

Video Game Themes - Mario Kart 64

♩ = 128,000000

The first system of the musical score includes the following parts: Percussion (drum kit), 7-string Electric Guitar (with fretboard diagram showing strings E, B, G, D, A, E, A), Electric Bass, Quintus (trumpet), FX 3 (Crystal), and Solo. The tempo is marked as ♩ = 128,000000. The Percussion part features a complex rhythmic pattern with many sixteenth notes. The Electric Bass part has a steady eighth-note pattern. The Quintus part consists of sustained chords. The FX 3 part has a repeating eighth-note melody. The Solo part features a melodic line with slurs.



4

The second system of the musical score includes the following parts: Perc., E. Gtr., E. Bass, Q., FX 3, and Solo. The Perc. part continues with its complex rhythmic pattern. The E. Gtr. part has a fretboard diagram showing strings E, B, G, D, A, E, A. The E. Bass part continues with its eighth-note pattern. The Q. part features sustained chords. The FX 3 part continues with its eighth-note melody. The Solo part continues with its melodic line.

8

Perc.

E. Gtr.

E. Gtr.

E. Bass

Q.

FX 3

Vla.

Solo



12

Perc.

E. Gtr.

E. Gtr.

E. Bass

Q.

FX 3

Vla.

Solo

16

Perc.

E. Gtr.

E. Gtr.

E. Gtr. TAB

E. Bass

Q.

FX 3

Vla.

Solo



20

Perc.

E. Gtr.

E. Gtr.

E. Gtr. TAB

E. Bass

Q.

FX 3

Vla.

Solo

24

Perc.

E. Gtr.

E. Gtr.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

Solo



28

Perc.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

31

Perc.

E. Gtr.
T A B
4 4 4 4 4 4 4 4 4 4 4 4 4 4

E. Bass

A.

Q.

FX 3

Vla.



34

Perc.

E. Gtr.
T A B
4 4 4 4 4 4 4 4 4 4 4 4 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

E. Bass

A.

Q.

FX 3

Vla.

37

Perc.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.



40

Perc.

E. Gtr.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

Solo

44

Perc.

E. Gtr.

E. Gtr.

E. Bass

Q.

FX 3

Vla.

Solo



48

Perc.

E. Gtr.

E. Gtr.

E. Gtr.

E. Bass

Q.

FX 3

Vla.

Solo

Musical score for measures 52-55. The score includes parts for Percussion (Perc.), three Electric Guitars (E. Gtr.), Bass (E. Bass), Viola (Vla.), and Solo. The guitar parts feature complex rhythmic patterns and melodic lines. The bass part has a steady eighth-note accompaniment. The viola and solo parts provide harmonic support and melodic counterpoints.



Musical score for measures 56-59. The score includes parts for Percussion (Perc.), three Electric Guitars (E. Gtr.), Bass (E. Bass), Viola (Vla.), and Solo. The guitar parts continue with complex rhythmic and melodic patterns. The bass part maintains its eighth-note accompaniment. The viola and solo parts provide harmonic support and melodic counterpoints.

60

Perc. | E. Gtr. | E. Bass | A. | Q. | FX 3 | Vla. | Solo

Detailed description: This system contains measures 60, 61, and 62. The Percussion part features a consistent rhythmic pattern of eighth notes with 'x' marks above them. The Electric Guitar part shows a sequence of chords: two 0000 chords, followed by two 2222 chords, and another two 2222 chords. The Electric Bass part plays a steady eighth-note line. The strings (A. and Q.) play sustained chords, with the A. part having a sharp sign above the notes. The FX 3 part has a melodic line with sharp signs. The Viola part has a melodic line with sharp signs and some rests. The Solo part plays a simple eighth-note line.



63

Perc. | E. Gtr. | E. Bass | A. | Q. | FX 3 | Vla. | Solo

Detailed description: This system contains measures 63, 64, and 65. The Percussion part continues with the eighth-note pattern. The Electric Guitar part features a sequence of chords: two 4444 chords, followed by two 6666 chords, and another two 4444 chords. The Electric Bass part continues with the eighth-note line. The strings (A. and Q.) play sustained chords, with the A. part having a sharp sign above the notes. The FX 3 part has a melodic line with sharp signs. The Viola part has a melodic line with sharp signs and some rests. The Solo part plays a simple eighth-note line.

