

## Flute 2

## Staff Roll


♩ = 144

The musical score is for the song "The Rose Tree" and is written for a single voice. It is in the key of D major (indicated by two sharps, F# and C#) and 4/4 time. The tempo is marked as "♩ = 144". The score consists of seven measures. The first six measures each begin with a half note on G4 (the second line of the staff) followed by a quarter rest. The first five measures are marked with a piano (*p*) dynamic. The sixth measure is marked with a piano (*p*) dynamic and a crescendo hairpin. The seventh measure begins with a half note on A4 (the space between the second and third lines) followed by a quarter note on G4, then a quarter rest, and finally a half note on F#4 (the space between the first and second lines). This final measure is marked with a piano (*p*) dynamic, a crescendo hairpin, and a mezzo-forte (*mf*) dynamic. The piece concludes with a double bar line.

Metropolis Zone

**A** Slightly slower ♩ = 136

8

8 

15

15

Example 15 is a musical score on a single staff. It begins with a treble clef. The notation consists of a series of notes and rests. The first measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The second measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The third measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The fourth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The fifth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The sixth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The seventh measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The eighth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The ninth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The tenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The eleventh measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The twelfth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The thirteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The fourteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The fifteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The sixteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The seventeenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The eighteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The nineteenth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The twentieth measure contains a quarter rest, followed by an eighth rest, and then a beamed eighth-note pair (G4 and A4). The notation is repeated twice, with the first instance ending at measure 10 and the second instance ending at measure 20.

22

[illegible]

26

26


26

30

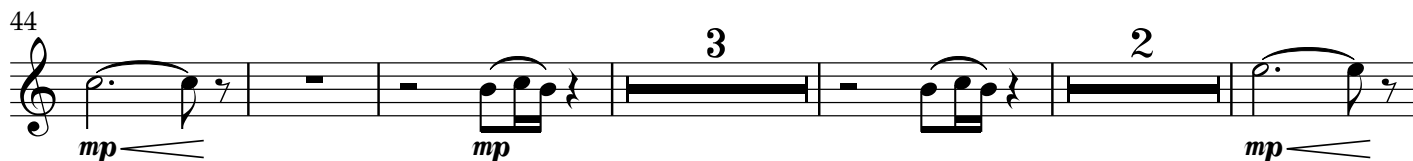
30

*p*

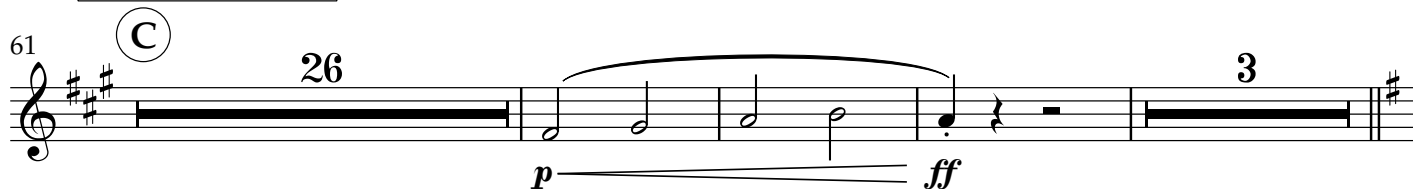
33

33 

## Emerald Hill Zone

37 **(B)** Barely faster ♩ = 140

## Chemical Plant Zone



## Mystic Cave Zone (2 Player)



## Aquatic Ruin Zone

112 **(E)** Slightly slower ♩ = 132

124

*f*

129

*mf f mf f mf*

Mystic Cave Zone

Noticeably slower ♩ = 104

135 (F)

*mf pp*

146

*p*

151

*mp f*

Casino Night Zone (2 Player)

(G) Slightly faster ♩ = 112

159

*f*

(H) Hill Top Zone

167

*mf*

179

*p f mp*

183

*p f mp*

Slower  $\text{♩} = 84$  Casino Night Zone

187 I 7

198

202 *poco accel.*

*p* *mf*

Main Theme

206 J Gotta go fast(ish)  $\text{♩} = 120$  4

*mf* *f*