23, and 28.

Video Games and Music

Cello 1

Arr. Tubbs

Halo

$\text{♩} = 80$

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

$\text{♩} = 80$

$\text{♩} = 90$

On **Legends of Azeroth**

$\text{♩} = 80$

$\text{♩} = 90$

Video Games and Music

16 17 18 19 20

2

Off The Dream of Flight

1 2

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

28 29 30 31

Video Games and Music

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

60 61 62 63 64 65 66 67 68 div.

69 70 71 72 73 74 75 76 80 81

82 83 84 85 86 87 95 96 97 98

99 100 101 102 103 104

105 106 107 108

109 110 111 112

113 114 115 116

Video Games and Music

Video Games and Music

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 *p* *div.*

Final Fantasy

1 110 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

J = 120

Mii Channel Theme

1 2 3 4 5 6 7 8

mf

9 10 pizz. 11 arco 12 13 14 15

16 17 18 19 20 21 22 23

Fine *f*

The image shows two musical scores. The top section, titled 'Final Fantasy', consists of six staves of music for cello. It includes dynamic markings like 'f' and 'p', tempo changes (e.g., 'J = 110', 'div.'), and performance instructions ('3 arco', 'arco'). The bottom section, titled 'Mii Channel Theme', also consists of six staves for cello. It includes a tempo marking 'J = 120', dynamics like 'mf', and performance instructions like 'pizz.' and 'arco'. Both sections feature various time signatures and key changes throughout the staves.

D.C. al Fine

24 25

Genshin Impact

$\text{♩} = 82$

14

p

1 2 16 17 18 19 20 21 22 23 24 25 26 27

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

p

1

Video Games and Music

Cello 2

Arr. Tubbs

Halo

$\text{♩} = 80$

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

p

ff

sfs

sfs

ff

sfs

sfs

ff

p

On

Legends of Azeroth

$\text{♩} = 80$

$\text{♩} = 80$

$\text{♩} = 90$

f

mf

f

mf

f

mf

f

Video Games and Music

Sheet music for cello, featuring ten staves of music. The music includes various dynamics such as *p*, *mp*, *f*, *ff*, and *mf*. Performance instructions like "arco" and "div." are also present. A title "Off The Dream of Flight" is written in purple ink across the 63rd measure.

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 f
39 40 41 42
43 44 45 46
47 48 49 50
51 52 53 54
55 56 57 58
59 60 61 62 ff 63 2
1 Off The Dream of Flight arco 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 mf
32 33 34 35

Video Games and Music

This page contains 12 staves of sheet music for bassoon, starting at measure 36 and ending at measure 123. The music is in 3/4 time, with a key signature of three flats. Measure 36 begins with a sixteenth-note pattern. Measures 37-39 show eighth-note patterns. Measures 40-43 continue the eighth-note patterns. Measures 44-47 show eighth-note patterns. Measures 48-51 show eighth-note patterns. Measures 52-56 show eighth-note patterns, with measure 56 ending with a fermata. Measures 57-60 show eighth-note patterns. Measures 61-68 show eighth-note patterns, with measure 68 leading to a dynamic marking of *mf*. Measures 69-76 show eighth-note patterns, with measure 76 leading to a dynamic marking of *f*. Measures 77-81 show eighth-note patterns. Measures 82-98 show eighth-note patterns, with measure 82 leading to a dynamic marking of *pp*, measure 83 leading to a dynamic marking of *< >*, measure 84 leading to a dynamic marking of *mp*, measure 85 leading to a dynamic marking of *mf*, and measure 86 leading to a dynamic marking of *mp*. Measures 99-104 show eighth-note patterns. Measures 105-108 show eighth-note patterns. Measures 109-112 show eighth-note patterns. Measures 113-116 show eighth-note patterns. Measures 117-123 show eighth-note patterns.

Video Games and Music

124 125 126 127 128 129 130 131 132 133

134 135 136 137 138 139 140 141

142 143 144 145

146

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

Super Mario Bros
tremolo cresc. - - - f³ pizz. mf

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

8 43 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 94 95 96 97 98

Video Games and Music

Musical score for Final Fantasy, page 1. The score consists of two staves of bass clef music. Measure numbers 99 through 118 are shown above the top staff. Dynamics include *mf* and *mp*. Measures 100-101 show a melodic line with eighth notes. Measures 102-104 show eighth-note pairs. Measures 105-118 show eighth-note pairs.

Musical score for Final Fantasy, page 2. The score continues with two staves of bass clef music. Measure numbers 119 through 134 are shown above the top staff. Dynamics include *mf*. Measures 120-121 show eighth-note pairs. Measures 122-125 show eighth-note pairs. Measures 126-134 show eighth-note pairs.

