

Town

Composer: Koichi Sugiyama

Game: Dragon Quest 6 (Japan)

pianogame.org

♩ = 115

Flute, Flute

Viola, Viola

Tenor Viol, Viola

4

Fl.

Vla.

T. VI.

♩ = 111

♩ = 108

♩ = 93

♩ = 99

♩ = 105

♩ = 108

8

Fl.

Vla.

T. VI.

12

Fl.

Vla.

T. VI.

16

Fl. 

Vla. 

T. VI. 

$\text{♩} = 86$
 $\text{♩} = 90$
 $\text{♩} = 93$
 $\text{♩} = 96$
 $\text{♩} = 99$
 $\text{♩} = 102$
 $\text{♩} = 105$
 $\text{♩} = 111$
 $\text{♩} = 115$

20

Fl. 

Vla. 

T. VI. 

24 $\text{♩} = 115$

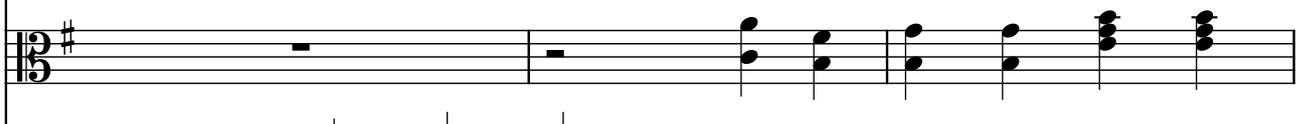
Fl. 

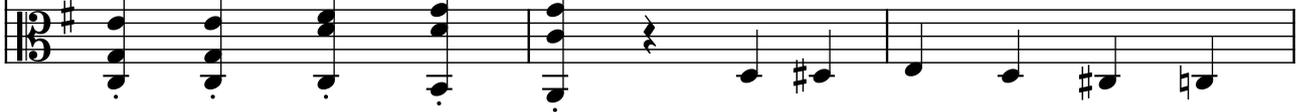
Vla. 

T. VI. 

28

Fl. 

Vla. 

T. VI. 

Fl. = 111
Fl. = 108
Fl. = 93
Fl. = 99
Fl. = 105
Fl. = 108

31

Fl.

Vla.

T. VI.

35

Fl.

Vla.

T. VI.

39

Fl.

Vla.

T. VI.

Fl. = 86
Fl. = 90
Fl. = 93
Fl. = 96
Fl. = 99
Fl. = 102
Fl. = 105
Fl. = 111
Fl. = 115

43

Fl.

Vla.

T. VI.

Detailed description: This is a page of a musical score for three instruments: Flute (Fl.), Viola (Vla.), and Trombone/Violoncello (T. VI.). The score is divided into four systems, each starting with a measure number (31, 35, 39, 43). The Flute part is written in treble clef with a key signature of one sharp (F#). The Viola and Trombone/Violoncello parts are written in bass clef with a key signature of one sharp (F#). The tempo markings are placed above the Flute staff in each system, showing a sequence of values: 111, 108, 93, 99, 105, 108 in the first system; 86, 90, 93, 96, 99, 102, 105, 111, 115 in the second system. The music features various rhythmic patterns, including eighth and sixteenth notes, and rests. There are also some dynamic markings like 'z' (zaccato) and 'b' (basso).

47 $\text{♩} = 115$

Fl.

Vla.

T. VI.

51

Fl.

Vla.

T. VI.