66

Perc. | E. Gtr. | E. Bass | A. | Q. | FX 3 | Vla. | Solo

Detailed description: This system contains measures 66, 67, and 68. The Percussion part features a consistent rhythmic pattern of eighth notes with 'x' marks above them. The Electric Guitar part has a fretboard diagram with fret numbers (4, 0) and a capo on the 1st fret. The Electric Bass part plays a steady eighth-note line. The Horns (A. and Q.) play sustained chords. The FX 3 part has a melodic line with slurs. The Viola part has a complex melodic line with many slurs. The Solo part plays a simple eighth-note line.



69

Perc. | E. Gtr. | E. Bass | A. | Q. | FX 3 | Vla. | Solo

Detailed description: This system contains measures 69, 70, and 71. The Percussion part continues with the same eighth-note pattern. The Electric Guitar part has a fretboard diagram with fret numbers (2, 4) and a capo on the 1st fret. The Electric Bass part continues with the eighth-note line. The Horns (A. and Q.) play sustained chords. The FX 3 part has a melodic line with slurs. The Viola part has a complex melodic line with many slurs. The Solo part plays a simple eighth-note line.

72

Perc.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

Solo



76

Perc.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

Solo

79

Perc.

E. Gtr.

E. Bass

A.

Q.

FX 3

Vla.

Solo



82

Perc.

E. Gtr.

E. Bass

A.


Q.

FX 3

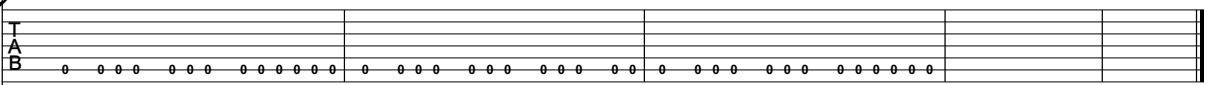
Solo

86


Perc.




E. Gtr.



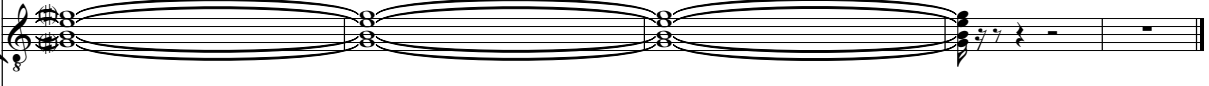
E. Bass




A.




Q.



FX 3



Solo



Video Game Themes - Mario Kart 64

Percussion

♩ = 128,000000

4

7

10

13

16

19

22

25

28

V.S.

Detailed description: The image shows a musical score for a percussion instrument in 4/4 time. The tempo is marked as ♩ = 128,000000. The score consists of ten systems, each starting with a measure number (4, 7, 10, 13, 16, 19, 22, 25, 28). Each system contains three measures of music. The top staff of each system features a complex rhythmic pattern of eighth and sixteenth notes, with 'x' marks above the notes indicating specific percussion sounds. The bottom staff of each system features a simpler rhythmic pattern of eighth notes. The notation is consistent across all systems, with minor variations in the placement of 'x' marks.

31

Measure 31: The top staff contains a series of rhythmic patterns represented by 'x' marks, indicating percussive hits. The bottom staff shows a sequence of quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

34

Measure 34: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

37

Measure 37: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

40

Measure 40: The top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

43

Measure 43: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

46

Measure 46: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

49

Measure 49: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

52

Measure 52: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

55

Measure 55: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

58

Measure 58: Similar to measure 31, the top staff has 'x' marks. The bottom staff shows quarter notes: G2, A2, B2, C3, D3, E3, F3, G3.

Percussion

61

Measure 61: The top staff contains a series of rhythmic patterns marked with 'x' symbols, representing a drum set. The bottom staff shows a bass line with quarter notes and eighth notes.

64

Measure 64: Similar to measure 61, the top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

67

Measure 67: The top staff shows 'x' marks for percussion. The bottom staff has a bass line with quarter notes and eighth notes.

70

Measure 70: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

72

Measure 72: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

75

Measure 75: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

78

Measure 78: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

80

Measure 80: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

83

Measure 83: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

86

Measure 86: The top staff has 'x' marks for percussion. The bottom staff features a bass line with quarter notes and eighth notes.

