

# World Map 5 (The Sky)

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

Koji Kondo

arr. Mikhail Hogrefe

Loop forever

Music score for "World Map 5 (The Sky)" from *Super Mario Bros. 3*. The score is written for five channels: Pulse 2, Pulse 1, Triangle, Noise, and DMC. The tempo is marked as 150 BPM. The score is in common time (C) and features a repeating loop structure. The first measure of the loop is marked with a repeat sign and a first ending bracket. The second measure of the loop is marked with a repeat sign and a first ending bracket. The third measure of the loop is marked with a repeat sign and a first ending bracket. The fourth measure of the loop is marked with a repeat sign and a first ending bracket. The fifth measure of the loop is marked with a repeat sign and a first ending bracket. The score includes various musical notations such as eighth notes, quarter notes, and rests. The DMC channel includes a triplet of eighth notes in the first measure of the loop. The Noise channel includes a triplet of eighth notes in the first measure of the loop. The Triangle channel includes a triplet of eighth notes in the first measure of the loop. The Pulse 1 and Pulse 2 channels include a triplet of eighth notes in the first measure of the loop.