

"Short Themes & Sound Effects"

Super Mario Land

Composed by Hirokazu Tanaka

Arranged by LeviR.star

Bonus Room $\text{♩} = 105$

Piano

This piano sheet music is in common time (indicated by '8'). The treble clef is on the top line, and the bass clef is on the bottom line. The key signature is C major. The tempo is indicated as $\text{♩} = 105$. The dynamic is *mf*. The music consists of two measures of eighth-note chords followed by a repeat sign and two more measures of eighth-note chords.

Invincibility $\text{♩} = 120$

Based on "Galop infernal" by Jacques Offenbach

This piano sheet music is in common time (indicated by '4'). The treble clef is on the top line, and the bass clef is on the bottom line. The key signature is F major (one sharp). The tempo is indicated as $\text{♩} = 120$. The dynamic is *f*. The music consists of two measures of eighth-note chords followed by a repeat sign and two more measures of eighth-note chords.

D.S.

This piano sheet music is in common time (indicated by '4'). The treble clef is on the top line, and the bass clef is on the bottom line. The key signature is F major (one sharp). The music continues from the previous section, featuring eighth-note chords. It includes first and second endings, indicated by boxes labeled '1.' and '2.' above the staves.

Course Clear $\text{♩} = 105$

This piano sheet music is in common time (indicated by '8'). The treble clef is on the top line, and the bass clef is on the bottom line. The key signature changes between G major (two sharps) and A major (three sharps). The tempo is indicated as $\text{♩} = 105$. The dynamic is *f*. The music consists of two measures of eighth-note chords in G major, followed by a repeat sign and two more measures of eighth-note chords in A major.

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Bonus Game $\text{♩} = 97$

8^{va} -

f

(8^{va})

Walking Towards Prize $\text{♩} = 110$ Swing! ($\text{♪} \text{♪} = \overline{\text{♪} \text{♪}}$)

mp

stop playing when prize is reached

Prize $\text{♩.} = 190$

f

No Prize $\text{♩} = 100$

mf

Boss $\text{♩} = 167$

f

b

b

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False Daisy $\text{♩} = 160$

Musical score for "False Daisy" in G clef (treble) and F clef (bass). The tempo is $\text{♩} = 160$. The dynamic is *f*. The score consists of two staves. The treble staff has a sixteenth-note pattern. The bass staff has a eighth-note pattern. There are two endings, indicated by colons at the end of each staff.

Tatanga $\text{♩} = 160$

Musical score for "Tatanga" in C clef (bass) and F clef (bass). The tempo is $\text{♩} = 160$. The dynamic is *mf*. The score consists of two staves. The top staff has a sustained note followed by a rest. The bottom staff has a sustained note followed by a sequence of notes changing between common time and 2/4 time. There are two endings, indicated by colons at the end of each staff.

§

Musical score for section § in C clef (bass) and F clef (bass). The tempo is $\text{♩} = 160$. The dynamic is *f*. The score consists of two staves. The bass staff has a sustained note followed by a sequence of eighth notes. The bass staff has a sustained note followed by a sequence of eighth notes. There are two endings, indicated by colons at the end of each staff.

1.

First ending for section § in C clef (bass) and F clef (bass). The tempo is $\text{♩} = 160$. The dynamic is *f*. The score consists of two staves. The bass staff has a sustained note followed by a sequence of eighth notes. The bass staff has a sustained note followed by a sequence of eighth notes. There are two endings, indicated by colons at the end of each staff.

2.

D.S.

Second ending for section § in C clef (bass) and F clef (bass). The tempo is $\text{♩} = 160$. The dynamic is *f*. The score consists of two staves. The bass staff has a sustained note followed by a sequence of eighth notes. The bass staff has a sustained note followed by a sequence of eighth notes. There are two endings, indicated by colons at the end of each staff.

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Miss $\text{♩} = 160$

Musical score for "Miss" in 4/4 time. The top staff uses a treble clef and the bottom staff uses a bass clef. Dynamics include *f* (fortissimo) and *p* (pianissimo). The music consists of eighth-note patterns.

Game Over $\text{♩} = 135$

Musical score for "Game Over" in 3/4 time. The top staff uses a treble clef and the bottom staff uses a bass clef. Dynamics include *mf* (mezzo-forte) and *p* (pianissimo). The music features eighth-note patterns.

Coin

Musical score for "Coin" in 4/4 time. The top staff uses a treble clef and the bottom staff uses a bass clef. The music consists of a single eighth note followed by a rest.

Pause $\text{♩} = 135$

Musical score for "Pause" in 4/4 time. The top staff uses a treble clef and the bottom staff uses a bass clef. The music consists of eighth-note pairs separated by rests.

1-Up $\text{♩.} = 128$

Musical score for "1-Up" in 3/8 time. The top staff uses a treble clef and the bottom staff uses a bass clef. The music consists of sixteenth-note patterns with a key signature of four sharps.