

Suite from  
**Video Games Live**

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

As performed by:



1st F HORN

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**

1 2 3 4 5 6

*ff* > *p* *mf*

7 8 9 10 11 12-23 24-33

*ff* *ff* > *p*

12 Groove 12 24 10

34

35 36 37 38 39 40

*ff* > *mf* *ff* > *mp*

"Coronation (Civilization IV)"  
Music by CHRISTOPHER TIN

41 42 43 44 46 47

> < *ff* *fff* *mf* warmly

45 Andante Solo

48 49-50 51 52 53 54 55 56

*mf* *f* < *ff*

All

57 58 59 60 61 62 63 64

*f* < *ff* *mf* *ff*

Meno

65 66 67 68 69 70 71 72 73-74

< *fff* *f* < *p*

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

1st F Horn - 2

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

75-78 79 *mf* 80 81

82 83 *mp* 84

85 *f* 86 *mp* 87

88 89 90 *ff*

91 *like a War Horn* 92 93 94 *ff* 95 96-98 99 *mf* 100

101 *f* 102 103 104 *fff* 105 106 107 *sfz*

108 *ff* 109 110 *n.* 111 *ff* 112 113-120 113

121 *mf* 122 123 124 125 126 127 128

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

131 **Boldly**

129 130 *rall.* *p* 131 *f* 132 133 134 135 136

137 **With Force**

137-140 141 *f* 142 143 144 145 146

147 148 149 150 151 152 153

1st F Horn - 3

157

154 155 156 158 159

165

160 161 162 163 164 166

167 168 169 170

171

172-174 175 176 177

*mp*

179

178 180 181 182 183 184

*f* *mf* *f*

183

191

185 186 187 188 189 190

192 193 194 195 196 197 198

199

200 201 202

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

203 205 206 207 208

*rit.* *mp* *f*

209 Faster

210 211 212 213 214

*mf*

217

217 218 219 220-222

*mf*

1st F Horn - 4

223

224 225 226 227 *f* 228

230

229 *ff* 230 *mf* 231 232 233

234 *ff* 235 236 *f* 237

238 239 240

241 242 243 244 245 246

248

247 248 249 250

252

251 252 253 254

260

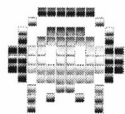
255 256 257 258 259 *ff*

261 262 263 *rit.* 264 265

Suite from  
**Video Games Live**

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

As performed by:



**VIDEO GAMES LIVE**

2nd F HORN

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**

The musical score is written for a 2nd F Horn in 4/4 time. It consists of several systems of music. The first system (measures 1-6) starts with a rest, followed by notes with dynamics *ff* and *p*, and a *mf* section. The second system (measures 7-11) continues with *ff* and *p* dynamics. A 12-measure rest labeled "Groove" follows. The third system (measures 12-33) contains a 10-measure rest. The fourth system (measures 34-40) features triplets and dynamics *ff*, *mf*, and *mp*. The fifth system (measures 41-44) includes dynamics *ff* and *fff*. A 6-measure rest follows. The sixth system (measures 45-50) is a 6-measure rest. The seventh system (measures 51-58) features dynamics *f* and *ff*. The eighth system (measures 59-66) is marked "Meno" and features dynamics *mf* and *ff*. The ninth system (measures 67-72) features dynamics *fff* and *f*. The final system (measures 73-74) is a 2-measure rest.

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY  
All Rights Reserved including Public Performance Used by Permission

2nd F Horn - 2

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

75-78 4 *mf* 79 80 81

82 *mp* 83 84

85 *f* 86 *mp* 87

88 89 90 *ff*

91 *like a War Horn* 92-93 94 *ff* 95 96-98 99 *mf* 100

101 *f* 102 103 *fff* 104 105 106 *sfz* 107

108 *ff* 109 *n.* 110 *ff* 111 112 113-120 8

121 *mf* 122 123 124 125 126 127 128

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

131 **Boldly**

129 *p* *rall.* 130 *f* 132 133 134 135 136

137 **With Force**

137-140 4 *f* 141 142 143 144 145 146

149

147 148 150 151 152 153

2nd F Horn - 3

157

Musical staff 1: Treble clef, key signature of two flats. Measures 154-159. Measure 154 starts with a treble clef, while 155-159 are in bass clef. The music consists of eighth-note patterns.

