

Birabuto Kingdom

from *Super Mario Land* for the Game Boy (1989)

Hirokazu Tanaka
trans. Mikhail Hogrefe

$\text{♩} = 120$

Square

Wave

Noise

S.

W.

N.

S.

W.

N.

2
13

S.

W.

N.

System 1 (measures 13-17) features a vocal melody in the Soprano and Alto parts, with a supporting bass line and a drum part. The notation includes various note values, rests, and accidentals.

18

S.

W.

N.

System 2 (measures 18-22) continues the musical development, showing further interaction between the vocal and instrumental parts.

23

S.

W.

N.

Loop forever

System 3 (measures 23-27) concludes the piece with a 'Loop forever' instruction. A key signature change to one flat is indicated at the start of measure 25.