

WOODWINDS

BRASS

PERCUSSION

STRINGS

Flute 1 (p.33)

Flute 2 (p.35)

Clarinet 1 (p.37)

Clarinet 2 (p.39)

Clarinet 3 (p.41)

Bass Clarinet (p.43)

Alto Sax 1 (p.45)

Alto Sax 2 (p.47)

Alto Sax 3 (p.49)

Tenor Sax (p.51)

Bassoon (p.53)

F Horn 1 (p.56)

Horn in F 2 (p.58)

Trumpet 1 (p.61)

Trumpet 2 (p.63)

Trumpet 3 (p.65)

Trombone 1 (p.67)

Trombone 2 (p.69)

Euphonium (p.72)

Tuba (p.75)

Timpani (p.77)

Piano (p.79)

Vibraphone (p.84)

Jacky (p.86)

Tiger (p.88)

Frankie (p.90)

Johnny (p.92)

Jay (p.94)

Kevin (p.95)

Violin 1 (p.96)

Violin 2 (p.100)

Violin 3 (p.104)

Cello 1 (p.108)

Cello 2 (p.112)

Contrabass 1 (p.116)

Contrabass 2 (p.119)

Video Games and Music

Arr. Tubbs

2

17

[20]

S.

A.

Fl. 1

Fl. 2

A. Sax. 1

A. Sax. 2

Timp.

Pno.

Ch. Toms

BD

Con.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

27 = 28

S.

A.

Fl. 1

Fl. 2

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Tbn.

Tbn. 2

Euph.

Timp.

Pno.

Ch. Toms

BD

Con.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

32

36

Fl. 1
Fl. 2
Cl. in Bb 1
Cl. in Bb 2
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
T. Sax.
Bsn.
Hn. in F
Hn. in F 2
Tbn.
Tbn. 2
Euph.
Thba.
Timp.
Pno.
Aurora
Ch. Toms
Tiger
BD
Con.
Cme.
Sus. Cym.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

42

Measure 36: Sustained notes (eighth and sixteenth), followed by rhythmic patterns involving eighth and sixteenth notes. Measure 42: Dynamics (mf, f), articulations (sfz, sfz, sfz), and performance instructions (To Snare Drum, To Tam-tam). Various instruments play sustained notes or rhythmic patterns throughout the measures.

45

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
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
Ch. Toms
BD
Con.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

46

50

6

d = 80 Legends of Azeroth

Clarinet in B \flat 1

Bass Clarinet

Bassoon

Horn in F

Horn in F 2

Trombone

Trombone 2

Euphonium

Tuba

Timpani

Piano

Anvil

Bass Drum

Suspended Cymbal

Chimes

Tam-tam

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

9

This page contains two staves of a musical score. The top staff includes parts for Clarinet in B♭ 1, Clarinet in B♭ 2, Bassoon (B. Cl.), Alto Saxophone 1 (A. Sax. 1), Alto Saxophone 2 (A. Sax. 2), Alto Saxophone 3 (A. Sax. 3), Bassoon (Bsn.), Horn in F (Hn. in F), Horn in F 2 (Hn. in F 2), Trombone (Thbn.), Trombone 2 (Thbn. 2), Euphonium (Euph.), Tuba (Tba.), Timpani (Timp.), Piano (Pno.), Anvil (Anv.), Bass Drum (BD), Tambourine (Tamb.), and Suspended Cymbal (Sus. Cym.). The bottom staff includes parts for Violin 1 (Vln. 1), Violin 2 (Vln. 2), Violin 3 (Vln. 3), Cello 1 (Vc. 1), Cello 2 (Vc. 2), Double Bass 1 (Cb. 1), and Double Bass 2 (Cb. 2). The score features various dynamic markings such as ff, fp, mf, and f, along with performance instructions like slurs and grace notes.

10

17

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.

Timp.

Pno.

Anv.

BD

Tamh.

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

19

29

Fl. 1

Fl. 2

Cl. in B_b 1

Cl. in B_b 2

Cl. in B_b 3

B. Cl.

A. Sax. 1

A. Sax. 2

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tba.

Pno.

BD

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

12

39

Fl. 1 *mf*

Fl. 2 *mf*

Cl. in B_b 1

Cl. in B_b 2

B. Cl.

A. Sax. 1

A. Sax. 2

Ban. *mp*

Hn. in F

Hn. in F 2

Thbn. *p*

Thbn. 2 *p*

Euph.

Tba. *p*

Timp.

Pno. *mf*

Anv. *p*

BD

Tamb.

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

49

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
Tpt. in B_b 1
Tpt. in B_b 2
Tpt. in B_b 3
Thbn.
Thbn. 2
Euph.
Tba.
Timpani
Pno.
Aurora
Ch. Toms
Anv.
BD
Tamb.
Sus. Cym.
Tam
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

14

58

S.

A.

B.

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

Tpt. in B_b 1

Tpt. in B_b 2

Tpt. in B_b 3

Tbn.

Tbn. 2

Euph.

Tha.

Tim.

Pno.

Aurora

Mrm.

BD

Tamb.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

The Dream of Flight

Piano

Percussion - Aurora

Snare Drum

Bass Drum

Suspended Cymbal

To Chimes

Chimes

Violin 1

Violin 2

Violin 3

Violoncello 1

Violoncello 2

Contrabass 1

Contrabass 2

10

S.

A.

Pno.

Aurora

Sus. Cym.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

U - na vol - ta che - a-vrai

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

19

S.

A.

Fl. 2

Tim.

Pno.

Aurora

SD

BD

Sus. Cym.

Cme.

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

Sgvar - do ver - so II ciel sa-prai

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

U - na vol - ta che - a-vrai

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

U - na vol - ta che - a-vrai

p

f

mp

f

mf

mf

mf

mf

v v

f

16

29

S. Spie - ca - toJl vo - lo de - ci - de - rai. Sguar - do ver - soJl ciel - sa - prai -
A. Spie - ca - toJl vo - lo de - ci - de - rai. Sguar - do ver soJl ciel - sa prai -
Fl. 1
Fl. 2 f Svb Until Rehearsal Mark C, if desired f
Timp.
BD
Sus. Cym. Single hit w/hard mallet
Vln. 1 mf v v v v
Vln. 2 f v v v v
Vln. 3 f v v v v
Vc. 1
Vc. 2
Cb. 1
Cb. 2

37

S. Li a ca - saJl cuo - re sen - ti - rai. Pren - de - rà II
A. Li a ca - saJl cuo - re sen - ti - rai. Pren - de - rà II
Fl. 1
Fl. 2 f
Hn. in F
Hn. in F 2
Tbn.
Tbn. 2
Euph.
Tba.
Tim.
Aurora
Mrm.
BD
Tam
Vln. 1 af
Vln. 2 af
Vln. 3
Vc. 1
Vc. 2
Cb. 1
Cb. 2

45

S. pri - mo vo - lo Ver - so II so - le II gran - deuc cel lo Sor - vo - lan - do II

A. pri - - mo vo - lo Ver - so II so - le II gran - - deuc ce - lo Sor - vo - lan - do II

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

Score details: The score is in 2/4 time, key signature is B-flat major (two flats). The vocal parts (Soprano, Alto) sing in unison. The instrumental parts include woodwind (Flute 1, Flute 2, Horn in F, Horn in F2, Trombone, Trombone 2, Euphonium, Bass Trombone), brass (Timpani, Aurora, Merm., BD, Cme., Tam), and strings (Violin 1, Violin 2, Violin 3, Viola 1, Viola 2, Cello 1, Cello 2). Dynamics and performance instructions are included in the score, such as *f*, *mf*, and *mf*.

S. gran - de mon - te Cec - ce-ri Ri - em-pen - do L'u - ni - ver - so di stu - po - re E Glo - ri - a Spic ca-to, II vo - lo

A. 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 Spic - ca-to, II vo - lo

Fl. 1 mf

Fl. 2 mf

Ci. in Bb 1 mf

Ci. in Bb 2 mf

Ci. in Bb 3 mf

B. Cl. mp

A. Sax. 1 mp

A. Sax. 2 mp

A. Sax. 3 mp

Bsn. mf

Tbn. mp

Tbn. 2 mp

Tba. mp

Timp. p < f

Pno. mp

Aurora

Mrm. mp

SD

Sus. Cym. mf

Single hit w/hard mallet

Vln. 1 mf

Vln. 2 mf

Vln. 3 mf

Vc. 1 mf

Vc. 2 mf

Ch. 1 mf

Ch. 2 mf

63

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

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

Fl. 1 *mf*

Fl. 2 *mf*

Cl. in B_b 1 *mf*

Cl. in B_b 2 *mf*

Cl. in B_b 3 *mf*

B. Cl.

Bsn. *mf*

Tba.

Timp. *p*

Pno.

SD

BD *mf*

Sus. Cym.

Cme. *p*

Vln. 1 *mp*

Vln. 2 *mp*

Vln. 3 *mp*

Vc. 1 *mp* div.

Vc. 2 *mp* div.

