

# Video Games

## I. The Legend of Zelda

Ted Reicher

♩ = 60

2 3 4 5 6 7

Flute 1-2

Clarinet in B♭ 1

Clarinet in B♭ 2

Alto Saxophone 1-2

Tenor Saxophone

Mellophone 1-2

Trumpet in B♭ 1

Trumpet in B♭ 2

Trb - Bar 1

Trb - Bar 2

Tuba

4-string Bass Guitar

Synth (Strings)

Xylo/Glock

Vibes 1

Marimba 1

Marimba 2

Chimes

Aux Perc 1

Aux Perc 2

Timpani

Snare Line

Bass Line (4) (5)

Cymbal Line

*mp* *mf* *f* *ff* *p* *f* *mf* *f* *p* *f* *p* *f*

Solo *mf* Duet All

Sus cym

Wind Chimes

BD + gong

sizzle

crash

*p* *mf* *f* *ff* *p* *f* *mf* *f* *p* *f* *p* *f*

8 9 10 11 = 120 12 13 14

Fl. 1-2 *fp* *f* *ff*

Cl. 1 *fp* *f* *ff*

Cl. 2 *fp* *f* *ff*

Asx 1-2 *fp* *f* *ff*

Tsx *fp* *f* *ff*

Min. 1-2 *fp* *f* *ff*

Tpt. 1 *fp* *ff*

Tpt. 2 *fp* *ff*

TB 1 *ff* *fp* *ff*

TB 2 *ff* *fp* *ff*

Tba. *ff* *fp* *ff*

Bass *ff* *fp* *ff*

Syn Str *ff* *fp* *ff*

RackB *ff*

Vibes 1 Sus cym Vibes

Mar. 1 Sus cym Marimba

Mar. 2 Marimba

Chim.

Aux 1 *ff*

Aux 2 *ff*

Timp. *fp*

Snare *f* *p* *f* *p* *ff*

BD (4) *f* *p* *f* *p* *ff*

Cym.L. *ff*

crash/choke

This musical score page covers measures 15 through 21. The instruments and parts are as follows:

- Fl. 1-2:** Flutes 1 and 2, starting in measure 18 with a forte (*f*) dynamic.
- Cl. 1:** Clarinet 1, starting in measure 18 with a forte (*f*) dynamic.
- Cl. 2:** Clarinet 2, starting in measure 18 with a forte (*f*) dynamic.
- Assx 1-2:** Bassoon 1 and 2, starting in measure 18 with a forte (*f*) dynamic.
- Tsx:** Saxophone, starting in measure 18 with a forte (*f*) dynamic.
- Min. 1-2:** Minors 1 and 2, starting in measure 18 with a forte (*f*) dynamic.
- Tpt. 1:** Trumpet 1, starting in measure 18 with a forte (*f*) dynamic.
- Tpt. 2:** Trumpet 2, starting in measure 18 with a forte (*f*) dynamic.
- TB 1:** Trombone 1, starting in measure 18 with a forte (*f*) dynamic.
- TB 2:** Trombone 2, starting in measure 18 with a forte (*f*) dynamic.
- Tba.:** Tuba, starting in measure 18 with a forte (*f*) dynamic.
- Bass:** Bass, starting in measure 18 with a forte (*f*) dynamic.
- Syn Str:** Synthesizer Strings, starting in measure 18 with a forte (*f*) dynamic.
- Xylo:** Xylophone, starting in measure 15 with a forte (*f*) dynamic.
- Vibes 1:** Vibraphone 1, starting in measure 15 with a forte (*f*) dynamic.
- Mar. 1:** Maracas 1, starting in measure 15 with a forte (*f*) dynamic.
- Mar. 2:** Maracas 2, starting in measure 15 with a forte (*f*) dynamic.
- Chim.:** Chimes, starting in measure 15 with a forte (*f*) dynamic.
- Aux 1:** Auxiliary 1, starting in measure 18 with a forte (*f*) dynamic.
- Aux 2:** Auxiliary 2, starting in measure 18 with a forte (*f*) dynamic.
- Timp.:** Timpani, starting in measure 18 with a forte (*f*) dynamic.
- Snare:** Snare drum, starting in measure 18 with a forte (*f*) dynamic. Includes a dynamic change to piano (*p*) in measure 19.
- BD (4):** Bass Drum (4), starting in measure 15 with a mezzo-forte (*mf*) dynamic. Includes dynamic changes to piano (*p*) and forte (*f*).
- Cym.L.:** Cymbal Left, starting in measure 18 with a forte (*f*) dynamic. Includes dynamic changes to piano (*p*) and forte (*f*).

