

# Catfish's Maw

from *The Legend of Zelda: Link's Awakening* for the Game Boy (1993)

Kazumi Totaka, Minako Hamano, and Kozue Ishikawa

trans. Mikhail Hogrefe

$\text{♩} = 85$

Square

Wave

Echo

*mf* *ff* *mf* *p*

6

S.

W.

12

S.

W.

18

S.

24

S.

The musical score for "Catfish's Maw" is written for three channels: Square, Wave, and S. (Stereo). The tempo is marked as quarter note = 85. The key signature is B-flat major (two flats). The score is divided into four systems, each containing six measures. The Square channel plays a repeating eighth-note pattern. The Wave channel plays a repeating eighth-note pattern. The S. channel plays a repeating eighth-note pattern. The score includes dynamic markings such as *mf*, *ff*, and *p*. An "Echo" section is marked at the end of the first system. The score ends with a final measure in the S. channel.

2  
30

S.

W.

*mf*

*f*

36

S.

W.

*ff*

*mf*

Loop forever