

Video Game Symphony #1

Super Mario Bros. 2

Various Composers

Arr. CBill

SEGA

♩ = 120

Sonic (1992)

♩ = 96

The musical score is divided into three systems, each containing staves for Trombone 1, Trombone 2, Trombone 3, Bass Trombone, Tbn. 1, Tbn. 2, Tbn. 3, and B. Tbn. The first system (measures 1-4) is in 4/4 time and features a melody in the upper staves with dynamics *mf* and *f*, and a rhythmic accompaniment in the lower staves. The second system (measures 5-8) is in 12/8 time and features a melody in the upper staves with dynamics *mf* and *mp*, and a rhythmic accompaniment in the lower staves. The third system (measures 9-12) is in 12/8 time and features a melody in the upper staves with dynamics *f* and *mp*, and a rhythmic accompaniment in the lower staves.

23

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

Super Mario Bros. 3

28

♩ = 96 ♩ = 164

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

f *mf* *f* *mf* *f* *mf*

35

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

42

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

p *mp* *p* *mp* *pp* *mp* *pp* *p*

49

Tbn. 1 *mf* *f*

Tbn. 2 *mf* *f* *mf*

Tbn. 3 *mp* *f* *mf*

B. Tbn. *mf* *mf*

Legend of Zelda
♩ = 92

56 *rit.*

Tbn. 1 *mp*

Tbn. 2 *mf*

Tbn. 3 *f* *mp*

B. Tbn. *f* *mp*

63 ♩ = 91

Tbn. 1 *mf* *ppp*

Tbn. 2 *mp* *pp*

Tbn. 3 *ppp*

B. Tbn. *ppp*

70

Tbn. 1 *pp* *p* *mp* *mf*

Tbn. 2 *p* *mp* *mf*

Tbn. 3 *pp* *p* *mp* *mp*

B. Tbn. *pp* *p* *mp* *mp*

75

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

Sims
♩ = 84

81

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

mp
p
p
p

87

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

mf
mf
mf
mf

92

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

p
mp
p
p

mf
mf
mf
mf

Detailed description: This page contains the musical score for measures 75 through 92 of 'Video Game Symphony #1'. The score is written for four tuba parts: Tbn. 1, Tbn. 2, Tbn. 3, and B. Tbn. The key signature is B-flat major (two flats). The time signature changes from 3/4 to 2/4 at measure 87 and back to 3/4 at measure 92. Measure numbers 75, 81, 87, and 92 are indicated at the start of their respective systems. Dynamics include *mp* (mezzo-piano), *p* (piano), and *mf* (mezzo-forte). A tempo marking 'Sims' with a quarter note equal to 84 is present. Performance markings include slurs, triplets, and trills. The B. Tbn. part has a triplet in measure 75 and a triplet in measure 81. Tbn. 1 has a trill in measure 87. Tbn. 2 has a trill in measure 87. Tbn. 3 has a trill in measure 87. B. Tbn. has a trill in measure 87. The score ends with a key signature change to B-flat major (two flats) in measure 92.

$\text{♩} = 84$

100

Tbn. 1 *mp*

Tbn. 2 *mp*

Tbn. 3 *mp*

B. Tbn.

108

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. *mf*

116

Tbn. 1

Tbn. 2

Tbn. 3 *mf*

B. Tbn.

123

Tbn. 1 *mf* *mp* *mf*

Tbn. 2 *mf*

Tbn. 3 *mp*

B. Tbn. *mp* *mf* *mp*

♩ = 144

♩ = 120

130

Tbn. 1 *mp* *mf* *f*

Tbn. 2 *mf* *f*

Tbn. 3 *mf* *mf* *f*

B. Tbn. *mf* *mf*

136

Tbn. 1 *mp* *mp*

Tbn. 2 *mp*

Tbn. 3 *mp*

B. Tbn.

141

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

147

Tbn. 1 *rit.*

Tbn. 2

Tbn. 3

B. Tbn.

154

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

ff

ff

ff

ff

164

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

mp

mp

mp

mp

173

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn.

rubato

ff

ff

f

f

f

f

Video Game Symphony #1

Various Composers

Arr. CBill

♩ = 120

mf *f*

♩ = 96

5 *mf*

9 *mp*

14 *f* *mp*

20

♩ = 96 ♩ = 164

26 *f*

32 *mf*

39 *pp*

45 *mp* *pp* *p* *mp* *f*

52



mf

This musical staff contains measures 52 through 57. It begins with a bass clef and a key signature of two flats. The tempo is marked as *mf*. The notation includes eighth and sixteenth notes, with some measures containing rests.

