

# Credits

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

Koji Kondo

arr. Mikhail Hogrefe

♩ = 90

$\text{♩} = \text{♩} \text{ } \text{♩} \text{ } \text{♩}$

Pulse 2

Pulse 1

Triangle

Noise

5

P.2

P.1

T.

N.

10

P.2

P.1

T.

N.

15

P.2

P.1

T.

N.

20

P.2

P.1

T.

N.

Loop forever

The musical score is written for four parts: P.2, P.1, T., and N. The notation is as follows:

- P.2 (Treble Clef):** Measure 1: quarter rest, quarter rest, eighth note G4, eighth note A4. Measure 2: quarter note G4, quarter note F#4, eighth note E4, eighth note D4. Measure 3: quarter note C4, quarter note B3, eighth note A3, eighth note G3. Measure 4: eighth note F#3, eighth note E3, eighth note D3, eighth note C3. Measure 5: quarter note B3, quarter note A3, eighth note G3, eighth note F#3.
- P.1 (Treble Clef):** Measure 1: quarter rest, quarter rest, eighth note G4, eighth note A4. Measure 2: quarter note G4, quarter note F#4, eighth note E4, eighth note D4. Measure 3: quarter note C4, quarter note B3, eighth note A3, eighth note G3. Measure 4: eighth note F#3, eighth note E3, eighth note D3, eighth note C3. Measure 5: eighth note B3, eighth note A3, eighth note G3, eighth note F#3.
- T. (Bass Clef):** Measure 1: eighth note G3, eighth note F#3, eighth note E3, eighth note D3. Measure 2: eighth note C3, eighth note B2, eighth note A2, eighth note G2. Measure 3: eighth note F#2, eighth note E2, eighth note D2, eighth note C2. Measure 4: eighth note B1, eighth note A1, eighth note G1, eighth note F#1. Measure 5: eighth note E1, eighth note D1, eighth note C1, eighth note B1.
- N. (Percussion):** Measure 1: quarter rest. Measure 2: quarter rest. Measure 3: quarter rest. Measure 4: quarter rest. Measure 5: quarter rest.

The score concludes with a double bar line and the instruction "Loop forever".