

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 $\text{♩} = 100$

Oboe *f*

Clarinet in B \flat *f*

Bassoon *f*

Percussion *mf*

4

A

8

B

12

12

16

2

19

2

23

C

Musical score for 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 23-24 are marked with repeat signs. Measure 25 features triplets in the Treble, Bass, and Treble with key signature change staves. Measure 26 has a '4' above the Treble staff. The percussion line has triplets in measures 23-24 and rests in measures 25-26.

27

D

Musical score for 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 27-28 are marked with repeat signs. Measure 29 features triplets in the Treble, Treble with key signature change, and Bass staves. Measure 30 has a '4' above the Treble staff. The percussion line has eighth notes in measure 27, eighth notes and sixteenth notes in measure 28, and rests in measures 29-30.

31

Musical score for 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 31-32 are marked with repeat signs. Measure 33 features triplets in the Treble, Treble with key signature change, and Bass staves. Measure 34 has an '8' above the Treble staff. The percussion line has rests in measures 31-34.

35 **E**

2

39

2 2

43 **F**

3 3 3 3 4

D.S. al Fine

47

12/8

3

3

3

8

12/8

II. Level Complete 1

Meno mosso $\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

f \leftarrow *ff*

ff

mf \leftarrow *ff*

mf \leftarrow *ff*

3

f \leftarrow *ff*

mf \leftarrow *ff*

6/4

6/4

6/4

III. Underworld

A tempo ♩ = 100

Oboe

Clarinet in B \flat

Bassoon

f

Measures 1-3 of the musical score. The Oboe part is silent. The Clarinet in B \flat and Bassoon parts play a rhythmic pattern of eighth notes, starting with a forte (*f*) dynamic. The key signature is B \flat major (two flats) and the time signature is 6/4.

4

Measures 4-5 of the musical score. The Oboe part is silent. The Clarinet in B \flat and Bassoon parts continue the rhythmic pattern, with triplets indicated by a '3' over the notes. The key signature is B \flat major (two flats) and the time signature is 6/4.

6

Measures 6-7 of the musical score. The Oboe part is silent. The Clarinet in B \flat and Bassoon parts play a melodic line with triplets and a long slur. The key signature changes to C major (no flats) in measure 7, indicated by a double bar line and a key signature change. The time signature is 6/4.

IV. Starman

Meno mosso ♩ = 75

Oboe *ff*

Clarinet in Bb *ff*

Bassoon *ff*

Percussion *f*

V. Underwater

Adagio ♩ = 75

Oboe *f*

Clarinet in Bb *f*

Bassoon *f*

Percussion *mf*

4

Musical score for measures 4-7. The treble staff (G-clef) contains a melody with a repeat sign at the beginning. The bass staff (F-clef) contains a piano accompaniment. The drum line (H-clef) shows two measures of a double bar line with a '2' above it, indicating a two-measure rest.

8

Musical score for measures 8-11. The treble staff (G-clef) contains a melody with a repeat sign at the beginning. The bass staff (F-clef) contains a piano accompaniment. The drum line (H-clef) shows two measures of a double bar line with a '2' above it, indicating a two-measure rest.

12

Musical score for measures 12-15. The treble staff (G-clef) contains a melody with a repeat sign at the beginning. The bass staff (F-clef) contains a piano accompaniment. The drum line (H-clef) shows two measures of a double bar line with a '2' above it, indicating a two-measure rest.

10

16

2

20 **G**

2

24

2

28

2 2

32

p *f*

2 2

VI. Game Over

Meno mosso ♩ = 66

Oboe

Clarinet in B \flat

Bassoon

f *f* *f*

Presto ♩ = 100



VIII. Castle

Presto $\text{♩} = 90$

Presto ♩ = 90

Oboe *f*

Clarinet in Bb *f*

Bassoon *mf*

3

Measure 3: Treble staff has a half note G4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G4. Bass staff has a half note G2. Measure 4: Treble staff has a half note G4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G4. Bass staff has a half note G2.