The score includes various musical notations such as slurs, accents, and dynamic markings. The percussion parts feature detailed rhythmic patterns and dynamic shifts.

22 23 24 25 26 27 28 29 30

Fl. 1-2  
Cl. 1  
Cl. 2  
Asx 1-2  
Tsx  
Min. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Bass  
Syn Str  
Xylo  
Vibes 1  
Mar. 1  
Mar. 2  
Chim.  
Aux 1  
Aux 2  
Timp.  
Snare  
BD (4)  
Cym.L.

*fp* *ff* *f*

Sus cym choked choked choked choked

Xylo  
Vibes  
Marimba

*f* *f* *f*

choked choked

*ff* *f*

*p* *mf* *f* *p* *f* *p* *f* *mf* *mf*

*mf* *f* *p* *f* *p* *ff* *mf*

*f*

halfway

crash

This page of a musical score covers measures 31 through 40. The instruments and their parts are as follows:

- Fl. 1-2:** Flutes 1 and 2, playing melodic lines with accents and slurs.
- Cl. 1:** Clarinet 1, playing a melodic line with accents.
- Cl. 2:** Clarinet 2, playing a melodic line with accents.
- Asx 1-2:** Alto Saxophones 1 and 2, playing melodic lines with accents and slurs.
- Tsx:** Tenor Saxophone, playing a melodic line with accents and slurs.
- Min. 1-2:** Minors 1 and 2, no part.
- Tpt. 1:** Trumpet 1, no part.
- Tpt. 2:** Trumpet 2, no part.
- TB 1:** Trombone 1, no part.
- TB 2:** Trombone 2, no part.
- Tba.:** Tuba, no part.
- Bass:** Bass, playing a simple bass line with a *mf* dynamic.
- Syn Str:** Synthesizer Strings, playing a harmonic accompaniment with dynamics ranging from *mf* to *mp*.
- Xylo:** Xylophone, playing a rhythmic pattern with a *mf* dynamic, featuring a *Glockenspiel* section in measures 37-39.
- Vibes 1:** Vibraphone 1, playing a melodic line with a *mf* dynamic, including a *Sus cym* section.
- Mar. 1:** Maracas 1, playing a rhythmic pattern with a *mf* dynamic.
- Mar. 2:** Maracas 2, playing a rhythmic pattern with a *mf* dynamic.
- Chim.:** Chimes, playing a rhythmic pattern with a *mf* dynamic.
- Aux 1:** Auxiliary 1, playing a rhythmic pattern with a *mp* dynamic, including a *Ride* section.
- Aux 2:** Auxiliary 2, no part.
- Timp.:** Timpani, playing a rhythmic pattern with a *mf* dynamic.
- Snare:** Snare drum, playing a rhythmic pattern with a *p* dynamic, including a *(crush)* section.
- BD (4):** Bass Drum (4), playing a rhythmic pattern with a *p* dynamic.
- Cym.L.:** Cymbal Left, playing a rhythmic pattern with a *mp* dynamic, including a *sizzle* section.

This page of a musical score covers measures 41 through 48. The instrumentation includes:

- Fl. 1-2 (Flutes)
- Cl. 1 (Clarinet 1)
- Cl. 2 (Clarinet 2)
- Assx 1-2 (Assault Saxophones)
- Tsx (Trombone Saxophone)
- Min. 1-2 (Mimes)
- Tpt. 1 (Trumpet 1)
- Tpt. 2 (Trumpet 2)
- TB 1 (Tuba 1)
- TB 2 (Tuba 2)
- Tba. (Tuba)
- Bass
- Syn Str (Synthesizer Strings)
- Glock. (Glockenspiel)
- Vibes 1 (Vibraphone 1)
- Mar. 1 (Maracas 1)
- Mar. 2 (Maracas 2)
- Chim. (Chimes)
- Aux 1 (Auxiliary 1)
- Aux 2 (Auxiliary 2)
- Timp. (Timpani)
- Snare
- BD (4) (Bass Drum)
- Cym.L. (Cymbal Left)

