

Level Cleared

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

Kazumi Totaka

trans. Mikhail Hogrefe

Score for *Level Cleared* (Game Boy, 1992) by Kazumi Totaka, transcribed by Mikhail Hogrefe.

Tempo: $\text{♩} = 150$

The score is written for three channels: Square, Wave, and Noise, in 6/8 time with a key signature of two sharps (F# and C#).

Square Channel: The melody consists of eighth and sixteenth notes, often beamed together. It starts on D5, moves to E5, then F#5, and continues with various intervals, ending on a whole note chord of D5 and F#5.

Wave Channel: The bass line is primarily composed of eighth notes and rests. It starts on D4, moves to E4, and ends with a quarter note D4.

Noise Channel: This channel provides a rhythmic accompaniment using eighth and sixteenth notes, often beamed together, with some rests. It starts on D4 and ends with a quarter note D4.