

# Score

## Flyswatter Game

From Mario Paint (SNES)

Tanaka/Yoshitomi/Totaka (1992)

Arr. Brian Einstein Lassiter

• = 250, swing

Alto Sax 1

Alto Sax 2

Tenor Sax

Bari Sax

*f*

*f*

*f*

*f*

-4

-4

-4

-4

driving but not too short

*f*

*mf*

*f*

*mf*

7

11

Musical score for measures 11-15. The first three staves are treble clef, and the fourth is bass clef. The key signature has one sharp (F#). Measure 11 starts with a repeat sign and a first ending bracket. Dynamics include *mf* and *f*. There are various musical notations such as slurs, ties, and accents.

16

Musical score for measures 16-19. The first three staves are treble clef, and the fourth is bass clef. The key signature has one sharp (F#). Measures 16-18 have first and second endings. Measure 19 is a continuation of the bass line. Dynamics include *mf*.

20

Musical score for measures 20-23. The first three staves are treble clef, and the fourth is bass clef. The key signature has one sharp (F#). Measure 20 starts with a repeat sign and a first ending bracket. The bass line continues in the fourth staff.



*D.S. al Coda w/ repeats*

24



28

# Alto Sax 1

## Flyswatter Game

From Mario Paint (SNES)

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Arr. Brian Einstein Lassiter

$\bullet = 250$ , swing

The musical score is written for Alto Sax 1 in G major (one sharp) and common time. It consists of six staves of music. The first staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature. It starts with a forte (*f*) dynamic and features a series of eighth notes with accents, followed by a measure with a '-4' marking. The second staff continues the melody with a mezzo-forte (*mf*) dynamic and includes a repeat sign. The third staff has a first ending bracket labeled '1.' and a second ending bracket labeled '2.'. The fourth staff begins with a circled measure number '20' and a second ending bracket labeled '2.'. The fifth staff includes a 'D.S. al Coda w/ repeats' instruction and a Coda symbol. The sixth staff starts with a Coda symbol, a measure number '28', and a forte (*f*) dynamic, followed by a mezzo-piano (*mp*) section and a final forte (*f*) section. Various musical notations such as accents, slurs, and repeat signs are used throughout the score.

# Flyswatter Game

Alto Sax 2

From Mario Paint (SNES)

Tanaka/Yoshitomi/Totaka (1992)

