

# Overworld

Composer: Koichi Sugiyama

Game: Dragon Warrior 3

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

Trumpet, Unnamed Track

Violin, Unnamed Track

Treble Viol, Unnamed Track

$\text{♩} = 120$

3

4

Tpt.

Vln.

Tr. Vl.

3

3

3

3

3

3

3

7

Tpt.

Vln.

Tr. Vl.

3

3

3

3

3

3

3

11

Tpt.

Vln.

Tr. Vl.

3

3

3

3

3

3

3

15

Tpt.

Vln.

Tr. VI.

3 3 3 3 3 3 3 3 3 3

18

Tpt.

Vln.

Tr. VI.

3 3 3 3 3

21

Tpt.

Vln.

Tr. VI.

3 3 3

24

Tpt.

Vln.

Tr. VI.

3 3 3 3 3 3 3 3 3 3

3

27

Tpt.

Vln.

Tr. VI.

31

Tpt.

Vln.

Tr. VI.

34

Tpt.

Vln.

Tr. VI.

37

Tpt.

Vln.

Tr. VI.

This musical score is for measures 27 through 37 of a piece. It features three staves: Tpt. (Trumpet), Vln. (Violin), and Tr. VI. (Trumpet VI). The key signature is three sharps (F#, C#, G#). The score includes various musical notations such as eighth notes, quarter notes, and half notes, along with triplets and slurs. Measure numbers 27, 31, 34, and 37 are indicated at the start of their respective systems. The Tpt. staff has a measure rest at measure 31. The Vln. staff has a measure rest at measure 31. The Tr. VI. staff has a measure rest at measure 31. The score ends with a double bar line at measure 37.

40

Tpt.

Vln.

Tr. Vl.

3

3

Measure 40: Tpt. (F#, C#, G#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4. Vln. (F#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4. Tr. Vl. (F#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4.

Measure 41: Tpt. (F#, C#, G#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4. Vln. (F#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4. Tr. Vl. (F#) starts with a quarter note F#4, followed by an eighth note G#4, a quarter note A4, and a quarter note B4.