

Synth

Super Smash Brothers Medley

Abandon Quest Arrangement

Final Destination

$\text{♩} = 150$

D/E B/C# G/A A/B B_b/C Asus4 A Dsus4 D

5 Gm Fm/G D7(b9) D+

Hyrule Temple

9 Gm Gm(#5) Gm6 Gm(#5)

13 Gm Gm(#5) Gm6 Gm(#5)

17 D7

21 (1 Extra Bar)

26 Gm

28 Fm

30 Em

32 Fm

Melee Menu Theme

34 G/A A/B G/A A/B

38 E♭Δ7 F Eo A7 tr

2 Sm4sh Theme

42 Dm G/D Dm G/D B_b/D C/D Gsus4 G

46 Dm A7/C# F/C G/B B_bA7 Am7 Gm7 FΔ7 E_bΔ7

Hits

51 Dm B_bΔ9 Am11

55 Dm A/C# F/C G/B 3

This section contains four staves of musical notation. The first staff starts at measure 42 with a Dm chord, followed by a G/D chord. The second staff starts at measure 46 with a Dm chord, followed by a sequence of chords: A7/C#, F/C, G/B, B_bA7, Am7, Gm7, FΔ7, and E_bΔ7. The third staff is labeled 'Hits' and shows a melodic line with chords Dm, B_bΔ9, and Am11. The fourth staff starts at measure 55 with a Dm chord, followed by A/C#, F/C, and G/B, with a '3' indicating a three-note group.

Brawl Theme

59 C#m B C#m B

63 C#m G# C#m

67 AΔ7 AΔ7 B(add11) G#/C

69 C#m C#m Dmaj7

71 E/F#

This section contains five staves of musical notation. The first staff starts at measure 59 with a C#m chord, followed by B, C#m, and B. The second staff starts at measure 63 with a C#m chord, followed by G#, and C#m. The third staff starts at measure 67 with AΔ7, followed by AΔ7, B(add11), and G#/C. The fourth staff starts at measure 69 with C#m, C#m, and Dmaj7. The fifth staff starts at measure 71 with E/F#.

Melee Sad Part

73 AΔ7 B/A G#m C#

77 F#m7 B Bm/D F#m/C#

81 B7 A B/A G/A A/B

This section contains three staves of musical notation. The first staff starts at measure 73 with AΔ7, followed by B/A, G#m, and C#. The second staff starts at measure 77 with F#m7, followed by B, Bm/D, and F#m/C#. The third staff starts at measure 81 with B7, followed by A, B/A, G/A, and A/B.

Final Destination Hits

86 D/E B/C# G/A A/B B_b/C G/A E_b/F F/G G/A A/B

This section contains one staff of musical notation starting at measure 86. The chords listed above the staff are D/E, B/C#, G/A, A/B, B_b/C, G/A, E_b/F, F/G, G/A, and A/B. There are two '3' markings under the staff, one under the G/A chord and another under the A/B chord.

Vamp

90 Em A/E 8

94 C A/C#

98 Em A/E 8

102 C D E♭ F

Vamp Key Change

106 Gm C/G 3

110 Gm C/G 3

Unison Big Run

114 8

117 8

Star Fox

120 Dm7 Cm7 Aø D7(#9) F

Brawl Ending

124 G F

126 G F

128 G B♭ G 3