

Bottle Grotto

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

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trans. Mikhail Hogrefe

$\text{♩} = 178$

Score Structure:

- Measures 1-5:** Square channel plays a melody starting on G4. Wave channel is silent. S channel is silent.
- Measures 6-11:** Square channel continues the melody. Wave channel plays a bass line starting on G2. S channel plays a stereo accompaniment.
- Measures 12-16:** Square channel continues the melody. Wave channel continues the bass line. S channel continues the stereo accompaniment.
- Measures 17-21:** Square channel continues the melody. Wave channel continues the bass line. S channel continues the stereo accompaniment.
- Measures 22-26:** Square channel continues the melody. Wave channel continues the bass line. S channel continues the stereo accompaniment.
- Measures 27-30:** Square channel continues the melody. Wave channel continues the bass line. S channel continues the stereo accompaniment.

Instrumentation:

- Square:** Main melody.
- Wave:** Bass line.
- S:** Stereo accompaniment.

Dynamics: *p*, *mf*, *f*, *fff*.

2

31

S.

W.

mf

p

ff

fff

f

mf

35

S.

W.

p

ff

fff

f

mf

39

S.

W.

ff

fff

f

p

Loop forever