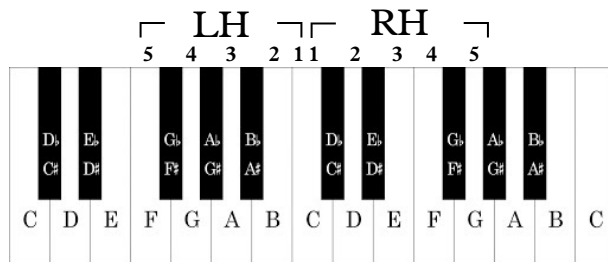


The Legend of Zelda Theme

Middle C Position

Koji Kondo



Musical score for 'The Legend of Zelda Theme' in 4/4 time, Middle C position. The score is written for a grand staff with three systems. The first system shows the right hand (RH) and left hand (LH) playing the first four measures. The second system shows the right hand (RH) playing the fifth measure. The third system shows the left hand (LH) playing the sixth measure. The score includes fingerings, accidentals, and a repeat sign at the end.

Here's a classic from The Legend of Zelda video game franchise. This song introduces some new symbols called **sharps**, **flats**, and **naturals**. These symbols are called **accidentals**.

- # - **Sharps** raise a note by one key on the piano
- b - **Flats** lower a note by one key on the piano
- ♮ - **Naturals** return a note to its original place

Use the image of a keyboard at the top to help you figure out which keys to play when a note has an accidental next to it. For example, the first note that's **flat** is a finger number 3 in the left hand - an **A**. So if an **A** is made **flat**, it is lowered one key, meaning that you would play the black note just below it. This note is called **A^b** (A flat). The image at the top has these names written on the notes to help.

This can be a bit of a challenge at first, but you can do it! If you're familiar with the song, use your ear to help out!