Cb. 1 *mp*

Cb. 2 *mp*

These two measures 8va if desired

75 "A New Course"

Small notes covered by Piccolo, play them if you want to.

Fl. 1

Fl. 2

Cl. in B₃ 1

Cl. in B₃ 2

Cl. in B₃ 3

B. Cl.

A. Sax. 1

A. Sax. 2

A. Sax. 3

T. Sax.

Bsn.

Hn. in F

Hn. in F 2

Tpt. in B₃ 1

Tpt. in B₃ 2

Tpt. in B₃ 3

Tbn.

Thn. 2

Euph.

Tha.

Timp.

SD

BD

Vin. 1

Vin. 2

Vin. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

85

S. *pp* *p*
Mm. *pp* *p*
Mm. *pp* *p*
Loo loo loo loo loo loo
Mm. *pp* *p*
Mm. *pp* *p*
Loo loo loo loo loo loo

Fl. 2 *mp*
mp
mp
mp

Cl. in B_b 1 *mp*
mp
mp

Cl. in B_b 2 *mp*
mp
mp

Cl. in B_b 3 *mp*
mp
mp

B. Cl. *mf* *mp*
mp

A. Sax. 1 *mp*
mp

A. Sax. 2 *mp*
mp

A. Sax. 3 *mp*
mp

T. Sax. *mp*
mp

Bsn. *mp*
mp

Hn. in F *mp*
mp

Hn. in F 2 *mp*
mp

Euph. *mf*
mf

Timp.

Pno. *pp* *p* *mp*
mp

Aurora *mp*
mp

Mrm.

SD *pp* *p* *pp* *p*
pp *p*

Sus. Cym. Single hit w/hard mallet
p

Cme. *p*

Vln. 1 *pp* *p*
pp *p*
pp *p*

Vln. 2 *pp* *p*
pp *p*
pp *p*

Vln. 3 *pp* *p*
pp *p*
pp *p*

Vc. 1 *mp* *mf*
mp *mf*

Vc. 2 *mp* *mf*
mp *mf*

Cb. 1 *mp* *mf*
mp *mf*

Cb. 2 *mp* *mf*
mp *mf*

96

S. Loo loo loo loo loo loo loo
A. Loo loo loo loo loo loo loo
Fl. 1
Fl. 2
Cl. in B₃ 1
Cl. in B₃ 2
Cl. in B₃ 3
B. Cl.
A. Sax. 1
A. Sax. 2
A. Sax. 3
T. Sax.
Bsn.
Hn. in F
Hn. in F 2
Tpt. in B₃ 1
Tpt. in B₃ 2
Tpt. in B₃ 3
Tha.
Timp.
Pno.
Aurora
SD
Sus. Cym.
Vln. 1
Vln. 2
Vln. 3
Vc. 1
Vc. 2
Ch. 1
Cb. 2

L'uo - - - mo - - - ver - - - ria - - -
L'uo - - - mo - - - ver - - - ria - - -
And back to "Sogno di Volare"

105

S. -ta - to dal - - la su - a cre - a - zio - ne Co - - me gli_ue cel - li

A. -ta - to dal - - la su - a cre - a - zio - ne Co - - me gli_ue cel - li

Timpani

Aurora

SD

BD

Sus. Cym.

Vln. 1 mf

Vln. 2 ff

Vln. 3 ff

Vc. 1 ff

Vc. 2 ff

Cb. 1

Cb. 2

Single hit w/hard mallet

113

S. *p* *mf*
ver so II cie - - - - lo Oo Ri - em pend
A. *p* *mf*
ver so II cie - - - - lo Oo Ri - em pend
B. Cl. *p*
Bsn. *p*

Hn. in F *mf*
Hn. in F 2 *mf*
Tpt. in Bb 1 *mp*
Tpt. in Bb 2 *mp*
Tpt. in Bb 3 *mp*
Tbn. *mf*
Tbn. 2 *mf*
Euph. *p*
Tba. *p*

Tim. *mp* *f*

Aurora *p*
Mrm. *pp*
SD *p*
BD *p*
Sus. Cym. *mf* *p* *mf*

Vln. 1 *v* *pp* *p* *mf*
Vln. 2 *f* *pp* *mp*
Vln. 3 *pp* *mp*
Vc. 1 *mp*
Vc. 2 *mp*
Cb. 1 *p* *mf*
Cb. 2 *p* *mf*

123

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

A. *I'u - ni - ver-so di stu - po - re E Glo - ri - a* *U - na vol ta che - a - vrai* *Spie - ca - to Il vo - lo de - ci - de - rai*

Fl. 1

Fl. 2 *s8va until rehearsal mark J, if desired.*

Cl. in Bb 1 *mp*

Cl. in Bb 2 *mp*

Cl. in Bb 3 *mp*

B. Cl.

A. Sax. 1 *mp*

A. Sax. 2 *mp*

A. Sax. 3 *mp*

T. Sax. *mp*

Bsn.

Hn. in F

Hn. in F 2

Tpt. in Bb 1 *f*

Tpt. in Bb 2 *f*

Tpt. in Bb 3 *f*

Tbn.

Tbn. 2

Euph.

Tba. *All accented notes until rehearsal mark J: 8vb if you feel like it.*

Timp.

Pno.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1 *pp*

Vln. 2

Vln. 3

Vc. 1 *mf*

Vc. 2

Cb. 1

Cb. 2

135

S. Sgur - do ver - so_ll ciel sa - prai Li a ca - sa_ll cuo - re sen - ti - rai

A. Sgur - do ver - so_ll ciel sa - prai Li a ca - sa_ll cuo - re sen - ti - rai

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

Thbn.

Tbn. 2

Euph.

Tba.

Timp.

Pno.

Aurora

Mrm.

BD

Cme.

Tam

Vln. 1

Vln. 2

Vln. 3

Vc. 1

Vc. 2

Cb. 1

Cb. 2

(Opt. Lower Octave for Trigger/Bass Trombone)

(Opt. Lower Octave for Trigger/Bass Trombone)

(Opt. Lower Octave for 4-valve Instrument)

Video Games and Music

Choir - Soprano

Arr. Tubbs

Halo **Legends of Azeroth**

The Dream of Flight

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

ne - xo

U-na vol-ta che_ a-vrai **Spicca-to Il vo - lo de-ci - de-**
-rai **Sgua-do ver-so Il ciel_ sa-prai** **Li a ca-sa Il cuo-re sen - ti - rai**

U-na vol-ta che_ a-vrai **Spic-ca-to Il vo - lo de-ci - de - rai** **Sgua-do ver-so Il**

ciel_ sa-prai **Li a ca-sa Il cuo-re sen - ti - rai** **Pren-de - rà Il pri - mo**

vo - lo **Ver-so Il so-le Il gran - de uc cel lo** **Sor-vo - lan-do Il gran - demon-te**

Cec - ce-ri **Ri - em-pendo L'u - ni - ver-so di stu-po-re E Glo - ri-a** **Spic ca-to Il vo -**

lo **Al-lo-ra de - ci - de-rai** **Sgua-do ver-so Il ciel_ sa-prai**

Lì a ca-sa Il cuo-re sen - ti - rai **Mm**

Video Games and Music

Video Games and Music

Choir - Alto

Arr. Tubbs

Halo

Legends of Azeroth

The Dream of Flight

11 12 8 4 20 28 32 10 42 4 46 4 50 8 58 11 11 69

9 19

8 10 16 4 2 14

ne - xo

5 4 12 6 7 11 p

U-na vol ta che_ a - vrai

Spicca-to Ilvo - lo de-ci - de - rai

Sguardo verso Il ciel_ sa-prai

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

17 18 19 20 21 22 23 24 25 26

mf

U-na vol-ta che_ a - vrai

Spicca-to Ilvo - lo de-ci - de - rai

Sguardo verso Il

36 37 38 39 40 41 42 43 44 45

ciel_ sa-prai

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

Pren-de - rà Il pri - mo

46 47 48 49 50 51 52 53 54

vo-lo Ver-so Il so-le Il gran - de uc - ce - lo

Sor-vo - lan-do Il gran-demon-te Cec - ce - ri

55 56 57 58 59 60

Ri - em - pe - do L'u - ni - ver - so di stu - po - re E Glo - ri - a U-na vol - ta che_ a vrai Spic-

61 62 63 64 65 66 67 68 69

mp

- ca-to Il vo - - lo Al-lo - ra de - ci - de - rai

Sguardo verso Il ciel_ sa-prai

70 71 72 73 74 75 11 86 pp

Lì a ca-sa Il cuo-re sen - ti - rai

Mm

Video Games and Music

90 91 92 93 94 *mp* 95 96 97 98
Mm Looloo loo loo loo__loo loo loo Looloo loo loo

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

110 111 112 113 114 115 116 117 118 *p* 119 120 121
 Co - me_gli uc - cel - li ver so Il cie - - - lo Oo

122 123 124 125 126 127 128 *ff* 129
mf Ri - em - pen - do l'u - ni - ver - so di stu - po - re E Glo - ri - a U-na vol - ta che_ a - vrai

130 131 132 133 134 135 136 137 138
 Spic - ca to Il vo lo de ci__de rai Sguar - do ver - so Il ciel_ sa - praw

139 140 141 142 143 144 145 146 *ff* 147 148 149
 Lì a ca - sa Il cuo - re sen - ti - rai Glo - ri - a! Glo - ri - a!

