

# Victory Loop (2)

Composer: Yoko Shimomura

Game: Mario & Luigi: Superstar Saga

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

♩ = 130

Automobile Brake Drums, MIDI 1

Automobile Brake Drums, Percussion

Automobile Brake Drums, MIDI 2

3

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

5

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

7

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

9

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

11

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

13

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

15

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

This block contains the musical notation for measures 15 and 16. It consists of three staves. The top staff is labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals. The middle staff is also labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals. The bottom staff is labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals.

17

Aut. Brk. Dr.

Aut. Brk. Dr.

Aut. Brk. Dr.

This block contains the musical notation for measures 17 and 18. It consists of three staves. The top staff is labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals. The middle staff is also labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals. The bottom staff is labeled 'Aut. Brk. Dr.' and contains a sequence of notes with various rests and accidentals.