5

Measure 5: Treble staff has a half note G4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G4. Bass staff has a half note G2. Measure 6: Treble staff has a half note G4, quarter note A4, quarter note B4, quarter note C5, quarter note B4, quarter note A4, quarter note G4. Bass staff has a half note G2.

IX. Hurry Underwater

Presto ♩ = 100

Oboe *ff*

Clarinet in B♭ *ff*

Bassoon *ff*

Percussion

The score is in 3/4 time. The Oboe, Clarinet in Bb, and Bassoon parts are marked *ff* (fortissimo). The Percussion part is marked with a 'P' and a 'ff' dynamic. The music features rapid sixteenth-note patterns in the woodwinds and a steady eighth-note pattern in the percussion.

14

5 $\text{♪} = \text{♪}$

f *p* *f*

mf

2 2 2

14

2 2 2 2

22

H

2 2 2 2 2

32

2

2

2

2

12/8

12/8

12/8

12/8

12/8

> *p*

< *f*

X. Level Complete 2

Meno mosso $\text{♩} = 75$

Oboe

Clarinet in Bb

Bassoon

ff

ff

ff

12/8

12/8

12/8

2

12/8

12/8

12/8

16

3

Musical score for measures 16-18. The score is for three staves: Treble 1, Treble 2, and Bass. Treble 1 has a key signature of one flat and a 3-measure rest at the start. Treble 2 has a key signature of two sharps and a 3-measure rest at the start. Bass has a key signature of one flat and a 3-measure rest at the start. The music features various note values, including eighth and sixteenth notes, and rests. A double bar line is at the end of measure 18.

XI. End Credits

$\text{♩} = 75$

Oboe

Clarinet in B \flat

Bassoon

mf

mf

mp

Musical score for measures 19-21. The score is for three staves: Oboe, Clarinet in B \flat , and Bassoon. The tempo is marked as quarter note = 75. The Oboe part starts with a 3-measure rest, then plays a melody starting on G4. The Clarinet in B \flat part starts with a 3-measure rest, then plays a melody starting on G4. The Bassoon part starts with a 3-measure rest, then plays a melody starting on G2. The music features various note values, including eighth and sixteenth notes, and rests. A double bar line is at the end of measure 21.

3

Musical score for measures 22-24. The score is for three staves: Treble 1, Treble 2, and Bass. Treble 1 has a key signature of one flat and a 3-measure rest at the start. Treble 2 has a key signature of two sharps and a 3-measure rest at the start. Bass has a key signature of one flat and a 3-measure rest at the start. The music features various note values, including eighth and sixteenth notes, and rests. A double bar line is at the end of measure 24.

Extras

Andante ♩ = 100

Oboe

Clarinet in Bb

Bassoon

coin

jumpsmall

ff

6

6

4

maridie

f

3

maridie

f

3

maridie

f

3

pause

f 3

bump 6

f

kick

ff

18

9

powerup

powerup appears

f

f

5

5

5

1 up

Più mosso ♩ = 110

3/4

3/4

3/4

Oboe

Koji Kondo

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Oboe

Super Mario Bros Suite

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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

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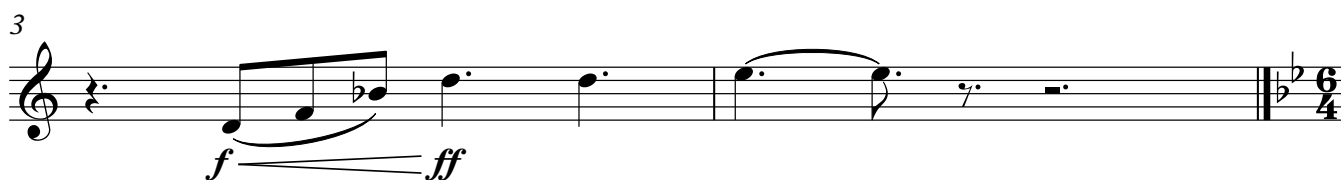
Oboe

