

Valley of Bowser (3)

Composer: Koji Kondo

Game: Super Mario World

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♩ = 120

Archlute, Acoustic Guitar (Steel)

Bass Guitar, Slap Bass 2

Trombone, Trombone (left)

2

A. Lt.

B. Guit.

Tbn.

4

A. Lt.

B. Guit.

Tbn.

6

A. Lt.

B. Guit.

Tbn.

Measures 6-7. A. Lt. and B. Guit. play a continuous eighth-note pattern. Tbn. has a whole rest in measure 6 and a half note in measure 7.

8

A. Lt.

B. Guit.

Tbn.

Measures 8-9. A. Lt. and B. Guit. continue the eighth-note pattern. Tbn. has a whole rest in measure 8 and a half note in measure 9.

10

A. Lt.

B. Guit.

Tbn.

Measures 10-11. A. Lt. and B. Guit. continue the eighth-note pattern. Tbn. has a whole rest in measure 10 and a half note in measure 11.

12

A. Lt.

B. Guit.

Tbn.

12

14

A. Lt.

B. Guit.

Tbn.

14

16

A. Lt.

B. Guit.

Tbn.

16

18

A. Lt.

B. Guit.

Tbn.

The musical score consists of three staves. The top staff, labeled 'A. Lt.', is in treble clef and contains a melody of eighth notes, mostly beamed in pairs. The middle staff, labeled 'B. Guit.', is in bass clef and contains a bass line of eighth notes, also mostly beamed in pairs. The bottom staff, labeled 'Tbn.', is in bass clef and contains a whole rest for the first 12 measures, followed by a quarter rest in measure 13, and then a half note in measure 14. The key signature has two flats (B-flat and E-flat). The time signature is 4/4. The score ends with a double bar line in measure 14.