

Zelda III - Dark World -F-Zero Mix-

♩ = 240,000000 ♩ = 110,000107

Melody

Kick (c3)

Ride (d#4)

Toms h-1 (c4,b3,g3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

The image displays a multi-stem musical score for a drum set and piano accompaniment. The score is organized into three systems. The first system includes stems for Melody, Kick (c3), Ride (d#4), Toms h-1 (c4,b3,g3), Cym sus(a#3)cr(c#4), Rim Shot (c#3), and Bass. The second system includes Melody, RH Keys, and RH. The third system includes LH Keys, LH, and Bass pizz ofst. The tempo is indicated as ♩ = 240,000000 and ♩ = 110,000107. The time signature is 4/4. The score contains various musical notations including notes, rests, and drum-specific symbols like 'x' for cymbals and 'v' for rim shots. There are also triplets marked with a '3' in some parts.

6

Melody

Kick (c3)

Ride (d#4)

Toms h-l (c4,b3,g3)

Hat o-c (g#3,f#3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

10

Melody

Kick (c3)

Ride (d#4)

Toms h-l (c4,b3,g3)

Hat o-c (g#3,f#3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

Detailed description: This musical score is for a drum set and piano accompaniment. It consists of 11 staves. The top seven staves are for the drum set: Melody (treble clef), Kick (c3), Ride (d#4), Toms h-l (c4,b3,g3), Hat o-c (g#3,f#3), Cym sus(a#3)cr(c#4), and Rim Shot (c#3). The bottom four staves are for the piano: Bass (bass clef), Melody (treble clef), RH Keys (right hand), RH (right hand), LH Keys (left hand), LH (left hand), and Bass pizz ofst (bass clef). The score is in 4/4 time and features a melody in the upper parts, a bass line, and piano accompaniment. The piano part includes a triplet in the right hand and a bass line in the left hand. The drum set part includes a kick drum, ride cymbal, toms, hat, cymbal, and rim shot.

14

Melody

Kick (c3)

Ride (d#4)

Toms h-1 (c4,b3,g3)

Hat o-c (g#3,f#3)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

17

Melody

Kick (c3)

Ride (d#4)

Toms h-1 (c4,b3,g3)

Hat o-c (g#3,f#3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

Detailed description: This is a multi-stem musical score for a drum set and piano. The drum set parts include: Kick (c3) with a steady quarter-note pulse; Ride (d#4) with a complex rhythmic pattern of eighth and sixteenth notes; Toms h-1 (c4,b3,g3) with a triplet of eighth notes; Hat o-c (g#3,f#3) with a pattern of eighth notes and rests; Cym sus(a#3)cr(c#4) with a pattern of eighth notes and rests; Rim Shot (c#3) with a pattern of eighth notes and rests. The piano parts include: Bass with a melodic line in the bass clef; Melody with a melodic line in the treble clef; RH Keys with a complex rhythmic pattern in the right hand; RH with a complex rhythmic pattern in the right hand; LH Keys with a complex rhythmic pattern in the left hand; LH with a complex rhythmic pattern in the left hand; Bass pizz ofst with a complex rhythmic pattern in the bass clef.

Melody

Kick (c3)

Ride (d#4)

Toms h-l (c4,b3,g3)

Hat o-c (g#3,f#3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

Detailed description: This musical score is for a drum set and piano accompaniment. It consists of 11 staves. The top seven staves are for the drum set: Melody (treble clef), Kick (c3) (drum clef), Ride (d#4) (drum clef), Toms h-l (c4,b3,g3) (drum clef), Hat o-c (g#3,f#3) (drum clef), Cym sus(a#3)cr(c#4) (drum clef), and Rim Shot (c#3) (drum clef). The next three staves are for piano accompaniment: Melody (treble clef), RH Keys (grand staff), and RH (grand staff). The final two staves are for piano accompaniment: LH Keys (grand staff) and LH (grand staff). The bottom staff is for Bass pizz ofst (treble clef). The score is in 4/4 time and features a variety of rhythmic patterns, including triplets and syncopation.

