

Fall (The Smell of Mushroom)

Stardew Valley

Eric Barone

The sheet music consists of five staves of musical notation, likely for a piano or similar instrument. The first staff begins with a tempo marking of $\text{♩} = 120$. The key signature changes throughout the piece, indicated by various clefs (G, F, C) and key signatures (no sharps or flats). The first staff ends with a double bar line and repeat dots. The second staff starts at measure 7. The third staff starts at measure 14. The fourth staff starts at measure 20. The fifth staff starts at measure 26. The music features a variety of note values, including eighth and sixteenth notes, and includes several rests and dynamic markings.

2

31

Musical score for piano, two staves. Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.

37

Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.

43

Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.

48

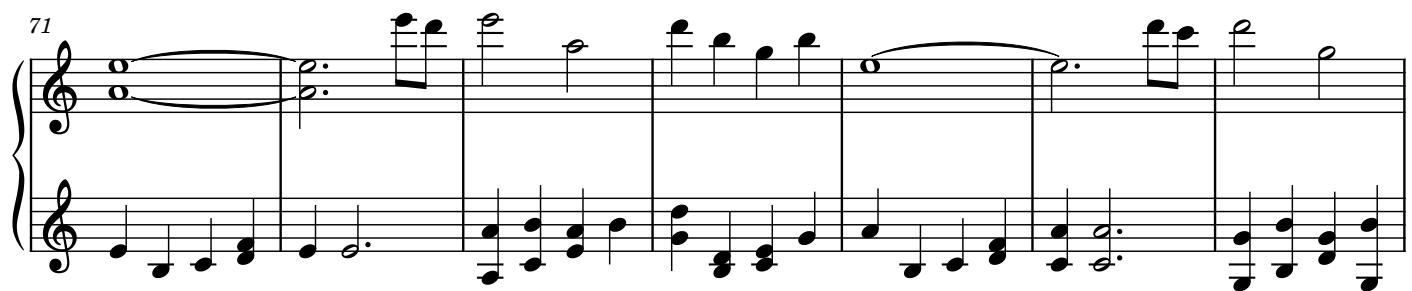
Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.

55

Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.

62

Treble staff: eighth note followed by sixteenth-note pairs. Bass staff: eighth notes in common time.



Musical score page 3, measures 78-79. The top staff continues the sixteenth-note pattern from measure 72. The bottom staff has a continuous eighth-note pattern. Measure 79 ends with a fermata over the top note.

Musical score page 3, measures 84-85. The top staff shows a sixteenth-note pattern followed by a sustained note with a fermata. The bottom staff has a continuous eighth-note pattern. Measure 85 ends with a fermata over the top note.