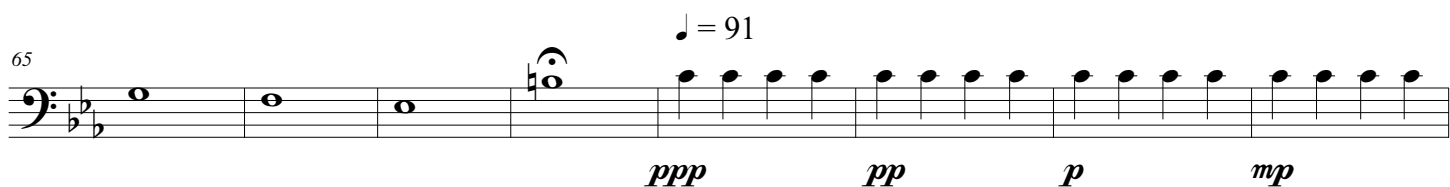
58



f *rit.* $\text{♩} = 92$ *mp*

This musical staff contains measures 58 through 64. It begins with a bass clef and a key signature of two flats. The tempo is marked as *f*, followed by a *rit.* (ritardando) marking and a tempo change to $\text{♩} = 92$. The dynamics are *f* and *mp*. The notation includes eighth and sixteenth notes, with some measures containing rests.

65



$\text{♩} = 91$ *ppp* *pp* *p* *mp*

This musical staff contains measures 65 through 72. It begins with a bass clef and a key signature of two flats. The tempo is marked as $\text{♩} = 91$. The dynamics are *ppp*, *pp*, *p*, and *mp*. The notation includes eighth and sixteenth notes, with some measures containing rests.

73



mp

This musical staff contains measures 73 through 77. It begins with a bass clef and a key signature of two flats. The tempo is marked as *mp*. The notation includes eighth and sixteenth notes, with some measures containing rests.

78



This musical staff contains measures 78 through 82. It begins with a bass clef and a key signature of two flats. The notation includes eighth and sixteenth notes, with some measures containing rests.

83



$\text{♩} = 84$ *p*

This musical staff contains measures 83 through 88. It begins with a bass clef and a key signature of two flats. The tempo is marked as $\text{♩} = 84$. The dynamics are *p*. The notation includes eighth and sixteenth notes, with some measures containing rests.

89



mf

This musical staff contains measures 89 through 93. It begins with a bass clef and a key signature of two flats. The tempo is marked as *mf*. The notation includes eighth and sixteenth notes, with some measures containing rests.

94



$\text{♩} = 84$ *p* *mf* *mp*

This musical staff contains measures 94 through 100. It begins with a bass clef and a key signature of two flats. The tempo is marked as $\text{♩} = 84$. The dynamics are *p*, *mf*, and *mp*. The notation includes eighth and sixteenth notes, with some measures containing rests.

101



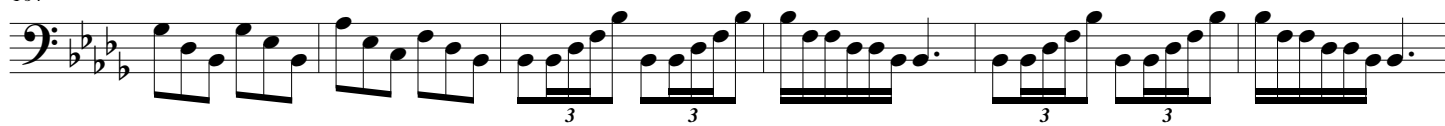
This musical staff contains measures 101 through 105. It begins with a bass clef and a key signature of two flats. The notation includes eighth and sixteenth notes, with some measures containing rests.