♩ = 90,000092  
24

♩ = 70,000069

7

Melody

Kick (c3)

Ride (d#4)

Toms h-l (c4,b3,g3)

Hat o-c (g#3,f#3)

Cym sus(a#3)cr(c#4)

Rim Shot (c#3)

Bass

Melody

RH Keys

RH

LH Keys

LH

Bass pizz ofst

♩ = 90,000092

♩ = 70,000069

♩ = 90,000092

♩ = 70,000069

♩ = 90,000092

♩ = 70,000069

Detailed description: This is a musical score for a drum set and piano accompaniment. The drum set part includes tracks for Kick (c3), Ride (d#4), Toms h-l (c4,b3,g3), Hat o-c (g#3,f#3), Cym sus(a#3)cr(c#4), and Rim Shot (c#3). The piano accompaniment includes tracks for Bass, Melody (treble and bass clef), RH Keys, RH, LH Keys, LH, and Bass pizz ofst. The score is divided into two measures, with tempo markings of 90,000092 and 70,000069. A triplet of eighth notes is marked in the first measure of the Melody and Bass lines.

Zelda III - Dark World -F-Zero Mix-

Melody

♩ = 240,000000 ♩ = 110,000107

7

13

19

23

♩ = 90,000092

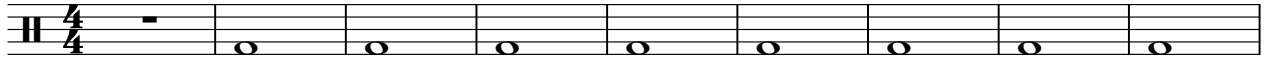
♩ = 70,000069



Zelda III - Dark World -F-Zero Mix-

Kick (c3)

♪ = 240,000000 ♪ = 110,000107

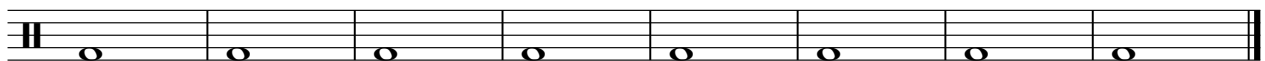


10



18

♪ = 90,000092 ♪ = 70,000069



# Zelda III - Dark World -F-Zero Mix-

## Ride (d#4)

♩ = 240,000000 ♩ = 110,000107

Musical notation for measures 1-5. The staff is in 4/4 time. Measure 1 is a whole rest. Measure 2 starts with a quarter rest, followed by a quarter note with a circled 'x'. Measure 3 has a quarter note with a circled 'x' and a dotted quarter note with an 'x'. Measure 4 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 5 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There are two triplets of eighth notes in measures 3 and 5, each marked with a '3' below.

6

Musical notation for measures 6-10. Measure 6 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 7 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 8 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 9 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 10 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There are two triplets of eighth notes in measures 6 and 8, each marked with a '3' below. A slur is over the eighth notes in measure 10.

11

Musical notation for measures 11-14. Measure 11 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 12 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 13 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 14 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There are two triplets of eighth notes in measures 11 and 13, each marked with a '3' below.

15

Musical notation for measures 15-19. Measure 15 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 16 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 17 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 18 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 19 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There are two triplets of eighth notes in measures 15 and 17, each marked with a '3' below.

20

Musical notation for measures 20-22. Measure 20 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 21 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 22 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There is a triplet of eighth notes in measure 22, marked with a '3' below.

23

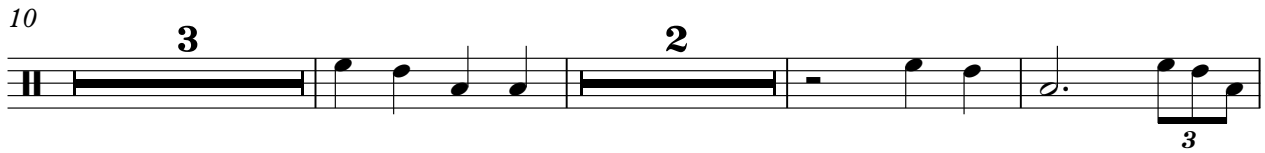
♩ = 90,000092      ♩ = 70,000069

Musical notation for measures 23-25. Measure 23 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 24 has a quarter note with an 'x' and a dotted quarter note with an 'x'. Measure 25 has a quarter note with an 'x' and a dotted quarter note with an 'x'. There is a triplet of eighth notes in measure 23, marked with a '3' below. The piece ends with a double bar line.

