

### **Notes on Instrumentation:**

Sounds are signaled to play via sampler. All sounds were set to the C3 key as default regardless of actual pitch and other notes are all filled by frequency modulation from this reference point.

### **Mario Sounds (varied):**

Sound files to be played at certain points labeled by name but unpitched. Includes the following files (in order of appearance):

sm64\_mario\_press\_start.wav

- 1) smb\_pipe.wav
- 2) smb\_powerup.wav
- 3) sm64\_mario\_oof.wav
- 4) sm64\_mario\_hoo.wav
- 5) sm64\_mario\_hoohoo.wav
- 6) sm64\_mario\_haha.wav
- 7) sm64\_mario\_burned.wav
- 7\* same file with reverb and phasing
- 8) smb\_1-up.wav
- 9) sm64\_mario\_falling.wav
- 10) sm64\_mario\_mamma-mia.wav
- 11) smb\_warning.wav
- 12) sm64\_mario\_here\_we\_go.wav

sm64\_mario\_thank\_you.wav

All sounds downloaded from <http://themushroomkingdom.net/wav.shtml>

### **Synth Lead:**

To provide melody and structure, sample a waveform similar in structure to the sounds used in the original Mario Bros. In this performance, sound was synthesized using Massive.

### **Jump:**

Mario jump sound coded into a soundfont to provide pitch dimension. Edited in Viena

### **Coin:**

Mario coin sound coded into a soundfont to provide pitch dimension. Edited in Viena

### **Fireball:**

Mario coin sound coded into a soundfont to provide pitch dimension. Edited in Viena

## Block break:

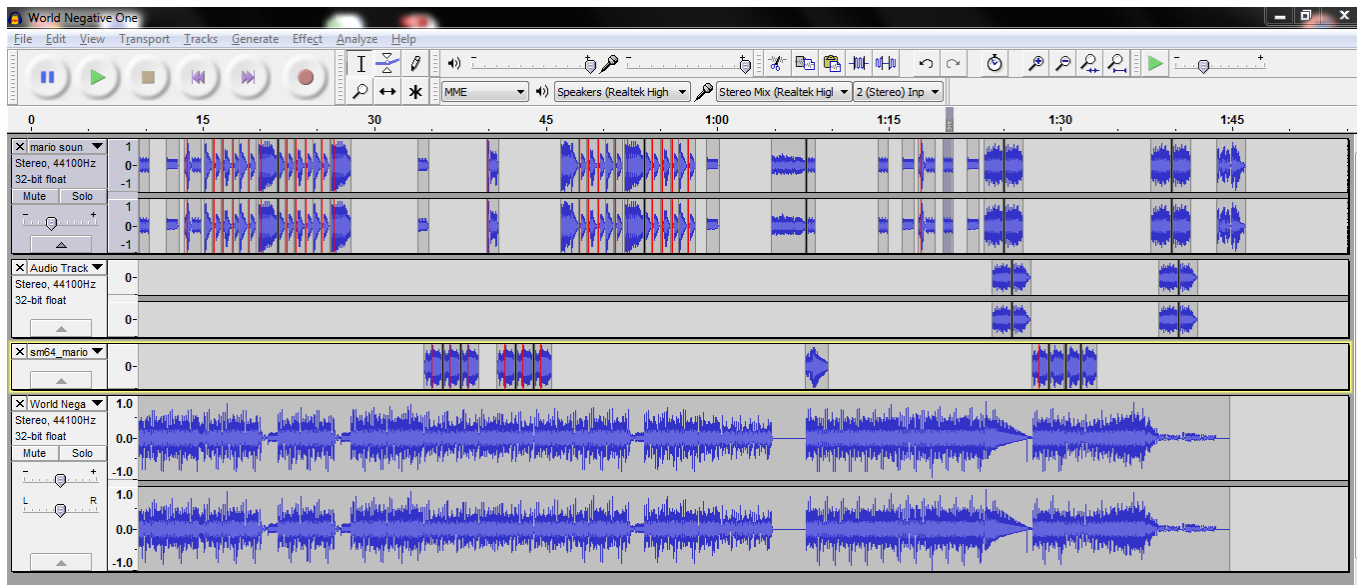
Mario block break sound coded into a soundfont to provide pitch dimension. Edited in Vienna

