

Brightness Synthesizer

## Mario Intro

Abandon Quest

$\text{♩} = 130$

A $\flat$

**A** A $\flat$

1. A $\flat$  A $\flat$ /G $\flat$

2. F $\flat$  G $\flat$  A $\flat$

**B** A

1. 2.

B G $\sharp$ m

**C** D $\flat$  E $\flat$

D $\flat$  E $\flat$  N.C.

$\text{♩} = 160$

**D** A B C $\sharp$  D/C $\sharp$  E/C $\sharp$  D/C $\sharp$

D $\flat$  Δ7 Fm7 G $\flat$  Δ7

E $\flat$  m A $\flat$  7 D $\flat$  Δ7 A $\flat$  / C

A $\flat$  m B $\flat$  7 E $\flat$  m7 F $\sharp$  madd6

D $\flat$  / A $\flat$  N.C. A B D $\flat$  D D $\flat$

2  
59 [E] E $\flat$

63 E $\flat$

67 C $\flat$

71 E $\flat$

75 C $\flat$  B $\flat$

79 E $\flat$

83 C $\flat$

87 Cm

91 C $\flat$  B $\flat$

95 [F] E $\flat$

99 B D $\flat$

This musical score consists of ten staves of music. The key signature changes frequently, indicated by the following labels above each staff:

- Staff 1: [E] E $\flat$  (one flat)
- Staff 2: E $\flat$  (one flat)
- Staff 3: C $\flat$  (three flats)
- Staff 4: E $\flat$  (one flat)
- Staff 5: C $\flat$  B $\flat$  (three flats)
- Staff 6: E $\flat$  (one flat)
- Staff 7: C $\flat$  (three flats)
- Staff 8: Cm (no sharps or flats)
- Staff 9: C $\flat$  B $\flat$  (three flats)
- Staff 10: [F] E $\flat$  (one flat)
- Staff 11: B D $\flat$  (one flat)

The music features various note heads (solid black, hollow white, and solid black with a dot), stems, and rests. Measure 99 concludes with a rest.