

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 four-measure drum line. Measures 23-24 are repeated. Measure 25 features triplets in the Treble, Bass, and Drum staves. Measure 26 is a final measure with a repeat sign.

4

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 four-measure drum line. Measures 27-28 are repeated. Measure 29 features triplets in the Treble and Bass staves. Measure 30 is a final measure with a repeat sign.

4

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 four-measure drum line. Measures 31-32 are repeated. Measure 33 features triplets in the Treble and Bass staves. Measure 34 is a final measure with a repeat sign.

8

35 **E**

2

39

2 2

43 **F**

3 3 3 3 4

D.S. al Fine

47

12/8

## II. Level Complete 1

Meno mosso  $\text{♩} = 75$ 

Oboe

Clarinet in B $\flat$

Bassoon

*f*  $\leftarrow$  *ff*

*ff*

*mf*  $\leftarrow$  *ff*

3

*f*  $\leftarrow$  *ff*

*mf*  $\leftarrow$  *ff*

6/4

## III. Underworld

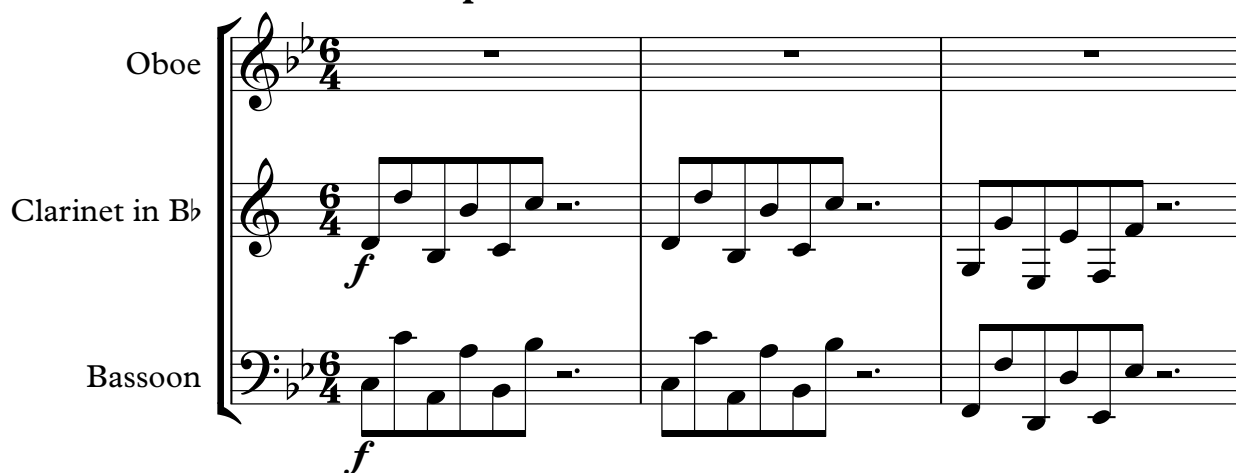
A tempo ♩ = 100

Oboe

Clarinet in B $\flat$

Bassoon

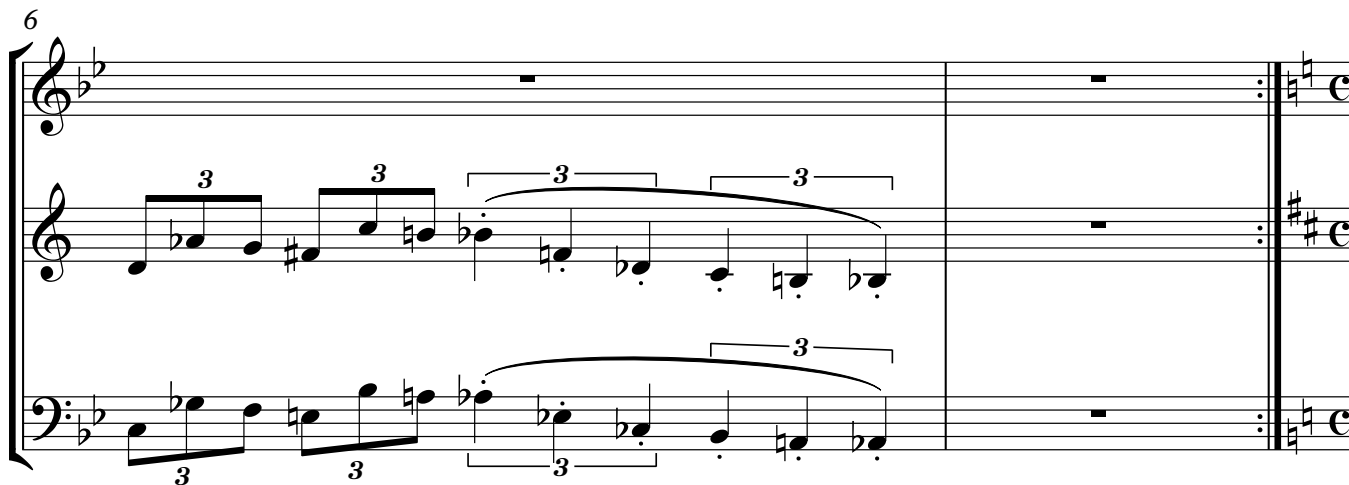
*f*



4



6



## IV. Starman

**Meno mosso** ♩ = 75

Score for IV. Starman, featuring Oboe, Clarinet in B♭, Bassoon, and Percussion. The tempo is **Meno mosso** (♩ = 75) and the time signature is 3/4. 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 in B♭ play a rapid sixteenth-note pattern, while the Bassoon plays a similar pattern in the bass clef. The Percussion part features a rhythmic pattern of eighth and sixteenth notes, including triplets.

Oboe **ff**

Clarinet in B♭ **ff**

Bassoon **ff**

Percussion **f**

