

# 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 as 'Lively and detached' with a quarter note equal to 180 beats per minute. The score features a mix of chords, eighth notes, and triplets. The first system includes a triplet of eighth notes in the right hand. The second system starts at measure 7. The third system starts at measure 11. The fourth system starts at measure 15. The fifth system starts at measure 19. The sixth system starts at measure 23 and includes another triplet of eighth notes in the right hand. The score concludes with a double bar line.



# 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). Measures 1-4 are marked *Moderato* with a tempo of ♩ = 100. The dynamics alternate between *f* (forte) and *p* (piano). Measure 4 features a triplet of eighth notes in the right hand. Measures 5-8 continue the piece, with measure 8 featuring a triplet of eighth notes in the right hand and a dynamic of *p*. A first ending bracket labeled *8va* is shown above measure 8.

Vivace ♩ = 152

Musical score for measures 10-13. The piece is in 4/4 time with a key signature of two flats. The tempo is marked *Vivace* with a tempo of ♩ = 152. The dynamics are *f* (forte). The right hand features a dense texture of chords and sixteenth notes, while the left hand has a simpler accompaniment.

Musical score for measures 14-16. The piece is in 4/4 time with a key signature of two flats. The right hand features a dense texture of chords and sixteenth notes, while the left hand has a simpler accompaniment.

Moderato ♩ = 100

Musical score for measures 17-20. The piece is in 4/4 time with a key signature of two flats. The tempo is marked *Moderato* with a tempo of ♩ = 100. The dynamics are *p* (piano). Measure 17 features a dense texture of chords and sixteenth notes in the right hand. Measures 18-20 continue the piece with a simpler accompaniment in the right hand.

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20

Musical score for measures 20-21. The piece is in 4/4 time with a key signature of two flats. 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 steady bass line. Measure 21 continues the melodic development with a triplet in the right hand.

22

Musical score for measures 22-24. Measure 22 contains a triplet in the right hand. Measure 23 is a whole rest. Measure 24 is marked *accel.* and features a 12/8 time signature change. The right hand has a triplet in the first half of the measure, and the left hand has a triplet in the second half.

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 in 4/4 time. Measure 28 is marked *8va* and features a rapid sixteenth-note run in the right hand.

29

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

# Super Mario Brothers: Castle

城

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Fast ♩ = 92

The musical score is presented in a grand staff format, consisting of a treble clef and a bass clef joined by a brace. The piece is in 4/4 time and begins with a tempo marking of 'Fast ♩ = 92'. The score is divided into several systems, numbered 1 through 9. System 1 starts with a dynamic marking of *f*. System 4 begins with a dynamic marking of *ff*. System 6 is labeled 'Fanfare ♩ = 208' and features a change in time signature to 6/8. The score concludes with a double bar line at the end of system 9.



# 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: D major, E major, F# major, G major, A major, B major, C major, and D major. The bass line consists of a steady eighth-note accompaniment.

Musical notation for measures 9-16. The melody continues with chords: D major, E major, F# major, G major, A major, B major, C major, and D major. The bass line remains consistent with the previous section.

Musical notation for measures 17-24. The melody continues with chords: D major, E major, F# major, G major, A major, B major, C major, and D major. A *cresc.* (crescendo) marking is present in measure 21. The bass line continues with eighth notes.

Musical notation for measures 25-32. The melody continues with chords: D major, E major, F# major, G major, A major, B major, C major, and D major. A *dim.* (diminuendo) marking is present in measure 28. The bass line continues with eighth notes.

Musical notation for measures 33-40. The tempo and dynamics change to **Slower and grandioso**. The melody in the right hand features chords: D major, E major, F# major, G major, A major, B major, C major, and D major. The dynamic starts at *p* and changes to *mf* in measure 35. The bass line features a steady eighth-note accompaniment.

8va

40

Musical score for measures 40-45. The system includes a treble clef and a bass clef. Measure 40 starts with a treble clef and a key signature of one flat. A dashed box labeled '8va' covers the first measure. The music features a melody in the treble and a bass line in the bass. Measures 41-45 continue with similar accompaniment.

46

Musical score for measures 46-51. The system includes a treble clef and a bass clef. Measure 46 starts with a treble clef and a key signature of two sharps. The music features a melody in the treble and a bass line in the bass. Measures 47-51 continue with similar accompaniment.

52

*cresc.*

Musical score for measures 52-57. The system includes a treble clef and a bass clef. Measure 52 starts with a treble clef and a key signature of two sharps. The music features a melody in the treble and a bass line in the bass. A 'cresc.' marking is present in measure 52. Measures 53-57 continue with similar accompaniment.

58

*p accel. e cresc*

Musical score for measures 58-63. The system includes a treble clef and a bass clef. Measure 58 starts with a treble clef and a key signature of one flat. The music features a melody in the treble and a bass line in the bass. A 'p accel. e cresc' marking is present in measure 63. Measures 59-63 continue with similar accompaniment.

64

*molto rall.*

*ff*

Musical score for measures 64-70. The system includes a treble clef and a bass clef. Measure 64 starts with a treble clef and a key signature of one flat. The music features a melody in the treble and a bass line in the bass. A 'molto rall.' marking is present in measure 67. Measures 68-70 continue with similar accompaniment. The system ends with a double bar line and a 'ff' marking.

# 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. The piece is in 4/4 time with a tempo of 152 beats per minute. It features a lively melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

## Game Over ゲームオーバー

1 March ♩ = 144

Musical score for Game Over ゲームオーバー. The piece is in 4/4 time with a tempo of 144 beats per minute. It features a march-like melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

Continuation of the Game Over ゲームオーバー score. It features a melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

## Level Clear コースクリア

1

Musical score for Level Clear コースクリア. The piece is in 4/4 time. It features a melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

## World Clear ワールドクリア

1

Musical score for World Clear ワールドクリア. The piece is in 6/8 time. It features a melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

Continuation of the World Clear ワールドクリア score. It features a melody in the right hand and a rhythmic accompaniment in the left hand. The score includes a first ending and a repeat sign.

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