

Altsax 1

## The Legend of Zelda

K.Veen

The sheet music consists of 15 staves of musical notation for Altsax 1. The key signature is one sharp (F#). The time signature is common time (C). Measure numbers are indicated above each staff. The music includes various note heads (circles, ovals, diamonds), stems, and bar lines. Dynamic markings such as *mf*, *f*, *fp*, and *p* are present. Articulation marks like dots and dashes are also used. Measure 48 contains a performance instruction "Rit." (ritardando). Measure 50 has a tempo marking of  $\text{= 75}$ . Measures 53-57 feature slurs and grace notes.

Altsax 1

58                    59                    60

*ff*

61                    62

*f*

63                    64                    65                    66                    67

68                    69                    70                    71                    72

*3*

73                    74                    75                    76                    77

78                    79                    80                    81                    82                    83                    84

*mf*

85                    86                    87                    88                    89                    90

*f*

91                    92                    93                    94                    95

*mp*

96                    97                    98                    99

*ff*

100                    101                    102                    103

*3*

Altsax 2

# The Legend of Zelda

K.Veen

Sheet music for Altsax 2, featuring 14 staves of musical notation. The music is in common time and consists of measures numbered 4 through 56. The key signature is one sharp (F#). The music includes various dynamics such as *mp*, *f*, *mf*, *fp*, and *p*. Performance instructions include slurs, grace notes, and a ritardando (Rit.) at measure 49. Measures 33-35 show a rhythmic pattern of eighth and sixteenth notes. Measures 36-39 feature sixteenth-note patterns with dynamic markings *f* and *Rit.*. Measures 40-45 show eighth-note patterns with *fp* dynamics. Measures 46-51 show eighth-note patterns with *f* dynamics and a tempo change to  $\text{J} = 75$ . Measures 52-56 show eighth-note patterns with *p* dynamics and *f* dynamics.

Altsax 2

Sheet music for Altsax 2, featuring ten staves of musical notation with measure numbers 57 through 103. The music is in common time and consists of ten staves of musical notation. Measure 57 starts with a dynamic of ***ff***. Measures 58-60 show a sequence of eighth-note patterns. Measures 61-64 feature sixteenth-note patterns with a dynamic of ***f***. Measures 65-68 show eighth-note patterns. Measures 69-73 show sixteenth-note patterns. Measures 74-79 show eighth-note patterns. Measures 80-86 show eighth-note patterns with dynamics of ***mf*** and ***f***. Measures 87-92 show eighth-note patterns. Measures 93-97 show eighth-note patterns with a dynamic of ***ff***. Measures 98-103 show eighth-note patterns.

Altsax 3

# The Legend of Zelda

K.Veen

Sheet music for Altsax 3, featuring 14 staves of musical notation. The music is in common time, key signature of one sharp (F#), and consists of measures numbered 4 through 57. The notation includes various dynamics such as *mp*, *mf*, *f*, *fp*, and *Rit.*. Performance instructions include slurs, grace notes, and specific fingering markings. The music is divided into sections by measure numbers and includes a tempo marking of  $50 = 75$ .

Measure 4: *mp*  
Measure 5: *mp*  
Measure 6: *mp*  
Measure 7: *mp*  
Measure 8: *mp*  
Measure 9: *mp*  
Measure 10: *mp*  
Measure 11: *mp*  
Measure 12: *mp*  
Measure 13: *mp*  
Measure 14: *mf*  
Measure 15: *mf*  
Measure 16: *mf*  
Measure 17: *f*  
Measure 18: *f*  
Measure 19: *f*  
Measure 20: *f*  
Measure 21: *f*  
Measure 22: *f*  
Measure 23: *f*  
Measure 24: *f*  
Measure 25: *mf*  
Measure 26: *mf*  
Measure 27: *mf*  
Measure 28: *mf*  
Measure 29: *mf*  
Measure 30: *mf*  
Measure 31: *mf*  
Measure 32: *mf*  
Measure 33: *mf*  
Measure 34: *f*  
Measure 35: *f*  
Measure 36: *f*  
Measure 37: *f*  
Measure 38: *f*  
Measure 39: *fp*  
Measure 40: *fp*  
Measure 41: *fp*  
Measure 42: *fp*  
Measure 43: *fp*  
Measure 44: *f*  
Measure 45: *f*  
Measure 46: *f*  
Measure 47: *f*  
Measure 48: *f*  
Measure 49: *p*  
Measure 50:  $50 = 75$   
Measure 51: *p*  
Measure 52: *p*  
Measure 53: *p*  
Measure 54: *mf*  
Measure 55: *f*  
Measure 56: *f*  
Measure 57: *f*