3



II. Level Complete 1

Meno mosso ♩ = 75



III. Underworld

A tempo ♩ = 100



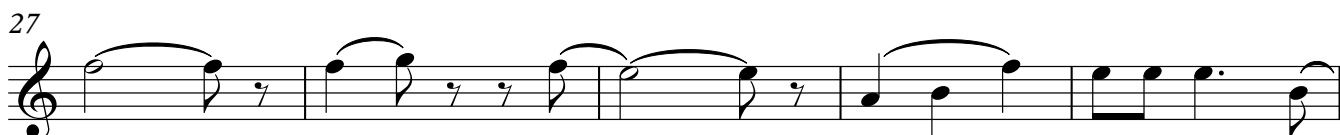
IV. Starman

Meno mosso ♩ = 75



Oboe
V. Underwater

Adagio $\text{♩} = 75$



VI. Game Over

Meno mosso $\text{♩} = 66$



VII. Hurry Underground

Presto ♩ = 100

ff

7

7

VIII. Castle

Presto ♩ = 90

f

4

IX. Hurry Underwater

Presto ♩ = 100

ff

7

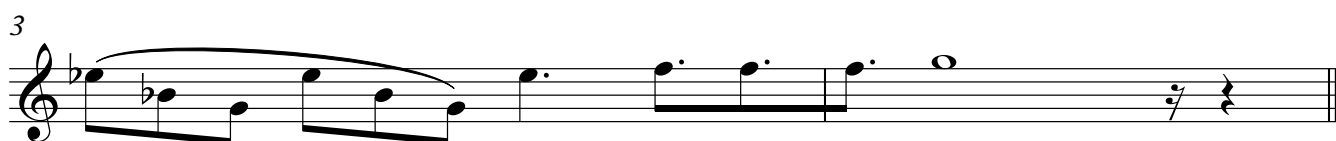
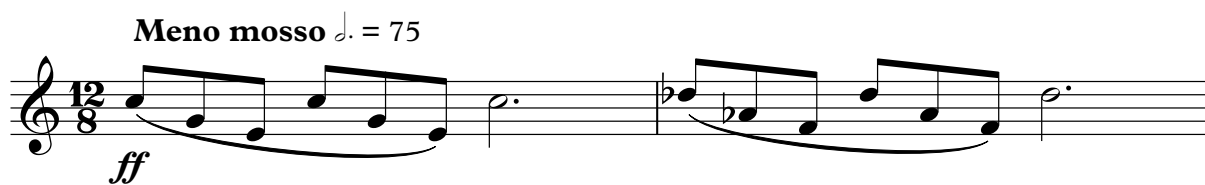
15