Measures 41-44 show woodwinds and strings with dynamics ranging from *mp* to *f*. Measures 45-48 feature a more complex texture with brass and percussion, including a snare drum pattern with specific stickings (e.g., R L L, R r r L L, R r r r r r r r, L R L r r L r r R, R r r r r L) and dynamic markings like *f*, *p*, and *mf*. A 'Xylo' part is also present in measures 45-48.

This musical score is for a large ensemble, likely a symphony orchestra or concert band. It covers measures 49 through 55. The score is organized into systems for different instrument groups:

- Flutes (Fl. 1-2):** Measures 49-51 show melodic lines with accents. Measures 52-53 have rests. Measures 54-55 play a rhythmic pattern in *mf*.
- Clarinets (Cl. 1, 2):** Similar to flutes, playing melodic lines with accents in measures 49-51 and *mf* patterns in 54-55.
- Saxophones (Asx 1-2):** Playing melodic lines with accents in measures 49-51 and *mf* patterns in 54-55.
- Trumpets (Tpt. 1, 2):** Playing melodic lines with accents in measures 49-51 and rests in 52-53.
- Trombones (TB 1, 2) and Tuba (Tba.):** Playing rhythmic patterns with accents in measures 49-51 and *mf* patterns in 54-55.
- Bass:** Playing a steady rhythmic pattern with accents in measures 49-51 and *mf* patterns in 54-55.
- Syn Str (Synthetic Strings):** Playing chordal textures in measures 49-51 and *mf* patterns in 54-55.
- Percussion:**
  - Xylophone (Xylo):** Playing a rhythmic pattern, becoming *f* from measure 52.
  - Vibes 1:** Playing a rhythmic pattern, becoming *f* from measure 52.
  - Mars 1 (Mar. 1) and Mars 2 (Mar. 2):** Playing rhythmic patterns, becoming *f* from measure 52.
  - Chim (Chimes):** Playing a rhythmic pattern, becoming *mf* from measure 54.
  - Aux 1:** Playing a rhythmic pattern, becoming *mf* from measure 54.
  - Aux 2:** Playing a rhythmic pattern with accents.
  - Timp (Timpani):** Playing a rhythmic pattern, becoming *mp* from measure 54.
  - Snare:** Playing a complex rhythmic pattern with dynamics *p*, *f*, and *mf*.
  - BD (4) (Bass Drum):** Playing a rhythmic pattern with dynamics *mf*, *f*, *p*, and *mp*.
  - Cym L (Cymbal Left):** Playing a rhythmic pattern, becoming *f* from measure 54.

The score includes various musical notations such as accents, slurs, and dynamic markings. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4.

This page of a musical score covers measures 56 through 63. The instrumentation includes:

- Flutes 1 & 2 (Fl. 1-2)
- Clarinets 1 & 2 (Cl. 1, Cl. 2)
- Assorted Saxophones 1 & 2 (Assx 1-2)
- Tenorsaxophone (Tsx)
- Musicians 1 & 2 (Min. 1-2)
- Trumpets 1 & 2 (Tpt. 1, Tpt. 2)
- Trombones 1 & 2 (TB 1, TB 2)
- Tuba (Tba.)
- Bass
- Synthesized Strings (Syn Str)
- Xylophone (Xylo)
- Vibraphone 1 (Vibes 1)
- Marsals 1 & 2 (Mar. 1, Mar. 2)
- Chimes (Chim.)
- Auxiliary 1 & 2 (Aux 1, Aux 2)
- Timpani (Timp.)
- Snare Drum (Snare)
- Bass Drum (BD (4))
- Cymbal Left (Cym.L.)

The score is written in a key signature of two flats (B-flat major or D-flat minor) and a common time signature. It features various dynamics such as *mf*, *f*, and *ff*, as well as performance instructions like *Sus cym* (sustained cymbal) and *crash/choke*. The percussion parts include detailed rhythmic notation with stick directions (R for right, L for left) and dynamic markings.



