

# Pray

Composer: Hitoshi Sakimoto

Game: Final Fantasy Tactics

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

$\text{♩} = 112$

Harp, Harp 1

Harp, Vibraphone

3

3

9

9

4

Hrp.

Hrp.

$\text{♩} = 100$   $\text{♩} = 88$   $\text{♩} = 76$

9

9

9

9

9

9

7

Hrp.

$\text{♩} = 112$   $\text{♩} = 97$

9 9 9

Detailed description: This block contains measures 7, 8, and 9 of a harp part. The top staff (treble clef) features a melody starting on G4, moving to A4, Bb4, and C5. A tempo change occurs between measures 8 and 9, from 112 to 97. The bottom staff (treble clef) provides a rhythmic accompaniment with eighth notes and triplets. Brackets above the bottom staff indicate groups of three eighth notes.

10

Hrp.

$\text{♩} = 68$   $\text{♩} = 92$   $\text{♩} = 85$   $\text{♩} = 70$

3 3 3 3

3 3

Detailed description: This block contains measures 10 through 14 of a harp part. The top staff (treble clef) features a melody with a tempo change from 68 to 92 between measures 10 and 11, and then to 85 and 70 in measures 12 and 13. The bottom staff (treble clef) provides a rhythmic accompaniment with triplets. Brackets below the bottom staff indicate groups of three eighth notes.

15

Hrp.

3

Hrp.

19

$\text{♩} = 96$

Hrp.

Hrp.

3 3 3 3 3 3 3

3 3 3 3 3 3 3

23  $\text{♩} = 89$   $\text{♩} = 74$

Hrp.

Hrp.

3 3 9 9

26  $\text{♩} = 112$   $\text{♩} = 100$   $\text{♩} = 88$   $\text{♩} = 76$

Hrp.

Hrp.

9 9 9

29

Hrp.

$\text{♩} = 112$   $\text{♩} = 97$

9 9 9

32

Hrp.

$\text{♩} = 68$   $\text{♩} = 92$   $\text{♩} = 85$   $\text{♩} = 70$

3 3 3 3

3 3

37

Hrp.

Hrp.

3 3 3 3 3 3 3 3

41

Hrp.

Hrp.

$\text{♩} = 96$

3 3 3 3 3 3 3 3

45  $\text{♩} = 89$   $\text{♩} = 74$

Hrp.

Hrp.

3 3 9 9

48  $\text{♩} = 112$   $\text{♩} = 100$   $\text{♩} = 88$   $\text{♩} = 76$

Hrp.

Hrp.

9 9 9



51 ♩ = 112

Hrp.

Hrp.

9

9