

B "Gerudo Valley"

10

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.

Xylo.

P.

Basse

B

♩ = 168

19

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

p *mf* *ff* *fp* *f* *cresc.* *H.H. Semi ouvert* *Xylo* *mp* *ff*

28 **C**

Picc. *mp*

Fl. 1,2 *mp*

Cl. 1 *mp*

Cl. 2,3 *mp*

Cl. B *mp*

S.A. 1,2 *p*

Sax. T. *p*

Sax. Bary. *p*

Cr. 1,3 *ff*

Cr. 2,4

Trp. 1

Trp. 2,3

Bar. *mp*

Trb. 1 *mp*

Trb. 2,3 *mp*

Basse *mp*

Timb. *mp* *mf*

Gr. C.

Cymb.

Bat. *mf*

Bongos *f* *mp*

Tamb. *mf*

Cloch. T.

Glock. *mp*

Xylo. *mp*

P. *mp*

Basse *mp*

C

(D)

37

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

cresc.

f

(D)

53

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

59 **F**

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B.

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

p

mp

pp

p

mp

p

mp

mp

mp

mp

p

mf

p

mp

p

F

p

67 **G**

Picc. *ff*

Fl. 1,2 *ff* a2

Cl. 1 *ff*

Cl. 2,3 *ff*

Cl. B *ff*

S.A. 1,2 *ff*

Sax. T. *ff*

Sax. Bary. *ff*

Cr. 1,3 *ff*

Cr. 2,4 *ff*

Trp. 1 *ff*

Trp. 2,3 *ff*

Bar. *ff*

Trb. 1 *f*

Trb. 2,3 *f*

Basse *f*

Timb. *ff*

Gr. C.

Cymb. *f*

Bat. *f*

Bongos *f*

Tamb. *f*

Cloch. T.

Glock. Xylo *f*

P. *f*

G

Basse *f*

81

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B.

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

Solo

mf

p *mp*

1 a2 1 a2

92

Picc. *mf* *a2* *tr*

Fl. 1,2 *mf* *a2* *tr*

Cl. 1 *1 a2 1 a2 1 a2 1 a2 1 1*

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T. *mf*

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar. *mf*

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb. *mp*

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo *Glock*

P.

Basse ①

103

tr

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.
Xylo

mf

P.

Basse

113

①

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.

Xylo.

P.

Basse

mf

mp

Solo

1 Solo

①

124

(K)

Picc. *f* a2

Fl. 1,2 *f* a2

Cl. 1 *f* play 1 a2

Cl. 2,3 *f* a2

Cl. B

S.A. 1,2 *mf* simile

Sax. T. *f* play *mf*

Sax. Bary. *mf* play

Cr. 1,3 *f* play a2

Cr. 2,4 *f* play

Trp. 1 *f* 1 a2

Trp. 2,3 *f* play

Bar. *f* play *mf* simile

Trb. 1 *f* simile

Trb. 2,3 *f* simile

Basse *f*

Timb. *f*

Gr. C.

Cymb. *mp*

Bat. *f*

Bongos

Tamb. *f*

Cloch. T.

Glock. Xylo. *f*

P. *f*

(K)

Basse *f*

135

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

Solo, free

mf

1

a2

172

Picc. *mf*

Fl. 1,2 *mf*

Cl. 1 *mf*

Cl. 2,3 *mf*

Cl. B *p*

S.A. 1,2 *mf*

Sax. T. *p*

Sax. Bary. *p*

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar. *p*

Trb. 1 *p*

Trb. 2,3 *p*

Basse *p*

Timb. D - E

Gr. C.

Cymb.

Bat. *p*

Bongos

Tamb.

Cloch. T.

Glock. *mf*

Xylo. *mf*

P. *p* *mf*

Basse *p*

N

N

179

1. 2.

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

ff *f* *f* *f*

1. 2.

Picc. *ff* 3

Fl. 1,2 *ff* 3

Cl. 1 *ff* 3

Cl. 2,3 *ff* 3

Cl. B *ff* 3

S.A. 1,2 *ff* 3 *mf* a2

Sax. T. *ff* 3 *mf*

Sax. Bary. *ff* 3 *mf* a2

Cr. 1,3 *ff* 3 *mf* a2

Cr. 2,4 *ff* 3 *mf*

Trp. 1 play *ff* 3

Trp. 2,3 *ff* 3

Bar. *ff* 3

Trb. 1 *ff* 3 *mf* a2

Trb. 2,3 *ff* 3 *mf* a2

Basse *ff* 3 *mf*

Timb. *ff* 3

Gr. C.

Cymb.

Bat. *ff* 3

Bongos

Tamb. *mf*

Cloch. T.

Glock. Xylo.

P. *mf*

Basse *ff* 3 *mf*

♩ = 200

196



Picc. *mf* a2

Fl. 1,2 *mf*

Cl. 1 *mf* a2

Cl. 2,3 *mf*

Cl. B *p* a2

S.A. 1,2 *p* a2

Sax. T. *p*

Sax. Bary. *p*

Cr. 1,3 *p* a2

Cr. 2,4 *p*

Trp. 1 *p* a2

Trp. 2,3 *p*

Bar.

Trb. 1 *p* a2

Trb. 2,3 *p*

Basse *p*

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb. *mp*

Cloch. T.

Glock. Xylo.

P. *p*

Basse *p*

(P)



209

Picc. *mf*

Fl. 1,2 *mf*

Cl. 1 *mf*

Cl. 2,3 *mf*

Cl. B *mf*

S.A. 1,2 *mf* *a2* *p*

Sax. T. *mf* *p*

Sax. Bary. *mf* *p*

Cr. 1,3 *mf* *a2* *p*

Cr. 2,4 *mf* *p*

Trp. 1 *mf*

Trp. 2,3 *mf* *a2*

Bar. *mf*

Trb. 1 *mf* *a2* *p*

Trb. 2,3 *mf* *a2* *p*

Basse *mf* *p*

Timb.

Gr. C.

Cymb.

Bat. *mf* *p* Ride - Dôme

Bongos

Tamb. *mf* *p*

Cloch. T.

Glock. Xylo *mf*

P. *mf* *p*

Basse *mf* *p*

Q

Picc. *mf* **Tutti**

Fl. 1,2 *f* **Solo** *mf* **Tutti** a2

Cl. 1 *mp*

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T. *f* **Solo** *mf* **Tutti**

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar. *f* **Solo** *mf* **Tutti**

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb. *p* *mf*

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo. *mf*

P. *mp* *f*

Basse **S**

T

261

Picc. *f*

Fl. 1,2 *f*

Cl. 1 *f*

Cl. 2,3 *f* *a2* *mf*

Cl. B *mp*

S.A. 1,2 *mp*

Sax. T. *f*

Sax. Bary. *mp*

Cr. 1,3 *f*

Cr. 2,4

Trp. 1

Trp. 2,3

Bar. *f*

Trb. 1

Trb. 2,3

Basse *mp*

Timb.

Gr. C.

Cymb. *p* *mf*

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo *f*

P. *f* *mf*

Basse *mp*

T

285



Picc. *mf* *ff*

Fl. 1,2 *mf* *ff*

Cl. 1 *mf* *ff*

Cl. 2,3 *mf* *f*

Cl. B

S.A. 1,2 *mf* *f*

Sax. T.

Sax. Bary.

Cr. 1,3 *f* *a2*

Cr. 2,4 *mf* *f*

Trp. 1 *f* *Tutti*

Trp. 2,3 *f* *a2*

Bar. *f*

Trb. 1 *f*

Trb. 2,3 *f* *a2*

Basse *f*

Timb. **G - C - D - Eb**

Gr. C.

Cymb. *p* *mf*

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo *mf* *f*

P. *mp* *f*

Basse *f*



♩ = 90

296 (V) "Farewell Hyrule King"
"Ganondorf Theme"

Picc.

Fl. 1,2

Cl. 1
mp

Cl. 2,3
mp

Cl. B
mf

S.A. 1,2
mp

Sax. T.
mp

Sax. Bary.
mf

Cr. 1,3
f

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.
f

Trb. 1
mp

Trb. 2,3
mp

Basse
mf

Timb.
mf

Gr. C.

Cymb.

Bat.
mf [H.H ouvert]

Bongos

Tamb.

Cloch. T.
mf

Glock.
Xylo

P.
mf

Basse
f

♩ = 90

303

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B.

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.
Xylo

P.

Basse

mf

309

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B.

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse



315

Picc. *f*

Fl. 1,2 *f*

Cl. 1 *f*

Cl. 2,3 *f*

Cl. B *f*

S.A. 1,2 *f* 2 *ff* 1

Sax. T. *f*

Sax. Bary. *f*

Cr. 1,3 *ff*

Cr. 2,4 *ff*

Trp. 1 *ff*

Trp. 2,3 *ff*

Bar. *ff*

Trb. 1 *ff*

Trb. 2,3 *f*

Basse *f*

Timb. *f*

Gr. C.

Cymb.

Bat. *f*

Bongos

Tamb. *f*

Cloch. T. *f*

Glock. Xylo *Xylo*

P. *f*

Basse *f*

a2

321

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B.

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

327

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

333

Picc. *ff*

Fl. 1,2 *ff*

Cl. 1 *ff*

Cl. 2,3 *ff*

Cl. B *ff*

S.A. 1,2 *ff*

Sax. T. *ff*

Sax. Bary. *ff*

Cr. 1,3 *ff*

Cr. 2,4 *ff*

Trp. 1 *ff*

Trp. 2,3 *ff*

Bar. *ff*

Trb. 1 *ff*

Trb. 2,3 *ff*

Basse *ff*

Timb. *ff*

Gr. C. *ff*

Cymb. *ff*

Bat. *ff*

Bongos

Tamb. *ff*

Cloch. T.

Glock. Xylo

P. *ff*

Basse *ff*

(X)

340 **Y**

Picc. *f*

Fl. 1,2 *f*

Cl. 1 *f*

Cl. 2,3 *f*

Cl. B *ff*

S.A. 1,2 *ff*

Sax. T. *ff*

Sax. Bary. *ff*

Cr. 1,3 *f*

Cr. 2,4 *f*

Trp. 1 *f*

Trp. 2,3 *f*

Bar. *ff*

Trb. 1 *ff*

Trb. 2,3 *ff*

Basse *ff*

[G - A - Bb - C]

Timb.

Gr. C.

Cymb.

Bat. *f*

Bongos

Tamb.

Cloch. T.

Glock. Xylo. *f*

P. *f*

Y

Basse *ff*

346

Picc. *mf*

Fl. 1,2 *mf*

Cl. 1 *mf*

Cl. 2,3 *mf*

Cl. B *mf*

S.A. 1,2 *f*

Sax. T. *f*

Sax. Bary. *f*

Cr. 1,3 *f*

Cr. 2,4 *f*

Trp. 1 *f*

Trp. 2,3 *f*

Bar. *f*

Trb. 1 *f*

Trb. 2,3 *f*

Basse *f*

Timb. *f*

Gr. C. *mf*

Cymb. *p*

Bat. *f*

Bongos

Tamb.

Cloch. T.

Glock. Xylo. *f*

P. *f*

Basse *f*

Z

351

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

361

Picc. *f* *a2*

Fl. 1,2 *f* *a2*

Cl. 1 *f* *a2*

Cl. 2,3 *f* *a2*

Cl. B *f* *a2*

S.A. 1,2 *ff* *a2*

Sax. T. *ff* *a2*

Sax. Bary. *ff* *a2*

Cr. 1,3 *f* *a2*

Cr. 2,4 *f* *a2*

Trp. 1 *f* *a2*

Trp. 2,3 *f* *a2*

Bar. *f* *a2*

Trb. 1 *ff* *a2*

Trb. 2,3 *ff* *a2*

Basse *ff* *a2*

Timb. *ff*

Gr. C.

Cymb.

Bat. *f*

Bongos

Tamb.

Cloch. T.

Glock. Xylo. *f*

P. *f*

Basse *ff*

A1

A1

367

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

B1

f

f

f

mp

mp

mp

mp

mp

mf

mp

♩ = 75

B1

mp

C1

374

Picc. *mf*

Fl. 1,2 *mf*

Cl. 1 *mp*

Cl. 2,3 *mp*

Cl. B

S.A. 1,2 *mf*

Sax. T. *mf*

Sax. Bary. *mp*

Cr. 1,3 *mf*

Cr. 2,4 *a2* *mf*

Trp. 1 *mf*

Trp. 2,3 *mf*

Bar. *mf*

Trb. 1 *mp*

Trb. 2,3 *mp*

Basse *mp*

Timb. [A - D]

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P. *mf*

Basse *mp*

C1

This page of the musical score for "Legend of Zelda" includes the following instruments and parts:

- Picc.** Piccolo
- Fl. 1,2** Flutes 1 and 2
- Cl. 1** Clarinet 1
- Cl. 2,3** Clarinets 2 and 3
- Cl. B** Clarinet Bass
- S.A. 1,2** Saxophone Alto 1 and 2
- Sax. T.** Saxophone Tenor
- Sax. Bary.** Saxophone Baritone
- Cr. 1,3** Cor Anglais 1 and 3
- Cr. 2,4** Cor Anglais 2 and 4
- Trp. 1** Trumpet 1
- Trp. 2,3** Trumpets 2 and 3
- Bar.** Baritone
- Trb. 1** Trombone 1
- Trb. 2,3** Trombones 2 and 3
- Basse** Bass
- Timb.** Timpani
- Gr. C.** Grand Cymbal
- Cymb.** Cymbal
- Bat.** Bass Drum
- Bongos** Bongos
- Tamb.** Tambourine
- Cloch. T.** Glockenspiel
- Glock. Xylo** Glockenspiel and Xylophone
- P.** Piano
- Basse** Bass

The score features a key signature of one flat (B-flat) and a tempo of 132 beats per minute. The music is marked with *mf* (mezzo-forte) and *ff* (fortissimo) dynamics. The percussion section includes a complex rhythmic pattern with triplets and accents. The woodwind and brass sections play melodic lines with triplets and accents. The piano part provides harmonic support with chords and bass lines.

390

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

E1

402

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock. Xylo

P.

Basse

409

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.

Xylo.

P.

Basse

1.

2.

F1

413

Picc.

Fl. 1,2

Cl. 1

Cl. 2,3

Cl. B

S.A. 1,2

Sax. T.

Sax. Bary.

Cr. 1,3

Cr. 2,4

Trp. 1

Trp. 2,3

Bar.

Trb. 1

Trb. 2,3

Basse

Timb.

Gr. C.

Cymb.

Bat.

Bongos

Tamb.

Cloch. T.

Glock.

Xylo

P.

Basse

F1

Legend of Zelda Best Themes

Piccolo

Musique de Koji Kondo

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$ 5 **A** *mf*

11 **B** "Gerudo Valley" $\text{♩} = 168$ 12 *mf* ————— *ff*

28 **C** *mp*

33 *mf*

38 *cresc.*

43 **D** 8 **E** *ff*

55

60 **F** 8 **G** *ff*

72 1. 2.

77 "Karakiko Village" $\text{♩} = 66$ 20 **H** 2 *tr* *mf* 2 *tr*

106 8 **I** 15 **K** *f*

136 7

154 **L** $\text{♩} = 130$ "Dark World" *f*

Piccolo

Legend of Zelda

2

155 *f*

159

163 (M) 4 *mf* *f*

174 (N) *mf* 1.