## V. Underwater

**Adagio** ♩ = 75

Score for V. Underwater, featuring Oboe, Clarinet in B♭, Bassoon, and Percussion. The tempo is **Adagio** (♩ = 75) and the time signature is 3/4. The Oboe and Clarinet in B♭ parts are marked **f** (forte). The Bassoon part is marked **f** (forte) in the final measure. The Percussion part is marked **mf** (mezzo-forte). The score consists of three measures. The Oboe and Clarinet in B♭ play a slow, melodic line with a fermata in the first measure. The Bassoon part is mostly silent, with a single note in the third measure. The Percussion part features a rhythmic pattern of eighth and sixteenth notes, including a triplet.

Oboe **f**

Clarinet in B♭ **f**

Bassoon **f**

Percussion **mf**



4

2 2

8

2 2

12

2 2

16

2

20 **G**

2

24

2

28

2 2

32

*p* *f*

2 2

## VI. Game Over

**Meno mosso** ♩ = 66

Oboe

Clarinet in Bb

Bassoon

Percussion

## VII. Hurry Underground

**Presto** ♩ = 100

Oboe *ff*

Clarinet in B♭ *ff*

Bassoon *ff*

Percussion

7

*f*

11

3

VIII. Castle

**Presto** ♩ = 90

Oboe *f*

Clarinet in B♭ *f*

Bassoon *mf*

Percussion

Measures 1-2 of the musical score for 'VIII. Castle'. The Oboe and Clarinet in B♭ play a fast, ascending and descending eighth-note melody with slurs. The Bassoon plays a single eighth note followed by a half note. The Percussion part is empty.

3

Measures 3-4 of the musical score. The Oboe and Clarinet in B♭ continue their eighth-note melody. The Bassoon plays a half note followed by a quarter note. The Percussion part is empty.

5

Measures 5-6 of the musical score. The Oboe and Clarinet in B♭ continue their eighth-note melody. The Bassoon plays a half note followed by a quarter note. The Percussion part is empty. The score ends with a double bar line and repeat signs.

