

Wario Battle (Phase 3)

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

Kazumi Totaka

trans. Mikhail Hogrefe

The musical score is divided into two systems. The first system contains three staves: Square, Wave, and Noise. The Square staff is in treble clef with a key signature of three flats (B-flat, E-flat, A-flat) and a common time signature (C). It features a tempo marking of 100 and a triplet of eighth notes. The Wave staff is in bass clef with the same key signature and time signature, also featuring a triplet. The Noise staff is in common time and contains a series of eighth notes. The second system continues the music, with a tempo change to 150 and a key signature change to one sharp (F#). It includes a 'Loop forever' instruction. The third system consists of three staves: S. (Soprano), W. (Waltz), and N. (Noise). The S. staff is in treble clef with a key signature of one sharp (F#) and a common time signature (C), featuring a triplet of eighth notes. The W. staff is in treble clef with the same key signature and time signature, featuring a series of eighth notes. The N. staff is in common time and contains a series of eighth notes.

Score for **Wario Battle (Phase 3)** from *Super Mario Land 2: 6 Golden Coins* for the Game Boy (1992).

Composer: Kazumi Totaka
Translator: Mikhail Hogrefe

The score is written for three channels: Square, Wave, and Noise.

Tempo: 100 (initially), 150 (later).

Key signature: B-flat, E-flat, A-flat (initially), F# (later).

Time signature: Common time (C).

Notable features include triplets and a "Loop forever" instruction.

Staff labels: Square, Wave, Noise, S., W., N.