

Full Score

Koji Kondo

Super Mario Bros Suite

for Oboe, Clarinet,
Bassoon and Percussion

Super Mario Bros Suite

for Oboe, Clarinet, Bassoon and Percussion

I. Overworld

composed by Koji Kondo

arranged by Mygod Studio

Andante ♩ = 100

Oboe *f*

Clarinet in B♭ *f*

Bassoon *f*

Percussion *mf*

4

A

8

B

12

12

16

2

19

2

23

C

Section C, measures 23-26. The score is written for four staves: Treble, Treble with key signature change (F#), Bass, and a percussion line. Measures 23 and 24 contain melodic lines in the upper staves and a rhythmic pattern in the bass line. Measures 25 and 26 feature triplets in the upper staves and a single note in the bass line. The percussion line consists of a single note in measure 23, followed by rests in measures 24, 25, and 26.

4

27

D

Section D, measures 27-30. The score is written for four staves: Treble, Treble with key signature change (F#), Bass, and a percussion line. Measures 27 and 28 contain melodic lines in the upper staves and a rhythmic pattern in the bass line. Measures 29 and 30 feature triplets in the upper staves and a single note in the bass line. The percussion line consists of a single note in measure 27, followed by rests in measures 28, 29, and 30.

4

31

Section D, measures 31-34. The score is written for four staves: Treble, Treble with key signature change (F#), Bass, and a percussion line. Measures 31 and 32 contain melodic lines in the upper staves and a rhythmic pattern in the bass line. Measures 33 and 34 feature triplets in the upper staves and a single note in the bass line. The percussion line consists of a single note in measure 31, followed by rests in measures 32, 33, and 34.

8

35 **E**

2

39

2 2

43 **F**

4

D.S. al Fine

47

12 8 12 8 12 8

II. Level Complete 1

Meno mosso $\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

f *ff* *f* *ff* *ff* *mf* *ff* *mf* *ff*

3

f *ff* *mf* *ff*

III. Underworld

A tempo ♩ = 100

Clarinet in B \flat

Bassoon

The image shows the first three measures of a musical score for Clarinet in B \flat and Bassoon. The tempo is marked 'A tempo' with a quarter note equal to 100 beats per minute. The key signature has one flat (B \flat), and the time signature is 6/4. The Clarinet part is in treble clef, and the Bassoon part is in bass clef. Both parts start with a forte (*f*) dynamic. The first two measures are identical for both instruments, featuring a sequence of eighth notes: G \flat 4, A4, B4, C5, D5, E5, followed by a dotted half rest. The third measure shows a change in the Bassoon part, which now plays a sequence of eighth notes: G \flat 3, A3, B3, C4, D4, E4, followed by a dotted half rest. The Clarinet part remains the same in the third measure.

4

3

3

6

Musical score for 'The Rose Tree' in G major, 2/4 time. The score consists of two systems. The first system has two staves. The upper staff (treble clef) contains a melody with two triplet eighth notes, followed by a half note, and then a triplet of eighth notes. The lower staff (bass clef) contains a melody with two triplet eighth notes, followed by a half note, and then a triplet of eighth notes. The second system is a repeat of the first system, indicated by a double bar line and repeat dots. The key signature is one sharp (F#) and the time signature is common time (C).

IV. Starman

Meno mosso ♩ = 75

Oboe

Clarinet in B♭

Bassoon

Percussion

The musical score is for a 3/4 time signature piece. The tempo is 'Meno mosso' at 75 beats per minute. The Oboe, Clarinet in B♭, and Bassoon parts are marked 'ff' (fortissimo). The Percussion part is marked 'f' (forte). The score consists of two measures followed by a repeat sign. The Oboe and Clarinet parts play a continuous eighth-note pattern. The Bassoon part plays a similar pattern but with some rests. The Percussion part plays a pattern of eighth notes and rests.

