

Inside the Castle Walls (Mario Circuit Arrangement)

Composer: Koji Kondo

Game: Super Mario 64

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♩ = 141

Bass Synthesizer, Bass Guitar

Brass, Brass

Hammond Organ, Organ 1

6

Synth.

Br.

Hm. Org.

10

Synth.

Br.

Hm. Org.

14

Synth.

Br.

Hm. Org.

18

Synth.

Br.

Hm. Org.

22

Synth.

Br.

Hm. Org.



26

Synth.
 Br.
 Hm. Org.

30

Synth.

Br.

Hm. Org.

Figure 10: Musical score for three staves: Synth. (Bass), Br. (Trumpet), and Hm. Org. (Harmonica Organ). The Synth. staff has a bass clef and contains a melodic line with eighth and sixteenth notes. The Br. staff has a treble clef and contains whole rests. The Hm. Org. staff has a treble clef and contains a melodic line with eighth and sixteenth notes, including a sharp sign on the final note.

34

Synth.

Br.

Hm. Org.

38

Synth.

Br.

Hm. Org.

42

Synth.

Br.

Hm. Org.

46

Synth.

Br.

Hm. Org.

50

Synth.

Br.

Hm. Org.

58

62

66

70

Synth.

Br.

Hm. Org.

74

Synth.

Br.

Hm. Org.

The musical score consists of three staves. The top staff, labeled 'Synth.', is in bass clef and contains four measures of music. The second staff, labeled 'Br.', is in treble clef and contains four measures of rests. The third staff, labeled 'Hm. Org.', is in treble clef and contains four measures of music. The music is written in 4/4 time and features a mix of eighth and sixteenth notes, with some measures containing beamed eighth notes and others containing sixteenth notes. The Synth. part starts with a half note, followed by a quarter note, and then a series of eighth and sixteenth notes. The Hm. Org. part starts with a half note, followed by a quarter note, and then a series of eighth and sixteenth notes. The Br. part is silent throughout the four measures.