# Video Games

## II. Pac-Man, Pokeman

64  $\text{♩} = 156$  65 66 67 68 69 70 71 72

Fl. 1-2 *f*

Cl. 1 *f*

Cl. 2 *f*

Asx 1-2 *f* *ff*

Tsx

Min. 1-2 *f* *ff*

Tpt. 1 *f*

Tpt. 2 *f*

TB 1 *f*

TB 2 *f*

Tba. *f*

Bass *f*

Syn Str

RackB Xylo *f*

RackB *choke*

RackB Marimba *f*

RackB Marimba *f*

Chim. *choke*

Aux 1 *BD* *choke* *Ride on bell*

Aux 2 *f*

Timp. *f*

Snare *f* *mp* *RR* *RR* *RR*

BD (4) *f* *mp* *f* *f* *crash*

Cym.L. *f* *f* *crash/choke* *crash*

Musical score for measures 73 to 80. The score is arranged in a multi-system format with the following instruments and parts:

- Fl. 1-2**: Flute parts, starting at measure 73 and ending at 80.
- Cl. 1**: Clarinet 1 part, starting at measure 73 and ending at 80.
- Cl. 2**: Clarinet 2 part, starting at measure 73 and ending at 80.
- Assx 1-2**: Alto Saxophone parts, starting at measure 73 and ending at 80.
- Tsx**: Tenor Saxophone part, starting at measure 73 and ending at 80.
- Min. 1-2**: Minitone parts, starting at measure 73 and ending at 80.
- Tpt. 1**: Trumpet 1 part, starting at measure 73 and ending at 80.
- Tpt. 2**: Trumpet 2 part, starting at measure 73 and ending at 80.
- TB 1**: Trombone 1 part, starting at measure 73 and ending at 80.
- TB 2**: Trombone 2 part, starting at measure 73 and ending at 80.
- Tba.**: Tuba part, starting at measure 73 and ending at 80.
- Bass**: Bass line, starting at measure 73 and ending at 80.
- Syn Str**: Synthesizer strings, starting at measure 73 and ending at 80.
- Xylo**: Xylophone part, starting at measure 73 and ending at 80. Includes instruction "Sus cym".
- RackB**: Rack B part, starting at measure 73 and ending at 80. Includes instruction "Vibes".
- Mar.** (top): Marimba part, starting at measure 73 and ending at 80. Includes instruction "Sus cym".
- Mar.** (bottom): Marimba part, starting at measure 73 and ending at 80. Includes instruction "Sus cym".
- Chim.**: Chimes part, starting at measure 73 and ending at 80.
- Aux 1**: Auxiliary 1 part, starting at measure 73 and ending at 80.
- Aux 2**: Auxiliary 2 part, starting at measure 73 and ending at 80. Includes instruction "BD + gong".
- Timp.**: Timpani part, starting at measure 73 and ending at 80.
- Snare**: Snare drum part, starting at measure 73 and ending at 80. Includes dynamic markings *p*, *f*, and *mp*.
- BD (4)**: Bass Drum (4) part, starting at measure 73 and ending at 80. Includes dynamic markings *p*, *f*, and *mp*.
- Cym.L**: Cymbal Left part, starting at measure 73 and ending at 80. Includes instruction "crash/choke" and dynamic marking *f*.

Measures 73, 74, 75, 76, 77, 78, 79, and 80 are marked. Dynamics include *f*, *ff*, *fp*, and *mp*. Performance instructions include "play available octave", "Sus cym", "Vibes", "BD + gong", and "crash/choke".

81 82 83 84 85 86 87 88 89 90

Fl. 1-2 *ff* *ff* *f*

Cl. 1 *ff* *ff* *f*

Cl. 2 *ff* *ff* *f*

Asx 1-2 *ff* *ff*

Tsx *ff* *ff*

Mtn. 1-2 *ff* *ff*

Tpt. 1 *ff* *ff* *f*

Tpt. 2 *ff* *ff* *f*

TB 1 *ff* *ff* *f*

TB 2 *ff* *ff* *f*

Tba. *ff* *ff* *f*

Bass *ff* *ff* *f*

Syn Str *ff* *ff* *Piano* *mf*

RackB *f* *choke* *mf* *Xylo* *mf*

RackB *f* *choke* *mf* *Vibes* *mf*

RackB *f* *choke* *mf* *Marimba* *mf*

RackB *f* *choke* *mf* *Marimba* *mf*

Chim.

