

Musical Examples

- 11.1 Castle throne room (excerpt), *Dragon Quest* [page 185]
- 11.2 The galaxy maps (excerpt), *Super Mario Galaxy* [190]
- 12.1 Comet Observatory waltz, early (excerpt) [197]
- 12.2 Comet Observatory waltz, late (excerpt) [198]
- 12.3 Reduction of Battlerock Galaxy music, first theme (excerpt) [199]
- 12.4 Reduction of 'Space Fantasy' (excerpt), same passage as that associated with Example 12.3 [200]
- 12.5 King Kaliente battle music (A theme only) (excerpt) [208]
- 13.1 Excerpt of title music melody from *Morrowind* [230]
- 13.2 Excerpt of title music melody from *Oblivion* [231]
- 13.3 Later excerpt of title music melody from *Oblivion* [231]
- 13.4 Excerpt of title music melody from *Skyrim* [232]
- 13.5 Later excerpt of title music melody from *Skyrim* (with trumpet accompaniment) [232]
- 16.1 *The Legend of Zelda*, small treasure sound effect [285]
- 16.2 *The Legend of Zelda*, secret [287]
- 16.3 *Super Mario Bros.*, 'Hurry!' [289]
- 16.4 *Metroid*, 'Item Found' [296]
- 16.5 *The Legend of Zelda*, 'Death' [296]
- 16.6 *Super Mario Bros.*, jump and stomp enemy sound effects [297]
- 16.7 *Mega Man*, Mega Man landing [298]
- 16.8 *The Legend of Zelda: Breath of the Wild*, Korok seed/small collectible item sound effect [300]
- 16.9 *The Legend of Zelda: Breath of the Wild*, heart container/stamina vessel sound effect [300]
- 16.10 *The Legend of Zelda: Breath of the Wild*, spotted by a Guardian cue, bars 1–2 [300]
- 19.1 'Into the Renaissance' (excerpt), *Civilization V: Gods and Kings*, showing the adaptation of Machaut's Messe de Nostre Dame [355]
- 19.2 Machaut, Messe de Nostre Dame [356]