

# Level Cleared

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

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trans. Mikhail Hogrefe

Score for "Level Cleared" from *Donkey Kong Land* for the Game Boy (1995), arranged by Mikhail Hogrefe. The score is written for three channels: Square, Wave, and Noise, in common time (C) with a tempo of 184 beats per minute.

The Square channel (treble clef) features a melody starting with a forte (*f*) dynamic, marked with an 8-measure rest, followed by a piano (*p*) section. The Wave channel (bass clef) provides a rhythmic accompaniment with dotted rhythms. The Noise channel (percussion clef) includes a drum pattern with rests indicated by a double slash (/).