

# Super Mario Medley

Koji Kondo  
arr. Kento Miura

♩ = 95 Ground stage

Musical score for the first system, measures 1-9. The score is for a 6-piece guitar ensemble. The instruments are Alto Guitar 1st, Alto Guitar 2nd, Prime Guitar 1st, Prime Guitar 2nd, Prime Guitar 3rd, Bass Guitar, and Contrabass Guitar/Guitarron. The music is in 2/4 time with a key signature of one flat (Bb). The tempo is marked as ♩ = 95. The score features a repeating eighth-note pattern in the upper parts, with triplets and slurs. The bass and contrabass parts provide a steady accompaniment.

Musical score for the second system, measures 10-17. This system continues the piece with a key signature change to two flats (Bb, Eb) at measure 10. The instruments are labeled A.1, A.2, P.1, P.2, P.3, B., and C.B. Grn. The music features a complex rhythmic pattern with many slurs and ties, particularly in the upper parts. The bass and contrabass parts continue their accompaniment.

Musical score for the third system, measures 18-25. This system continues the piece with a key signature change to three flats (Bb, Eb, Ab) at measure 18. The instruments are labeled A.1, A.2, P.1, P.2, P.3, B., and C.B. Grn. The music features a complex rhythmic pattern with many slurs and ties, particularly in the upper parts. The bass and contrabass parts continue their accompaniment.

26

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B.  
Grn.

This system of music covers measures 26 through 35. It features seven staves: A.1, A.2, P.1, P.2, P.3, B., and C.B./Grn. The music is written in a common time signature with a key signature of one flat. The notation includes various rhythmic values such as eighth and sixteenth notes, often beamed together. Triplet markings (the number '3') are present in measures 28, 30, 32, and 34 across several staves. The piece concludes with a double bar line and repeat signs in the final measure.

36

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B.  
Grn.

This system of music covers measures 36 through 44. It continues with the same seven staves as the previous system. The notation is consistent, featuring eighth and sixteenth notes and triplet markings. The key signature remains one flat. The system ends with a double bar line and repeat signs.

45

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B.  
Grn.

This system of music covers measures 45 through 53. It continues with the same seven staves. The notation includes eighth and sixteenth notes, with triplet markings. The key signature changes to two flats in measure 48. The system concludes with a double bar line and repeat signs.

53  $\text{♩} = 140$  Passed the stage!  $\text{♩} = 100$  Underground Stage

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

59

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

コイーン  
コイーンコイーン

Grnはカッコ内の音は弾かなくてもよい

64

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

コイーン

69 ♩ = 140 Invincible

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

♩ = 95 GAMEOVER

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

81 ♩ = 70 Underwater stage

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

96

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

Detailed description: This system of music covers measures 96 to 111. It features seven staves: A.1, A.2, P.1, P.2, P.3, B., and C.B. Grn. The key signature has one flat (B-flat). The music includes various rhythmic patterns, including eighth and sixteenth notes, and rests. There are some slurs and accents throughout the piece.

112

*arco* *pizz.* *arco* *pizz.*

*J. = 95 Hurry up!* *J. = 105*

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

Detailed description: This system of music covers measures 112 to 126. It features the same seven staves as the previous system. The key signature remains one flat. There is a tempo change indicated by 'J. = 95 Hurry up!' at measure 112 and 'J. = 105' at measure 115. The music includes various rhythmic patterns, including eighth and sixteenth notes, and rests. There are some slurs and accents throughout the piece. The strings are marked 'arco' and 'pizz.'.

127

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

Detailed description: This system of music covers measures 127 to 141. It features the same seven staves as the previous systems. The key signature remains one flat. The music includes various rhythmic patterns, including eighth and sixteenth notes, and rests. There are some slurs and accents throughout the piece.

143  $\text{♩} = 180$  Bowser castle

A.1  
A.2  
P.1 arco  
P.2  
P.3  
B. arco  
C.B. Grn.

153  $\text{♩} = 130$  Beated the Bowser

A.1  
A.2  
P.1  
P.2  
P.3  
B.  
C.B. Grn.

