

Space Level

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

Kazumi Totaka

trans. Mikhail Hogrefe

This musical score is for the 'Space Level' from the video game *Super Mario Land 2: 6 Golden Coins*. It is composed by Kazumi Totaka and transcribed by Mikhail Hogrefe. The score is written for three instruments: Square, Wave, and S. (Saxophone).

The score is in 3/4 time, with a tempo of quarter note = 60. The key signature is two sharps (F# and C#). The score is divided into four systems, each containing three staves (Square, Wave, and S.).

System 1 (Measures 1-8): The Square and Wave parts play a rhythmic melody. The S. part enters in measure 8 with a series of chords. The tempo is marked as quarter note = 60. A measure rest of 15 measures is indicated at the beginning of the system.

System 2 (Measures 9-16): The S. part continues with a series of chords. The Wave part plays a rhythmic melody. The Square part plays a series of chords.

System 3 (Measures 17-24): The S. part continues with a series of chords. The Wave part plays a rhythmic melody. The Square part plays a series of chords.

System 4 (Measures 25-32): The S. part continues with a series of chords. The Wave part plays a rhythmic melody. The Square part plays a series of chords. The score ends with a measure rest of 8 measures.

Dynamic markings include *mp* (mezzo-piano) and *p* (piano). A crescendo and decrescendo hairpin are used in the final system.

33 15- Loop forever

S.

W.

p

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