

"Clock Tower (Main Theme)"

Super Mario 3D Land

Composed by Asuka Hayazaki

Arranged by Joel Hands-Otte

$\text{♩.} = 114$

Piano



12/8

mf

3

5

7

"Clock Tower (Main Theme)"

A musical score for two staves, likely for a piano or harp. The top staff uses a treble clef and the bottom staff uses a bass clef. Both staves are in common time (indicated by '8'). The key signature changes between measures 9 and 11, and again between measures 13 and 15, indicated by a sharp sign and a double sharp sign respectively.

The music consists of four measures (9, 10, 11, 12) followed by a repeat sign and four more measures (13, 14, 15, 16). Measure 9 starts with a dotted half note, followed by eighth-note pairs (A, B), a forte dynamic (f), a double sharp sign (F#), a sixteenth-note pair (G, A), another forte dynamic (f), a double sharp sign (F#), and a sixteenth-note pair (G, A). Measures 10 and 11 show eighth-note pairs (B, C) with a bass line consisting of eighth-note pairs (D, E) and eighth-note pairs (G, A). Measures 13 and 14 show eighth-note pairs (A, B) with a bass line consisting of eighth-note pairs (D, E) and eighth-note pairs (G, A). Measures 15 and 16 show eighth-note pairs (B, C) with a bass line consisting of eighth-note pairs (D, E) and eighth-note pairs (G, A).