

Bass

Super Smash Brothers Medley

Abandon Quest Arrangement

Final Destination

♩ = 150

3 D/E B/C# G/A A/B Bb/C Asus4 A Dsus4 D

5 Gm Fm/G D7(b9) D+

3

Hyrule Temple

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

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

17 D7

21

25 Gm Fm

29 Em Fm

3

Melee Menu Theme

33 G/A A/B G/A A/B

37 EbΔ7 F Eo` A7

Sm4sh Theme

41 Dm G/D Dm G/D Bb/D C/D Gsus4 G

45 Dm A7/C# F/C G/B Bbmaj7 Am7 Gm7 Fmaj7 Ebmaj7

2 Hits

50 **Dm** **B♭Δ9** **Am11**

54 Dm A/C# F/C G/B C#/A# D#/A# E/F# F#/G#

Brawl Theme

58 C#m B C#m B

62 C#m G# C#m



66 AΔ7 AΔ7 B(add11) G#/C C#m C#m Dmaj7 E/F#

Peaceful Melee Part

72 AΔ7 B/A G#m C#


Diagram 10.10 shows measures 72 through 75 of the piece. The notation is in bass clef with a key signature of three sharps (F#, C#, G#). Measure 72 contains a quarter note A2. Measure 73 contains quarter notes B1, A2, and G#2. Measure 74 contains a half note G#2. Measure 75 contains a half note C#3. Above the staff, the chords AΔ7, B/A, G#m, and C# are indicated for measures 72, 73, 74, and 75 respectively.

76 

80 B7 A B/A G/A A/B

The bass line is written on a single staff in 4/4 time. It begins with a whole note G2 (one ledger line below) under the chord B7, followed by a half note G2 under the chord A. The next four measures are eighth-note triplets: the first triplet is G2-A2-B2 (under B/A), the second is G2-A2-B2 (under B/A), the third is G2-A2-B2 (under G/A), and the fourth is G2-A2-B2 (under A/B). The piece concludes with a final whole note G2.

Final Destination Hits

85 

Vamp

89 Em A/E



93 C A/C# F#ø B7(#5#9)



Vamp Key Change



Unison Big Run



Star Fox



Brawl Ending

