

Overworld

from *Super Mario Bros.* for the NES (1985)

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trans. Mikhail Hogrefe

$\text{♩} = 100$

Pulse

Triangle

Noise

5

P.

T.

N.

10

P.

T.

N.

14

P.

T.

N.

19

P.

T.

N.

The musical score is written for three channels: Pulse, Triangle, and Noise. The Pulse channel uses a treble clef, the Triangle channel uses a bass clef, and the Noise channel uses a percussion clef. The tempo is marked as quarter note = 100. The key signature has one sharp (F#). The score is divided into four systems, each containing three staves. The first system shows the initial melody and accompaniment. The second system introduces a new melody for the Pulse channel. The third system continues the melody and accompaniment. The fourth system concludes the piece with a final chord in the Pulse channel.

2
23

P.

T.

N.

28

P.

T.

N.

33

P.

T.

N.

39

P.

T.

N.

45

P.

T.

N.

50

P.

T.

N.

55

P.

T.

N.

60

P.

T.

N.

65

P.

T.

N.

70

P.

T.

N.

Loop forever