

# Sammer's Kingdom

Composer: Naoto Kubo

Game: Super Paper Mario

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

$\text{♩} = 111$

Harp, Harp

Grand Piano, Electric Piano

String Synthesizer, Track 3

3

Hrp.

Pno.

Synth.

6

Hrp.

Pno.

Synth.

9

Hrp.

Pno.

Synth.

12

Hrp.

Pno.

Synth.

15

Hrp.

Pno.

Synth.

18

Hrp.

Pno.

Synth.

21

Hrp.

Pno.

Synth.

25

Hrp.

Pno.

Synth.

28

Hrp.

Pno.

Synth.

31

Hrp.

Pno.

Synth.

This musical score segment covers measures 31, 32, and 33. The Harp (Hrp.) and Synth. parts are in treble clef with a key signature of three flats (B-flat, E-flat, A-flat). The Piano (Pno.) part is in a grand staff with a key signature of three flats. Measure 31: Harp and Synth. play a dotted half note G4. Piano plays a half note G2, followed by a half note G3. Measure 32: Harp and Synth. play a dotted half note A4. Piano plays a half note A2, followed by a half note A3. Measure 33: Harp and Synth. play a dotted half note B4. Piano plays a half note B2, followed by a half note B3. The score ends with a double bar line at the end of measure 33.