

Introduction

from *The Legend of Zelda* for the NES (1986)

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arr. Mikhail Hogrefe

Pulse 2

Pulse 1

Triangle

Noise

$\text{♩} = 90$

P.2

P.1

T.

N.

P.2

P.1

T.

N.

P.2

P.1

T.

N.

2

13

P.2

P.1

T.

N.

Measures 13-15. P.2 (Soprano) has a melodic line starting with a slur over measures 13-14, followed by a triplet. P.1 (Alto) has a complex melodic line with triplets. T. (Tenor) has a steady eighth-note accompaniment. N. (Bass) has a whole rest.

16

P.2

P.1

T.

N.

Measures 16-18. P.2 (Soprano) has a melodic line with a slur. P.1 (Alto) has a melodic line with a slur. T. (Tenor) has a steady eighth-note accompaniment. N. (Bass) has a whole rest.

19

P.2

P.1

T.

N.

Measures 19-21. P.2 (Soprano) has a melodic line with a slur and triplet. P.1 (Alto) has a melodic line with a slur and triplet. T. (Tenor) has a steady eighth-note accompaniment. N. (Bass) has a whole rest.

22

P.2

P.1

T.

N.

Measures 22-24. P.2 (Soprano) has a melodic line with a slur and triplet. P.1 (Alto) has a melodic line with a slur. T. (Tenor) has a steady eighth-note accompaniment. N. (Bass) has a whole rest.

25

P.2

P.1

T.

N.

28

P.2

P.1

T.

N.

Loop forever