159  $\text{♩} = 150$  Princess Peach rescue completed

A.1  
A.2  
P.1 rit. molto  
P.2 rit. molto  
P.3 rit. molto  
B. rit. molto  
C.B. Grn. rit. molto

169 ♩ = 140

A.1

A.2

P.1

P.2

P.3

B.

C.B.  
Grn.

Detailed description of the musical score: The score consists of seven staves. The top staff (A.1) is the melody, starting with a treble clef, a key signature of one flat (B-flat), and a 2/4 time signature. The tempo is marked as ♩ = 140. The melody features eighth and sixteenth notes with various rests. The accompaniment is divided into three parts: P.1 and P.2 (Piano parts) and B. (Bass). P.1 and P.2 play a rhythmic pattern of eighth notes, often with slurs. The Bass part (B.) plays a steady eighth-note accompaniment. The bottom staff (C.B. Grn.) is for the Cymbal and Gong, showing a rhythmic pattern of eighth notes with slurs. The score is divided into six measures by vertical bar lines.

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♩ = 95 Ground stage

Musical staff 1: Ground stage, measures 1-8. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 2: Ground stage, measures 9-15. Treble clef, key signature of one flat, 2/4 time signature. Includes a repeat sign and various rhythmic patterns.

Musical staff 3: Ground stage, measures 16-24. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns.

Musical staff 4: Ground stage, measures 25-32. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 5: Ground stage, measures 33-41. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 6: Ground stage, measures 42-50. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

♩ = 140 Passed the stage !

Musical staff 7: Passed the stage, measures 51-56. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

♩ = 100 Underground stage

Musical staff 8: Underground stage, measures 57-62. Treble clef, key signature of one flat, 3/4 time signature. Includes vocal-like 'コイーン' notes.

Musical staff 9: Underground stage, measures 63-67. Treble clef, key signature of one flat, 3/4 time signature. Includes vocal-like 'コイーン' notes.

♩ = 140 Invincible

Musical staff 10: Invincible, measures 68-74. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns.



73

79

♩ = 70 Underwater stage

93

110

♩ = 95 Hurry up!

♩ = 105

124

140

♩ = 180 Bowser castle

151

155

♩ = 130 Beated the Bowser

160

♩ = 150 Princess Peach rescue completed

168

♩ = 140

# Super Mario Medley

Koji Kondo  
arr. Kento Miura

♩ = 95 Ground stage

Musical staff 1: Ground stage, measures 1-8. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 2: Ground stage, measures 9-15. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 3: Ground stage, measures 16-24. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 4: Ground stage, measures 25-33. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 5: Ground stage, measures 34-42. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 6: Ground stage, measures 43-51. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

♩ = 140 Passed the stage !

Musical staff 7: Passed the stage, measures 52-57. Treble clef, key signature of one flat, 2/4 time signature. Features eighth and sixteenth note patterns with triplets.

♩ = 100 Underground stage

Musical staff 8: Underground stage, measures 58-62. Treble clef, key signature of one flat, 3/4 time signature. Features eighth and sixteenth note patterns with triplets.

Musical staff 9: Underground stage, measures 63-68. Treble clef, key signature of one flat, 3/4 time signature. Features eighth and sixteenth note patterns with triplets.

♩ = 140 Invincible

Musical staff 10: Invincible, measures 69-74. Treble clef, key signature of one flat, 4/4 time signature. Features eighth and sixteenth note patterns with triplets.

74

81

♩ = 70 Underwater stage

98

116

♩ = 95 Hurry up!

♩ = 105

133

150

♩ = 180 Bowser castle

154

♩ = 130 Beated the Bowser

159

3

3

*rit. molto*

3

160

♩ = 150 Princess Peach rescue completed

3

*rit. molto*

168

♩ = 140

# Super Mario Medley

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♩ = 95 Ground stage

Musical staff 1: Ground stage, measures 1-8. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 2: Ground stage, measures 9-17. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 3: Ground stage, measures 18-25. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 4: Ground stage, measures 26-34. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 5: Ground stage, measures 35-44. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 6: Ground stage, measures 45-52. Treble clef, 2/4 time signature. Features eighth and sixteenth notes with triplets.

