

Boss Battle

from *Super Mario Land 2: 6 Golden Coins* for the Game Boy (1992)

Kazumi Totaka

trans. Mikhail Hogrefe

$\text{♩} = 150$

Square

Wave

Noise

p

5

S.

W.

N.

10

S.

W.

N.

16

S.

W.

N.

21 Loop forever

S.

W.

N.

The musical score is written for three parts: Soprano (S.), Woodwind (W.), and Noise (N.). The key signature is D major (two sharps) and the time signature is 2/4. The Soprano part begins at measure 21 with a melodic line. The Woodwind part has rests until measure 23, then enters with a rhythmic pattern. The Noise part has rests until measure 23, then enters with a rhythmic pattern. The score ends with a double bar line and repeat dots, indicating a loop.