

Face Shrine

from *The Legend of Zelda: Link's Awakening* for the Game Boy (1993)

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The musical score is written for two instruments: Square and S. The key signature is B-flat major (two flats), and the time signature is common time (C). The tempo is marked as 112 beats per minute. The score is divided into four systems, each containing five measures. The Square part is written in a grand staff (treble and bass clefs), and the S part is also written in a grand staff. The score includes various dynamic markings: *mp* (mezzo-piano), *p* (piano), *f* (forte), *ff* (fortissimo), and *fff* (fortississimo). The score ends with a double bar line and the instruction "Loop forever".

Score for **Face Shrine** (from *The Legend of Zelda: Link's Awakening*).

Instrument: Square

Tempo: 112

Key: B-flat major (two flats)

Time: Common time (C)

Measures 1-5:

- Measure 1: *mp*
- Measure 2: *p*
- Measure 3: *mp*
- Measure 4: *mf*
- Measure 5: *mf*

Measures 6-10:

- Measure 6: *f*
- Measure 7: *ff*
- Measure 8: *f*
- Measure 9: *mp*
- Measure 10: *mp*

Measures 11-15:

- Measure 11: *mf*
- Measure 12: *f*
- Measure 13: *mp*
- Measure 14: *p*
- Measure 15: *mp*

Measures 16-20:

- Measure 16: *mf*
- Measure 17: *p*
- Measure 18: *mp*
- Measure 19: *mf*
- Measure 20: *f*

Measures 21-25:

- Measure 21: *fff*
- Measure 22: *fff*
- Measure 23: *fff*
- Measure 24: *mf*
- Measure 25: *mf*

Loop forever