

Story Dialog

Composer: Koji Kondo

Game: Super Mario World 2: Yoshi's Island

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Orff Alto Glockenspiel, Staff-1

Crotales, Staff-2

Harpsichord, Staff-3

O. A. Glk.

Crot.

Hch.

O. A. Glk.

Crot.

Hch.

9

O. A. Glk.

Crot.

Hch.

Measures 9-11. Oboe A (Glk.) and Horn (Hch.) play a complex eighth-note melody with triplets. Crotchet (Crot.) is silent.

12

O. A. Glk.

Crot.

Hch.

$\text{♩} = 117$

Measures 12-14. Oboe A (Glk.) and Horn (Hch.) continue the melody. Crotchet (Crot.) has a triplet in measure 13. A tempo marking of quarter note = 117 is present.

15

O. A. Glk.

Crot.

Hch.

Measures 15-18. Oboe A (Glk.) and Horn (Hch.) continue the melody. Crotchet (Crot.) has a triplet in measure 16.

19

O. A. Glk.

Crot.

Hch.

$\text{♩} = 115$

22

O. A. Glk.

Crot.

Hch.

$\text{♩} = 115$

25

O. A. Glk.

Crot.

Hch.

$\text{♩} = 115$

28 $\text{♩} = 113$

O. A. Glk.

Crot.

Hch.

Measures 28-30. Oboe A (Glk.) has a melodic line with triplets. Crotchet (Crot.) has rests. Horn (Hch.) has a melodic line with triplets. Tempo is 113 bpm.

31 $\text{♩} = 110$ $\text{♩} = 95$

O. A. Glk.

Crot.

Hch.

Measures 31-34. Oboe A (Glk.) has a melodic line with triplets. Crotchet (Crot.) has rests. Horn (Hch.) has a melodic line with triplets. Tempo changes from 110 bpm to 95 bpm.

35 $\text{♩} = 90$

O. A. Glk.

Crot.

Hch.

Measures 35-38. Oboe A (Glk.) has a melodic line with triplets. Crotchet (Crot.) has rests. Horn (Hch.) has a melodic line with triplets. Tempo is 90 bpm.

♩ = 80 ♩ = 75 ♩ = 40 ♩ = 32 ♩ = 120

38

O. A. Glk.

Crot.

Hch.

42

O. A. Glk.

Crot.

Hch.

45

O. A. Glk.

Crot.

Hch.

48

O. A. Glk.

Crot.

Hch.

3 3 3

51

O. A. Glk.

Crot.

Hch.

3 3 3 3

54

O. A. Glk.

Crot.

Hch.

3 3 3

57

O. A. Glk.

Crot.

Hch.

3 3 3 3

60

O. A. Glk.

Crot.

Hch.

3 3 3 3

63

O. A. Glk.

Crot.

Hch.

3 3 3 3

67

O. A. Glk.

Crot.

Hch.

3 3 3

3 3

71

O. A. Glk.

Crot.

Hch.

3

3