182 2.

189 "Windmill Hut" (P) *ff* 3 *mf* $\text{♩} = 200$ 8

204 7

220 (Q) *mf*

229 7

244 "Zelda's Lullaby" (R) $\text{♩} = 90$ 12 (S) Tutti *mf*

263 *f*

272 (T) 8 *mf* *sim.*

286 (U) *mf* *ff*

"Farewell Hyrule King"
"Ganondorf Theme"

295 \textcircled{V} ♩ = 90 20 \textcircled{W} *f*

319

324

329

334 \textcircled{X} *ff*

340 \textcircled{Y} *f*

343

346

348 \textcircled{Z} *mf*

353

358

364 $\textcircled{A1}$ *f*

367

Piccolo

Legend of Zelda

"Main Theme"
"Overworld Theme"

B1 ♩ = 75

370

f 3 3

375

380 **C1**

mf

388 **D1** ♩ = 132

ff 3 3 3

392 **E1**

3 3

398

3

404

411 **F1**

ff 3

414

3 3 3

Legend of Zelda

Best Themes

Flûte 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro" $\text{♩} = 75$

5 (A) *mf*

11 "Gerudo Valley" $\text{♩} = 168$ 4 *p cresc.*

20

26 (C) *ff mp*

32 *mf*

38 *cresc.*

44 (D) 8 (E) *ff*

56

60 (F) *p*

66 (G) *ff*

71

75 1. 2. $\text{♩} = 66$ (H) 20 2

"Karakiko Village"

78

Legend of Zelda
Flûte 1

2

100 *mf* *tr.* 2 8

114 *mf*

121

128 *f* (K)

138 6

154 "Dark World" *f* $\text{♩} = 130$

159

163 (M) 4 *mf* *f*

174 *mf* (N)

182

189 "Windmill Hut" *ff* 3 *mf* (O) $\text{♩} = 200$ 8 (P)

204 7

220 *mf* (Q)

229 7

Legend of Zelda
Flûte 1

"Zelda's Lullaby"

244 **(R)** ♩ = 90 **4** Solo *f*

256 Tutti *mf* *f*

267 **(T)** **4** *mf*

278 *f*

288 **(U)** *mf* *ff*

"Farewell Hyrule King"
"Ganondorf Theme"

296 **(V)** ♩ = 90 **20** **(W)** *f*

320

326

331

336 **(X)** *ff*

340 **(Y)** *f*

343

346

348 **(Z)** *mf*

Legend of Zelda
Flûte 1

4

354

359

364 (A1)

f

367

370

"Main Theme"
"Overworld Theme"

(B1) ♩ = 75

f

375

380 (C1)

mf

388 (D1)

♩ = 132

ff

392 (E1)

398

405

412 (F1)

ff

Legend of Zelda

Best Themes

Flûte 2

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" ♩ = 75

5 **A** *mf*

"Gerudo Valley" ♩ = 168

11 **B** *p cresc.*

20

26 **C** *ff mp*

32 *mf*

38 *cresc.*

44 **D** 8 **E** *ff*

56

60 **F** *p*

66 **G** *ff*

72 1. 2.

"Karakiko Village"

77 **H** ♩ = 66 20 ① 2 *mf*

101 *tr.* 2 *tr.* 8

Legend of Zelda
Flûte 2

2

114 **(J)**
mf

121

128 **(K)**
f

138
"Dark World"
f

154 **(L)** ♩ = 130
f

159

163 **(M)**
mf *f* *mf*

175 **(N)**

184
ff 3

190 "Windmill Hut" **(P)** ♩ = 200 8
mf

205
f 7

220 **(Q)**
mf

229
f 7

244 "Zelda's Lullaby" **(R)** ♩ = 90 12 **(S) Tutti**
mf

Legend of Zelda
Flûte 2

263 *f*

272 **T** *mf* *f*

286 **U** *mf* *ff*

296 **V** = 90 **W** *f*

320

326

331

336 **X** *ff*

340 **Y** *f*

343

346

348 **Z** *mf*

354

359

"Farewell Hyrule King"
"Ganondorf Theme"

Legend of Zelda

Flûte 2

4

364 **A1**
f

367

370 **B1** $\text{♩} = 75$
f

"Main Theme"
"Overworld Theme"

374

380 **C1**
mf

388 **D1** $\text{♩} = 132$
ff

392 **E1**

398

405

1.

412 **F1**

2.

ff

Legend of Zelda Best Themes

Clarinete en Sib 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

The musical score is written for Clarinet in Bb 1 and consists of 11 staves of music. It begins with an "Intro" section at a tempo of 75, marked with a fermata and a measure rest of 5. The first staff (measures 1-11) is marked *mf* and includes a circled letter 'A' above measure 5. The second staff (measures 12-26) is marked *p cresc.* and includes a circled letter 'B' above measure 15, with a tempo change to 168 and a measure rest of 2. The third staff (measures 27-34) is marked *ff* and *mp*, with a circled letter 'C' above measure 27. The fourth staff (measures 35-39) is marked *mf*. The fifth staff (measures 40-43) is marked *cresc.*. The sixth staff (measures 44-51) is marked *f* and includes a circled letter 'D' above measure 44. The seventh staff (measures 52-57) is marked *ff* and includes a circled letter 'E' above measure 52. The eighth staff (measures 58-62) is marked *mp* and includes a circled letter 'F' above measure 58. The ninth staff (measures 63-67) is marked *ff* and includes a circled letter 'G' above measure 68. The tenth staff (measures 68-72) is marked *ff* and includes a circled letter 'G' above measure 68. The eleventh staff (measures 73-77) is marked *mp* and includes a circled letter 'H' above measure 78, with a tempo change to 66. The twelfth staff (measures 78-85) is marked *mp* and includes a circled letter 'H' above measure 78. The thirteenth staff (measures 86-93) is marked *mp* and includes a circled letter 'H' above measure 86. The score concludes with a double bar line and a key signature change to Bb major.

V.S.

Clarinete en Sib 1

Legend of Zelda

2

92



98 **(I)**



106



114 **(I)**



122



129 **(K)** play
f



140
"Dark World"
mp



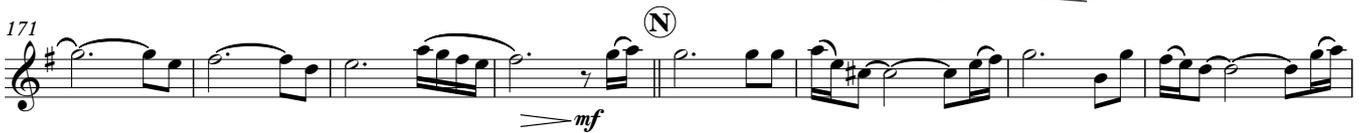
154 **(L)** ♩ = 130
f



160 **(M)**
mf *f*



171 **(N)**
mf



179



186
"Windmill Hut"
ff



190 **(O)** ♩ = 200 **(P)**
mf



205



220 **(Q)**
mf



229
"Zelda's Lullaby"
7

244 (R) ♩ = 90
mf mp

254 (S)

263 f

272 (I) mf sim.

282

288 (U) mf ff

296 (V) ♩ = 90
"Farewell Hyrule King"
"Ganondorf Theme"
mp

310 (W) f

319

325

331

336 (X) ff

340 (Y) f

344

Clarinete en Sib 1

Legend of Zelda

4

348 **Z**

mf

355

362 **A1**

f

367

371 **B1** $\text{♩} = 75$

"Main Theme"
"Overworld Theme"

f

378 **C1**

mp

385 **D1** $\text{♩} = 132$

ff

391 **E1**

397

404

412 **F1**

ff

Legend of Zelda Best Themes

Clarinete en Sib 2

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

5 **(A)** *mp*

13 **(B)** "Gerudo Valley" $\text{♩} = 168$ *p cresc.*

20 *ff*

28 **(C)** *mp* *mp*

36 *mf* *cresc.*

42 **(D)** *f*

50 **(E)** *ff*

56

60 **(F)** *mp*

66 **(G)** *ff*

72 1. 2.

"Karakiko Village" $\text{♩} = 66$

78 **(H)** *mp*

86

92

V.S.

Clarinete en Sib 2
Legend of Zelda

2

98 ①



106



114 ①



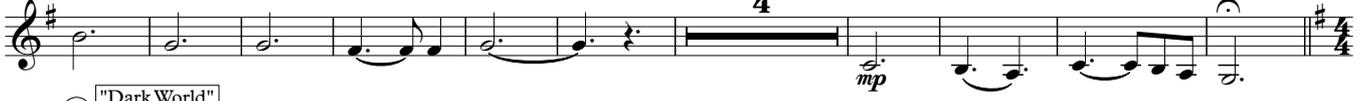
122



129 ①



140



154 ① "Dark World"
♩ = 130



159



163 ①



169



175 ①



184



"Windmill Hut"

190 ① ♩ = 200



205



220 ①



Clarinete en Sib 2
Legend of Zelda

229
"Zelda's Lullaby"
7

244 (R) ♩ = 90
mf

256 (S)
f

265

272 (T)
mf

288 (U)
mf

296 (V) ♩ = 90
"Farewell Hyrule King"
"Ganondorf Theme"
mp

310 (W)
f

319

325

331

336 (X)
ff

340 (Y)
f

346 (Z)
mf

352

Clarinete en Sib 2
Legend of Zelda

4

358

3

3

3

3

364 (A1)

f

370 (B1) $\text{♩} = 75$

"Main Theme"
"Overworld Theme"

mp

375

380 (C1)

mp

386 (D1) $\text{♩} = 132$

ff

3

3

3

392 (E1)

3

3

398

3

405

1.

412 (F1)

ff

3

3

3

3

2.

Legend of Zelda Best Themes

Clarinete en Sib 3

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme" Arrangement de Christophe Degousee

Musique de Koji Kondo

"Intro"
♩ = 75

A

"Gerudo Valley"
♩ = 168

B **C**

D

E

F

G

"Karakiko Village"
♩ = 66

H **I**

The musical score is written for Clarinet in B-flat 3. It consists of ten staves of music. The first staff is the Intro, marked with a tempo of quarter note = 75. The second staff is the Gerudo Valley theme, marked with a tempo of quarter note = 168. The third staff continues the Gerudo Valley theme. The fourth staff is the Karakiko Village theme, marked with a tempo of quarter note = 66. The fifth staff continues the Karakiko Village theme. The sixth staff is the Main Theme & Overworld Theme, marked with a tempo of quarter note = 66. The seventh staff continues the Main Theme & Overworld Theme. The eighth staff is the Farawell Hyrule King theme, marked with a tempo of quarter note = 66. The ninth staff continues the Farawell Hyrule King theme. The tenth staff is the Ganondorf Theme, marked with a tempo of quarter note = 66. The score includes various dynamics such as mp, mf, ff, p, and cresc., and includes repeat signs and first/second endings.

V.S.

Clarinete en Sib 3
Legend of Zelda

2

114 **(I)**



122



129 **(K)**



146



158



163 **(M)**



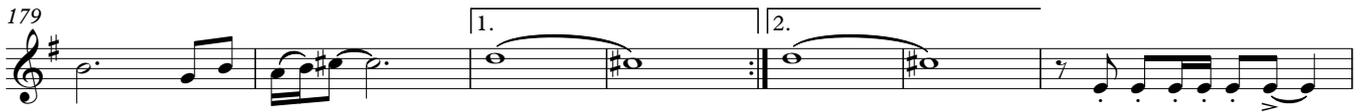
168



173 **(N)**



179



186



"Windmill Hut"

190 **(O)** ♩ = 200 **(P)**



205



220 **(Q)**



Clarinete en Sib 3
Legend of Zelda

229
"Zelda's Lullaby"

244 **(R)** ♩ = 90
mf

256 **(S)**
f

265

272 **(T)**
mp *mf*

287 **(U)**
mf *f*

295 **(V)** ♩ = 90
"Farewell Hyrule King"
"Ganondorf Theme"
mp

305

316 **(W)**
f

322

328

334 **(X)**
ff

340 **(Y)**
f

346 **(Z)**
mf

Clarinete en Sib 3
Legend of Zelda

4

352



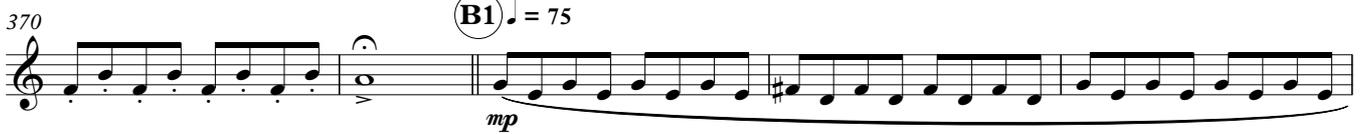
358



364 (A1)



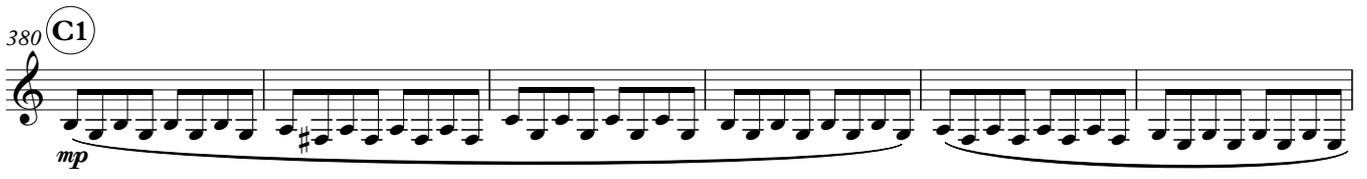
370 (B1) ♩ = 75



375



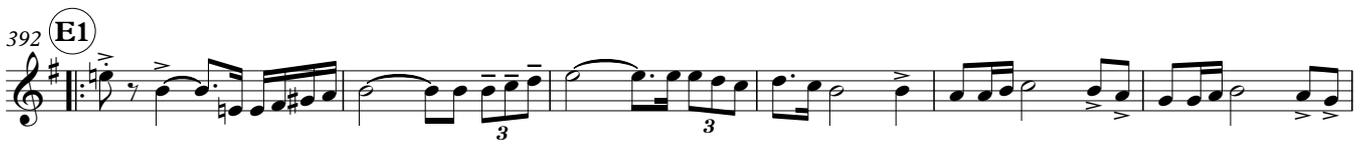
380 (C1)



386 (D1) ♩ = 132



392 (E1)



398



405



412 (F1)



Legend of Zelda Best Themes

Clarinete basse en Sib

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

"Gerudo Valley" $\text{♩} = 168$

"Karakiko Village" $\text{♩} = 66$

Arrangements 2017 C.DEGOUSEE

Clarinete basse en Sib
Legend of Zelda

2

122

129 **(K)**

mf

141

mp

"Dark World"

154 **(L)** ♩ = 130

162 **(M)**

169

175 **(N)**

182

"Windmill Hut"

188 **(O)** ♩ = 200

197 **(P)**

208

219 **(Q)**

230

241 **(R)** ♩ = 90 "Zelda's Lullaby"

Clarinete basse en Sib
Legend of Zelda

252 **(S)**

261

272 **(T)**

mp *mf*

285 **(U)** **(V)** $\text{♩} = 90$ $\frac{2}{4}$

"Farewell Hyrule King"
"Ganondorf Theme"

302

309

316 **(W)**

322

328

333

336 **(X)** **(Y)**

343

348 **(Z)**

mf

355

Clarinete basse en Sib
Legend of Zelda

4

362 **A1**

ff

367

$\text{♩} = 75$
372 **B1** "Main Theme"
"Overworld Theme"

mp

378 **C1**

$\text{♩} = 132$
388 **D1**

392 **E1**

398

405

411 **F1**

415

Legend of Zelda Best Themes

Saxophone alto 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro" $\text{♩} = 75$

mf

6 **A** *mf* "Gerudo Valley" $\text{♩} = 168$ 3

13 **B** 6 *ff*

23 *ff*

28 **C** *p* *mf*

40 **D** *cresc.* *f*

49 **E** *ff*

57 **F** *mp*

63

68 **G** *ff*

73 1. 2.

