

Flute

# Video Game Themes

Updated 4/1/2020

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

Musical score for 'Lost Woods' from The Legend of Zelda for flute. The score consists of two staves of music. The first staff starts at measure 1, and the second staff starts at measure 5. Both staves are in 4/4 time with a key signature of one flat. The music features eighth-note patterns and various rests.

2) SWEDEN from Minecraft

Musical score for 'Sweden' from Minecraft for flute. The score consists of two staves of music. The first staff starts at measure 9, and the second staff starts at measure 13. Both staves are in 4/4 time with a key signature of one flat. The music features sixteenth-note patterns and eighth-note patterns, with dynamics like *mp*.

3) Super Mario Bros Theme

Musical score for the Super Mario Bros theme for flute. The score consists of three staves of music. The first staff starts at measure 17, and the second staff starts at measure 20. Both staves are in 4/4 time with a key signature of one flat. The music features eighth-note patterns, sixteenth-note patterns, and various rests. Measure 23 shows a change in key signature to one sharp.

## 4) TETRIS Theme

26  $\text{♩} = 120$

30

## 5) Undertale: Megalovania

34  $\text{♩} = 120$

36

## 6) Mii Channel Theme

38

42

46

51