

Boss Battle

Composer: Kozue Ishikawa

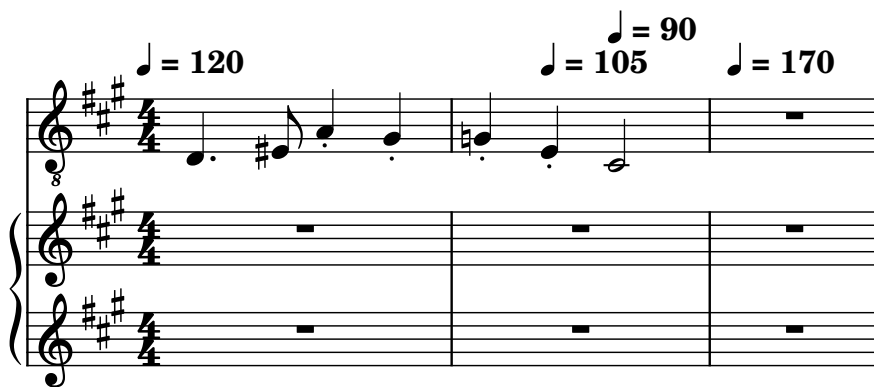
Game: Super Mario Land 2

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Bass Oboe, Game: Super Mario Land 2

Piano, System: Game Boy

♩ = 120 ♩ = 90 ♩ = 105 ♩ = 170



4 ♩ = 140

B. Ob.

Pno.



7

B. Ob.

Pno.



10

B. Ob.

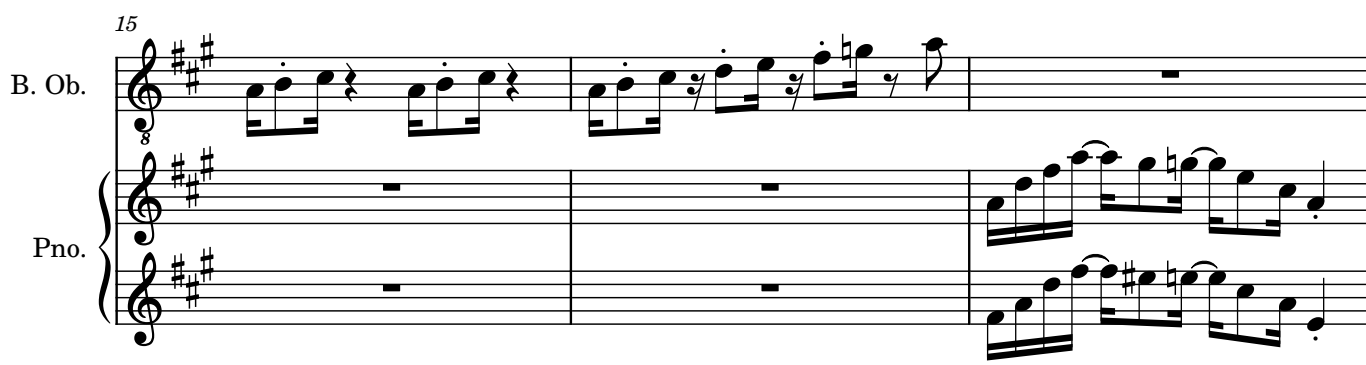
Pno.



15

B. Ob.

Pno.



18

B. Ob.

Pno.

Measures 18-20: B. Ob. part is mostly rests. Pno. part features a complex arpeggiated texture in both hands.

21

B. Ob.

Pno.

Measures 21-23: B. Ob. part is mostly rests. Pno. part continues the arpeggiated texture.

24

B. Ob.

Pno.

Measures 24-28: B. Ob. part has rests until measure 28 where it enters with eighth notes. Pno. part has rests from measure 24 to 28.

29

B. Ob.

Pno.

Measures 29-31: B. Ob. part has an eighth-note pattern in measure 29 then rests. Pno. part continues the arpeggiated texture.

32

B. Ob.

Pno.

35

B. Ob.

Pno.

38

B. Ob.

Pno.

43

B. Ob.

Pno.

46

B. Ob.

Pno.

49

B. Ob.

Pno.

Measures 49-53. The B. Ob. part has five measures of whole rests. The Pno. part has two measures of eighth-note arpeggiated chords, followed by three measures of whole rests.

54

B. Ob.

Pno.

Measures 54-55. The B. Ob. part has two measures of eighth-note arpeggiated chords, followed by a measure of eighth-note arpeggiated chords and a quarter note. The Pno. part has two measures of whole rests.