

Hurry

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

Kazumi Totaka

trans. Mikhail Hogrefe

Score for "Hurry" (from *Super Mario Land 2: 6 Golden Coins* for the Game Boy, 1992) by Kazumi Totaka, transcribed by Mikhail Hogrefe.

Tempo: $\text{♩} = 100$

The score is written for three channels: Square, Wave, and Noise, all in 7/8 time. The key signature is one sharp (F#).

Square Channel: Treble clef. The melody consists of eighth and quarter notes, primarily on the notes G4, A4, B4, and C5.

Wave Channel: Treble clef. The melody consists of eighth and quarter notes, primarily on the notes F#4, G4, A4, and B4.

Noise Channel: Bass clef. The melody consists of eighth and quarter notes, primarily on the notes D4, E4, F#4, and G4.

