

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

$\text{♩} = 100$

The score is for a 2/4 march in D major, marked *f* (forte) and $\text{♩} = 100$. It features a variety of instruments: Flauti, Flautes 1 i 2, Oboè, Fagot, Requit, Clarinet Pral i 1, Clarinet 2 i 3, Clarinet Baix, Saxo Alt 1, Saxo Alt 2, Saxo Tenor 1 i 2, Saxo Baríton, Trompa 1 en Fa, Trompa 2 en Fa, Fiscorn en Sib, Trompeta 1 i 2 en Sib, Trompeta 3 en Sib, Trombó 1 i 2, Trombó 3, Bombardí en Do, Tuba 1 i 2, Timpani, and Caixa. The percussion part includes a Tam-tam and a Bombo. The score is arranged in a standard orchestral format with multiple staves for each instrument family.

25 **B** com a 2n

Fi. *p* 3

Fl.1i2 *p* 3

Ob. *p* 3

Fg. *p*

Req. *p* 3

Cl.Pi1 *p* 3 *Pral def. fusta aguda*

Cl.2i3 *p* 3

Cl.B. *p*

Sax.A.1 *p* 3

Sax.A.2 *p* 3

Sax.T.1i2 *p*

Sax.B. *p*

Trp.1 *p* 3

Trp.2 *p* 3

Fis. *p* 3

Tpt.1i2 *p*

Tpt.3 *p*

Tbó.1i2 *p*

Tbó.3 *p*

Bomb. *p*

Tba.1i2 *p*

Timb. *p*

Caixa *p* 3

Perc.I *p* 2 3

The Legend of Zelda - Score

This musical score page, numbered 4, is for the piece "The Legend of Zelda". It features a variety of instruments and parts:

- Flute (Fi):** The top staff, starting at measure 35, features a melodic line with frequent triplets.
- Flute 112 (Fl.112):** Mirrors the Flute part with triplets.
- Oboe (Ob.):** Provides a harmonic accompaniment.
- Fagott (Fg.):** Plays a low, sustained accompaniment.
- Requinta (Req.):** Features a melodic line with triplets.
- Clarinete 1 (Cl.Pi1):** Mirrors the Requinta part.
- Clarinete 2 (Cl.213):** Provides a harmonic accompaniment.
- Clarinete Basso (Cl.B.):** Provides a harmonic accompaniment.
- Saxofone Alto 1 (Sax.A.1):** Mirrors the Requinta part.
- Saxofone Alto 2 (Sax.A.2):** Provides a harmonic accompaniment.
- Saxofone Tenor 112 (Sax.T.112):** Provides a harmonic accompaniment.
- Saxofone Basso (Sax.B.):** Provides a harmonic accompaniment.
- Trumpete 1 (Trp.1):** Provides a harmonic accompaniment.
- Trumpete 2 (Trp.2):** Provides a harmonic accompaniment.
- Fagote (Fis.):** Provides a harmonic accompaniment.
- Trumpete 112 (Tpt.112):** Remains silent.
- Trumpete 3 (Tpt.3):** Remains silent.
- Trombeta 112 (Tbó.112):** Provides a rhythmic accompaniment with sixteenth-note patterns.
- Trombeta 3 (Tbó.3):** Provides a rhythmic accompaniment with sixteenth-note patterns.
- Bombarda (Bomb.):** Provides a harmonic accompaniment.
- Trombeta 112 (Tba.112):** Provides a rhythmic accompaniment with sixteenth-note patterns.
- Tímpano (Timb.):** Provides a rhythmic accompaniment with sixteenth-note patterns.
- Caixa (Caixa):** Percussion part with accents on measures 4, 5, 6, 7, and 8.
- Percussão (Perc.I):** Percussion part with accents on measures 4, 5, 6, 7, and 8.

55

Fi.
Fl.1i2
Ob.
Fg.
Req.
Cl.Pi1
Cl.2i3
Cl.B.
Sax.A.1
Sax.A.2
Sax.T.1i2
Sax.B.
Trp.1
Trp.2
Fis.
Tpt.1i2
Tpt.3
Tbó.1i2
Tbó.3
Bomb.
Tba.1i2
Timb.
Caixa
Perc.I

