

# **Super Mario Bros. 3: Airships**

Composer: Koji Kondo

Game: Super Mario All-Stars

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



13

3 3 3 3

Timp.

Vuv.

Vuv.

16

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

19

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

22

3 3 3 3

Timp.

Vuv.

Vuv.

25

3 3 3 3

Timp.

Vuv.

Vuv.

28

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

31

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

34

3 3 3 3

Timp.

Vuv.

Vuv.

37

3 3 3 3

Timp.

Vuv.

Vuv.

40

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

43

3 3 3 3 3 3

Timp.

Vuv.

Vuv.

46

3 3 3 3

Timp.

Vuv.

Vuv.

49

3

3

The musical score for 'The Rose Tree' is presented in three staves. The top staff, labeled 'Timp.', uses a bass clef and contains a rhythmic pattern of eighth and sixteenth notes. The middle staff, labeled 'Vuv.', uses a treble clef and features a melody with dotted notes and triplets, indicated by a '3' below the staff. The bottom staff, also labeled 'Vuv.', uses a treble clef and contains a more complex rhythmic pattern with many beamed notes and rests. The score is divided into three measures by vertical bar lines.