

Title Screen

from *Donkey Kong Land* for the Game Boy (1995)

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trans. Mikhail Hogrefe

$\text{♩} = 108$ $\text{♩}^3 = \text{♩}^3 \text{♩}$

Square

Wave

Noise

5

S.

W.

N.

10

S.

W.

N.

16

S.

W.

N.

21

S.

W.

N.

f *mf* *f* *mf* *f*

mf *f* *mf* *f* *mf*

26

S.

f *mf* *f*

W.

N.

The musical score is for three voices (Soprano, Alto, Tenor) and a drum part. The Soprano part begins with a forte (f) dynamic, followed by a mezzo-forte (mf) dynamic, and then returns to forte. The Alto and Tenor parts provide harmonic support. The drum part consists of a simple rhythmic pattern. The score ends with a double bar line and a repeat sign, indicating a loop.