

Boss

from *The Legend of Zelda: Link's Awakening* for the Game Boy (1993)

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$\text{♩} = 150$

Score system 1 (measures 1-3):

- Square** (Treble clef, key of D major): Rapid sixteenth-note arpeggiated chords in the first two measures, followed by sustained chords in the third.
- Wave** (Bass clef, key of D major): Rests in measures 1-2, then a steady eighth-note bass line starting in measure 3.
- Noise** (Percussion clef): Rests in measures 1-2, then a pattern of eighth notes with 'x' marks (representing noise) starting in measure 3.

Score system 2 (measures 4-8):

- S.** (Bass clef, key of D major): Sustained chords in measures 4-5, then moving eighth-note patterns in measures 6-8.
- W.** (Bass clef, key of D major): Steady eighth-note bass line throughout measures 4-8.
- N.** (Percussion clef): Pattern of eighth notes with 'x' marks throughout measures 4-8.

Score system 3 (measures 9-12):

- S.** (Bass clef, key of D major): Sustained chords in measures 9-10, then moving eighth-note patterns in measures 11-12. Measure 11 has a 5/4 time signature change.
- W.** (Bass clef, key of D major): Steady eighth-note bass line throughout measures 9-12.
- N.** (Percussion clef): Pattern of eighth notes with 'x' marks throughout measures 9-12.

Score system 4 (measures 13-16):

- S.** (Bass clef, key of D major): Sustained chords in measures 13-14, then moving eighth-note patterns in measures 15-16.
- W.** (Bass clef, key of D major): Steady eighth-note bass line throughout measures 13-16.
- N.** (Percussion clef): Pattern of eighth notes with 'x' marks throughout measures 13-16.

Score system 5 (measures 17-20):

- S.** (Bass clef, key of D major): Sustained chords in measures 17-18, then rests in measures 19-20.
- W.** (Bass clef, key of D major): Steady eighth-note bass line in measures 17-18, then rests in measures 19-20.
- N.** (Percussion clef): Pattern of eighth notes with 'x' marks in measures 17-18, then a more complex pattern in measures 19-20.

Loop forever