

World Map 4 (Big Island)

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

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arr. Mikhail Hogrefe

Pulse 1 = 150

The musical score is arranged for four channels: Pulse 1, Triangle, Noise, and DMC. The key signature is one sharp (F#) and the time signature is common time (C). The tempo is marked as Pulse 1 = 150.

System 1:

- Pulse 1:** Treble clef, F# key signature. Notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter).
- Triangle:** Bass clef, F# key signature. Notes: G3 (quarter), A3 (quarter), B3 (quarter), C4 (quarter), B3 (quarter), A3 (quarter), G3 (quarter), F#3 (quarter).
- Noise:** Treble clef, F# key signature. Notes: X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter).
- DMC:** Treble clef, F# key signature. Notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter).

System 2 (Loop forever):

- Pulse 1:** Treble clef, F# key signature. Notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter).
- Triangle:** Bass clef, F# key signature. Notes: G3 (quarter), A3 (quarter), B3 (quarter), C4 (quarter), B3 (quarter), A3 (quarter), G3 (quarter), F#3 (quarter).
- Noise:** Treble clef, F# key signature. Notes: X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter), X (quarter).
- DMC:** Treble clef, F# key signature. Notes: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter).

Loop forever