

Underwater

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

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$\text{♩} = 112$

The musical score is arranged for NES hardware, featuring four channels: Pulse, Triangle, Noise, and DMC. The tempo is marked as $\text{♩} = 112$. The score is divided into three systems, each containing five measures. The first system shows the initial 8 measures, with Pulse and Triangle playing the melody, Noise providing a rhythmic pattern, and DMC providing a bass line. The second system shows measures 5-9, with Pulse and Triangle continuing the melody, Noise providing a rhythmic pattern, and DMC providing a bass line. The third system shows measures 10-14, with Pulse and Triangle continuing the melody, Noise providing a rhythmic pattern, and DMC providing a bass line. The score ends with a 'Loop forever' instruction.

System 1 (Measures 1-8):

- Pulse: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Triangle: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Noise: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.
- DMC: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.

System 2 (Measures 5-9):

- Pulse: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Triangle: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Noise: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.
- DMC: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.

System 3 (Measures 10-14):

- Pulse: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Triangle: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then a whole rest.
- Noise: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.
- DMC: Square wave pattern, starting on G4, moving to A4, B4, C5, then a whole rest.

Loop forever