

"Get New Ally"

Super Mario RPG

Composition by Yoko Shimomura

*Arrangement by Nintendude73 and
Frank D'Angelo*

Piano

The musical score is written for piano in a grand staff. The key signature is D major (two sharps: F# and C#), and the time signature is common time (C). The piece consists of 10 measures. The right hand (treble clef) plays a melody of eighth notes: D4, E4, F#4, G4, A4, B4, C5, followed by a quarter rest, and then a whole note D4. The left hand (bass clef) plays a bass line of eighth notes: D3, E3, F#3, G3, A3, B3, C4, with accents (>) over each note, followed by a whole note D3.