

FULL SCORE

(Conductor/Principal Trombonist/Sectional Leader)

NON-COMMERICALISED

Specially arranged for the Trombone Section (2013) of Singapore Polytechnic Symphonic Band

MEMORIES OF SUPER MARIO BROTHERS

A reminiscent medley of Super Mario Bros. for Trombone Quartet or Quintet

Game soundtracks of KOJI KONDO

featuring

• **Overworld** • **Starman** • **Underwater** • **Game Over** •

GRADE 4

Transcribed and Arranged by
JONATHAN PEH

(Singapore Polytechnic 2013)

INSTRUMENTATION

Trombone Quartet
(in C)

Qty

1st Trombone
2nd Trombone
3rd Trombone
Bass Trombone

1
1
1
1

Trombone Quintet
(in C)

Qty

1st Trombone
2nd Trombone
3rd Trombone
Bass Trombone

2
1
1
1

A trombone choir may be played as per one's preference.

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Musescore
Sibelius 7
Nintendo (Koji Kondo)

The written request should include the following information:

- Name of requester with his/her nationality
- Name of **existing** organisation/group (i.e. symphonic band, concert band, orchestra etc) [if applicable]
- Use of song should be clearly stated with the possible reasons below:
 - performance,
 - competition,
 - self-learning,
 - assessment or
 - others (please specify)

The contents of your request will be kept **confidential** for personal reference and statistical analysis. Please do not provide false or fictitious information as your request may be subject to disapproval.

FOREWORD

From the music arranger

In preparation of a concert featuring different kinds of ensembles, this piece of music was specially arranged for the trombonists of Singapore Polytechnic Symphonic Band (SPSB) in the year of 2013.

With undying motivation and determination in the trombone section, the members were willing to challenge themselves with more exciting songs for the annual '*SPSB music competition*'. While the selection of a preferable song was apparently a daunting task, one of the trombonists, Jonathan Peh, decided to write a familiar tune of a popular game during their childhood days. The suggestion brought minimal time of consideration as the musicians started humming its various soundtracks. Thereafter, '*Super Mario Bros.*' became the thematic choice for any relevant performance or competition of the year.

The arranger had written two versions of '*Super Mario Bros.*' for *Trombone*. Both arrangements differ in terms of their intended mood and difficulties. '*Memories of Super Mario Bros.*' is supposedly more manageable than '*The Adventure of Super Mario Bros.*', although all the four parts still require a considerable amount of efficient practice. Note that the creation of the easier arrangement lies with the difficulties and challenges faced in the other version. Apart from broadening musical horizons, this piece also encourages every individual to reach greater heights, rather than stagnating in his/her current level of proficiency. It is believed that musicians can reach their zenith through purposeful music-making and self-practice by such means. Therefore, any musician who wishes to have a copy of this music is warmly welcome to send their written requests via Facebook (Jonathan Peh) or Email (jonathanpeh.jp@gmail.com).



"Memories of Super Mario Brothers"

**Transcribed and Arranged by
Jonathan Peh**



**SPSB Resident Conductor (2013)
Mr Adrian Chiang**

In this exciting year, the SPSB trombone section (2013) aims to make a distinction with their very own arrangement by one of its members. Bearing the prime targets in mind, the trombonists hope to put their best performance in the upcoming event(s) while being guided by their resident conductor, Mr Adrian Chiang.



Year 2013 SPSB Trombone Section (NOT COMPLETED)

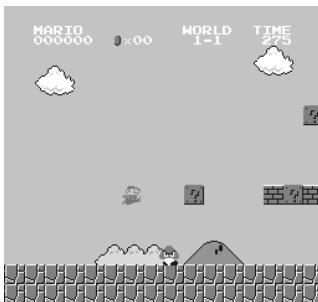
Law Yin Kai, Lee Wen Siang, Kevin Ong, Wong Khia Meng, Ng He Tong, Jonathan Peh [in picture]
Goh Xing Xia and Tay Joon Young [not in picture]