24

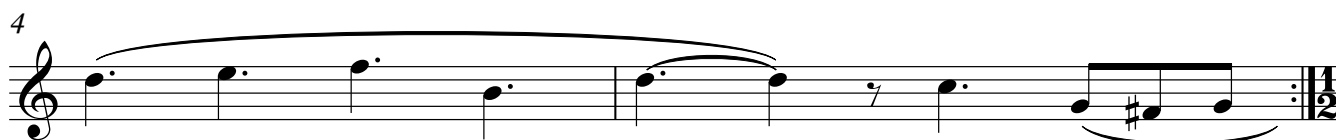
H



X. Level Complete 2



XI. End Credits



Extras



Clarinet in B♭

Koji Kondo

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Super Mario Bros Suite

Clarinet in B \flat

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I. Overworld

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arranged by Mygod Studio

Andante $\text{♩} = 100$

f

5

A

9

B

13

17

C

22

D

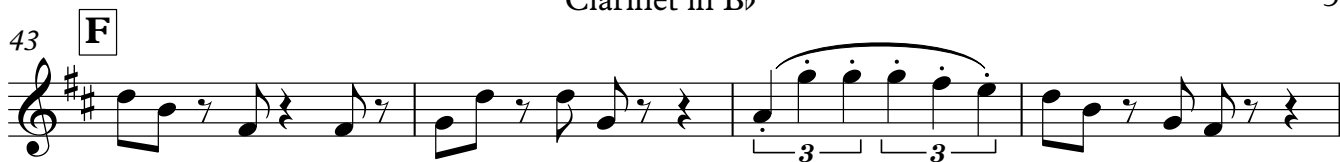
26

30

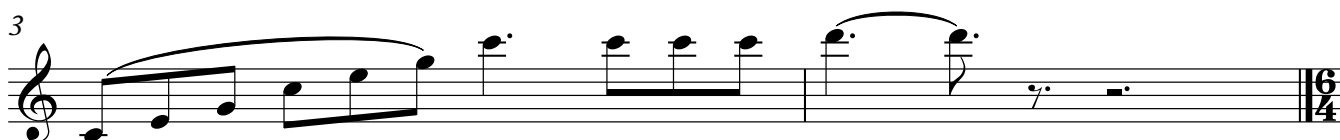
E

34

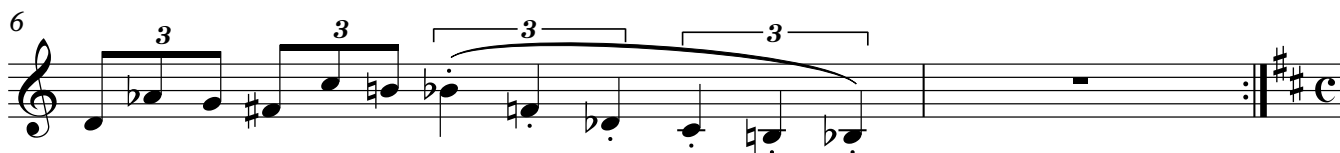
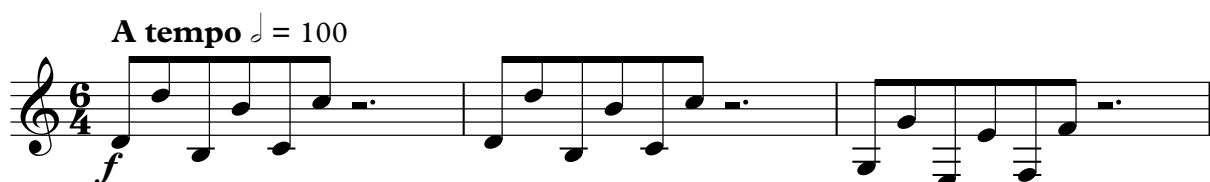
38



II. Level Complete 1



III. Underworld



IV. Starman



Clarinet in B \flat
V. Underwater

Adagio $\text{♩} = 75$



VI. Game Over

Meno mosso $\text{♩} = 66$



VII. Hurry Underground

Presto ♩ = 100

♩ = ♩

ff

7 *f*

11

This musical score for VII. Hurry Underground is written for Clarinet in B-flat. It consists of three staves. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 3/8 time signature. It starts with a forte (ff) dynamic and a tempo marking of Presto (♩ = 100). The second staff begins at measure 7 with a forte (f) dynamic and continues with eighth-note patterns. The third staff begins at measure 11 and features triplet markings (3) over groups of eighth notes. The piece concludes with a double bar line and repeat dots.

VIII. Castle

Presto ♩ = 90

f

3

5

This musical score for VIII. Castle is written for Clarinet in B-flat. It consists of three staves. The first staff begins with a treble clef, a key signature of one sharp (F#), and a common time (C) signature. It starts with a forte (f) dynamic and a tempo marking of Presto (♩ = 90). The second staff begins at measure 3 and continues with eighth-note patterns. The third staff begins at measure 5 and continues with eighth-note patterns. The piece concludes with a double bar line and repeat dots.

