

Piano

Super Smash Brothers Medley

Abandon Quest Arrangement

Final Destination

$\text{J} = 150$

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 chords and sixteenth-note patterns. The second staff shows eighth-note chords and sixteenth-note patterns. Measure 5 begins with a bass clef, 2/4 time, and a key signature of one flat. It continues the pattern of eighth-note chords and sixteenth-note patterns.

Hyrule Temple

9

This section starts with a bass clef, 2/4 time, and a key signature of one flat. Measures 9 through 16 show eighth-note chords and sixteenth-note patterns. Measure 21 is labeled "(1 Extra Bar)".

17

Measure 17 shows eighth-note chords and sixteenth-note patterns.

21

Measure 21 shows eighth-note chords and sixteenth-note patterns.

26

Measure 26 shows eighth-note chords and sixteenth-note patterns.

30

Measure 30 shows eighth-note chords and sixteenth-note patterns.

Melee Menu Theme

34

This section starts with a treble clef, 2/4 time, and a key signature of one sharp. Measures 34 through 38 show eighth-note chords and sixteenth-note patterns.

38

Measure 38 shows eighth-note chords and sixteenth-note patterns.

40

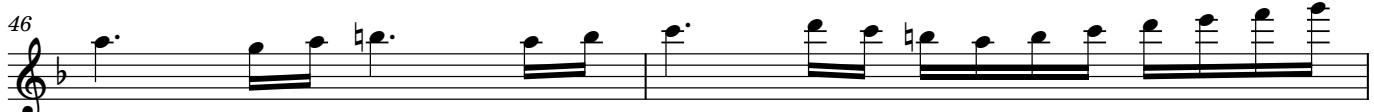
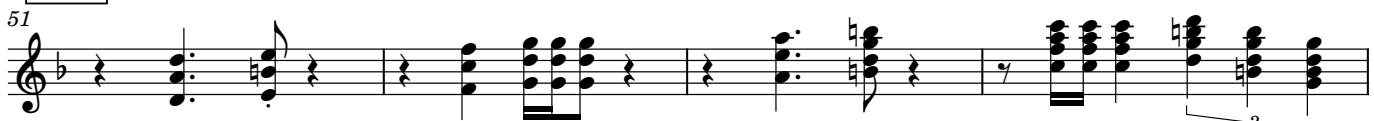
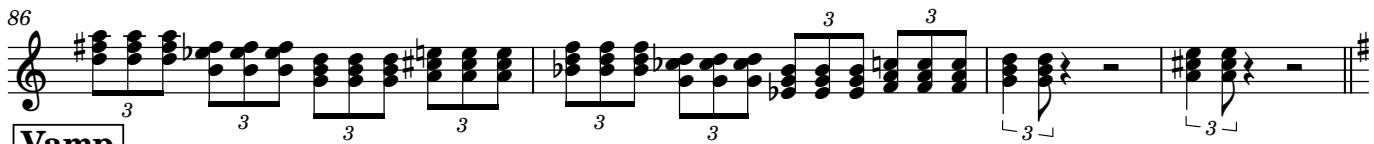
Measure 40 shows eighth-note chords and sixteenth-note patterns.

Sm4sh Theme

42

This section starts with a treble clef, 2/4 time, and a key signature of one flat. Measure 42 shows eighth-note chords and sixteenth-note patterns.

2

**Hits****Brawl Theme****Peaceful Melee Part****Final Destination Hits****Vamp****Vamp Key Change****Unison Big Run**

3

116

3 3 3 3 3 3

Star Fox

120

Dm7 Cm7 Am7b5 D7#9 F

3 3 3

Brawl Ending

124

G

126

G F G B♭ G