165

Musical staff 2: Treble clef, key signature of two flats. Measures 160-166. Measure 160 starts with a treble clef, while 161-166 are in bass clef. Includes accents and slurs.

Musical staff 3: Treble clef, key signature of two flats. Measures 167-170. Measure 167 starts with a treble clef, while 168-170 are in bass clef. Includes accents and slurs.

171

Musical staff 4: Treble clef, key signature of two flats. Measures 172-174 (triple rest), 175, 176, 177. Measure 175 starts with a treble clef, while 176-177 are in bass clef. Includes a triple rest and a *mp* dynamic marking.

179

183

Musical staff 5: Treble clef, key signature of two flats. Measures 178, 180, 181, 182, 184. Measure 178 starts with a treble clef, while 180-184 are in bass clef. Includes a *f* dynamic marking and a crescendo hairpin.

191

Musical staff 6: Treble clef, key signature of two flats. Measures 185-190. Measure 185 starts with a treble clef, while 186-190 are in bass clef.

Musical staff 7: Treble clef, key signature of two flats. Measures 192-198. Measure 192 starts with a treble clef, while 193-198 are in bass clef.

199

Musical staff 8: Treble clef, key signature of two flats. Measures 200-202. Measure 200 starts with a treble clef, while 201-202 are in bass clef. Includes accents and slurs.

204 "Kingdom Hearts" Music by YOKO SHIMAMURA

Musical staff 9: Treble clef, key signature of two flats. Measures 203, 205, 206, 207, 208. Measure 203 starts with a treble clef, while 205-208 are in bass clef. Includes a *rit.* marking, a triple rest, and a *f* dynamic marking.

209 Faster

Musical staff 10: Treble clef, key signature of two flats. Measures 210-214. Measure 210 starts with a treble clef, while 211-214 are in bass clef. Includes a *mf* dynamic marking and slurs.

217

Musical staff 11: Treble clef, key signature of two flats. Measures 215-219, 220-222. Measure 215 starts with a treble clef, while 216-219 are in bass clef. Includes a *mf* dynamic marking, a triple rest, and a *f* dynamic marking.

2nd F Horn - 4

223

224 225 226 227 228

*f*

230

229 230 231 232 233

*ff* *mf*

234 235 236 237

*ff* *f*

238 239 240

241 242 243 244 245 246

248

247 248 249 250

252

251 252 253 254

260

255 256 257 258 259

*ff*

261 262 263 264 265

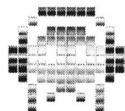
*rit.* *ff*



Suite from  
**Video Games Live**

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

As performed by:



VIDEO GAMES LIVE

3rd F HORN

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 measures 1-5. Dynamics: *ff* (measures 2-3), *mf* (measures 4-5).

Musical notation for measures 6-11. Dynamics: *ff* (measures 6-8), *p* (measures 9-11).

**12 Groove**

Musical notation for measures 12-33. Includes a 10-measure rest (measures 24-33). Dynamics: *ff* (measures 12-23), *mf* (measures 34-36), *ff* (measures 37-42).

Musical notation for measures 37-42. Dynamics: *mp* (measures 37-38), *ff* (measures 39-42).

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**45 Andante**

Musical notation for measures 43-52. Includes a 6-measure rest (measures 45-50). Dynamics: *fff* (measures 43-44), *mf* (measures 51-52).

Musical notation for measures 53-59. Dynamics: *f* (measures 53-54), *ff* (measures 55-56), *f* (measures 57-58), *ff* (measures 59).

**Meno**

Musical notation for measures 60-67. Dynamics: *mf* (measures 60-61), *ff* (measures 62-64), *fff* (measures 65-67).

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

Musical notation for measures 68-82. Includes an 8-measure rest (measures 73-82). Dynamics: *f* (measures 68-72), *p* (measures 75-82).

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
 MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

3rd F Horn - 2

83

83 *mp* 84 85 *f*

86 87 88 *mp*

89 90 91-93 *ff*

94 *ff* 95 96-98 100 *mf* 101 *f*  
like a War Horn

102 103 104 105 106 107 *sfz*

108 *ff* 109 110 111 112 113-120 *ff*

121 122 123 124 125 126 127 *mf*

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

128 129 130 *rall.* 131 132 133 134 135 *f*

136 137-140 141 142 143 144 145 *f*  
With Force

3rd F Horn - 3

149

Musical staff 1: Treble clef, measures 146-151. Includes a '+' symbol below measures 149-151.

