

Level Cleared

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

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Score for "Level Cleared" from *Donkey Kong Land* for the Game Boy (1995), arranged by Mikhail Hogrefe. The score is written for three channels: Square, Wave, and Noise, all in common time (C) and B-flat major (one flat).

Tempo: Quarter note = 184.

Channel Details:

- Square:** Treble clef. Starts with a forte (*f*) melody. The second measure includes an 8-measure rest.
- Wave:** Bass clef. Provides a harmonic accompaniment with dotted rhythms.
- Noise:** Percussive channel. Includes a drum kit icon (H) and features rests indicated by a double slash (/).

The score consists of five measures, ending with a double bar line. The Square channel concludes with a sixteenth-note run in the final measure.