

Skyworld

Composer: Shogo Sakai

Game: Super Smash Bros. Brawl

pianogame.org

$\text{♩} = 146$

Flute, Staff

Flute, Staff-1

Violins (section), Staff-2

3

Fl.

Fl.

Vlns.

7

Fl.

Fl.

Vlns.

13

Fl.

Fl.

Vlns.

16

Fl.

Fl.

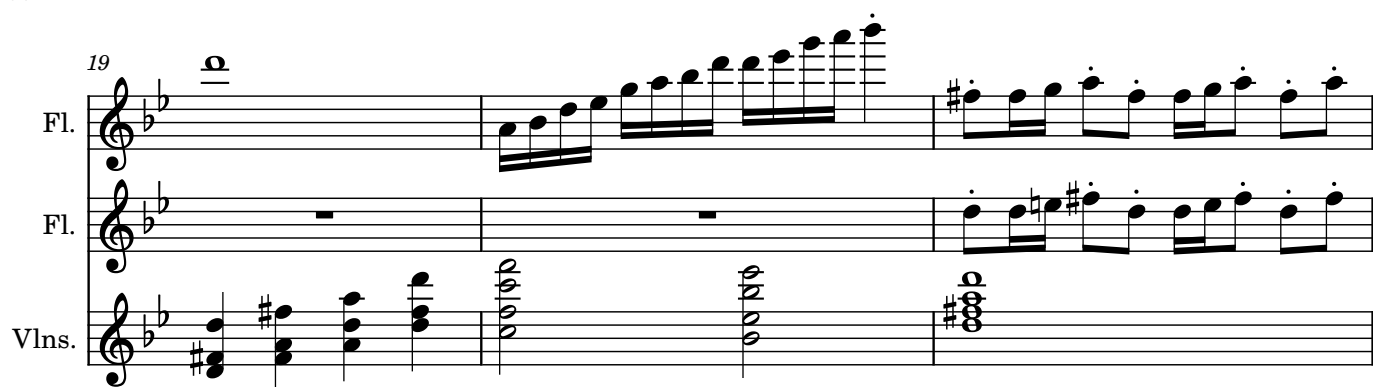
Vlns.

19 **p**

Fl.

Fl.

Vlns.

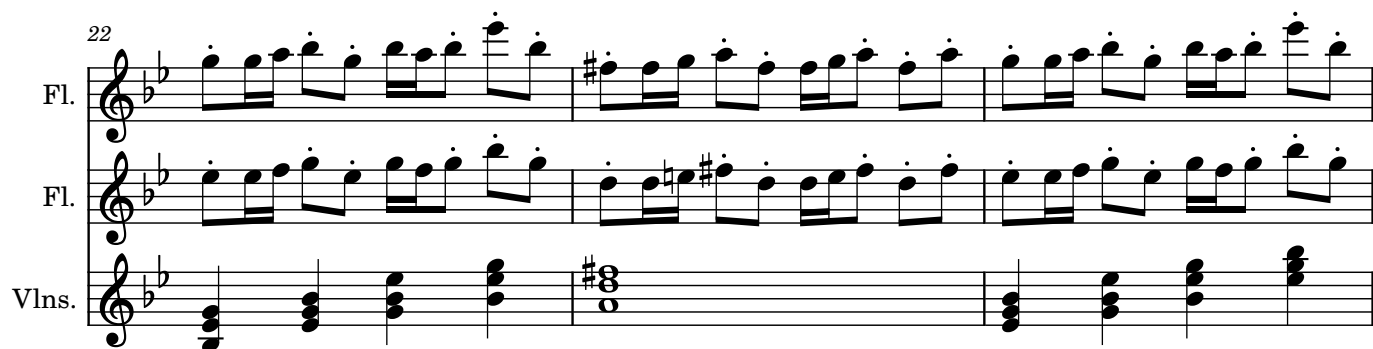


22

Fl.

Fl.

Vlns.



25

Fl.

Fl.

Vlns.

