

Tuba 2

Video Game Medley

arr. Drew Bonner

"Halo"
Ominous ♩=76

1 2 3 4 5 6

7 Faster ♩=102

A "Undertale"

7 8 9 10 11 12 13

14

14 15 16 17 18

19 B "Legend of Zelda"

19 20 21 22 23 24 25

26

C

26 27 28 29 30 31 32

33

33 34 35 36 37 38 39

40

Slightly Slower ♩=96 D "Animal Crossing"

40 41 42 43 44 45

46

E "Fortnite"

46 47 48 49 50

51 Faster ♩=124

F "Tetris"

51 52 53 54 55

56

56 57 58 59 60

"Mortal Kombat"

60 **G**

Musical staff for Mortal Kombat, measures 60-65. The staff is in bass clef with a key signature of one flat. It features a rhythmic pattern of eighth notes with accents, starting with a rest in the first measure.

66 *ff*

Musical staff for Super Smash Bros., measures 66-70. The staff is in bass clef with a key signature of one flat. It features a rhythmic pattern of eighth notes with accents, starting with a rest in the first measure.

Super Smash Bros.

70 **H**

Musical staff for Mario Star Theme, measures 70-75. The staff is in bass clef with a key signature of one flat. It features a melodic line with eighth and quarter notes, ending with a sharp sign and a double bar line.

Mario Star Theme"

75 **I**

Musical staff for Level Complete, measures 75-79. The staff is in bass clef with a key signature of one flat. It features a rhythmic pattern of eighth notes with accents, starting with a rest in the first measure.

"Level Complete"

79 **J**

Musical staff for Level Complete continuation, measures 79-84. The staff is in bass clef with a key signature of one flat. It features a rhythmic pattern of eighth notes with accents, including a sixteenth-note sextuplet and a triplet. The piece ends with a double bar line.

f

ff