Zelda III - Dark World -F-Zero Mix-

Toms h-l (c4,b3,g3)

♩ = 240,000000 ♩ = 110,000107



Zelda III - Dark World -F-Zero Mix-

Hat o-c (g#3,f#3)

♩ = 240,000000 ♩ = 110,000107



♩ = 90,000092 ♩ = 70,000069

Zelda III - Dark World -F-Zero Mix-

Cym sus(a#3)cr(c#4)

♪ = 240,000000    ♪ = 110,000107

A musical staff in 4/4 time. The first measure contains a whole rest. The second measure contains a triplet of eighth notes, with a diamond-shaped accent above the first note. The third measure contains a triplet of eighth notes, with a diamond-shaped accent above the first note. The fourth measure contains a whole rest. The fifth measure contains a quarter note with a diamond-shaped accent above it. The sixth measure contains a triplet of eighth notes, with a diamond-shaped accent above the first note. The seventh measure contains a quarter note with a diamond-shaped accent above it.

14

A musical staff starting with a double bar line. The first measure contains a triplet of eighth notes, with a diamond-shaped accent above the first note. The second measure contains a whole rest. The third measure contains a quarter note with a diamond-shaped accent above it and an asterisk accent above the note. The fourth measure contains a triplet of eighth notes, with a diamond-shaped accent above the first note. The staff ends with a double bar line.

21

♪ = 90,000092    ♪ = 70,000069

A musical staff starting with a double bar line. The first measure contains a quarter note with a diamond-shaped accent above it. The second measure contains a quarter note with a diamond-shaped accent above it. The third measure contains a whole rest. The fourth measure contains a quarter note with a diamond-shaped accent above it. The fifth measure contains a quarter note with a diamond-shaped accent above it. The sixth measure contains a quarter note with a diamond-shaped accent above it. The staff ends with a double bar line.

Rim Shot (c#3)

Zelda III - Dark World -F-Zero Mix-

♩ = 240,000000 = 110,000107

8

14

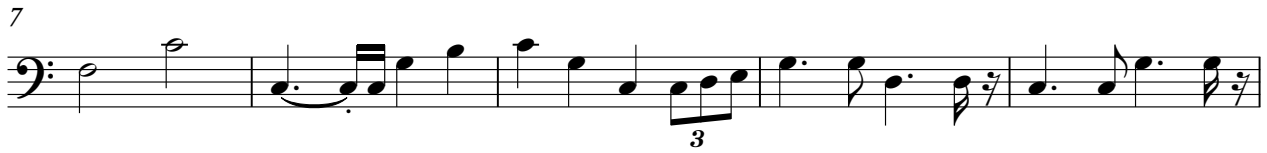
20

♩ = 90,000092 ♩ = 70,000069

# Zelda III - Dark World -F-Zero Mix-

Bass

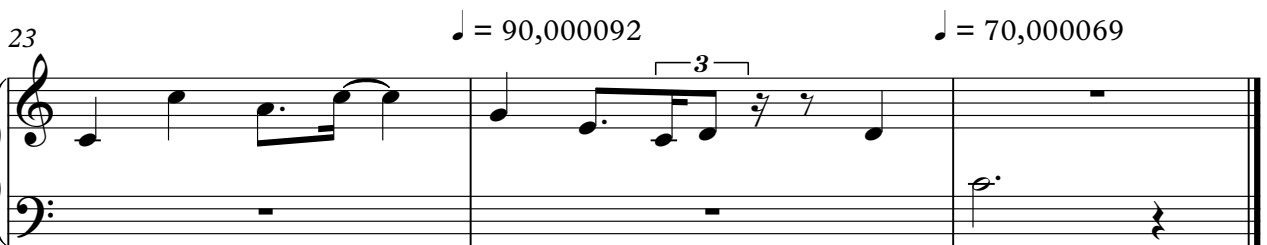
♩ = 240,000000 ♩ = 110,000107



# Zelda III - Dark World -F-Zero Mix-

## Melody

♩ = 240,000000 ♩ = 110,000107





Zelda III - Dark World -F-Zero Mix-

RH Keys

♩ = 240,000000 ♩ = 110,000107

Musical notation for measures 1-6. The piece is in 4/4 time. Measure 1 is a whole rest. Measures 2-6 contain chords and melodic lines in both hands. A triplet of eighth notes is marked in measure 5.

7

Musical notation for measures 7-12. Measure 7 starts with a treble clef. Measures 7-12 contain chords and melodic lines. A triplet of eighth notes is marked in measure 10.

13

Musical notation for measures 13-16. Measure 13 starts with a treble clef. Measures 13-16 contain chords and melodic lines. A triplet of eighth notes is marked in measure 13.

