

# Macro Zone

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

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Loop forever

Score for Macro Zone, featuring Square, Wave, and Noise channels.

Tempo:  $\text{♩} = 66$

Key signature: Two sharps (F# and C#)

Time signature: 3/4

The score consists of three staves:

- Square:** Treble clef. The melody is composed of eighth and quarter notes, often beamed in groups of three. It features a repeating pattern of eighth notes and quarter notes, with some measures containing beamed eighth notes.
- Wave:** Treble clef. The melody is composed of eighth and quarter notes, often beamed in groups of three. It features a repeating pattern of eighth notes and quarter notes, with some measures containing beamed eighth notes.
- Noise:** Treble clef. The pattern consists of eighth and quarter notes, often beamed in groups of three. It features a repeating pattern of eighth notes and quarter notes, with some measures containing beamed eighth notes.

The score is marked with a repeat sign and a double bar line, indicating it loops forever.