V.S.

4

Percussion

88

Musical notation for Percussion, measure 88. The notation is on a single staff with a double bar line at the beginning. It features a series of eighth notes grouped in pairs, with a final pair of eighth notes beamed together. Above the staff, there are four downward-pointing stems, each with a small flag, corresponding to the first four pairs of eighth notes. The fifth pair of eighth notes is followed by a quarter note. Above the quarter note, there is a horizontal bar with a downward-pointing stem and a small flag, and a circled 'x' symbol. The staff ends with a double bar line.

Video Game Themes - Mario Kart 64

Electric Guitar

♩ = 128,000000

8

14

20

25

16

45

51

55

34

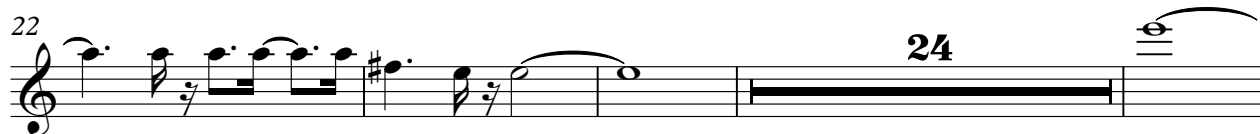
♩ = 128,000000

16

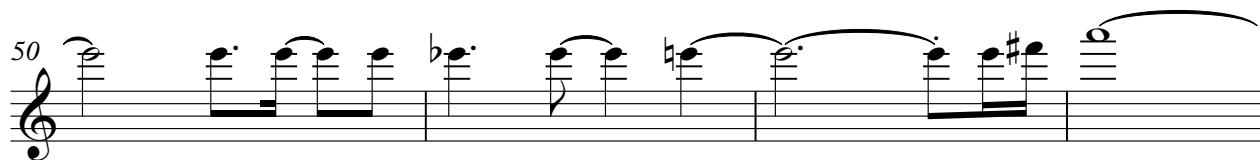


22

24

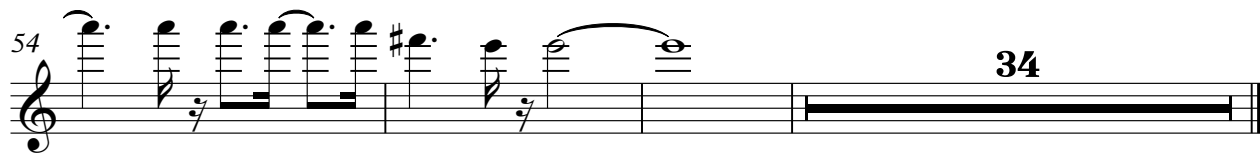


50



54

34



Video Game Themes - Mario Kart 64

7-string Electric Guitar

♪ = 128,000000

E
TAB
A B
E A

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

3

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

5

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

7

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

9

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

11

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

13

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

15

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

17

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

19

T
TAB
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

V.S.

2 21

7-string Electric Guitar

T																				
A																				
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

23

T																				
A																				
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

25

T																				
A																				
B	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

27

T																				
A																				
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

29

T																				
A																				
B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

31

T																				
A																				
B	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	6	6	6	6	6

33

T																				
A																				
B	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

35

T																				
A																				
B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

37

T																				
A																				
B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

39

T																				
A																				
B	4	4	4	4	4	4	4	4	4	4	4	6	6	6	6	6	6	6	6	6

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

43

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

45

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

47

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

49

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

51

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

53

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

55

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

57

T		
A		
B	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4

59

T		
A		
B	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

V.S.

T
A
B 2

63

T
A
B 4 4 4 4 4 4 4 4 4 4 4 4 6 6 6 6 6 6 6 6 6 6 6 6

65

T
A
B 4

67

T
A
B 0

69

T
A
B 2

71

T
A
B 4 4 4 4 4 4 4 4 4 4 4 4 6 6 6 6 6 6 6 6 6 6 6 6

73

T
A
B 4

75

T
A
B 0

77

T
A
B 2

79

T
A
B 4 4 4 4 4 4 4 4 4 4 4 4 6 6 6 6 6 6 6 6 6 6 6 6

T
A
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

T
A
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

T
A
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

T
A
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

2

Video Game Themes - Mario Kart 64

Electric Bass

♩ = 128,000000



3



5



7



9



11



13



15



17



19



V.S.