17

Musical notation for measures 17-20. Measure 17 starts with a treble clef. Measures 17-20 contain chords and melodic lines. A triplet of eighth notes is marked in measure 17.

21

♩ = 90,000092 ♩ = 70,000069

Musical notation for measures 21-24. Measure 21 starts with a treble clef. Measures 21-24 contain chords and melodic lines. The piece ends with a double bar line in measure 24.

Zelda III - Dark World -F-Zero Mix-

RH

♩ = 240,000000 ♩ = 110,000107

Musical notation for measures 1-6. The piece is in 4/4 time. Measure 1 is a whole rest. Measures 2-6 contain chords and melodic lines in both hands. A triplet of eighth notes is marked with a '3' above it in measure 5.

7

Musical notation for measures 7-12. Measure 7 starts with a treble clef. Measures 7-12 contain chords and melodic lines. A triplet of eighth notes is marked with a '3' below it in measure 10.

13

Musical notation for measures 13-16. Measure 13 starts with a treble clef. Measures 13-16 contain chords and melodic lines. A triplet of eighth notes is marked with a '3' above it in measure 13.

17

Musical notation for measures 17-20. Measure 17 starts with a treble clef. Measures 17-20 contain chords and melodic lines. A triplet of eighth notes is marked with a '3' above it in measure 17.

21

♩ = 90,000092 ♩ = 70,000069

Musical notation for measures 21-24. Measure 21 starts with a treble clef. Measures 21-24 contain chords and melodic lines. The piece ends with a double bar line in measure 24.

♪ = 240,000000 ♩ = 110,000107

Musical notation for measures 1-8. The piece is in 4/4 time. The right hand (treble clef) has rests in measures 1, 2, 3, 4, 7, and 8. The left hand (bass clef) plays a sequence of chords and notes: measure 1 (chord), measure 2 (chord), measure 3 (chord), measure 4 (chord), measure 5 (chord), measure 6 (chord), measure 7 (chord), and measure 8 (chord).

9

Musical notation for measures 9-15. The right hand (treble clef) has a melodic line with eighth notes in measure 9, rests in measure 10, and chords in measures 11-15. The left hand (bass clef) plays chords and notes: measure 9 (chord), measure 10 (chord), measure 11 (chord), measure 12 (chord), measure 13 (chord), measure 14 (chord), and measure 15 (chord).

16

Musical notation for measures 16-20. The right hand (treble clef) has rests in measures 16 and 17, and chords in measures 18-20. The left hand (bass clef) plays a sequence of notes and chords: measure 16 (chord), measure 17 (chord), measure 18 (chord), measure 19 (chord), and measure 20 (chord).

21

♪ = 90,000092 ♩ = 70,000069

Musical notation for measures 21-25. The right hand (treble clef) has chords in measure 21, rests in measure 22, and chords in measures 23-25. The left hand (bass clef) plays chords and notes: measure 21 (chord), measure 22 (chord), measure 23 (chord), measure 24 (chord), and measure 25 (chord).

♪ = 240,000000   ♩ = 110,000107

Musical notation for measures 1-8 in 4/4 time. The treble clef contains rests in measures 1, 2, 3, 4, 6, and 7, and chords in measures 5, 8, and 9. The bass clef contains chords in measures 1, 2, 3, 4, 5, 6, 7, and 8, and a chord in measure 9.

9

Musical notation for measures 9-15. The treble clef contains eighth-note runs in measures 9, 10, 11, and 12, and chords in measures 13, 14, 15, and 16. The bass clef contains chords in measures 9, 10, 11, 12, 13, 14, 15, and 16.

16

Musical notation for measures 16-20. The treble clef contains rests in measures 16, 17, and 18, and chords in measures 19, 20, and 21. The bass clef contains eighth-note runs in measures 16, 17, 18, 19, 20, and 21.

21

♪ = 90,000092   ♩ = 70,000069

Musical notation for measures 21-25. The treble clef contains chords in measures 21, 22, 23, and 24, and eighth-note runs in measures 25 and 26. The bass clef contains chords in measures 21, 22, 23, 24, and 25, and eighth-note runs in measures 25 and 26.

Zelda III - Dark World -F-Zero Mix-

Bass pizz ofst

♩ = 240,000000 ♩ = 110,000107

5

8

3

11

14

17

20

23

♩ = 90,000092      ♩ = 70,000069