

# Ending

Composer: Grant Kirkhope

Game: Castle of Illusion Starring Mickey Mouse

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**Horn** **Bass Synthesizer** **Mellophone Bugle**

$\text{♩} = 200$   $\text{♩} = 95$

**Hn.** **Synth.** **Mello. Bu.**

2

**Hn.** **Synth.** **Mello. Bu.**

3  $\text{♩} = 89$

**Hn.** **Synth.** **Mello. Bu.**

4  $\text{♩} = 86$   $\text{♩} = 89$   $\text{♩} = 86$   $\text{♩} = 92$   $\text{♩} = 89$

6

Hn.

Synth.

Mello. Bu.

8

Hn.

Synth.

Mello. Bu.

10

Hn.

Synth.

Mello. Bu.

12

Hn.

Synth.

Mello. Bu.

$\text{♩} = 89$

$\text{♩} = 86$

$\text{♩} = 91$

$\text{♩} = 83$

$\text{♩} = 86$

15

Hn.

Synth.

Mello. Bu.

18

Hn.

Synth.

Mello. Bu.

21

Hn.

Synth.

Mello. Bu.

23

Hn.

Synth.

Mello. Bu.

26

Hn.

Synth.

Mello. Bu.

Tempo markings:

- $\text{♩} = 85$
- $\text{♩} = 88$
- $\text{♩} = 89$
- $\text{♩} = 98$
- $\text{♩} = 101$
- $\text{♩} = 98$
- $\text{♩} = 95$
- $\text{♩} = 92$
- $\text{♩} = 89$
- $\text{♩} = 86$
- $\text{♩} = 88$
- $\text{♩} = 83$
- $\text{♩} = 68$
- $\text{♩} = 83$
- $\text{♩} = 77$

This musical score page contains measures 15 through 26. It is written for three instruments: Horn (Hn.), Synth., and Mello. Bu. (Mellophone/Buccina). The key signature is three sharps (F#, C#, G#). The score is divided into five systems, each containing three staves. Measure numbers 15, 18, 21, 23, and 26 are placed at the beginning of their respective systems. Above the Horn staff, there are tempo markings in quarter notes: 85, 88, 89, 98, 101, 98, 95, 92, 89, 86, 88, 83, 68, 83, and 77. The notation includes various note values, rests, and articulation marks. The piece concludes with a double bar line at the end of measure 26.