

# Starman

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

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arr. Mikhail Hogrefe

$\text{♩} = 150$  Loop forever

The musical score is written for four channels: Pulse, Triangle, Noise, and DMC. The tempo is 150 BPM. The score is a 4-measure loop that repeats forever.

**Pulse:** Treble clef, C major. Measures 1-4: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), G4 (quarter), F#4 (quarter), E4 (quarter), D4 (half).

**Triangle:** Bass clef, C major. Measures 1-4: C3 (half), D3 (quarter), E3 (quarter), F3 (quarter), G3 (quarter), A3 (quarter), B3 (quarter), C4 (half).

**Noise:** Treble clef, C major. Measures 1-4: C4 (quarter), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter).

**DMC:** Treble clef, C major. Measures 1-4: C4 (half), D4 (quarter), E4 (quarter), F4 (quarter), G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter).