

# Credits

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

Koji Kondo

arr. Mikhail Hogrefe

♩ = 90

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

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 G4, eighth note A4. Measure 3: quarter note G4, quarter note F#4, eighth note G4, eighth note A4. Measure 4: quarter note G4, quarter note F#4, eighth note G4, eighth note A4. Measure 5: quarter note G4, quarter note F#4, eighth note G4, eighth note A4.
- 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 G4, eighth note A4. Measure 3: quarter note G4, quarter note F#4, eighth note G4, eighth note A4. Measure 4: quarter note G4, quarter note F#4, eighth note G4, eighth note A4. Measure 5: quarter note G4, quarter note F#4, eighth note G4, eighth note A4.
- T. (Bass Clef):** Measure 1: eighth note G3, eighth note A3, eighth note B3, eighth note C4. Measure 2: eighth note G3, eighth note A3, eighth note B3, eighth note C4. Measure 3: eighth note G3, eighth note A3, eighth note B3, eighth note C4. Measure 4: eighth note G3, eighth note A3, eighth note B3, eighth note C4. Measure 5: eighth note G3, eighth note A3, eighth note B3, eighth note C4.
- N. (Percussion):** Measure 1: quarter rest. Measure 2: quarter rest. Measure 3: quarter rest. Measure 4: quarter rest. Measure 5: quarter rest.