

Underwater (Yoshi)

from *Super Mario World* for the SNES (1990)

Koji Kondo

trans. Mikhail Hogrefe

glockenspiel soundfont by MrSanic; bongos soundfont by William Kage

$\text{♩} = 83$

Alto Saxophone

Soprano Recorder

Tuba

Glockenspiel

Xylophone

Bongos

Violin 1

Violin 2

11

A. Sax.

Tba.

Xyl.

Bon.

Vln. 1

Vln. 2

21

A. Sax.

Tba.

Glock.

Bon.

Vln. 1

Vln. 2

mf

p

f

mp

8-

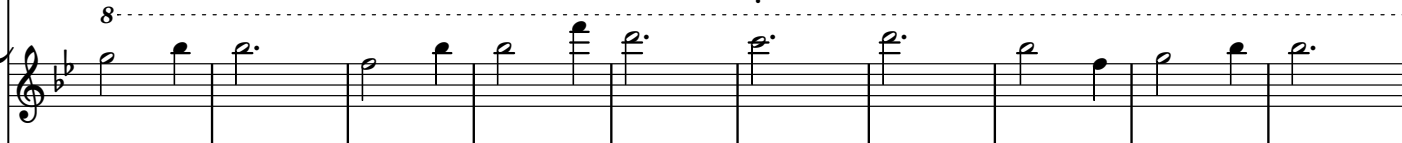
A. Sax.



Tba.



Glock.



Bon.



Vln. 1



Vln. 2



A. Sax.



S. Rec.

*mp*

Tba.



Glock.



Bon.



Vln. 1



Vln. 2



A. Sax.



S. Rec.



Tba.



Bon.



Vln. 1



60

A. Sax.

S. Rec.

Tba.

Glock.

Bon.

Vln. 1

Vln. 2

This musical score page contains measures 60 through 68, which are marked to loop forever. The score is for a full orchestra and includes the following parts: Alto Saxophone (A. Sax.), Soprano Recorder (S. Rec.), Trombone (Tba.), Glockenspiel (Glock.), Bongo (Bon.), Violin 1 (Vln. 1), and Violin 2 (Vln. 2). The key signature has one flat (B-flat major or D minor). Measure 60 features a soprano recorder melody with an 8-measure rest, while the alto saxophone plays a rhythmic pattern of eighth notes. The trombone and violin parts provide harmonic support with various note values and rests. The bongo part has a more complex rhythmic pattern with some double bar lines. The score ends with a double bar line and repeat dots, indicating the loop continues.