2

Video Games and Music

Choir - Bass

Arr. Tubbs

Halo

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

$\text{♩} = 60$

This image contains three musical staves for Choir - Bass. The first staff is for 'Halo' at tempo 80, dynamic f. It includes measure numbers 1-10 and various performance markings like slurs and grace notes. The second staff is for 'Legends of Azeroth' at tempo 80, dynamic >f. It features measure numbers 1-64 and includes boxed numbers 12, 20, 28, 32, 42, 46, 50, 58, and 69. The third staff is for 'The Dream of Flight' at tempo 60, dynamic >. It includes measure numbers 1-90 and boxed numbers 5, 6, 12, 36, 43, 46, 89, and 90. The staves are separated by blank space.

Video Games and Music

Flute 1

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$

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

Ah

20 6 **28** 4 **32** 9 **42** 2 **46** 4 **50** 2 **58** 6 **69** **2**

$\text{♩} = 120$

(sung)

Ah

$\text{♩} = 80$

Legends of Azeroth

1 - 2 3 10 12 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61

$\text{♩} = 90$

mf

f

ff

The Dream of Flight

1 5 6 7 26 33 34 35

f

36 37 38 39 2 41 52 53

f

42 43 51 8 52 53

mp

54 55 60 61 62 63 64 65

mf *mf* *mf*

66 67 68 69 70 > 71 2

73 74 75 79 "A New Course"

mf

80 81 82 83 102 125 126 127 128

f *mf* *f*

129 130 131 132 133 134 135 136 137

138 139 140 142 143 144 145 146 147

ff *fff*

148 149

1 2

Video Games and Music

Flute 2

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$

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

Ah

$\text{♩} = 20$ 20 21 22 23 24 25 26 27 28 32 41 42 2

$\text{p} \xrightarrow{\text{mf}} \text{mf}$

$\text{f} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}}$

$\text{f} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}}$

$\text{f} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}}$

$\text{f} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}} \text{3} \xrightarrow{\text{3}}$

Legends of Azeroth

$\text{♩} = 90$

69 70 71 72 73 74 75 76 77 78 79

Ah

$\text{♩} = 80$ 9 19

8 10 12 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 2

$\text{mf} \xrightarrow{\text{f}}$

$\text{mf} \xrightarrow{\text{f}}$

ff

The Dream of Flight

1 5 6 7 18 25 26 27

8vb Until Rehearsal Mark C, if desired

33 34 35 36 37 38 39 2 41 42 43 51 52 53 54

55 56 60 61 62 63 64 65 66 67

68 69 70 > 71 73 2 These two measures 8va if desired

74 75 79 80 81 82

83 84 85 94 95 96 97 98 99 100 101

102 23 125 126 127 128 129 130 131 132

133 134 135 136 137 138 139 140 2 142

143 144 145 146 147 148 149

1 2

Video Games and Music

Clarinet 1

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$

12 $\text{♩} = 120$

Ah

6 20 8 28 4 32 9 42 46 4 50 58 2 69 55 73 74 75 76 77 78 79

$\text{♩} = 90$ (sung)

Legends of Azeroth

$\text{♩} = 80$

3 9 2 19 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

Video Games and Music

52 f 53 f 54 f 55

56 f 57 f 58

59 ff 60 61 2

The Dream of Flight

5 36 11 5 5 3

1 6 7 12 43 54 55 60 61 62 63

mf mf

66 3 70 71 8 79 80 81 82 83 84 85

mf f p >

86 94 95 96 97 98 99 100 101 102 22

mp

124 125 126 127 128 129 130 131 132

mp f

133 134 135 136 137 138 139 140 141

142 143 144 145 146 147 148 149

mf f ff

1 2

Video Games and Music

Clarinet 2

Arr. Tubbs

Halo (sung)

J = 80

Halo (sung)

mf

Ah

6 20 8 28 32 42

f

46 4 50 2

f

58 6

mf

(sung)

Ah

J = 90

Legends of Azeroth

8

mf

3

5 19

mf

21 22 23 24 25 26 27 28 29 30 31

32 33 34 35 36 37 39 40 41 42 43

mf

f

mf

44 45 46 47 48 49 50 51

f

52 53 54 55

Video Games and Music

56 57 58

59 60 61 2

ff

The Dream of Flight

1 5 6 7 36 11 43 54 55 56 60 61 62 63 3

mf *mf*

66 67 68 69 70 > 71 72 73 74 75 76 77 78 79 80 81 82 83 84

mf *f* *p*

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

mp

124 125 126 127 128 129 130 131 132

mp *f*

133 134 135 136 137 138 139 140 141

142 143 144 145 146 147 148 149

mf *f* *ff*

1 2

Video Games and Music

Clarinet 3

Arr. Tubbs

Halo (sung)

J = 80 **mf**

Ah

6 20 8 28 32 42 46 50 8 11 (sung) 69

J = 90 **Ah**

6 20 8 28 32 42 46 50 8 11 (sung) 69

Legends of Azeroth

J = 80 **mf**

9 19

8 10 15 35 36 37 38 40 41 42 2 14

The Dream of Flight

J = 12 **mf**

5 36 11 5 60 61 62 63

3

J = 12 **mf**

8 3 70 > 71 79 80 81 82 83 84

J = 12 **mp**

8 94 95 96 97 98 99 100 101 102

22

J = 12 **mp f**

125 126 127 128 129 130 131 132

J = 12 **mf**

133 134 135 136 137 138 139 140 141

J = 12 **mf f ff**

142 143 144 145 146 147 148 149

Video Games and Music



Video Games and Music

Bass Clarinet

Arr. Tubbs

Halo

$\text{J} = 80$

$4/4$

mp

20 8 **28**

32

34

40

42 **46**

49

50

58

58

65

69

$\text{J} = 90$

2

78

Legends of Azeroth

$\text{J} = 80$

$2/4$

p

9

$3/4$

mf

12 $\text{J} = 120$ **6**

13 **14**

15

Video Games and Music

4 19

The Dream of Flight

5 36 18 2 2 2

20

2

Bass Clarinet

Video Games and Music

Alto Sax 1

Arr. Tubbs

Halo

$\text{♩} = 80$

1 4 a 2 6 7 8 10 11 12 $\text{♩} = 120$ 6 20
 mp 28 4 32 9 a 2 42 46 4 50 3
22 23 24 25 26 27 28 32 41 43 44 45 46 50
 mf 3 3 p sfp sfp
53 a 2 54 55 56 57 58 68 69 72 73 74 75 2
 p 3 3 sfp sfp mp
77 78 79 9
 $\text{♩} = 80$ 8
Legends of Azeroth
1 2 4 10 11 12 13 14 15 16 17
ff fp < > fp < > fp < >
18 2 20 21 22 23 24 25 26 27 28
 mf mf mf mf mf
29 30 31 32 33 34 35 36 37 38
 mf mf f
39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54
< f
55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73
ff
The Dream of Flight
1 5 6 7 8 - 12 43 60 61 62 63 79 80 81 82
 mp 16
 f

Video Games and Music

Musical score for Alto Sax 1, featuring five staves of music. The score includes dynamic markings such as *pp*, *mp*, *f*, *mf*, and *ff*. Measure numbers are provided for each staff.

Staff 1: Measures 81-99. Dynamics: *pp*, *mp*. Measure 9 is marked with a large bold '9' above the staff.

Staff 2: Measures 100-130. Dynamics: *f*, *mp*, *f*.

Staff 3: Measures 131-139.

Staff 4: Measures 140-149. Dynamics: *mf*, *f*, *ff*.

Staff 5: Measures 1-2. A single measure of rest is shown, followed by a measure with a thick vertical bar line. The number '2' is written above the staff.

Video Games and Music

Alto Sax 2

Arr. Tubbs

Halo

$\text{♩} = 80$

Legends of Azeroth

$\text{♩} = 80$

The Dream of Flight

$\text{♩} = 120$

1 5 6 7 12 17 16

12 13 14 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

Video Games and Music

The musical score consists of five staves of Alto Saxophone music. Staff 1 (measures 81-99) starts with a dynamic of *pp*, followed by *mp*. Staff 2 (measures 100-129) starts with *f*, followed by *mp*, then *f*. Staff 3 (measures 130-139) shows a continuous sequence of eighth-note patterns. Staff 4 (measures 140-149) starts with *mf*, then *f*, then *ff*. Staff 5 (measures 1-2) starts with a dynamic of *ff*.

