

Hurry

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

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

Tempo: $\text{♩} = 100$

Instrumentation: Square, Wave, Noise.

The score is written for three channels: Square, Wave, and Noise. The time signature is 7/8. The Square channel uses a treble clef and contains a melody of eighth and sixteenth notes with sharps. The Wave channel also uses a treble clef and contains a similar melodic line. The Noise channel uses a bass clef and contains a rhythmic pattern of eighth notes. The score consists of three measures, each with a 7/8 time signature, and ends with a double bar line.