106

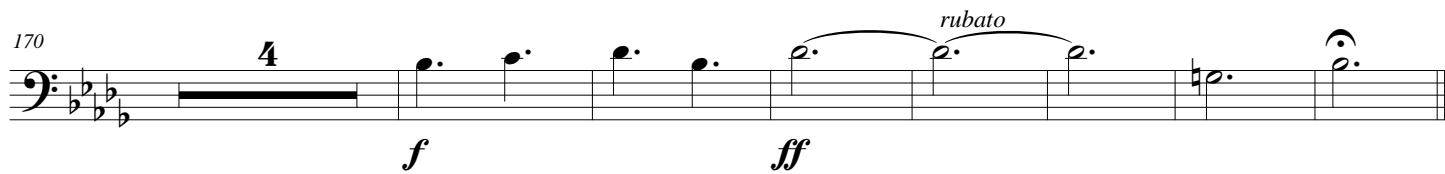


This musical staff contains measures 106 through 110. It begins with a bass clef and a key signature of two flats. The notation includes eighth and sixteenth notes, with some measures containing rests.

164



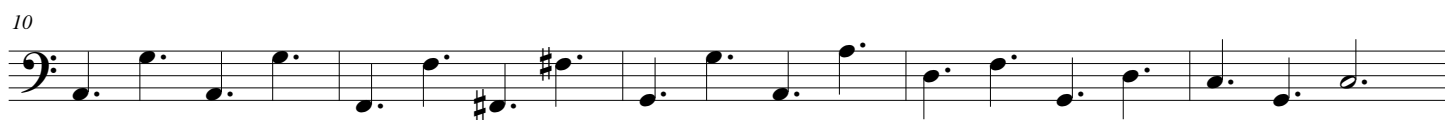
170



Video Game Symphony #1

Various Composers

Arr. CBill

 $\text{♩} = 120$  $\text{♩} = 96$ 

48

p *mf* *mf*

54

f

60 *rit.* ♩ = 92

mp

66 ♩ = 91

ppp *pp* *p*

72

mp *mp*

77

3

♩ = 84

83

p

89

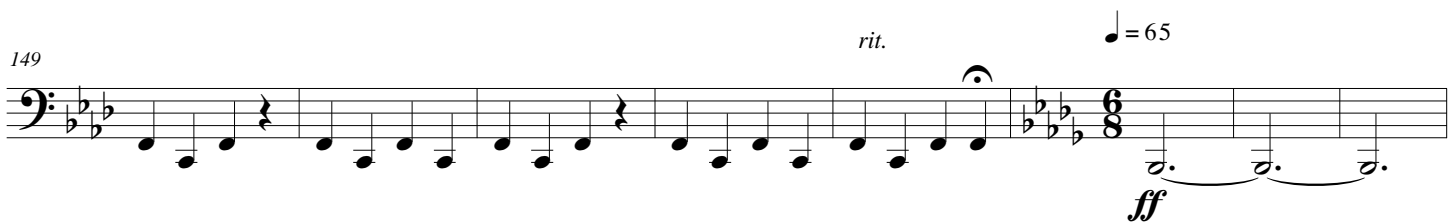
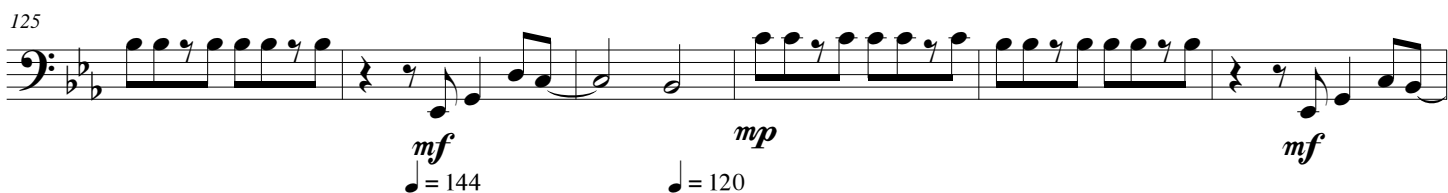
mf

