

[illegible]

V.S.

Snare

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

[illegible]

V.S.

5

12

17

24

29

36

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

V.S.

41

53

62

66

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

[illegible]

V.S.

40

L R L R R L R L R L R R L R R L R L R L L R L L R

46

R L R R L R R L R

54

R L R L R L R L R L R L R L R L R L R

58

R R L R L R L R L R L

65

R L R L R L R L R L R L R L R L R L R L R L

67

R R L R L R L R L R L R L R

The image displays a page from a musical score for 'The Firebird' by Igor Stravinsky. The score is written for a piano and a harp. The piano part is written for a single player, and the harp part is written for a harpist. The score is in 4/4 time and includes various musical notations such as dynamics (f, mf), articulation (accents), and fingerings (3, 6). The piano part is written for a single player, and the harp part is written for a harpist. The score is divided into measures, with measure numbers 5, 12, 18, 23, 28, and 33 indicated.

Bass

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growns

This musical score is a bass line for the 'Opener - Zelda/Tetris' track, arranged by Andrew Anderson with percussion by Chandler Growns. The piece is in 4/4 time and consists of 32 measures. The notation is written on a single staff with a key signature of one flat (Bb). The score includes various musical notations such as eighth notes, sixteenth notes, triplets, and sixteenth-note runs. Dynamics include *f* (forte), *mf* (mezzo-forte), and *f* (forte). The score is divided into measures by bar lines, with measure numbers 3, 5, 10, 14, 18, 21, 24, 28, and 32 indicated. The notation includes many triplets and sixteenth-note runs, which are often indicated by 'x' marks above the notes. The score ends with a double bar line and the initials 'V.S.' (Versus).

32

V.S.

35

ff

R L L R L L R L R L

40

R L L R R

45

mf

51

4

58

3 3 6 6 6

63

R L R L R L R L R

66

L L R R L L R R L L R R R L R L R L R L R L R

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

f

18

25

36

47

60

Opener - Zelda/Tetris

Cymbals

arr. Andrew Anderson
perc. Chandler Growns

musical score for Cymbals, Opener - Zelda/Tetris, measures 1-64. The score is written on a single staff with a 4/4 time signature. The key signature is one flat (Bb). The score includes various musical notations such as rests, eighth notes, sixteenth notes, and triplets. The dynamics are marked with *f* (forte) at measure 1. The score is divided into measures 1-4, 5-8, 18-23, 24-32, 33-41, 42-46, 47-57, 58-63, and 64. The score includes various musical notations such as rests, eighth notes, sixteenth notes, and triplets. The dynamics are marked with *f* (forte) at measure 1. The score is divided into measures 1-4, 5-8, 18-23, 24-32, 33-41, 42-46, 47-57, 58-63, and 64.

Measures 1-4: *f* (forte) dynamic. Measure 1 starts with a triplet of eighth notes. Measure 4 ends with a triplet of eighth notes.

Measures 5-8: Measure 5 starts with a triplet of eighth notes. Measure 6 has a triplet of eighth notes. Measure 7 has a triplet of eighth notes. Measure 8 has a triplet of eighth notes.

Measures 18-23: Measure 18 starts with a triplet of eighth notes. Measure 19 has a triplet of eighth notes. Measure 20 has a triplet of eighth notes. Measure 21 has a triplet of eighth notes. Measure 22 has a triplet of eighth notes. Measure 23 has a triplet of eighth notes.

Measures 24-32: Measure 24 starts with a triplet of eighth notes. Measure 25 has a triplet of eighth notes. Measure 26 has a triplet of eighth notes. Measure 27 has a triplet of eighth notes. Measure 28 has a triplet of eighth notes. Measure 29 has a triplet of eighth notes. Measure 30 has a triplet of eighth notes. Measure 31 has a triplet of eighth notes. Measure 32 has a triplet of eighth notes.

Measures 33-41: Measure 33 starts with a triplet of eighth notes. Measure 34 has a triplet of eighth notes. Measure 35 has a triplet of eighth notes. Measure 36 has a triplet of eighth notes. Measure 37 has a triplet of eighth notes. Measure 38 has a triplet of eighth notes. Measure 39 has a triplet of eighth notes. Measure 40 has a triplet of eighth notes. Measure 41 has a triplet of eighth notes.

Measures 42-46: Measure 42 starts with a triplet of eighth notes. Measure 43 has a triplet of eighth notes. Measure 44 has a triplet of eighth notes. Measure 45 has a triplet of eighth notes. Measure 46 has a triplet of eighth notes.