## Drum Loops:

1: A drumbeat sampled from real drum sounds in Hydrogen drum machine software (open-source)

2: A bass beat and bass lead synthesized in Massive based primarily on pitch fall and rise to provide constant pulse

## Time view (from Audacity):



## Massive instrument (bassline shown):



# World Negative One

Mike Fernez

before: smb4\_mario\_press-start.wav

♩=150

The musical score is written in 4/4 time with a tempo of 150 BPM. It consists of eight staves, each representing a different sound effect or drum loop. The staves are labeled on the left: Mario Sounds (varied), Synth lead, Fireball, Block Sound, Jump Sound, Coin Sound, Drum Loop 1 (Sampled), and Drum Loop 2 (synth). The score is divided into five measures. Above the first three measures are the numbers 1, 2, and 1, likely indicating a sequence of notes or sounds. Dynamic markings include *mf* (mezzo-forte) and *ff* (fortissimo). The Mario Sounds staff uses various note heads (dots, crosses, and 'x' marks) to represent different sound effects. The Synth lead staff features a melodic line with a sharp sign. The Fireball staff has a melodic line with a sharp sign and a forte (*f*) dynamic. The Block Sound staff has a rhythmic pattern with a fortissimo (*ff*) dynamic. The Jump Sound staff has a melodic line with a mezzo-forte (*mf*) dynamic. The Coin Sound staff has a rhythmic pattern with a forte (*f*) dynamic. The Drum Loop 1 (Sampled) staff has a rhythmic pattern with a fortissimo (*ff*) dynamic. The Drum Loop 2 (synth) staff has a rhythmic pattern with a fortissimo (*ff*) dynamic.

Mario Sounds (varied)

Synth lead

Fireball

Block Sound

Jump Sound

Coin Sound

Drum Loop 1 (Sampled)

Drum Loop 2 (synth)

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

6 2

Detailed description: This is a musical score for a video game, featuring eight staves. The top staff, labeled 'Mario', shows a sequence of notes with a measure number '6' above the first measure and '2' above the second measure. The 'Synth' staff contains a melodic line with various notes and rests. The 'Fire' staff features a rhythmic pattern of eighth notes. The 'Block' staff has a sequence of notes with some beamed eighth notes. The 'Jump' staff shows a rhythmic pattern of eighth notes. The 'Coin' staff has a sequence of notes with some beamed eighth notes. The 'Drums 1' and 'Drum 2' staves show a simple rhythmic pattern with notes on the first line of the staff.

8 3 1 4 5 6 5

Mario  
Synth  
Fire  
Block  
Jump  
Coin  
Drums 1  
Drum 2

Detailed description: This is a musical score for a game, featuring eight staves. The top staff, labeled 'Mario', shows a sequence of notes with fingerings 3, 1, 4, 5, 6, and 5. The 'Synth' staff has a melodic line with a key signature of one sharp (F#) and a mix of treble and bass clefs. The 'Fire' staff features a rhythmic pattern with triplets. The 'Block' staff has a simple melodic line. The 'Jump' staff has a rhythmic pattern with eighth notes. The 'Coin' staff has a complex rhythmic pattern with sixteenth notes. The 'Drums 1' and 'Drum 2' staves have a simple rhythmic pattern with eighth notes.

11

4 5 7

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

14

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

16

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

8

9

3

3

15

*mf*

8

*ff*

*mf*

*f*

8



20

Mario

10 9

Synth

Fire

15

Block

3 3

Jump

Coin

8 8

Drums 1

Drum 2

Detailed description: This is a musical score for a Super Mario Bros. track. It consists of eight staves. The 'Mario' staff (treble clef) has rests in the first two measures, followed by a double bar line with an 'X' in the third measure. The 'Synth' staff (treble clef) has a melodic line in the first measure, then rests. The 'Fire' staff (bass clef) has a rhythmic line of eighth notes with sharps. The 'Block' staff (treble clef) has a fast eighth-note pattern with two triplets. The 'Jump' staff (bass clef) has a rhythmic line of eighth notes with accents. The 'Coin' staff (bass clef) has a rhythmic line of eighth notes with a treble clef change in the second measure. The 'Drums 1' staff (treble clef) has a simple rhythmic pattern. The 'Drum 2' staff (treble clef) has a simple rhythmic pattern. Measure numbers 20, 10, 9, 15, and 8 are placed at the beginning of their respective staves.

