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Composer: Koji Kondo

Game: Super Mario 64

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8 $\text{♩} = 96$

Danso, Pan Flute

Bowed Synthesizer, Sampler

Pan Flute, Pan Flute

3 **8**

Da.

Synth.

Pn. Fl.

6 **8**

Da.

Synth.

Pn. Fl.

9 **8**

Da.

Synth.

Pn. Fl.

12

Da.

Synth.

Pn. Fl.

12/8

16

Da.

Synth.

Pn. Fl.

This musical score segment contains three staves for measures 16, 17, and 18. The vocal staff (Da.) is in treble clef with a key signature of one flat. It features a melody with eighth and sixteenth notes, including a triplet in measure 16 and a half note in measure 18. The synth staff (Synth.) is also in treble clef and provides harmonic support with chords and moving lines. The piano flute staff (Pn. Fl.) is in treble clef and contains a melodic line with eighth and sixteenth notes, often playing in unison or harmony with the synth. Measure 16 includes a triplet of eighth notes in the vocal part. Measure 18 features a half note in the vocal part and a sustained note in the piano flute part.

19

Da.

Synth.

Pn. Fl.

22

Da.

Synth.

Pn. Fl.

25

Da.

Synth.

Pn. Fl.

8

28

Da.

Synth.

Pn. Fl.

8

32

Da.

Synth.

Pn. Fl.

8