

# Got Item

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

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arr. Mikhail Hogrefe

Music notation for "Got Item" from *The Legend of Zelda* for the NES (1986), arranged by Mikhail Hogrefe. The score is written for three channels: Pulse 2, Pulse 1, and Triangle, all in 6/8 time. A tempo marking of  $\text{♩} = 100$  is indicated at the beginning.

The notation is as follows:

- Pulse 2:** Treble clef, 6/8 time. The first measure contains a rapid sequence of eighth notes (F4, G4, A4, B4, C5, B4, A4, G4, F4) followed by a half note G4. The second measure contains two eighth notes (F4, G4). The third measure contains a whole rest.
- Pulse 1:** Treble clef, 6/8 time. The first measure contains a half note F4, a quarter note G4 with a sharp, and a half note A4. The second measure contains a half note B4, a quarter note C5, and a half note B4. The third measure contains an eighth note A4, two eighth notes (G4, F4), a quarter rest, and an eighth note G4.
- Triangle:** Bass clef, 6/8 time. The first measure contains a half note F3, a quarter note G3 with a sharp, and a half note A3. The second measure contains a half note B3, a quarter note C4, and a half note B3. The third measure contains an eighth note A3, two eighth notes (G3, F3), a quarter rest, and an eighth note G3.