Aux 1 *f* *choke*

Aux 2 *f* *Ride cym* *Sus cym*

Timp. *f* *mp*

Snare *f*

BD (4) *f* *crash/choke* *crash* *p*

Cym.L. *f*

91 92 93 94 95 96 97 98 99 100

Fl. 1-2 *mf* *f* *mf*

Cl. 1 *mf* *f* *mf*

Cl. 2 *mf* *f* *mf*

Asx 1-2 *f*

Tsx *f*

Mtn. 1-2 *f* Solo

Tpt. 1 *f* Solo

Tpt. 2 *f*

TB 1 *mf* *f* *f*

TB 2 *mf* *f* *f*

Tba. *mf* *f* *f*

Bass *mf* *f* *mf*

Pno. *mf*

Xylo *f* Sus cym Xylo

Vibes *f* Sus cym Vibes

Mar. *f* Sus cym Marimba *mf*

Mar. *f* Sus cym Marimba *mf*

Chim.

Aux 1 Hi-hat open closed *mf* *f* *mf* Hi-hat open closed

Aux 2 *f* BD

Timp. *mf*

Snare *mf* halfway center *f* *p* *mf* halfway

BD (4) *mf* *f* *p* *f* *mf*

Cym.L. *mf* hihat

101 102 103 104 105 106 107 108 109 110

Fl. 1-2 *f* *fp* *f*

Cl. 1 *f* *fp* *f*

Cl. 2 *f* *fp* *f*

Asx. 1-2 *fp* *f*

Tsx *mf* *f* *fp* *f* *f*

Mtn. 1-2 *fp* *f*

Tpt. 1 *fp* *f*

Tpt. 2 *mf* *fp* *f*

TB 1 *mf* *f* *fp* *f*

TB 2 *mf* *f* *fp* *f*

Tba. *mf* *f* *fp* *f*

Bass *fp*

Pno. *fp* *f*

Xylo. Sus cym *f* Xylo

Vibes. Sus cym *f* Vibes

Mar. Sus cym *f* Marimba

Mar. Sus cym *f* Marimba

Chim. *f*

Aux 1 Sus cym *f* Ride on bell

Aux 2 *f* + gong

Timp. *f* *mp* *f*

Snare *f* *mp* *f*

BD (4) *f* *mp* *f*

Cym. L. *f* crash/choke crash

*All*

*All Others*

center

3 3 3

This page contains the musical score for measures 111 through 119. The score is arranged in a standard orchestral format with multiple staves for each instrument family. The woodwinds include Flute 1 & 2, Clarinet 1 & 2, Bassoon 1 & 2, and Saxophone. The brass section consists of Trumpets 1 & 2, Trombones 1 & 2, and Tuba. The strings include Violins 1 & 2, Viola, Cello, and Double Bass. The piano and harp are also present. The percussion section includes Xylophone, Vibraphone, Marimba (with two parts), Chimes, Auxiliary 1 & 2, Snare Drum, Bass Drum (4), and Cymbals. The score features various dynamic markings such as *f*, *ff*, *mp*, and *p*, along with performance instructions like *Sus cym*, *Ride on bell*, and *crash/choke*. The notation includes notes, rests, and articulation marks.

