

Overworld (10)

Composer: Koji Kondo

Game: Super Mario Bros.

pianogame.org

♩ = 100

Effect Synthesizer, Track 1

Effect Synthesizer, Track 3

Effect Synthesizer, Track 1 and Effect Synthesizer, Track 3 are shown in 4/4 time. Track 1 consists of two staves (treble and alto clefs) and Track 3 consists of one staff (bass clef). The tempo is marked as ♩ = 100. The music features eighth and sixteenth notes with various accidentals.

3

Synth.

Synth.

Synth. and Synth. are shown in 4/4 time. The music features eighth and sixteenth notes with various accidentals. A '3' is written above the first measure of the upper staff.

3

5

Synth.

Synth.

Synth. and Synth. are shown in 4/4 time. The music features eighth and sixteenth notes with various accidentals. A '3' is written above the first measure of the upper staff and a '5' is written above the first measure of the lower staff.

7

Synth.

Synth.

Synth. and Synth. are shown in 4/4 time. The music features eighth and sixteenth notes with various accidentals. A '7' is written above the first measure of the upper staff.

9

Synth.

Synth.

11

Synth.

Synth.

13

Synth.

Synth.

16

Synth.

Synth.

3

19

Synth.

Synth.

3

3

21

3

Synth.

Synth.

24

Synth.

Synth.

27

3

Synth.

Synth.

30

3

Synth.

Synth.

33

Synth.

Synth.

3 3

3 3

36

Synth.

Synth.

3

3