

Fisherman

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

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Score for the first system of the "Fisherman" track, featuring three staves: Square, Wave, and Noise. The tempo is marked as $\text{♩} = 100$. The key signature is one sharp (F#).

Square: Treble clef, common time (C). The melody begins with a whole rest, followed by a quarter rest, then a triplet of eighth notes (B4, A4, G4), and continues with a descending eighth-note scale (F#4, E4, D4, C4).

Wave: Bass clef, common time (C). The melody consists of a continuous eighth-note pattern: D3, E3, F#3, G3, A3, B3, C4, B3, A3, G3, F#3, E3, D3.

Noise: Percussion staff, common time (C). It features a rhythmic pattern of eighth notes marked with 'x' (D4, E4, F#4, G4, A4, B4, C5, B4, A4, G4, F#4, E4, D4), with triplet markings over the first three groups. The system ends with a double bar line and repeat dots.

Score for the second system, featuring three staves: S., W., and N. The key signature remains one sharp (F#).

S.: Treble clef. The melody continues from the first system, including a triplet of eighth notes (B4, A4, G4) and a descending eighth-note scale (F#4, E4, D4, C4).

W.: Bass clef. Continues the eighth-note pattern from the first system.

N.: Percussion staff. It contains three measures, each ending with a double bar line and repeat dots, indicating a continuous rhythmic pattern.

Score for the third system, featuring three staves: S., W., and N. The key signature remains one sharp (F#).

S.: Treble clef. The melody continues, ending with a double bar line and repeat dots. A "Loop forever" instruction is placed above the final measure.

W.: Bass clef. Continues the eighth-note pattern, ending with a double bar line and repeat dots.

N.: Percussion staff. It contains three measures, each ending with a double bar line and repeat dots, indicating a continuous rhythmic pattern.