

Coconut Mall

from "Mario Kart Wii"

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arr. XiaoMigros



Coconut Mall - Mario Kart Wii

D = 130

Piano

Tenor Saxophone

Accordion

Steel Drums

Brass Synthesizer

Rotary Organ

String Synthesizer

Marimba

Vibraphone

Glockenspiel

Maracas

Hand Clap

Drumset

This musical score consists of ten staves, each representing a different instrument or sound effect. The instruments listed from top to bottom are: Piano, Tenor Saxophone, Accordion, Steel Drums, Brass Synthesizer, Rotary Organ, String Synthesizer, Marimba, Vibraphone, Glockenspiel, Maracas, Hand Clap, and Drumset. The score is set in common time and has a key signature of B-flat major. The tempo is indicated as D = 130. The Steel Drums and Glockenspiel staves feature unique rhythmic patterns, while the others provide harmonic and percussive support. The Maracas, Hand Clap, and Drumset tracks include specific performance instructions like '3' over certain notes.

Coconut Mall - Mario Kart Wii

9

Swing

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set

15

3

3

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score consists of 12 staves, each representing a different instrument or sound effect. The instruments listed on the left are: Pno., T. Sax., Acc., St. Dr., Synth., Rot. Org., Synth., Mrm., Vib., Glock., Mrcs., Hd. Clp., and D. Set. The score is in common time, with a key signature of one flat. Measure 17 begins with a complex piano part featuring eighth-note chords and sixteenth-note patterns. The strings provide harmonic support with sustained notes. The woodwind section (T. Sax., Acc., St. Dr.) remains silent throughout this section. The synthesizers (Synth., Rot. Org.) play eighth-note chords. The brass section (Mrm., Vib., Glock.) provides rhythmic drive with eighth-note patterns. The percussion section (Mr. C., Hd. Clp., D. Set) adds texture with various rhythmic patterns, including eighth-note chords and sixteenth-note figures. Measure 15 is indicated above the glockenspiel staff.

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score consists of 12 staves, each with a key signature of four sharps (F# major). The measures start at measure 25 and end at measure 30. The instruments are:

- Pno. (Piano): The top staff, featuring a treble clef and bass clef. It plays eighth-note chords.
- T. Sax.: The second staff, featuring a treble clef. It plays eighth-note chords.
- Acc.: The third staff, featuring a treble clef. It remains silent throughout the measures.
- St. Dr.: The fourth staff, featuring a treble clef. It remains silent throughout the measures.
- Synth.: The fifth staff, featuring a treble clef. It plays eighth-note chords.
- Rot. Org.: The sixth staff, featuring a treble clef. It plays eighth-note chords.
- Synth.: The seventh staff, featuring a treble clef. It remains silent throughout the measures.
- Mrm.: The eighth staff, featuring a treble clef. It remains silent throughout the measures.
- Vib.: The ninth staff, featuring a treble clef. It remains silent throughout the measures.
- Glock.: The tenth staff, featuring a treble clef. It remains silent throughout the measures.
- Mrcs.: The eleventh staff, featuring a bass clef. It plays eighth-note chords.
- Hd. Clp.: The twelfth staff, featuring a bass clef. It plays eighth-note chords.
- D. Set: The bottom staff, featuring a bass clef. It plays eighth-note chords.

Measure 25 starts with a piano solo. At measure 28, the trumpet saxophone joins in. At measure 29, the piano and trumpet saxophone play eighth-note chords. At measure 30, the piano and trumpet saxophone play eighth-note chords, followed by a dynamic instruction "3".

Coconut Mall - Mario Kart Wii

33

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set

15

3

The musical score consists of twelve staves, each representing a different instrument or sound source. The instruments listed on the left are: Pno. (Piano), T. Sax. (Tenor Saxophone), Acc. (Accordion), St. Dr. (String Drum), Synth. (Synthesizer), Rot. Org. (Rotary Organ), Synth. (Synthesizer), Mrm. (Marimba), Vib. (Vibraphone), Glock. (Glockenspiel), Mrcs. (Maracas), Hd. Clp. (Hand Clap), and D. Set (Drum Set). The score is in common time, with a key signature of four sharps. Measure 33 begins with a rest for most instruments. The T. Sax. and Rot. Org. parts provide harmonic support, while the Mrm. and Vib. parts add rhythmic complexity. The Hd. Clp. and D. Set parts provide the primary percussive elements. Measure 15 introduces a new rhythmic pattern for the Hd. Clp. and D. Set parts, featuring eighth-note patterns and rests. Measure 3 concludes the section with a final rhythmic pattern for the Hd. Clp. and D. Set parts.

Coconut Mall - Mario Kart Wii

41

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set.