V. Underwater

Adagio $\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

Percussion

f

mf

f

2

6

2

2

10

2

2

14

2

18

G

2

22

2

30

2 2 2

p *f*

Meno mosso ♩ = 66

Oboe

Clarinet in B \flat

Bassoon

VII. Hurry Underground

[illegible]

VIII. Castle

Presto ♩ = 90

Oboe *f*

Clarinet in B♭ *f*

Bassoon *mf*

12

3

5

IX. Hurry Underwater

Presto ♩ = 100

Oboe

Clarinet in B \flat

Bassoon

Percussion

6

p *f*

2 2 2

14

2 2 2 2

22

H

2 2 2 2 2

32

2 2 2 2

$> p$ $< f$

12/8

X. Level Complete 2

Meno mosso $\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

ff *ff* *ff*

3

XI. End Credits

$\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

mf

mp

4

Extras

Andante $\text{♩} = 100$

Oboe

Clarinet in B \flat

Bassoon

ff

f

coin

jumpsmall

6

6

16

3

[illegible]

The musical score for 'mariodie' is written for three staves (treble, treble with key signature change, and bass). It begins in 4/4 time and transitions to 2/2 time. The first staff (treble) features a melody with a forte (f) dynamic and a triplet of eighth notes. The second staff (treble with key signature change) also features a melody with a forte (f) dynamic and a triplet of eighth notes. The third staff (bass) features a melody with a forte (f) dynamic and a triplet of eighth notes. The score includes a 'pause' section in 2/2 time, a 'bump' effect (a sixteenth-note triplet), and a 'kick' effect (a fortissimo (ff) eighth note). The score is marked with a 4 at the beginning and a 2 at the transition point.

9

powerup

powerup appears

f

f

f

Più mosso ♩ = 110

1up

Oboe

Koji Kondo

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Oboe

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I. Overworld

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Andante ♩ = 100

f

5 **A**

9

13 **B**

17

22 **C**

26 **D**

30

34 **E**

38

43 **F**

47 **D.S. al Fine**

II. Level Complete 1

Meno mosso ♩ = 75

f < *ff* *f* < *ff* *f* < *ff*

III. Underworld

A tempo ♩ = 100

7

IV. Starman

Meno mosso ♩ = 75

ff

V. Underwater

Adagio ♩ = 75

8

14

20 **G**

27

32

VI. Game Over

Meno mosso $\text{♩} = 66$

f **3** **3** **3**

VII. Hurry Underground

Presto $\text{♩} = 100$

ff **3** **3** **3** **7**

VIII. Castle

Presto $\text{♩} = 90$

f **3** **3** **3** **7**

4

IX. Hurry Underwater

Presto ♩. = 100

ff *f*

8

20 **H**

31

X. Level Complete 2

Meno mosso ♩. = 75

ff

Clarinet in B♭

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Andante $\text{♩} = 100$

f

5 **A**

9

13 **B**

17

22 **C**

26 **D**

30

34 **E**

38

43 **F**

47 **D.S. al Fine**

II. Level Complete 1

Meno mosso $\text{♩} = 75$

3

III. Underworld

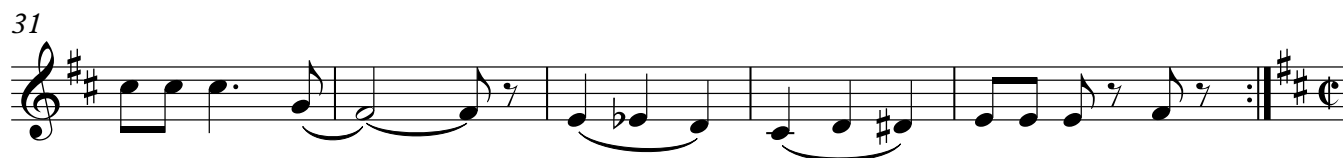
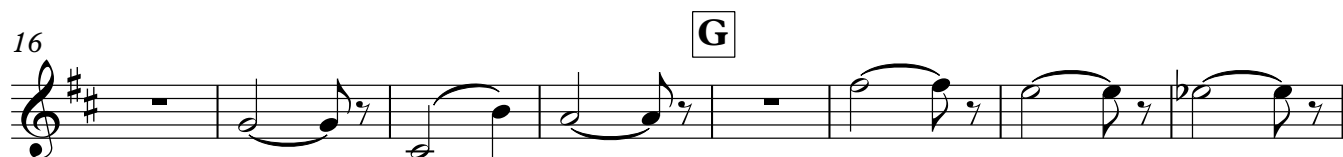
A tempo $\text{♩} = 100$

