

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

trans. Mikhail Hoguefe

The musical score is divided into three systems, each with three staves. The first system is labeled 'Square', 'Wave', and 'Noise'. The second system is labeled 'S.', 'S.', and 'N.'. The third system is labeled 'S.', 'W.', and 'N.'. The score includes various musical notations such as notes, rests, and dynamic markings like *pp*, *mp*, and *p*. The tempo is marked as  $\text{♩} = 90$  and  $\text{♩} = 150$ . The key signature is one sharp (F#).

15

S.

W.

N.

*pp*

*p*

*pp*

20

S.

W.

N.

*p*

*pp*

25

S.

W.

N.

*p*

*pp*

29

S.

W.

N.

*mp*

33

S.

W.

N.

Loop forever

33 34 35 36