Musical staff 2: Treble clef, measures 152-155. Includes a '+' symbol below measures 152-153.

157

Musical staff 3: Treble clef, measures 156-161. Includes a double bar line at measure 156.

165

Musical staff 4: Treble clef, measures 162-166. Includes accent (>) and breath (>) marks below notes.

Musical staff 5: Treble clef, measures 167-170. Includes accent (>) and breath (>) marks below notes.

171

Musical staff 6: Treble clef, measures 172-176. Includes a triplet of three measures (172-174) and a 'mp' dynamic marking.

179

Musical staff 7: Treble clef, measures 177-181. Includes a 'f' dynamic marking and a hairpin crescendo.

183

Musical staff 8: Treble clef, measures 182-188. Includes a hairpin crescendo from 'mf' to 'f'.

191

Musical staff 9: Treble clef, measures 189-194. Includes a double bar line at measure 191.

199

Musical staff 10: Treble clef, measures 195-202. Includes a quadruplet of four measures (199-202).

3rd F Horn - 4

204 "Kingdom Hearts"  
Music by YOKO SHIMAMURA

209 Faster

Musical score for 3rd F Horn, measures 203-265. The score is written in treble clef with a key signature of one flat (Bb). It includes various musical notations such as dynamics (rit., mp, f, mf, ff), articulation (accents, slurs), and performance instructions (Faster). Measure numbers are indicated below the staff lines. Rehearsal marks are present at measures 217, 223, 230, 248, 252, and 260. The score concludes with a *rit.* marking at measure 263.

Suite from  
**Video Games Live**

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

As performed by:



4th F HORN

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 staff 1: Halo Theme, measures 1-5, dynamics *ff* to *mf*

Musical staff 2: Halo Theme, measures 6-11, dynamics *ff* to *p*

**12 Groove**

Musical staff 3: Groove, measures 12-33, dynamics *ff* to *mf*

Musical staff 4: Groove, measures 34-42, dynamics *mp* to *ff*

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**Andante**

Musical staff 5: Coronation, measures 43-52, dynamics *fff* to *mf*

Musical staff 6: Coronation, measures 53-59, dynamics *f* to *ff*

**Meno**

Musical staff 7: Meno, measures 60-67, dynamics *mf* to *fff*

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

Musical staff 8: Baba Yetu, measures 68-82, dynamics *f* to *p*

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

4th F Horn - 2

83

Musical staff 1: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 83-85. Dynamics: *mp*, *f*.

Musical staff 2: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 86-88. Dynamics: *mp*.

Musical staff 3: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 89-93. Dynamics: *ff*. Includes a triplet of eighth notes in measures 91-93.

Musical staff 4: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 94-101. Dynamics: *ff*, *mf*, *f*. Includes a triplet of eighth notes in measures 96-98.

Musical staff 5: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 102-107. Dynamics: *fff*, *sfz*.

Musical staff 6: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 108-113. Dynamics: *ff*, *n.*, *ff*. Includes an eighth rest in measure 113.

Musical staff 7: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 121-127. Dynamics: *mf*.

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

131 **Boldly**

Musical staff 8: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 128-135. Dynamics: *p*, *f*. Includes a "rall." marking in measure 130.

137 **With Force**

Musical staff 9: Treble clef, key signature of one sharp (F#), 7/8 time signature. Measures 136-145. Dynamics: *f*. Includes a 4-measure rest in measures 137-140.

4th F Horn - 3

149

Musical staff 1: Treble clef, measures 146-151. Measure 149 is boxed. Includes plus signs below notes.

Musical staff 2: Treble clef, measures 152-155. Includes plus signs below notes.

157

Musical staff 3: Treble clef, measures 156-161. Measure 157 is boxed. Includes a double bar line.

165

Musical staff 4: Treble clef, measures 162-166. Measure 165 is boxed. Includes accents below notes.

Musical staff 5: Treble clef, measures 167-170. Includes accents below notes.

171

Musical staff 6: Treble clef, measures 172-174 (trill), 175-176. Measure 171 is boxed. Includes a trill symbol and *mp* dynamic.

179

Musical staff 7: Treble clef, measures 177-181. Measure 179 is boxed. Includes a fermata and *f* dynamic.

183

Musical staff 8: Treble clef, measures 182-188. Measure 183 is boxed. Includes *mf* and *f* dynamics.

