

# **Villages Medley**

Composer: Koji Kondo

Game: Legend of Zelda, The Series

pianogame.org

**$\text{♩} = 120$**

Harp, Horon Village & Mabe Village

Orff Alto Glockenspiel, Sequenced by Daniel Lawrence

6

Hrp.

O. A. Glk.

13

Hrp.

O. A. Glk.

17

Hrp.

O. A. Glk.

22

Hrp.

O. A. Glk.

27

Hrp.

O. A. Glk.

30

Hrp.

O. A. Glk.

33

Hrp.

O. A. Glk.

41

Hrp.

O. A. Glk.

50

Hrp.

O. A. Glk.

53

Hrp.

O. A. Glk.

56

Hrp.

O. A. Glk.

59

Hrp.

O. A. Glk.

Musical score for Harp and Oboe/Alto Clarinet (O. A. Glk.). The score consists of three systems of music.

**System 1 (Measures 62-63):**

- Harp:** The harp part starts with a sixteenth-note pattern (two groups of four notes) followed by eighth-note pairs. It continues with eighth-note pairs separated by rests.
- O. A. Glk.:** The oboe/alto clarinet part begins with a dotted half note (B), followed by a rest, then a dotted quarter note (A), another rest, and a dotted half note (B).

**System 2 (Measures 65-66):**

- Harp:** The harp part features a sixteenth-note pattern (two groups of four notes) followed by eighth-note pairs. It ends with a sixteenth-note pattern (two groups of four notes) followed by a rest.
- O. A. Glk.:** The oboe/alto clarinet part consists of sustained notes: a half note (B), a half note (A), a half note (B), a half note (A), a half note (B), and a half note (A).

**System 3 (Measures 70-71):**

- Harp:** The harp part consists of sustained notes: a half note (B), a half note (A), a half note (B), a half note (A), a half note (B), and a half note (A).
- O. A. Glk.:** The oboe/alto clarinet part begins with a dotted half note (B), followed by a rest, then a dotted quarter note (A), another rest, and a dotted half note (B). The final measure shows a melodic line starting with a half note (B), followed by a half note (A), a half note (B), a half note (A), a half note (B), and a half note (A).