

Got Bonus Item

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

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Music notation for "Got Bonus Item" from *Super Mario Land 2: 6 Golden Coins* for the Game Boy (1992). The score is written for four channels: Square, Wave, Noise, and a fourth channel (likely Triangle, though not explicitly labeled).

The notation is in 2/4 time, with a tempo marking of $\text{♩} = 180$. The key signature is one sharp (F#).

The Square channel plays a melody in the treble clef, starting with a half note G4, followed by quarter notes A4, B4, C5, and D5. The Wave channel plays a melody in the treble clef, starting with a half note G4, followed by quarter notes A4, B4, C5, and D5. The Noise channel plays a melody in the treble clef, starting with a half note G4, followed by quarter notes A4, B4, C5, and D5. The fourth channel (Triangle) plays a melody in the bass clef, starting with a half note G3, followed by quarter notes F3, E3, D3, and C3.

The score is divided into two measures. The first measure contains the main melody, and the second measure contains a short, sharp sound effect.

Labels on the left side of the score: Square, Wave, Noise.

Dynamic marking: *p* (piano) is present under the first measure of the Square channel.