

Introduction

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

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System 1:

Pulse: Treble clef, key of B-flat major (two flats), common time (C). Tempo: ♩ = 90. Measures 1-3.

Triangle: Bass clef, key of B-flat major (two flats), common time (C). Measures 1-3.

Noise: Percussion clef, key of B-flat major (two flats), common time (C). Measures 1-3.

System 2:

P. (Piano): Treble and Bass clefs, key of B-flat major (two flats), common time (C). Measures 4-6.

T. (Triangle): Bass clef, key of B-flat major (two flats), common time (C). Measures 4-6.

N. (Noise): Percussion clef, key of B-flat major (two flats), common time (C). Measures 4-6.

System 3:

P. (Piano): Treble and Bass clefs, key of B-flat major (two flats), common time (C). Measures 7-9.

T. (Triangle): Bass clef, key of B-flat major (two flats), common time (C). Measures 7-9.

N. (Noise): Percussion clef, key of B-flat major (two flats), common time (C). Measures 7-9.

System 4:

P. (Piano): Treble and Bass clefs, key of B-flat major (two flats), common time (C). Measures 10-12.

T. (Triangle): Bass clef, key of B-flat major (two flats), common time (C). Measures 10-12.

N. (Noise): Percussion clef, key of B-flat major (two flats), common time (C). Measures 10-12.

2

13

P.

T.

N.

16

P.

T.

N.

19

P.

T.

N.

22

P.

T.

N.

25

P.

T.

N.

3

3

3

28

P.

T.

N.

Loop forever

Loop forever