

SMA - Intro to A Monster (Guitar Bassline Mix)

♩ = 150,000000

Super Mario Advance

gerudo@yoll.net

Staff-1



5

Super Mario Advance

gerudo@yoll.net

Staff-1



9

uhh, yea n stuff

fillings hurt

T
A
B

? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?

Super Mario Advance

gerudo@yoll.net

Staff-1

uhh, Nintendo?

13

uhh, yea n stuff

fillings hurt

Super Mario Advance

gerudo@yoll.net

Staff-1



17

Boss Intro Music

uhh, yea n stuff

fillings hurt

Super Mario Advance



20

Boss Intro Music

http://gerudo.noneto.com

uhh, yea n stuff

fillings hurt

Super Mario Advance

23

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

gerudo@yoll.net

re-mastered by Gerudo

remixes dont...



27

Boss Intro Music

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uhh, yea n stuff

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Super Mario Advance

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remixes dont...

31

Boss Intro Music

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uhh, yea n stuff

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Super Mario Advance

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35

Boss Intro Music

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uhh, yea n stuff

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39

Boss Intro Music

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uhh, yea n stuff

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43

Boss Intro Music

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uhh, yea n stuff

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Super Mario Advance

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47

Boss Intro Music

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uhh, yea n stuff

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51

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

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remixes dont...

55

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

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remixes dont...



59

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

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remixes dont...

63

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

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remixes dont...



67

Boss Intro Music

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uhh, yea n stuff

fillings hurt

Super Mario Advance

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re-mastered by Gerudo

remixes dont...

71

Boss Intro Music

Musical notation for Boss Intro Music, featuring a piano accompaniment with a melody in the upper voice and a bass line in the lower voice. The melody consists of quarter and eighth notes, while the bass line features a steady eighth-note pattern.

<http://gerudo.noneto.com>

uhh, yea n stuff

Musical notation for the vocal line 'uhh, yea n stuff', consisting of a series of eighth notes in a single melodic line.

fillings hurt

Guitar tab for 'fillings hurt', showing fret numbers (0-8) and question marks for unknown notes on a six-string guitar.

Super Mario Advance

Musical notation for Super Mario Advance, featuring a piano accompaniment with a steady eighth-note bass line and a melody in the upper voice.

gerudo@yoll.net

Musical notation for gerudo@yoll.net, showing a single melodic line with a long note spanning across the measure.

re-mastered by Gerudo

Musical notation for re-mastered by Gerudo, featuring a piano accompaniment with a melody in the upper voice and a bass line in the lower voice.

remixes dont...

Musical notation for remixes dont..., showing a piano accompaniment with a melody in the upper voice and a bass line in the lower voice.

SMA - Intro to A Monster (Guitar Bassline Mix)

Boss Intro Music

♩ = 150,000000

16

19

22

4

25

34

40

46

52

58

64

uhh, Nintendo?

V.S.

2

Boss Intro Music

69



SMA - Intro to A Monster (Guitar Bassline Mix)
http://gerudo.noneto.com

♩ = 150,000000

20



25



30



35



41



47



53



59



65



70



uhh, Nintendo?

SMA - Intro to A Monster (Guitar Bassline Mix)

uhh, yea n stuff

♩ = 150,000000
8

12

17

22

27

32

37

42

47

52

uhh, Nintendo?

V.S.

2

uhh, yea n stuff

57



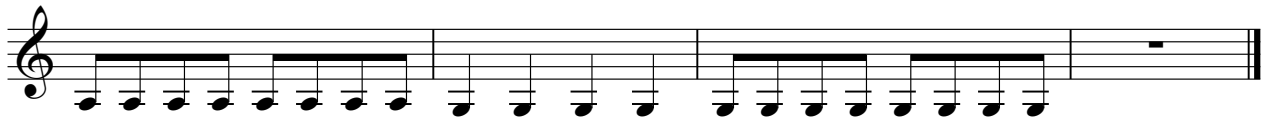
62



67



71



SMA - Intro to A Monster (Guitar Bassline Mix)

fillings hurt

♩ = 150,000000
8

12

17

22

27

32

37

42

47

52

uhh, Nintendo? V.S.