Video Games and Music

Alto Sax 3

Arr. Tubbs

$\text{♩} = 80$

Halo (sung)

Ah

$\text{♩} = 120$

6 [20] 8 [28] 4 [32] 9 [42] 2 [46] 4 [50] 2 [58] 3 [69] 3 [69]

$\text{♩} = 90$

(sung) Ah

$\text{♩} = 80$

Legends of Azeroth

8 [19] 16 [4] 2 [20] 16 [4] 2 [14] 16 [2] 61 [2]

The Dream of Flight

5 [36] 17 [16]

9 [101] 21 [102] 123 [124] 125 [126] 127 [128] 129 [130] 131 [132]

Video Games and Music

Musical score for Alto Sax 3, page 2, measures 141-149. The score consists of two staves. The top staff uses a treble clef and a key signature of one flat. Measure 141 starts with a eighth note followed by a sixteenth-note pair. Measure 142 begins with a dynamic *mf*. Measure 143 contains a sixteenth-note pair followed by a eighth note. Measures 144-148 show a pattern of eighth notes and sixteenth-note pairs. Measure 149 ends with a short rest. The bottom staff, labeled '2', shows a single measure starting with a dynamic *f*.

Video Games and Music

Tenor Sax

Arr. Tubbs

Halo

(sung)

$\text{♩} = 80$

mf

Ah

12 $\text{♩} = 120$

6 20 8 28 4 32 10 42 2

46 4 50 2

58 5

f

69

$\text{♩} = 90$

(sung)

mf

Ah

9 19

Legends of Azeroth

$\text{♩} = 80$

8 10 16 36 4 40 41 42 2 44 58 59 14 2

2

5 36 36 9

f pp

mp

21 123

f mp

124

f

134

135 136 137 138 139 140 141 142 143

mf f

Video Games and Music

Musical score for Tenor Saxophone, page 2, measures 144-149. The score consists of two staves. The top staff shows measures 144 through 149. Measure 144 starts with a grace note followed by a quarter note. Measures 145-148 show eighth notes with various dynamics: a forte dynamic (ff) covers measures 145-148. Measure 149 ends with a short rest. The bottom staff shows measure 1, which begins with a forte dynamic (ff) and ends with a short rest. The number '2' is written above the first measure of the bottom staff.

Video Games and Music

Bassoon

Arr. Tubbs

Halo

$\text{♩} = 80$

28 **32** **42** **46** **50** **58** **69**

12 $\text{♩} = 120$ **6** **20** **8**

mp

Legends of Azeroth

$\text{♩} = 80$

2 **9**

mf

sfz

14 **15** **16** **17**

19

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

The Dream of Flight

1 5 6 7 36 11 54 55 15 70 71 4 75 76

77 78 79 80 81 82 83 84 85 94 95 96 97 19 121 122 123

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

Video Games and Music



Video Games and Music

F Horn 1

Arr. Tubbs

Halo

$\text{♩} = 80$

1 5 a 2 6 7 8 10 11 12 $\text{♩} = 120$ 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

32 9 a 2 42 46 48 50 3 a 2 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

$\text{♩} = 90$

72 a 2 73 74 75 76 77 78 79

$\text{♩} = 80$

Legends of Azeroth

1 2 3 4 5 6 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

The Dream of Flight

5 36 24 9 84 85 94 95 96 97 98 99 100 101

This sheet music page contains three distinct musical pieces for F Horn 1. The first piece, 'Halo', starts at a tempo of $\text{♩} = 80$ and includes measures 1 through 28. The second piece, 'Legends of Azeroth', follows at $\text{♩} = 80$ and covers measures 1 through 69. The third piece, 'The Dream of Flight', begins at $\text{♩} = 120$ and continues from measure 51 to 101. The arranger, Tubbs, has included dynamic markings such as p , mp , f , and ff , as well as performance instructions like sfp and fp . Measure numbers are provided above the staff for each section.

Video Games and Music

Musical score for F Horn 1, featuring four staves of music. The score includes measure numbers 102 through 149. Measure 102 starts with a dynamic *mf*. Measures 122, 123, 124, 125, 126, 127, 128, 129, and 130 follow, with a dynamic *ff* at measure 129. Measures 131 through 139 continue. Measures 140, 141, 142, 143, 144, 145, 146, 147, 148, and 149 conclude with a dynamic *ff*. The score is marked with a large number '2' above the first staff.

Horn in F 2

Video Games and Music

Halo

Arr. Tubbs

Legends of Azeroth

Halo

Arr. Tubbs

Legends of Azeroth

Measure 4: $\text{♩} = 80$, **Halo**, **4**, **a 2**, **2**, **mp**

Measure 12: **12**, $\text{♩} = 120$, **6**, **20**, **8**, **28**, **4**, **32**, **9**, **a 2**, **+** **+** **+** **+** **+** **+**, **p**

Measure 42: **42**, **46**, **50**, **3**, **a 2**, **+** **+** **+** **+** **+** **+**, **o**, **p**, **sfz**

Measure 55: **58**, **10**, **3**, **a 2**, **mp**, **sfz**

Measure 74: **2**, **mp**

Measure 9: **9**, **p**, **fp**, **fp**, **fp**, **fp**

Measure 15: **19**, **2**, **mf**

Measure 22: **mf**, **mf**

2



34

3 2

43

52

60

2

The Dream of Flight

5 36

45

51

24

79

9

pp

94

99

20

123

A musical score for a single staff in G clef, 2/4 time, and A major (indicated by three sharps). The key signature changes to D major (one sharp) at the beginning of the measure. The measure consists of six eighth notes: the first two are grouped by a vertical bar line, followed by a dotted half note, a whole note, a half note, and a dotted half note. The dynamic ff (fortissimo) is indicated at the end of the measure.

129

A musical score for a single staff in G clef, 2/4 time, and A major (indicated by three sharps). The measure consists of eight eighth notes: the first two are grouped by a vertical bar line, followed by a dotted half note, a whole note, a half note, and a dotted half note. The dynamic ff (fortissimo) is indicated at the end of the measure.

135

A musical score for a single staff in G clef, 2/4 time, and A major (indicated by three sharps). The measure consists of eight eighth notes: the first two are grouped by a vertical bar line, followed by a dotted half note, a whole note, a half note, and a dotted half note. The dynamic ff (fortissimo) is indicated at the end of the measure.

141

A musical score for a single staff in G clef, 2/4 time, and A major (indicated by three sharps). The measure consists of eight eighth notes: the first two are grouped by a vertical bar line, followed by a dotted half note, a whole note, a half note, and a dotted half note. The dynamic f (forte) is indicated at the beginning of the measure, and ff (fortissimo) is indicated at the end of the measure.

148

A musical score for a single staff in G clef, 2/4 time, and A major (indicated by three sharps). The measure consists of four eighth notes, each with a fermata above it, followed by a long rest. The dynamic ff (fortissimo) is indicated at the beginning of the measure.



Video Games and Music

Trumpet 1

Arr. Tubbs

Halo (sung)

J = 80

Ah

Legends of Azeroth

J = 90

Ah

The Dream of Flight

J = 80

The Dream of Flight

J = 120

ff

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

14 20 8 28 32 42 6 20 8 4 10 3 45 46 50 7 58 10 69

69 70 71 72 73 74 75 76 77 78 79

1 2 3 4 5 6 7 8 9 10 15 35 36 37 38 39 40 41 42 2

44 53 54 55 56 57 9

58 59 60 61 2

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 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149

Video Games and Music



Video Games and Music

Trumpet 2

Arr. Tubbs

Video Games and Music



Video Games and Music

Trumpet 3

Arr. Tubbs

Halo (sung)

mf

Ah

6 20 8 28 4 32 10 42 4 46 4 50 8 58 11 (sung) 69

J = 80 *J = 120*

Ah

Legends of Azeroth

mf

f

9 19

J = 80

8 10 15 35 36 3 41 42 2

9

f

f

f

f

f

ff

The Dream of Flight

f

5 36 37 16 100

mp

12 114 115 116 117 124 125 126

f

mf

127 128 129 130 131 132 133 134 135 136

f

137 138 139 140 141 142 143 144 145

mf f

146 147 148 149

ff

Video Games and Music



Video Games and Music

Trombone 1

Arr. Tubbs

Halo
(sung)

$\text{♩} = 80$

12 $\text{♩} = 120$

Ah

6 **20** **8** **28**

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**

$\text{♩} = 80$

Legends of Azeroth

2

19

3

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

Video Games and Music

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

f <*ff*

2

The Dream of Flight

1 5 6 7 43 44 45 46 47 48 49

mp

36

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

mp < *mf* — — — — *f* —

4 16

80 81 82 83 84 85 86 122 123 124 125 126

— — — — *pp* *mf* — — — —

127 128 129 130 131 132 133

— — — — *f* >> *ff* — — — — *f* —

134 135 136 137 138 139 140 141

ff — — — — *ff* — — — — *f* —

(Opt. Lower Octave for Trigger/Bass Trombone)

