

World 1-4: Yold Ruins

Composer: Naoto Kubo

Game: Super Paper Mario

pianogame.org

♩ = 105

Automobile Brake Drums, Track 1

Effect Synthesizer, Track 2

Automobile Brake Drums, Track 3

2

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

4

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

6

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

8

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

Aut. Brk. Dr.

10

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

Aut. Brk. Dr.

12

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

Aut. Brk. Dr.

14

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

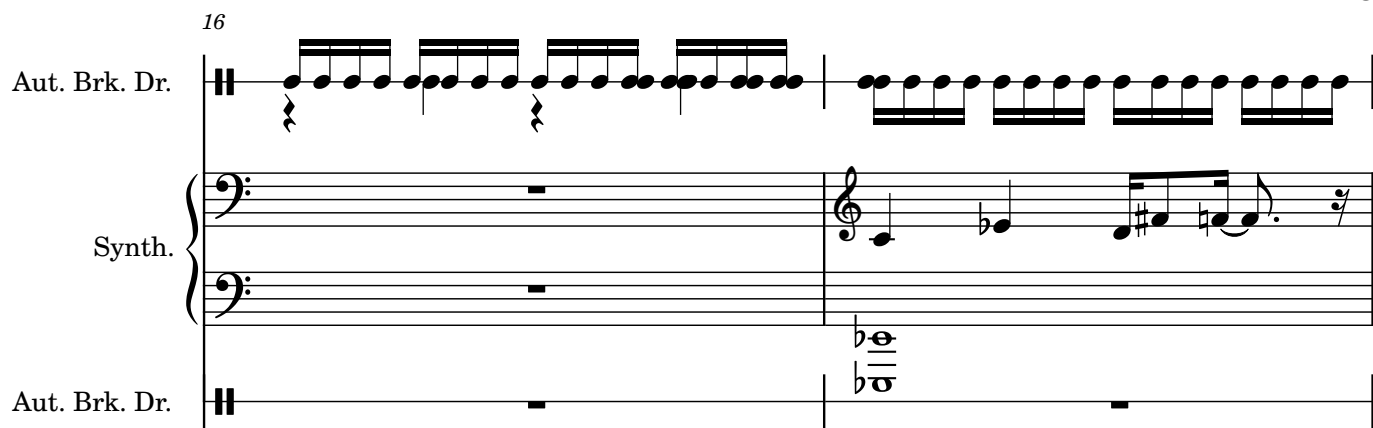
Aut. Brk. Dr.

