

# Overworld

Composer: Koji Kondo

Game: Super Mario Bros. Deluxe

[pianogame.org](http://pianogame.org)

$\text{♩} = 105$

Mallet Synthesizer, Square 1

Saw Synthesizer, Sawtooth



3

Mal. Syn.

Synth.



5

Mal. Syn.

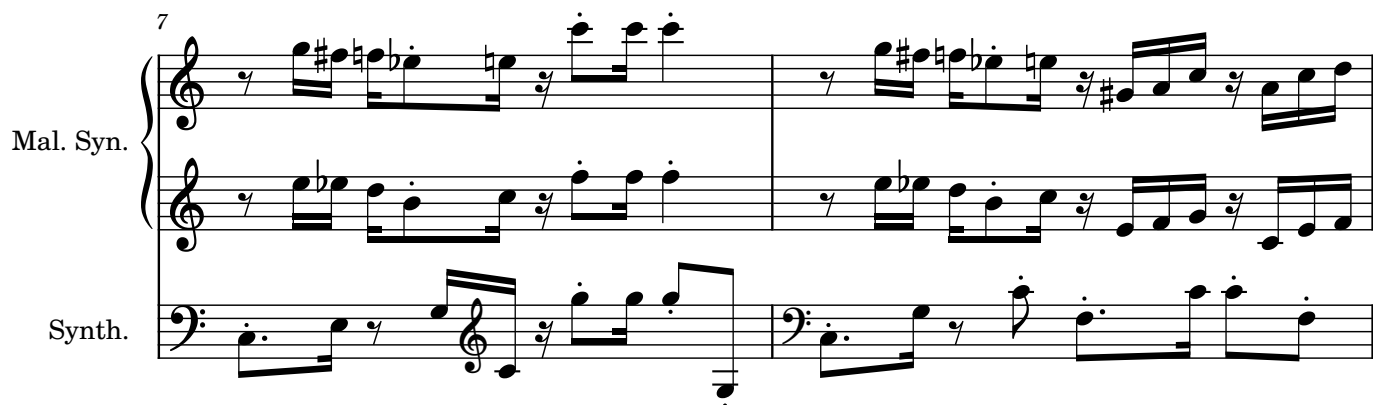
Synth.



7

Mal. Syn.

Synth.



9

Mal. Syn.

Synth.

Mal. Syn. top staff:  $\text{quarter rest}, \text{quarter note } Bb, \text{quarter note } G, \text{quarter rest}$

Mal. Syn. bottom staff:  $\text{quarter rest}, \text{quarter note } F\#, \text{quarter note } E, \text{quarter rest}$

Synth. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

11

Mal. Syn.

Synth.

Mal. Syn. top staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Mal. Syn. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Synth. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

13

Mal. Syn.

Synth.

Mal. Syn. top staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Mal. Syn. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Synth. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

16

Mal. Syn.

Synth.

Mal. Syn. top staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Mal. Syn. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

Synth. bottom staff:  $\text{quarter note } F\#, \text{quarter note } E, \text{quarter note } D, \text{quarter note } C$

19

Mal. Syn.

Synth.

21

Mal. Syn.

Synth.

24

Mal. Syn.

Synth.

27

Mal. Syn.

Synth.

30

Mal. Syn.

Synth.

32

Mal. Syn.

Synth.

35

Mal. Syn.

Synth.