

Overworld Map

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

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Score for the first system of the Overworld Map theme, featuring Square, Wave, and Noise channels.

Tempo: $\text{♩} = 150$

Key Signature: B-flat major (two flats)

Time Signature: Common time (C)

Channels:

- Square:** Treble clef. Melody consisting of eighth and quarter notes.
- Wave:** Bass clef. Accompanying bass line with eighth and quarter notes.
- Noise:** Percussion line with a series of eighth notes in the first measure, followed by rests.

Loop forever

Score for the second system of the Overworld Map theme, featuring S, W, and N channels.

Tempo: $\text{♩} = 150$

Key Signature: B-flat major (two flats)

Time Signature: Common time (C)

Channels:

- S:** Treble clef. Continuation of the Square channel melody.
- W:** Bass clef. Continuation of the Wave channel accompaniment.
- N:** Percussion line with rests.

The system concludes with a double bar line and repeat dots, indicating the loop continues forever.