BACKGROUND INFORMATION OF THE MUSIC

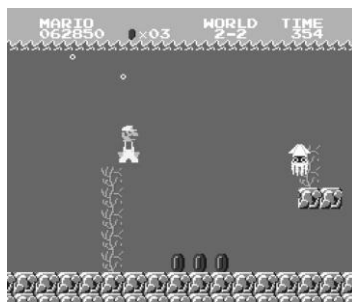
'*Memories of Super Mario Brothers*' is a reminiscent medley of soundtracks from the Nintendo's platform game called, 'Super Mario Bros' (1985). Koji Kondo, who is a Japanese composer of the game songs, wrote thematic soundtracks in relation to the various locations or effects inside the game itself. With transcription, transposition and arrangement, this piece of music features four parts of the game namely, 'Overworld', 'Starman', 'Underwater' and 'Game Over'.

The arranger has appreciated the musical work of Koji Kondo as he recalled his childhood days on the video game. Unfortunately, the introductions of many new versions of Super Mario and even other kinds of game makes 'Super Mario Bros' currently outdated. In response to the highly technological advancements, the arranger hopes to let listeners or performers reminisce their childhood memories of 'Super Mario Bros'. The future generations can also acknowledge the existence of such a game.

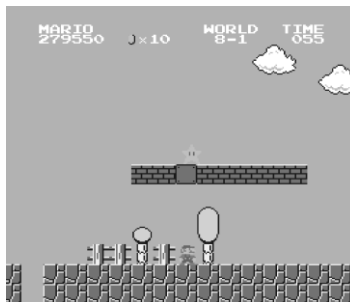
GAME SCENES OF SUPER MARIO BROTHERS (1985)



"Overworld"



"Underwater"



"Starman"



"Game Over"

PARTS OF THE SONG

- (1) Lively introduction
- (2) *Overworld*
- (3) *Starman 1*
- (4) *Underwater*
- (5) *Starman 2*
- (6) Back to *Overworld*
- (7) *Overworld* (Finale)
- (8) *Game over*

INSTRUMENTATION

- (1) First Trombone
- (2) Second Trombone
- (3) Third Trombone
- (4) Bass Trombone

MEMORIES OF SUPER MARIO BROTHERS

A reminiscent medley of Super Mario Bros.(game) for Trombone Quartet or Quintet

Estimated duration: 3:40 (depending on tempo)

Transcribed & Arranged by

Jonathan Peh

(Singapore Polytechnic 2013)

Allegro Animato (♩ = 130)

Introduction

The musical score is written for a Trombone Quartet or Quintet. It begins with an 'Introduction' section. The first system includes staves for Trombone 1, Trombone 2, Trombone 3, and Bass Trombone. Trombone 1 and 2 start with a forte (f) dynamic, while Trombone 3 and Bass Trombone start with mezzo-forte (mf). The second system introduces Trb.1, Trb.2, Trb.3, and B. Trb. (Bass Trombone). Trb.1 and 2 continue with f, while Trb.3 and B. Trb. start with mf. The third system shows Trb.1 and 2 with f, Trb.3 with f, and B. Trb. with ff. The fourth system shows Trb.1 and 2 with f, Trb.3 with f, and B. Trb. with ff. The score includes various musical notations such as eighth notes, quarter notes, and half notes, with dynamic markings (f, ff, mf) and articulation marks (accents) throughout.

Memories of Super Mario Brothers

Full Score for Trombone Quartet or Quintet

Trb.1

Trb.2

Trb.3

B. Trb.

mf

ff *mf*

ff *f* *ff*

10

Trb.1

Trb.2

Trb.3

B. Trb.

f

ff

[illegible]

A**Andante Scherzando** (♩ = 96)*"Overworld (1985)"***Memories of Super Mario Brothers**
Full Score for Trombone Quartet or Quintet

15 *f* 1 player only

Trb.1

Trb.2 *mf*

Trb.3

B. Trb.

17

Trb.1

Trb.2

Trb.3

B. Trb.

19 *tutti*

Trb.1

Trb.2

Trb.3

B. Trb.

Detailed description: This block contains three systems of musical notation for a Trombone Quartet or Quintet. The first system (measures 15-16) features Trb.1 and Trb.2 with a melody in bass clef, marked *f* and *mf* respectively. Trb.3 and B. Trb. are silent. The second system (measures 17-18) continues the melody for Trb.1 and Trb.2, with Trb.3 and B. Trb. entering in measure 18. The third system (measures 19-22) is marked *tutti* and shows all four parts playing a more complex, rhythmic melody. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

