

# Kakariko Village (Child Link)

Composer: Koji Kondo

Game: Legend of Zelda, The: Ocarina of Time

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

♩ = 80  
♩ = 82  
♩ = 85  
♩ = 87  
♩ = 88  
♩ = 89  
♩ = 90  
♩ = 91  
♩ = 93  
♩ = 94  
♩ = 96  
♩ = 97  
♩ = 98  
♩ = 100  
♩ = 101

Oud, Steel Guitar

Harmonica, Harmonica

Snare Drum, Agogo

♩ = 103

♩ = 77  
♩ = 80  
♩ = 82  
♩ = 85  
♩ = 87  
♩ = 88  
♩ = 89  
♩ = 90  
♩ = 91  
♩ = 93  
♩ = 94  
♩ = 96  
♩ = 97  
♩ = 98  
♩ = 100  
♩ = 101

5

O.

SD

Frequency markings (Hz):

- 77
- 80
- 82
- 85
- 87
- 88
- 89
- 90
- 91
- 93
- 94
- 96
- 97
- 98
- 100
- 101
- 83

10

O.

SD

15

O.

SD

Detailed description: The image shows a musical score for two parts: Oboe (O.) and Snare Drum (SD). The Oboe part is written on a single staff with a treble clef and a key signature of one flat (Bb). It contains two systems of music, starting at measures 10 and 15. The Snare Drum part is written on a single staff with a single line and a key signature of one flat. It also contains two systems of music, corresponding to the Oboe parts. Above the Oboe staff, there is a series of frequency markings in Hertz (Hz), ranging from 77 to 101, with some values repeated. The markings are arranged in a curved path, starting from the top right and moving towards the bottom left. The first system of the Oboe part ends at measure 14, and the second system starts at measure 15. The Snare Drum part has a consistent rhythmic pattern of eighth notes and rests.

This musical score is for an Oboe (O.) and Snare Drum (SD) ensemble. The Oboe part features a melodic line with various pitch-bending instructions indicated by numbers above the notes. The Snare Drum part provides a rhythmic accompaniment with specific patterns and rests.

**Measure 21:**

- Oboe (O.): Starts with a pitch of 77. The melody includes notes with bends to 80, 82, 85, 87, 88, 89, 90, 91, 93, 94, 96, 97, 98, 100, 101, and 83.
- Snare Drum (SD): Features a rhythmic pattern with a long note in the middle.

**Measure 26:**

- Oboe (O.): Starts with a pitch of 103. The melody includes notes with bends to 101, 80, 82, 85, 87, 88, 89, 90, 91, 93, 94, 96, 97, 98, 100, and 101.
- Snare Drum (SD): Features a rhythmic pattern with a long note in the middle.

31

O.

SD

80  
82  
85  
87  
88  
89  
90  
91  
93  
94  
96  
97  
98  
100  
101  
83

37

O.

SD

77

42

O.

SD

77  
80  
82  
85  
87  
88  
89  
90  
91  
93  
94  
96  
97  
98  
100  
101  
83

The musical score consists of two staves. The top staff is for the Oboe (O.) and the bottom staff is for the Snare Drum (SD). The Oboe part begins at measure 42 and contains a series of notes with pitch bends indicated by numbers 77 through 101 and 83. The Snare Drum part is a simple rhythmic pattern.

77  
80  
82  
85  
87  
88  
89  
90  
91  
93  
94  
96  
97  
98  
100  
101  
77  
80  
82  
85  
87  
88  
89  
90  
91  
93  
94  
96  
97  
98  
100  
101  
83  
103  
101

47  
O.

SD

The image displays a musical score for two parts: Oboe (O.) and Synthesizer (SD). The Oboe part is written in treble clef with a key signature of one flat (B-flat). The Synthesizer part is represented by a single line with vertical bar lines. Above the Oboe staff, a series of musical notes with stems are arranged in a curved, ascending path, each labeled with a frequency value in Hz. The Oboe staff begins at measure 52, marked with a rehearsal symbol. The melody consists of eighth and sixteenth notes, with some measures containing rests. The Synthesizer part consists of a series of vertical bar lines, indicating a sequence of events or pulses. The overall layout is clean and professional, typical of a musical manuscript.

52

O.

SD

Frequency values (Hz):

- 77
- 78
- 80
- 81
- 82
- 83
- 85
- 87
- 88
- 89
- 91
- 92
- 93
- 95
- 97
- 98
- 99
- 100
- 101
- 103