Super Mario Brothers 3

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.

Philip Kim フィリップ キム

March, 2007

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Super Mario Brothers 3
Maps マップ

Map 1: Grassland

Map 2: Koopahari Desert

Map 3: Sea Side

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Map 5: The Sky

\[ j = 144 \]

Map 6: Ice Land

\[ j = 80 \]
Map 7: Pipe Maze

\[ \text{mf} \]

Map 8: Dark World

\[ \text{Agitated} \]
Super Mario Brothers 3
Warp
笛の音+ワープマップ

Kondo Koji
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Dreamy \( \frac{j}{=96} \)

Copyright © Philip Kim, 2007
Super Mario Brothers 3
Overworld 1

Allegro $d = 132$

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Super Mario Brothers 3
Hammer Bros. Battle
敵バトル

Very fast \( \frac{d}{\text{d}t} = 152 \)

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Super Mario Brothers 3
Boom Boom/Koopa kids
砦のボス

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Strong rhythm \( \text{\texttt{\textbar}} = 88 \)
Super Mario Brothers 3
Ending
エンディング

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Copyright © Philip Kim, 2007
Super Mario Brothers 3
Short Motifs
短いモチーフ

Course Clear

Game Over

Toad's house

Like a music box

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Airship Victory/Fireworks Fanfare
花火ファンファーレ

\[ q = 100 \]

King's room
王様の部屋

\[ q = 60 \]

King Restored/World Clear Fanfare
ワールドクリア ファンファーレ

\[ q = 120 \]
Music Box
オルゴール

slow \( \frac{\text{d}}{\text{t}} = 50 \)

Agressively \( \frac{\text{d}}{\text{t}} = 112 \) King Koopa/Bowser
魔王クッパ