Musical score for Final Fantasy, page 3. The score continues with two staves of bass clef music. Measure numbers 135 through 141 are shown above the top staff. Measures 135-141 show eighth-note pairs.

Musical score for Final Fantasy, page 4. The score continues with two staves of bass clef music. Measure numbers 142 through 149 are shown above the top staff. Measures 142-143 show eighth-note pairs. Measures 144-145 show eighth-note pairs. Measures 146-147 show eighth-note pairs. Measures 148-149 show eighth-note pairs.

Final Fantasy

Musical score for Final Fantasy, page 5. The score consists of two staves of bass clef music. Measure numbers 1 through 17 are shown above the top staff. Measure 1 starts with a single note followed by a rest. Measures 2-3 show eighth-note pairs. Measure 4 shows a sixteenth-note pattern. Measures 5-6 show eighth-note pairs. Measures 7-8 show eighth-note pairs. Measures 9-10 show eighth-note pairs. Measures 11-12 show eighth-note pairs. Measures 13-14 show eighth-note pairs. Measures 15-16 show eighth-note pairs. Measures 17-18 show eighth-note pairs.

Musical score for Final Fantasy, page 6. The score consists of two staves of bass clef music. Measure numbers 18 through 26 are shown above the top staff. Measures 18-26 show eighth-note pairs.

Musical score for Final Fantasy, page 7. The score consists of two staves of bass clef music. Measure numbers 27 through 39 are shown above the top staff. Measures 27-39 show eighth-note pairs.

Musical score for Final Fantasy, page 8. The score consists of two staves of bass clef music. Measure numbers 40 through 51 are shown above the top staff. Measures 40-51 show eighth-note pairs.

Musical score for Final Fantasy, page 9. The score consists of two staves of bass clef music. Measure numbers 52 through 58 are shown above the top staff. Measure 52 starts with a sixteenth-note pattern. Measures 53-54 show eighth-note pairs. Measures 55-56 show eighth-note pairs. Measures 57-58 show eighth-note pairs.

Mii Channel Theme

Musical score for Mii Channel Theme, page 1. The score consists of two staves of bass clef music. Measure numbers 1 through 8 are shown above the top staff. Measure 1 starts with a rest. Measures 2-3 show eighth-note pairs. Measures 4-5 show eighth-note pairs. Measures 6-7 show eighth-note pairs. Measures 8-9 show eighth-note pairs.

Musical score for Mii Channel Theme, page 2. The score consists of two staves of bass clef music. Measure numbers 9 through 17 are shown above the top staff. Measures 9-17 show eighth-note pairs.

Fine

Musical score for Mii Channel Theme, page 3. The score consists of two staves of bass clef music. Measure numbers 18 through 24 are shown above the top staff. Measures 18-24 show eighth-note pairs.

Musical score for Mii Channel Theme, page 4. The score consists of two staves of bass clef music. Measure numbers 25 through 25 are shown above the top staff. Measure 25 starts with a sixteenth-note pattern. Measures 26-27 show eighth-note pairs. Measures 28-29 show eighth-note pairs. Measures 30-31 show eighth-note pairs. Measures 32-33 show eighth-note pairs. Measures 34-35 show eighth-note pairs. Measures 36-37 show eighth-note pairs. Measures 38-39 show eighth-note pairs.

Genshin Impact

A musical score for the Cello 2 part of Genshin Impact. The score consists of three staves of music. The first staff starts at measure 1 with a tempo of ♩ = 82, a key signature of one sharp, and a time signature of 3/4. Measure 1 contains a single note followed by a fermata. Measures 2 through 27 show various rhythmic patterns including eighth and sixteenth notes, often with grace notes and slurs. Measure 27 ends with a fermata. The second staff begins at measure 28, continuing the rhythmic patterns established in the first staff. Measure 37 is preceded by a fermata. The third staff begins at measure 1 and consists of a single measure of rest.

Video Games and Music

Contrabass 1

Arr. Tubbs

$\text{♩} = 80$

Halo
(ord.)

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

$\text{♩} = 125$ col legno

mf

ff

arco

sfz

f

(arco) marc.

f

sfz

f

2

$\text{♩} = 90$

3

3

$\text{♩} = 80$

Legends of Azeroth

On

div.

unis.

Off

The Dream of Flight

arco

mf

32

36

Video Games and Music

This image shows a page of sheet music for a bassoon part, consisting of 14 staves of musical notation. The music is in 4/4 time and uses a bass clef. The key signature changes frequently, indicated by a mix of sharps and flats. The music includes various dynamics such as *p*, *f*, *mf*, *pp*, *ff*, and *fff*. Performance instructions like *rit.* (ritardando), *arco*, and *pizz.* (pizzicato) are also present. The music is numbered from 40 to 150. A tempo marking of $\text{♩} = 100$ is shown at the bottom left, along with a dynamic instruction *cresc.* (crescendo). The title "Super Mario Bros" is written in blue ink across the bottom of the page.