23

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

7 (sped up) 4 5 6 5

15

8

The musical score is arranged in eight staves. The Mario staff uses a treble clef and contains a sequence of notes with a '7 (sped up)' annotation above it. The Synth staff uses a treble clef and features a key signature change to one sharp (F#) and a 7/8 time signature. The Fire staff uses a bass clef and includes a treble clef for a triplet of notes. The Block staff uses a treble clef and contains a triplet of eighth notes. The Jump staff uses a bass clef and features a treble clef for a sequence of notes. The Coin staff uses a bass clef and contains a sequence of notes. The Drums 1 and Drum 2 staves use treble clefs and contain rhythmic notation with rests.

27

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

Mario  
30

Synth

Fire  
15

Block

Jump

Coin  
15

Drums 1

Drum 2

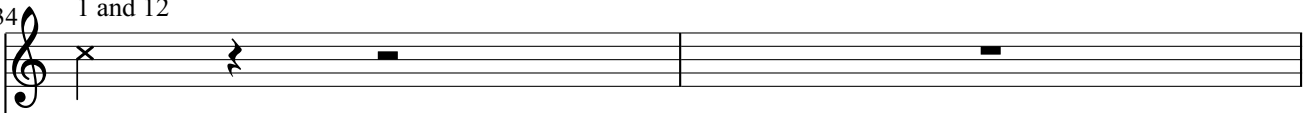
Detailed description: This is a musical score for a game, featuring eight staves. The 'Mario' staff (treble clef) has a measure number '30' above it and contains a single note with a fermata in the fourth measure. The 'Synth' staff (treble clef) contains a single note with a fermata in the fourth measure. The 'Fire' staff (bass clef) has a measure number '15' below it and contains a single note with a fermata in the fourth measure. The 'Block' staff (treble clef) contains a single note with a fermata in the fourth measure. The 'Jump' staff (treble clef) contains a sequence of notes: a quarter note with a sharp sign, followed by eighth notes with beams and accents, and quarter notes with beams and accents. The 'Coin' staff (treble clef) has a measure number '15' above it and contains a single note with a fermata in the fourth measure. The 'Drums 1' staff (treble clef) contains a single note with a fermata in the fourth measure. The 'Drum 2' staff (treble clef) contains three whole notes with fermatas in the first, second, and third measures, and a single note with a fermata in the fourth measure.

♩=170

1 and 12

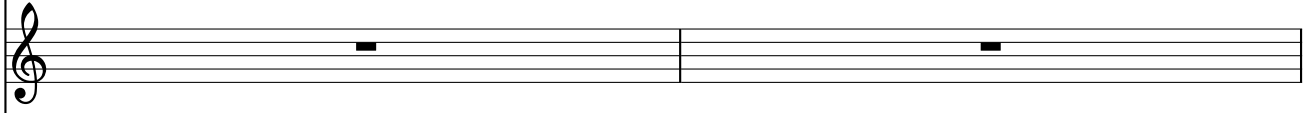
34

Mario



Musical staff for Mario, showing a treble clef and a single note with an 'x' above it.

Synth



Musical staff for Synth, showing a treble clef and a single note.

Fire




Musical staff for Fire, showing a treble clef and a single note.

Block



Musical staff for Block, showing a treble clef and a sequence of notes and rests.

Jump



Musical staff for Jump, showing a treble clef and a sequence of notes and rests.

Coin



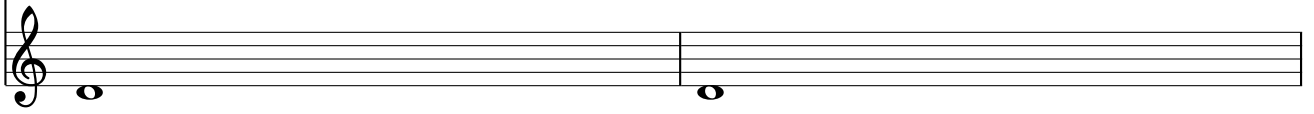
Musical staff for Coin, showing a treble clef and a complex sequence of notes and rests. A '15' is written above the staff.

