

# Overworld 2

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

Koji Kondo  
trans. Mikhail Hogrefe

♩ = 150

The musical score is divided into three systems, each containing four staves for different sound channels: Pulse, Triangle, Noise, and DMC. The first system (measures 1-4) is in common time (C). The second system (measures 5-8) is in common time (C). The third system (measures 9-12) starts in common time (C) and changes to 5/4 time for the final measure. The Pulse channel uses a treble clef, while the Triangle, Noise, and DMC channels use a bass clef. The Noise channel uses a drumstick icon for percussion. The DMC channel uses a drumstick icon for percussion. The score includes various musical notations such as notes, rests, accidentals, and dynamic markings like  $\text{ff}$  and  $\text{fz}$ .

**System 1 (Measures 1-4):**

- Pulse:** Treble clef, common time. Measures 1-2: Chords of F#4, G#4, A4, B4. Measure 3: Chords of F#4, G#4, A4, B4. Measure 4: Chords of F#4, G#4, A4, B4.
- Triangle:** Bass clef, common time. Measures 1-2: Rest. Measure 3: Rest. Measure 4: Rest.
- Noise:** Bass clef, common time. Measures 1-2: Rest. Measure 3: Rest. Measure 4: Rest.
- DMC:** Bass clef, common time. Measures 1-2: Rest. Measure 3: Rest. Measure 4: Rest.

**System 2 (Measures 5-8):**

- P.** Treble clef, common time. Measures 5-8: Chords of F#4, G#4, A4, B4.
- T.** Bass clef, common time. Measures 5-8: Chords of F#4, G#4, A4, B4.
- N.** Bass clef, common time. Measures 5-8: Rest.
- DMC:** Bass clef, common time. Measures 5-8: Rest.

**System 3 (Measures 9-12):**

- P.** Treble clef, common time. Measures 9-11: Chords of F#4, G#4, A4, B4. Measure 12: Chords of F#4, G#4, A4, B4.
- T.** Bass clef, common time. Measures 9-11: Chords of F#4, G#4, A4, B4. Measure 12: Chords of F#4, G#4, A4, B4.
- N.** Bass clef, common time. Measures 9-11: Rest. Measure 12: Rest.
- DMC:** Bass clef, common time. Measures 9-11: Rest. Measure 12: Rest.

13

P.

T.

N.

DMC

18

P.

T.

N.

DMC

Loop forever