Altsax 3

58                    59                    60                    61  
       *ff*                    *f*

62                    63                    64  
       *3*                    *3*                    *3*

65                    66                    67                    68  
       *3*                    *3*                    *3*                    *3*

69                    70                    71                    72  
       *3*                    *3*                    *3*                    *3*

73                    74                    75                    76                    77  
       *3*                    *3*                    *3*                    *3*                    *3*

78                    79                    80                    81                    82  
       *3*                    *3*                    *3*                    *3*                    *mf*

83                    84                    85                    86                    87  
       *f*

88                    89                    90                    91                    92  
       *3*                    *3*                    *3*                    *3*                    *3*

93                    94                    95                    96                    97  
       *mp*                    *3*                    *3*                    *3*                    *ff*

98                    99                    100                    101                    102                    103  
       *3*                    *3*                    *3*                    *3*                    *3*

Baritonsax 1

# The Legend of Zelda

K.Veen

Sheet music for Baritonsax 1, titled "The Legend of Zelda" by K.Veen. The music is in G major (one sharp). The piece consists of 16 staves of musical notation, numbered 2 through 51. The dynamics include *mp*, *f*, *mf*, and *p*. The style is a mix of melodic and rhythmic patterns, typical of a video game soundtrack.

Staff 1: Treble clef, G major (1 sharp), common time. Measures 2-5: Melodic line with grace notes and slurs. Measure 6: Slurs and grace notes. Measure 7: Slurs and grace notes. Measure 8: Slurs and grace notes. Measure 9: Slurs and grace notes. Measure 10: Slurs and grace notes. Measure 11: Slurs and grace notes. Measure 12: Dynamic *f*. Measure 13: Slurs and grace notes. Measure 14: Slurs and grace notes. Measure 15: Slurs and grace notes. Measure 16: Slurs and grace notes. Measure 17: Rest. Measure 18: Dynamic *f*. Measure 19: Slurs and grace notes. Measure 20: Slurs and grace notes. Measure 21: Slurs and grace notes. Measure 22: Slurs and grace notes. Measure 23: Slurs and grace notes. Measure 24: Dynamic *mf*. Measure 25: Slurs and grace notes. Measure 26: Slurs and grace notes. Measure 27: Slurs and grace notes. Measure 28: Slurs and grace notes. Measure 29: Slurs and grace notes. Measure 30: Slurs and grace notes. Measure 31: Slurs and grace notes. Measure 32: Slurs and grace notes. Measure 33: Slurs and grace notes. Measure 34: Slurs and grace notes. Measure 35: Slurs and grace notes. Measure 36: Slurs and grace notes. Measure 37: Dynamic *f*. Measure 38: Slurs and grace notes. Measure 39: Slurs and grace notes. Measure 40: Slurs and grace notes. Measure 41: Dynamic *fp*. Measure 42: Dynamic *fp*. Measure 43: Dynamic *fp*. Measure 44: Dynamic *fp*. Measure 45: Slurs and grace notes. Measure 46: Slurs and grace notes. Measure 47: Slurs and grace notes. Measure 48: Slurs and grace notes. Measure 49: Dynamic *Rit.* Measure 50: Dynamic *p*, tempo = 75. Measure 51: Slurs and grace notes.