## IX. Hurry Underwater

**Presto** ♩ = 100

Oboe *ff*

Clarinet in B♭ *ff*

Bassoon *ff*

Percussion

5

*f*

*p*

*f*

*mf*

2

2

2

14

2

2

2

2

22 **H**

2 2 2 2 2

32

> *p* < *f*

2 2 2 2

12/8 12/8 12/8 12/8 12/8

**X. Level Complete 2**

**Meno mosso** ♩. = 75

Oboe

Clarinet in B $\flat$

Bassoon

*ff* *ff* *ff*

16

2

3

## XI. End Credits

$\text{♩} = 75$

Oboe

Clarinet in B $\flat$

Bassoon

3



Extras

Andante ♩ = 100

Oboe

jumpsmall

Clarinet in Bb

ff

6

Bassoon

coin

f

3

flagpole

12

p

f

12

12

4

mariodie

f

3

pause

f

3

kick

ff

mariodie

f

3

bump

f

6

mariodie

f

3

9

powerup

powerup appears

*f*

*f*

*f*

Più mosso 1up

3/4

3/4

3/4

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

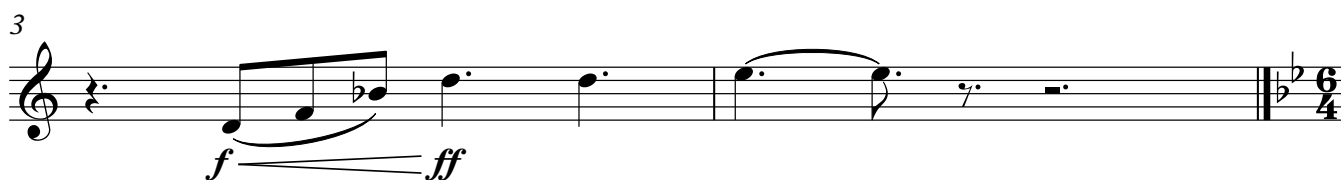
34 **E**

38



## II. Level Complete 1

**Meno mosso** ♩ = 75



## III. Underworld

**A tempo** ♩ = 100



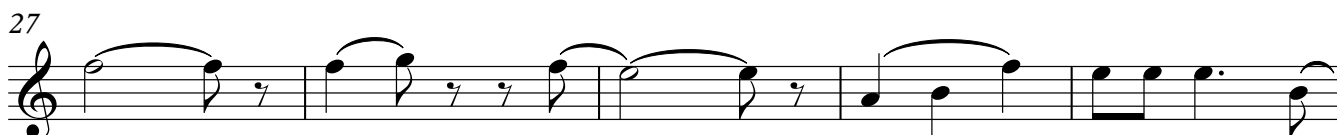
## IV. Starman

**Meno mosso** ♩ = 75



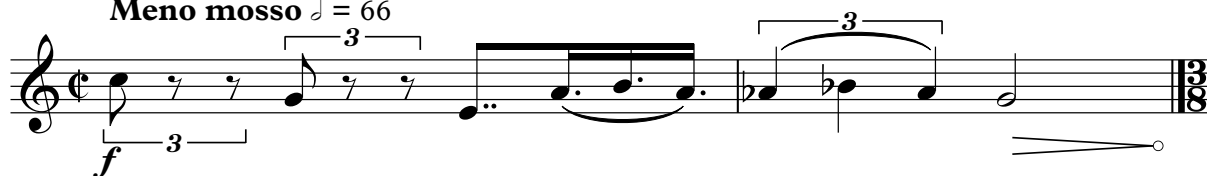
Oboe  
**V. Underwater**

**Adagio** ♩ = 75



**VI. Game Over**

**Meno mosso** ♩ = 66



**VII. Hurry Underground**

**Presto** ♩ = 100

7

7

**VIII. Castle**

**Presto** ♩ = 90

4

**IX. Hurry Underwater**

**Presto** ♩ = 100

7

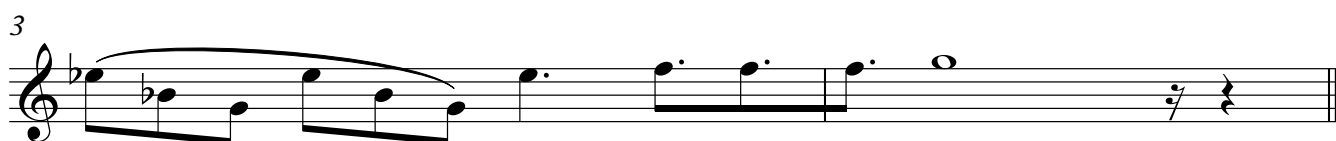
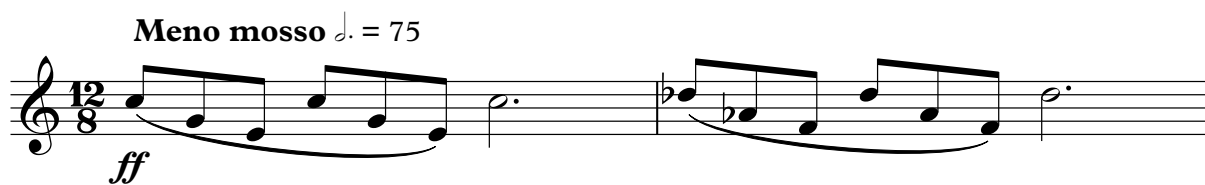
15

24

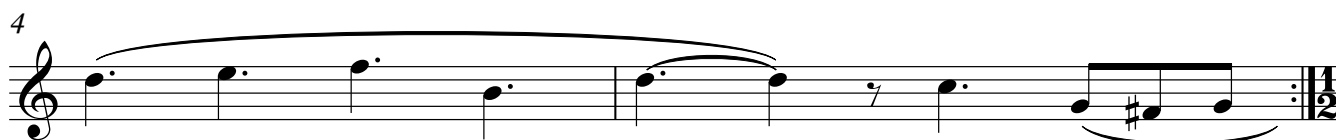
**H**



### X. Level Complete 2



### XI. End Credits



### Extras





Clarinet in B♭

Koji Kondo

# Super Mario Bros Suite

for Oboe, Clarinet,  
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# Super Mario Bros Suite