Video Games and Music

22 23 24 25 26 27 28 29 30

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

pizz. 43 44 51 52 53 54 55 56 57

mf 7

58 59 60 61 62 63 64 65 66

67 arco 68 69 70 71 72 73 74 75 78 79 80

f 3 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

148 149

Final Fantasy

1 **8** **pizz.**

f

J = 116

Video Games and Music

Musical score for Video Games and Music, page 1. Measures 19-28. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 24 features a bassoon part with a sixteenth-note pattern. Measure 25 has a dynamic instruction 'p' (piano).

Musical score for Video Games and Music, page 1. Measures 29-40. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 33 has a dynamic instruction 'f' (forte). Measure 37 has a dynamic instruction 'p' (piano).

Musical score for Video Games and Music, page 1. Measures 41-54. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 51 has a dynamic instruction 'p' (piano). Measure 53 has a dynamic instruction 'f' (forte).

Musical score for Mii Channel Theme, page 1. Measures 55-58. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 56 has a tempo marking '♩ = 120'. Measure 57 has a dynamic instruction 'mf' (mezzo-forte).

Mii Channel Theme

Musical score for Mii Channel Theme, page 1. Measures 1-8. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 4 has a dynamic instruction 'f' (forte). Measure 8 has a dynamic instruction 'p' (piano).

Musical score for Mii Channel Theme, page 1. Measures 9-17. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 17 has a dynamic instruction 'p' (piano). The section ends with a 'Fine' instruction.

Musical score for Genshin Impact, page 1. Measures 18-24. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 19 has a dynamic instruction 'mf' (mezzo-forte). Measure 21 has a dynamic instruction 'p' (piano). Measure 23 has a dynamic instruction 'f' (forte).

Musical score for Genshin Impact, page 1. Measure 25. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). The section ends with a 'D.C. al Fine' instruction.

Genshin Impact

Musical score for Genshin Impact, page 1. Measures 1-32. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 1 has a tempo marking '♩ = 82'. Measure 14 has a dynamic instruction 'p' (piano). Measures 29-32 have a dynamic instruction 'p' (piano).

Musical score for Genshin Impact, page 1. Measures 33-45. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C'). Measure 37 has a dynamic instruction 'p' (piano). Measure 45 has a dynamic instruction 'f' (forte).

Musical score for Contrabass 1, page 1. Measure 1. Key signature: B-flat major (two flats). Time signature: Common time (indicated by 'C').

Video Games and Music

Contrabass 2

Arr. Tubbs

Halo sul pont.

Legends of Azeroth

On div.

J = 80

J = 125 col legno

p

mf

ff

arco

(arco) marc.

sfpz

f

2

3

J = 90

sul pont.

pp

f

3

J = 80

2025-02-24

Video Games and Music

unis.

The Dream of Flight

Off

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

51 52 53 54 55 56 57

58 59 60 61 62 63 64

mf

mp

f

pp

pp

pp

mf

mp

mf

mp

Video Games and Music

68

69 70 71 72 73 74 75 76 77 78 79

80 81 82 83 84 85 86 87 95 96 97 98

8

99 100 101 102 103 104 105 106

107 108 109 110 111 112 113

114 115 116 117 118 119 120 121 122

123 124 125 126 127 128 129 130 131 132 133

134 135 136 137 138 139 140 141

142 143 144 145 146 147 148 149 150

rit.

Super Mario Bros

1 3 arco 4 5 6 7 3 8 9 10 pizz. 11 12 19 20 21

mf cresc. > mf mf

22 23 24 25 26 27 28 29 30

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

mf < f

42 pizz. 43 7 44 51 52 53 54 55 56 57

mf

58 59 60 61 62 63 64 65 66

Video Games and Music

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

81 82 83 84 85 86 87 88 89 90 91 92
 93 94 95 96 97 98 99 100 101 102 103 104
 105 106 107 108 109 110 111 112 113 114 115 116
 117 118 119 120 121 122 123 124 125 126 127 128
 129 130 131 132 133 134 135 136 137 138
 139 140 141 142 143 144 145 146 147
 148 149
 pizz.
Final Fantasy
 1 = 118
 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 53 54
 55 56 57 58

D.C. al Fine
Fine
 $\text{♩} = 120$
Mii Channel Theme
16 9

1 17

Genshin Impact
 $\text{♩} = 82$
14

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

p < //

33 34 35 36 37 38 42 43 44 45

p

1