21



23



25



27



29



31



33



35



37



39



41



43



45



47



49



51



53



55



57



59



V.S.

61



63



65



67



69



71



73



75



77



79



81



83



85



87



Video Game Themes - Mario Kart 64

Alto

♩ = 128,000000

24

31

16

40

62

71

80

85

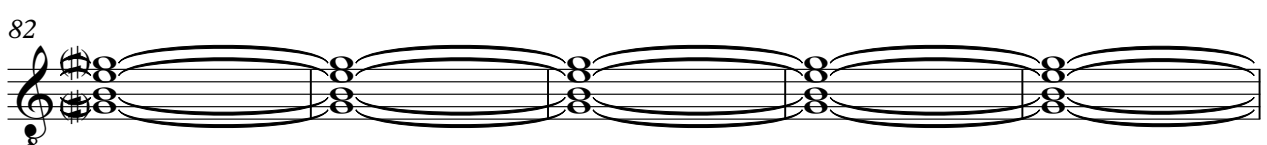
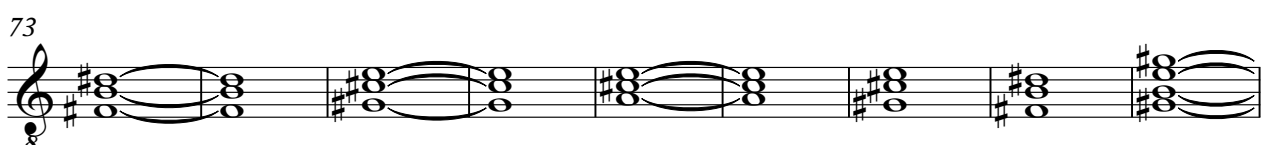
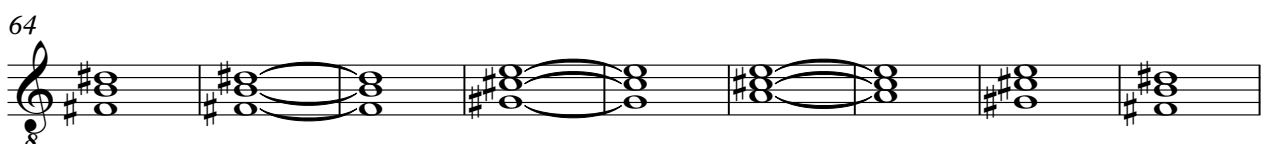
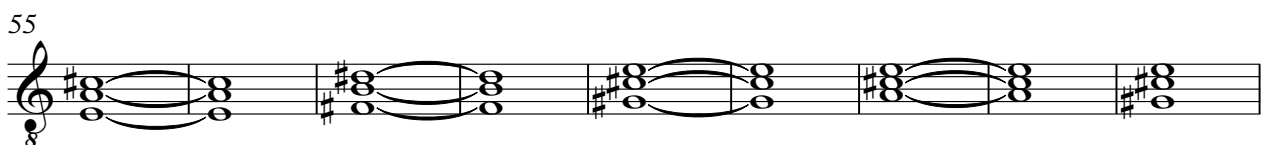
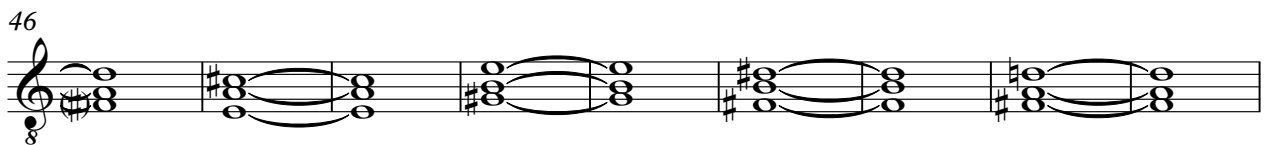
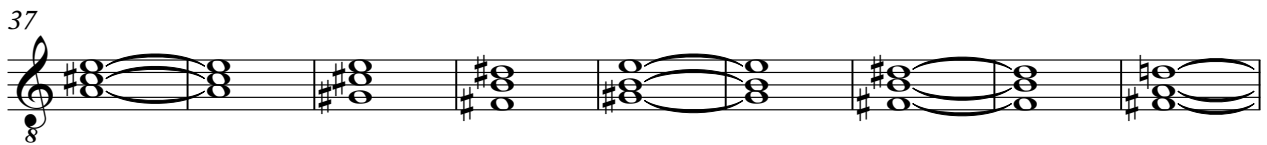
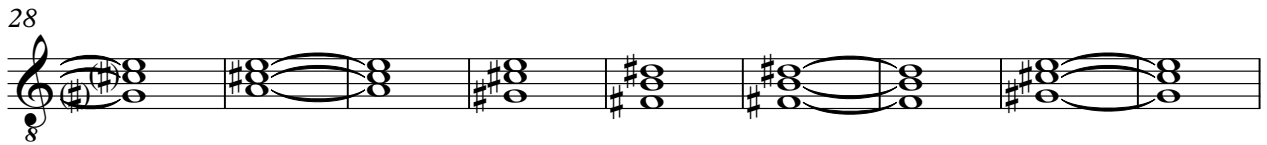
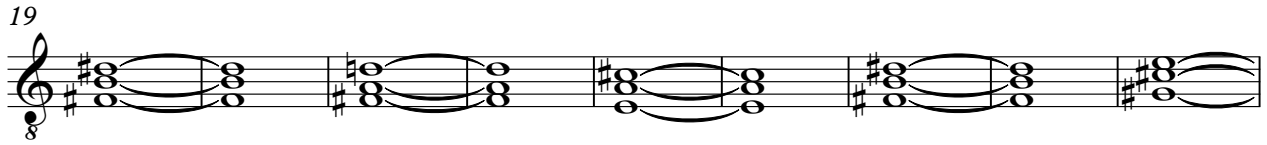
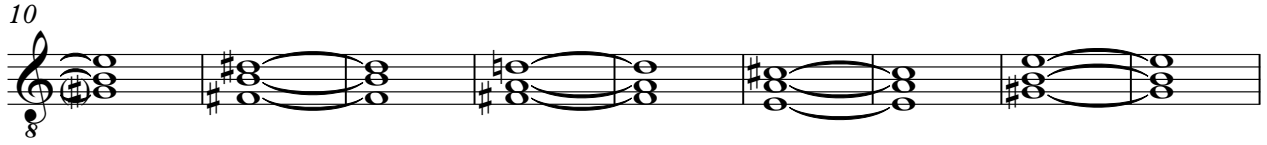
2

