

# Zelda II - Adventures of Link - Towns Theme

♩ = 130,000137

Percussion 

AtmoFX 

AtmoFX 

FX 

4

Percussion 

AtmoFX 

AtmoFX 

FX 





19

Percussion

AtmoFX

AtmoFX

FX

22

Percussion

AtmoFX

AtmoFX

FX

25

Percussion

AtmoFX

AtmoFX

FX

28

Percussion

AtmoFX

AtmoFX

FX

31

AtmoFX

AtmoFX

FX

33

AtmoFX

AtmoFX

FX

35

Percussion

AtmoFX

AtmoFX

FX

Percussion

Zelda II - Adventures of Link - Towns Theme

♩ = 130,000137

**2**

**4**/**4**

9

16

22

27

31

**4**

The musical score is written on a single staff in 4/4 time. It begins with a tempo marking of ♩ = 130,000137. The first measure is a whole rest, indicated by a thick black bar, with a '2' above it. The second measure contains a dotted quarter note, followed by a series of eighth notes. Measures 9, 16, 22, and 27 show more complex rhythmic patterns, including groups of eighth notes and dotted quarter notes. Measure 31 starts with a whole rest, indicated by a thick black bar, with a '4' above it, followed by a series of eighth notes.

♩ = 130,000137

6

11

16

21

25

29

33



♩ = 130,000137

6

11

16

22

28

32

34

# Zelda II - Adventures of Link - Towns Theme

FX

♩ = 130,000137

4

7

10

13

16

19

23

27

31

V.S.

2

FX

34

