

Piano

Super Smash Brothers Medley

Abandon Quest Arrangement

Final Destination

$\text{♩} = 150$

This section starts with a treble clef, 4/4 time, and a key signature of one sharp. The music consists of two staves. The first staff features eighth-note patterns with sixteenth-note grace notes. The second staff shows eighth-note chords with various accidentals. Measure numbers 1 through 5 are indicated below the staves.

Hyrule Temple

$\text{♩} = 150$

This section begins with a treble clef, 4/4 time, and a key signature of one flat. It features eighth-note chords and eighth-note patterns. Measure numbers 9 through 29 are shown. A measure 4 is marked with a '4' above the staff.

Melee Menu Theme

$\text{♩} = 150$

This section uses a treble clef and 4/4 time. It includes eighth-note patterns and sixteenth-note patterns. Measure numbers 33 through 36 are marked.

2

39

Sm4sh Theme

41

45

47

Hits

50

54

Dm A/C#

C#/A# D#/A#

E/F#

F#/G#

Brawl Theme

58

Peaceful Melee Part

6

12

3

Final Destination Hits

85

Vamp

89

97

Vamp Key Change

105

109

Unison Big Run

113

115

Star Fox

119

Dm7 Cm7 Am7**5** D7#9 F

Brawl Ending

123

G

125

G F G Bb G