

Underwater

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

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$\text{♩} = 112$

The musical score is written for the NES hardware channels: Pulse 2, Pulse 1, Triangle, Noise, and DMC. The score is divided into three systems. The first system (measures 1-4) shows the initial melody for Pulse 2, Pulse 1, Triangle, Noise, and DMC. The second system (measures 5-9) continues the melody. The third system (measures 10-14) includes a key signature change to B-flat major and a 'Loop forever' instruction.

System 1 (Measures 1-4):

- Pulse 2: Treble clef, C major, 4/4 time. Melody starts on G4, moves to A4, B4, C5, then rests.
- Pulse 1: Treble clef, C major, 4/4 time. Melody starts on E4, moves to F4, G4, A4, then rests.
- Triangle: Treble clef, C major, 4/4 time. Melody starts on G3, moves to F3, E3, D3, then rests.
- Noise: Treble clef, C major, 4/4 time. Melody starts on G3, moves to F3, E3, D3, then rests.
- DMC: Treble clef, C major, 4/4 time. Melody starts on G3, moves to F3, E3, D3, then rests.

System 2 (Measures 5-9):

- Pulse 2: Treble clef, C major, 4/4 time. Melody continues from measure 4.
- Pulse 1: Treble clef, C major, 4/4 time. Melody continues from measure 4.
- Triangle: Treble clef, C major, 4/4 time. Melody continues from measure 4.
- Noise: Treble clef, C major, 4/4 time. Melody continues from measure 4.
- DMC: Treble clef, C major, 4/4 time. Melody continues from measure 4.

System 3 (Measures 10-14):

- Pulse 2: Treble clef, B-flat major, 4/4 time. Melody continues from measure 9.
- Pulse 1: Treble clef, B-flat major, 4/4 time. Melody continues from measure 9.
- Triangle: Treble clef, B-flat major, 4/4 time. Melody continues from measure 9.
- Noise: Treble clef, B-flat major, 4/4 time. Melody continues from measure 9.
- DMC: Treble clef, B-flat major, 4/4 time. Melody continues from measure 9.

Loop forever