This page of a musical score covers measures 120 through 127. The instruments and parts are as follows:

- Fl. 1-2:** Flute parts, starting with a *f* dynamic at measure 126.
- Cl. 1, 2:** Clarinet parts, starting with a *f* dynamic at measure 126.
- Asx 1-2:** Saxophone parts, starting with a *f* dynamic at measure 126.
- Tsx:** Tenor saxophone part, starting with a *f* dynamic at measure 126.
- Min. 1-2:** Mellophone parts, starting with a *f* dynamic at measure 126.
- Tpt. 1, 2:** Trumpet parts, starting with a *f* dynamic at measure 126.
- TB 1, 2:** Trombone parts, starting with a *f* dynamic at measure 126.
- Tba.:** Tuba part, starting with a *f* dynamic at measure 126.
- Bass:** Bass line, starting with a *f* dynamic at measure 126.
- Pno.:** Piano accompaniment.
- Xylo:** Xylophone part, starting with a *f* dynamic at measure 126.
- RackB:** Rack tom part, starting with a *f* dynamic at measure 126.
- Mar. (top):** Marimba part, starting with a *f* dynamic at measure 126.
- Mar. (bottom):** Marimba part, starting with a *f* dynamic at measure 126.
- Chim.:** Chime part, starting with a *f* dynamic at measure 126.
- Aux 1:** Auxiliary percussion part, starting with a *f* dynamic at measure 126.
- Aux 2:** Auxiliary percussion part, starting with a *f* dynamic at measure 126.
- Timp.:** Timpani part, starting with a *f* dynamic at measure 126.
- Snare:** Snare drum part, including a *f* dynamic and a *p* to *f* dynamic change.
- BD (4):** Bass drum part, including a *f* dynamic and a *p* to *f* dynamic change.
- Cym.L.:** Cymbal part, including a *f* dynamic and a *p* to *f* dynamic change.

Measure numbers 120, 121, 122, 123, 124, 125, 126, and 127 are indicated at the top of the score. Dynamics such as *f* (forte) and *p* (piano) are used throughout. Performance markings include accents, slurs, and articulation marks.





# Video Games

## III. Angry Birds

135  $\text{♩} = 80$  136 137 138 139 140 141 142 143 144 145

Fl. 1-2  
Cl. 1  
Cl. 2  
Asx 1-2  
Tsx  
Min. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Bass  
Pno.  
RackB  
RackB  
RackB  
RackB  
Chim.  
Aux 1  
Aux 2  
Timp.  
Snare  
BD (4)  
Cym.L.

*mp* *p* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

Solo

Xylo

Vibes

Marimbu

Marimbu

Glockenspiel

Ride cym

Sus cym

*mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

146 147 148 149 150 151

Fl. 1-2  
Cl. 1  
Cl. 2  
Asx 1-2  
Tsx  
Mln. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Bass  
Pno.  
Glock.  
Vibes  
Mar.  
Mar.  
Chim.  
Aux 1  
Aux 2  
Timp.  
Snare  
BD (4)  
Cym.L.

This musical score page contains measures 146 through 151. The instruments and their parts are as follows:

- Fl. 1-2:** Flutes, starting at measure 149 with a *mf* dynamic.
- Cl. 1 & 2:** Clarinets, playing a melodic line with *mf* dynamics.
- Asx 1-2:** Saxophones, playing chords with *mf* dynamics.
- Tsx:** Soprano Saxophone, playing a melodic line with *mf* dynamics.
- Mln. 1-2:** Minions, playing chords with *mf* dynamics.
- Tpt. 1 & 2:** Trumpets, playing chords with *mp* dynamics.
- TB 1 & 2:** Trombones, playing chords with *mf* dynamics. TB 1 has an *All* marking.
- Tba.:** Tuba, playing a low bass line.
- Bass:** Bassoon, playing a low bass line.
- Pno.:** Piano, playing a harmonic accompaniment.
- Glock.:** Glockenspiel, playing chords with *mp* dynamics.
- Vibes:** Vibraphone, playing a rhythmic pattern with *mf* dynamics, increasing to *f* in measure 150.
- Mar.:** Maracas, playing a rhythmic pattern with *mf* dynamics, increasing to *f* in measure 150.
- Chim.:** Chimes, playing chords with *mf* dynamics.
- Aux 1 & 2:** Auxiliary percussion, playing chords with *mf* dynamics. Both have *Sus cym* (Sustained Cymbal) markings.
- Timp.:** Tom-toms, playing chords with *mf* dynamics.
- Snare, BD (4), Cym.L.:** These instruments are listed but have no notation on this page.