21

Trb.1

Trb.2

Trb.3

B. Trb.

23

Trb.1

mf

Trb.2

f

Trb.3

mf

B. Trb.

f

25

Trb.1

f

Trb.2

Trb.3

f

B. Trb.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

Trb.1 *f*

Trb.2 *mf*

Trb.3 *mf*

B. Trb. *f*

Trb.1

Trb.2 *f*

Trb.3 *f*

B. Trb.

Trb.1 *ff*

Trb.2 *f*

Trb.3 *f*

B. Trb. *f*

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

33

Trb.1

Trb.2

Trb.3

B. Trb.

f

mf

f

ff

B Con Allegrezza (♩ = 132)
"Starman (1985)"

35

Trb.1

Trb.2

Trb.3

B. Trb.

mf

f

mf

f

37

Trb.1

Trb.2

Trb.3

B. Trb.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

Trb.1

Trb.2

Trb.3

B. Trb.

Trb.1

Trb.2

Trb.3

B. Trb.

C Grazioso (♩. = 63)
"Underwater (1985)"

Solo (melody)

Trb.1

Trb.2

Trb.3

B. Trb.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

49

Trb.1

Trb.2

Trb.3

B. Trb.

54

Trb.1

Trb.2

Trb.3

B. Trb.

mf

59

Trb.1

Trb.2

Trb.3

B. Trb.

mp

Memories of Super Mario Brothers

Full Score for Trombone Quartet or Quintet

63

Solo (counter melody)

mf

Trb.1

Trb.2

Trb.3

B. Trb.

Solo [pick up] (melody)

f

66

Trb.1

Trb.2

Trb.3

B. Trb.

69

Trb.1

Trb.2

Trb.3

B. Trb.

Solo (continued melody)

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

72

Trb.1

Trb.2

Trb.3

B. Trb.

D Con Allegrezza (♩ = 132)
"Starman (1985)"

76

Trb.1

Trb.2

Trb.3

B. Trb.

Trb. 2 (optional) one player [use of stagger breathing]

mf *f* *mf*

mf *f*

mf *f* *mf*

ff *f*

79

Trb.1

Trb.2

Trb.3

B. Trb.

f

Memories of Super Mario Brothers

Full Score for Trombone Quartet or Quintet

81

Trb.1

Trb.2

Trb.3

B. Trb.

mf

83

Trb.1

Trb.2

Trb.3

B. Trb.

f

rit.

rit.

rit.

$\text{♩} = 110 \text{-----} 100 \text{-----} 96$

E **Andante Scherzando** (♩ = 96)
"Overworld (1985)"

85

Trb.1

Trb.2

Trb.3

B. Trb.

mf

mf

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

87

Trb.1

Trb.2

Trb.3

B. Trb.

F Finale

89

Trb.1

Trb.2

Trb.3

B. Trb.

91

Trb.1

Trb.2

Trb.3

B. Trb.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

93

Trb.1

Trb.2

Trb.3 *mf*

B. Trb. *f*

94

Trb.1

Trb.2

Trb.3

B. Trb.

95

Trb.1

Trb.2

Trb.3

B. Trb.

Memories of Super Mario Brothers
Full Score for Trombone Quartet or Quintet

97

Trb.1 *f*

Trb.2 *f*

Trb.3 *mf*

B. Trb. *f*

99

Trb.1 *f*

Trb.2 *f*

Trb.3 *f*

B. Trb. *f*

101

G **Mesto** (♩ = 76)
"Game over (1985)"

Solo (ad lib.)

Trb.1 *rit.* *mp*

Trb.2 *f* *rit.* *mp*

Trb.3 *mf* *rit.* *mp*

B. Trb. *rit.* *mp*

MEMORIES OF SUPER MARIO BROTHERS

*A reminiscent medley of Super Mario Bros.
for Trombone Quartet or Quintet*



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