

Game Selection

from *Super Mario All-Stars* for the SNES (1993)

Koji Kondo and Soyo Oka
trans. Mikhail Hogrefe

Sheet music for the "Game Selection" from *Super Mario All-Stars* for the SNES (1993), composed by Koji Kondo and Soyo Oka, transcribed by Mikhail Hogrefe. The music is in common time (C) with a tempo of 152 beats per minute.

The score is arranged for the following instruments:

- Ocarina
- Glockenspiel
- Xylophone
- Marimba
- Drumset
- Bass Guitar
- Oc.
- Glock.
- Xyl.
- Mrm.
- D. Set
- B. Guit

The first system (measures 1-4) features a melody in the Ocarina and Glockenspiel, with the Xylophone and Marimba providing harmonic support. The Drumset plays a rhythmic pattern, and the Bass Guitar provides a steady bass line. Dynamics include *f* (forte) and *mp* (mezzo-piano).

The second system (measures 5-8) continues the melody, with the Ocarina and Glockenspiel playing a more complex figure. The Xylophone and Marimba continue their harmonic support. The Drumset plays a rhythmic pattern, and the Bass Guitar provides a steady bass line. The score ends with a "Loop forever" instruction.