# Baritonsax 1

52                    53                    54                    55                    56

57                    58                    59                    60

61                    62                    63                    64                    65

66                    67                    68                    69                    70

71                    72                    73                    74                    75                    76

77                    78                    79                    80                    81                    82                    83                    84

85                    86                    87                    88

89                    90                    91                    92                    93                    2

95                    96                    97                    98                    99                    100

101                    102                    103

## Baritonsax 2

# The Legend of Zelda

K.Veen

The image shows a single page of sheet music for piano, consisting of 14 staves of musical notation. The music is in common time and uses a treble clef. Measure numbers are placed above each staff. The first staff starts at measure 2 with a dynamic marking of *mp*. Measures 3 through 5 continue the melodic line. Staff 2 begins at measure 6 with a dynamic of *b>*. Measures 7 through 11 show a continuation of the melody. Staff 3 begins at measure 12 with a dynamic of *f*. Measures 13 through 16 show a continuation of the melody. Staff 4 begins at measure 17 with a dynamic of *f*. Measures 18 through 21 show a continuation of the melody. Staff 5 begins at measure 22 with a dynamic of *f*. Measures 23 through 24 show a continuation of the melody. Staff 6 begins at measure 25 with a dynamic of *>*. Measures 26 through 27 show a continuation of the melody. Staff 7 begins at measure 28 with a dynamic of *mf*. Measures 29 through 30 show a continuation of the melody. Staff 8 begins at measure 31. Measures 32 through 33 show a continuation of the melody. Staff 9 begins at measure 34. Measures 35 through 36 show a continuation of the melody.

Baritonsax 2

**1st Staff:** Dynamics *f*, Measure 38: 16th-note pattern; Measure 39: 16th-note pattern.

**2nd Staff:** Measure 40: 16th-note pattern; Measure 41: 16th-note pattern, dynamic *fp*, 3rd ending; Measure 42: 16th-note pattern.

**3rd Staff:** Measure 43: Rest; Measure 44: 16th-note pattern; Measure 45: 16th-note pattern.

**4th Staff:** Measure 46: 16th-note pattern; Measure 47: 16th-note pattern; Measure 48: 16th-note pattern, dynamic *f*, *Rit.*

**5th Staff:** Measure 49: 16th-note pattern; Measure 50: Dynamic *p*, tempo  $= 75$ ; Measure 51: Rest; Measure 52: Dynamic *p*; Measure 53: Rest.

**6th Staff:** Measure 54: Dynamic *mf*; Measure 55: Rest; Measure 56: 16th-note pattern; Measure 57: 16th-note pattern.

**7th Staff:** Measure 58: 16th-note pattern; Measure 59: Rest; Measure 60: 16th-note pattern, dynamic *fp*; Measure 61: 16th-note pattern; Measure 62: 16th-note pattern, dynamic *f*.

**8th Staff:** Measure 63: 16th-note pattern; Measure 64: 16th-note pattern; Measure 65: 16th-note pattern; Measure 66: 16th-note pattern.

**9th Staff:** Measure 67: 16th-note pattern; Measure 68: 16th-note pattern; Measure 69: 16th-note pattern; Measure 70: 16th-note pattern.

## Baritonsax 2

The sheet music consists of ten staves of musical notation for Baritone Saxophone (B♭). The key signature is one sharp (F♯), and the time signature varies between common time and 3/4. Measure numbers are provided above each staff.

- Staff 1 (Measures 71-74):** Measures 71-74 show eighth-note patterns. Measure 71 has a grace note. Measure 72 includes a dynamic >. Measures 73-74 include grace notes and dynamics > and >.
- Staff 2 (Measures 75-78):** Measures 75-78 show eighth-note patterns. Measure 75 includes a grace note and a dynamic >. Measure 76 includes a grace note and a dynamic >. Measure 77 includes a grace note and a dynamic >. Measure 78 includes a grace note and a dynamic >.
- Staff 3 (Measures 79-82):** Measures 79-82 show eighth-note patterns. Measure 79 includes a grace note and a dynamic >. Measure 80 includes a grace note and a dynamic >. Measure 81 includes a grace note, a dynamic *mf*, and a dynamic >. Measure 82 includes a grace note and a dynamic >.
- Staff 4 (Measures 83-88):** Measures 83-88 show eighth-note patterns. Measure 83 includes a grace note and a dynamic >. Measure 84 is a rest. Measure 85 includes a grace note and a dynamic >. Measure 86 includes a grace note and a dynamic >. Measure 87 includes a grace note and a dynamic >. Measure 88 includes a grace note and a dynamic >.
- Staff 5 (Measures 89-92):** Measures 89-92 show eighth-note patterns. Measure 89 includes a grace note and a dynamic >. Measure 90 includes a grace note and a dynamic >. Measure 91 includes a grace note and a dynamic >. Measure 92 includes a grace note and a dynamic >.
- Staff 6 (Measures 93-97):** Measures 93-97 show eighth-note patterns. Measure 93 includes a grace note and a dynamic *mp*. Measure 94 includes a grace note and a dynamic >. Measure 95 includes a grace note and a dynamic >. Measure 96 includes a grace note and a dynamic >. Measure 97 includes a grace note and a dynamic *ff*.
- Staff 7 (Measures 98-103):** Measures 98-103 show eighth-note patterns. Measure 98 includes a grace note and a dynamic >. Measure 99 includes a grace note and a dynamic >. Measure 100 includes a grace note and a dynamic >. Measure 101 includes a grace note and a dynamic *3*. Measure 102 includes a grace note and a dynamic >. Measure 103 is a rest.

