

Death Mountain (XG)

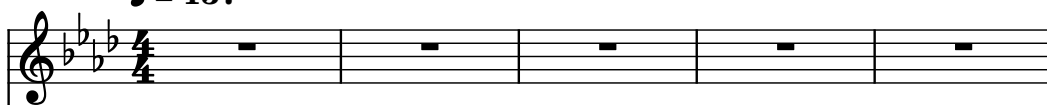
Composer: Koji Kondo

Game: Legend Of Zelda, The: A Link To The Past

pianogame.org

$\text{♩} = 137$

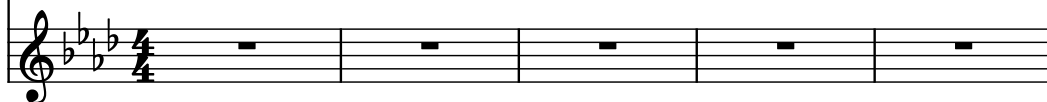
Violins (section), Strings



Violins (section), Strings



Brass

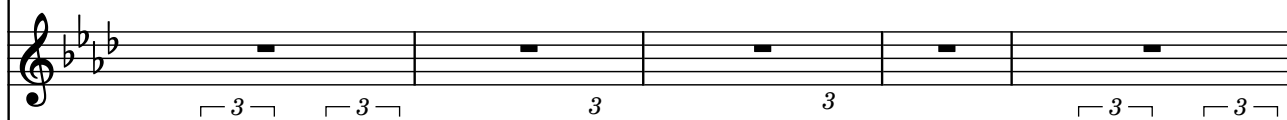


6

Vlns.



Vlns.



Br.

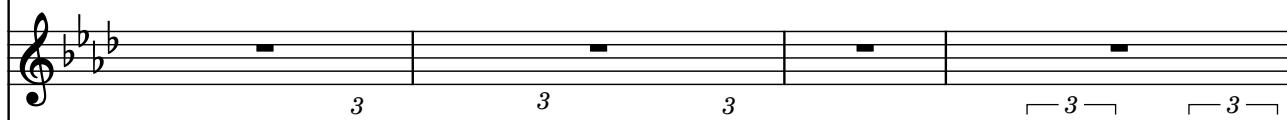


11

Vlns.



Vlns.



Br.



15

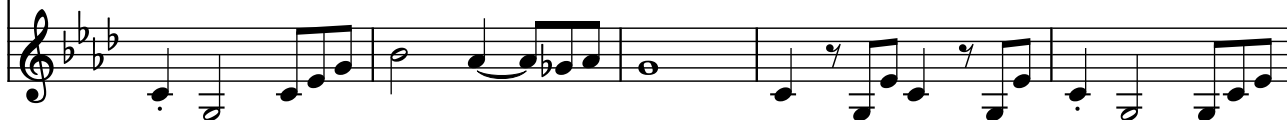
Vlns.



Vlns.



Br.



20

Vlns.

Vlns.

Br.

3

3

3

24

Vlns.

Vlns.

Br.

3

3

3

3

28

Vlns.

Vlns.

Br.

3

3

3

3

34

Vlns.

Vlns.

Br.

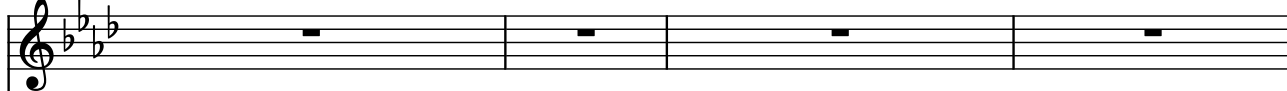
3

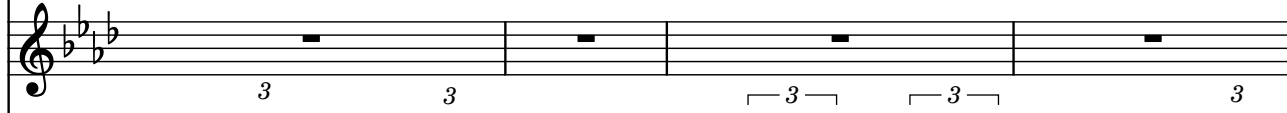
3

3

3

39

Vlns. 

Vlns. 

Br. 

43

Vlns. 

Vlns. 

Br. 

47

Vlns. 

Vlns. 

Br. 

51

Vlns. 

Vlns. 

Br. 

55

Vlns.

Vlns.

Br.

This musical score consists of three staves. The top staff is for Violins (Vlns.) and the bottom staff is for Brass (Br.). The middle staff is also labeled Vlns. and contains a melodic line with two triplets marked with a '3' and a slur. The top staff has a treble clef and a key signature of three flats (B-flat, E-flat, A-flat). It contains a single note in the first measure and a whole note in the second measure. The bottom staff has a treble clef and a key signature of three flats. It contains a whole rest in the first measure and a whole note in the second measure. The score ends with a double bar line.