"Karakiko Village" $\text{♩} = 66$

78 **H** *mp*

86

92

V.S.

Saxophone alto 1
Legend of Zelda

2

98 ①



106



114 ①



122



129 ①



140



154 ① "Dark World"
♩ = 130



162



168



175 ①



183



189 ① "Windmill Hut"
♩ = 200



198 ①



209



Saxophone alto 1
Legend of Zelda

220 **Q**

p

231

mf

242 **R** = 90

"Zelda's Lullaby"

mf

253 **S**

mf

262

mf

272 **T**

mp *mf* sim.

281

mf

288 **U**

mf *f*

"Farewell Hyrule King"
"Ganondorf Theme"

306 **V** = 90

f

307

f

316 **W**

f

Saxophone alto 1
Legend of Zelda

320 *ff*

328

336 (X) *ff*

340 (Y) *ff*

348 (Z) *f*

356

364 (A1) *ff*

"Main Theme"
"Overworld Theme"

$\text{♩} = 75$

372 (B1) 8 (C1) *mf*

386 (D1) $\text{♩} = 132$ *ff*

392 (E1)

399

406 1. 2.

413 (F1) *ff*

Legend of Zelda

Best Themes

Saxophone alto 2

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$



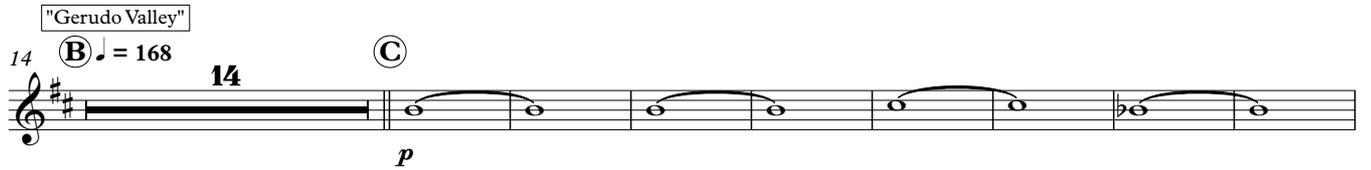
mf

6 **(A)**



"Gerudo Valley" $\text{♩} = 168$

14 **(B)** **(C)**



p

36



mf *cresc.*

44 **(D)**



f

51 **(E)**



ff

58 **(F)**



mp

63



68 **(G)**



ff

73



"Karakiko Village" $\text{♩} = 66$

78 **(H)**



mp

86



92



V.S.

Saxophone alto 2

Legend of Zelda

2

98 **(I)**



Musical staff 98-105: Treble clef, key signature of two sharps (F# and C#), 4/4 time signature. The staff contains a sequence of eighth and quarter notes with rests, typical of the Legend of Zelda main theme.

106



Musical staff 106-113: Continuation of the main theme from the previous staff.

114 **(I)**



Musical staff 114-121: Continuation of the main theme.

122



Musical staff 122-128: Continuation of the main theme.

129 **(K)**



Musical staff 129-136: A triplet of eighth notes, marked with a circled '3' above the staff.

140



Musical staff 140-147: Continuation of the triplet pattern, ending with a fermata and a 7-measure rest.

154 **(L)** "Dark World"
♩ = 130



Musical staff 154-161: Introduction to the "Dark World" theme, starting with a forte (*f*) dynamic.

162



Musical staff 162-167: Continuation of the "Dark World" theme, marked with a circled 'M' and a mezzo-forte (*mf*) dynamic.

168



Musical staff 168-175: Continuation of the "Dark World" theme, ending with a mezzo-forte (*mf*) dynamic.

175 **(N)**



Musical staff 175-181: Continuation of the "Dark World" theme, marked with a fortissimo (*ff*) dynamic and a first ending bracket.

182



Musical staff 182-187: Continuation of the "Dark World" theme, marked with a fortissimo (*ff*) dynamic and a second ending bracket.

188 **(O)** "Windmill Hut"
♩ = 200



Musical staff 188-196: Introduction to the "Windmill Hut" theme, marked with a fortissimo (*ff*) dynamic and a 3-measure rest.

197



Musical staff 197-206: Continuation of the "Windmill Hut" theme, marked with a piano (*p*) dynamic.

207



Musical staff 207-214: Continuation of the "Windmill Hut" theme, marked with a mezzo-forte (*mf*) dynamic.

218 **Q**

p

Musical staff 218-228: Treble clef, key signature of two sharps (F# and C#), 4/4 time. The staff contains a sequence of quarter notes and eighth notes with rests. A circled letter 'Q' is above the staff. A dynamic marking 'p' is below the staff.

229

mf

Musical staff 229-238: Treble clef, key signature of two sharps. The staff contains a sequence of quarter notes and eighth notes with rests. A dynamic marking 'mf' is below the staff.

240 **R** ♩ = 90 "Zelda's Lullaby"

mf

Musical staff 240-250: Treble clef, key signature of two sharps. The staff contains a sequence of quarter notes and eighth notes with rests. A circled letter 'R' is above the staff. A tempo marking '♩ = 90' and a title box containing '"Zelda's Lullaby"' are above the staff. A dynamic marking 'mf' is below the staff.

251 **S**

Musical staff 251-260: Treble clef, key signature of three sharps (F#, C#, G#), 4/4 time. The staff contains a sequence of quarter notes and eighth notes with rests. A circled letter 'S' is above the staff.

261

Musical staff 261-271: Treble clef, key signature of three sharps. The staff contains a sequence of quarter notes and eighth notes with rests. A circled letter 'T' is above the staff.

272 **T**

mp *mf* *sim.*

Musical staff 272-280: Treble clef, key signature of three sharps. The staff contains a sequence of quarter notes and eighth notes with rests. A circled letter 'T' is above the staff. Dynamic markings 'mp', 'mf', and 'sim.' are below the staff.

281

Musical staff 281-287: Treble clef, key signature of three sharps. The staff contains a sequence of eighth notes with accents. A circled letter 'U' is above the staff.

288 **U**

mf *f*

Musical staff 288-294: Treble clef, key signature of three sharps. The staff contains a sequence of eighth notes with accents. A circled letter 'U' is above the staff. Dynamic markings 'mf' and 'f' are below the staff.

295 **V** ♩ = 90 "Farewell Hyrule King" "Ganondorf Theme"

mp

Musical staff 295-304: Treble clef, key signature of three sharps, 4/4 time. The staff contains a sequence of quarter notes. A circled letter 'V' is above the staff. A tempo marking '♩ = 90' and a title box containing '"Farewell Hyrule King" "Ganondorf Theme"' are above the staff. A dynamic marking 'mp' is below the staff.

305

Musical staff 305-315: Treble clef, key signature of two sharps. The staff contains a sequence of quarter notes. A circled letter 'W' is above the staff.

316 **W**

f

Musical staff 316-321: Treble clef, key signature of two sharps. The staff contains a sequence of eighth notes with accents. A circled letter 'W' is above the staff. A dynamic marking 'f' is below the staff.

322

Musical staff 322-327: Treble clef, key signature of two sharps. The staff contains a sequence of eighth notes with accents.

328

Musical staff 328-333: Treble clef, key signature of two sharps. The staff contains a sequence of eighth notes with accents.

334 **X**

ff

Musical staff 334-339: Treble clef, key signature of two sharps. The staff contains a sequence of eighth notes with accents. A circled letter 'X' is above the staff. A dynamic marking 'ff' is below the staff.

Saxophone alto 2

Legend of Zelda

4

340 **Y**

ff

348 **Z**

f

356

363 **A1**

ff

"Main Theme"
"Overworld Theme"

$\text{♩} = 75$

372 **B1** **C1**

mf

385 **D1** $\text{♩} = 132$

ff

391 **E1**

397

404

411 **F1**

ff

Legend of Zelda Best Themes

Saxophone ténor

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme" Arrangement de Christophe Degoussée

Musique de Koji Kondo

"Intro"
♩ = 75 **(A)**

"Gerudo Valley"
♩ = 168 **(B)**

(C)

(D)

(E)

(F)

(G)

(H) ♩ = 66

"Karakiko Village"

20

Saxophone ténor
Legend of Zelda

2

98 **I**
mf

109 Solo **I**
mf

119

129 **K** play
f *mf*

140 Solo play
mf

152 **L** ♩ = 130
"Dark World"
f

158

163 **M**
mf

169 *p*

175 **N**

180 1. 2.
f *f*

185 **O** 3
"Windmill Hut"
ff

190 **P** ♩ = 200
mf

198 **P**
p

Saxophone ténor
Legend of Zelda

208 *mf*

218 **Q** *p*

228 *mf*

236 "Zelda's Lullaby"

244 **R** ♩ = 90 **4** Solo *f*

256 **S** Tutti *mf* *f*

265

272 **T** **16** **U** **7** **V** ♩ = 90 "Farewell Hyrule King" "Ganondorf Theme" *mp*

303

316 **W** *f*

322

328

334 **X** *ff*

340 **Y** *ff*

Saxophone ténor
Legend of Zelda

4

348 **Z**

f

356

364 **A1**

ff

$\text{♩} = 75$ "Main Theme" "Overworld Theme"

372 **B1** **C1**

mf

385 **D1** $\text{♩} = 132$

ff

391 **E1**

397

404

411 **F1**

ff

Legend of Zelda Best Themes

Saxophone baryton

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

Intro ♩ = 75

A

B ♩ = 168 "Gerudo Valley" 6

C 8

D

E

F

G **"Karakiko Village"**

H ♩ = 66 6

I

122

V.S.

Saxophone baryton
Legend of Zelda

2

129 **(K)**
mf

Musical staff 129-139: Saxophone baryton part for 'Dark World'. It begins with a whole rest, followed by a series of eighth and quarter notes in a melodic line. The dynamic is marked *mf*.

140
"Dark World"
6

Musical staff 140-153: Continuation of the 'Dark World' piece. It features a melodic line with a six-measure rest (marked '6') and ends with a fermata. The dynamic is *mf*.

154 **(L)** ♩ = 130
f

Musical staff 154-161: Continuation of the 'Dark World' piece. It features a series of eighth notes with accents, marked with a forte (*f*) dynamic.

162 **(M)**
mf

Musical staff 162-168: Continuation of the 'Dark World' piece. It features a series of eighth notes with accents, marked with a mezzo-forte (*mf*) dynamic.

169
mf *p*

Musical staff 169-174: Continuation of the 'Dark World' piece. It features a series of eighth notes with accents, marked with a mezzo-forte (*mf*) dynamic, ending with a piano (*p*) dynamic.

175 **(N)** 1.

Musical staff 175-181: Continuation of the 'Dark World' piece. It features a series of eighth notes with accents, marked with a mezzo-forte (*mf*) dynamic. A first ending bracket is shown.

182 2.
f

Musical staff 182-187: Continuation of the 'Dark World' piece. It features a series of eighth notes with accents, marked with a forte (*f*) dynamic. A second ending bracket is shown.

188 **(O)** ♩ = 200 "Windmill Hut"
ff *mf*

Musical staff 188-195: Saxophone baryton part for 'Windmill Hut'. It begins with a forte (*ff*) dynamic and a triplet of eighth notes, then continues with a mezzo-forte (*mf*) dynamic.

196 **(P)**
p

Musical staff 196-205: Continuation of the 'Windmill Hut' piece. It features a series of quarter notes, marked with a piano (*p*) dynamic.

206
mf

Musical staff 206-215: Continuation of the 'Windmill Hut' piece. It features a series of quarter notes, marked with a mezzo-forte (*mf*) dynamic.

216 **(Q)**
p

Musical staff 216-225: Continuation of the 'Windmill Hut' piece. It features a series of quarter notes, marked with a piano (*p*) dynamic.

226
mf

Musical staff 226-234: Continuation of the 'Windmill Hut' piece. It features a series of quarter notes, marked with a mezzo-forte (*mf*) dynamic.

235
"Zelda's Lullaby"

Musical staff 235-243: Saxophone baryton part for 'Zelda's Lullaby'. It features a series of quarter notes, marked with a mezzo-forte (*mf*) dynamic.

244 **(R)** ♩ = 90
mf

Musical staff 244-253: Continuation of the 'Zelda's Lullaby' piece. It features a series of quarter notes, marked with a mezzo-forte (*mf*) dynamic.

Saxophone baryton
Legend of Zelda

254 **(S)**

265 **(T)**

278

288 **(U)** **(V)** $\text{♩} = 90$
8 $\frac{4}{2}$ "Farewell Hyrule King"
"Ganondorf Theme"

303

309

316 **(W)**

321

326

331

336 **(X)** **(Y)**

343

348 **(Z)**

354

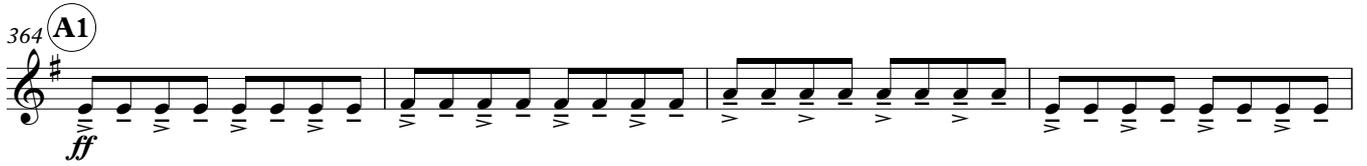
Saxophone baryton
Legend of Zelda

4

359



364 **A1**



368

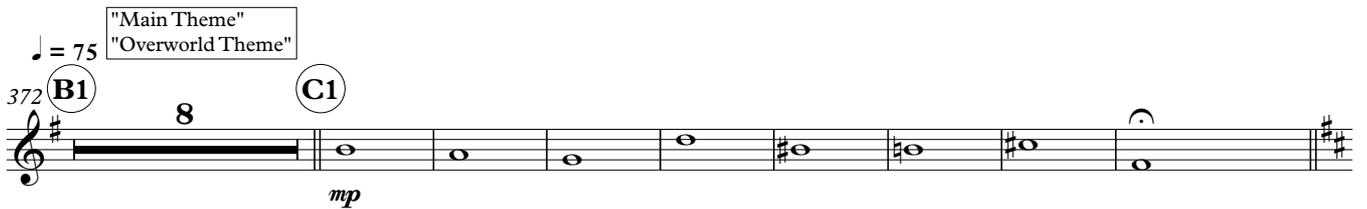


372 **B1** **C1**

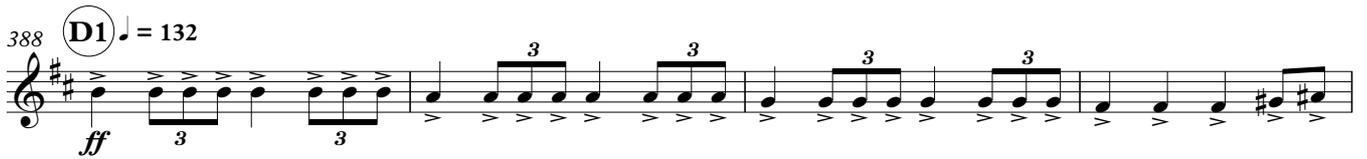
"Main Theme"
"Overworld Theme"

♩ = 75

8



388 **D1** ♩ = 132



392 **E1**



398



404



410 **F1**



414



Legend of Zelda Best Themes

Cor en Fa 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro" $\text{♩} = 75$

6 (A) 7 11 $\text{♩} = 168$ *fp* *ff* *fp*

28 (C) 8 *ff* *mf* *cresc.*

44 (D) *f*

52 (E) *ff*

60 (F) *mp*

68 (G) *ff*

74 (H) "Karakiko Village" $\text{♩} = 66$ 20

98 (I) 14 Solo ♩ *mf*

120

129 (K) play *f*

139 6

Legend of Zelda
Cor en Fa 1

2

"Dark World"

♩ = 130

152 *f*

Musical notation for measures 152-160. Measure 152 starts with a whole rest. The piece is in 4/4 time. Dynamics include *f*.

