

# Title Screen

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

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trans. Mikhail Hogrefe

Score system 1 (Measures 1-5):

Tempo:  $\text{♩} = 108$

Instrumentation: Square, Wave, Noise

Measure 1: Square ( $f$ , triplet), Wave ( $f$ , triplet), Noise (triplet)

Measure 2: Square ( $mf$ ), Wave, Noise

Measure 3: Square ( $f$ ), Wave, Noise

Measure 4: Square ( $mf$ ), Wave, Noise

Measure 5: Square ( $f$ ), Wave, Noise

Score system 2 (Measures 6-10):

Instrumentation: S. (Synthesizer), W. (Wave), N. (Noise)

Measure 6: S. ( $mf$ ), W., N.

Measure 7: S. ( $f$ ), W., N.

Measure 8: S. ( $mf$ ), W., N.

Measure 9: S. ( $f$ ), W., N.

Measure 10: S. ( $f$ ), W., N.

Score system 3 (Measures 11-15):

Instrumentation: S. (Synthesizer), W. (Wave), N. (Noise)

Measure 11: S. ( $f$ ), W., N.

Measure 12: S. ( $f$ ), W., N.

Measure 13: S. ( $f$ ), W., N.

Measure 14: S. ( $f$ ), W., N.

Measure 15: S. ( $f$ ), W., N.

Score system 4 (Measures 16-20):

Instrumentation: S. (Synthesizer), W. (Wave), N. (Noise)

Measure 16: S. ( $f$ ), W., N.

Measure 17: S. ( $f$ ), W., N.

Measure 18: S. ( $f$ ), W., N.

Measure 19: S. ( $f$ ), W., N.

Measure 20: S. ( $f$ ), W., N.

21

S. *mf* *f* *mf* *f* *mf*

W.

N.

26

S. *f* *mf* *f*

W. *f*

N.

Loop forever