

# Overworld 5 - 'Toxic Forest'

Composer: Koji Kondo

Game: New Super Mario Bros. Wii

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

Marimba (grand staff), Staff-8

Violin, Staff-5

Baritone Saxophone, Staff-7

$\text{♩} = 239$

The image shows a musical score for three staves. The top staff is labeled 'Marimba (grand staff), Staff-8' and contains a whole rest in every measure of the 8-measure excerpt. The middle staff is labeled 'Violin, Staff-5' and also contains a whole rest in every measure. The bottom staff is labeled 'Baritone Saxophone, Staff-7' and contains a whole rest in every measure. The tempo is marked as quarter note = 239. The Marimba and Violin staves are in 4/4 time with a key signature of one flat. The Baritone Saxophone staff is in 4/4 time with a key signature of three sharps.

8

Mrm.

Vln.

Bar. Sax.

13

Mrm.

Vln.

Bar. Sax.

18

Mrm.

Vln.

Bar. Sax.

23

Mrm.

Vln.

Bar. Sax.

29

Mrm.

Vln.

Bar. Sax.



34

Mrm.

Vln.

Bar. Sax.



39

Mrm.

Vln.

Bar. Sax.



44

Mrm.

Vln.

Bar. Sax.

3



48

Mrm.

Vln.

Bar. Sax.

51

Mrm.

Vln.

Bar. Sax.

53

Mrm.

Vln.

Bar. Sax.

57

Mrm.

Vln.

Bar. Sax.

60

Mrm.

Vln.

Bar. Sax.

The musical score consists of three staves. The top staff, labeled 'Mrm.', is in treble clef with a key signature of one flat (Bb). It contains a melodic line starting at measure 60 with a triplet of eighth notes, followed by another triplet, then a repeat sign, and ending with a triplet. The middle staff, labeled 'Vln.', is in treble clef with a key signature of one flat (Bb) and is mostly silent, with a single note in measure 61. The bottom staff, labeled 'Bar. Sax.', is in treble clef and changes its key signature to three sharps (F#, C#, G#) at measure 60. It features a dynamic marking of  $\text{p}$  (piano) and a series of notes in measure 60.