191

Musical staff 9: Treble clef, measures 189-194. Measure 191 is boxed. Includes an accent below notes.

199

Musical staff 10: Treble clef, measures 195-202. Measure 199 is boxed. Includes a 4-measure rest.

4th F Horn - 4

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

209 **Faster**

Musical score for 4th F Horn, measures 203-265. The score is written in treble clef with a key signature of one flat (Bb). It includes various musical notations such as dynamics (rit., mp, f, mf, ff), articulation (>), and phrasing (3, 6). Measure numbers are indicated below the staff lines. The score concludes with a double bar line at measure 265.



Suite from  
**Video Games Live**

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

As performed by:



1st B♭ TRUMPET

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**

*Opt. 8va*

12 Groove

1-8 9 10 11 12-23

24 34 10 35 36 37 3 3

38-40 41 42 43 44

*f* *p* *ff* *mf* *ff* *fff*

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**Andante**

45 50 51 52 53 54 55 56-62 63

*mf* *ff*

**Meno**

64 65 66 67 68 69

*fff*

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

70 71 72 73-74 75-78

*f* *p*

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

1st B♭ Trumpet - 2

79 *mf* 80 81 82

83 91 99

8 8 6

83-90 91-98 99-104

105 *fff* 106 107 108

109 110 111 112

113 116 117-120 121 122

3 4

*mf* *f*

123 124 125 126 127

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

131 **Boldly** 3

128 129 130 *rall.* 131-133 134 *f* 135 136

137 **With Force** 4

137-140 141 *f* 142 143 144 145 146

149

147 148 150 151 152

157

153 154 155 156

165

158 159 160 161 162 163 164

166 167 168 169 170

1st B $\flat$  Trumpet - 3

171

Musical staff 171-174. Measure 171 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 172-174 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mp*.

179

Musical staff 175-185. Measure 175 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 176-185 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mp*. Measure 179 has a *flutter* marking. Measure 182 has a *mf* marking, and measure 183 has a *f* marking.

183

191

Musical staff 186-193. Measure 186 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 187-193 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *f*.

199

Musical staff 194-200. Measure 194 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 195-200 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *f*.

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

Musical staff 201-207. Measure 201 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 202-207 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mp*. Measure 204 has a *rit.* marking.

209 Faster

Musical staff 208-213. Measure 208 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 209-213 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *f*. Measure 210 has a *mf* marking.

217

223

Musical staff 214-229. Measure 214 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 215-229 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *ff*. Measure 217-222 and 223-228 are marked with a *6*.

230

Musical staff 231-238. Measure 231 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 232-238 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mf*. Measure 236-238 is marked with a *3*.

Solo

End Solo

Musical staff 239-243. Measure 239 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 240-243 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *f*.

248

252

Musical staff 244-254. Measure 244 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 245-254 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mf*. Measure 248-251 and 252-254 are marked with a *4*.

Musical staff 255-259. Measure 255 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 256-259 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *mf*. Measure 257-259 is marked with a *3*.

260

Musical staff 261-265. Measure 261 starts with a treble clef, a key signature of one sharp (F#), and a common time signature. It begins with a quarter rest, followed by a quarter note G4, and then a triplet of eighth notes (A4, B4, C5). Measure 262-265 continues with a triplet of eighth notes (D5, E5, F#5) and a quarter note G5. The dynamic is *ff*. Measure 263-265 is marked with a *3*. Measure 263 has a *rit.* marking.

Suite from  
**Video Games Live**

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

As performed by:



2nd B♭ TRUMPET

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**

12 Groove

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**Andante**

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

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

2nd B♭ Trumpet - 2

79 *mf* 80 81 82

83

91

99

83-90 91-98 99-104

105

*fff* 106 107 108

109 110 111 112

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

113

121

131

113-120 121-129 130 *rall.* 131-133 134 *f* 135 136

137

**With Force**

*mf* 138-140 141 *f* 142 143 144 145

149

146 > 147 > 148 149 150 151

152 153 154 155 156

157

158 159 160 161 162 163 164

165

166 167 168 169 170 171 5

171

172-174 175 *mp* 176

179

183

177 *flutter* 178 *f* 180 181 182 *mf* < *f* 183

2nd B $\flat$  Trumpet - 3

191

184 185 186 187 188 189 190

192 193 194 195 196 197 198

199

200 201 202 203 > > rit.