161 *f*

Musical notation for measures 161-170. Measure 161 starts with a whole rest. Measure 162 has a circled 'M' above it. Measure 163 has a circled '5' above it. Dynamics include *f*.

172 *ff*

Musical notation for measures 172-183. Measure 172 has a circled 'N' above it. Measure 173 has a circled '6' above it. Measures 174-175 have first and second endings. Dynamics include *ff* and triplets.

184 *ff*

Musical notation for measures 184-189. Measure 184 has a circled '3' above it. Dynamics include *ff*.

"Windmill Hut"

♩ = 200

190 *mf*

Musical notation for measures 190-197. The piece is in 3/4 time. Dynamics include *mf*.

198 *p*

Musical notation for measures 198-208. Measure 198 has a circled 'P' above it. Dynamics include *p*.

209 *mf*

Musical notation for measures 209-218. Dynamics include *mf*.

219 *p*

Musical notation for measures 219-228. Measure 219 has a circled 'Q' above it. Dynamics include *p*.

229 *mf*

Musical notation for measures 229-236. Dynamics include *mf*.

237

Musical notation for measures 237-243. The piece ends with a double sharp sign.

"Zelda's Lullaby"

♩ = 90

244 *f*

Musical notation for measures 244-271. Measure 244 has a circled 'R' above it. Measure 245 has a circled '12' above it. Measure 246 has a circled 'S' above it. Measure 247 has a circled '8' above it. Dynamics include *f*.

272 *mp* *mf*

Musical notation for measures 272-287. Measure 272 has a circled 'T' above it. Measure 273 has a circled '4' above it. Dynamics include *mp* and *mf*.

288 *f*

Musical notation for measures 288-295. Measure 288 has a circled 'U' above it. Dynamics include *f*.

"Farewell Hyrule King"
"Ganondorf Theme"

♩ = 90

296 *f*

Musical notation for measures 296-303. Measure 296 has a circled 'V' above it. Measure 297 has a circled '4' above it. Measure 298 has a circled '3' above it. Measure 302 has a circled '3' above it. Dynamics include *f*.

Legend of Zelda
Cor en Fa 1

307

316 **W** *ff*

327

336 **X** *ff* **Y** *f*

345 **Z** *f*

353

361 **A1** *f*

367

$\text{♩} = 75$ "Main Theme"
"Overworld Theme"

372 **B1** *mf* **C1** *mf*

$\text{♩} = 132$

388 **D1** *ff*

392 **E1**

399

406 1. 2.

413 **F1** *ff*

Legend of Zelda Best Themes

Cor en Fa 2

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

"Intro"
♩ = 75

"Gerudo Valley"
7 11
fp ff fp

28 8
mf cresc.

44 **D** f

52 **E** ff

60 **F** mp

68 **G** ff

"Karakiko Village"
74 1. 2. **H** ♩ = 66 20

98 **I** 16 **J** 15 **K** play f

136 7

"Dark World"
153 **L** ♩ = 130 f

162 **M** 5 f

171 **N** 6

Legend of Zelda

Cor en Fa 2

2

181 **1.** *ff* 3 **2.** *ff* 3

186 *ff* 3 //

"Windmill Hut"

190 **Q** ♩ = 200 *mf*

198 **P** *p*

209 *mf*

219 **Q** *p*

229 *mf*

238

"Zelda's Lullaby"

244 **R** ♩ = 90 **S** 12 **T** 16 4 *mp* *mf*

282 **U** 4 *f*

"Farewell Hyrule King"
"Ganondorf Theme"

296 **V** ♩ = 90 **W** 20 4 3 *ff*

325 3

332 **X** 3 *ff*

340 **Y** *f*

348 **Z**

f

Musical staff for measures 348-355. The staff begins with a treble clef, a key signature of one flat (B-flat), and a common time signature. It contains a sequence of eighth and sixteenth notes, with some rests. A circled 'Z' is placed above the first measure. The dynamic marking *f* is at the beginning.

356

Musical staff for measures 356-363. It continues the melodic line from the previous staff with similar rhythmic patterns.

364 **A1**

f

Musical staff for measures 364-371. The melody consists of a series of eighth notes, some with accidentals. A circled 'A1' is above the first measure. The dynamic marking *f* is at the beginning.

♩ = 75 "Main Theme" "Overworld Theme"

372 **B1** **C1**

mf

Musical staff for measures 372-387. It features a 7-measure rest followed by a 4-measure rest, then a melodic phrase. A circled 'B1' is above the first measure and a circled 'C1' is above the start of the second phrase. The dynamic marking *mf* is at the beginning.

♩ = 132

388 **D1**

ff

Musical staff for measures 388-391. It contains a triplet of eighth notes. A circled 'D1' is above the first measure. The dynamic marking *ff* is at the beginning.

392 **E1**

Musical staff for measures 392-397. It contains a triplet of eighth notes. A circled 'E1' is above the first measure.

398

Musical staff for measures 398-404. It contains a triplet of eighth notes. A circled 'E1' is above the first measure.

405

Musical staff for measures 405-411. It contains a triplet of eighth notes. A circled 'E1' is above the first measure.

412 **F1**

ff

Musical staff for measures 412-419. It contains a triplet of eighth notes. A circled 'F1' is above the first measure. The dynamic marking *ff* is at the beginning.

Legend of Zelda Best Themes

Cor en Fa 3

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme" Arrangement de Christophe Degoussée

Musique de Koji Kondo

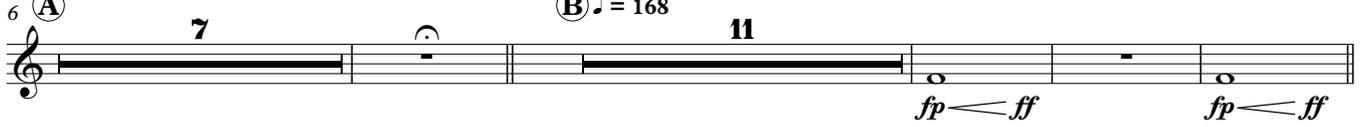
"Intro" = 75



mf

"Gerudo Valley" = 168

6 **A** 7 **B** 11



fp *ff* *fp* *ff*

28 **C** 8



mf *cresc.*

44 **D**



f

51 **E**



ff

58 **F**



mp

67 **G**



ff

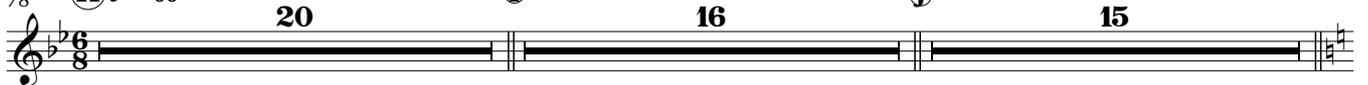
73



1. 2.

"Karakiko Village" = 66

78 **H** 20 **I** 16 **J** 15



ff

129 **K** play



f

139



f

Legend of Zelda
Cor en Fa 3

2 "Dark World"

154 **L** ♩ = 130

Musical notation for measures 154-161. Measure 154 starts with a *f* dynamic. The piece is in 4/4 time.

Musical notation for measures 162-172. Measure 162 includes a circled **M** and a measure rest of 5. Measure 172 includes a circled **N** and a measure rest of 6. Dynamics include *f*.

Musical notation for measures 173-184. Measure 173 includes a circled **N** and a measure rest of 6. Measures 174-175 have first and second endings. Dynamics include *ff* and triplets of 3.

Musical notation for measures 185-189. Measure 185 includes a circled **N** and a measure rest of 6. Measure 189 includes a circled **N** and a measure rest of 6. Dynamics include *ff* and triplets of 3. The piece ends with a double bar line and a 3/4 time signature.

"Windmill Hut"

190 **O** ♩ = 200

Musical notation for measures 190-197. Measure 190 starts with a *mf* dynamic. The piece is in 3/4 time.

Musical notation for measures 198-207. Measure 198 includes a circled **P** and a measure rest of 6. Dynamics include *p*.

Musical notation for measures 208-217. Measure 208 includes a circled **P** and a measure rest of 6. Dynamics include *mf*.

Musical notation for measures 218-227. Measure 218 includes a circled **Q** and a measure rest of 6. Dynamics include *p*.

Musical notation for measures 228-237. Measure 228 includes a circled **Q** and a measure rest of 6. Dynamics include *mf*.

Musical notation for measures 238-243. Measure 238 includes a circled **Q** and a measure rest of 6. Dynamics include *mf*.

"Zelda's Lullaby"

244 **R** ♩ = 90

Musical notation for measures 244-270. Measure 244 includes a circled **R** and a measure rest of 12. Measure 245 includes a circled **S** and a measure rest of 8. Dynamics include *f*.

Musical notation for measures 271-287. Measure 271 includes a circled **T** and a measure rest of 4. Dynamics include *mp* and *mf*.

Musical notation for measures 288-295. Measure 288 includes a circled **U** and a measure rest of 4. Dynamics include *mf* and *f*.

"Farewell Hyrule King"
"Ganondorf Theme"

296 **V** ♩ = 90

Musical notation for measures 296-303. Measure 296 includes a circled **V** and a measure rest of 20. Measure 297 includes a circled **W** and a measure rest of 4. Dynamics include *ff* and triplets of 3.

Legend of Zelda
Cor en Fa 3

325

332

336 (X) (Y)

345 (Z)

353

361 (A1)

367

♩ = 75 "Main Theme" "Overworld Theme"

372 (B1) (C1)

♩ = 132

388 (D1)

392 (E1)

398

405

412 (F1)

Legend of Zelda Best Themes

Cor en Fa 4

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

"Intro"
♩ = 75

"Gerudo Valley"
♩ = 168

6 **A** 7 11

28 **C** 8

44 **D**

51 **E**

58 **F**

67 **G**

73

"Karakiko Village"
♩ = 66

78 **H** 20 16 15

129 **K** play

139 7

Legend of Zelda

Cor en Fa 4

332

3

336

(X) (Y)

ff *f*

345

(Z)

f

353

361

(A1)

f

367

$\text{♩} = 75$

"Main Theme"
"Overworld Theme"

372 (B1) (C1)

7 4

mf *mf*

$\text{♩} = 132$

388 (D1)

ff

3 3

392 (E1)

3 3

398

3

405

1.

412 (F1)

2.

ff

3 3 3 3

Legend of Zelda Best Themes

Trompette en Sib 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo

Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$ 5 **A** 7 **B** $\text{♩} = 168$ 10 **"Gerudo Valley"**

28 **C** 16 **D** *f*

50 **E** *f p ff*

55

60 **F** 8 **G** *ff*

72 1. 2. *pv*

"Karakiko Village" $\text{♩} = 66$ 78 **H** 2 *mf* Solo

88

98 **I**

107

114 **J** 14

Trompette en Sib 1

Legend of Zelda

2

128 **(K)** play
f

Musical staff 128-138: Treble clef, key signature of one sharp (F#), 4/4 time. Starts with a whole rest, then a series of eighth and quarter notes. Dynamics include *f*.

139 Solo, freely
mf
"Dark World"

Musical staff 139-150: Treble clef, key signature of one sharp (F#), 4/4 time. Features a melodic line with some grace notes. Dynamics include *mf*.

151 **(L)** ♩ = 130
5 2 play
f

Musical staff 151-162: Treble clef, key signature of one sharp (F#), 4/4 time. Includes a 5-measure rest and a 2-measure rest, followed by sixteenth-note patterns. Dynamics include *f*.

163 **(M)**
f

Musical staff 163-168: Treble clef, key signature of one sharp (F#), 4/4 time. Features a melodic line with eighth notes. Dynamics include *f*.

169

Musical staff 169-174: Treble clef, key signature of one sharp (F#), 4/4 time. Features a melodic line with eighth notes. Dynamics include *f*.

175 **(N)**
6 1. 3 2. 3
ff

Musical staff 175-184: Treble clef, key signature of one sharp (F#), 4/4 time. Includes a 6-measure rest and first/second endings with 3-measure phrases. Dynamics include *ff*.

185 2 play
ff
3

Musical staff 185-189: Treble clef, key signature of one sharp (F#), 4/4 time. Includes a 2-measure rest and sixteenth-note patterns. Dynamics include *ff*.

"Windmill Hut"
190 **(O)** ♩ = 200
8 **(P)**
p

Musical staff 190-204: Treble clef, key signature of one sharp (F#), 3/4 time. Includes an 8-measure rest and dotted quarter notes. Dynamics include *p*.

205
mf
7

Musical staff 205-219: Treble clef, key signature of one sharp (F#), 4/4 time. Includes a 7-measure rest and dotted quarter notes. Dynamics include *mf*.

"Zelda's Lullaby"
220 **(Q)** 22 **(R)** ♩ = 90 12

Musical staff 220-255: Treble clef, key signature of two sharps (F#, C#), 4/4 time. Includes a 22-measure rest and a 12-measure rest. Dynamics include *mf*.

256 **(S)** 16 **(T)** 8
f

Musical staff 256-287: Treble clef, key signature of two sharps (F#, C#), 4/4 time. Includes a 16-measure rest and an 8-measure rest, followed by a melodic line. Dynamics include *f*.

288 **(U)** 4 Tutti
f
"Farewell Hyrule King"
"Ganondorf Theme"

Musical staff 288-295: Treble clef, key signature of two sharps (F#, C#), 4/4 time. Includes a 4-measure rest and a melodic line. Dynamics include *f*.

296 **(V)** ♩ = 90 20 **(W)** 4
ff
3

Musical staff 296-300: Treble clef, key signature of two sharps (F#, C#), 4/4 time. Includes a 20-measure rest and a 4-measure rest, followed by a melodic line. Dynamics include *ff*.

