

Ending

from *Super Mario Bros. 2* for the NES (1988)

Koji Kondo
arr. Mikhail Hogrefe

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Tempo: ♩ = 128

Instrumentation:
Pulse 2 (Treble Clef)
Pulse 1 (Treble Clef)
Triangle (Bass Clef)
Noise (Percussion)
P.2 (Treble Clef)
P.1 (Treble Clef)
T. (Bass Clef)
N. (Percussion)

Measure Numbers: 5, 10, 15, 20

Key Signature: One flat (B-flat)

Time Signature: Common time (C)

Notation Details:
- The score is divided into four systems, each containing five staves.
- The first system (measures 1-5) includes a Noise staff with a drum pattern in measures 1-3 and rests in measures 4-5.
- The second system (measures 6-10) continues the melody and accompaniment.
- The third system (measures 11-15) includes a key signature change to one sharp (F#) in measure 13 and a time signature change to 8/8 in measure 14.
- The fourth system (measures 16-20) concludes the piece with a final melodic flourish in measure 19 and a sustained chord in measure 20.

25

P.2

P.1

8

30

P.2

P.1

35

P.2

P.1

Loop forever

Detailed description: The image shows a musical score for two parts, P.1 and P.2, spanning measures 25 to 35. The score is written in treble clef with a key signature of one flat (B-flat). The notation includes various musical symbols such as notes, rests, and accidentals. A dashed line with the number 8 indicates a repeat or a specific measure count. The score concludes with a double bar line and the instruction 'Loop forever'.