♩ = 140 Passed the stage !

♩ = 100 Underground stage

Musical staff 7: Underground stage, measures 53-59. Treble clef, 3/8 and 4/4 time signatures. Features eighth and sixteenth notes with triplets.

Musical staff 8: Underground stage, measures 60-63. Treble clef, 4/4 time signature. Features eighth and sixteenth notes with triplets.

Musical staff 9: Underground stage, measures 64-68. Treble clef, 4/4 time signature. Features eighth and sixteenth notes with triplets.

♩ = 140 Invincible

Musical staff 10: Invincible, measures 69-76. Treble clef, 4/4 time signature. Features eighth and sixteenth notes with triplets.

73

77 **♩ = 95 GAMEOVER** **♩ = 70 Underwater stage**

91

106 **♩ = 95 Hurry up!**

119 **♩ = 105**

134

149 **♩ = 180 Bowser castle**

155 **♩ = 130 Beated the Bowser**

160 **♩ = 150 Princess Peach rescue completed**

168 **♩ = 140**

# Super Mario Medley

Koji Kondo  
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♩ = 95 Ground stage

3

3

3

3 3

3 3 3

3 3 3

♩ = 140 Passed the stage !

3 3 3 3 3

♩ = 100 Underground stage

3

6 3 3 3 6

♩ = 140 Invincible

3 3 3 3 3

72

76  $\text{♩} = 95$  GAMEOVER  $\text{♩} = 70$  Underwater stage

86

101

116  $\text{♩} = 95$  Hurry up!  $\text{♩} = 105$

130

146  $\text{♩} = 180$  Bowser castle

153  $\text{♩} = 130$  Beated the Bowser

159  $\text{♩} = 150$  Princess Peach rescue completed

169  $\text{♩} = 140$

# Super Mario Medley

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♩ = 95 Ground stage

♩ = 140 Passed the stage !