152 153 154 rit. 155  $\text{♩} = 72$  156 157 158 159

Fl. 1-2  
Cl. 1  
Cl. 2  
Asx 1-2  
Tsx  
Mtn. 1-2  
Tpt. 1  
Tpt. 2  
TB 1  
TB 2  
Tba.  
Bass  
Pno.  
Glock.  
Vibes  
Mar.  
Mar.  
Chim.  
Aux 1  
Aux 2  
Timp.  
Snare  
BD (4)  
Cym.L.

*mp*  
*mf*  
*f*  
Solo or section  
Solo  
Sus cym

Detailed description: This page of a musical score covers measures 152 to 159. It features a variety of instruments including woodwinds (Flutes, Clarinets, Saxophones, Trumpets, Trombones, Tuba), strings (Violins, Violas, Basses), piano, and a large percussion section (Glockenspiel, Vibraphone, Maracas, Chimes, Auxiliary 1 & 2, Timpani, Snare, Bass Drum, and Cymbal). The score includes dynamic markings such as *mp* (mezzo-piano), *mf* (mezzo-forte), and *f* (forte). Performance instructions like "Solo or section" and "Solo" are present. A tempo change to  $\text{♩} = 72$  is indicated at measure 155. The key signature has two flats, and the time signature is 2/4.

# Video Games

## IV. Sonic / Tetris

160  $\text{♩} = 138$  161 162 163 164 165 166 167 168

Fl. 1-2 *ff* *fp* *mf*

Cl. 1 *ff* *fp* *f* *mf*

Cl. 2 *ff* *fp* *f* *mf*

Asx 1-2 *ff* *fp* *f*

Tsx *ff* *fp* *f*

Min. 1-2 *ff* *fp* *f* *mf*

Tpt. 1 *ff* *fp* *mf*

Tpt. 2 *ff* *fp* *mf*

TB 1 *ff* *fp* *f*

TB 2 *ff* *fp* *f*

Tba. *ff* *f* *mf*

Bass *ff* *f* *mf*

Pno. *ff* *f* *mf*

Glock. *f*

Vibes *mf* *f*

Mar. *mf* *f*

Chim. *ff*

Aux 1 *mf*

Aux 2 BD + gong

Timp. *ff* *mf*

Snare *f* *p* *f* *mf*

BD (4) *f* *p* *f* *mf*

Cym.L. *f*

*Sus cym*

*crash*

*crash/ choke*

169 170 171 172 173 174 175 176 177

Fl. 1-2 *f* *ff* *fp*

Cl. 1 *f* *ff* *fp*

Cl. 2 *f* *ff* *fp*

Asx. 1-2 *ff* *ff*

Tsx *ff* *fp*

Min. 1-2 *ff* *ff*

Tpt. 1 *f* *ff* *fp*

Tpt. 2 *f* *ff* *fp*

TB 1 *ff* *fp*

TB 2 *ff* *fp*

Tba. *ff* *fp*

Bass *ff* *fp*

Pno. *ff* *fp*

Glock. *mf* *mf* *f*

Vibes *mf* *mf*

Mar. *mf* *mf*

Mar. *mf* *mf*

Chim. *ff*

Aux 1 *mf* *mf* *mf*

Aux 2 *ff*

Timp. *ff*

Snare *f* *mp* *ff* *mf*

BD (4) *f* *mp* *ff* *mf*

Cym.L. *f* crash/choke

Sus cym *mf*

Glucempeit *f*

Vibes

Marimba

Marimba

crash

crash/choke

Sonic the Hedgehog

178 179 180 181 182 183 184 185

Fl. 1-2 *f*

Cl. 1 *f*

Cl. 2 *f*

Asx 1-2 *f*

Tsx *f*

Min. 1-2 *mf*

Tpt. 1 *mf*

Tpt. 2 *mf*

TB 1 *f*

TB 2 *f*

Tba.

Bass *mf* *mf*

Pno. *mf* *mf*

Glock.