Trompette en Sib 1

Legend of Zelda

325

3

3

333

3

X

ff

340

Y

f

348

Z

f

355

362

A1

f "Main Theme"
"Overworld Theme"

370

B1 ♩ = 75

mf

C1

383

388

D1 ♩ = 132

ff

392

E1

398

405

1.

412

F1

ff

2.

Trompette en Sib 2
Legend of Zelda

161 **(M)**

Musical staff 161-166. Key signature: one sharp (F#). Starts with a fermata over a whole note. Dynamics: *f*.

167

Musical staff 167-174. Dynamics: *f*.

175 **(N)**

Musical staff 175-184. Measure 175 has a fermata of 6 measures. Measure 176 has a first ending of 3 measures, followed by a repeat sign and a second ending of 3 measures. Dynamics: *ff*.

185

Musical staff 185-189. Measure 185 has a fermata of 2 measures. Measure 189 has a fermata of 3 measures. Dynamics: *ff*. Key signature changes to three sharps (F#, C#, G#) at the end of the staff.

"Windmill Hut"

190 **(O)** ♩ = 200 **(P)**

Musical staff 190-204. Measure 190 has a fermata of 8 measures. Dynamics: *p*.

205

Musical staff 205-219. Measure 219 has a fermata of 7 measures. Dynamics: *mf*.

"Zelda's Lullaby"

220 **(Q)**

Musical staff 220-255. Measure 220 has a fermata of 22 measures. Measure 255 has a fermata of 12 measures. Dynamics: *mf*. Key signature changes to two sharps (F#, C#) at the end of the staff.

256 **(S)**

Musical staff 256-284. Measure 256 has a fermata of 16 measures. Measure 264 has a fermata of 8 measures. Dynamics: *f*.

285 **(U)**

Musical staff 285-324. Measure 285 has a fermata of 4 measures. Dynamics: *f*. Key signature changes to three sharps (F#, C#, G#) at the end of the staff.

"Farewell Hyrule King"
"Ganondorf Theme"

296 **(V)** ♩ = 90 **(W)**

Musical staff 296-324. Measure 296 has a fermata of 20 measures. Measure 300 has a fermata of 4 measures. Measure 324 has a fermata of 3 measures. Dynamics: *ff*.

325

Musical staff 325-332. Measure 325 has a fermata of 3 measures. Measure 332 has a fermata of 3 measures.

333 **(X)**

Musical staff 333-340. Measure 333 has a fermata of 3 measures. Dynamics: *ff*.

Legend of Zelda Best Themes

Trompette en Sib 3

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro"
♩ = 75

5 7

"Gerudo Valley"
14 **(B)** ♩ = 168

10

p *ff* *p* *ff*

28 **(C)** **(D)**

16

f

50 **(E)**

f *p* *ff*

55

60 **(F)** **(G)**

8

ff

72

1. 2.

"Karakiko Village"
78 **(H)** ♩ = 66

20 16 15

129 **(K)**

3 6

146 **(L)** ♩ = 130 **"Dark World"**

7 5 2

Trompette en Sib 3
Legend of Zelda

2

161 **(M)**

f

167

f

175 **(N)**

ff *ff*

185

ff

"Windmill Hut"

190 **(O)** ♩ = 200 **(P)**

p

205

mf

"Zelda's Lullaby"

220 **(Q)** **(R)** ♩ = 90

22 12

256 **(S)** **(T)**

16 8

f

285 **(U)**

4

f

"Farewell Hyrule King"
"Ganondorf Theme"

296 **(V)** ♩ = 90 **(W)**

20 4

ff

325

3 3

333 **(X)**

ff

339 **Y**

347 **Z**

354

361 **A1**

367

♩ = 75 "Main Theme" **B1** "Overworld Theme" **C1**

372 **B1** 8 **C1**

385 **D1** 132

391 **E1**

397

403

411 1. 2. **F1**

414

Legend of Zelda

Best Themes

Baryton Sib

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

6 **A** $\text{♩} = 168$ **B**

19

26 **C**

32 **D**

44 **E**

50 **F**

57 **G**

65 **H**

"Karakiko Village" $\text{♩} = 66$

78 **H**

20

Legend of Zelda
Baryton Sib

2

98 **D**
mf

Musical staff 98-108: Treble clef, key signature of one flat (B-flat major/D minor), 4/4 time. Starts with a circled 'D'. Dynamics include *mf*.

109 Solo **D**
mf

Musical staff 109-118: Treble clef, key signature of one flat. Starts with a circled 'D' and 'Solo' above. Dynamics include *mf*.

119

Musical staff 119-128: Treble clef, key signature of one flat. Ends with a sharp sign (#).

129 **K** play
f *mf*

Musical staff 129-138: Treble clef, key signature of two sharps (D major/F# minor), 4/4 time. Starts with a circled 'K' and 'play' above. Dynamics include *f* and *mf*.

139 Solo
mf

Musical staff 139-148: Treble clef, key signature of two sharps. Starts with a circled 'L' and 'Solo' above. Dynamics include *mf*.

150 play
f

Musical staff 150-165: Treble clef, key signature of two sharps, 4/4 time. Starts with 'play' above. Dynamics include *f*. A box labeled '"Dark World"' is above the staff. A circled 'L' with a quarter note and "= 130" is below the staff.

160 **M**

Musical staff 160-165: Treble clef, key signature of two sharps, 4/4 time. Starts with a circled 'M' above.

166

Musical staff 166-172: Treble clef, key signature of two sharps, 4/4 time.

173 **N**
p

Musical staff 173-178: Treble clef, key signature of two sharps, 4/4 time. Starts with a circled 'N' above. Dynamics include *p*.

179
f

Musical staff 179-183: Treble clef, key signature of two sharps, 4/4 time. First ending bracket with '1.' and second ending bracket with '2.'. Dynamics include *f*.

184
f "Windmill Hut"

Musical staff 184-187: Treble clef, key signature of two sharps, 4/4 time. Dynamics include *f*. A box labeled '"Windmill Hut"' is below the staff.

188 **O** *ff*
ff

Musical staff 188-197: Treble clef, key signature of two sharps, 3/4 time. Starts with a circled 'O' and 'ff' above. Dynamics include *ff*. A box with '3' and a double bar line is above the staff. A box with '8' is below the staff.

198 **P** **Q**
mf

Musical staff 198-203: Treble clef, key signature of two sharps, 4/4 time. Starts with a circled 'P' and a circled 'Q' above. Dynamics include *mf*. A box with '22' is above the staff.

Legend of Zelda
Baryton Sib

4

320 *ff*

327

333 *ff*

340 **Y** *ff*

348 **Z** *f*

355

362 **A1**

370 *ff* $\text{♩} = 75$ **B1** "Main Theme" "Overworld Theme" **C1** *mf*

383 $\text{♩} = 132$

388 **D1** *ff*

392 **E1**

398

405 1.

412 2. **F1** *ff*

Detailed description: This is a musical score for a Baryton instrument, likely a Baritone Saxophone, for the Legend of Zelda. The score is written in treble clef and consists of 12 staves of music. It begins at measure 320 and ends at measure 412. The music is characterized by a strong rhythmic pulse and frequent use of triplets. The dynamic range is wide, starting with fortissimo (ff) and moving through mezzo-forte (mf) to fortissimo (ff) again. The score includes several section markers labeled with letters in circles: Y, Z, A1, B1, C1, D1, E1, and F1. A tempo change is indicated at measure 370, where the tempo is marked as quarter note = 75. At measure 383, the tempo changes again to quarter note = 132. A key signature change from one sharp (F#) to two sharps (F# and C#) occurs at measure 388. The score features various musical notations including slurs, accents, and dynamic markings.

Legend of Zelda Best Themes

Trombone 1

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

mf

6 **A**

mp

"Gerudo Valley" $\text{♩} = 168$

14 **B** 10 **C**

p ff p ff mp

34 *mf* *cresc.*

44 **D**

f

51 **E**

f

56

60 **F**

mp

68 **G**

f

73 1. 2. **G**

"Karakiko Village" $\text{♩} = 66$

78 **H**

mp

87

96 **I**

V.S.

Legend of Zelda
Trombone 1

Solo

2

105

Musical staff 105: Bass clef, key signature of two flats (B-flat, E-flat). The staff contains a sequence of eighth notes and quarter notes. The dynamic marking *mf* is placed at the end of the staff.

114

Musical staff 114: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes. A circled letter 'D' is placed above the first measure.

127

Musical staff 127: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes. A circled letter 'K' is placed above the first measure. The dynamic marking *f* is placed below the staff, and the word *simile* is placed above the staff.

137

Musical staff 137: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes and quarter notes.

143

Musical staff 143: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes and quarter notes. A circled letter '4' is placed above the staff. The dynamic marking *mp* is placed below the staff.

154 (L) ♩ = 130

"Dark World"

Musical staff 154: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth notes and quarter notes. The dynamic marking *f* is placed below the staff.

159

Musical staff 159: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes and quarter notes. The dynamic marking *f* is placed below the staff.

163 (M)

Musical staff 163: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes.

171

Musical staff 171: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes. A circled letter 'N' is placed above the staff. The dynamic marking *p* is placed below the staff.

178

Musical staff 178: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes and quarter notes. First and second endings are indicated by brackets and numbers 1 and 2.

184

Musical staff 184: Bass clef, key signature of two flats, 3/4 time signature. The staff contains a sequence of eighth notes and quarter notes. The dynamic marking *ff* is placed below the staff, and a circled letter '3' is placed below the staff.

"Windmill Hut"

190 (O) ♩ = 200

Musical staff 190: Bass clef, key signature of two flats, 3/4 time signature. The staff contains a sequence of quarter notes and eighth notes. The dynamic marking *mf* is placed below the staff.

198 (P)

Musical staff 198: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes. The dynamic marking *p* is placed below the staff.

209

Musical staff 209: Bass clef, key signature of two flats. The staff contains a sequence of quarter notes and eighth notes. The dynamic marking *mf* is placed below the staff.

Legend of Zelda
Trombone 1

219 **Q**

p

Measure 219: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'Q' is above the first measure. A dynamic marking 'p' is below the first measure.

229

mf

Measure 229: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A dynamic marking 'mf' is below the staff.

240

"Zelda's Lullaby" **R** ♩ = 90

mf

Measure 240: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'R' with a quarter note and '90' is above the staff. A dynamic marking 'mf' is below the staff.

251 **S**

Measure 251: Bass clef, key signature of one sharp. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'S' is above the staff.

261

Measure 261: Bass clef, key signature of one sharp. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3.

272 **T**

4

mp ————— *mf*

Measure 272: Bass clef, key signature of one sharp. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'T' is above the staff. A '4' is above the first measure. A dynamic marking 'mp' is below the first measure, and 'mf' is below the end of the staff.

288 **U**

"Farewell Hyrule King"
"Ganondorf Theme" **V** ♩ = 90

f ————— *mp* ————— *f* 3

Measure 288: Bass clef, key signature of one sharp. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'U' is above the staff. A '4' is above the first measure. A dynamic marking 'f' is below the first measure, 'mp' is below the middle of the staff, and 'f' is below the end of the staff. A '3' is below the last measure.

302

Measure 302: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A '3' is below the last measure.

309

Measure 309: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A '3' is below the first measure, and another '3' is below the last measure.

316 **W**

4

Measure 316: Bass clef, key signature of two flats. The staff contains a series of eighth notes with stems pointing up, starting on G2 and moving up stepwise to G3. A circled 'W' is above the staff. A '4' is above the first measure.

Legend of Zelda
Trombone 1

4

320

Musical staff 320-327. Bass clef, key signature of one flat. Measure 320 starts with a *ff* dynamic. The staff contains eighth notes with slurs and triplets. Measure 327 ends with a double bar line.

328

Musical staff 328-335. Continuation of the previous staff. Measure 335 ends with a double bar line.

336 (X)

Musical staff 336-344. Measure 336 starts with a *ff* dynamic. Measure 344 ends with a double bar line.

345

Musical staff 345-351. Measure 345 starts with a *f* dynamic. The staff contains eighth notes with slurs and triplets. Measure 351 ends with a double bar line.

352

Musical staff 352-357. Continuation of the previous staff. Measure 357 ends with a double bar line.

358

Musical staff 358-363. Continuation of the previous staff. Measure 363 ends with a double bar line.

364 (A1)

Musical staff 364-371. Measure 364 starts with a *ff* dynamic. Measure 371 ends with a double bar line.

(B1) $\text{♩} = 75$
"Main Theme"
"Overworld Theme"

372

Musical staff 372-379. Measure 372 starts with a *mp* dynamic. The staff contains eighth notes with slurs. Measure 379 ends with a double bar line.

(C1)

380

Musical staff 380-387. Measure 380 starts with a *mp* dynamic. The staff contains eighth notes with slurs. Measure 387 ends with a double bar line.

(D1) $\text{♩} = 132$

388

Musical staff 388-397. Measure 388 starts with a *ff* dynamic. The staff contains eighth notes with slurs and triplets. Measure 397 ends with a double bar line.

(E1)

392

Musical staff 392-397. Continuation of the previous staff. Measure 397 ends with a double bar line.

398

Musical staff 398-404. Continuation of the previous staff. Measure 404 ends with a double bar line.

405

Musical staff 405-410. Measure 405 starts with a *ff* dynamic. Measure 410 ends with a double bar line.

(F1)

411

Musical staff 411-416. Measure 411 starts with a *ff* dynamic. The staff contains eighth notes with slurs and triplets. Measure 416 ends with a double bar line.

Legend of Zelda Best Themes

Trombone 2

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

mf

6 **A** mp

"Gerudo Valley" $\text{♩} = 168$ 10 **C**

p ff p ff mp

33 mf cresc. 2

44 **D** f

51 **E** f

56

60 **F** mp

68 **G** f

73 1. 2.

"Karakiko Village" $\text{♩} = 66$ 78 mp

87

96 **I**

Legend of Zelda
Trombone 2

2

105

Musical staff 105: Bass clef, key signature of two flats (B-flat, E-flat), 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

114 **Ⓛ**

Musical staff 114: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

122

Musical staff 122: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

129 **Ⓚ**

Musical staff 129: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. The word "simile" is written above the staff. A dynamic marking of *f* is present below the staff.

138

Musical staff 138: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

146

Musical staff 146: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *mp* is present below the staff. A tempo marking of **♩** = 130 is present above the staff. A section marker **4** is present above the staff.

157

Musical staff 157: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

163 **Ⓜ**

Musical staff 163: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *mf* is present below the staff.

169

Musical staff 169: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *p* is present below the staff.

175 **Ⓝ**

Musical staff 175: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest.

181

Musical staff 181: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A first ending bracket is present above the staff.

186

Musical staff 186: Bass clef, key signature of two flats, 4/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *ff* is present below the staff. A section marker **3** is present below the staff.

190

Musical staff 190: Bass clef, key signature of two flats, 3/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *mf* is present below the staff. A tempo marking of **♩** = 200 is present above the staff. A section marker **Ⓞ** is present above the staff.

198 **Ⓟ**

Musical staff 198: Bass clef, key signature of two flats, 3/4 time signature. The staff contains a sequence of eighth-note chords and eighth-note pairs, starting with a whole rest followed by a quarter rest. A dynamic marking of *p* is present below the staff.

