

Level Complete

Super Mario Bros - 1985

Music by Kōji Kondō
 Tabbed by Cyril Michaud

♩. = 152
 8^{va}

2 2 2 2 2 2 2 2 2 2 2 2

w/ clean tone
 slide en appuyant suffisamment fort pour faire entendre les changements de frette

□ ▽

E 6 (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) 18

T
A
B

C Ab

1 4 3 1 2 1 4 1 1 4 2 2 2 1 4 1

□ □-----| ▽ □ ▽ □-----| ▽ □

T
A
B

10 15 14 12 13 12 15 12 11 15 13 13 11 16 11

3 4 2 1 2 1 1 1 4 3 1 2 1 2 1 2

w/ clean tone

□-----| ▽ □-----| ▽ □-----| ▽ □-----| ▽

T
A
B

10 10 9 8 9 8 8 11 10 8 9 8 9 8 9

1 3 1 4 3 1 4 1 1 1 1 3 1 1 4 1

w/ clean tone

□ ▽ □ ▽ □-----| ▽ □ ▽ □ ▽ □-----| ▽

T
A
B

5 7 5 7 5 9 5 6 6 6 8 6 6 8 5

B \flat *8va* C

The image shows a musical score for guitar, consisting of three systems. Each system includes a standard musical staff with a treble clef and a key signature of one flat (B \flat), and a corresponding guitar tablature staff. The tablature staff is divided into three parts: Treble (T), Middle (A), and Bass (B) strings. Fingerings are indicated by numbers 1-4. Accents (V) and breath marks (□) are used to indicate specific playing techniques. The score is divided into measures by vertical bar lines, with a double bar line at the end of each system. A 'C' time signature is present at the top right of the first system.

System 1:

- Musical staff: Notes include B \flat (4), A \flat (2), G \flat (2), F \flat (2), E \flat (1), D \flat (4), C \flat (4).
- Tablature: T (15, 15, 13), A (13, 17), B (13, 15, 18, 18, 18, 20).

System 2:

- Musical staff: Notes include B \flat (4), A \flat (3), G \flat (1), F \flat (2), E \flat (1), D \flat (2), C \flat (1), B \flat (3).
- Tablature: T (10, 11, 10, 11, 10), A (13, 12, 10), B (13, 10, 11, 10, 11, 10, 12).

System 3:

- Musical staff: Notes include B \flat (1), A \flat (1), G \flat (1), F \flat (3), E \flat (1), D \flat (1), C \flat (4), B \flat (1), A \flat (4).
- Tablature: T (10, 7, 7, 7), A (8, 8, 8, 8, 8), B (8, 8, 10, 8, 8, 10).

Level Complete

Super Mario Bros - 1985

Music by Kōji Kondō
Tabbed by Cyril Michaud

♩. = 152
8^{va}-----

6/8

2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 *

(m.d.)

w/ clean tone
electric guitar 1
slide en appuyant suffisamment fort pour faire entendre les changements de frette

E	6	(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)	(15)	(16)	(17)	18
T													
A													
B													
E													

C

1 4 3 1 2 1 4 1 1 4 2 2 2 1 4 1

T															
A															
B	10	15	14	12	13	12	15	12	13	13	13	11	16	11	

Bb

1 4 2 2 2 1 4 4

8^{va}-----

T															
A															
B	13	17	15	15	15	13	18	18	18	18	18	18	20		

Level Complete

Super Mario Bros - 1985

Music by Kōji Kondō
 Tabbed by Cyril Michaud

♩. = 152
 8va-----

2 2 2 2 2 2 2 2 2 2 2 2 2 * (m.d.)

w/ clean tone
 electric guitar 2
 slide en appuyant suffisamment fort pour faire entendre les changements de frette

E 6 (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) 18
 T A B E

C Ab

3 4 2 1 2 1 1 1 4 3 1 2 1 2 1 2

E 10 9 8 9 8 8 11 10 8 9 8 9 8 9

T A B

Bb C

4 3 1 2 1 2 1 3

E 13 12 10 11 10 11 10 10 10 10 12

T A B

Level Complete

Super Mario Bros - 1985

Music by Kōji Kondō
 Tabbed by Cyril Michaud

♩. = 152
 8va-----

2 2 2 2 2 2 2 2 2 2 2 2

w/ clean tone
 electric guitar 3
 slide en appuyant suffisamment fort pour faire entendre les changements de frette

□ V

E 6 (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) 18
 T
 A
 B
 A
 B
 E

C Ab

1 3 1 4 3 1 4 1 1 1 3 1 1 4 1

□ V □ V □-----| V □ V □ V □-----| V

T
 A
 B 5 7 5 8 7 5 | 9 5 | 6 6 6 8 6 6 | 8 5

Bb C

1 1 1 3 1 1 4 1 4

□ V □ V □-----| □ V □ V

T
 A
 B 8 8 8 10 8 8 | 10 7 7 7 10