16

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

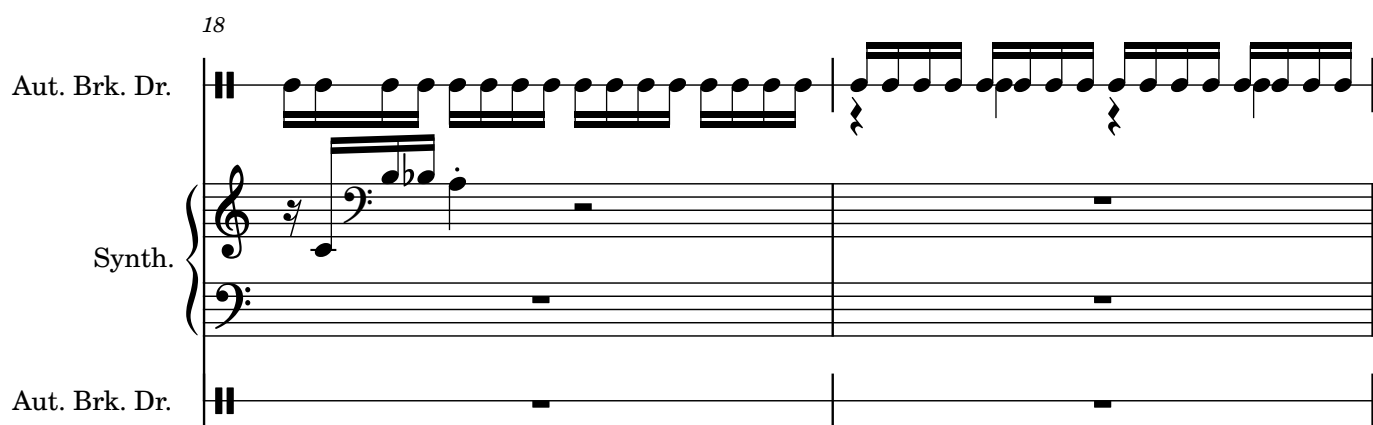


18

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

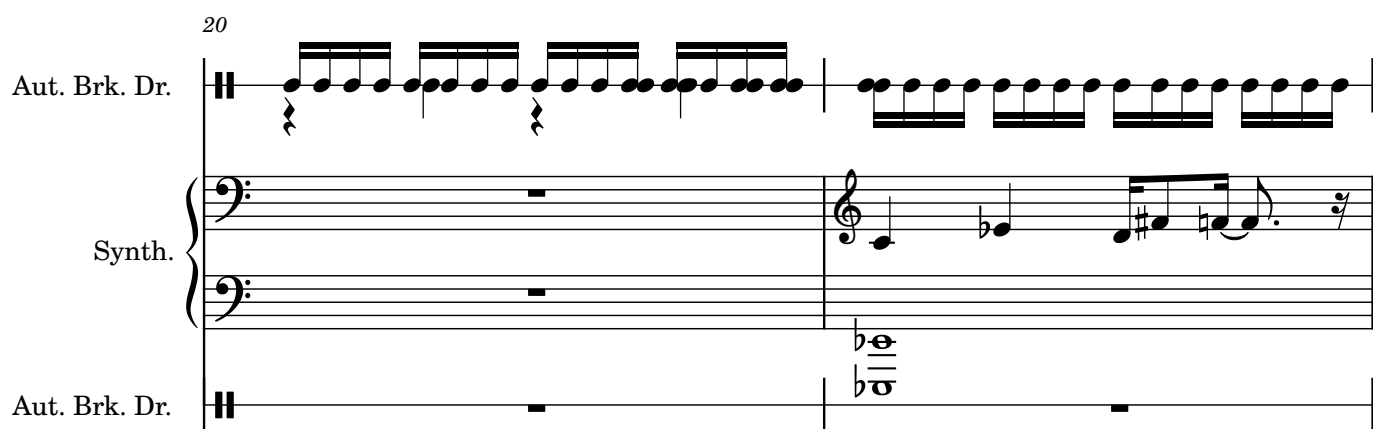


20

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

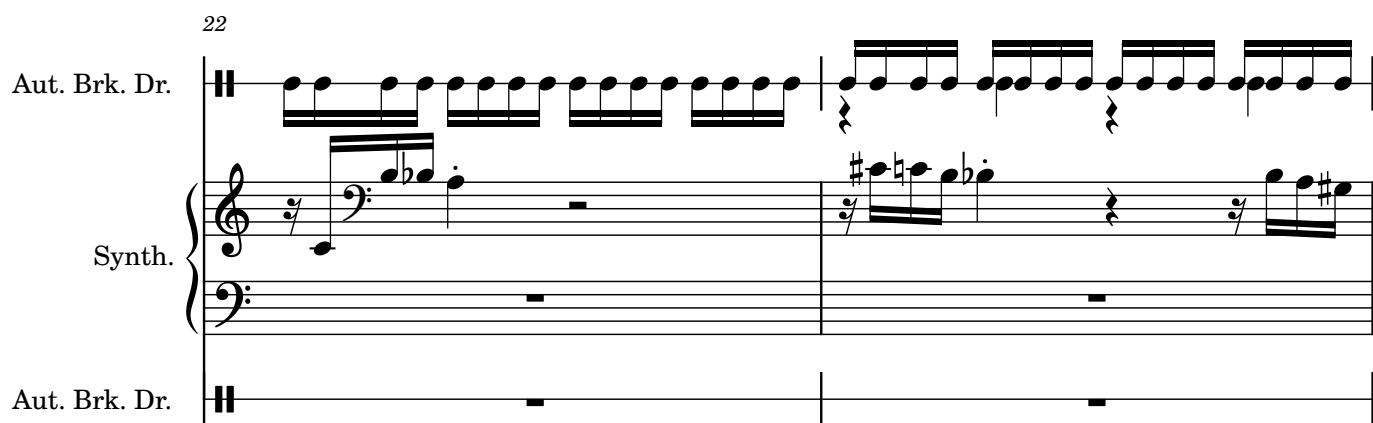


22

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.



24

Aut. Brk. Dr.

Synth.

Aut. Brk. Dr.

The musical score consists of three staves. The top staff, labeled 'Aut. Brk. Dr.', contains a complex drum pattern in measure 24, featuring multiple sixteenth notes and rests. The middle staff, labeled 'Synth.', contains a melodic sequence in measure 24, starting with a bass clef and a treble clef, and ending with a whole note. The bottom staff, labeled 'Aut. Brk. Dr.', contains a simple drum pattern in measure 24, consisting of a single sixteenth note and a rest. The score concludes with a double bar line at the end of measure 25.