The musical score is written for Alto in 4/4 time. It begins with a tempo marking of 128,000000. The score is divided into systems, with measure numbers 24, 31, 40, 62, 71, 80, and 85 indicating the start of new sections. The music consists of a series of chords, primarily triads and dyads, often with slurs and ties. The key signature has two sharps (F# and C#). The final system ends with a double bar line and a fermata over the last two measures.

Video Game Themes - Mario Kart 64

Quintus

♩ = 128,000000



V.S.

2

Quintus

87

8

Video Game Themes - Mario Kart 64

FX 3 (Crystal)

♩ = 128,000000

5

9

13

17

21

25

29

33

37

V.S.

2

FX 3 (Crystal)

41

45

49

53

57

61

65

69

73

77

81 FX 3 (Crystal) 3

85

87 2

Video Game Themes - Mario Kart 64

Viola

$\text{♩} = 128,000000$
8

13

19

25

30

35

41

47

53

59

V.S.

2
65

Musical notation for measures 65-70. The system starts with a treble clef and a key signature of two sharps (F# and C#). Measure 65 begins with a half note chord (F#4, C#5) and a bass line with a half note (F#2). Measures 66-70 contain complex chords and melodic lines in both hands, including a 'V' marking above measure 68.

70

Musical notation for measures 71-75. The system continues with the same key signature. Measures 71-75 feature intricate chordal textures and melodic patterns, with some measures showing double bar lines and repeat signs.

76

Musical notation for measures 76-85. Measure 76 starts with a half note chord (F#4, C#5) and a bass line with a half note (F#2). Measures 77-85 consist of a series of chords with a melodic line in the treble clef. A double bar line is present at the end of measure 85, followed by a thick black bar and the number 10.

Video Game Themes - Mario Kart 64

Solo

♩ = 128,000000

7

13

19

25 **16**

45

51

57

63

69

V.S.

2

Solo

75



81



85

