

# Door of Time

Composer: Koji Kondo

Game: Legend of Zelda, The: Ocarina of Time

[pianogame.org](http://pianogame.org)

Violins (section), StringInstrument

Alto, Choir

Violoncellos (section), StringInstrument

♩ = 100

♩ = 91

The first system of the score consists of three staves. The top staff is for Violins (section), StringInstrument, in 3/4 time, with a tempo of 100. The middle staff is for Alto, Choir, in 3/4 time, with a tempo change to 91. The bottom staff is for Violoncellos (section), StringInstrument, in 3/4 time, with a tempo change to 91. The score shows five measures of music for each part.

6

Vlns.

A.

Vcs.

♩ = 82

♩ = 74

♩ = 65

♩ = 56

♩ = 47

♩ = 82

♩ = 74

♩ = 39

♩ = 65

♩ = 56

♩ = 47

♩ = 39

The second system of the score consists of three staves. The top staff is for Violins (Vlns.), in 3/4 time, with a tempo of 82. The middle staff is for Alto (A.), in 3/4 time, with a tempo of 74. The bottom staff is for Violoncellos (Vcs.), in 3/4 time, with a tempo of 65. The score shows five measures of music for each part.