

Requiem (v1.2)

Composer: Koichi Sugiyama

Game: Dragon Warrior 3

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Sheet music for a single melodic line in treble clef, key of D major (two sharps), and 3/4 time. The music is divided into measures, with measure numbers 6, 10, 14, 18, and 21 indicated at the start of their respective staves. The tempo is marked with a quarter note equal to 120 (♩ = 120). The piece features a complex, rhythmic melody with many beamed eighth and sixteenth notes, and frequent rests. The key signature remains D major throughout. The notation includes various musical symbols such as stems, beams, slurs, and dynamic markings like *z* (likely for *zorg* or *zorg*).

Measure numbers and corresponding tempo markings (♩ =):

- Measure 6: 47, 50, 52, 54, 56, 57, 53, 45, 53
- Measure 10: 55, 57, 53, 51, 49, 57, 56, 54, 52, 50, 47, 53, 51, 49, 57
- Measure 14: 53, 51, 49, 57, 56, 54, 52, 50, 47, 53, 51, 49, 57
- Measure 18: 57
- Measure 21: 57

23

Measures 23 and 24 of a musical score in D major. Measure 23 features a treble staff with a melodic line of eighth notes and a bass staff with a complex accompaniment of chords and eighth notes. Measure 24 continues the melodic and harmonic patterns.

25

Measures 25 and 26 of the musical score. Measure 25 shows a continuation of the melodic and harmonic themes. Measure 26 introduces a new melodic line in the treble staff, while the bass staff maintains the accompaniment.

Measures 27-54

A sequence of measures from 27 to 54, each with a measure number and a musical note symbol. The notes are arranged in a descending staircase pattern, indicating a series of single-note measures. The notes are: 27, 28, 29, 31, 32, 34, 37, 38, 39, 41, 42, 44, 47, 48, 49, 51, 52, and 54.

27

Measures 27, 28, 29, and 30 of the musical score. Measure 27 features a treble staff with a melodic line and a bass staff with a complex accompaniment. Measures 28 and 29 continue the melodic and harmonic patterns. Measure 30 shows a final melodic phrase in the treble staff and a final accompaniment in the bass staff.