

Oboe 2

Final Fantasy VI

Medley

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arr. Tré29

Opening

♩ = 80 ♩ = 60 ♩ = 80

8 2 3 2

pp *p*

Kids Run Through The City

18 ♩ = 112

8

mp *p* *p*

30 ♩ = 70 Coin Song

30

p *p*

64

mp

71

3 4

p *f*

82

4

p *p* *p*

91

mp

95 molto rall. ♩ = 140 Locke

2 12

p

112 *mp*

117

122

128

133 *accel.* *f* *Setzer* $\text{♩} = 172$

138

144 *mp*

151 *ff* *mf* 9 1.

163 2.

167 *f*

Detailed description of the musical score: The score is for Oboe 2 and spans measures 112 to 167. It begins at measure 112 with a mezzo-piano (*mp*) dynamic and a series of eighth-note patterns. At measure 117, the pattern continues. Measure 122 shows a change in the rhythmic pattern. At measure 128, the key signature changes to G major (one sharp). Measure 133 marks an acceleration (*accel.*) to a tempo of 172 bpm (quarter note = 172), with a forte (*f*) dynamic and a 'Setzer' (accent) marking. A crescendo hairpin leads into measure 138. Measure 144 features a mezzo-piano (*mp*) dynamic and a slur over a group of notes. Measure 151 starts with a fortissimo (*ff*) dynamic, followed by a fortissimo-to-mezzo-forte (*mf*) crescendo, then a nine-measure rest, and a first ending. Measure 163 shows a second ending. Measure 167 begins with a forte (*f*) dynamic and a series of sixteenth-note runs.

