

Synth

Super Smash Brothers Medley

Abandon Quest Arrangement

Final Destination

$\text{♩} = 150$

This musical score consists of two staves of music. The top staff is in 4/4 time with a key signature of one sharp (F#). It features various note heads and stems, with some notes grouped by vertical lines. Measure 3 contains a grace note under a main note. Measures 5 through 8 show a repeating pattern of eighth-note pairs. The bottom staff is in 2/4 time with a key signature of one flat (B-flat). It also shows eighth-note pairs, with measure 5 featuring a grace note and measure 8 ending with a fermata over the last note.

Hyrule Temple

9 4

This section starts with a single measure of a sustained note followed by a measure of eighth-note pairs. Measures 11-16 show a repeating eighth-note pattern. Measures 17-20 are mostly rests with occasional eighth-note grace notes. Measures 21-24 continue the eighth-note pattern. Measures 25-28 show a more complex eighth-note pattern with grace notes. Measures 29-32 continue this pattern. Measures 33-36 show a final eighth-note pattern before the section ends.

17

21

25

27

29

31

Melee Menu Theme

33 4

This section begins with a single measure of a sustained note followed by a measure of eighth-note pairs. Measures 35-36 show a repeating eighth-note pattern.

2 Sm4sh Theme

Musical score for the Sm4sh Theme. The score consists of two staves. The top staff starts at measure 41 with a key signature of one flat. It features a rhythmic pattern of eighth and sixteenth notes. Measure 50 includes a section labeled "Hits" with chords Dm, B♭maj9, and Am11. The bottom staff continues from measure 50, showing chords Dm and A/C♯. Measures 54 and 55 show a continuation of the melodic line with a "3" measure repeat sign.

Brawl Theme

Musical score for the Brawl Theme. The score consists of five staves. Measures 58 through 66 feature eighth-note patterns with grace notes. Measure 68 introduces a bass line. Measures 70 and 71 continue the eighth-note patterns.

Melee Sad Part

Musical score for the Melee Sad Part. The score consists of two staves. Measures 72 through 75 show a progression of chords: Amaj7, B/A, G♯m, C♯, F♯m7, B, Bm/D, F♯m/C♯, and A. The key signature changes to one sharp (B7) in measure 75.

Final Destination Hits

Musical score for the Final Destination Hits. The score consists of two staves. The top staff starts at measure 85 with a key signature of one sharp. It includes a section labeled "Vamp" with a "3" measure repeat sign. The bottom staff begins at measure 89 with a key signature of one sharp.

97

101

Vamp Key Change

105

109

Unison Big Run

113

116

Star Fox

119

Brawl Ending

123 G

125

127 G