Clarinet in B $\flat$

for Oboe, Clarinet, Bassoon and Percussion

## I. Overworld

composed by Koji Kondo

arranged by Mygod Studio

**Andante**  $\text{♩} = 100$

**f**

5

**A**

9

**B**

13

17

**C**

22

**D**

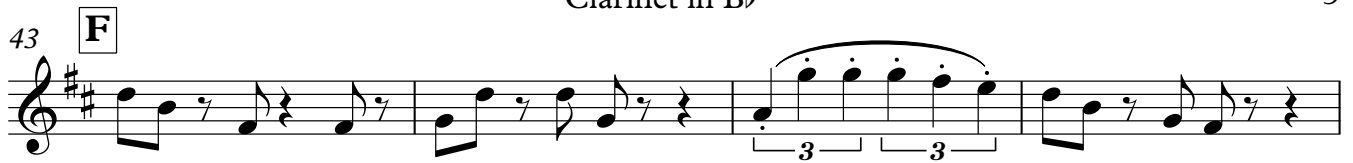
26

30

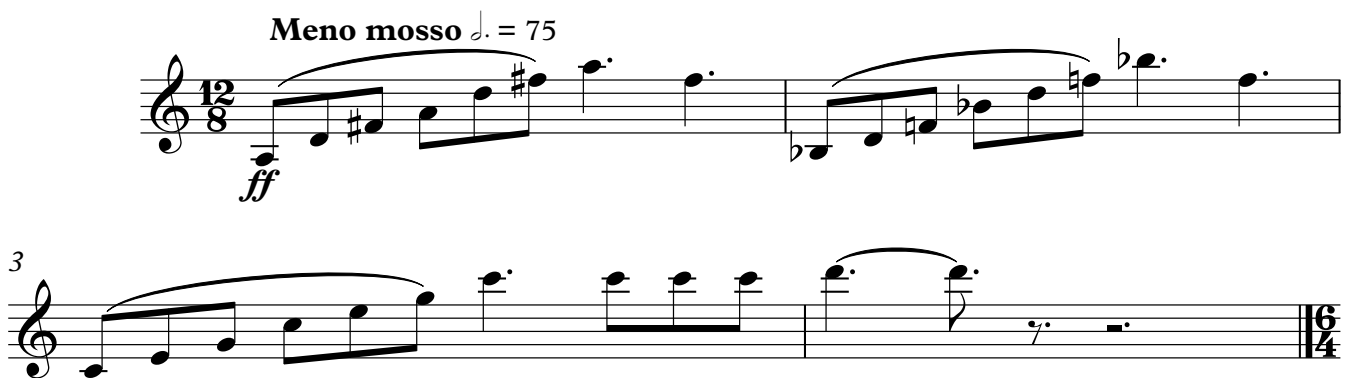
**E**

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 consists of three staves. The first staff (measures 1-6) is in 3/8 time with a key signature of one sharp (F#) and a tempo of Presto (♩ = 100). It features a series of eighth notes with slurs and a forte (ff) dynamic. The second staff (measures 7-10) is in 6/8 time with a key signature of one sharp (F#) and a forte (f) dynamic, featuring eighth notes with slurs. The third staff (measures 11-14) is in 6/8 time with a key signature of one sharp (F#) and features eighth notes with slurs and triplet markings (3).

**VIII. Castle**

**Presto** ♩ = 90

*f*

3

5