IX. Hurry Underwater

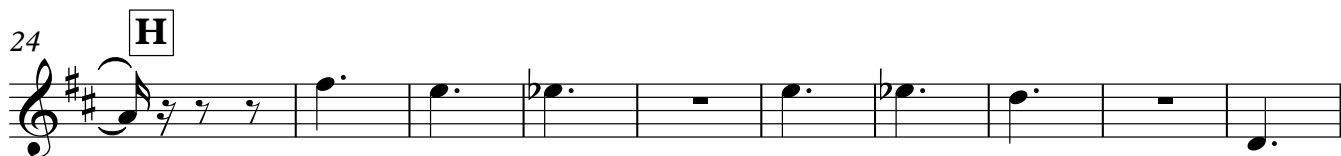
Presto ♩ = 100

♩ = ♩

ff

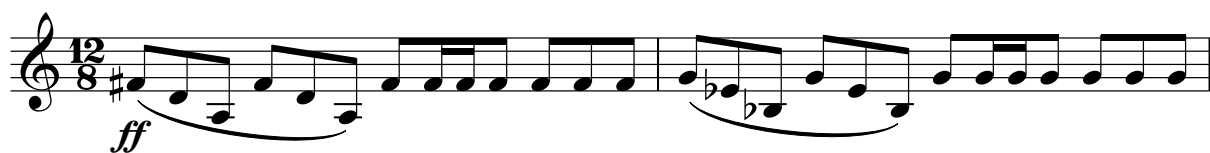
5 *f*

This musical score for IX. Hurry Underwater is written for Clarinet in B-flat. It consists of two staves. The first staff begins with a treble clef, a key signature of one sharp (F#), and a 3/8 time signature. It starts with a fortissimo (ff) dynamic and a tempo marking of Presto (♩ = 100). The second staff begins at measure 5 with a forte (f) dynamic and continues with eighth-note patterns. The piece concludes with a double bar line and repeat dots.



