

Credits

from *Super Mario Land* for the Game Boy (1989)

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trans. Mikhail Hogrefe

Score for the first system (measures 1-4). The tempo is marked $\text{♩} = 160$. The key signature is three sharps (F#, C#, G#).

Square (Treble clef):

Wave (Treble clef):

Noise (Percussion line):

Measures 1-4 are shown. Measure 1 includes a *mp* (mezzo-piano) dynamic marking. Measure 4 ends with a repeat sign.

Score for the second system (measures 5-8). Measure 5 is marked with a 5-measure rest.

S. (Treble clef):

W. (Bass clef):

N. (Percussion line):

Measures 5-8 are shown. Measure 8 ends with a repeat sign.

Score for the third system (measures 9-15). Measure 9 is marked with a 10-measure rest.

S. (Treble clef):

W. (Bass clef):

N. (Percussion line):

Measures 9-15 are shown. Measure 15 ends with a repeat sign.

Score for the fourth system (measures 16-21). Measure 16 is marked with a 16-measure rest.

S. (Treble clef):

W. (Bass clef):

N. (Percussion line):

Measures 16-21 are shown. Measure 21 ends with a repeat sign.

Score for the fifth system (measures 22-27). Measure 22 is marked with a 22-measure rest.

S. (Treble clef):

W. (Bass clef):

N. (Percussion line):

Measures 22-27 are shown. Measure 27 ends with a repeat sign.

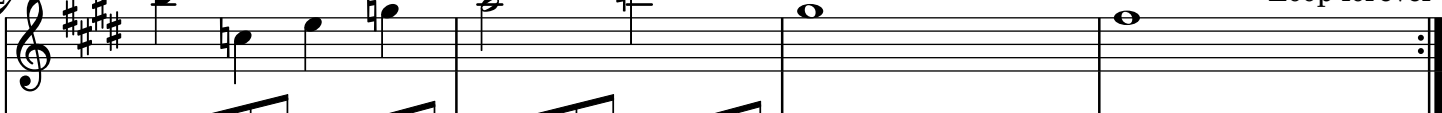
2
27


S. 

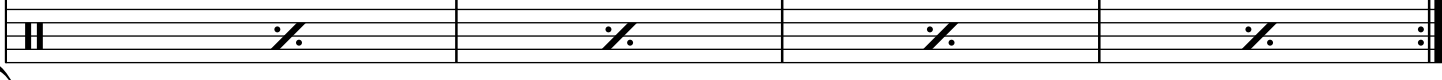
W. 

N. 

32

S. 

W. 

N. 

Loop forever