94 ♩ = 84

p *mf* 8

108

mf



Video Game Symphony #1

Various Composers

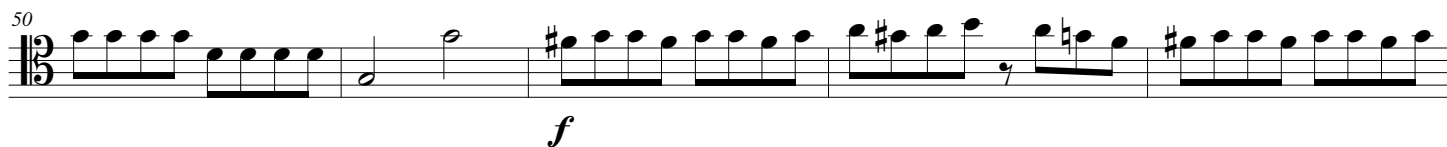
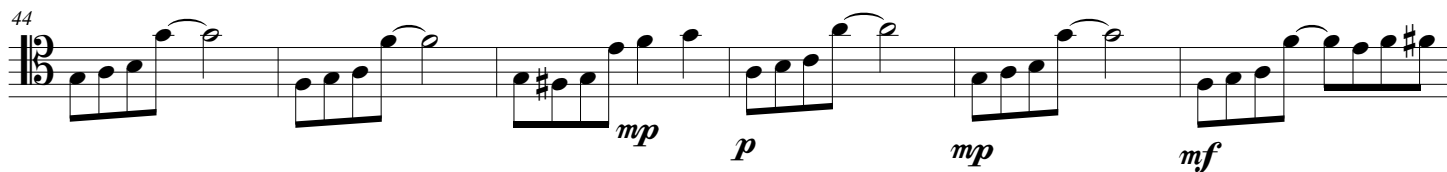
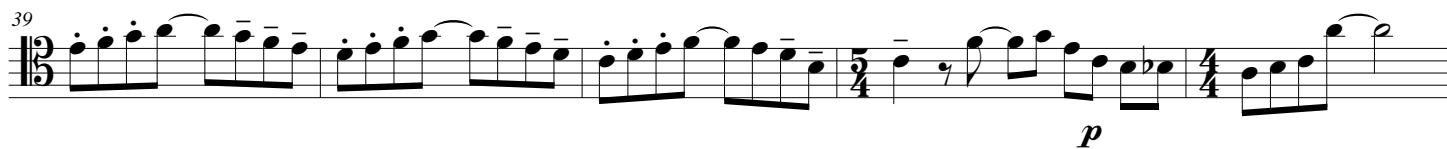
Arr. CBill

SEGA
♩ = 120
Sonic (1992)