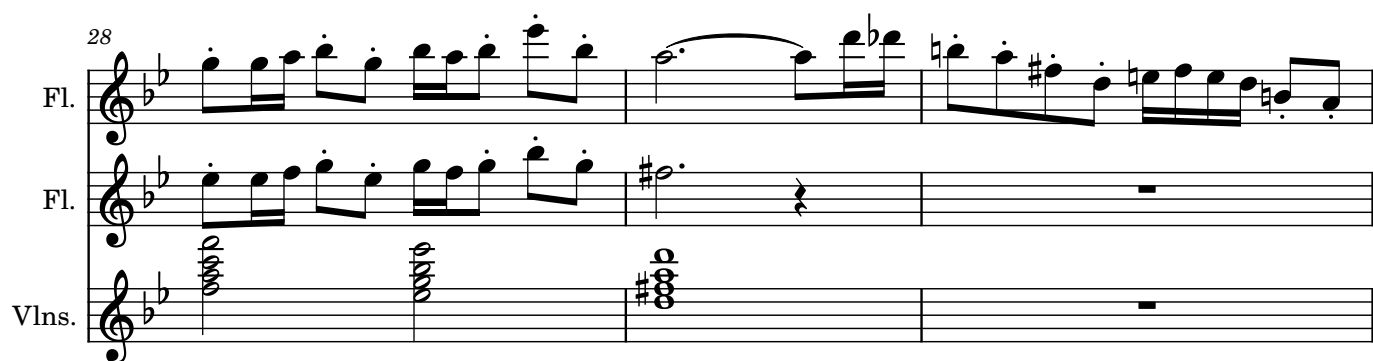


28

Fl.

Fl.

Vlns.

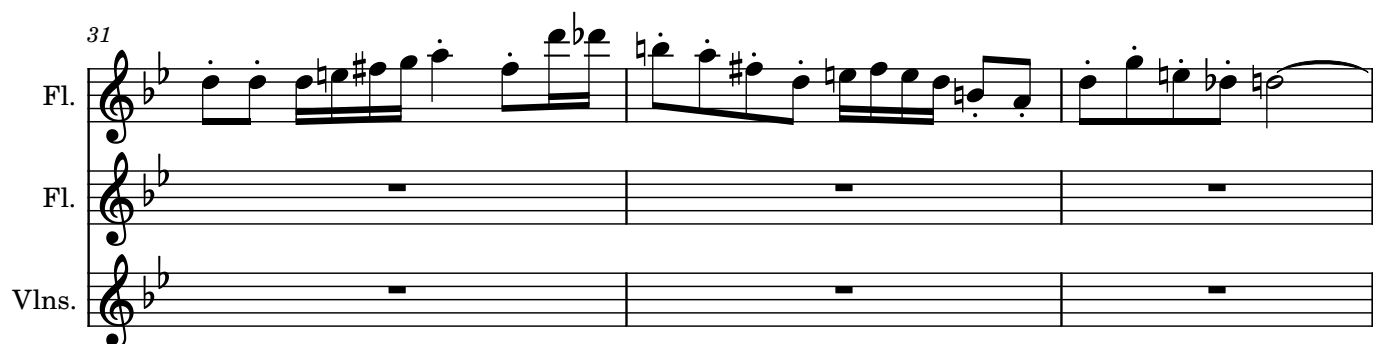


31


Fl.


Fl.

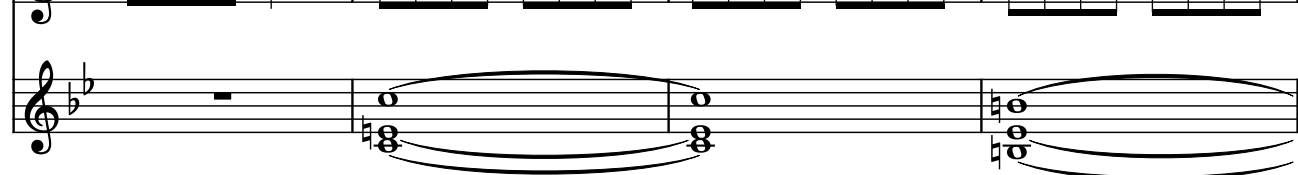
Vlns.



34

Fl. 