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

209

Faster

204-205 206 207 208 210  
*mp* *f* *mf*

211 212 213-215 216 217-222 223-228

229 230-232 233 234 235 236-243  
*ff* *mf*

244 245 246  
*f*

248

247 248 249

252

250 251 252 253-255  
*f*

256 257 258 259

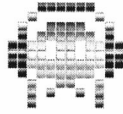
260

261 262 263 264 265  
*ff* rit.

Suite from  
**Video Games Live**

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

As performed by:



VIDEO GAMES LIVE

Arr. by Ralph Ford

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

3rd B♭ TRUMPET

"Halo Theme (from "Halo Suite")"

Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

**Mighty**

12 Groove

Musical notation for measures 1-11. Measure numbers 1-7, 8, 9, 10, 11, 12-23 are indicated. Dynamics include *f* and *p*.

Musical notation for measures 24-40. Measure numbers 24-33, 34, 35, 36, 37, 38-40 are indicated. Dynamics include *ff*, *mf*, and *mp*.

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**Andante**

45

Musical notation for measures 41-50. Measure numbers 41, 42, 43, 44, 45-50 are indicated. Dynamics include *mf*, *ff*, and *fff*.

Musical notation for measures 51-53. Measure numbers 51, 52, 53 are indicated. Dynamics include *mf*.

55

**Meno**

Musical notation for measures 54-67. Measure numbers 54, 56-63, 64, 65, 66, 67 are indicated. Dynamics include *ff* and *fff*.

Musical notation for measures 68-72. Measure numbers 68, 69, 70, 71, 72 are indicated. Dynamics include *f* and *p*.

"Baba Yetu (from Civilization IV)"

Music by CHRISTOPHER TIN

75

83

91

99

Musical notation for measures 73-104. Measure numbers 73-74, 75-82, 83-90, 91-98, 99-104 are indicated. Dynamics include *f* and *p*.

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

3rd B♭ Trumpet - 3

191

Musical staff 191-196. Measures 190-196. Key signature changes from one sharp to two flats. Includes dynamics like *mf* and *f*.

199

Musical staff 197-201. Measures 197-201. Includes dynamics like *mf* and *f*.

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

Musical staff 202-208. Measures 202-208. Includes dynamics like *mp* and *f*. Marked *rit.* at measure 203. Measure 204-205 is a whole rest.

209 Faster

Musical staff 210-215. Measures 210-215. Marked *mf*. Includes a triplet in measure 213-215.

217

223

230

Musical staff 216-232. Measures 216-232. Includes dynamics like *mf* and *ff*. Features sixteenth-note runs and rests.

Musical staff 233-244. Measures 233-244. Includes dynamics like *mf* and *f*. Features eighth-note runs.

Musical staff 245-247. Measures 245-247. Features sixteenth-note runs.

248

Musical staff 249-250. Measures 249-250. Features sixteenth-note runs.

252

Musical staff 251-256. Measures 251-256. Includes dynamics like *mf* and *f*. Features sixteenth-note runs.

Musical staff 257-259. Measures 257-259. Features sixteenth-note runs.

260

Musical staff 261-265. Measures 261-265. Includes dynamics like *ff* and *rit.*. Features sixteenth-note runs.



3rd B♭ Trumpet - 2

105

Musical staff 105-108 with *fff* dynamic marking.

Musical staff 109-112.

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

113

Musical staff 113-135 with measures 113-120, 121-129, 130 *rall.*, 131-133, 134 *f*, and 135.

137 With Force

Musical staff 136-144 with *mf* and *f* dynamics.

149

Musical staff 145-150 with accents (>) and measure 147.

Musical staff 151-155.

157

Musical staff 156-161.

165

Musical staff 162-169.

171

Musical staff 170-178 with a 5-measure rest and *mp* dynamic.

179

Musical staff 176-181 with *flutter* marking and *f* dynamic.

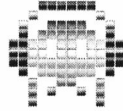
183

Musical staff 182-189 with *mf* and *f* dynamics.

Suite from  
**Video Games Live**

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

As performed by:



VIDEO GAMES LIVE

1st TROMBONE

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**

**Groove**

"Coronation (Civilization IV)"

Music by CHRISTOPHER TIN

**Andante**

**Meno**

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

1st Trombone - 2

75 "Baba Yetu (from Civilization IV)"

Music by CHRISTOPHER TIN

75 Musical staff with notes and dynamics *mf*. Measure numbers 76, 77, 78.

79 Musical staff with notes. Measure numbers 79, 80, 81, 82.

83

91

99

83-90 Musical staff with rests and bar lines. Measure numbers 83-90, 91-98, 99-104.