142 143 144 145 146 147 148 149

mf — — — — *ff* — — — —

1

Trombone 2

Video Games and Music

Halo (sung)

mf Ah

Arr. Tubbs

8

12 = 120 **20** **6** **8**

28 **32**

mp

33

42

38

46 **50**

sfz **p** **sfz**

44

49

58

54

61

69

65 **2** **(sung)**

Ah

mf Ah

2



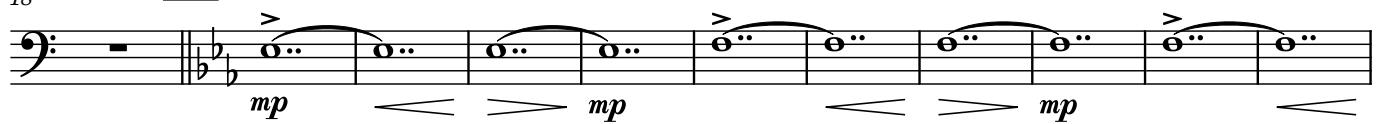
Legends of Azeroth

2**9**

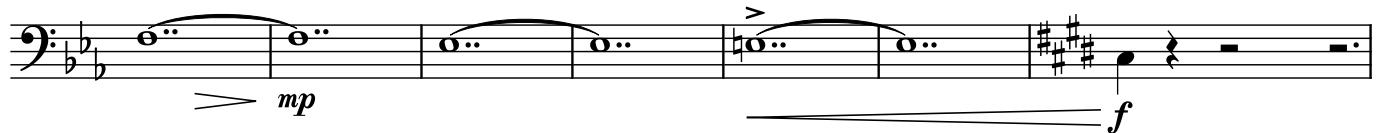
10



18

19

29



36

3

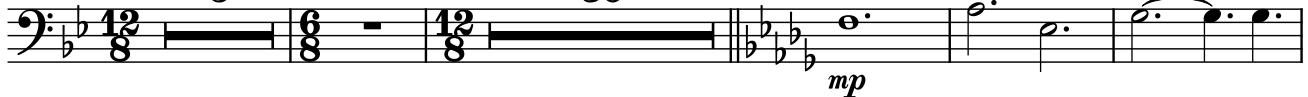
47



56

2

The Dream of Flight

5**36**

46

4

55

16

76

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamic *f*.

82

37

Bass clef, 4 flats. Measure 82: eighth-note pairs with slurs, dynamics *pp* and *mf*. Measure 37: eighth-note patterns with slurs and dynamic *mf*.

124

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamic *f*.

130

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamics *ff*, *f*, *ff*.

135

(Opt. Lower Octave for Trigger/Bass T)

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamics *f*, *ff*.

140

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamics *f*, *mf*, *ff*.

147

Bass clef, 4 flats. Measures show eighth-note patterns with slurs and dynamic *ff*.

2

Euphonium

Video Games and Music

Halo (sung)

mf Ah

Arr. Tubbs

8

12 = 120 **20** **6** **8**

28 **32**

mp

33

38

42

46 **mp** **p** **sffz**

44

sfz

49 **50** **mf**

58

54

sfz

61

69

3 **(sung)**

65

Ah

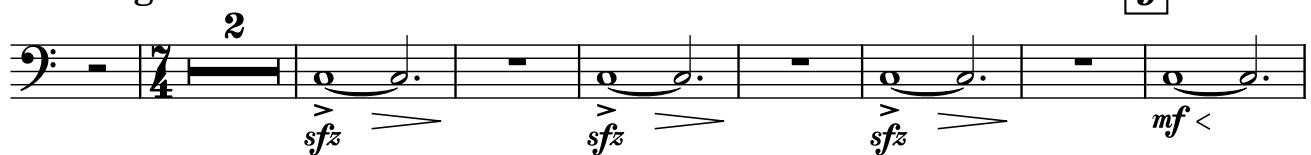
3

2



Legends of Azeroth

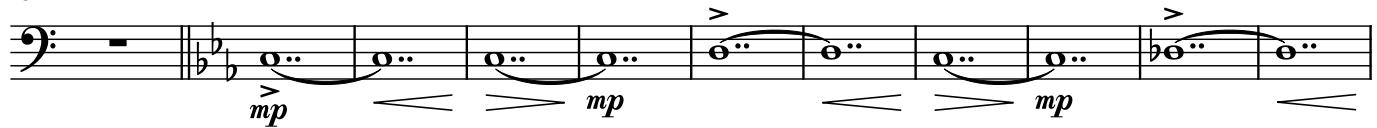
9



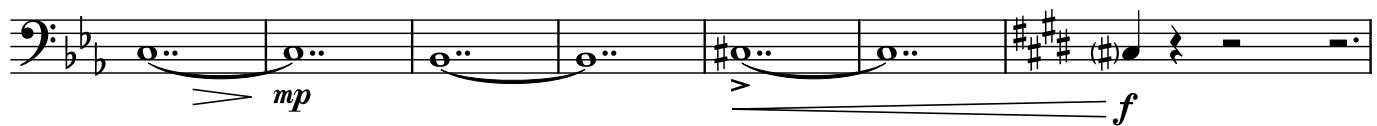
10



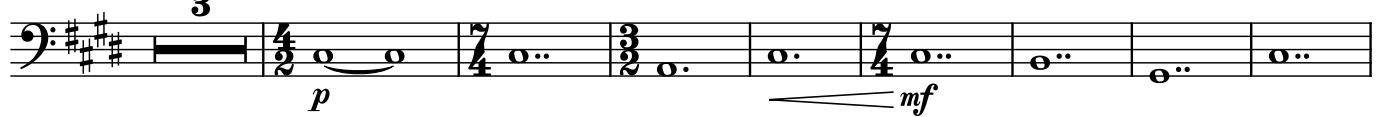
18



29



36



47



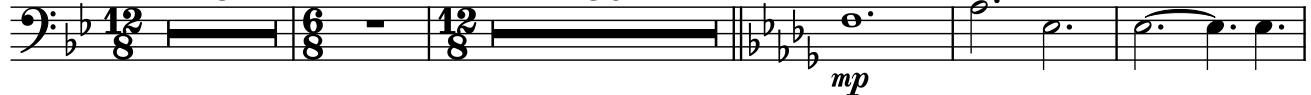
56



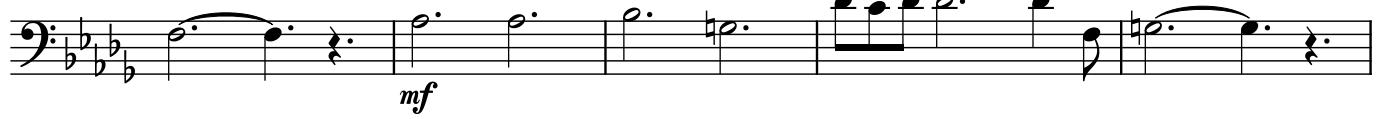
The Dream of Flight

5

36



46



51



79

f

pp

92

mf

p

27

124

f

130

ff

f

ff

135

(Opt. Lower Octave for 4-valve Instr.)

ff

140

f

mf

ff

147

2

Video Games and Music

Tuba

Arr. Tubbs

Legends of Azeroth

Legends of Azeroth

2 **9**

1 2 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

19 **3** **2**

The Dream of Flight

5 36

36

1 6 7 43 44 45 46 47 48 49

50 51 52 53 54 55 61 62 63 65 66 67 68

69 70 71 73 74 75 76 77 78

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

122 125 126 127 128 129 130 131 132 133

All accented notes until rehearsal mark J: 8v

134 135 136 137 138 139 140

141 142 143 144 145 146 147 148 149

2

Video Games and Music

Timpani

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 120$

Legends of Azeroth

$\text{♩} = 80$

$\text{♩} = 90$

The image shows two pages of sheet music. The top page is for 'Halo' and the bottom page is for 'Legends of Azeroth'. Both pieces use a bass clef and a 4/4 time signature. The 'Halo' section starts at measure 1 with a dynamic of $pp < mf > pp$. It features a series of eighth-note patterns with grace notes and dynamic markings like $mf < >$. Measures 1-15 are at $\text{♩} = 80$, followed by a section at $\text{♩} = 120$ from measure 16 to 25. Measure 26 continues at $\text{♩} = 80$ with dynamics $< v >$. Measure 36 begins a section at $\text{♩} = 120$ with dynamics $< v >$. Measures 47-58 are at $\text{♩} = 80$ with dynamics $mf < >$. Measures 59-69 are at $\text{♩} = 90$ with dynamics $mf > pp$. Measure 70 ends with a dynamic of p . The 'Legends of Azeroth' section starts at measure 74 with a dynamic of $< >$. Measures 75-77 are at $\text{♩} = 80$. Measures 78-87 are at $\text{♩} = 90$. Measures 88-97 are at $\text{♩} = 80$. Measures 98-107 are at $\text{♩} = 90$. Measures 108-117 are at $\text{♩} = 80$. Measures 118-127 are at $\text{♩} = 90$. Measures 128-137 are at $\text{♩} = 80$. Measures 138-147 are at $\text{♩} = 90$. Measures 148-157 are at $\text{♩} = 80$.

