

Bass Clef

# Video Game Themes

Updated 4/1/2020

1) LOST WOODS from Zelda  $\text{♩} = 132$

Musical notation for the beginning of the LOST WOODS theme from The Legend of Zelda. The key signature is one flat (B-flat), and the time signature is common time (4/4). The tempo is  $\text{♩} = 132$ . The notes are primarily eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

5

Continuation of the musical notation for the LOST WOODS theme. The key signature remains one flat (B-flat), and the time signature is common time (4/4). The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

2) SWEDEN from Minecraft

9  $\text{♩} = 48$

Musical notation for the beginning of the SWEDEN theme from Minecraft. The key signature is one flat (B-flat), and the time signature is common time (4/4). The tempo is  $\text{♩} = 48$ . The dynamics are marked *mp*. The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

13

Continuation of the musical notation for the SWEDEN theme. The key signature remains one flat (B-flat), and the time signature is common time (4/4). The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

3) Super Mario Bros Theme

$\text{♩} = 112$

17

Musical notation for the beginning of the Super Mario Bros theme. The key signature is one flat (B-flat), and the time signature is common time (4/4). The tempo is  $\text{♩} = 112$ . The dynamics are marked *f*. The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

20

Continuation of the musical notation for the Super Mario Bros theme. The key signature is one flat (B-flat), and the time signature is common time (4/4). The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

23

Continuation of the musical notation for the Super Mario Bros theme. The key signature is one flat (B-flat), and the time signature is common time (4/4). The notes are eighth notes and sixteenth notes, with some eighth-note pairs and sixteenth-note pairs. The bass clef is used.

# Video Game Themes

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Bass Clef

## 4) TETRIS Theme

26  $\text{♩} = 120$



30



## 5) Undertale: Megalovania

34  $\text{♩} = 120$



36



## 6) Mii Channel Theme

38



42



46



51