105

105 Musical staff with notes and dynamics *fff*. Measure numbers 106, 107, 108.

109 Musical staff with notes. Measure numbers 109, 110, 111, 112.

113

113 Musical staff with notes, dynamics *mf*, and *fall* markings. Measure numbers 114, 115.

116 Musical staff with notes, dynamics *mf*, and *fall* markings. Measure numbers 116, 117, 118.

121

119 Musical staff with notes and rests. Measure numbers 119, 120, 121-129, 130. *rall.*

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

131

**Boldly**

131 Musical staff with notes, dynamics *f*, and accents. Measure numbers 132, 133, 134, 135, 136.

137

**With Force**

137 Musical staff with notes, dynamics *mf* and *f*, and accents. Measure numbers 138, 139, 140, 141, 142, 143, 144.

1st Trombone - 3

149

Musical staff 149-152. Measures 145-152. Bass clef, key signature of two flats. Notes: 145 (G2, A2), 146 (B1, C2), 147 (D2, E2), 148 (F2, G2), 149 (A2, B1), 150 (C2, D2), 151 (E2, F2), 152 (G2, A2).

157

Musical staff 153-162. Measures 153-162. Bass clef, key signature of two flats. Notes: 153 (G2, A2), 154 (B1, C2), 155 (D2, E2), 156 (F2, G2), 157 (A2, B1), 158 (C2, D2), 159 (E2, F2), 160 (G2, A2), 161 (B1, C2), 162 (D2, E2).

165

Musical staff 163-169. Measures 163-169. Bass clef, key signature of two flats. Notes: 163 (G2, A2), 164 (B1, C2), 165 (D2, E2), 166 (F2, G2), 167 (A2, B1), 168 (C2, D2), 169 (E2, F2).

171

Musical staff 170-174. Measures 170-174. Bass clef, key signature of two flats. Notes: 170 (G2, A2), 171 (B1, C2), 172 (D2, E2), 173 (F2, G2), 174 (A2, B1).

Musical staff 175-178. Measures 175-178. Bass clef, key signature of two flats. Notes: 175 (G2, A2), 176 (B1, C2), 177 (D2, E2), 178 (F2, G2). *mp*

179

Musical staff 180-186. Measures 180-186. Bass clef, key signature of two flats. Notes: 180 (G2, A2), 181 (B1, C2), 182 (D2, E2), 183 (F2, G2), 184 (A2, B1), 185 (C2, D2), 186 (E2, F2). *f*, *flutter*, *mf*, *f*

183

Musical staff 187-193. Measures 187-193. Bass clef, key signature of two flats. Notes: 187 (G2, A2), 188 (B1, C2), 189 (D2, E2), 190 (F2, G2), 191 (A2, B1), 192 (C2, D2), 193 (E2, F2).

191

Musical staff 194-198. Measures 194-198. Bass clef, key signature of two flats. Notes: 194 (G2, A2), 195 (B1, C2), 196 (D2, E2), 197 (F2, G2), 198 (A2, B1).

199

204 "Kingdom Hearts" Music by YOKO SHIMAMURA

Musical staff 200-205. Measures 200-205. Bass clef, key signature of two flats. Notes: 200 (G2, A2), 201 (B1, C2), 202 (D2, E2), 203 (F2, G2), 204-205 (A2, B1). *rit.*, **2**

1st Trombone - 4

209 **Faster**

206 207 208 210 211 212

*mp* *f* *mf*

217

213 214 215 216 218 219-222

*mp*

223

230

223-228 229 230 231 232

*ff* *mf*

233 234 235 236 237 238 239 240 241

*f*

248

242 243 244 245 246 247

252

249 250 251 253 254 255 256

254 255 256

257 258 259

260

261 262 263 264 265

*ff* *rit.*

Suite from  
**Video Games Live**

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

As performed by:



2nd TROMBONE

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**

1-7 8 *f* 9 10

12 **Groove**

11 13 14 15-23 24 24-33 10

34

35 36 37 38 39 40

"Coronation (Civilization IV)"  
Music by CHRISTOPHER TIN  
**Andante**

41 42 43 44 45-54 10

55

**Meno**

55-63 64 65 66 67 68

69 70 71 72 73-74 2

75

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

83

91

99

75-82 83-90 91-98 99-104 6

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

2nd Trombone - 3

179 *f* flutter 180 181 182 183 184 185 186 187 188 *mf* < *f*

189 190 191 192 193 194 195

196 197 198 199 200 201

202 203 *rit.* 204-205 206 *mp* 207 208 *f* > *mf* 209 **Faster**

210 211 212 213 214 215 216

217 218 *mp* 219-222 223 224 225 226 227 228 229 *ff* 230 231 *mf*

232 233 234 235 236 237 238 239 240 *f*

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

266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400

260 *ff* 261 262 263 264 265 *rit.*

2nd Trombone - 2

105

*fff* 106 107 108

109 110 111 112

113

*mf* *fall* 114 115 *f*

116 117 *mf* 118 *fall* *fall*

121

119 120 121-129 130 *rall.*

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

131 **Boldly**

*f* 132 133 134 135 136 *mf* 138 139

137 **With Force**

140 141 *f* 142 143 144 145 146 147 148

149

150 151 152 153 154 155 156 157 158 159

165

160 161 162 163 164 166 167 168

171

169 170 172 173

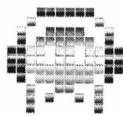
174 175 *mp* 176 177 178



Suite from  
**Video Games Live**

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

As performed by:



**VIDEO GAMES LIVE**

3rd TROMBONE

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**

1-7 8 9 10

*f*

**12** Groove

11 13 14

*p* *f* *pp*

**34**

35 36 37 38 39 40

*ff* *mf* *ff* *mp* *mf*

"Coronation (Civilization IV)"  
Music by CHRISTOPHER TIN

**Andante**

41 42 43 44

*ff* *fff*

**55**

**Meno**

55-63 64 65 66 67

*ff* *fff*

69 70 71 72 73-74

*f* *p*

**75**

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

**83**

**91**

**99**

75-82 83-90 91-98 99-104

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

3rd Trombone - 2

105

Musical staff 105: Bass clef, 4/4 time. Measures 106-112. Dynamics: *fff* (measures 106-107), *sfz* (measure 107), *ff* (measures 108-110), *ff* (measures 111-112). Accents (>) are present on notes in measures 106, 107, 108, 109, 110, 111, and 112.

113

Musical staff 113: Bass clef, 4/4 time. Measures 113-115. Dynamics: *mf* (measures 113-114), *f* (measures 115-116). A *fall* marking is above measure 114.

Musical staff 116: Bass clef, 4/4 time. Measures 116-118. Dynamics: *mf* (measures 116-117), *f* (measures 118-119). *fall* markings are above measures 117 and 118.

121

Musical staff 121: Bass clef, 4/4 time. Measures 119-120, then a whole rest for measures 121-129, and a whole rest for measure 130. Dynamics: *mf* (measures 119-120), *rall.* (measure 130). A fermata is over measure 120.

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

131 Boldly

Musical staff 131: Bass clef, 4/4 time. Measures 131-139. Dynamics: *f* (measures 131-135), *mf* (measures 136-139). Accents (>) are present on notes in measures 131, 132, 133, 134, 135, 136, 137, 138, and 139.

137 With Force

Musical staff 140: Bass clef, 4/4 time. Measures 140-148. Dynamics: *f* (measures 140-148). Accents (>) are present on notes in measures 140, 141, 142, 143, 144, 145, 146, 147, and 148.

149

Musical staff 149: Bass clef, 4/4 time. Measures 149-159. Dynamics: *f* (measures 149-154), *mf* (measures 155-159).

157

165

Musical staff 165: Bass clef, 4/4 time. Measures 160-168. Dynamics: *f* (measures 160-168). Accents (>) are present on notes in measures 160, 161, 162, 163, 164, 165, 166, 167, and 168.

171

Musical staff 171: Bass clef, 4/4 time. Measures 169-173. Dynamics: *f* (measures 169-173). Accents (>) are present on notes in measures 169, 170, 171, 172, and 173.

Musical staff 174: Bass clef, 4/4 time. Measures 174-178. Dynamics: *mp* (measures 174-178). Accents (^) are present on notes in measures 174, 175, 176, 177, and 178.

179

Musical staff 179: Bass clef, 4/4 time. Measures 179-188. Dynamics: *f* (measures 179-180), *mf* (measures 181-182), *f* (measures 183-188). A *flutter* marking is above measure 179. Accents (>) are present on notes in measures 179, 180, 181, 182, 183, 184, 185, 186, 187, and 188.