Legend of Zelda
Trombone 2

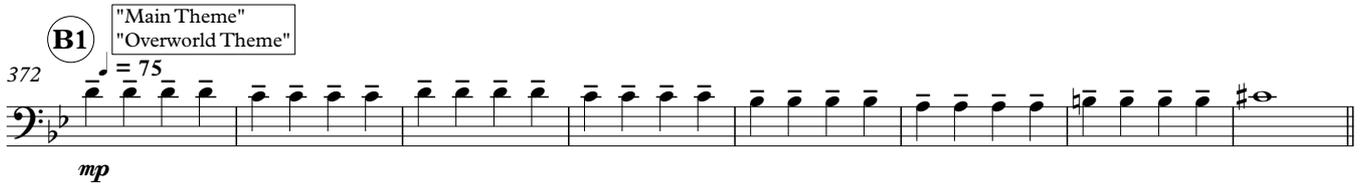
4

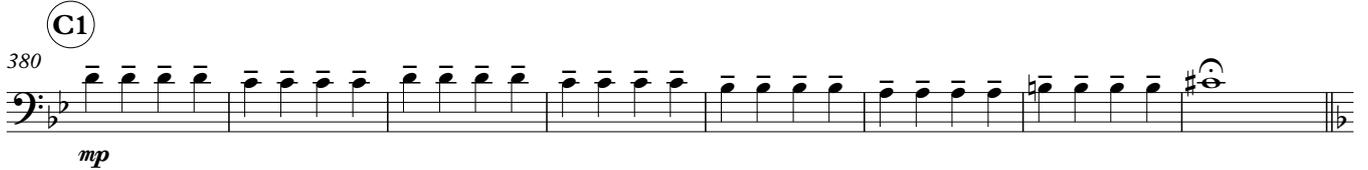
345 

352 

358 

364 **(A1)** 

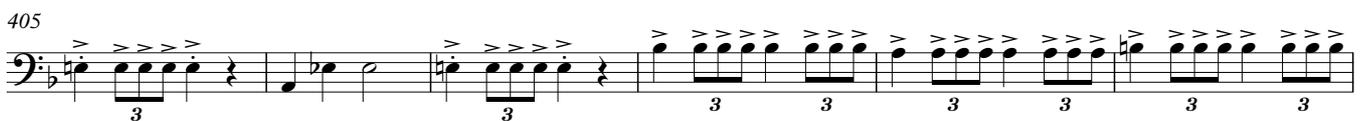
(B1) "Main Theme"
"Overworld Theme"
372 

(C1)
380 

388 **(D1)** 

392 **(E1)** 

398 

405 

411 **(F1)** 

Legend of Zelda Best Themes

Trombone 3

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme" Arrangement de Christophe Degoussée

Musique de Koji Kondo

"Intro"
♩ = 75



Legend of Zelda
Trombone 3

2

105



114 **Ⓛ**



122



129 **Ⓚ**



138



"Dark World"

Ⓛ ♩ = 130

146



158



163 **Ⓜ**



169



175 **Ⓝ**



181



186



"Windmill Hut"

190 **Ⓞ** ♩ = 200



198 **Ⓟ**



Legend of Zelda
Trombone 3

208

Musical staff 208: Bass clef, key signature of one flat (B-flat), 4/4 time signature. The staff contains a sequence of eighth and quarter notes. A dynamic marking of *mf* is present below the staff.

218

Musical staff 218: Bass clef, key signature of one flat. A circled 'Q' is above the staff. The staff contains a sequence of eighth and quarter notes. A dynamic marking of *p* is present below the staff.

228

Musical staff 228: Bass clef, key signature of one flat. The staff contains a sequence of eighth and quarter notes. A dynamic marking of *mf* is present below the staff.

236

Musical staff 236: Bass clef, key signature of one flat. The staff contains a sequence of eighth and quarter notes. A dynamic marking of *mf* is present below the staff.

"Zelda's Lullaby"

244 (R) ♩ = 90

Musical staff 244: Bass clef, key signature of one sharp (F#), 4/4 time signature. The staff contains a sequence of quarter notes. A dynamic marking of *mf* is present below the staff.

256 (S)

Musical staff 256: Bass clef, key signature of one sharp. The staff contains a sequence of quarter notes.

268

Musical staff 268: Bass clef, key signature of one sharp. A circled 'T' is above the staff. The staff contains a sequence of quarter notes, followed by a 4-measure rest, and then a sequence of quarter notes. Dynamic markings of *mp* and *mf* are present below the staff.

282

Musical staff 282: Bass clef, key signature of one sharp. A circled 'U' is above the staff. The staff contains a sequence of quarter notes, followed by a 4-measure rest, and then a sequence of quarter notes. A dynamic marking of *f* is present below the staff.

"Farewell Hyrule King"
"Ganondorf Theme"

296 (V) ♩ = 90

Musical staff 296: Bass clef, key signature of one flat, 4/4 time signature. The staff contains a sequence of half notes. A dynamic marking of *mp* is present below the staff.

306

Musical staff 306: Bass clef, key signature of one flat. The staff contains a sequence of half notes.

316 (W)

Musical staff 316: Bass clef, key signature of one flat. The staff contains a sequence of eighth notes with accents. A dynamic marking of *f* is present below the staff.

322

Musical staff 322: Bass clef, key signature of one flat. The staff contains a sequence of eighth notes with accents.

328

Musical staff 328: Bass clef, key signature of one flat. The staff contains a sequence of eighth notes with accents.

333

Musical staff 333: Bass clef, key signature of one flat. The staff contains a sequence of eighth notes with accents.

Legend of Zelda
Trombone 3

4

336 (X) (Y) *ff*

345 (Z) *f*

353

359

364 (A1) *ff*

372 (B1) ♩ = 75 "Main Theme" "Overworld Theme" *mp*

380 (C1) *mp*

388 (D1) ♩ = 132 *ff*

392 (E1)

398

405

411 (F1) 1. 2. *ff*

Legend of Zelda Best Themes

Basse en Sib

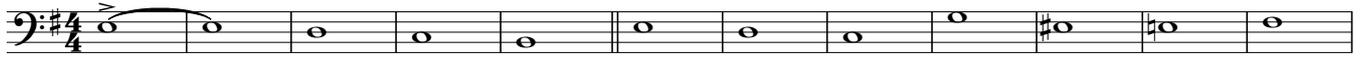
"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro"

♩ = 75

(A)



Legend of Zelda
Basse en Sib

2

122



129 (K)



140



"Dark World"

153

(L) ♩ = 130



161

(M)



168



175 (N)



182



"Windmill Hut"

188

(O) ♩ = 200



197

(P)



207



217

(Q)



227



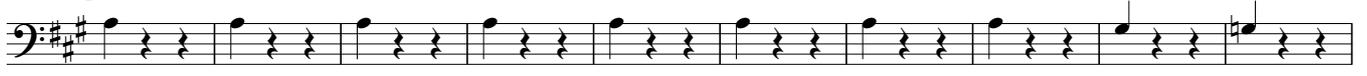
Legend of Zelda
Basse en Sib

236



"Zelda's Lullaby"

244 (R) ♩ = 90



mf

254



(S)

265



(T)

mp

278



mf

"Farewell Hyrule King"
"Ganondorf Theme"

288 (U)



4

(V) ♩ = 90
2

f

mf

301



308



315



(W)

f

321



326



331



336 (X)



ff

ff

3

Legend of Zelda Best Themes

Timbales

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

♩ = 75 "Intro"
A - B - C - D

4 6

mf

14 (B) ♩ = 168 "Gerudo Valley"
12 6

p ff mp mf

40 (D)

f

49 (E)

ff

59 (F) 7 (G)

ff

72 1. 2. (Cantabile)

"Karakiko Village"

78 (H) ♩ = 66 20 16 14

129 (K) 21 (L) ♩ = 130 "Dark World"
f ff

157

163 (M) 4 2

175 (N) D - E 5 1. 2.

186 "Windmill Hut"
ff 3

190 (O) ♩ = 200 8 22 (Q) 24

"Zelda's Lullaby"

244 (R) ♩ = 90 12 (S) 16 (T) 16

Legend of Zelda

Timbales

2 **U**
288 **G - C - D - Eb**
6

V ♩ = 90 "Farewell Hyrule King"
"Ganondorf Theme"

302

309

316 **W**
f

324

332 **X**
ff

Y **Z**
340 **G - A - Bb - C**
8
f

354

360

364 **A1** **B1** **C1**
6 **8** **A - D** **7**
ff
♩ = 132

388 **D1** **E1**
4 **12**
3

408 **F1**
3 1. 2. **4**
3

Legend of Zelda Best Themes

Grosse caisse

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo

Arrangement de Christophe Degoussée

"Intro"
♩ = 75

mf p mp p

"Gerudo Valley"
14 (B) ♩ = 168

mp f f

44 (D) 6 7

60 (F) 8 (G) 7 1. 2. 6

"Karakiko Village"
78 (H) ♩ = 66

6 20 16 15

"Dark World"
129 (K) 24 (L) ♩ = 130

f

158

163 (M)

169

175 (N) 6 1. 2 2

"Windmill Hut"
188 (O) ♩ = 200

3/4 8

"Zelda's Lullaby"
198 (P) 22 (Q) 24 (R) ♩ = 90 12

Grosse caisse
Legend of Zelda

2

256 **(S)** **16** **(T)** **16** **(U)** **8** **4/4**

"Farewell Hyrule King"
"Ganondorf Theme"

296 **(V)** ♩ = 90 **20** **(W)** **20** **(X)** *ff*

340 **(Y)** **8** **(Z)** *mf*

354

360 **(A1)** **7**

"Main Theme"
"Overworld Theme"

♩ = 75 **(B1)** **8** **(C1)** **8** **(D1)** ♩ = 132 *f*

392 **(E1)**

399

406 **1.** **2.**

413 **(F1)**

Legend of Zelda Best Themes

Cymbales

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro"
♩ = 75

4 6

A

p *mp* *p*

"Gerudo Valley"
♩ = 168

14 13 6 7

B **C**

mp *mp* *mf*

44 7 6

D **E**

f *f* *mf*

60 7 6 6 8

F **G**

f *mf* *mf*

"Karakiko Village"
♩ = 66

78 6 3 6 6 6

H

p *mp* *p* *mp* *mp*

98 14 14

I

mp

129 22 2 2

K **L** **"Dark World"**
♩ = 130

mp *f* *f*

160 2 4 5

M

f

175 6 3 3/4

N

f

"Windmill Hut"
♩ = 200

190 8 22 22

O **P** **Q**

"Zelda's Lullaby"
♩ = 90

244 11 6 7

R **S**

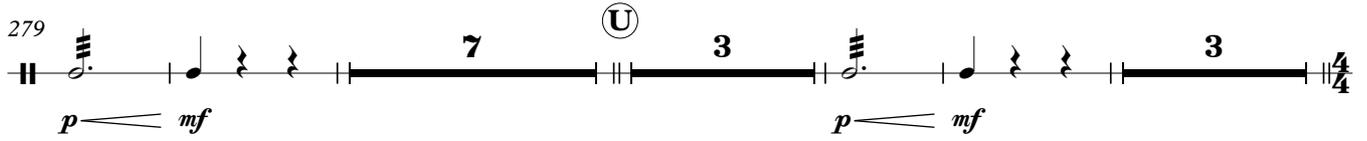
p *mf* *p* *mf*

272 7

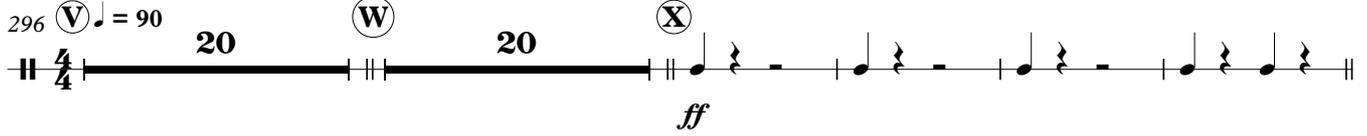
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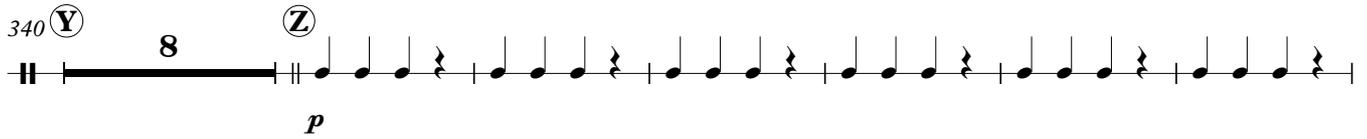
Legend of Zelda

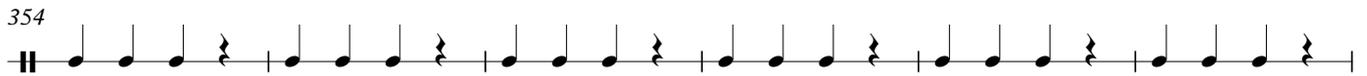
Cymbales

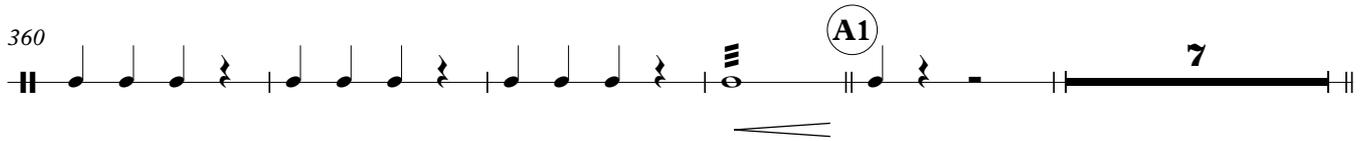
279 

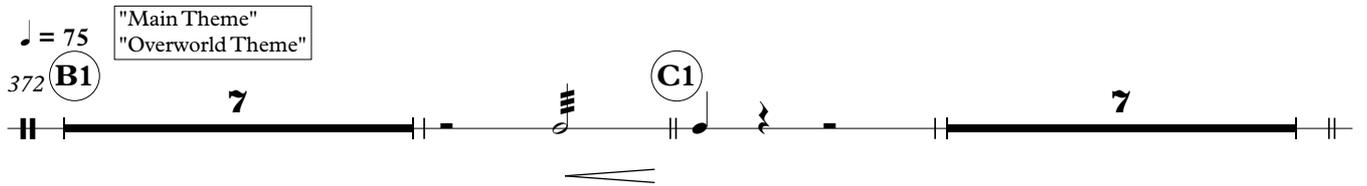
"Farewell Hyrule King"
"Ganondorf Theme"

296 

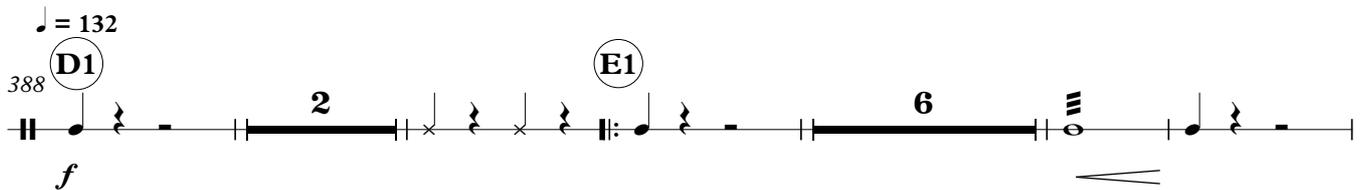
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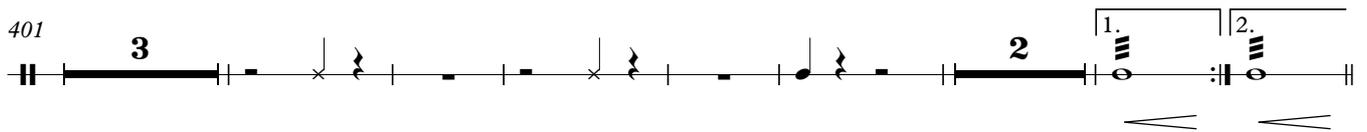
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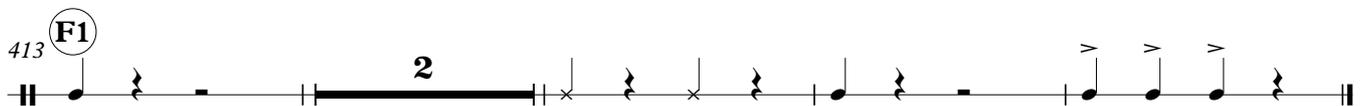
360 

$\text{♩} = 75$ 

"Main Theme"
"Overworld Theme"

$\text{♩} = 132$ 

401 

413 

Legend of Zelda Best Themes

Batterie

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro" $\text{♩} = 75$

A 5 7

B $\text{♩} = 168$ **"Gerudo Valley"** H.H. Semi ouvert

22 *mf*

28 **C** *mf*

35

42 **D**

49 **E** *f*

55

60 **F** 6 **G** *f*

71 1. 2.