4

7

Clarinet in B \flat
IV. StarmanMeno mosso $\text{♩} = 75$ 

V. Underwater

Adagio $\text{♩} = 75$ 

VI. Game Over

Meno mosso $\text{♩} = 66$ 

Clarinet in B \flat
VII. Hurry Underground

5

Presto ♩ = 100

Measures 1-11 of the musical score for VII. Hurry Underground. The piece is in 3/8 time, marked Presto with a tempo of 100 beats per minute. The key signature has two sharps (F# and C#). Measure 1 starts with a forte (ff) dynamic. Measures 2-4 contain eighth-note patterns with slurs. Measure 5 has a half note and a quarter note. Measure 6 has a half note and a quarter note. Measure 7 starts with a forte (f) dynamic and contains eighth-note patterns. Measures 8-10 continue with eighth-note patterns. Measure 11 ends with a double bar line and repeat dots.

VIII. Castle

Presto ♩ = 90

Measures 1-5 of the musical score for VIII. Castle. The piece is in common time (C), marked Presto with a tempo of 90 beats per minute. The key signature has one sharp (F#). Measure 1 starts with a forte (f) dynamic and contains a continuous eighth-note pattern. Measures 2-5 continue with the eighth-note pattern, with slurs over measures 2-3 and 4-5.

IX. Hurry Underwater

Presto ♩ = 100

Measures 1-8 of the musical score for IX. Hurry Underwater. The piece is in 3/8 time, marked Presto with a tempo of 100 beats per minute. The key signature has two sharps (F# and C#). Measure 1 starts with a forte (ff) dynamic. Measures 2-4 contain eighth-note patterns with slurs. Measure 5 has a half note and a quarter note. Measure 6 has a half note and a quarter note. Measure 7 starts with a forte (f) dynamic and contains eighth-note patterns. Measure 8 continues with eighth-note patterns.

