

Airship

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

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$\text{♩} = 112$

The score is arranged for five channels: Pulse 2, Pulse 1, Triangle, Noise, and DMC. The tempo is marked as $\text{♩} = 112$.

System 1 (Measures 1-3):

- Pulse 2:** High note, then low note.
- Pulse 1:** High note, then low note.
- Triangle:** High note, then low note.
- Noise:** High note, then low note.
- DMC:** Melody starting with a triplet of eighth notes.

System 2 (Measures 4-7):

- P.2:** High note, then low note.
- P.1:** High note, then low note.
- T.:** High note, then low note.
- DMC:** Continues the melody with triplets.

System 3 (Measures 11-14):

- P.2:** Melody with triplets.
- P.1:** Melody with triplets.
- T.:** Melody with triplets.
- N.:** Noise pattern with triplets.
- DMC:** Continues the melody with triplets.

Loop forever