

Super Mario Brothers

Complete* Transcription/Arrangements for the Piano

By

Philip Kim

Original Music Composed by

Kondo Koji

近藤 浩治

Game Produced by

Nintendo



* I did not include sound effects not playable by the piano.

Forward

I want to first of all, thank the people at Nintendo for creating this video game classic which I have fond memories of playing for many hours during my early teen years and way into my 20s. I want to especially thank the composer, Kondo Koji, for composing such memorable tunes which will remain within us to those who have played this wonderful game series.

I first heard the piano arrangements of the Super Mario series on the internet played by The Blindfolded Pianist, a.k.a. Martin Leung, about 4-5 years back and I was thrilled to hear these gems on the piano. As most of the people probably did, I looked for the sheet music but I couldn't find the complete transcriptions/arrangements for the piano except the ones available done by Martin. It was recently that I watched Martin's performance video again and it was then when I decided if I couldn't purchase the scores I'll do my own transcriptions and arrangements. So it is Mr. Martin Leung that I owe my inspiration to do my own transcriptions of these musical gems.

Since I couldn't find any "Officially" published music scores for these BMG (Background Music) for the Super Mario series, I did my searches on the net and got my hands on many midi files and nsf (Nintendo Sound Format) files to play and to listen in order to notate the music. As for notating the music, I used Sibelius notation software to make the scores.

It has taken me many hours listening, transcribing, arranging, notating, and editing the scores. I have tried to be as faithful to the original music as possible with some additional elaborations and extensions done by me. As for the level of performance difficulty, most of these are HARD! I arranged these as "Concert Transcriptions", which are usually technically very difficult and needs to be practiced very diligently. With diligent and hard practice, the result of your labor should be fruitful. With this being said, I hope you enjoy these gems.

p.s. Please show your appreciation by mentioning and crediting me as the transcriber/arranger if you ever perform these or record. Thank you.

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March, 2007

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Super Mario Brothers: Main Theme

Overworld

地上

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Lively and detached ♩ = 180

The image displays a piano arrangement of the Super Mario Brothers: Main Theme Overworld. The score is written in 4/4 time and consists of six systems of music, each with a measure number (7, 11, 15, 19, 23) at the beginning. The key signature is one sharp (F#), and the tempo is marked 'Lively and detached' with a quarter note equal to 180 beats per minute. The score features a mix of chords and melodic lines in both the treble and bass staves. Notable features include a triplet of eighth notes in the right hand at measures 5 and 25, and various chordal textures throughout. The piece concludes with a double bar line at the end of the sixth system.

Super Mario Brothers: Underworld

地下

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Moderato ♩ = 100

Musical score for measures 1-4 and 5-8. The piece is in 3/4 time with a key signature of two flats (B-flat and E-flat). The tempo is Moderato (♩ = 100). The score is written for piano with treble and bass staves. Measures 1-4 show a rhythmic pattern of eighth notes and quarter notes, alternating between forte (f) and piano (p) dynamics. Measure 5 begins with a new melodic line in the treble staff, featuring triplet eighth notes. Measures 6-8 continue this melodic line, with a dynamic shift to piano (p) in measure 8. A dynamic marking of *f* is present in measure 7, and an *8va* marking is shown above the treble staff in measure 8.

Vivace ♩ = 152

Musical score for measures 10-13 and 14-16. The tempo is Vivace (♩ = 152). The key signature remains two flats. Measures 10-13 are in 4/4 time and feature a fast, repetitive eighth-note accompaniment in the bass staff and a melody of eighth notes in the treble staff, marked with a forte (f) dynamic. Measures 14-16 are in 3/4 time and feature a melody of eighth notes in the treble staff and a bass line of eighth notes in the bass staff.

Moderato ♩ = 100

Musical score for measures 17-20. The tempo is Moderato (♩ = 100). The key signature remains two flats. Measures 17-19 are in 3/4 time, continuing the eighth-note accompaniment in the bass staff and melody in the treble staff. Measure 20 is in 4/4 time and features a melodic flourish in the treble staff, marked with a piano (p) dynamic.