183

3rd Trombone - 3

191

189 190 192 193 194 195

199

196 197 198 200 201

204

"Kingdom Hearts"  
Music by YOKO SHIMAMURA

209

Faster

202 >> 203 rit. 204-205 206 mp 207 208 f > mf

210 211 212 213 214 215 216

217

223

230

218 mp 219-222 223-228 229 ff 230 mf 231 >

232 > 233 234 > 235 f 236 237 238 239 240

248

241 242 243 244 245 246 247

252

249 250 251 253 3 3 3 3

254 3 3 3 3 255 3 3 3 3 256 3 3 3 3

257 3 3 3 3 258 3 3 3 3 259 3 3 3 3

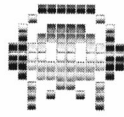
260

261 ff 262 263 rit. 264 265

Suite from  
**Video Games Live**

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

As performed by:



**VIDEO GAMES LIVE**

TUBA

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**

1-7 8 9 10  
**f**  
12 **Groove** 24 34  
11 13 14 15-23 24-33  
**p** **f** **pp** **ff**  
35 36 37 38 39 40 41  
**mf** **ff** **mp** **mf**

"Coronation (Civilization IV)"  
Music by CHRISTOPHER TIN  
**Andante**

42 43 44 45-54 55-63 64 65  
**ff** **fff** **ff**  
45 **Andante** 55 **Meno**  
66 67 68 69 70 71 72 73-74  
**fff** **f** **p**

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

75 83 91 99 105 106 107  
**ff** **fff** **sfz**  
75-82 83-90 91-98 99-104  
113 121  
108 109 110 111 112 113-120 121-129 130 **rall.**

This Arrangement © 2007 MICROSOFT MUSIC PUBLISHING, 2007 2K GAMES, TALLARICO  
MUSIC PUBLISHING, WALT DISNEY MUSIC COMPANY

All Rights Reserved including Public Performance Used by Permission

Tuba - 2

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

131 **Boldly**

137 **With Force**

Musical staff 1: Measures 131-138. Includes dynamics *f* and *mf*.

Musical staff 2: Measures 139-146. Includes dynamic *f*.

149

Musical staff 3: Measures 147-153.

157

Musical staff 4: Measures 154-160.

165

Musical staff 5: Measures 161-168.

171

Musical staff 6: Measures 169-172.

Musical staff 7: Measures 173-177. Includes dynamic *mp*.

179

183

Musical staff 8: Measures 178-182. Includes dynamics *f* and *mf*.

191

Musical staff 9: Measures 184-190.

199

Musical staff 10: Measures 192-200.

Tuba - 3

204 "Kingdom Hearts"  
Music by YOKO SHIMAMURA

Musical staff 201-208. Measures 201-203 include accents (>) and slurs. Measure 203 is marked *rit.*. Measures 204-205 are marked with a '2' above the staff. Measures 206-208 are marked with a '3' above the staff. Dynamics include *mp* and *f*. A hairpin crescendo is shown between measures 206 and 208.

209 Faster

Musical staff 210-213. Measure 210 is marked *mf*. Measures 211, 212, and 213 are marked with accents (>).

217

223

Musical staff 214-222 and 223-228. Measures 214-216 are marked with accents (>). Measure 218 is marked *mp*. Measures 219-222 and 223-228 are marked with a '4' and a '6' above the staff, respectively, indicating rests.

230

Musical staff 229-234. Measures 229-230 are marked *ff*. Measures 231-234 are marked *mf*. Measures 229-230 have downward-pointing 'v' marks below the notes. Measures 231 and 232 have accents (>).

Musical staff 235-242. Measure 235 is marked with a hairpin crescendo. Measure 236 is marked *f*. Measures 237-242 are marked with accents (>).

248

Musical staff 243-249. Measures 243-249 are marked with accents (>).

252

Musical staff 250-253. Measures 250-253 feature triplets (3) over eighth notes.

Musical staff 254-256. Measures 254-256 feature triplets (3) over eighth notes.

Musical staff 257-259. Measures 257-259 feature triplets (3) over eighth notes.

260

Musical staff 261-265. Measures 261-263 are marked *ff*. Measures 261-263 have accents (>). Measures 264-265 are marked *rit.* and have accents (>).