Bassax

# The Legend of Zelda

K.Veen

Sheet music for Bassax, featuring 36 numbered measures. The music is in common time and treble clef. Measure 1 starts with a dynamic *mp*. Measures 2-4 show sustained notes with grace marks. Measures 5-11 continue the pattern. Measure 12 introduces eighth-note patterns with a dynamic *f*. Measures 13-16 show more complex eighth-note figures. Measure 17 is a rest. Measures 18-21 show quarter notes with dynamics *f* and *b*. Measures 22-24 show sixteenth-note patterns. Measures 25-27 show sixteenth-note patterns with a dynamic *b*. Measures 28-30 show sixteenth-note patterns with a dynamic *mf*. Measures 31-33 show sixteenth-note patterns. Measures 34-36 show sixteenth-note patterns.

Bassax

37

*f*

38

39

40

*fp*

41

42

*fp*

43

*fp*

44

45

46

47

*f*

48

*Rit.*

49

50

*f*

*mf*

54

55

56

*f*

57

58

59

*fp*

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

## Bassax

75                    76                    77                    78

79                    80                    81                    82

83                    84                    85                    86                    87

88                    89                    90                    91                    92

93                    94                    95                    96                    97

98                    99                    100                  101                  102                  103

## Sopraansax 1

## The Legend of Zelda

K.Veen

6                    7                    8                    9                    10

## Sopraansax 1

57

58

59

60

61

ff

f

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

ff

101

102

103

## Sopraansax 2

## The Legend of Zelda

K.Veen

6                    7                    8                    9                    10

11                    12                    13                    14                    15

16                    17                    18                    19                    20

21                    22                    23                    24                    25

26

27                    28                    29                    30                    31

32                    33                    34                    35                    36

37                    38                    39                    40                    41

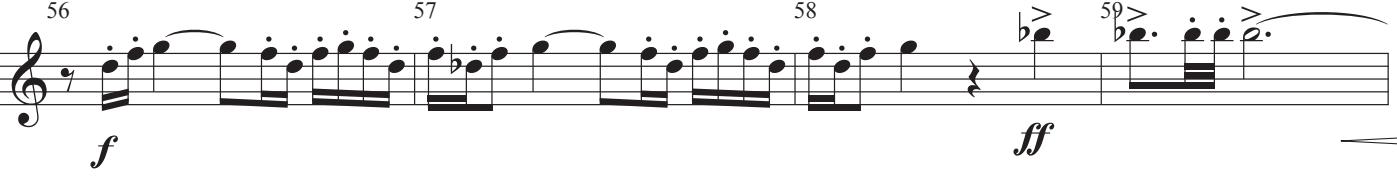
42                    43                    44                    45                    46