Measures 47-57: Measure 47 starts with a triplet of eighth notes. Measure 48 has a triplet of eighth notes. Measure 49 has a triplet of eighth notes. Measure 50 has a triplet of eighth notes. Measure 51 has a triplet of eighth notes. Measure 52 has a triplet of eighth notes. Measure 53 has a triplet of eighth notes. Measure 54 has a triplet of eighth notes. Measure 55 has a triplet of eighth notes. Measure 56 has a triplet of eighth notes. Measure 57 has a triplet of eighth notes.

Measures 58-63: Measure 58 starts with a triplet of eighth notes. Measure 59 has a triplet of eighth notes. Measure 60 has a triplet of eighth notes. Measure 61 has a triplet of eighth notes. Measure 62 has a triplet of eighth notes. Measure 63 has a triplet of eighth notes.

Measure 64: Measure 64 starts with a triplet of eighth notes.

Opener - Zelda/Tetris

[illegible]

Vibraphone 1

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growsns

bass drum *ff* Vibes

5 *f* 3 3 3 *f* 3

11 3

17 6 3 6

21 6

27 *ff* 3 3 3 3

33 2 *fff*

40 *ff*

46

55 *f* *ff*

63 bass drum

Vibraphone 2

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growns

Tam Tam *ff* Vibes *f*

8 *f*

14 *ff*

20 6

24 6

29 *ff* 3 3 3 3 2

36 *fff*

41 *ff*

47

56 *f* *ff*

63 sus. cym.

The musical score is for Vibraphone 2, titled 'Opener - Zelda/Tetris', arranged by Andrew Anderson with percussion by Chandler Growns. It is written in 4/4 time and B-flat major. The score consists of two staves: 'Tam Tam' and 'Vibes'. The 'Tam Tam' staff begins with a series of eighth notes and rests, marked with a forte (ff) dynamic. The 'Vibes' staff begins with a triplet of eighth notes, marked with a forte (f) dynamic. The score includes various dynamics (ff, f, ff, fff, ff, f, ff, sus. cym.) and articulations (accents, slurs). The Vibes staff features triplet patterns and a final section with a sustained cymbal effect. The Tam Tam staff features a series of eighth notes and rests, with a final section featuring a sustained cymbal effect.

Vibraphone 3

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

Vibes

bass drum

ff

5

f

11

17

ff

23

27

ff

33

fff

40

ff

45

53

f

60

ff

64

bass drum

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growsns

Sus. Cym.

Marimba

ff *ff* *f* 3 3 3

8

15

20

23

28

fp *ff* 3 3 3 3

35

sus. cym.

ff

39

f *ff*

46

55

59

ff

63

sus. cym.

6

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

4

f 3

10

3 3 3 3 3

16

ff 3 3 6

21

6

27

ff 3 3 3 3

33

sus. cym.

ff

39

44

51

58

63

sus. cym.

ff

Detailed description: This is a musical score for a Marimba 1B (Low F) part. The title is 'Opener - Zelda/Tetris'. The arranger is Andrew Anderson, and the percussionist is Chandler Grown. The score is written in bass clef with a key signature of three flats (B-flat, E-flat, A-flat) and a 4/4 time signature. It consists of nine staves of music. The first staff starts with a measure of four eighth notes beamed together, marked with a '4' above it. The second staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The third staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The fourth staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The fifth staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The sixth staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The seventh staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The eighth staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The ninth staff has a measure of three eighth notes beamed together, marked with a '3' above it, followed by a measure of three eighth notes beamed together, marked with a '3' above it, and then a measure of three eighth notes beamed together, marked with a '3' above it. The score includes various musical notations such as dynamics (*f*, *ff*), articulation (accents), and performance instructions (sustained cymbal). The piece is in a 4/4 time signature and features a key signature of three flats.

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growsns

Sus. Cym.

Marimba

ff *ff* *f* 3 3 3

8 *f*

15 6 3

20 6 6

23 6

28 *fp* *ff* 3 3 3 3

35 sus. cym. *ff*

39 *f* *ff*

46

55

59 *ff*

63 6 sus. cym.

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

4

f 3 3 *f*

10

3 3 3 3 3

16

ff 3 3 6

21

6

27

ff 3 3 3 3

33

sus. cym. *ff*

39

44

50

58

63

sus. cym.

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growsns

Sus. Cym.

Marimba

ff *ff* *f* 3 3 3

8 *f*

15 6 3

20 6 6

23 6

28 *fp* *ff* 3 3 3 3

35 sus. cym. *ff*

39 *f* *ff*

45

54

58 *ff*

63 sus. cym.

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

4

f 3 3 3 *f*

10

3 3 3 3 3

16

ff 3 3 6

21

6

27

ff 3 3 3 3

33

sus. cym. *ff*

39

44

50

58

63

sus. cym.