

# Towns

Composer: Richard Garriott

Game: Ultima III

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

Clarinet, Ultima III - Exodus

Classical Guitar, Towns

Effect Synthesizer, Telavar '97

$\text{♩} = 120$

Cl.

Guit.

Synth.

Cl.

Guit.

Synth.

Cl.

Guit.

Synth.

This musical score is for three instruments: Clarinet (Cl.), Guitar (Guit.), and Synthesizer (Synth.). The key signature is three sharps (F#, C#, G#), and the time signature is 8/8. The score is divided into four systems, each containing three staves. Measure numbers 12, 15, 18, and 21 are indicated at the start of each system. The notation includes various musical symbols such as notes, rests, and triplets, which are marked with a '3' and a bracket. The Clarinet part is written in treble clef, the Guitar in treble clef with a capo on the 8th fret, and the Synthesizer in bass clef. The music features a complex interplay of rhythms and melodic lines across the instruments.

24

3

3

3

3

Cl.

Guit.

8

Synth.

3

3

3

3

[illegible]

30

Cl.

Guit.

Synth.

3

3

3

3

3