14 15 16 17 18

2 3 4

Detailed description: This page of a musical score for 'The Legend of Zelda' contains 20 staves. The top staff is for Flute (Fi.). The next six staves are for woodwinds: Flute 1 and 2 (Fl.1i2), Oboe (Ob.), Bassoon (Fg.), Clarinet in C (Req.), Clarinet in Bb (Cl.Pi1), and Clarinet in Bb (Cl.2i3). The next six staves are for saxophones: Saxophone A1 (Sax.A.1), Saxophone A2 (Sax.A.2), Saxophone Tenor 1 and 2 (Sax.T.1i2), and Saxophone Bass (Sax.B.). The next five staves are for brass: Trumpet 1 (Trp.1), Trumpet 2 (Trp.2), Fife (Fis.), Trumpet 1 and 2 (Tpt.1i2), and Trumpet 3 (Tpt.3). The next five staves are for percussion: Trombone 1 and 2 (Tbó.1i2), Trombone 3 (Tbó.3), Bombardone (Bomb.), Tuba 1 and 2 (Tba.1i2), and Timpani (Timb.). The bottom two staves are for percussion: Caixa (Caixa) and Percussion I (Perc.I). The score includes various musical notations such as notes, rests, slurs, and triplets. Measure numbers 14, 15, 16, 17, and 18 are indicated at the bottom of the page.

116

Fi.
Fl.1i2
Ob.
Fg.
Req.
Cl.Pi1
Cl.2i3
Cl.B.
Sax.A.1
Sax.A.2
Sax.T.1i2
Sax.B.
Trp.1
Trp.2
Fis.
Tpt.1i2
Tpt.3
Tbó.1i2
Tbó.3
Bomb.
Tba.1i2
Timb.
Caixa
Perc.I

F

126

This musical score page, numbered 126, is for the piece 'The Legend of Zelda'. It features a variety of instruments including Flute (Fi), Flute 1 and 2 (Fl.1/2), Oboe (Ob.), Bassoon (Fg.), Recorder (Req.), Clarinet in B-flat (Cl.P1), Clarinet in C (Cl.2/3), Clarinet in Bass (Cl.B.), Saxophone Alto 1 and 2 (Sax.A.1/2), Saxophone Tenor 1 and 2 (Sax.T.1/2), Saxophone Baritone (Sax.B.), Trumpet 1 and 2 (Trp.1/2), Fagot (Fis.), Trumpet 1 and 2 (Tpt.1/2), Trombone 1 and 2 (Tb.1/2), Trombone 3 (Tb.3), Bombardone (Bomb.), Trombone 1 and 2 (Tba.1/2), Timpani (Timb.), Caixa (Cymbal), and Percussion I (Perc.I). The score is written in a key signature of one flat (B-flat) and a common time signature. It includes dynamic markings such as *ff* (fortissimo) and articulation like accents. The percussion parts include specific rhythmic patterns and numerical markings (2, 3, 4, 5) indicating different drum sounds or techniques.

G

137

This musical score page, numbered 137, features a variety of instruments and percussion parts. The instruments listed on the left are Flute (Fl.), Flute 1 and 2 (Fl.1i2), Oboe (Ob.), Fagot (Fg.), Clarinet in G (Req.), Clarinet in Bb (Cl.Pi1), Clarinet in Bb (Cl.2i3), Clarinet in Bb (Cl.B.), Saxophone Alto 1 (Sax.A.1), Saxophone Alto 2 (Sax.A.2), Saxophone Tenor 1 and 2 (Sax.T.1i2), Saxophone Baritone (Sax.B.), Trumpet 1 (Trp.1), Trumpet 2 (Trp.2), Fagot (Fis.), Trombone 1 and 2 (Tpt.1i2, Tpt.3), Trombone 1 and 2 (Tbó.1i2, Tbó.3), Bombardone (Bomb.), Trombone 1 and 2 (Tba.1i2), Timpani (Timb.), Caixa (Cymbal), and Percussion I (Perc.I). The score is written in a key signature of two flats and a 4/4 time signature. It includes various musical notations such as eighth notes, sixteenth notes, and triplets. A large 'G' in a box is positioned at the top right of the page. The percussion parts at the bottom include cymbal patterns and drum notation with numbers 6, 7, and 2 indicating specific rhythmic elements.