47

48                    Rit.                    49                    50 = 75                    51

52                    53                    54                    55

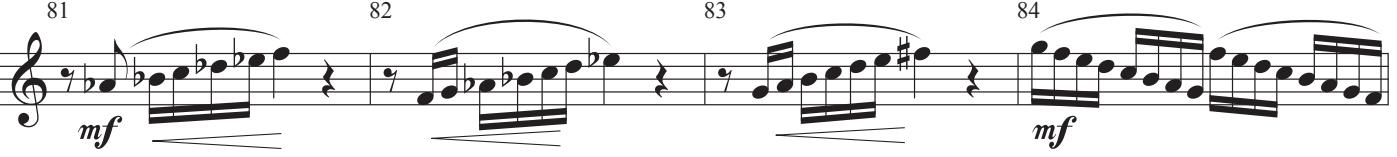
## Sopraansax 2

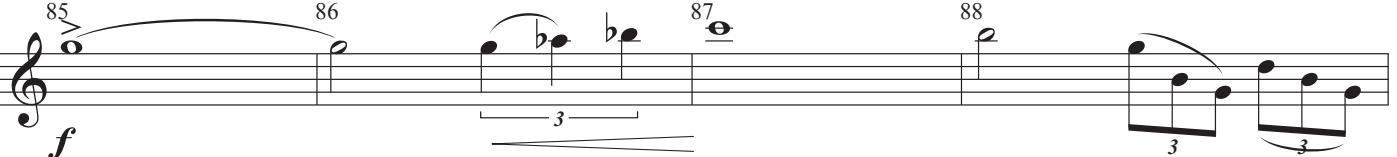
56                    57                    58                    59  


60                    61                    62                    63                    64                    65                    66                    67  

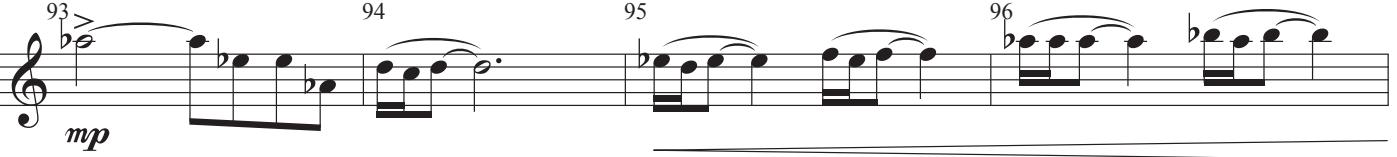

68                    69                    70                    71                    72  

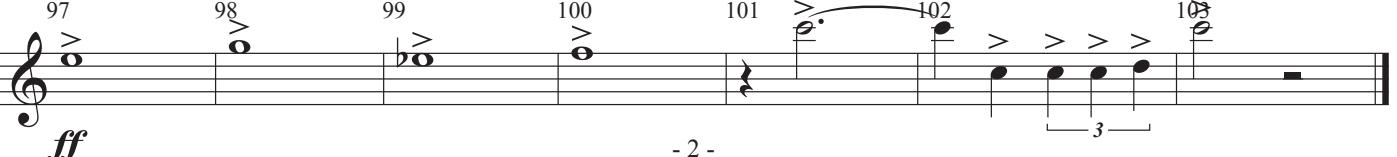

73                    74                    75                    76                    77                    4  


81                    82                    83                    84  


85                    86                    87                    88  


89                    90                    91                    92  


93                    94                    95                    96  


97                    98                    99                    100                    101                    102                    103  


Sopranino

# The Legend of Zelda

K.Veen

Sheet music for Sopranino, featuring 15 staves of musical notation. The music is in common time, with a key signature of one sharp (F#). The notation includes various dynamics such as *p*, *mf*, *f*, *mf*, *ff*, and *Rit.* Performance instructions include slurs, grace notes, and specific note heads (circles with arrows). Measure numbers are indicated above each staff.

Measure 7: Dynamics *p*. Measure 8: Measures 9-11: Dynamics *p*. Measure 12: Dynamics *mf*. Measures 13-17: Measure 18: Dynamics *f*. Measures 19-21: Measure 22: Measure 23: Dynamics *mf*. Measures 24-26: Measure 27: Measure 28: Dynamics *mf*. Measures 29-30: Measure 31: Measure 32: Measure 33: Measure 34: Measure 35: Measure 36: Measure 37: Measure 39: Measure 40: Dynamics *f*. Measure 41: Dynamics *f*. Measure 42: Measure 43: Dynamics *f*. Measure 44: Measure 45: Measure 46: Measure 47: Measure 48: Dynamics *f*. Measure 49: *Rit.* Measure 50: *f*. Measure 56: Measures 57-58: Dynamics *ff*.

Sopranino

59 60 61 62 63 64 65 66 67 68 69 70 71 72 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103

Detailed description: The musical score consists of 15 staves of music for Sopranino. The key signature is one sharp. The music includes various dynamics such as *f*, *mf*, *mp*, and *ff*. Articulations include accents, slurs, and grace notes. Performance instructions like '3' and 'tr' (trill) are also present. The score is divided into measures numbered 59 through 103.

