

Miniboss Battle

from *Super Mario World 2: Yoshi's Island* for the SNES (1995)

Koji Kondo

trans. Mikhail Hogrefe

This musical score is for the "Miniboss Battle" from the SNES game *Super Mario World 2: Yoshi's Island*, composed by Koji Kondo and transcribed by Mikhail Hogrefe. The score is divided into two systems, each containing staves for various instruments.

System 1:

- Trumpet:** Starts with a tempo of 114 (marked *accel.*), then changes to 226, and finally to 152.
- Bongos:** Features a rhythmic pattern of eighth and sixteenth notes.
- Congas:** Features a rhythmic pattern of eighth and sixteenth notes.
- Maracas:** Features a rhythmic pattern of eighth and sixteenth notes.
- Electric Piano:** Features a rhythmic pattern of eighth and sixteenth notes.
- Rotary Organ 1:** Features a melodic line with a *f* (forte) dynamic.
- Rotary Organ 2:** Features a melodic line.
- Bass Guitar:** Features a melodic line.

System 2:

- Bon.** (Bongos): Features a rhythmic pattern of eighth and sixteenth notes.
- Con.** (Congas): Features a rhythmic pattern of eighth and sixteenth notes.
- Mrcs.** (Maracas): Features a rhythmic pattern of eighth and sixteenth notes.
- El. Pno.** (Electric Piano): Features a rhythmic pattern of eighth and sixteenth notes.
- B. Guit.** (Bass Guitar): Features a melodic line with a *f* (forte) dynamic.
- Bon.** (Bongos): Features a rhythmic pattern of eighth and sixteenth notes.
- Con.** (Congas): Features a rhythmic pattern of eighth and sixteenth notes.
- Mrcs.** (Maracas): Features a rhythmic pattern of eighth and sixteenth notes.
- El. Pno.** (Electric Piano): Features a rhythmic pattern of eighth and sixteenth notes.
- Rot. Org. 1:** Features a melodic line with a *f* (forte) dynamic.
- Rot. Org. 2:** Features a melodic line with a *mp* (mezzo-piano) dynamic.
- B. Guit.** (Bass Guitar): Features a melodic line.

2
10

Bon.

Con.

Mrcs.

El. Pno.

Rot. Org. 1

Rot. Org. 2

B. Guit.

14

Bon.

Con.

Mrcs.

El. Pno.

Rot. Org. 1

Rot. Org. 2

B. Guit.

18

Bon.

Con.

Mrcs.

El. Pno.

Rot. Org. 1

Rot. Org. 2

B. Guit.

22

Tpt.

Bon.

Con.

Mrcs.

El. Pno.

Rot. Org. 1

Rot. Org. 2

B. Guit.

26

Tpt.

Bon.

Con.

Mrcs.

B. Guit.

30

Tpt.

Bon.

Con.

Mrcs.

B. Guit.

Loop forever

The musical score is arranged in systems of staves. The first system (measures 22-25) includes parts for Tpt., Bon., Con., Mrcs., El. Pno., Rot. Org. 1, Rot. Org. 2, and B. Guit. The second system (measures 26-29) continues the same instrumentation. The third system (measures 30-33) includes a 'Loop forever' instruction. The score uses various musical notations including notes, rests, and dynamic markings.