This page of the score, numbered 147, features a variety of instruments. The Flute (Fl.) and Piccolo Flute (Fl. Pi1) parts are marked *ff* and play a melodic line with triplets. The Clarinet in Bb (Cl. Bb) and Clarinet in C (Cl. C) parts are marked *sf*. The Saxophone section includes Alto Saxophone 1 (Sax. A.1), Alto Saxophone 2 (Sax. A.2), Tenor Saxophone (Sax. T.1), and Baritone Saxophone (Sax. B.), all marked *sf*. The Brass section consists of Trumpet 1 (Trp. 1), Trumpet 2 (Trp. 2), F Horn (Fis.), Trombone 1 (Tb. 1), Trombone 2 (Tb. 2), and Bombardone (Bomb.), all marked *sf*. The Percussion section includes Timpani (Timb.), Caixa (Cymbal), and Percussion I (Perc. I), also marked *sf*. The score includes dynamic markings such as *ff* and *sf*, and features several triplet markings throughout the piece.

169 **H**

Fi. *p* *ff*

Fl.1i2 *p* *ff*

Ob. *p* *ff*

Fg. *sub. mp* *ff*

Req. *p* *ff*

Cl.Pi1 *sub. mp* *p* *ff*

Cl.2i3 *sub. mp* *ff*

Cl.B. *sub. mp* *ff*

Sax.A.1 *sub. mp* *ff*

Sax.A.2 *sub. mp* *ff*

Sax.T.1i2 *sub. mp* *ff*

Sax.B. *sub. mp* *ff*

Trp.1 *sub. mf*

Trp.2 *sub. mf*

Fis. *sub. mf*

Tpt.1i2 *ff*

Tpt.3 *ff*

Tbó.1i2 *sub. mf* *ff*

Tbó.3 *sub. mp* *ff*

Bomb. *sub. mp*

Tba.1i2 *sub. mp* *ff*

Timb. *p* *ff*

Caixa *p* *ff*

Perc.I *mp* *ff*

178

This page of a musical score for 'The Legend of Zelda' features 20 staves of music. The instruments listed on the left are: Flute (Fi), Flute 1 & 2 (Fl. 1i2), Oboe (Ob.), Bassoon (Fg.), Recorder (Req.), Clarinet in B-flat (Cl. Pi1), Clarinet in E-flat (Cl. 2i3), Clarinet in B-flat (Cl. B.), Saxophone Alto 1 (Sax. A.1), Saxophone Alto 2 (Sax. A.2), Saxophone Tenor 1 & 2 (Sax. T. 1i2), Saxophone Baritone (Sax. B.), Trumpet 1 (Trp. 1), Trumpet 2 (Trp. 2), Fife (Fis.), Trumpet 3 (Tpt. 3), Trombone 1 & 2 (Tb. 1i2), Trombone 3 (Tb. 3), Bombardone (Bomb.), Trombone 4 (Tba. 1i2), Timpani (Timb.), Caixa (Caixa), and Percussion 1 (Perc. I). The score is written in a key signature of one flat (B-flat) and a common time signature. It includes various musical notations such as treble and bass clefs, notes, rests, slurs, and dynamic markings like *ff* (fortissimo) and *sfz* (sforzando). There are also triplets indicated by a '3' over a group of notes. The page number '178' is located at the top left of the first staff.

THE LEGEND OF ZELDA

Marxa Cristiana

The musical score is written for two flutes in 2/4 time, with a tempo of quarter note = 100. It consists of nine systems of music, each starting with a measure number and ending with a section letter in a box. The score includes various dynamics such as *f*, *p*, *sfz*, and *fff*, as well as articulations like accents and slurs. There are also performance instructions like *p poco a poco cresc.* and *com a 2n*. The score features several triplet markings and first/second endings.

1 = 100

f

A

25 **B** *com a 2n* *p*

41 *3* *2* *3*

61 *3* **C** *1. 2.* *2.* *15* *p poco a poco cresc.* *sfz*

98 **D** *f* *3* **E** *ff*

118 **F** *3* *2* *ff*

140 **G** *3* *3* *3* *3* *3* *3* *3*

158 *3* *3* *mf* *3* *3* *cresc.* *3* *f* **H** *3* *p*

174 *ff* *3* *sfz* *fff*

Oboè

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

Fagot

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

A

f

27 **B**

p

52 **C**

1. 2.

mf

77 **D**

3

p poco a poco cresc.

sfz

98 **E**

f

3

ff

118 **F**

ff

135 **G**

sf *sf* *mf* *cresc.* *f*

149 **H**

167 *sub. mp*

ff *sfz* *fff*

Clarinet Pral i 1

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

♩=100

A

B

C

D

E

F

G

H

f

p

mf

ff

mf

mf

cresc.

f

sub. mp

p

ff

sfz

fff

24

43

64

85

106

124

144

160

174

THE LEGEND OF ZELDA

Marxa Cristiana

♩=100

A

f

B

p

C

mf

D

p poco a poco cresc.