X. Level Complete 2

Meno mosso $\text{♩} = 75$



XI. End Credits

Ob. $\text{♩} = 75$



Extras

Andante $\text{♩} = 100$
jumpsmall



Clarinet in B \flat

7

3 flagpole 12 12 12

p *f*

4 mariodie

f 3

7 bump 6 powerup appears 2 3/4

f *f*

Più mosso ♩ = 110

Bassoon

Koji Kondo

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Bassoon and Percussion

Bassoon

Super Mario Bros Suite

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I. Overworld

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arranged by Mygod Studio

Andante ♩ = 100

5 **A**

9

12

15 **B**

19

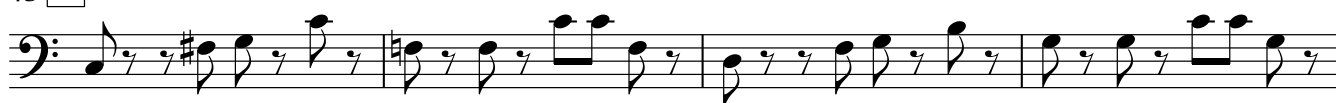
23 **C**

27 **D**

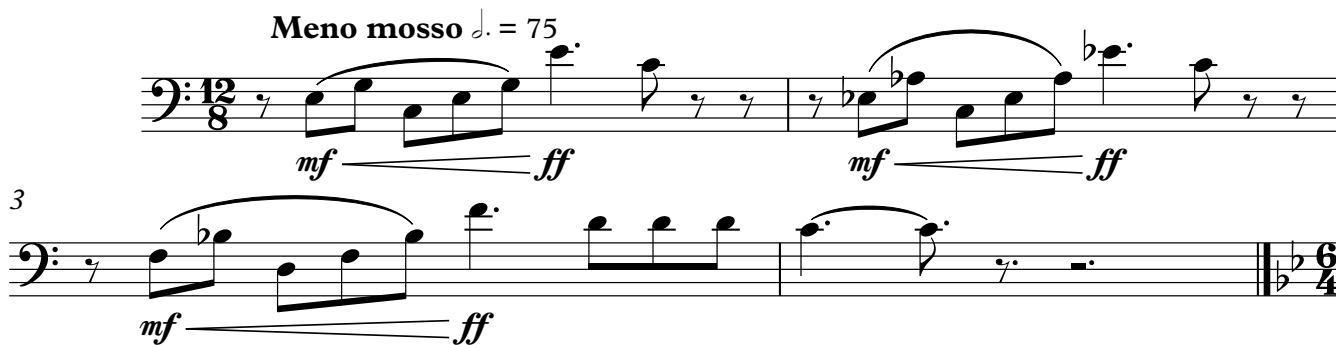
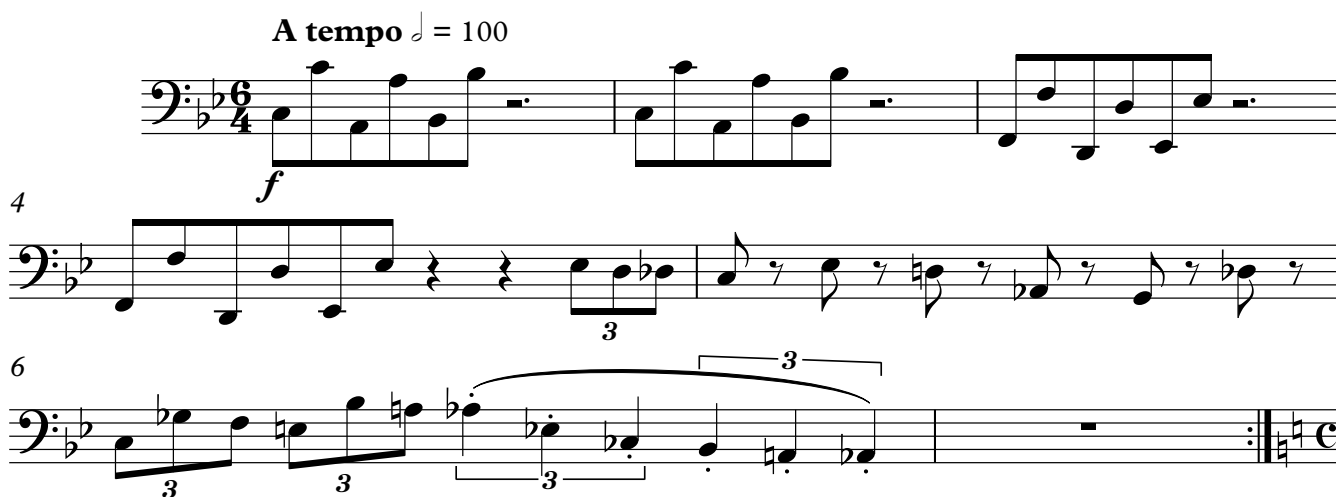
31

35 **E**

39

43 **F**

47

D.S. al Fine**II. Level Complete 1****Meno mosso** ♩ = 75**III. Underworld****A tempo** ♩ = 100**IV. Starman****Meno mosso** ♩ = 75

Bassoon
V. Underwater

Adagio $\text{♩} = 75$

Ob.

f *f*

7

12

16

20 **G**

25

30

p *f*

VI. Game Over

Meno mosso $\text{♩} = 66$

f

3 3

VII. Hurry Underground

Presto ♩ = 100

ff

7 *f*

11

VIII. Castle

Presto ♩ = 90

mf

IX. Hurry Underwater

Presto ♩ = 100

ff

9 *p* *f*

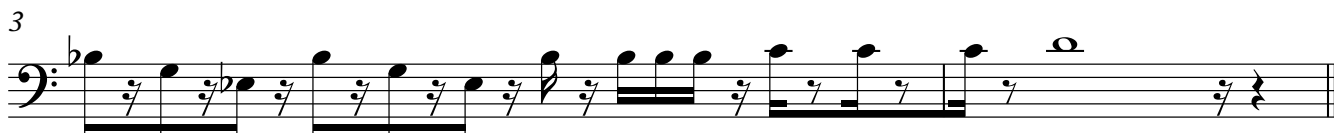
19 **H**

29 *p* *f*

V.S.

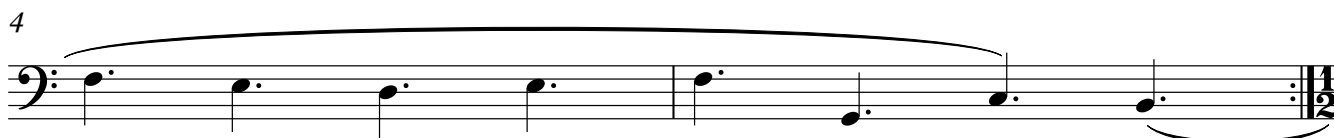
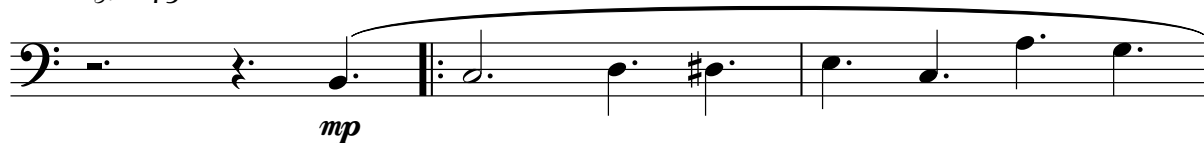
Bassoon
X. Level Complete 2