Video Games and Music

44

45 46 47 48 49

50

51 52 53 54 55

f

56

57 58 59 60 61

f

2

The Dream of Flight

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

1 42 6 8 7 42 25 26 27 28 33 34 36 37 38 41

p < f

42

43 50 51 52 58 59 60 61 62 64

f

p

6

65

66 68 69 70 74 75 76 77 78 79 80

f

p

2

15

81

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

p

p < ff

15

2

108

109 110 111 112 114 115 116 117 118

mp

f

8

126

127 128 129 130 131 132 133 134 135

ff

136

137 138 139 140 141 142 143 145 146 147

mf < ff

148

149

> > > >

2

1

Video Games and Music

Piano

Arr. Tubbs

Halo

20 $\text{♩} = 80$

3 **128** $\text{♩} = 120$

22 $>>$ $>> 23$ $>>$ $>>>> 24$ $>>$ $>> 25$ $>>$ $>>>> 26$ $>>$ $>>$

27 **28** $>>$ $>>>> 28$ $>$ > 29 $>$ > 30 $>$ > 31

32 $>>$ $>> 33$ $>>$ $>>>> 34$ $>>$ $>> 35$ $>>$ $>>>> 36$ $>>$ $>>$

37 $>>$ $>>>> 38$ $>>$ $>> 39$ $>>$ $>>>> 40$ $>$ > 41

42 $sffz$ $sffz$ mf $>$ > 45 $>$ > 47 $>$ > 48 $>$ > 49

46

Video Games and Music

50

58

69 $\text{♩} = 90$

4

$\text{♩} = 80$

Legends of Azeroth

f

6

9

Video Games and Music

The musical score consists of eight staves of music for piano, spanning nine pages. The music begins in common time with a key signature of one flat. Measures 12 through 18 show eighth-note patterns in the treble and bass staves, with dynamic markings like '8>' and '8-' below the staves.

Measure 19 starts with a dynamic 'mf' and features sixteenth-note patterns with slurs. Measure 20 introduces a bass line with eighth-note chords. Measures 21 through 30 continue the sixteenth-note patterns with slurs, transitioning to a key signature of two flats.

Measures 31 through 35 show sixteenth-note patterns with slurs, transitioning to a key signature of three sharps. Measures 36 through 51 show eighth-note patterns with slurs, with a dynamic 'f' at measure 37 and a dynamic 'mf' at measure 45.

Measures 52 through 56 show eighth-note patterns with slurs, with a dynamic 'f' at measure 53.

Video Games and Music

57 58 59 60 61

The Dream of Flight

1 4 5 6 7 8 11 12 13 14 15

16 17 18 19 20 21 22 23 24 25

26 43 61 62 63 65 66 67 69 70

71 73 74 75 86 87 88 89 90

91 92 93 94 95 96 97 98 99

100 101 102 128 129 130 131 132

Video Games and Music

A musical score for piano, featuring two staves (treble and bass) in a key signature of four flats. The score consists of two systems of music. The first system (measures 133-139) includes dynamic markings *ff*, *f*, and *ff*, and performance instructions like slurs and grace notes. The second system (measures 140-149) includes dynamic markings *f*, *mf*, and *ff*. Measure 140 starts with a forte dynamic. Measures 141-143 show a transition with dynamic changes. Measures 144-148 show a sustained dynamic level. Measure 149 ends with a fermata over the bass staff.

Video Games and Music

Vibraphone

Arr. Tubbs

Halo

$\text{♩} = 80$ **20** $\text{♩} = 120$ **28** **32** **42** **46** **50**
11 **128** **8** **4** **10** **4** **4** **4**
69 **58** **11** $\text{♩} = 90$ **11**

Legends of Azeroth

$\text{♩} = 80$ **9** **19** **8** **10** **16** **4** **2** **9**
54 **55** **56** **57** **58**
59 **60** **61** **2**

The Dream of Flight

5 **6** **7** **8** **9** **10** **11** **2** **13** **14** **15**
17 **18** **19** **21** **22** **23** **20** **44** **45** **46** **47** **48** **49** **50**
51 **55** **56** **57** **58** **59** **60** **61** **26** **87**
88 **89** **90** **91**
92 **93** **94** **102** **103** **104**
105 **106** **107** **108** **109** **110** **111**

Video Games and Music

A musical score for Vibraphone, featuring a single staff with a treble clef and a key signature of four flats. The score consists of six systems of music, each starting with a measure number. Measure numbers 112 through 121 are in the first system, 122 through 131 in the second, 132 through 140 in the third, 141 through 149 in the fourth, and 150 through 159 in the fifth. The sixth system begins with measure 160. The score includes various dynamics such as *p*, *ff*, and *f*, and performance instructions like grace notes and slurs. Measure 122 features a dynamic *p* under a grace note pattern. Measures 128 and 130 show a transition with *ff* dynamics. Measures 141 and 142 feature sustained notes with *f* dynamics. Measures 146 and 147 show a transition with *ff* dynamics. Measure 150 begins with a dynamic *p*.

Video Games and Music

Percussion - Jacky

Arr. Tubbs

J = 80

Halo
(sung)

Ah

To Chinese Tom-Toms

mf

12 **J = 120**

20

28

32

42

46 **3**

50 **f**

58 **3**

f

2025-01-20

Video Games and Music

69 $\text{J} = 90$ (sung) Ah

Legends of Azeroth

8 10 20 **2 8** To Marimba (single staff)

55 **2**

The Dream of Flight

5 36

25

91 **24 5** **ff**

130

138

2

Video Games and Music

Percussion - Tiger

Arr. Tubbs

Halo
(sung)

mf

12 **= 120**

Ah

6 **20** **8** **28** **32** **4** **9** **To Snare Drum** **42** **46** **4** **50** **3** **69** **10** **11**

f **= 80** **Legends of Azeroth** **To Anvil**

9 **19** **20** **2** **p**

ff

2

The Dream of Flight **To Snare Drum**

5 **18** **15** **15**

p **f**

mf

p

Video Games and Music

76 > 77 > 78 > 79 >

mp

80 > 81 > 82 > 83 >

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

p ————— *pp* ————— *p*

96 > 97 > 98 > 99 > 100 > 101 -

102 > 103 > 104 > 105 > 106 >

mf

107 > 108 > 109 > 110 > 111 >

112 > 113 > 114 > 115 > 116 >

117 > 118 > 119 > 120 > 121 >

29

2

1

Video Games and Music

Percussion - Frankie

Arr. Tubbs

Halo To Bass Drum

$\text{♩} = 80$

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

$p < \text{mf}$ $p < \text{mf}$ p $\text{mf} <$

20

18 19 > 20 21 > 22 23 > 24 25 > 26 27 >

$\text{l} \text{ 3 } \text{l} <$ $\text{l} \text{ 3 } \text{l} <$

28 **32**

28 29 > 30 31 > 32 33 > 34 35 > 36 37 >

$\text{l} \text{ 3 } \text{l} <$ $\text{l} \text{ 3 } \text{l} <$

42 **46**

38 39 > 40 41 > 42 > 43 44 > 45 46 47 > 48

$\text{l} \text{ 3 } \text{l} <$ $\text{l} \text{ 3 } \text{l} <$ f $\text{l} \text{ 3 } \text{l} <$ $\text{l} \text{ 3 } \text{l} <$

50 **58**

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

$\text{l} \text{ 3 } \text{l} <$ $\text{l} \text{ 3 } \text{l} <$ f **69** $\text{l} \text{ 3 } \text{l} <$ $\text{mf} <$

60 61 > 62 63 > 64 65 > 66 67 > 68 > 69 > 70 71 >

$\text{l} \text{ 3 } \text{l} <$ $p < \text{mf}$ $p <$

7

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

$\text{♩} = 80$

Legends of Azeroth

BASS DRUM

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 >

f $\text{mp} \text{ <--> }$ f $\text{mp} \text{ <--> }$ f $\text{mp} \text{ <--> }$ f

9

9 10 > 11 12 13 14 15 16 > 17 18 19 20 21 22 23 > 24 25 26 27 28 29 30 >

f $\text{mp} \text{ <--> }$ f $\text{mp} \text{ <--> }$ f $\text{mp} \text{ <--> }$ f

19

17 18 > 19 20 21 22 23 > 24 25 26 27 28 29 30 >

$\text{mp} \text{ <--> }$ mf

Video Games and Music

Sheet music for a musical score, showing six staves of music with various dynamics and measures numbered 31 through 61. The music consists primarily of eighth-note patterns. Measure 36 has a dynamic of *mf*. Measures 42 and 43 show changes in time signature between 4/4 and 3/4. Measures 49 through 54 show a dynamic of *f*. Measures 55 through 61 show a dynamic of *ff*, indicated by a crescendo line.

The Dream of Flight

The Dream of Flight

Sheet music for "The Dream of Flight" featuring three staves of music with various dynamics and measure numbers. The first staff uses a 4/8 time signature and includes dynamics *p*, *mf*, *mf*, and *mf*. The second staff uses a 2/4 time signature and includes dynamics *f*, *mf*, *p*, and *ff*. The third staff uses a 2/4 time signature and includes dynamics *f* and *ff*.

