

# Zelda II - Adventures of Link - Intro Theme

FX 4 (Atmosphere)  $\text{♩} = 110,000107$

FX 4 (Atmosphere)  $\text{♩} = 110,000107$

3

Q.

FX 4

FX 4

6

Q.

FX 4

FX 4

Perc. 

Q. 

FX 4 

FX 4 

Perc. 

Q. 

FX 4 

FX 4 

19

Perc. 

Q. 

FX 4 

FX 4 

23

Perc. 

Q. 

FX 4 

FX 4 

Perc. 

Q. 

FX 4 

FX 4 

Perc. 

Q. 

FX 4 

FX 4 

30

Musical score for measures 30-31. The score consists of four staves: Percussion (Perc.), Quaver (Q.), FX 4, and FX 4. The key signature is three flats (B-flat, E-flat, A-flat) and the time signature is 8/8. The Percussion staff shows a steady eighth-note pattern. The Quaver staff has a melodic line with eighth notes and rests. The first FX 4 staff has a melodic line with eighth notes and rests. The second FX 4 staff has a rhythmic accompaniment of eighth notes.

32

Musical score for measures 32-33. The score consists of four staves: Percussion (Perc.), Quaver (Q.), FX 4, and FX 4. The key signature is three flats (B-flat, E-flat, A-flat) and the time signature is 8/8. The Percussion staff shows a steady eighth-note pattern. The Quaver staff has a melodic line with eighth notes and rests. The first FX 4 staff has a melodic line with eighth notes and rests. The second FX 4 staff has a rhythmic accompaniment of eighth notes.

Percussion

Zelda II - Adventures of Link - Intro Theme

♩ = 110,000107

12



16



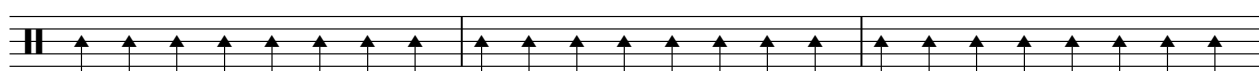
20



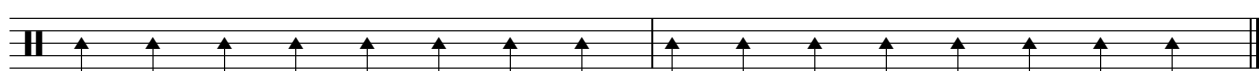
24



28



31



# Zelda II - Adventures of Link - Intro Theme

Quintus

♩ = 110,000107

4

9

14

18

22

25

29

♩ = 110,000107

5

11

16

21

25

29



# Zelda II - Adventures of Link - Intro Theme

FX 4 (Atmosphere)

♩ = 110,000107

3

7

13

18

23

26

28

30

32