Vibes *mf* Sus cym

Mar. *mf* Sus cym

Mar. *mf* Sus cym

Chim. *f*

Aux 1 *mf* Ride *mf* Sus cym *mf*

Aux 2

Timp. *mf* *f*

Snare *mp* (rim) *f* *p* *f*

BD (4) *p* *f*

Cym.L. *mp* sizzle *f* crash

186 187 188 189 190 191 192 193

Fl. 1-2 *f*

Cl. 1 *f*

Cl. 2 *f*

Asx. 1-2 *f*

Tsx *f*

Mtn. 1-2 *f*

Tpt. 1 *f*

Tpt. 2 *f*

TB. 1 *f*

TB. 2 *f*

Tba. *f*

Bass *f*

Pno. *f*

Glock.

Vibes *f* *Sus cym choked* *mf* *choke* *mf*

Mar. *f* *Sus cym choked* *Marimba* *choke* *mf*

Mar. *f* *Sus cym choked* *Marimba* *choke* *mf*

Chim.

Aux 1 *Ride on bell* *Sus cym choked* *mf* *mf*

Aux 2 *ff*

Timp. *ff*

Snare *R R L R r R r L L R L R r r L R R L R r r r r r R r L r r r r r r r r R R R L L L R R r r* *p* *f*

BD (4) *R r L r L r r R r L r L* *p* *f*

Cym. L *crash/choke* *crash* *crash/choke* *f*

Sonic Game Over

194 195 196 197 198 199 200 201 202 203 204

Fl. 1-2 *fp* *mp* *mf*

Cl. 1 *fp* *mp* *mf*

Cl. 2 *fp* *mp* *mf*

Asx 1-2 *fp* *mf* *mf*

Tsx *fp* *mf*

Min. 1-2 *fp* *mf* *mf*

Tpt. 1 *fp* *mf*

Tpt. 2 *fp* *mf*

TB 1 *fp* *mf*

TB 2 *fp* *mf*

Tba. *fp* *mf*

Bass *fp* *mf*

Pno. *fp* *mf*

Glock. *p*

Rack B Vibes *mf* *mf*

Rack B Marimba *mf*

Rack B Marimba *mf*

Chim.

Aux 1 *mf* *mf*

Aux 2 *mf*

Timp. *fp* *mf*

Snare *p* *f* *mf* *p*

BD (4) *p* *f* *mf* *mf* *p*

Cym.L. crash crash/choke



Tetris

205 206 207 208 209 210 211 212 213

Fl. 1-2 *f*

Cl. 1 *f*

Cl. 2 *f*

Asx 1-2 *f*

Tsx *f*

Min. 1-2 *f*

Tpt. 1 *f*

Tpt. 2 *f*

TB 1 *f*

TB 2 *f*

Tba. *f*

Bass *f*

Pno. *mf*  
Piano *f*

Rack B *mf*  
Sus cym *mf*  
choke *mf*  
Xylo *f*

Vibes *f*  
Rack Zombo B *mf*

Mar. *f*

Mar. *f*

Chim. *f*

Aux 1 *mf*  
Ride on Bell *mf*

Aux 2 *f*  
Tambourine

Timp. *f*

Snare *mf*  
*f*

BD (4) *mp*  
*f*  
*mf*  
*f*

Cym.L. *f*  
crash/choke *f*

214 215 216 217 218 219 220 221

The score includes the following parts and markings:

- Fl. 1-2:** *f*, *ff*
- Cl. 1:** *f*, *ff*
- Cl. 2:** *f*, *ff*
- Asx 1-2:** *f*, *ff*
- Tsx:** *f*, *ff*
- Min. 1-2:** *f*, *ff*
- Tpt. 1:** *f*, *ff*
- Tpt. 2:** *f*, *ff*
- TB 1:** *f*, *ff*
- TB 2:** *f*, *ff*
- Tba:** *f*, *ff*
- Bass:** *f*, *ff*
- Pno:** *f*, *ff*
- Strings:** *ff*
- Xylo:** *f*
- RackB:** *mf*
- Mar. (top):** *f*
- Mar. (bottom):** *f*
- Chim:** *f*
- Aux 1:** *mf*
- Aux 2:** *mf*
- Timp:** *f*, *ff*
- Snare:** *p*, *f*, *mp*
- BD (4):** *p*, *f*
- Cym.L:** *f*

Additional markings include *sizzle*, *crash*, and *mf*.