Drums 1



Musical staff for Drums 1, showing a treble clef and a sequence of notes.

Drum 2



Musical staff for Drum 2, showing a treble clef and a sequence of notes.

36

Mario

Synth

Fire

Block

Jump

Coin

15

Drums 1

Drum 2

The image shows a musical score for a game, likely Super Mario Bros. The score is divided into two systems. The first system (measures 36-37) shows Mario, Synth, and Fire with rests, and Block, Jump, and Drums 1/2 with notes. The second system (measures 38-39) shows Mario, Synth, and Fire with rests, and Block, Jump, and Drums 1/2 with notes. The Coin track has a complex melodic line with accidentals.

38

1 2

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

1. 41 3 1 2.7\*

Mario

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

Detailed description of the musical score: The score is written for eight instruments. The first measure (labeled '1.') starts at measure 41 and contains the main melody for Mario (a treble clef staff with notes G4, A4, B4, C5, B4, A4, G4), Synth (a treble clef staff with notes G#4, A4, B4, C5), Fire (a treble clef staff with notes G#4, A4, B4, C5), Block (a treble clef staff with notes G4, A4, B4, C5), Jump (a treble clef staff with notes G4, A4, B4, C5), and Coin (a treble clef staff with notes G#4, A4, B4, C5). The second measure (labeled '2.7\*') shows a variation of the Mario melody (a treble clef staff with notes G4, A4, B4, C5) and sustained notes for Synth, Fire, Block, and Jump. The drum parts (Drums 1 and Drum 2) provide a rhythmic accompaniment throughout.



45 9

Mario

change pitch each play indeterminately

Synth

Fire

Block

Jump

Coin

Drums 1

Drum 2

The musical score is written for eight instruments: Mario, Synth, Fire, Block, Jump, Coin, Drums 1, and Drum 2. It consists of two measures. The Mario part starts at measure 45 and has a measure rest in the second measure, with the instruction 'change pitch each play indeterminately'. The Synth part has a whole note in the first measure and a whole rest in the second. The Fire part has a triplet of eighth notes in the first measure and a triplet of eighth notes in the second. The Block, Jump, and Coin parts all have whole notes in both measures. The Coin part starts at measure 15. The Drums 1 and Drum 2 parts both have whole notes in both measures.

47

Mario

Synth

Fire

Block

Jump

Coin

15

Drums 1

Drum 2

Detailed description: This is a musical score for a game, featuring eight staves. The 'Mario' staff has two whole notes. The 'Synth' staff has two rests. The 'Fire' staff has two measures, each with a triplet of eighth notes. The 'Block' and 'Jump' staves have two rests. The 'Coin' staff has a continuous eighth-note melody with a '15' above the first measure. The 'Drums 1' staff has two rests. The 'Drum 2' staff has two whole notes.

49

Mario

Synth

Fire

Block

Jump

Coin

15

Drums 1

Drum 2

The musical score is arranged in eight staves. The first measure (measures 49-50) contains: Mario (rest), Synth (rest), Fire (eighth-note pattern), Block (rest), Jump (quarter notes), Coin (eighth-note melody), Drums 1 (rest), and Drum 2 (bass drum). The second measure (measures 51-52) contains: Mario (rest), Synth (chord sequence), Fire (rest), Block (chord sequence), Jump (rest), Coin (rest), Drums 1 (rest), and Drum 2 (rest).

51 7\*

The musical score consists of eight staves. The 'Mario' staff features a melodic line with a 7\* chord. The 'Synth' staff contains a complex chordal accompaniment with triplets. The 'Fire' staff has a rhythmic pattern of eighth notes. The 'Block' staff includes a bass line with triplets and a melodic line with a 15. The 'Jump' staff has a rhythmic pattern of eighth notes. The 'Coin' staff features a fast eighth-note pattern and a 15. The 'Drums 1' and 'Drum 2' staves show a simple drum pattern with a 15.