This musical score for VIII. Castle consists of three staves. The first staff (measures 1-2) is in common time (C) with a key signature of one sharp (F#) and a forte (f) dynamic, featuring eighth notes with slurs. The second staff (measures 3-4) is in common time (C) with a key signature of one sharp (F#) and features eighth notes with slurs. The third staff (measures 5-6) is in common time (C) with a key signature of one sharp (F#) and features eighth notes with slurs.

**IX. Hurry Underwater**

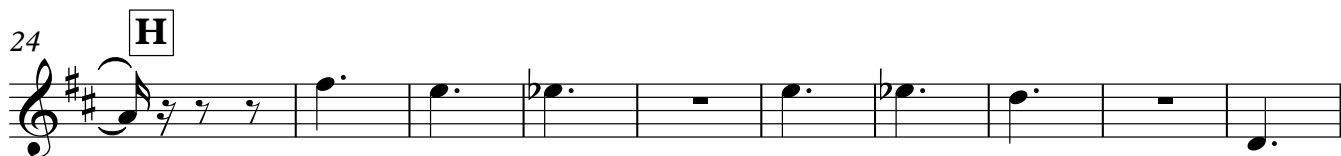
**Presto** ♩ = 100

♩ = ♩

*ff*

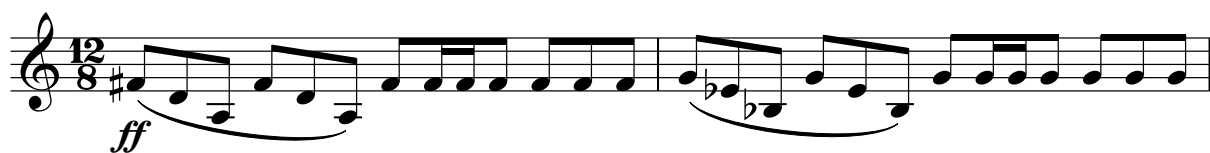
5 *f*

This musical score for IX. Hurry Underwater consists of two staves. The first staff (measures 1-4) is in 3/8 time with a key signature of one sharp (F#) and a forte (ff) dynamic, featuring eighth notes with slurs. The second staff (measures 5-8) is in 3/8 time with a key signature of one sharp (F#) and a forte (f) dynamic, featuring eighth notes with slurs.



### 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

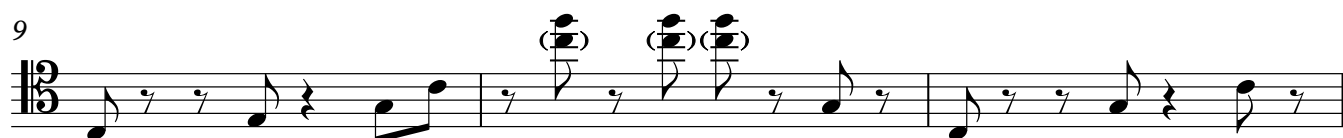
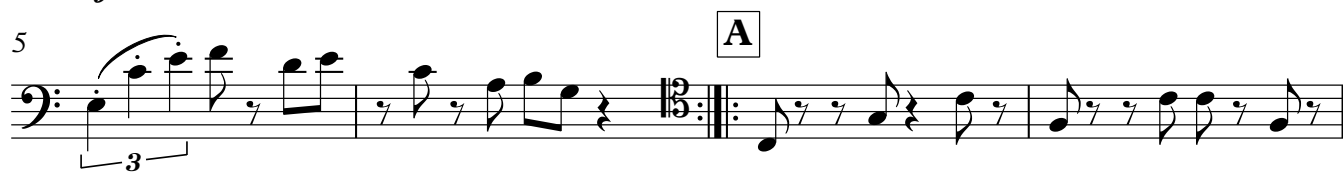
# Super Mario Bros Suite