Meno mosso $\text{♩} = 75$



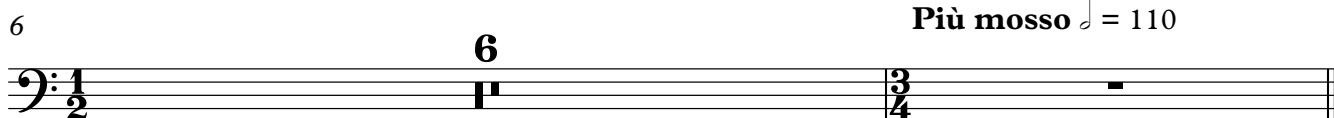
XI. End Credits

$\text{♩} = 75$



Extras

Andante $\text{♩} = 100$



Koji Kondo

Super Mario Bros Suite

for Oboe, Clarinet,
Bassoon and Percussion

Percussion

Super Mario Bros Suite

for Oboe, Clarinet, Bassoon and Percussion

I. Overworld

composed by Koji Kondo
arranged by Mygod Studio

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 4 **D.S. al Fine** 8

12 8

II. Level Complete 1

Meno mosso ♩ = 75

TACET

12 16
8 4

Percussion

III. Underworld

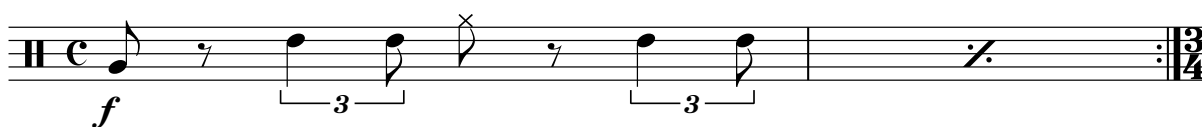
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A tempo ♩ = 100



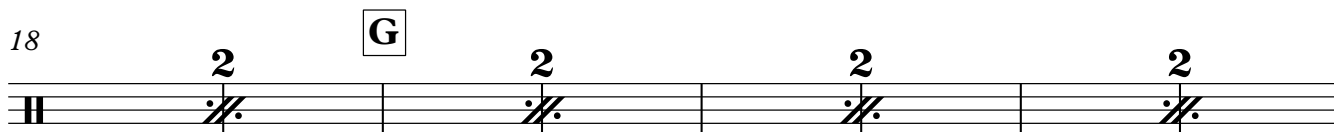
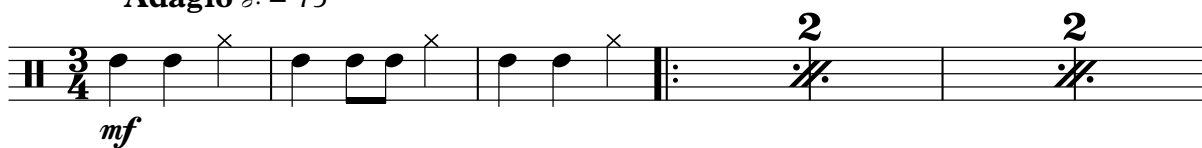
IV. Starman

Meno mosso ♩ = 75



V. Underwater

Adagio ♩ = 75



VI. Game Over

Meno mosso ♩ = 66



VII. Hurry Underground

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

VIII. Castle

Presto $\text{♩} = 90$

IX. Hurry Underwater

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

mf

10

24 **H**

32

X. Level Complete 2

Meno mosso $\text{♩} = 75$

Percussion

XI. End Credits

5

$\text{♩} = 75$

TACET

