

"Dungeon"

Dragon Quest

Composed by Koichi Sugiyama

Arranged by Sebastian

Edited by LeviR.star

♩ = 105 *see performance note

Piano

mp

3

5

*Performer's Note:

In *Dragon Quest*, for every level the player descends into a dungeon/cave, the music slows by 5 BPM and drops by a minor third interval. For example:

- at level 2, the tempo becomes 100 BPM and the first pitch a D4,
- at level 3, 95 BPM starting on B4,

... and so on. This continues all the way down to level 8, at 70 BPM starting on A₃.