

# Thunder Drum

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

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trans. Mikhail Hogrefe

♩ = 130

Square

Noise

The musical score is written for two channels: Square and Noise. Both channels are in common time (C) and have a tempo of 130 BPM. The Square channel plays a sequence of eighth notes, with some groups of three beamed together. The Noise channel plays a similar sequence of eighth notes, also with some groups of three beamed together. The score consists of two measures, each ending with a double bar line.