Video Games and Music

Percussion - Johnny

Arr. Tubbs

Halo To Suspended Cymbal

To Congas

Instrumentation: Suspended Cymbal, Congas

Tempo: 80 BPM (Halo section), 120 BPM (To Congas section)

Performance Instructions: The score uses various rhythmic patterns indicated by '3' above the notes. Measures are numbered from 1 to 62.

Measure 1: Suspended Cymbal: $p < mf$. Congas: $p < f$.

Measure 6: Suspended Cymbal: mf . Congas: **12** (boxed).

Measure 20: Suspended Cymbal: f . Congas: **20** (boxed).

Measure 28: Suspended Cymbal: f . Congas: **28** (boxed).

Measure 32: Suspended Cymbal: f . Congas: **32** (boxed).

Measure 42: Suspended Cymbal: f . Congas: **42** (boxed).

Measure 50: Suspended Cymbal: f . Congas: **50** (boxed).

Measure 58: Suspended Cymbal: f . Congas: **58** (boxed).

Measure 62: Suspended Cymbal: f . Congas: **62** (boxed).

Measure 63: Suspended Cymbal: f . Congas: **63** (boxed).

69 $\text{♩} = 90$
To Suspended Cymbal

Legends of Azeroth

To Tambourine

19 $\text{♩} = 80$

The Dream of Flight

To Suspended Cymbal

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

18 **6** **7** **12** **12** **101** **7** **3** **3** **3** **3** **3** **28**

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

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

2

1

Video Games and Music

Percussion - Jay

Arr. Tubbs

Halo To Chimes

$\text{♩} = 80$ **20**
10 **128** $\text{♩} = 120$ **28** **32** **42** **46** **50**
58 **10** **69** $\text{♩} = 90$ **11**
19

Legends of Azeroth
To Suspended Cymbal

15 **TAM TAM** **3** **9** **3** **19**
6 **2**

The Dream of Flight
To Chimes

5 **18** **14** **8** **11**
11 **42** **12** **2** **2** **2** **2** **2**
2 **2** **2** **2** **2** **2** **2** **2**
2

Video Games and Music

Percussion - Kevin

Arr. Tubbs

Halo
To Tam-tam

$\text{♩} = 80$

$p < mf > p$

To Suspended Cymbal

$\text{♩} = 120$

3 [42] To Tam-tam

46 [50] 4 4

58 10 69

f

f

$p <$

Legends of Azeroth
To Tam-tam

$\text{♩} = 80$

2 7 [9] 10 [19] 20 2 9 4

f

ff

The Dream of Flight

$\text{♩} = 80$

5 36 2 41 36 4

mf

$pp < f$

ff

2

Video Games and Music

Violin 1

Arr. Tubbs

J = 80

Halo
(sung)

12 J = 120

Ah

20

28

32

marc. 3

ff

33

38

42

46

50

51

55

58

69

J = 90

(sung)

Ah

J = 80

Legends of Azeroth

4

f

9

10

11

Video Games and Music

Violin 1 sheet music with 16 staves of musical notation. The music includes measure numbers (e.g., 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) and dynamics (e.g., *mf*, *f*, *ff*, *ppp*, *mp*, *V*). The title "The Dream of Flight" is centered in the middle section, and a "div. 2" instruction is present in the 12th staff.

Measures 12-16: Treble clef, 12 measures of eighth-note patterns.

Measure 17: Treble clef, 12 measures of eighth-note patterns, dynamic *mp*.

Measure 18: Treble clef, 12 measures of eighth-note patterns.

Measure 19: Treble clef, 12 measures of eighth-note patterns.

Measure 20: Treble clef, 12 measures of eighth-note patterns.

Measure 21: Treble clef, 12 measures of eighth-note patterns.

Measure 22: Treble clef, 12 measures of eighth-note patterns.

Measure 23: Treble clef, 12 measures of eighth-note patterns.

Measure 24: Treble clef, 12 measures of eighth-note patterns.

Measure 25: Treble clef, 12 measures of eighth-note patterns.

Measure 26: Treble clef, 12 measures of eighth-note patterns.

Measure 27: Treble clef, 12 measures of eighth-note patterns.

Measure 28: Treble clef, 12 measures of eighth-note patterns.

Measure 29: Treble clef, 12 measures of eighth-note patterns.

Measure 30: Treble clef, 12 measures of eighth-note patterns.

Measure 31: Treble clef, 12 measures of eighth-note patterns.

Measure 32: Treble clef, 12 measures of eighth-note patterns.

Measure 33: Treble clef, 12 measures of eighth-note patterns.

Video Games and Music

This sheet music for Violin 1 consists of 18 staves of musical notation. The music is primarily in common time, with some sections in 2/4 time indicated by a '2' above the staff. The key signature varies throughout, including B-flat major (two flats), A major (one sharp), and G major (no sharps or flats). The notation includes various note values such as eighth and sixteenth notes, rests, and grace notes. Dynamics are marked with letters like 'f' (fortissimo), 'mf' (mezzo-forte), 'mfp' (mezzo-forte piano), 'pp' (pianissimo), and 'ff' (fortississimo). Articulation marks like 'V' and 'p' are also present. Measure numbers are provided at the beginning of each staff.

Violin 1

3

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Video Games and Music

106

107

108

109

110

111

112

113

114

V

115

116

117

118

V

119

120

121

122

123

124

125

V

126

127

128

129

130

131

132

133

134

135

136

137

138

139

V

V

140

141

142

V

V

143

f

144

145

146

147

148

149

1

2

Video Games and Music

Violin 2

Arr. Tubbs

Halo (sung)

$\text{♩} = 80$

1 2 3 4 5 6 7 8 9 10 11 12 $\text{♩} = 120$

mf Ah

14 20 21 22 23 div. 24 25 26 27 28 29 30 31 32 unis. marc.

p $\text{♩} = 20$ *mf* *ff*

33 34 35 36 37 38 39 40 41 42 43

38 39 40 41 42 43

44 45 46 47 48 49 50 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71

mf $\text{♩} = 90$ (sung) Ah

72 73 74 75 76 77 78 79

$\text{♩} = 80$

Legends of Azeroth

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

f *f*

9

Video Games and Music

Violin 2 sheet music with 13 staves of musical notation. The music includes measure numbers (e.g., 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) and various performance markings such as dynamics (mf, f, ff), tempo changes, and slurs.

Measure 19: Dynamics include **mf**, **f**, and **ff**. Articulation marks < > and = = are present.

Measure 58: Dynamics include **ff**. Articulation marks > > > > are present.

The Dream of Flight: A section starting at measure 58, indicated by the text "The Dream of Flight".

Measure 1: Dynamics include **p**.

Measure 4: Measure number 4.

Measure 8: Measure number 8.

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, E minor, A minor, D major, C major, F major, B-flat major, and A-flat major. The time signature is mostly common time. Measure numbers are indicated above each staff. Dynamics such as *f*, *mf*, and *p* are used. Measure 25 contains a fermata. Measure 38 has a repeat sign with two endings. Measure 44 starts with a treble clef and a key signature of B-flat major, before returning to A-flat major. Measure 56 starts with a key signature of F major.

Video Games and Music

This image shows a page of sheet music for Violin 2, consisting of 17 staves of musical notation. The music is in 2/4 time and uses a treble clef. The key signature changes frequently, indicated by a mix of sharps and flats. Various dynamics are marked throughout the piece, including *mf*, *mp*, *pp*, *f*, *ff*, and *fff*. Performance instructions such as '*>*' and '*<*' are also present. The music includes several measures of eighth-note patterns, sixteenth-note patterns, and some sustained notes. Measure numbers are provided at the beginning of each staff. The piece concludes with a final measure marked with a '2' above the staff.

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 94 102 103 104 105 106

107 108 109 > > 110 111 112 113 114 115 116

117 118 119 120 121 122 125 126

127 128 129 130 131 132 133 134 135 136

137 138 139 140 142

143 144 145 146 147 148

149

1 2

Video Games and Music

Violin 3

Arr. Tubbs

= 80

Legends of Azeroth

The sheet music consists of three staves of musical notation for a single instrument. The top staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature. Measure 1 starts with a whole note followed by a half note. Measures 2-4 show eighth-note patterns with dynamic markings *f*, *mf*, and *f*. Measures 5-8 continue the eighth-note patterns with dynamic markings *mf*, *f*, *mf*, and *f*. Measure 9 begins with a treble clef, a key signature of one sharp (F#), and a common time signature. Measures 10-13 show eighth-note patterns with dynamic markings *mf*, *f*, *mf*, and *f*. Measure 14 begins with a treble clef, a key signature of one sharp (F#), and a common time signature. Measures 15-18 show eighth-note patterns.

Video Games and Music

19

The Dream of Flight

2

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

mf

28

29 30

31

32 33

34

35 36

Video Games and Music

Sheet music for Violin 3, featuring 16 staves of musical notation. The music is in 2/4 time, primarily in G minor (indicated by a 'b' in the key signature). The notation includes eighth and sixteenth notes, with various dynamics such as *mf*, *mp*, *pp*, and *f*. There are also performance instructions like '**16**' and '**4**'. Measure numbers are provided at the top of each staff.