SMA - Intro to A Monster (Guitar Bassline Mix)
Super Mario Advance

♩ = 150,000000



5



9



13



18



22



26



30



uhh, Nintendo?

34



38



42



46



50



54



58



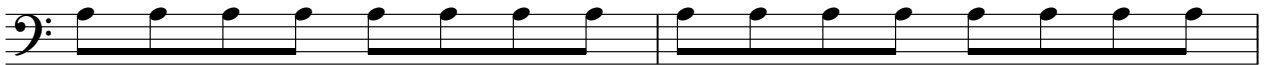
62



66



70

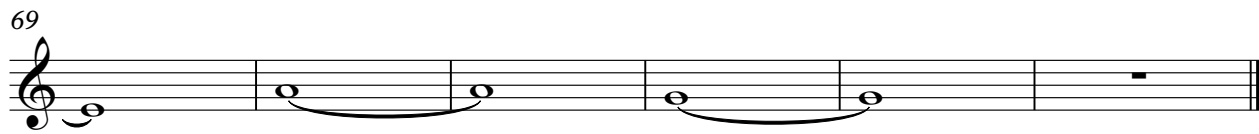
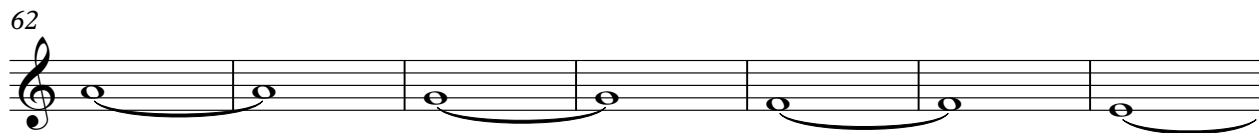
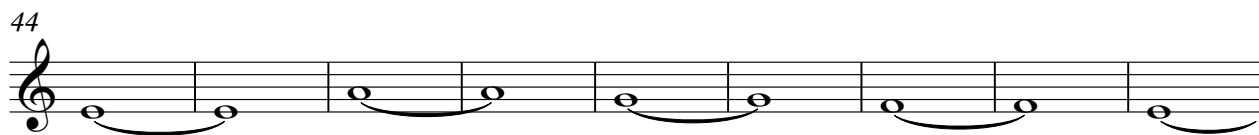


72



SMA - Intro to A Monster (Guitar Bassline Mix)
gerudo@yoll.net

♩ = 150,000000



uhh, Nintendo?

SMA - Intro to A Monster (Guitar Bassline Mix)

Staff-1

♩ = 150,000000

Musical staff 1, measures 1-4. The staff is in 4/4 time. It features a complex bassline with many beamed eighth notes and rests. The notes are primarily in the lower register of the staff.

5

Musical staff 2, measures 5-8. The staff continues the bassline from the previous staff, with similar rhythmic patterns and note values.

9

Musical staff 3, measures 9-12. The staff continues the bassline, maintaining the same complex rhythmic structure.

13

Musical staff 4, measures 13-16. The staff continues the bassline. At the end of the staff, there is a double bar line and the number 59. Below the staff, the text "uhh, Nintendo?" is written.

59

uhh, Nintendo?

SMA - Intro to A Monster (Guitar Bassline Mix)
re-mastered by Gerudo

♩ = 150,000000

24

32

41

50

59

67

uhh, Nintendo?

The image displays a musical score for a guitar bassline in 4/4 time. The tempo is marked as 150,000000. The score is divided into six systems, each starting with a measure number: 24, 32, 41, 50, 59, and 67. Each system contains a single staff with a treble clef. The notation consists of rhythmic patterns represented by vertical lines (beams) and curved lines (arcs) connecting notes. The patterns are consistent across the systems, indicating a repetitive bassline. The final system ends with a double bar line. A handwritten note 'uhh, Nintendo?' is placed below the staff in the 67th measure.

SMA - Intro to A Monster (Guitar Bassline Mix)
remixes dont...

♩ = 150,000000

24

30

2

38

45

52

59

66

70

2

uhh, Nintendo?