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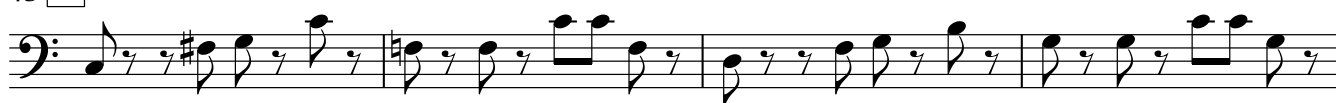
## I. Overworld

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arranged by Mygod Studio

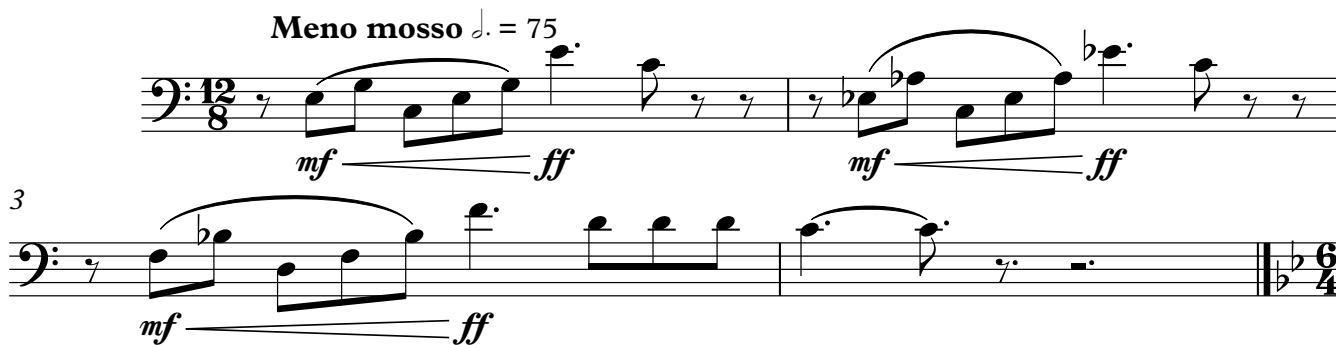
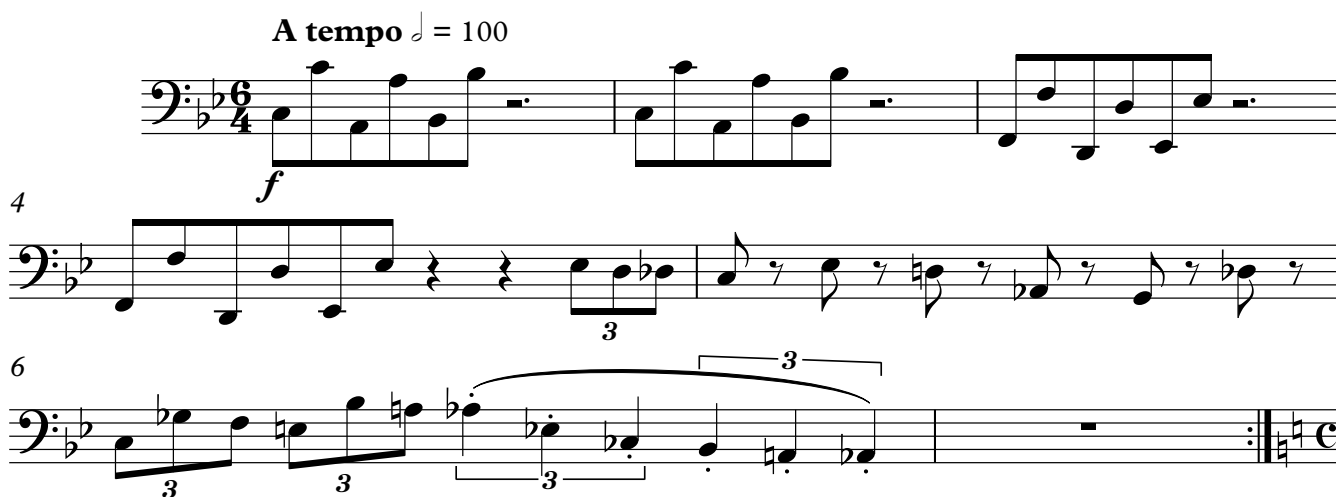
**Andante** ♩ = 100



