

Super Mario World

Castle Theme

Composer: Koji Kondo
Transcription: Patchargh

This musical score is for the 'Castle Theme' from Super Mario World, transcribed by Patchargh. It is written for a single melodic line in 4/4 time, featuring a key signature of three flats (B-flat, E-flat, A-flat). The score is divided into three main sections: Section A (measures 1-15), Section B (measures 16-27), and Section C (measures 28-39). Section A begins with a 'N.C.' (No Chord) marking and includes triplet eighth notes. Section B contains glissando markings and a repeat sign. Section C includes various chords and a final cadence. The notation includes treble clef, key signature, time signature, and various musical symbols such as notes, rests, and accidentals.

Section A (Measures 1-15):

- Measure 1: N.C. (No Chord)
- Measure 2: Fm (F minor)
- Measure 3: G (G major)
- Measure 4: Fm (F minor)
- Measure 5: G (G major)
- Measure 6: Fm (F minor)
- Measure 7: G (G major)
- Measure 8: Fm (F minor)
- Measure 9: G (G major)
- Measure 10: Fm (F minor)
- Measure 11: G (G major)
- Measure 12: Fm (F minor)
- Measure 13: G (G major)
- Measure 14: Fm (F minor)
- Measure 15: G (G major)

Section B (Measures 16-27):

- Measure 16: Cm (C minor)
- Measure 17: Ao/F# (A minor / F#)
- Measure 18: Fm (F minor)
- Measure 19: G7 (G dominant 7)
- Measure 20: Cm (C minor)
- Measure 21: Ao/F# (A minor / F#)
- Measure 22: Fm (F minor)
- Measure 23: G7 (G dominant 7)
- Measure 24: Cm (C minor)
- Measure 25: Ao/F# (A minor / F#)
- Measure 26: Fm (F minor)
- Measure 27: G7 (G dominant 7)

Section C (Measures 28-39):

- Measure 28: Ab (A-flat major)
- Measure 29: Bo (B-flat major)
- Measure 30: G7 (G dominant 7)
- Measure 31: Cm (C minor)
- Measure 32: Ao (A minor)
- Measure 33: F#o (F# minor)
- Measure 34: D7 (D dominant 7)
- Measure 35: G7sus4 (G dominant 7 suspended 4)
- Measure 36: G7 (G dominant 7)
- Measure 37: F#7 (F# dominant 7)
- Measure 38: B7sus4 (B dominant 7 suspended 4)
- Measure 39: B7 (B dominant 7)