Measures 37-39: *b*

Measures 40-42: *b* (with a key change to *b* minor at measure 42)

Measures 43-45: *b*

Measures 46-48: *b*

Measures 49-51: *b*

Measures 52-54: *b*

Measures 55-57: *b*

Measures 58-65: *b* (with dynamic markings: *mf*, *mp*)

Measures 66-75: *b* (with a dynamic marking: *f*)

Measures 79-102: *b* (with dynamics: *pp*, *mp*)

Measures 103-105: *b*

Measures 106-108: *b*

Measures 109-111: *b*

Video Games and Music

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

2

142

143

144

145

146

147

148

>

>

>

149

1

2

Video Games and Music

Cello 1

Arr. Tubbs

Halo

$\text{♩} = 80$

$\text{♩} = 120$ *marc.*

124 $16 \text{ V } 3 > 17 \text{ 3 } > 18 \text{ 3 } >$

p

20

ff

28

32

42

46 $3 >$

50

ff

58

69 $\text{♩} = 90$

2

p

3

Measure numbers: 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.

= 80
Legends of Azeroth

The musical score consists of two staves of bassoon music. The top staff begins with a dynamic of *f*. Measures 1 through 4 show eighth-note patterns with slurs and grace notes. Measure 5 starts with a dynamic of *mf*. The bottom staff continues from measure 5, with dynamics of *f* at measures 6 and 8, and *mf* at measures 7 and 9. Measures 6 and 8 feature eighth-note patterns with slurs and grace notes.

9

19

div.

2

The Dream of Flight

1

16

27

mf

2

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Video Games and Music

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

59

60

61

62

63

64

65

66

67

div.

68

69

70

71

72

73

74

75

79

80

81

82

83

84

85

86

94

95

96

97

8

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

Video Games and Music

116

117

118

119

120

121

122

123

2

mp

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

1

2

Video Games and Music

Cello 2

Arr. Tubbs

Halo

$\text{♩} = 80$

p

20

$\text{♩} = 120$ *marc.*

124

ff

28

32

42

46

50

58

69

2

ff

sfz

sfz

ff

3

$\text{♩} = 80$

Legends of Azeroth

f

mf

f

6

7

8

mf

f

Video Games and Music

9

19

2

The Dream of Flight

12/8 6/8 12/8 6/8

div.

mf

Video Games and Music

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

mf

mp

60

61

62

63

64

65

66

67

div.

68

69

70

71

72

73

74

75

79

80

4

81

82

83

84

85

86

94

95

96

97

8

pp < >

mp

mf

98

99

100

101

102

103

mp

104

105

106

107

108

109

110

111

112

113

114

115

Video Games and Music

116

117

118

119

120

121

122

123

2

mp

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

1

2

Video Games and Music

Contrabass 1

Arr. Tubbs

Halo (ord.)

1 *p* **12** *pizz.* *col legno* **14** **20** **28** **32** **34** **46** **42** *arco* *(arco) marc.* **47** **50** **58** **60** **69** **77** **2** **3**

J = 80 **J = 120**

mp

$\text{J} = 80$

Legends of Azeroth

div.

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

f

9

12 13 14 15 16

17 18 19 20

19 unis.

21 22 23 24 25 26 27

mp < > mp < > mp

28 29 30 31 32 33 34 35 36 37 38 39 40 41

< > mp f

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

58 59 60 61 62

ff f

The Dream of Flight

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

pp < > pp < > pp

16 17 18 19 20 21 22 23 24 25 26

mf

27 28 29 30

31 32 33 34

35 36 37 38

Video Games and Music

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

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

1

2

Contrabass 2

Video Games and Music

Halo
sul pont.

Arr. Tubbs

Bass clef **4/4 time**

p **$\text{♩} = 80$**

$\text{♩} = 120$ **pizz.**

11 **[12]** **col legno**
mp

16

20 **[20]**

24

28 **[28]**

32 **[32]**

36

40 **[42]** **arco**
 sffz

46 **[46]** **(arco) marc.**
f

2

24

34

Musical score for bassoon part 2, page 10, measures 1-10. The score consists of ten measures of music in bass clef, with a key signature of one flat. Measure 1 starts with a half note followed by a dotted half note. Measures 2-4 show a repeating pattern of a dotted half note followed by a quarter note. Measure 5 begins with a quarter note. Measures 6-7 show a dotted half note followed by a quarter note. Measure 8 begins with a quarter note. Measures 9-10 show a dotted half note followed by a quarter note. The dynamic instruction *f* is placed below the staff in measure 1.

43

A musical staff in G major (one sharp) and common time (indicated by a '4'). The melody consists of eighth-note pairs and sixteenth-note pairs, primarily on the B and A strings. The notes are: B, A, B, A, B, A, B, A, B, A.

51

Musical score for bassoon part 2, measures 1-10. The score consists of ten measures of music in common time (indicated by a 'C'). The key signature is A major (three sharps). The bassoon part starts with a half note (D), followed by a quarter note (E) tied to a half note (F). Measures 2-4 show eighth-note patterns of (D, E), (E, F), and (F, G). Measures 5-7 show eighth-note patterns of (E, F), (F, G), and (G, A). Measure 8 begins with a half note (D), followed by a quarter note (E). Measure 9 begins with a half note (D). Measure 10 begins with a half note (D).

58

Bass line in 3/2 time signature. Measures 1-3: Bass notes. Measure 1: Sharp sign. Measure 2: Fermata over bass note. Measure 3: Bass note with 'f' dynamic.

The Dream of Flight

10

A musical score for bassoon or cello. The key signature is one flat. The bass clef is on the left. The first measure shows a single eighth note. The second measure has two eighth notes. The third measure has three eighth notes. The fourth measure has four eighth notes. The fifth measure has five eighth notes. The sixth measure has six eighth notes. The seventh measure has seven eighth notes. The eighth measure has eight eighth notes. The ninth measure has nine eighth notes. The tenth measure has ten eighth notes. The eleventh measure has eleven eighth notes. The twelfth measure has twelve eighth notes. The thirteenth measure has thirteen eighth notes. The fourteenth measure has fourteen eighth notes. The fifteenth measure has fifteen eighth notes. The sixteenth measure has sixteen eighth notes. The sixteenth measure is followed by a fermata. The dynamic marking 'pp' (pianissimo) is placed under the eighth notes in measures 10 through 16.

17

Musical score for bassoon part, measures 1-2. The score consists of two measures on a bass clef staff. Measure 1 starts with a dotted half note followed by a dotted quarter note. Measure 2 begins with a dotted eighth note, followed by a sixteenth-note pair (two eighth notes), another sixteenth-note pair, a sixteenth note, a eighth note, and a sixteenth note. Measures 1 and 2 end with fermatas.

24

Musical score for bassoon part, measures 1-2. The score is in bass clef, key signature of one flat, and common time. Measure 1 starts with a half note followed by a dotted half note. Measure 2 starts with a quarter note followed by a dotted half note. A dynamic marking *mf* is placed below the staff between the two measures.

28

A musical score for bassoon. The score consists of a single staff with a bass clef, a key signature of one flat, and a time signature that cycles through common time, 2/4 time, and 3/4 time. The music is a continuous eighth-note pattern starting with a dotted half note.

31

4

34



37



40



43



49



55



62



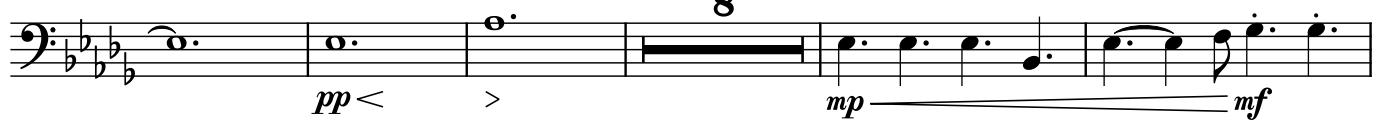
68



74



83



96



101

Bass clef, four flats. Measure 101 starts with a eighth note followed by a sixteenth-note grace and a eighth note. The dynamic is ***f***.

107

Bass clef, four flats. Measure 107 consists of a continuous eighth-note pattern. The dynamic is ***p***.

113

Bass clef, four flats. Measure 113 shows a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamic is ***mf***.

120

Bass clef, four flats. Measure 120 features a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamics are ***ff*** and ***f***.

126

Bass clef, four flats. Measure 126 includes a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamics are ***ffff*** and ***ff***.

132

Bass clef, four flats. Measure 132 contains a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamics are ***ff*** and ***ffff***.

137

Bass clef, four flats. Measure 137 shows a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamics are ***ffff*** and ***ff***.

142

Bass clef, four flats. Measure 142 consists of a eighth-note pattern followed by a sixteenth-note grace and a eighth note. The dynamics are ***f*** and ***ffff***.

2

A bass clef staff with a double bar line and a repeat sign, indicating the end of the score.