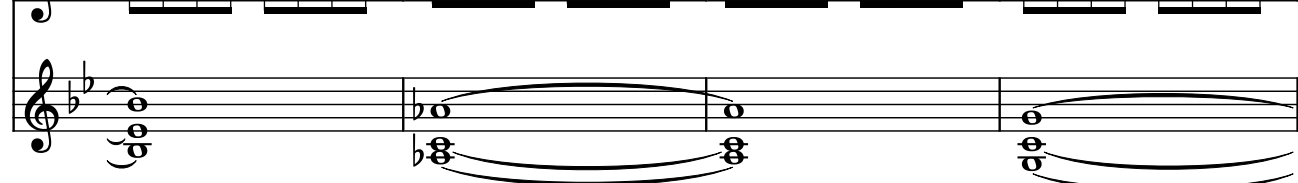
Fl. 

Vlns. 

38

Fl. 

Fl. 

Vlns. 

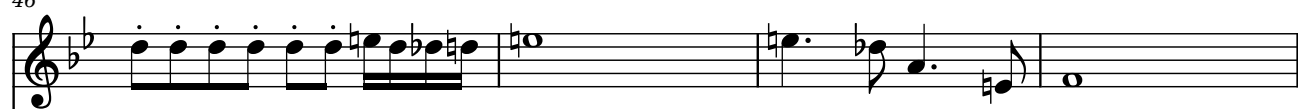
42

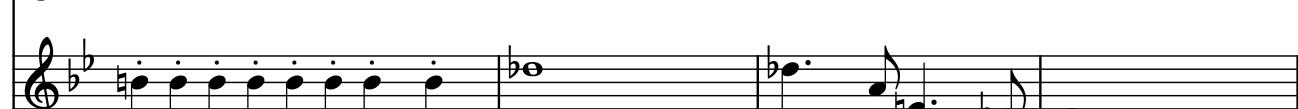
Fl. 


Fl. 

Vlns. 

46

Fl. 

Fl. 

Vlns. 

50

Fl.

Fl.

Vlns.

3 3

3 3

54

Fl.

Fl.

Vlns.

59

Fl.

Fl.

Vlns.

64

Fl.

Fl.

Vlns.

67

Fl.

Fl.

Vlns.

70

Fl.

Fl.

Vlns.

73

Fl.

Fl.

Vlns.

76

Fl.

Fl.

Vlns.

79

Fl.

Fl.

Vlns.

This musical score page contains five systems of music, each spanning three measures. The key signature is B-flat major (two flats). The first system (measures 67-69) shows the first flute (Fl.) playing a melodic line with eighth and sixteenth notes, while the second flute and violins are silent. The second system (measures 70-72) features both flutes playing active melodic lines with eighth notes, and the violins providing harmonic support with chords and moving lines. The third system (measures 73-75) continues the melodic development for both flutes, with the violins playing sustained chords. The fourth system (measures 76-78) shows the flutes playing more complex, rapid passages, while the violins continue with harmonic accompaniment. The fifth system (measures 79-81) concludes with the first flute playing a melodic phrase, the second flute remaining silent, and the violins providing a final harmonic accompaniment.

82

Fl.

Fl.

Vlns.

83 84 85

86

Fl.

Fl.

Vlns.

87 88 89

90

Fl.

Fl.

Vlns.

91 92 93

94

Fl.

Fl.

Vlns.

95 96 97

98

Fl.

Fl.

Vlns.

99 100 101

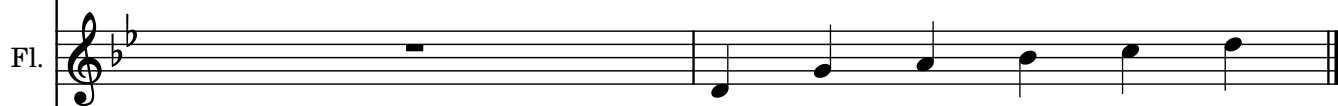
102



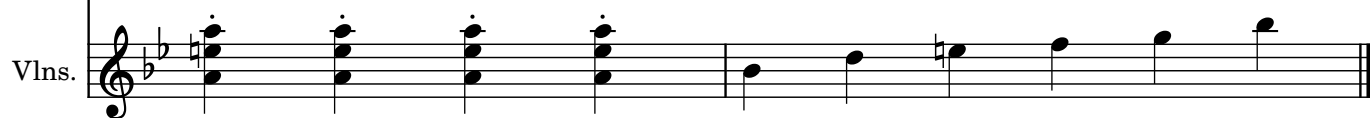
3

3

3



3



3

3