21 H

32

X. Level Complete 2

Meno mosso $\text{♩} = 75$

3

XI. End Credits

Ob. $\text{♩} = 75$

4

Extras

Andante $\text{♩} = 100$
jumpsmall

6

6

Clarinet in B \flat

7

3 flagpole 12 12 12

p *f*

4 mariodie 3

7 bump 6 powerup appears 2 Più mosso $\text{♩} = 110$

f *f*

Bassoon

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Bassoon

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Andante ♩ = 100

5 **A**

9

12

15 **B**

19

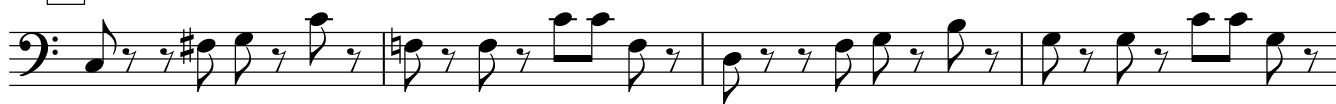
23 **C**

27 **D**

31

35 **E**

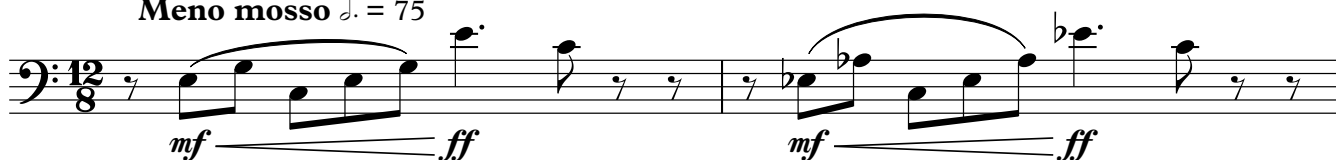
39

43 **F**

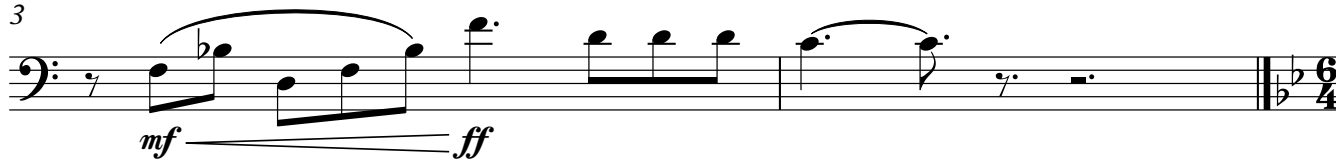
47

D.S. al Fine

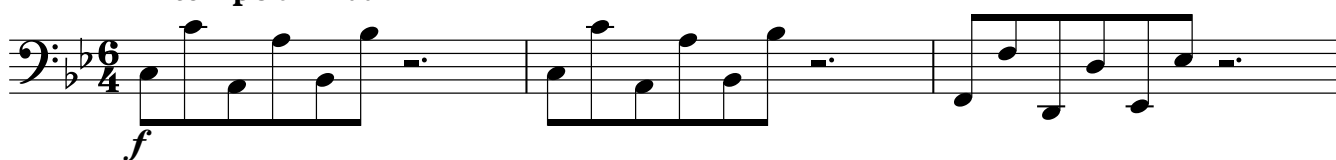
II. Level Complete 1

Meno mosso ♩ = 75

3



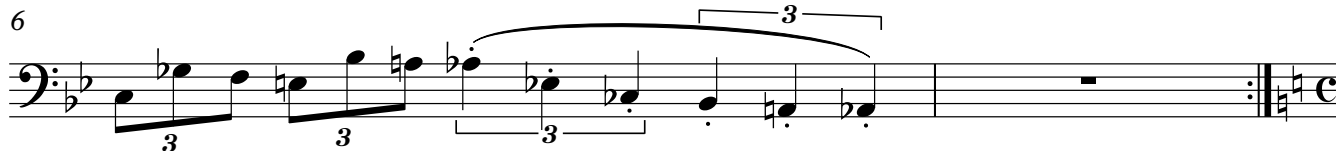
III. Underworld

A tempo ♩ = 100

4



6



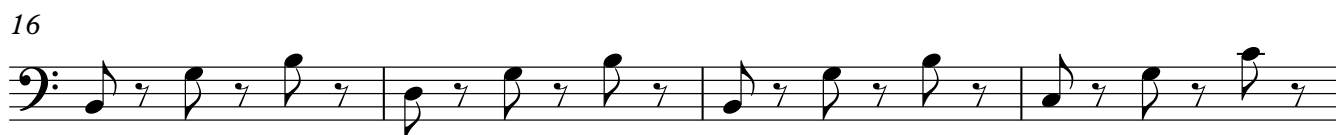
Bassoon
IV. Starman

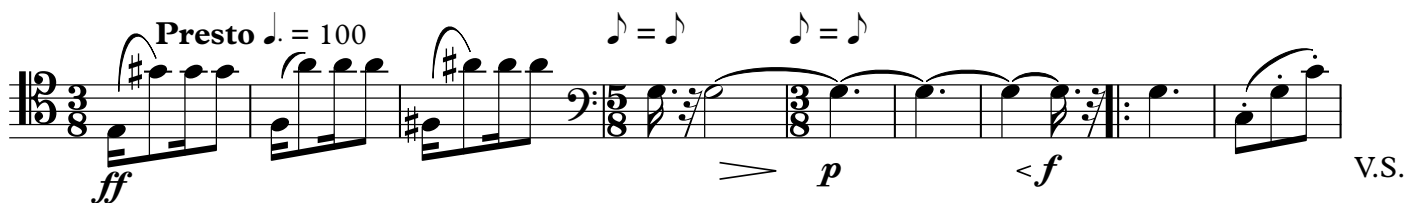
Meno mosso $\text{♩} = 75$



V. Underwater

Adagio $\text{♩} = 75$



VI. Game Over**Meno mosso** ♩ = 66**VII. Hurry Underground****Presto** ♩ = 100**VIII. Castle****Presto** ♩ = 90**IX. Hurry Underwater****Presto** ♩ = 100

10

20

30

> *p* < *f*

X. Level Complete 2

Meno mosso $\text{♩} = 75$

12/8

ff

3

XI. End Credits

$\text{♩} = 75$

mp

4

Extras

Andante $\text{♩} = 100$
2

mariodie

f

3

Bassoon

6

Più mosso ♩ = 110

6

Musical staff with a bass clef, a key signature of one flat (B-flat), and a time signature of 1/2. The staff contains a whole note followed by a double bar line. After the double bar line, the time signature changes to 3/4, and the staff contains a whole note followed by a double bar line.

