

Lost Levels: Title Screen (2)

Composer: Koji Kondo

Game: Super Mario All-Stars

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Alto Saxophone, Electric Piano

Treble Viol, Electric Piano

Treble Viol

A. Sax.

Tr. VI.

Tr. VI.

A. Sax.

Tr. VI.

Tr. VI.

Tempo markings: $\text{♩} = 60$, $\text{♩} = 55$, $\text{♩} = 53$, $\text{♩} = 50$, $\text{♩} = 55$, $\text{♩} = 58$, $\text{♩} = 60$, $\text{♩} = 63$, $\text{♩} = 47$, $\text{♩} = 45$

Rehearsal marks: 3, 5

The musical score is written for three parts: Alto Saxophone, Electric Piano, and Treble Viol. The Alto Saxophone part is in E major (three sharps) and the Treble Viol parts are in D major (two sharps). The score is in 4/4 time and features complex rhythmic patterns, including triplets and sixteenth notes. The Alto Saxophone part is in E major (three sharps) and the Treble Viol parts are in D major (two sharps). The score includes tempo markings and rehearsal marks.

7

A. Sax.

Tr. VI.

Tr. VI.

9

A. Sax.

Tr. VI.

Tr. VI.

10

A. Sax.

Tr. VI.

Tr. VI.

The musical score consists of three staves. The top staff is for the Alto Saxophone (A. Sax.) in treble clef with a key signature of three sharps (F#, C#, G#). It begins at measure 10 and contains a melodic line with several triplets and slurs. The middle staff is for the Trumpet VI (Tr. VI.) in treble clef with a key signature of one flat (Bb). It contains a complex rhythmic pattern with many beamed sixteenth notes and triplets. The bottom staff is also for the Trumpet VI (Tr. VI.) in treble clef with a key signature of one flat (Bb). It contains a complex rhythmic pattern with many beamed sixteenth notes and triplets. The score ends with a double bar line.