

# End Credits (2)

Composer: Koji Kondo

Game: Legend of Zelda, The: Ocarina of Time

[pianogame.org](http://pianogame.org)

♪ = 55  
♪ = 56  
♪ = 58  
♪ = 59  
♪ = 60  
♪ = 61  
♪ = 62  
♪ = 63  
♪ = 65  
♪ = 66  
♪ = 67  
♪ = 68  
♪ = 69  
♪ = 71  
♪ = 72  
♪ = 74  
♪ = 76  
♪ = 77  
♪ = 78  
♪ = 79  
♪ = 80  
♪ = 81  
♪ = 82  
♪ = 83  
♪ = 84  
♪ = 85  
♪ = 86  
♪ = 87  
♪ = 88  
♪ = 89

Ondes Martenot, ocarina      ♪ = 90      ♪ = 56

Strings, slow strings

Harp, harp

6

O.M.

St.

Hrp.

11

O.M.

St.

Hrp.

Notes with pitch values (Hz) above them:

- 89
- 90
- 88
- 89
- 89
- 88
- 87
- 86
- 85
- 82
- 81
- 80
- 79
- 78
- 77
- 76
- 75
- 74
- 73
- 89
- 90

The score consists of three staves. The O.M. staff (top) is in treble clef with a key signature of one sharp (F#). It begins with a measure containing a quarter note (F#4) and a half note (G#4), followed by a series of pitch-bent notes indicated by a flat symbol and a number. The St. staff (middle) is in treble clef with a key signature of one sharp (F#). It contains several measures with chords and single notes, some of which are tied across measures. The Hrp. staff (bottom) is in bass clef with a key signature of one sharp (F#). It contains several measures with chords and single notes, some of which are tied across measures.

The image displays a musical score for three instruments: O.M. (Organ), St. (Strings), and Hrp. (Harp). The score is written in treble and bass clefs with a key signature of one sharp (F#). The O.M. part begins at measure 15. The St. part features sustained chords and arpeggiated figures. The Hrp. part includes arpeggiated chords and a melodic line. A separate melodic line of numbered notes is shown at the top right, starting from measure 64 and ending at measure 89.

15

O.M.

St.

Hrp.

64 = 65 = 66 = 67 = 68 = 69 = 70 = 71 = 72 = 73 = 74 = 73 = 74 = 75 = 76 = 77 = 78 = 79 = 81 = 82 = 83 = 84 = 85 = 86 = 87 = 88 = 89