E

ff

F

ff

G

H

sub. mp

sf

mf

cresc.

f

ff

sfz

fff

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

♩=100

A

B

C

D

E

F

G

H

Clarinet Baix

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

$\text{♩} = 100$

A

B

C

D

E

F

G

H

f

f

p

p poco a poco cresc.

sfz

f

ff

ff

mf

cresc.

sf

f

sub. mp

ff

sfz

fff

Saxo Alt 1

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

f

A

f

25

B

p

3

3

43

3

64

1.

2.

C

mf

85

p poco a poco cresc.

D

sfz

3

106

E

ff

F

3

ff

129

G

3

147

H

sf

sf

mf

cresc.

f

167

sub. mp

ff

178

sfz

fff

3

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

A **f** **f**

B **p** **3** **3**

C **1.** **2.** **mf**

D **> p poco a poco cresc.** **sfz** **3**

E **ff** **3** **ff**

F **3** **ff**

G **3**

H **sf** **sf** **mf** **cresc.** **f**

sub. mp **ff**

sfz **fff**

Saxo Tenor 1 i 2

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

A **3** **f**

B **p**

C **4** **mp** **mf** **p poco a poco cresc.**

D **3** **sfz** **f**

E **ff** **ff** **3**

F **ff** **3**

G **sf**

H **sub. mp** **ff** **sfz** **fff**

Detailed description: This is a musical score for Saxo Tenor 1 i 2, titled 'THE LEGEND OF ZELDA' by Koji Kondo, with an original arrangement by Vicent Tobar Pastor. The piece is 'Marxa Cristiana' in 2/4 time with a tempo of 100. The score is divided into eight sections labeled A through H. Section A (measures 1-26) starts with a forte (f) dynamic and includes a triplet. Section B (measures 27-51) is marked piano (p). Section C (measures 52-74) features a mezzo-piano (mp) dynamic, triplets, and a mezzo-forte (mf) dynamic, ending with a 'poco a poco cresc.' instruction. Section D (measures 75-94) includes a mezzo-forte (mf) dynamic, triplets, and a fortissimo (ff) dynamic. Section E (measures 95-114) is marked fortissimo (ff). Section F (measures 115-136) is marked fortissimo (ff) and includes a triplet. Section G (measures 137-151) is marked sforzando (sf). Section H (measures 152-169) starts with a mezzo-piano (sub. mp) dynamic, moves to fortissimo (ff), and ends with sforzando (sfz) and fortississimo (fff) dynamics. The score includes various musical notations such as slurs, accents, and dynamic markings.

Saxo Baríton

THE LEGEND OF ZELDA

Marxa Cristiana

A Vicent Tobar Pastor

♩=100
f

23 **B**
p

45

70 **C** 16 *p poco a poco cresc.* *sfz* *f* **D**

107 **E** *ff* **F** *ff*

129 **G**

150 *sf* *mf* *cresc.* *f*

169 **H** *sub. mp* *ff* *sfz* *fff*

Trompa 1 en Fa

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

A

$\text{♩} = 100$

f

B

p

46

1. 2.

71 **C**

mf

p poco a poco cresc.

93 **D**

sfz *f*

113 **E** **F**

ff

134 **G**

sf

153 **H**

sf *mf* *cresc.* *f* *sub. mf*

171

ff *fff*

Fiscorn en Sib

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

A

B

C

D

E

F

G

H

Trompeta 1 en Sib

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

$\text{♩} = 100$

f **f**

20 **A** **B** **f** **p** **mp** **mp** **1.** **2.** **2**

71 **C** **D** **mf** **3** **sfz** **f** **3**

113 **E** **F** **ff** **ff** **3** **3**

132 **G** **3**

150 **sf** **sf** **mf** **cresc.** **f**

167 **H** **8** **ff** **3** **2** **ff** **fff**

Trompeta 2 en Sib

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

$\text{♩} = 100$

The musical score is written for Trompeta 2 en Sib in a 2/4 time signature with a tempo of 100 beats per minute. It consists of eight staves of music, each containing measures 1 through 170. The score includes various dynamic markings such as *f*, *mp*, *mf*, *ff*, *sfz*, *cresc.*, and *fff*. Section markers A through H are placed above the staff lines. Measure numbers 20, 71, 113, 133, 152, and 167 are indicated at the start of their respective staves. The music features a variety of rhythmic patterns, including eighth notes, quarter notes, and triplets, as well as rests and slurs. The key signature is one sharp (F#).