H $\text{♩} = 66$ **"Karakiko Village"** Ride *mp*

78

86

92

98 **I**

106

V.S.

Legend of Zelda

Batterie

2

114 **(J)**

122

129 **(K)**

137

145 **(L)** **"Dark World"** $\text{♩} = 130$

158

163 **(M)**

168

173 **(N)**

179

185

"Windmill Hut" **(O)** $\text{♩} = 200$ **(P)** **Ride - Dôme**

219 **(Q)**

230

"Zelda's Lullaby"

(R) ♩ = 90

241

mf

252

(S)

262

272 **(T)**

283

(U)

"Farewell Hyrule King"
"Ganondorf Theme"

(V) ♩ = 90

H.H ouvert

294

mf

300

304

308

312

(W)

f

320

324

328

Legend of Zelda

4

Batterie

332

336

343

348

354

359

364

369

380

392

397

402

407

412

Legend of Zelda Best Themes

Bongos

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo

Arrangement de Christophe Degoussée

"Intro" $\text{♩} = 75$

5 7

(A)

(B) $\text{♩} = 168$ "Gerudo Valley" *p*

17 *cresc.*

23 *ff*

28 (C) *f* mp

34 *mf*

39 *cresc.*

44 (D)

48

52 (E) *f*

56

60 (F) 8 (G) *f*

72 1. 2. $\text{♩} = 66$

"Karakiko Village" (H) $\text{♩} = 66$

20 16 15

Legend of Zelda
Bongos

129 **(K)** 24 **(L)** $\text{♩} = 130$ "Dark World" 5 4

163 **(M)** 12 **(N)** 6 1. 2 2. 2 4 // 3/4

"Windmill Hut"
190 **(O)** $\text{♩} = 200$ 8 **(P)** 22 **(Q)** 24

"Zelda's Lullaby"
 $\text{♩} = 90$
244 **(R)** 12 **(S)** 16 **(T)** 16

"Farewell Hyrule King"
"Ganondorf Theme"
288 **(U)** 8 **(V)** $\text{♩} = 90$ 20 **(W)** 20

336 **(X)** 4 **(Y)** 8 **(Z)** 16

"Main Theme"
"Overworld Theme"
364 **(A1)** 8 **(B1)** $\text{♩} = 75$ 8 **(C1)** 8

$\text{♩} = 132$
388 **(D1)** 4 **(E1)** 19 1. 2.

413 **(F1)** 6

Legend of Zelda Best Themes

Tambourin

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro" ♩ = 75

5 **(A)** 7

(B) ♩ = 168 **"Gerudo Valley"**

p *cresc.*

19

28 **(C)**

mf

36

44 **(D)**

52 **(E)**

f

60 **(F)**

p

66 **(G)**

f

73

1. 2.

"Karakiko Village"

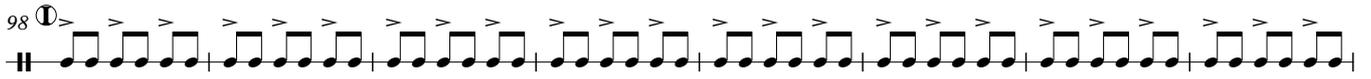
78 **(H)** ♩ = 66

20

Legend of Zelda
Tambourin

2

98 ①



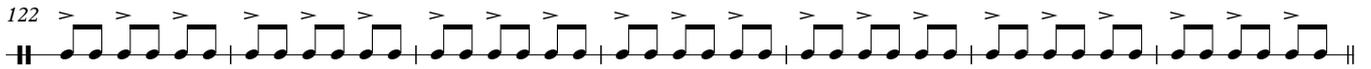
106



114 ①

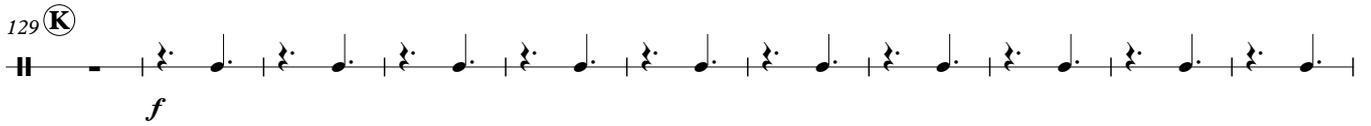


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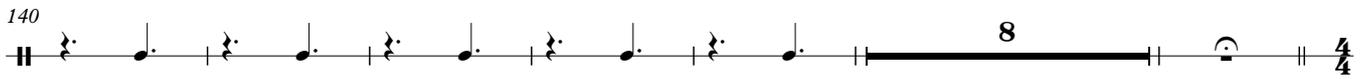


129 ①

f



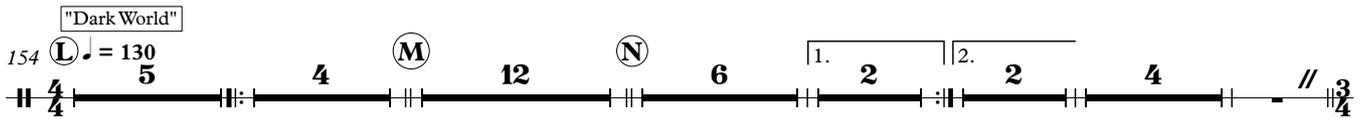
140



"Dark World"

154 ① $\text{♩} = 130$

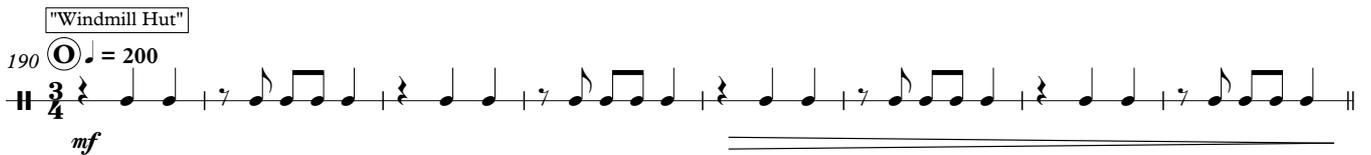
5 4 ① 12 ① 6 1. 2 2. 2 4 //



"Windmill Hut"

190 ① $\text{♩} = 200$

mf



198 ①

mp



208

mf



218 ①

p



228

mf



236

"Zelda's Lullaby"

$\text{♩} = 90$



244 ①

12 ① 16 ① 16



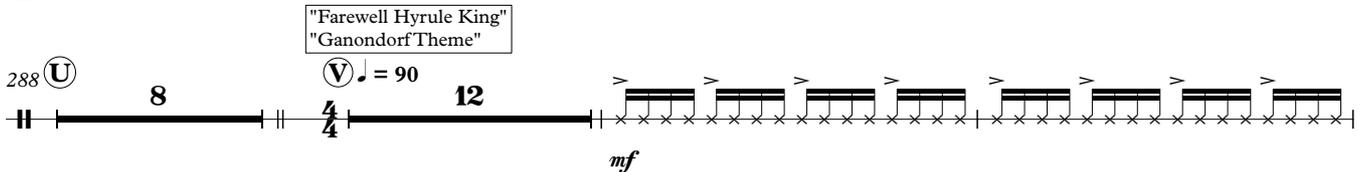
"Farewell Hyrule King"

"Ganondorf Theme"

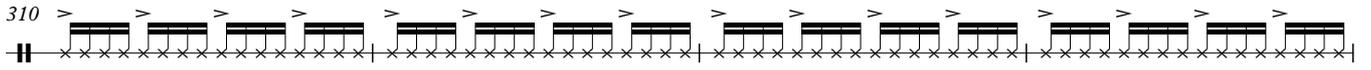
288 ①

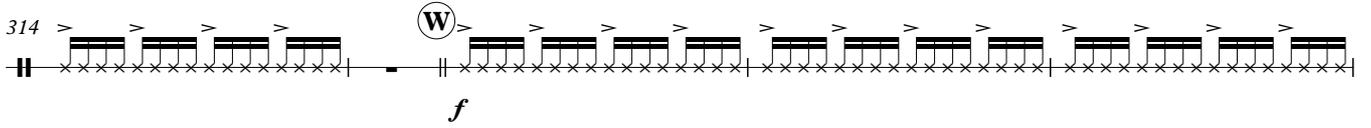
8 ① $\text{♩} = 90$ 12

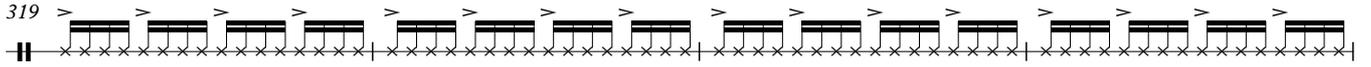
mf



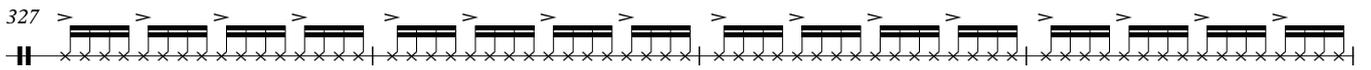
Legend of Zelda
Tambourin

310 

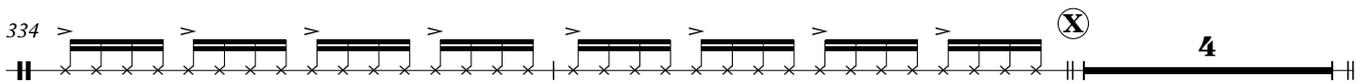
314 

319 

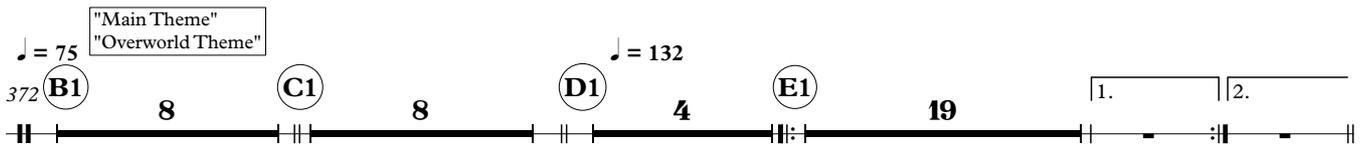
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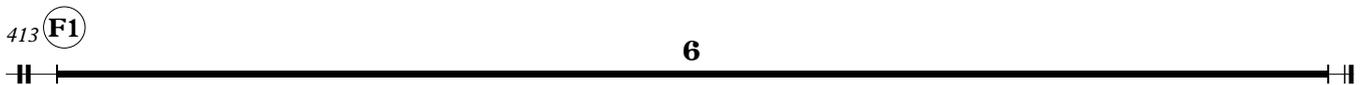
327 

331 

334 

340 



413 

Legend of Zelda Best Themes

Cloches tubulaires

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farewell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro"
♩ = 75

(A) 6

14 **(B)** ♩ = 168 **"Gerudo Valley"**

(C) 14 **(D)** 16 8

52 **(E)** 8 **(F)** 8 **(G)** 7

1. 2. 6

"Karakiko Village"

78 **(H)** ♩ = 66

(I) 20 **(J)** 16 15

129 **(K)** 24 **(L)** ♩ = 130 **"Dark World"**

(M) 12 **(N)** 6

1. 2. 2. 3

"Windmill Hut"

190 **(O)** ♩ = 200

(P) 8 **(Q)** 22 24

"Zelda's Lullaby"

244 **(R)** ♩ = 90

(S) 12 **(T)** 16 16

288 **(U)** 8 **(V)** ♩ = 90

"Farewell Hyrule King"
"Ganondorf Theme"

305

316 **(W)** 19 **(X)** 4 **(Y)** 8

(Z) 16 **(A1)** 8 **(B1)** ♩ = 75

"Main Theme"
"Overworld Theme"

380 **(C1)** 8 **(D1)** ♩ = 132 4 **(E1)** 19

1. 2.

413 **(F1)** 6

Legend of Zelda Best Themes

Glockenspiel / Xylophone

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degousee

"Intro"
♩ = 75
Glock

"Gerudo Valley"
14 **(B)** ♩ = 168
6 Xylo
mp cresc.

"Karakiko Village"
78 **(H)** ♩ = 66
20 **(I)** Glock 6
mf

"Dark World"
154 **(L)** ♩ = 130
5 4 4 **(M)**

167 *f* *mf*

Musical staff 167-174: Treble clef, key signature of one flat. Starts with a fermata, then a series of notes with slurs. Dynamics range from *f* to *mf*.

175 (N) 1.

Musical staff 175-181: Treble clef, key signature of one flat. Features a sequence of eighth and sixteenth notes. A first ending bracket is shown at the end.

182 2. 4 // 3/4 8

"Windmill Hut" (O) ♩ = 200

Musical staff 182-197: Treble clef, key signature of one flat. Includes a second ending bracket, a 4-measure rest, a double bar line, and a 3/4 time signature change. A tempo marking of ♩ = 200 is present.

198 (P) 22 (Q) *mf*

Musical staff 198-226: Treble clef, key signature of one flat. Features a 22-measure rest followed by a melodic line. Dynamics include *mf*.

227 10

Musical staff 227-243: Treble clef, key signature of one flat. Continues the melodic line from the previous staff, ending with a 10-measure rest.

"Zelda's Lullaby" (R) ♩ = 90 12 (S) *mf*

Musical staff 244-263: Treble clef, key signature of one flat. Starts with a 12-measure rest, then a melodic line. Dynamics include *mf*.

264 *f*

Musical staff 264-271: Treble clef, key signature of one flat. Features a melodic line with a dynamic marking of *f*.