Super Mario Bros. 2
♩ = 96

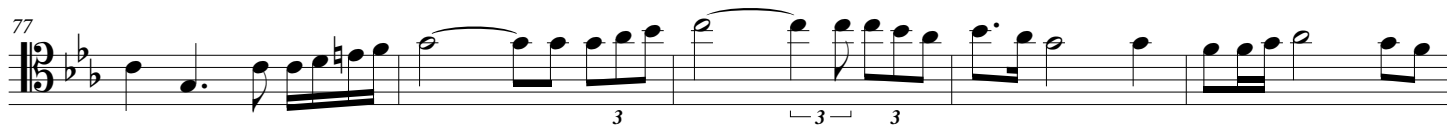
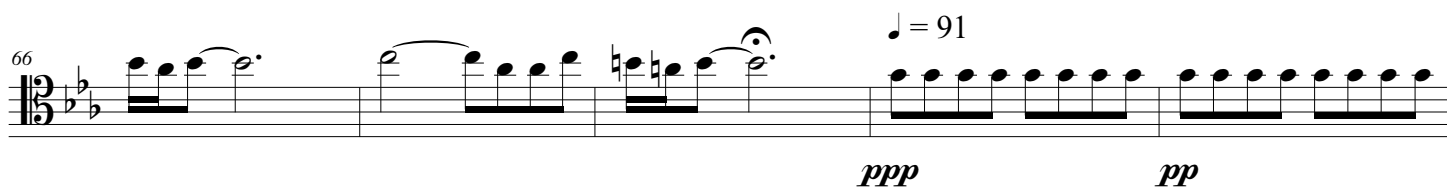
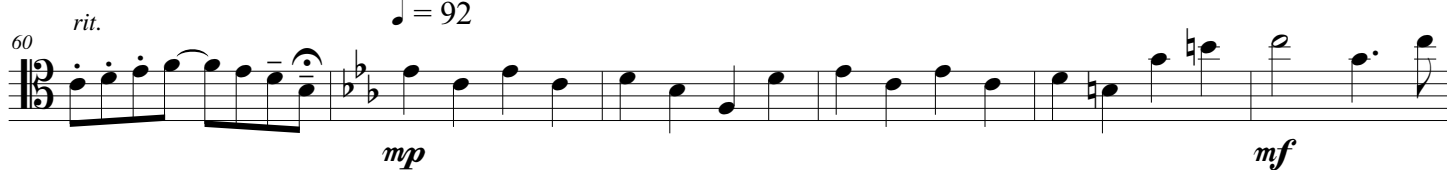
Super Mario Bros. 3
♩ = 96 ♩ = 164

The musical score is written for Trombone 1 in 12/8 time. It consists of 34 measures, divided into four systems of eight measures each. The first system (measures 1-8) is marked with a tempo of ♩ = 120 and a dynamic of *f*. The second system (measures 9-16) is marked with a tempo of ♩ = 96 and a dynamic of *mf*. The third system (measures 17-24) is marked with a tempo of ♩ = 96 and a dynamic of *f*. The fourth system (measures 25-34) is marked with a tempo of ♩ = 164 and a dynamic of *mf*. The score includes various musical notations such as eighth notes, quarter notes, and rests, as well as dynamic markings (*mf*, *f*) and tempo markings (♩ = 120, ♩ = 96, ♩ = 164).



Legend of Zelda

♩ = 92



Sims

♩ = 84



[illegible][illegible]

105



110



The Rose Tree

115

The tree was so high

120

mf

126

mp *mf* *Angry Birds* *mp* *mf*

$\text{♩} = 144$ $\text{♩} = 120$

132

f

136

mp

141

Example 141

146

151

158

164

173

rit.

