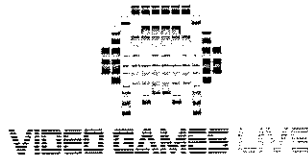


7/

# Suite from Video Games Live

(Featuring music from Halo, Civilization IV, Bounty Hunter and Kingdom Hearts)

As performed by:



Property of  
Muscatine Symphony  
Orchestra

2nd FLUTE

Visit [www.videogameslive.com](http://www.videogameslive.com) for concert schedule and more information

Arr. by Ralph Ford

"Halo Theme (from "Halo Suite")"  
Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

## Mighty

Musical notation for the first system of 'Mighty'. It starts with a treble clef and a 4/4 time signature. The first measure is a whole rest, with a '6' above it and '1-6' below. The second measure is another whole rest with a '7' below. The third measure begins with a dynamic marking of *ff* and contains a quarter note G4, followed by eighth notes A4, B4, C5, B4, A4, G4. The system continues with eighth notes and quarter notes, ending with a quarter rest.

Musical notation for the second system of 'Mighty'. It begins with a treble clef and a 4/4 time signature. The first measure is a quarter note G4, followed by eighth notes A4, B4, C5, B4, A4, G4. The system continues with eighth notes and quarter notes. There are two boxed measure numbers: '12' above measures 12-23 and '24' above measures 24-33. A dynamic marking of *p* is shown below the staff. The system ends with a quarter rest.

Musical notation for the third system of 'Mighty'. It begins with a treble clef and a 4/4 time signature. The first measure is a quarter note G4, followed by eighth notes A4, B4, C5, B4, A4, G4. The system continues with eighth notes and quarter notes, including triplets. A dynamic marking of *ff* is shown below the staff. The system ends with a quarter rest.

Musical notation for the fourth system of 'Mighty'. It begins with a treble clef and a 4/4 time signature. The first measure is a quarter note G4, followed by eighth notes A4, B4, C5, B4, A4, G4. The system continues with eighth notes and quarter notes, including triplets. Dynamic markings of *mf*, *ff*, and *fff* are shown below the staff. The system ends with a quarter rest.

"Coronation (Civilization IV)"  
Music by CHRISTOPHER TIN

## Andante

Musical notation for the first system of 'Coronation'. It starts with a treble clef and a 2/4 time signature. The first measure is a quarter note G4, followed by a quarter rest. The second measure is a quarter note G4, followed by a quarter rest. The system continues with quarter notes and rests. There are two boxed measure numbers: '45' above measures 45-54 and '55' above measures 56-62. A dynamic marking of *ff* is shown below the staff. The system ends with a quarter rest.

Musical notation for the second system of 'Coronation'. It begins with a treble clef and a 2/4 time signature. The first measure is a quarter note G4, followed by a quarter rest. The system continues with quarter notes and rests. Dynamic markings of *fff*, *f*, and *p* are shown below the staff. The system ends with a quarter rest.

"Baba Yetu (from Civilization IV)"  
Music by CHRISTOPHER TIN

Musical notation for the first system of 'Baba Yetu'. It starts with a treble clef and a 4/4 time signature. The first measure is a quarter note G4, followed by a quarter rest. The second measure is a quarter note G4, followed by a quarter rest. The system continues with quarter notes and rests. There are two boxed measure numbers: '75' above measures 75-82 and '83' above measures 83-85. A dynamic marking of *mf* is shown below the staff. The system ends with a quarter rest.

2nd Flute - 2

91 99

91-94 95 96 97 98 99-104

*ff*

105 113

105-109 110 111 112 113-120

*fff*

"Bounty Hunter Theme (from "Advent Rising Suite")"  
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,  
EMMANUEL FRATIANNI and LAURIE ROBINSON

121 131 Boldly

121-129 130 *rall.* 131-133 134 135 136

*f*

137 With Force 149

137-148 149-152 153 154

*f*

157

155 156 158-164

165

166 167 168 169

171 179

170 171-178 179-181

183 191

182 183-190 191-198

*mf* *f*

2nd Flute - 4

199

200 201 202

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

203 *rit.* *p* 205

206 *mp* 207 208 *f*

209 Faster

210

211 212 213

214 215 216 217 6

223

224 225 226 227 *f*

228 229 230 *ff* *mf*

231 232 233

234 235 236 *f*

2nd Flute - 5

237 238

239 240

241 242

243 244

245 246

247 248 249 250

251 252 253 254

255 256 257 258 259

260 261 262 263 264 265