Super Mario World

Complete* Transcription/Arrangements for the Piano

By

Philip Kim

Original Music Composed by

Kondo Koji

近藤 浩治

Game Produced by

Nintendo

* I did not include sound effects not playable by the piano.
Forward

I want to first of all, thank the people at Nintendo for creating this video game classic which I have fond memories of playing for many hours during my early teen years and way into my 20s. I want to especially thank the composer, Kondo Koji, for composing such memorable tunes which will remain within us to those who have played this wonderful game series.

I first heard the piano arrangements of the Super Mario series on the internet played by The Blindfolded Pianist, a.k.a. Martin Leung, about 4-5 years back and I was thrilled to hear these gems on the piano. As most of the people probably did, I looked for the sheet music but I couldn’t find the complete transcriptions/arrangements for the piano except the ones available done by Martin. It was recently that I watched Martin’s performance video again and it was then when I decided if I couldn’t purchase the scores I’ll do my own transcriptions and arrangements. So it is Mr. Martin Leung that I owe my inspiration to do my own transcriptions of these musical gems.

Since I couldn’t find any “Officially” published music scores for these BMG (Background Music) for the Super Mario series, I did my searches on the net and got my hands on many midi files and nsf (Nintendo Sound Format) files to play and to listen in order to notate the music. As for notating the music, I used Sibelius notation software to make the scores.

It has taken me many hours listening, transcribing, arranging, notating, and editing the scores. I have tried to be as faithful to the original music as possible with some additional elaborations and extensions done by me. As for the level of performance difficulty, most of these are HARD! I arranged these as “Concert Transcriptions”, which are usually technically very difficult and needs to be practiced very diligently. With diligent and hard practice, the result of your labor should be fruitful. With this being said, I hope you enjoy these gems.

p.s. Please show your appreciation by mentioning and crediting me as the transcriber/arranger if you ever perform these or record. Thank you.

Philip Kim フィリップ キム

March, 2007

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* The Bowser theme is almost identical to the Castle theme so I did not transcribe it.
Super Mario World
Maps マップ

Map 1: Yoster Island ヨースタ島

Map 2: Overworld 地上

Map 3: Vanilla Dome バニラドーム

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Original Super Mario Brothers BGM Property of Nintendo
Map 4: Native Star ネイティブスター

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Map 5: Forest of Illusion 迷いの森
Super Mario World
Overworld

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Copyright © Philip Kim, 2007
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Super Mario World
(Air Platform)

Very fast \( \text{\textit{L}} = 152 \)

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Underwater Theme

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Super Mario World
Haunted House
おばけ屋敷

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Original Super Mario Brothers BGM Property of Nintendo
p subito e cresc.

p subito e cresc. molto

f

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Super Mario World: Castle Theme

Mysterious \( q = 100-104 \)

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Presto $\mathbb{j} = 112$

Bring out the melody
Slower $j = 100$

\[
cresc. \quad ff
\]

Presto $j = 160$

\[
cresc. \ e \ accel. \ molto \quad arpeggio \quad molto \ rit.
\]

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Super Mario World

Bonus Screen

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Fast and comical \( \frac{J}{J} = 160 \)

5

9

13

17

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Super Mario World
Koopa Junior

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Super Mario World: Koopa Junior Castle

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Moderato  \( \frac{\text{bpm}}{\text{d}} = 120 \)

Più mosso  \( \frac{\text{bpm}}{\text{d}} = 144 \)

Super Mario World
End Credit 1
エンディング 1

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Original Super Mario Brothers BGM Property of Nintendo
Andante  \( \frac{q}{= 104} \)

Allegro  \( \frac{q}{= 144} \)
Andante $= 104$

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Super Mario World
Short Motifs
短いモチーフ

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Course Clear
コースクリア ファンファーレ

\( j = 132 \)

Cave
洞窟

\( j = 84 \)

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Princess Rescued
ピーチ姫を助けた時

Andante  \( q = 69 \)

End Credit 2
エンディング 2

Andante  \( q = 84 \)

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