Skyrim

$\text{♩} = 65$

ff

mp

rubato

ff

Video Game Symphony #1

Various Composers

Arr. CBill

♩ = 120

mf *f*

♩ = 96

5 *mp*

11 *mf*

15

19

23

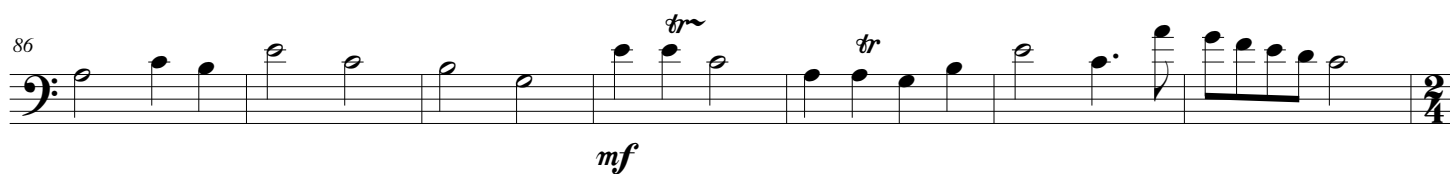
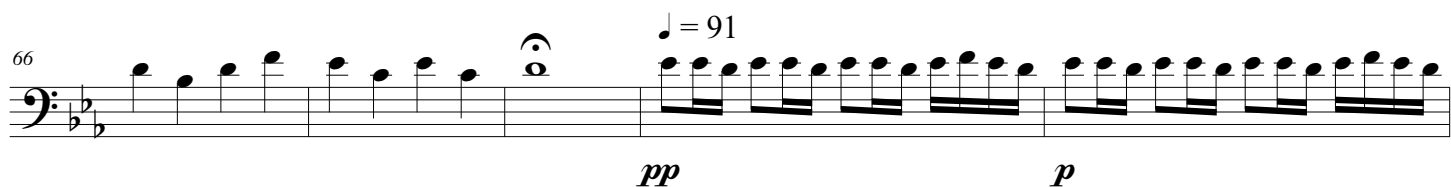
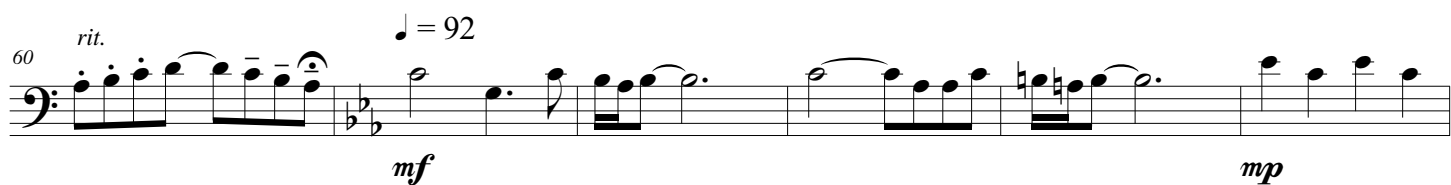
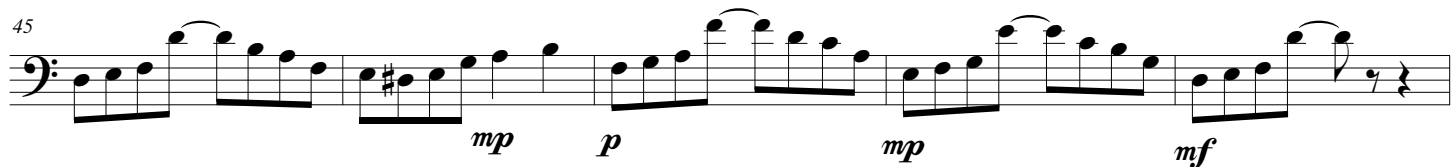
♩ = 96

27

♩ = 164

31 *f* *mf*

36



93

93-98

mp *mf*

♩ = 84

This staff contains measures 93 through 98. It begins with a whole rest in measure 93, followed by a 4/4 time signature change in measure 94. The melody consists of eighth and quarter notes, with a dynamic shift from *mp* to *mf* between measures 95 and 96. The key signature changes to B-flat major in measure 97.

99

99-103

mp

This staff contains measures 99 through 103. It starts with a whole rest in measure 99, followed by a B-flat major key signature. The melody is a continuous eighth-note pattern. The dynamic is *mp*.

104

104-108

This staff contains measures 104 through 108, continuing the eighth-note melody in B-flat major.

109

109-113

This staff contains measures 109 through 113, continuing the eighth-note melody in B-flat major.

114

114-118

This staff contains measures 114 through 118, continuing the eighth-note melody in B-flat major.

119

119-123

This staff contains measures 119 through 123, continuing the eighth-note melody in B-flat major.

124

124-128

mf

This staff contains measures 124 through 128. The melody features sixteenth-note runs and a half rest in measure 127. The dynamic is *mf*.

129

129-133

mf *f*

♩ = 144

This staff contains measures 129 through 133. It features sixteenth-note runs and a key signature change to C major in measure 133. The dynamic shifts from *mf* to *f* between measures 132 and 133. The tempo is marked as ♩ = 144.

134

134-138

mp *mp*

♩ = 120

This staff contains measures 134 through 138. It features sixteenth-note runs and a key signature change to B-flat major in measure 137. The dynamic is *mp*. The tempo is marked as ♩ = 120.

139

139-143

mp

This staff contains measures 139 through 143, continuing the melody in B-flat major with a dynamic of *mp*.

