

Overworld 2

from *Super Mario Bros. 3* for the NES (1988)

Koji Kondo
arr. Mikhail Hogrefe

$\text{♩} = 150$

The musical score is divided into three systems, each containing five staves. The first system includes a tempo marking of 150 BPM. The channels are labeled on the left: Pulse 2, Pulse 1, Triangle, Noise, and DMC. The second system continues the melody and includes a measure with a double bar line and repeat dots. The third system continues the piece and includes a key signature change to one flat (B-flat major) in the final measure. The notation includes various musical symbols such as treble and bass clefs, time signatures (C, 5/4), notes, rests, and dynamic markings like ff and f .

Pulse 2

Pulse 1

Triangle

Noise

DMC

P.2

P.1

T.

N.

DMC

P.2

P.1

T.

N.

DMC

13

P.2

P.1

T.

N.

DMC

18

P.2

P.1

T.

N.

DMC

Loop forever