

Super Mario Brothers 3 - General Stage (Example: 1-2)

$\text{♩} = 150,000000$

Descant Recorder

Percussion

Dulcimer

Marimba

Tenor Banjo

Electric Piano

$\text{♩} = 150,000000$

Synth Bass



3

Dulc.

4

Perc.

T. Ban.

E. Piano

S. Bass



6

Perc.

Mar.

T. Ban.

S. Bass



8

Perc.

T. Ban.

E. Piano

S. Bass

10

Perc.

T. Ban.

E. Piano

S. Bass

12

D. Rec.

Perc.

T. Ban.

E. Piano

S. Bass

14

D. Rec.

Perc.

E. Piano

S. Bass

4

16

D. Rec.

Perc.

Mar.

E. Piano

S. Bass



18

D. Rec.

Perc.

E. Piano

S. Bass

20

D. Rec.

Perc.

Dulc.

E. Piano

S. Bass



22

Perc.

Dulc.

S. Bass



23

Perc.

T. Ban.

S. Bass

24

Perc.

T. Ban.

S. Bass



26

Perc.

Mar.

T. Ban.

E. Piano

S. Bass



28

Perc.

T. Ban.

E. Piano

S. Bass

30

Perc.

T. Ban.

S. Bass



32

D. Rec.

Perc.

T. Ban.

E. Piano

S. Bass



34

D. Rec.

Perc.

E. Piano

S. Bass

36

D. Rec.

Perc.

Mar.

E. Piano

S. Bass



38

D. Rec.

Perc.

Dulc.

E. Piano

S. Bass

40

D. Rec.

Perc.

Dulc.

S. Bass



41

Perc.

Dulc.

S. Bass

Super Mario Brothers 3 - General Stage (Example: 1-2)

Percussion

♩ = 150,000000
3

6
9
12
15
19
23
26
29
32
V.S.

2

Percussion

35

Musical notation for Percussion, measures 35-38. The notation consists of two staves. The upper staff uses 'x' marks to indicate percussive hits, with some notes indicating pitch. The lower staff shows the corresponding guitar accompaniment with chords and individual notes.

39

Musical notation for Percussion, measures 39-42. The notation consists of two staves. The upper staff uses 'x' marks to indicate percussive hits, with some notes indicating pitch. The lower staff shows the corresponding guitar accompaniment with chords and individual notes.

Dulcimer

Super Mario Brothers 3 - General Stage (Example: 1-2)

♩ = 150,000000

4

21

23

40

41

Marimba

Super Mario Brothers 3 - General Stage (Example: 1-2)

♩ = 150,000000

6 5 5 4 3

17

3 8 5

32

3 3 6

Super Mario Brothers 3 - General Stage (Example: 1-2)

Tenor Banjo

$\text{♩} = 150,000000$

3

6

8

10

12

9

23

25

27

29

31

10

Super Mario Brothers 3 - General Stage (Example: 1-2)

Synth Bass

♩ = 150,000000

3

7

10

13

17

22

25

28

31

35

V.S.

2

Synth Bass

39