Arr. Brian Einstein Lassiter

♩ = 250, swing

11 *f*

15 *mf*

20 *mf*

24 *mf*

28 *f* *mp* *f*

*D.S. al Coda w/ repeats*

# Flyswatter Game

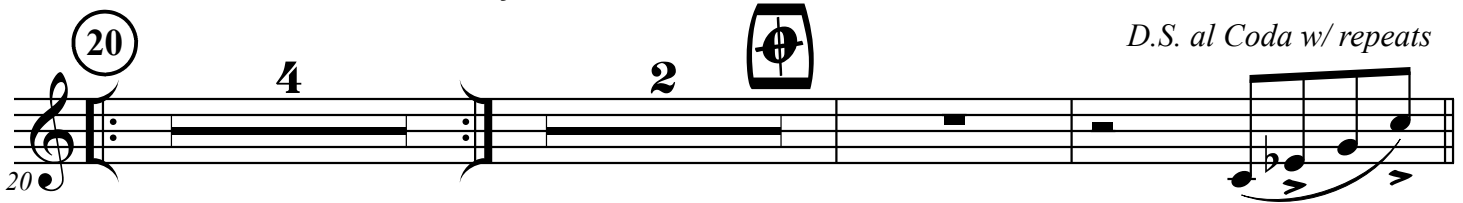
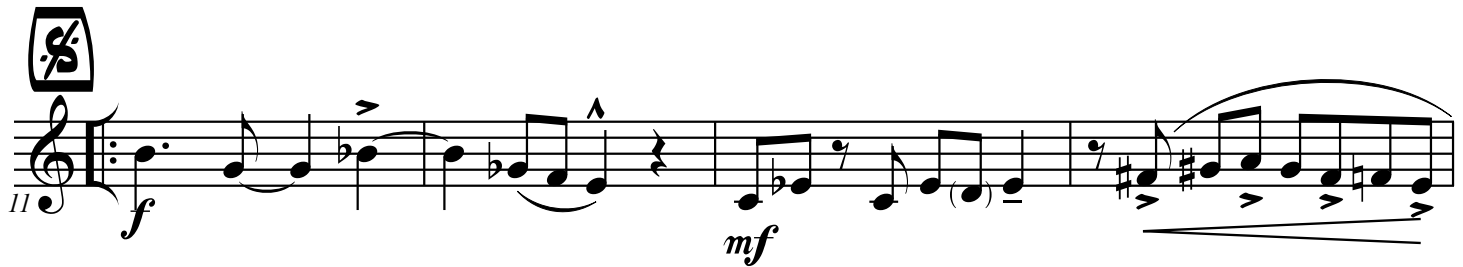
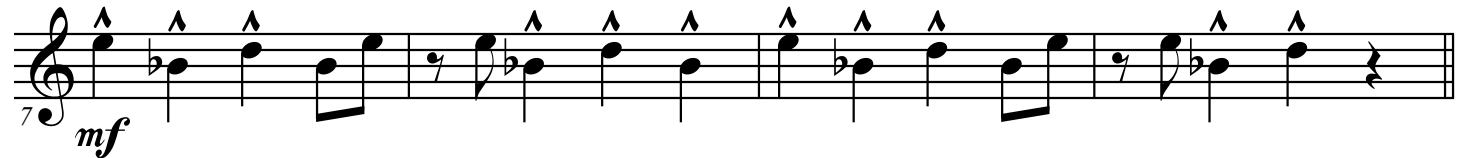
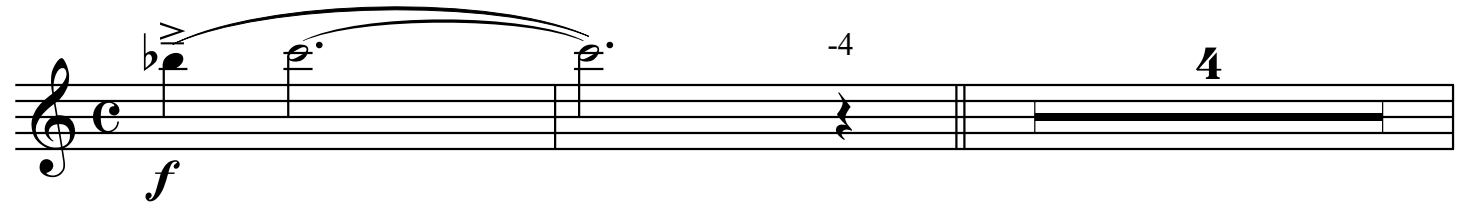
Tenor Sax

From Mario Paint (SNES)

Tanaka/Yoshitomi/Totaka (1992)

Arr. Brian Einstein Lassiter

♩ = 250, swing



Bari Sax

# Flyswatter Game

From Mario Paint (SNES)

Tanaka/Yoshitomi/Totaka (1992)

Arr. Brian Einstein Lassiter

• = 250, swing

driving but not too short

*f* *mf*

-4

7

11

15

20

24

28

4

D.S. al Coda w/ repeats

# Flyswatter Game

Soprano Sax  
(substitute for Alto 1)

From Mario Paint (SNES)

Tanaka/Yoshitomi/Totaka (1992)  
Arr. Brian Einstein Lassiter

♩ = 250, swing

The musical score is written for Soprano Saxophone in treble clef with a key signature of one flat (Bb) and a common time signature (C). The tempo is marked as 250 BPM with a swing feel. The score consists of five staves of music. The first staff begins with a forte (f) dynamic and includes a fermata over a half note, followed by a 7-measure rest and another fermata. The second staff starts at measure 11 with a mezzo-forte (mf) dynamic and features a key signature change to two flats (Bb, Eb) at measure 17. The third staff begins at measure 15 with a first ending bracket and a mezzo-forte (mf) dynamic. The fourth staff starts at measure 20 with a second ending bracket. The fifth staff begins at measure 24 with a mezzo-piano (mp) dynamic and includes a key signature change to one flat (Bb) at measure 28. The score concludes with a forte (f) dynamic. Performance instructions include 'D.S. al Coda w/ repeats' and various articulation marks such as accents, slurs, and breath marks.