

# Graveyard Level

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

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trans. Mikhail Hogrefe

The musical score is written for two channels: Square and Wave. The key signature is D major (two sharps) and the time signature is common time (C). The tempo is marked as 112 beats per minute. The score is divided into measures, with some measures containing repeat signs and first/second endings. The Square channel features a melody with various dynamics (mf, p) and includes an 'Echo' effect. The Wave channel provides a rhythmic accompaniment, often using eighth and sixteenth notes. The score concludes with a 'Loop forever' instruction.

Score details:

- Tempo: 112
- Key: D major
- Time: Common time (C)
- Channels: Square, Wave
- Measures: 1-17
- Repeats: Measures 1-2, 3-4, 11-12, 13-14, 15-16
- Dynamics: *mf*, *p*
- Effects: Echo
- Ending: Loop forever