

# Water Temple

Composer: Koji Kondo

Game: Legend of Zelda, The: Ocarina of Time

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

Hand Bells, WATER TEMPLE FROM

Hand Bells, ZELDA 64 BY J SHEP

Pad Synthesizer, AKA V-O-O-D-O-O

$\text{♩} = 79$

2

Ha. Be.

Ha. Be.

Synth.

5

Ha. Be.

Ha. Be.

Synth.

8

Ha. Be.

Ha. Be.

Synth.

11

Ha. Be.

Ha. Be.

Synth.

14

Ha. Be.

Ha. Be.

Synth.

17

Ha. Be.

Ha. Be.

Synth.

Measures 17-19. The top staff (Ha. Be.) features a complex rhythmic pattern with eighth and sixteenth notes, often beamed together. The middle staff (Ha. Be.) has a more melodic line with some slurs. The bottom staff (Synth.) provides a simple harmonic accompaniment with whole notes and rests.

20

Ha. Be.

Ha. Be.

Synth.

Measures 20-22. The top staff (Ha. Be.) continues the complex rhythmic pattern. The middle staff (Ha. Be.) shows more melodic development with slurs. The bottom staff (Synth.) continues the harmonic accompaniment.

23

Ha. Be.

Ha. Be.

Synth.

Measures 23-25. The top staff (Ha. Be.) continues the complex rhythmic pattern. The middle staff (Ha. Be.) continues the melodic line. The bottom staff (Synth.) continues the harmonic accompaniment, ending with a long note in the final measure.

26

Ha. Be.

Ha. Be.

Synth.

26

29

Ha. Be.

Ha. Be.

Synth.

29

32

Ha. Be.

Ha. Be.

Synth.

32