# **Super Mario Brothers 2**

Complete\* Transcription/Arrangements for the Piano

Ву

Philip Kim

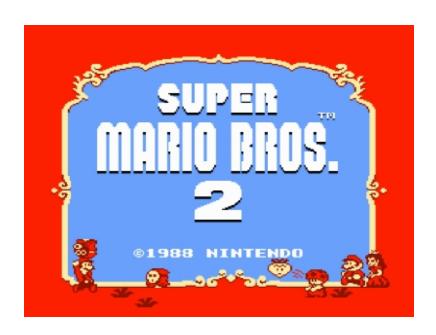
Original Music Composed by

Kondo Koji

近藤 浩治

Game Produced by

Nintendo



\* I did not include sound effects not playable by the piano.

#### Forward

I want to first of all, thank the people at Nintendo for creating this video game classic which I have fond memories of playing for many hours during my early teen years and way into my 20s. I want to especially thank the composer, Kondo Koji, for composing such memorable tunes which will remain within us to those who have played this wonderful game series.

I first heard the piano arrangements of the Super Mario series on the internet played by The Blindfolded Pianist, a.k.a. Martin Leung, about 4-5 years back and I was thrilled to hear these gems on the piano. As most of the people probably did, I looked for the sheet music but I couldn't find the complete transcriptions/arrangements for the piano except the ones available done by Martin. It was recently that I watched Martin's performance video again and it was then when I decided if I couldn't purchase the scores I'll do my own transcriptions and arrangements. So it is Mr. Martin Leung that I owe my inspiration to do my own transcriptions of these musical gems.

Since I couldn't find any "Officially" published music scores for these BMG (Background Music) for the Super Mario series, I did my searches on the net and got my hands on many midi files and nsf (Nintendo Sound Format) files to play and to listen in order to notate the music. As for notating the music, I used Sibelius notation software to make the scores.

It has taken me many hours listening, transcribing, arranging, notating, and editing the scores. I have tried to be as faithful to the original music as possible with some additional elaborations and extensions done by me. As for the level of performance difficulty, most of these are HARD! I arranged these as "Concert Transcriptions", which are usually technically very difficult and needs to be practiced very diligently. With diligent and hard practice, the result of your labor should be fruitful. With this being said, I hope you enjoy these gems.

p.s. Please show your appreciation by mentioning and crediting me as the transcriber/arranger if you ever perform these or record. Thank you.

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March, 2007

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#### Index

- 1. Super Mario Brothers 2: Opening Intro.
- 2. Super Mario Brothers 2: Character Select Theme
  - 3. Super Mario Brothers 2: Main Theme Ver. 1
  - 4. Super Mario Brothers 2: Main Theme Ver. 2
    - 5. Super Mario Brothers 2: Ending Theme
    - 6. Super Mario Brothers 2: Short Themes

## Super Mario Brothers 2 Opening Intro.

Kondo Koji Transcribed/Arranged by Philip Kim March, 2007 pskim71@gmail.com http://www.pypstudio.com Allegretto J. = 66 http://members.sibeliusmusic.com/pskim dim.

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### Super Mario Bros. 2 Character Select Theme





### Super Mario Brothers 2 Main Theme Ver. 1







Original Super Mario Brothers BGM Property of Nintendo

### Super Mario Brothers 2 Main ThemeVer. 2

**Ragtime** J = 180





Original Super Mario Brothers BGM Property of Nintendo



# Super Mario Brothers 2 Ending Theme





Original Super Mario Brothers BGM Property of Nintendo



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#### Super Mario Brothers 2 Short Motifs

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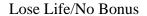






#### **Bonus Chance**







Fast = 144

Game Over

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#### Final Level Battle







Final Level: Defeat Wart