20

Musical score for measures 20-21. The piece is in B-flat major and 4/4 time. Measure 20 features a piano introduction with a forte (*f*) dynamic. The right hand has a melodic line with triplets, and the left hand has a bass line with triplets. Measure 21 continues the melodic and bass lines with triplets.

22

Musical score for measures 22-24. Measure 22 contains a triplet in both hands. Measure 23 is a whole rest. Measure 24 is a 12/8 time signature change with an *accel.* marking. The right hand has a triplet, and the left hand has a triplet. The piece ends in 3/4 time.

25 **Agitated**

Musical score for measures 25-28. Measure 25 is marked *mf*. The piece is in 3/4 time. Measure 26 is a whole rest. Measure 27 is a 4/4 time signature change. Measure 28 features an 8va marking and a melodic flourish in the right hand.

29

Musical score for measures 29-32. Measure 29 is marked *mp*. Measure 30 is a whole rest. Measure 31 is marked *rit.* and features a triplet in the right hand. Measure 32 ends with a triplet in the right hand.

Super Mario Brothers: Castle

城

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Fast ♩ = 92

The musical score is written for piano in 4/4 time. It consists of nine systems of music, each with a treble and bass clef staff. The first system starts with a dynamic marking of *f*. The second system is marked with a '2'. The third system is marked with a '3'. The fourth system starts with a dynamic marking of *ff*. The fifth system is marked with a '5'. The sixth system is marked with a '6' and includes a section labeled 'Fanfare ♩ = 208' which changes the time signature to 6/8. The seventh system is marked with a '9'. The score concludes with a double bar line.

Super Mario Brothers: Underwater

水中

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Waltz ♩ = 168

Musical notation for measures 1-8. The piece is in 3/4 time. Measure 1 starts with a piano (*p*) dynamic. The melody in the right hand features a sequence of chords and eighth notes, while the left hand provides a steady eighth-note accompaniment.

Musical notation for measures 9-16. The melody continues with a mix of chords and eighth notes. The left hand maintains its eighth-note accompaniment.

Musical notation for measures 17-24. A *cresc.* (crescendo) marking is present in measure 20. The melody and accompaniment continue.

Musical notation for measures 25-32. A *dim.* (diminuendo) marking is present in measure 28. The melody and accompaniment continue.

Musical notation for measures 33-40. The tempo and mood change to "Slower and grandioso". The piece begins with a piano (*p*) dynamic in measure 33 and moves to mezzo-forte (*mf*) in measure 35. The melody is more prominent, and the left hand accompaniment is more rhythmic.

40 *8va*

46

52 *cresc.*

58 *p accel. e cresc.*

64 *molto rall.* *ff*

Super Mario Brothers: Short Motif

短いモチーフ

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Starman 無敵

1 Lively ♩ = 152

Musical score for Starman 無敵, Lively, ♩ = 152. The score is in 4/4 time and consists of two staves (treble and bass clef). The melody is characterized by a repeating eighth-note pattern in the right hand and a simple bass line in the left hand.

Game Over ゲームオーバー

1 March ♩ = 144

Musical score for Game Over ゲームオーバー, March, ♩ = 144. The score is in 4/4 time and consists of two staves. It features a melody with triplets in the right hand and a bass line in the left hand. Dynamics include *mf* and *f*.

Continuation of the Game Over musical score, starting at measure 7. It features a melody with triplets in the right hand and a bass line in the left hand.

Level Clear コースクリア

Musical score for Level Clear コースクリア. The score is in 4/4 time and consists of two staves. It features a melody with triplets in the right hand and a bass line in the left hand. Dynamics include *f*.

World Clear ワールドクリア

Musical score for World Clear ワールドクリア. The score is in 6/8 time and consists of two staves. It features a melody in the right hand and a bass line in the left hand. Dynamics include *f*.

Continuation of the World Clear musical score, starting at measure 4. It features a melody in the right hand and a bass line in the left hand.