

from *Donkey Kong Land* for the Game Boy (1995)

trans. Mikhail Hogrefe

The image displays a musical score for the song "The Sound of Silence" by Simon & Garfunkel, arranged for a three-track system: Square, Wave, and Noise. The score is divided into three systems, each containing staves for the respective tracks. The tempo is marked as 112 beats per minute.

System 1 (Measures 1-6):

- Square:** Treble clef, 2/4 time. Starts with a forte (*ff*) dynamic. The melody is in the right hand, with a key signature of one flat (Bb).
- Wave:** Treble and Bass clefs, 2/4 time. Starts with a mezzo-forte (*mf*) dynamic in the treble and a piano (*pp*) dynamic in the bass. The bass line is marked forte (*f*).
- Noise:** Treble clef, 2/4 time. Starts with a mezzo-forte (*mf*) dynamic. The melody is in the right hand, with a key signature of one flat (Bb).

System 2 (Measures 7-12):

- Square:** Treble clef, 2/4 time. Continues the melody.
- Wave:** Treble and Bass clefs, 2/4 time. Continues the accompaniment.
- Noise:** Treble clef, 2/4 time. Continues the melody.

System 3 (Measures 13-18):

- Square:** Treble clef, 2/4 time. Continues the melody.
- Wave:** Treble and Bass clefs, 2/4 time. Continues the accompaniment.
- Noise:** Treble clef, 2/4 time. Continues the melody.

2

17

S.

W.

N.

24

S.

W.

N.

30

S.

W.

N.

mp

36

S.

W.

N.

37 38 39

40

S.

W.

N.

41

42

S.

W.

N.

43

4

44

S.

W.

N.

44

45

46

S.

W.

N.

46

47

48

S.

W.

N.

48

49

50

S.

W.

N.

52

S.

W.

N.

54

S.

W.

N.

mf

Loop forever