15

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Page 7/19

Coconut Mall - Mario Kart Wii

49

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set

15

Coconut Mall - Mario Kart Wii

57

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set

15

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score consists of ten staves, each representing a different instrument or sound source. The instruments listed on the left are: Pno. (Piano), T. Sax. (Tenor Saxophone), Acc. (Accordion), St. Dr. (Snare Drum), Synth. (Synthesizer), Rot. Org. (Rotary Organ), Synth. (Synthesizer), Mrm. (Marimba), Vib. (Vibraphone), Glock. (Glockenspiel), Mrcs. (Maracas), Hd. Clp. (Hand Clap), and D. Set (Drum Set). The score is in common time and includes measure numbers 65 and 15. Measure 65 starts with a piano and accordion playing eighth-note chords. The tenor saxophone and snare drum provide harmonic support. Measures 66-67 show the piano and accordion continuing their eighth-note patterns. Measures 68-70 feature sustained notes from the piano and accordion, with the snare drum providing a steady beat. Measures 71-72 continue the sustained notes. Measures 73-74 show the piano and accordion returning to their eighth-note patterns. Measures 75-76 feature sustained notes from the piano and accordion. Measures 77-78 continue the sustained notes. Measures 79-80 show the piano and accordion returning to their eighth-note patterns. Measures 81-82 feature sustained notes from the piano and accordion. Measures 83-84 continue the sustained notes. Measures 85-86 show the piano and accordion returning to their eighth-note patterns. Measures 87-88 feature sustained notes from the piano and accordion. Measures 89-90 continue the sustained notes. Measures 91-92 show the piano and accordion returning to their eighth-note patterns. Measures 93-94 feature sustained notes from the piano and accordion. Measures 95-96 continue the sustained notes. Measures 97-98 show the piano and accordion returning to their eighth-note patterns. Measures 99-100 feature sustained notes from the piano and accordion.

Coconut Mall - Mario Kart Wii

73 $\text{♩} = 160$, Straight

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcls.

Hd. Clp.

D. Set.

Synth.

El. B.

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Page 11/19

Coconut Mall - Mario Kart Wii

79 $\text{♩} = 157$

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrbs.

Hd. Clp.

D. Set

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score is on page 89 and consists of 12 staves. The instruments are:

- Pno. (Piano): The top staff, featuring a treble clef and a bass clef, with a key signature of four sharps.
- T. Sax.: The second staff, featuring a treble clef and a key signature of four sharps.
- Acc.: The third staff, featuring a treble clef and a key signature of four sharps.
- St. Dr.: The fourth staff, featuring a treble clef and a key signature of four sharps.
- Synth.: The fifth staff, featuring a treble clef and a key signature of four sharps.
- Rot. Org.: The sixth staff, featuring a treble clef and a key signature of four sharps.
- Synth.: The seventh staff, featuring a treble clef and a key signature of four sharps.
- Mrm.: The eighth staff, featuring a treble clef and a key signature of four sharps.
- Vib.: The ninth staff, featuring a treble clef and a key signature of four sharps.
- Glock.: The tenth staff, featuring a treble clef and a key signature of four sharps.
- Mrbs.: The eleventh staff, featuring a treble clef and a key signature of four sharps.
- Hd. Clp.: The twelfth staff, featuring a treble clef and a key signature of four sharps.
- D. Set.: The bottom staff, featuring a bass clef and a key signature of four sharps.

The score shows various musical notes, rests, and dynamics. The D. Set. staff has several 'x' marks and some slurs. Measure 15 is indicated above the Glock. staff. Measure numbers 89 and 15 are shown at the beginning of the score. Measure numbers 3 and 3 are shown at the end of the score.

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score consists of 14 staves, each representing a different instrument or sound source. The instruments listed on the left are: Pno. (Piano), T. Sax. (Tenor Saxophone), Acc. (Accordion), St. Dr. (String Drum), Synth. (Synthesizer), Rot. Org. (Rotary Organ), Synth. (Synthesizer), Mrm. (Marimba), Vib. (Vibraphone), Glock. (Glockenspiel), Mrcs. (Maracas), Hd. Clp. (Hand Clap), and D. Set (Drum Set). The score is in common time (indicated by 'C') and is in G major (indicated by a sharp sign). Measure numbers 95 and 15 are visible at the top of the first two staves. Measure 15 features a dynamic marking '3' above the staff. The music consists of a series of chords and rhythmic patterns typical of the game's soundtrack.

Coconut Mall - Mario Kart Wii

103

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set

15

3

Coconut Mall - Mario Kart Wii

Musical score for "Coconut Mall" from "Mario Kart Wii". The score consists of 12 staves, each representing a different instrument or sound effect. The instruments listed on the left are: Pno. (Piano), T. Sax. (Tenor Saxophone), Acc. (Accordion), St. Dr. (String Drums), Synth. (Synthesizer), Rot. Org. (Rotary Organ), Synth. (Synthesizer), Mrm. (Marimba), Vib. (Vibraphone), Glock. (Glockenspiel), Mrbs. (Maracas), Hd. Clp. (Hand Clap), and D. Set (Drum Set). The score is in 111 time signature, with a key signature of four sharps. The music features various rhythmic patterns, including eighth and sixteenth note figures, and dynamic markings such as accents and triplets. The piece begins with a piano introduction, followed by entries from the tenor saxophone, synthesizers, and other instruments.

Coconut Mall - Mario Kart Wii

119

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrbs.

Hd. Clp.

D. Set

Coconut Mall - Mario Kart Wii

128

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrbs.

Hd. Clp.

D. Set

Coconut Mall - Mario Kart Wii

157

Pno.

T. Sax.

Acc.

St. Dr.

Synth.

Rot. Org.

Synth.

Mrm.

Vib.

Glock.

Mrcs.

Hd. Clp.

D. Set.

15