272 (T) 16 (U) *mf* *f*

Musical staff 272-295: Treble clef, key signature of one flat. Starts with a 16-measure rest, followed by a melodic line. Dynamics include *mf* and *f*.

"Farewell Hyrule King" (V) ♩ = 90 20 (W) Xylo 20 (X) 4

"Ganondorf Theme"

Musical staff 296-343: Treble clef, key signature of one flat. Features a 20-measure rest, a 20-measure rest labeled "Xylo", and a 4-measure rest. Dynamics include *f*.

340 (Y) *f*

Musical staff 340-343: Treble clef, key signature of one flat. Features a fast, rhythmic melodic line with a dynamic marking of *f*.

344

Musical staff 344-347: Treble clef, key signature of one flat. Continues the fast, rhythmic melodic line.

348 (Z) 16 (A1) *f*

Musical staff 348-366: Treble clef, key signature of one flat. Starts with a 16-measure rest, followed by a fast, rhythmic melodic line. Dynamics include *f*.

367

Musical staff 367-376: Treble clef, key signature of one flat. Continues the fast, rhythmic melodic line.

"Main Theme" (B1) ♩ = 75 8 (C1) 8 (D1) ♩ = 132 4 (E1) 19 1. 2.

"Overworld Theme"

Musical staff 377-412: Treble clef, key signature of one flat. Features several rests of 8, 4, and 19 measures, followed by first and second ending brackets. Dynamics include *f*.

413 (F1) 6

Musical staff 413-416: Treble clef, key signature of one flat. Features a 6-measure rest.

Legend of Zelda Best Themes

Piano

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro"
♩ = 75

mf
mp

6 (A)

mf

"Gerudo Valley"

14 (B) ♩ = 168

p

20

cresc.

26 (C)

ff
mp

32

mf

38

mf

44 (D)

f

V.S.

Legend of Zelda

2

50 **E**

55

60 **F**

mp

66 **G**

f

72

1. 2.

"Karakiko Village"

77 **H** ♩ = 66

mf

84

91

Legend of Zelda
Piano

98 ①

Musical score for measures 98-105. The piece is in 3/4 time with a key signature of two flats (B-flat and E-flat). The right hand features a rhythmic pattern of eighth notes, while the left hand plays a steady bass line of quarter notes.

106

Musical score for measures 106-113. The right hand continues with eighth-note patterns, and the left hand maintains the quarter-note bass line.

114 ①

Musical score for measures 114-121. The right hand pattern changes slightly, and the left hand continues with quarter notes.

122

Musical score for measures 122-128. The right hand pattern continues, and the left hand maintains the quarter-note bass line.

129 ①

Musical score for measures 129-136. The right hand features a complex, rapid eighth-note pattern, and the left hand continues with quarter notes. A dynamic marking of *f* (forte) is present at the beginning.

138

Musical score for measures 138-141. The right hand continues with the complex eighth-note pattern, and the left hand continues with quarter notes.

142

Musical score for measures 142-145. The right hand continues with the complex eighth-note pattern, and the left hand continues with quarter notes. The piece concludes with a final chord in both hands, marked with a fermata and the number 7.

Legend of Zelda
Piano

4

"Dark World"

\textcircled{L} ♩ = 130

153

mf f

Measures 153-158: Treble clef with a complex chordal texture. Bass clef with a simple bass line. Dynamics range from *mf* to *f*.

159

Measures 159-162: Treble clef with complex chordal texture. Bass clef with a simple bass line.

163 \textcircled{M}

mf

Measures 163-168: Treble clef with a rhythmic pattern of eighth notes. Bass clef with a simple bass line. Dynamics range from *mf* to *p*.

169

mf p

Measures 169-174: Treble clef with a rhythmic pattern of eighth notes. Bass clef with a simple bass line. Dynamics range from *mf* to *p*.

175 \textcircled{N}

mf

Measures 175-179: Treble clef with a complex chordal texture. Bass clef with a simple bass line. Dynamics range from *mf* to *p*.

180

1. 2. 4 4

Measures 180-188: Treble clef with a complex chordal texture. Bass clef with a simple bass line. Includes first and second endings and a 4-measure repeat.

"Windmill Hut"

\textcircled{O} ♩ = 200

189

mf

Measures 189-197: Treble clef with a simple melody. Bass clef with a simple bass line. Dynamics range from *mf* to *p*.

198 \textcircled{P}

p

Measures 198-202: Treble clef with a simple melody. Bass clef with a simple bass line. Dynamics range from *p* to *mf*.

209

mf

Musical score for measures 209-218. The piece is in 7/8 time with a key signature of one sharp (F#). The right hand features a melodic line with eighth and sixteenth notes, while the left hand provides a steady bass line of quarter notes. A mezzo-forte (mf) dynamic marking is present.

219

Q

p

Musical score for measures 219-228. A forte (f) dynamic marking is present. A circled 'Q' indicates a repeat sign. The musical notation continues with similar patterns to the previous system.

229

mf

Musical score for measures 229-236. A mezzo-forte (mf) dynamic marking is present. The piece concludes with a double bar line and repeat signs.

237

Musical score for measures 237-243. The right hand has a more active melodic line with eighth notes. The piece ends with a double bar line and repeat signs.

"Zelda's Lullaby"

244

R ♩ = 90

mf mp

Musical score for measures 244-253. A tempo marking of quarter note = 90 (♩ = 90) is present. Dynamics range from mezzo-forte (mf) to mezzo-piano (mp). The piece is in 7/8 time with a key signature of one sharp (F#).

254

S

f

Musical score for measures 254-263. A forte (f) dynamic marking is present. A circled 'S' indicates a section change. The right hand has a melodic line with eighth notes, and the left hand has a bass line with eighth notes.

264

f

Musical score for measures 264-271. A forte (f) dynamic marking is present. The right hand has a melodic line with eighth notes, and the left hand has a bass line with eighth notes.

272

T

mf

Musical score for measures 272-279. A mezzo-forte (mf) dynamic marking is present. A circled 'T' indicates a section change. The right hand has a melodic line with eighth notes, and the left hand has a bass line with eighth notes.

280

f

Musical score for measures 280-287. A forte (f) dynamic marking is present. The right hand has a melodic line with eighth notes, and the left hand has a bass line with eighth notes. The piece concludes with a double bar line and repeat signs.

Legend of Zelda
Piano

6

288 (U)

mp *f*

296 (V) ♩ = 90

"Farewell Hyrule King"
"Ganondorf Theme"

mf

305

mf

314 (W)

f

323

f

331

f

336 (X) (Y)

ff *f*

342

f

345

f

Legend of Zelda
Piano

348 **Z**

Musical notation for measures 348-351. The piece is in 4/4 time with a key signature of two flats (B-flat and E-flat). The right hand has rests, while the left hand plays a rhythmic pattern of eighth notes. A dynamic marking of *f* (forte) is present at the beginning.

352

Musical notation for measures 352-355. The right hand begins to play a melody of eighth notes, while the left hand continues with the eighth-note pattern.

356

Musical notation for measures 356-359. The right hand melody continues, and the left hand pattern remains consistent.

360

Musical notation for measures 360-363. The right hand melody continues, and the left hand pattern remains consistent.

364 **A1**

Musical notation for measures 364-367. The right hand plays a fast, continuous eighth-note melody. The left hand has a sustained bass line with some chordal movement. A dynamic marking of *f* is present. A triplet of eighth notes is marked with a '3' in the bass line.

368

Musical notation for measures 368-371. The right hand melody continues. The left hand has a sustained bass line. A dynamic marking of *f* is present. A triplet of eighth notes is marked with a '3' in the bass line. A text box below the first measure of this system contains the text: "Main Theme" and "Overworld Theme".

372 **B1** ♩ = 75

Musical notation for measures 372-379. The right hand plays a series of chords. The left hand has a sustained bass line. A dynamic marking of *mf* (mezzo-forte) is present.

380 **C1**

Musical notation for measures 380-387. The right hand plays a series of chords. The left hand has a sustained bass line. A dynamic marking of *mf* is present.

Legend of Zelda
Piano

388 **D1** ♩ = 132

392 **E1**

399

406

412 **F1**

Legend of Zelda Best Themes

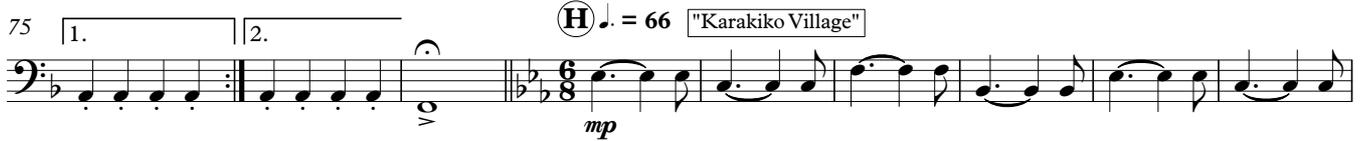
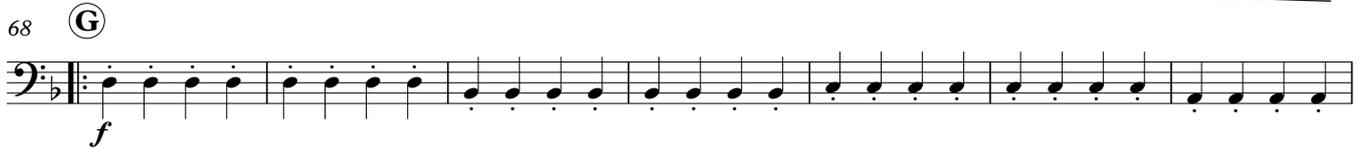
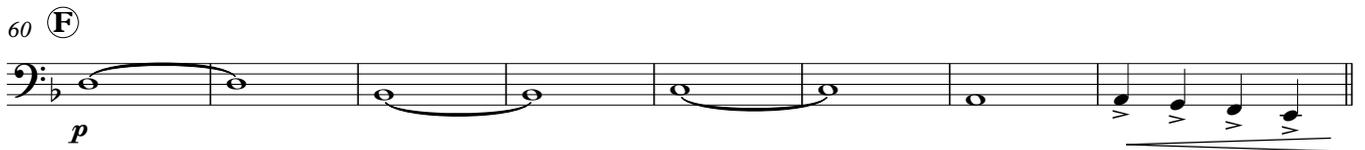
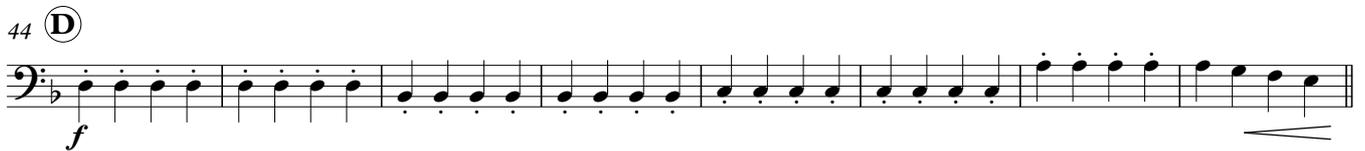
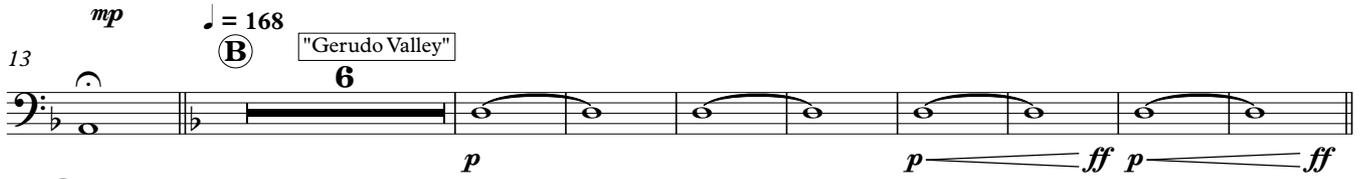
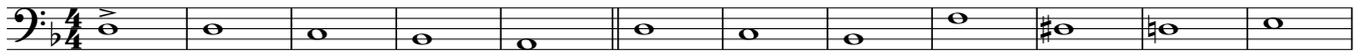
Basse Ut

"Intro - Gerudo Valley - Karakiko Village - Dark World - Windmill Hut -
Zelda's Lullaby - Farawell Hyrule King - Ganondorf Theme - Main Theme & Overworld Theme"

Musique de Koji Kondo
Arrangement de Christophe Degoussée

"Intro"
♩ = 75

(A)



Legend of Zelda

Basse Ut

2

122



129 **(K)**



139



"Dark World"

154 **(L)** ♩ = 130



162



169



175 **(N)**



182



188

(O) ♩ = 200 "Windmill Hut"



198 **(P)**



209



220 **(Q)**



233



Legend of Zelda

Basse Ut

"Zelda's Lullaby"

244 (R) ♩ = 90

244 (R) ♩ = 90. Musical staff with notes and dynamic marking *mf*.

256 (S)

256 (S). Musical staff with notes.

270

(T)

270 (T). Musical staff with notes and dynamic markings *mp* and *mf*.

283

(U)

4

283 (U) 4. Musical staff with notes, a 4-measure rest, and dynamic marking *f*.

296

(V) ♩ = 90
2

"Farewell Hyrule King"
"Ganondorf Theme"

296 (V) ♩ = 90 2. Musical staff with notes and dynamic marking *f*.

304

304. Musical staff with notes.

310

310. Musical staff with notes.

316 (W)

316 (W). Musical staff with notes and dynamic marking *f*.

321

321. Musical staff with notes.

326

326. Musical staff with notes.

331

331. Musical staff with notes.

336 (X)

(Y)

336 (X) (Y). Musical staff with notes and dynamic markings *ff*.

343

343. Musical staff with notes.

Legend of Zelda

Basse Ut

4

348 **Z**

Musical staff 348-353: Bass clef, key signature of two flats (B-flat, E-flat). The staff contains a sequence of eighth notes with triplets. The first measure is marked with a forte *f* dynamic. The sequence consists of six measures, each containing a triplet of eighth notes.

354

Musical staff 354-358: Continuation of the eighth-note triplet sequence from the previous staff.

359

Musical staff 359-363: Continuation of the eighth-note triplet sequence.

364 **A1**

Musical staff 364-368: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes with triplets. The first measure is marked with a fortissimo *ff* dynamic.

369

Musical staff 369-377: Continuation of the eighth-note triplet sequence. At measure 377, the tempo is marked as *mp* (mezzo-piano) with a quarter note equal to 75 (♩ = 75). A box contains the text: "Main Theme" and "Overworld Theme".

378

Musical staff 378-387: Bass clef, key signature of two flats. The staff contains a sequence of half notes. A circled **C1** is placed above the staff. The first measure is marked with a mezzo-piano *mp* dynamic.

388 **D1** ♩ = 132

Musical staff 388-391: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes with triplets. The first measure is marked with a fortissimo *ff* dynamic.

392 **E1**

Musical staff 392-397: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes with triplets.

398

Musical staff 398-404: Continuation of the eighth-note triplet sequence.

405

Musical staff 405-410: Continuation of the eighth-note triplet sequence.

411 1. 2.

Musical staff 411-414: Bass clef, key signature of two flats. The staff contains a sequence of eighth notes with triplets. A circled **F1** is placed above the staff. The first measure is marked with a fortissimo *ff* dynamic.

415

Musical staff 415-418: Continuation of the eighth-note triplet sequence.