♩ = 100 Underground stage

♩ = 140 Invincible



72



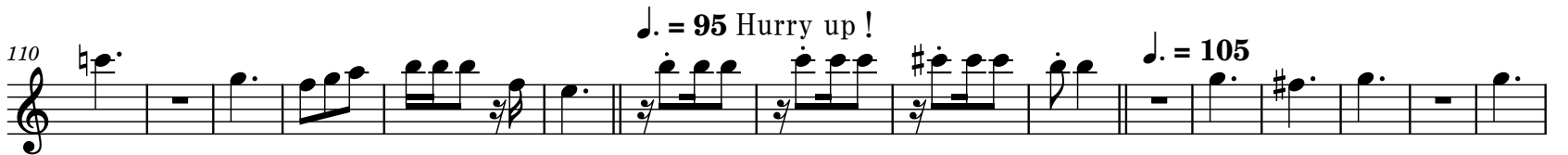
77 ♩ = 95 GAMEOVER



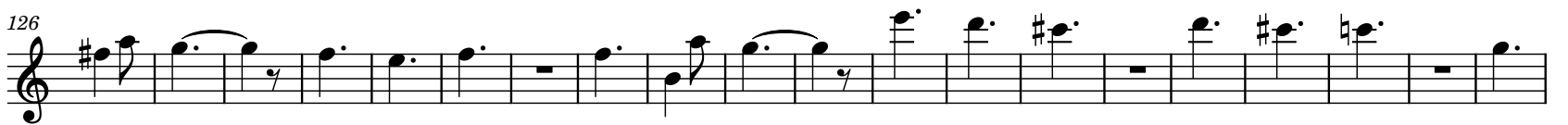
90



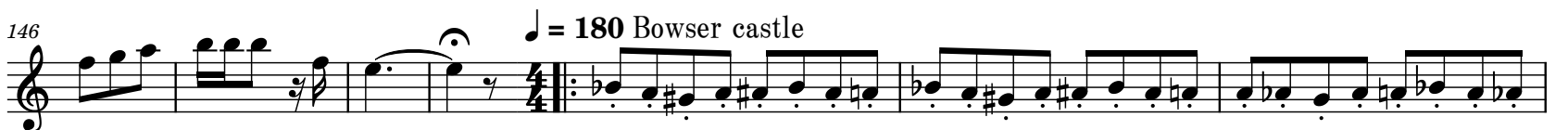
110



126



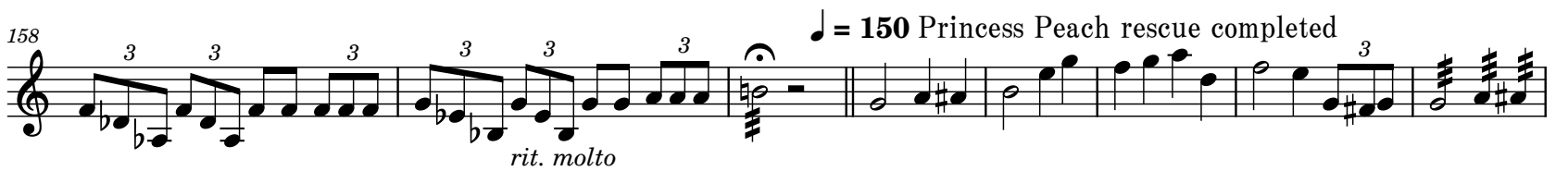
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153



158



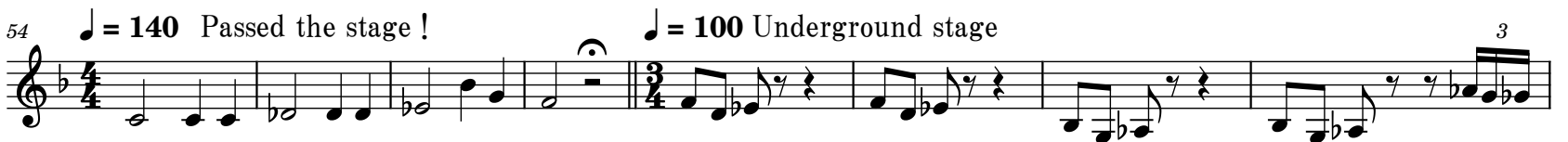
166



# Super Mario Medley

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♩ = 95 Ground stage



2

68

♩ = 140 Invincible

76

♩ = 95 GAMEOVER

♩ = 70 Underwater stage

92

107

arco

♩ = 95 Hurry up!

♩ = 105 pizz.

122

137

arco

♩ = 180 Bowser castle

152

♩ = 130 Beated the Bowser

160

♩ = 150 Princess Peach rescue completed

168

♩ = 140

# Super Mario Medley

Koji Kondo  
arr. Kento Miura

♩ = 95 Ground stage

9

19

27

36

46

54 ♩ = 140 Passed the stage ! ♩ = 100 Underground stage

62

Grnはカッコ内の音は弾かなくてもよい

68

♩ = 140 Invincible



77

♩ = 95 GAMEOVER

♩ = 70 Underwater stage



97



116

♩ = 95 Hurry up !

♩ = 105



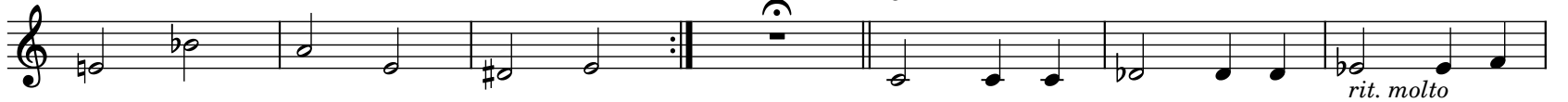
135

♩ = 180 Bowser castle



153

♩ = 130 Beated the Bowser



160

♩ = 150 Princess Peach rescue completed



168

♩ = 140

