

"Chateau Ladutorm"

Dragon Quest

Composition by Koichi Sugiyama

Arrangement by Yuga Guy

$\text{♩} = 128$

Piano

mf

5

8

11

14

Detailed description: This is a piano score for the piece "Chateau Ladutorm" from Dragon Quest. The score is written for piano in 4/4 time with a tempo of 128 beats per minute. It begins with a mezzo-forte (*mf*) dynamic. The music is composed of two staves: a treble clef staff and a bass clef staff. The piece consists of 14 measures, divided into five systems. The first system contains measures 1-4, the second system contains measures 5-7, the third system contains measures 8-10, the fourth system contains measures 11-13, and the fifth system contains measures 14-14. The key signature has one sharp (F#), and the melody is primarily in the treble clef, while the bass clef provides a steady accompaniment. The piece concludes with a double bar line and repeat dots.