

# Suite from Video Games Live

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

As performed by Video Games Live.

CONDUCTOR SCORE

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

Arr. by Ralph Ford

Duration - 11:00

"Halo Theme (from "Halo Suite")"

Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

**Mighty** (♩ = 84)

Musical score for woodwinds and percussion. The score includes parts for Flutes (I, II), Oboe, B♭ Clarinets (I, II), B♭ Bass Clarinet, Bassoon, Horns in F (I, II, III, IV), B♭ Trumpets (I, II, III), Trombones (I, II, III), Tuba, Mallet Percussion (Glock/Chimes), Timpani (G-A-D-E), Percussion I (Snare Drum, Bass Drum, Crash Cymbals), and Percussion II (Tam-tam/Wind Chimes/Anvil, Suspended Cymbal). The score is in 4/4 time and features dynamic markings such as *ff*, *mf*, *f*, *p*, and *mp*. The woodwinds and percussion parts are active from the second measure onwards.

"Halo Theme (from "Halo Suite")"

Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

**Mighty** (♩ = 84)

Musical score for strings. The score includes parts for Violins (I, II), Viola, Cello, and String Bass. The score is in 4/4 time and features dynamic markings such as *ff*, *mf*, *f*, *p*, and *mp*. The string parts are active from the second measure onwards. The score includes first and second endings for the Cello and String Bass parts.

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