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Percussion

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I. Overworld

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Andante ♩ = 100

mf

6 4 **A** 8 12

15 **B** 2 2

21 **C** 2 4

27 **D** 4 8

35 **E** 2 2

41 **F** 2

46 **D.S. al Fine** 8

12 8

II. Level Complete 1

Meno mosso ♩ = 75

TACET

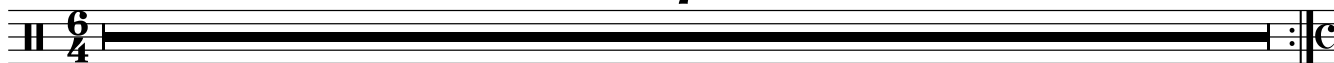
12 8 16 4

Percussion
III. Underworld

3

A tempo ♩ = 100

7



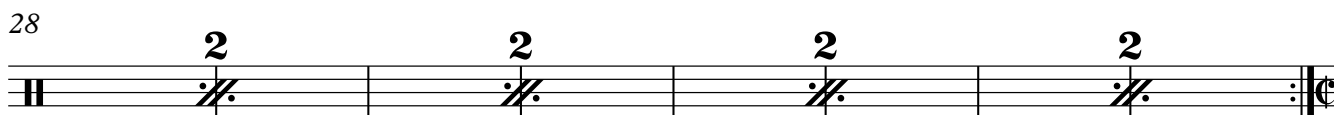
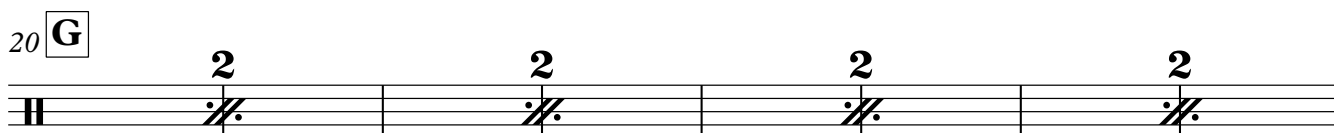
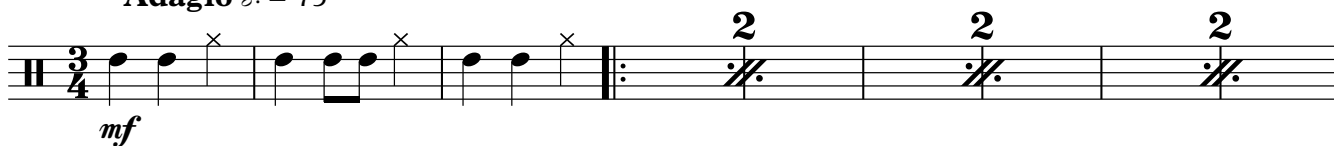
IV. Starman

Meno mosso ♩ = 75



V. Underwater

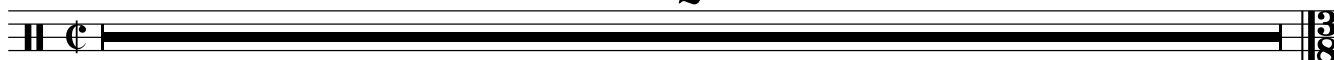
Adagio ♩ = 75



VI. Game Over

Meno mosso ♩ = 66

2



VII. Hurry Underground

Presto $\text{♩} = 100$ $\text{♩} = \text{♩}$ $\text{♩} = \text{♩}$

3 7

VIII. Castle

Presto $\text{♩} = 90$

6

IX. Hurry Underwater

Presto $\text{♩} = 100$ $\text{♩} = \text{♩}$ $\text{♩} = \text{♩}$

3 2 2

mf

12 2 2 2 2 2 2

24 **H** 2 2 2 2

32 2 2 2 2

X. Level Complete 2

Meno mosso $\text{♩} = 75$

4

Percussion
XI. End Credits

5

$\text{♩} = 75$

TACET

