

Bonus Game (2)

Composer: Kazumi Totaka

Game: Super Mario Land 2

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♩ = 160

Bass Synthesizer, Staff

Viola, Staff-1

Viola, Staff-2

The image shows a musical score for three staves. The top staff is labeled 'Bass Synthesizer, Staff' and uses a bass clef. The middle staff is labeled 'Viola, Staff-1' and uses a viola clef. The bottom staff is labeled 'Viola, Staff-2' and uses a viola clef. The time signature is 4/4, and the tempo is marked as 160 BPM. The key signature has three flats. The Bass Synthesizer part features a rhythmic pattern of eighth and sixteenth notes. The Viola parts feature a simple melody of quarter notes in Staff-1 and a more complex melody with eighth and sixteenth notes in Staff-2.

3



Synth.

Vla.

Vla.

6

This musical score segment contains measures 6, 7, and 8 of the piece. The key signature is B-flat major (two flats). The time signature is 3/8. The score is written for three parts: Synth., Vla. (Violoncello), and Vla. (Viola).
- **Synth.**: The top staff uses a bass clef. It features a repeating eighth-note pattern: B-flat, A-flat, G, F, E, D, C, B-flat. The notes are grouped in pairs of eighth notes with a sixteenth rest, and the pattern repeats three times across the three measures.
- **Vla. (Violoncello)**: The middle staff uses a bass clef and a 3/8 time signature. It contains a single half-note B-flat in each measure, followed by a whole rest.
- **Vla. (Viola)**: The bottom staff uses a bass clef and a 3/8 time signature. It contains a single half-note B-flat in each measure, followed by a whole rest.