Soprillo

# The Legend of Zelda

K.Veen

$\text{♩} = 80$

3 4 5 6 7

8 9 4 13 14 15

16 17 18 19  $\text{♩} = 90$  4 23 2

25 26 27 28

29 30 31 32

33 34 35 36

37 2 39 40 41 42

43 44 45 46 47

48 Rit. 49 50  $\text{♩} = 75$  6 56  $\text{♩} = 80$

*mp* *mf* *f* *f* *f* *f*

Soprillo

Sheet music for Soprillo, featuring 14 staves of musical notation. The music includes various dynamics such as ***ff***, ***f***, ***mf***, ***p***, and ***mp***. Articulations include slurs, grace notes, and accents. Performance instructions like **3** and **6** are also present. The music consists of six systems of two measures each, starting at measure 57 and ending at measure 103.

57                    58                    59                    60

61                    62                    63                    64                    10

74                    75                    76                    77                    78

79                    80                    81                    82

83                    84                    85  $\text{♩} = 90$             86                    87

88                    89                    90                    91

92                    93                    94                    95

96                    97                    98

99                    100                  101                  102                  103

Tenorsax 1

# The Legend of Zelda

K.Veen

9 10 11 12

13 19 20 21 22

23 25 26 27 28

29 30 31 32 33 34

35 36 37 38 39

40 41 42 43

44 45 46 47 48 Rit.

49 50 = 75 51 52 53

54 55 56 57

Tenorsax 1

58                    59                    60                    61                    62

63                    64                    65                    66                    67

68                    69                    70                    71                    72

73                    74                    75                    76                    77

78                    79                    80                    81                    82

83                    84                    85                    86                    87

88                    89                    90                    91                    92

93                    94                    95                    96                    97

98                    99                    100                  101                  102                  103

Tenorsax 2

# The Legend of Zelda

K.Veen

Sheet music for Tenor Saxophone 2, titled "The Legend of Zelda" by K.Veen. The music is arranged in 15 staves across 10 pages. The key signature varies throughout the piece. Dynamics include *mf*, *f*, *fp*, and *Rit.* Performance instructions such as *>*, *3*, and *2* are also present. The music consists of various note patterns, including eighth and sixteenth notes, and rests.

Measure numbers: 9, 10, 11, 12, 13, 6, 19, 20, 21, 22, 23, 2, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 56, 57, 58, 59, 60, 61, 62, 63.

Dynamics: *mf*, *f*, *fp*.

Performance Instructions: *>*, *3*, *2*, *Rit.*

Tenorsax 2

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

## Tenorsax 3

# The Legend of Zelda

The sheet music consists of ten staves of musical notation for a single instrument. The key signature is common C. The time signature varies throughout the piece. Measure numbers are indicated above each staff. The notation includes various note heads, stems, and bar lines. Measure 1 starts with a long note followed by six eighth notes. Measure 2 shows a bass line with eighth notes. Measures 3-5 show a treble line with eighth and sixteenth notes. Measures 6-14 show a bass line with eighth and sixteenth notes. Measures 15-23 show a treble line with eighth and sixteenth notes. Measures 25-29 show a treble line with eighth and sixteenth notes. Measures 30-34 show a treble line with eighth and sixteenth notes. Measures 35-39 show a treble line with eighth and sixteenth notes. Measures 40-43 show a treble line with eighth and sixteenth notes. Measures 44-47 show a treble line with eighth and sixteenth notes. Measures 48-57 show a treble line with eighth and sixteenth notes. Dynamic markings include *mp*, *f*, and *Rit.* Measure 50 includes a tempo marking of  $50\text{ }= 75$ . Measure 56 includes a tempo marking of  $6$ . Measure 57 includes a tempo marking of  $3$ .

Tenorsax 3

58                    59                    60                    61                    62

63                    64                    65                    66                    67

68                    69                    70                    71                    72

73                    74                    75                    76                    77

78                    79                    80                    81                    82

83                    84                    85                    86                    87

88                    89                    90                    91                    92

93                    94                    95                    96                    97

98                    99                    100                  101                  102                  103

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