

Special Zone (Super Mario Bros. Theme Rem (3)

Composer: Koji Kondo

Game: Super Mario World

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♩ = 100

Brass, Brass

Brass, Brass

Alto Saxophone, Alto Saxophone

8

Br.

Br.

A. Sax.

18

Br.

Br.

A. Sax.

27

Br.

Br.

A. Sax.

30

Br.

Br.

A. Sax.

3

3

34

Br.

Br.

A. Sax.

3

40

Br.

Br.

A. Sax.

3

43

Br.

Br.

A. Sax.

3

3

46

Br.

Br.

A. Sax.

3

3

50

Br.

Br.

A. Sax.

56

Br.

Br.

A. Sax.

59

Br.

Br.

A. Sax.

64

Br.

Br.

A. Sax.

3

3

66

Br.

Br.

A. Sax.

3

3

70

Br.

Br.

A. Sax.

76

Br.

Br.

A. Sax.

3

79

Br.

Br.

A. Sax.

3

3

82

Br.

Br.

A. Sax.

3

3

86

Br.

Br.

A. Sax.

92

Br.

Br.

A. Sax.

95

Br.

Br.

A. Sax.

The musical score consists of three staves. The first two staves are for Brass (Br.) and the third is for Alto Saxophone (A. Sax.). The key signature has five sharps (F#, C#, G#, D#, A#). The first staff (Br.) has a treble clef and a key signature of five sharps. The second staff (Br.) has a treble clef and a key signature of five sharps. The third staff (A. Sax.) has a treble clef and a key signature of five sharps. The music consists of eighth and quarter notes, with a repeat sign in the middle of each staff. The first staff ends with a double bar line. The second staff ends with a double bar line. The third staff ends with a double bar line.