

Bb

# Character Select

from Super Mario Bros. 2

Composed by Koji Kondo

Transcribed by Jonathan Aldrich

Uptempo swing ♩ = 150

**Intro** D D° G/D A<sup>7</sup>

**A** D E<sup>7</sup> A<sup>7</sup> D N.C. (Drum fill)

D E<sup>7</sup> A<sup>7</sup> D N.C.

**B** F#<sup>7</sup> B- E<sup>7</sup> A C#-

F#<sup>7</sup> B- E<sup>7</sup> A A<sup>7</sup>/C# Loop to [A]