



SUPER MARIO BROS. GROUND BACKGROUND MUSIC

**SUPER
MARIO BROS.®**

Piano arrangement by SHINOBU AMAYAKE
Music supervision by NINTENDO

Composed by KOJI KONDO

(Original Key : C)
(Original Tempo : ♩=100)

♩=80

Sheet music for the Ground Background Music from Super Mario Bros. The score is written for piano and includes fingerings, dynamics, and repeat signs.

Section A: Starts with a treble clef, key signature of one sharp (F#), and a 4/4 time signature. The music begins with a forte (*f*) dynamic. The first measure contains a triplet of eighth notes (F#, A, C) with fingerings 3, 2, 1. The second measure contains a half note (F#) with a fingering of 1. The third measure contains a half note (A) with a fingering of 2. The fourth measure contains a half note (C) with a fingering of 1. The section ends with a repeat sign.

Section B: Starts with a treble clef, key signature of one sharp (F#), and a 4/4 time signature. The music begins with a mezzo-forte (*mf*) dynamic. The first measure contains a half note (F#) with a fingering of 1. The second measure contains a half note (A) with a fingering of 2. The third measure contains a half note (C) with a fingering of 1. The fourth measure contains a half note (F#) with a fingering of 2. The section ends with a repeat sign.

Section C: Starts with a treble clef, key signature of one sharp (F#), and a 4/4 time signature. The music begins with a forte (*f*) dynamic. The first measure contains a half note (F#) with a fingering of 1. The second measure contains a half note (A) with a fingering of 2. The third measure contains a half note (C) with a fingering of 1. The fourth measure contains a half note (F#) with a fingering of 2. The section ends with a repeat sign.

Section D: Starts with a treble clef, key signature of one sharp (F#), and a 4/4 time signature. The music begins with a mezzo-forte (*mf*) dynamic. The first measure contains a half note (F#) with a fingering of 1. The second measure contains a half note (A) with a fingering of 2. The third measure contains a half note (C) with a fingering of 1. The fourth measure contains a half note (F#) with a fingering of 2. The section ends with a repeat sign.



SUPER MARIO BROS. UNDERWATER BACKGROUND MUSIC

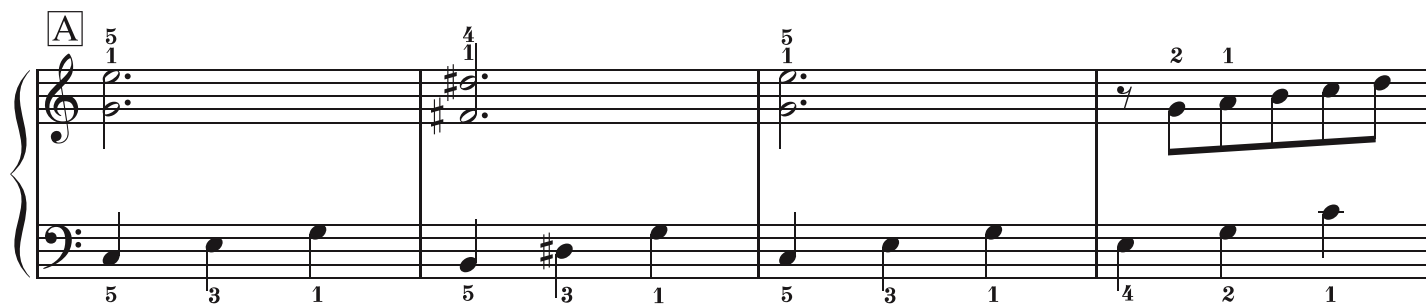
**SUPER
MARIO BROS.®**

Piano arrangement by SHINOBU AMAYAKE
Music supervision by NINTENDO

Composed by KOJI KONDO

(Original Key : C)
(Original Tempo : ♩=226)

♩=176





NEW SUPER MARIO BROS. BATTLE BACKGROUND MUSIC 1



Piano arrangement by SHINOBU AMAYAKE
Music supervision by NINTENDO

Composed by KOJI KONDO

(Original Key : C)
(Original Tempo : ♩=190)

♩=150

♩

A

B



NEW SUPER MARIO BROS. Wii

DESERT BACKGROUND MUSIC



Piano arrangement by SHINOBU AMAYAKE
Music supervision by NINTENDO

Composed by SHIHO FUJII

(Original Key : C)
(Original Tempo : ♩=110)

♩=92

Section A

Section B