Trompeta 3 en Sib

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

$\text{♩} = 100$

f *f*

20 **A** *f* 5 **B** 37 1. *p* 2. 2 **C** 23 *mf* 3 *sfz* *f* **D**

101 **E** *ff*

120 **F** 3 *ff* 3

140 **G** 3 *sf* *sf* *mf*

161 **H** 8 *cresc.* *f* *ff*

178 3 2 *ff* 3 *fff*

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

$\text{♩} = 100$

f

27 **A**

f

B

p

35

51

66 **C**

mf

p ³ poco a poco cresc.

89 **D**

sfz *f*

110 **E**

ff

F

ff

132 **G**

sf

152 **H**

sf *mf* *cresc.* *f* *sub. mf*

172

ff *sfz* *fff*

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

$\text{♩} = 100$

21 **A** *f*

f **B** *p*

35 **2**

51

66 **C** *mf* *p poco a poco cresc.*

89 **D** *sfz* *f*

110 **E** *ff* **F** *ff*

133 **G** *sf*

153 **H** *sf* *mf* *cresc.* *f* *sub. mf*

173 *ff* *sfz* *fff*

THE LEGEND OF ZELDA

Marxa Cristiana

$\text{♩} = 100$

A

f

B

p

C

1. 2. **16**

p poco a poco cresc.

D

sfz *f*

E

ff

F

ff

G

sf

H

mf *cresc.* *f* *sub. mp*

ff *fff*

Bombardí en Do

THE LEGEND OF ZELDA

Marxa Cristiana

A Vicent Tobar Pastor

$\text{♩} = 100$

f

B

p

mp

C

mf

p poco a poco cresc.

D

sfz **f**

E

ff

F

ff

G

sf **sf** **mf** **cresc.** **f**

H

sub. mp **ff** **sfz** **fff**

Tuba 1 i 2

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

A

♩=100

B

44

62

C

82

D

105

E

G

148

H

168

Timpani

THE LEGEND OF ZELDA

Vicent Tobar Pastor

Marxa Cristiana

♩=100 Sol-Do-Mib

7 6

A

B

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

30 Mib->Fa

48 Fa->Mib Mib->Fa

66 1. Fa->Mib 2. **C** Do->Re *mf*

85 Re->Mib Sol->Fa Mib->Sib **D** Fa->Mib *p poco a poco cresc.* *sfz* *f*

105 **E** Fa-Sib-Do *ff*

122 **F** Sib>Sib Sib->Sib *ff*

137 **G** *sf* *mf* *f*

153 3 Sib>Sib Sib->Sib *sf* *mf* *f*

167 **H** 6 3 *p* *ff* *sfz* *fff*

Caixa

THE LEGEND OF ZELDA

Marxa Cristiana

Vicent Tobar Pastor

♩=100

7 6

f *mf < f*

A 2 3

27 *p* 2 3 4 5 6 7

43 8 9 10 11 12 13 14 15 16

61 17 18 19 20 **C** *mf*

78 *p poco a poco cresc.* 3 *sfz*

99 **D** *f*

114 **E** *ff* **F** *ff*

129 2 3 4 5 6 7 **G**

145 2 3 4 *sf* *sf* *mf*

161 2 3 **H** 6 *f* *p* *ff*

178 *sfz* *fff*

THE LEGEND OF ZELDA

$\text{♩} = 100$
Tam-tam

Marxa Cristiana

Bombo

Plats

A

25 **B**

45 9 10 11 2 3 4

65 5 1. 2. **C**

89 **D**

111 **E** **F**

133 4 5 6 7 **G** 2 3 4

151 **H**

169 **H**

f

p

mf

ff

p poco a poco cresc.

cresc.

fff

The musical score is written for Percussion I, featuring Bombo, Plats, and Tam-Tam. It is in 2/4 time with a tempo of 100 beats per minute. The score is divided into eight sections labeled A through H. Section A starts with a Tam-tam hit followed by Bombo and Plats patterns. Section B features a Bombo pattern with a dynamic change to piano (p). Section C includes a first and second ending for a Bombo pattern. Section D continues with Bombo and Plats patterns. Section E features a Bombo pattern with a dynamic change to fortissimo (ff). Section F continues with Bombo and Plats patterns. Section G features a Bombo pattern with a dynamic change to fortissimo (ff). Section H features a Bombo pattern with a dynamic change to fortissimo (ff) and a final fortissimo (fff) section.