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*

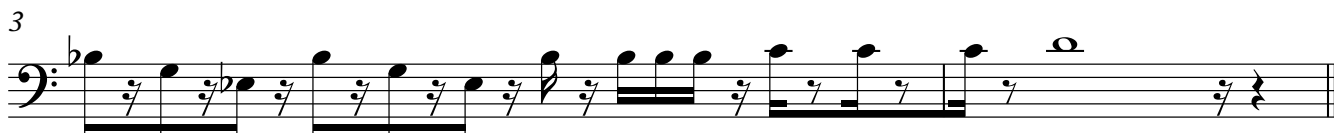
19 **H**

29 *p* *f*

V.S.

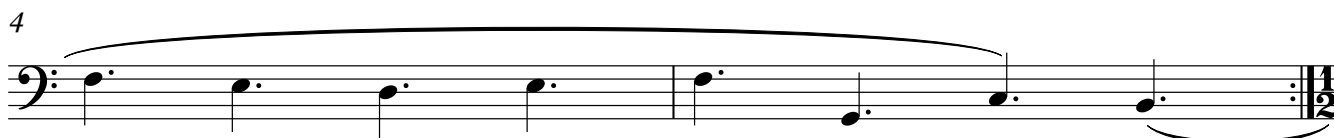
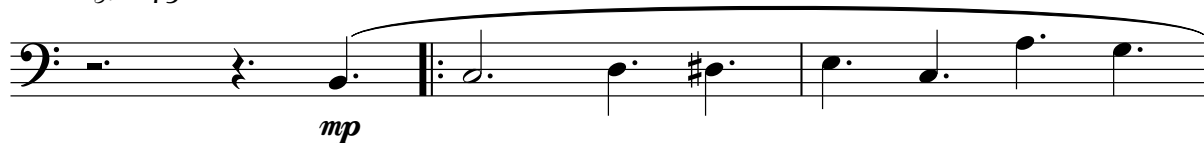
Bassoon  
X. Level Complete 2

Meno mosso  $\text{♩} = 75$



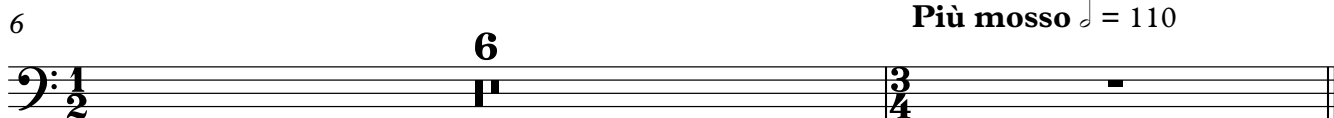
XI. End Credits

$\text{♩} = 75$



Extras

Andante  $\text{♩} = 100$



Koji Kondo

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Percussion

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## I. Overworld

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**Andante** ♩ = 100

*mf*

**A**

6 4 8 12

**B**

2 2

**C**

2 4

**D**

4 8

**E**

2 2

**F**

2 8

**D.S. al Fine**

4 8

**12/8**

## II. Level Complete 1

**Meno mosso** ♩ = 75

**TACET**

**12/8** **16/4**





**Presto** ♩. = 100

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

**Meno mosso**  $\text{♩} = 75$

[illegible]

Percussion

**XI. End Credits**

5

$\text{♩} = 75$

**TACET**

