

All-Star Rest Area

Composer: Junichi Nakatsuru

Game: Super Smash Bros. for 3DS and Wii U

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Classical Guitar, MIDI Out

Acoustic Guitar, MIDI Out #2

Electric Guitar, MIDI Out #3

$\text{♩} = 94$

8

Guit.

Guit.

El. Guit.

3

8

Guit.

Guit.

El. Guit.

5

8

— 3 —

7

Guit.

Guit.

El. Guit.

This system contains measures 7 and 8 of a musical piece. It features three staves: two for guitar (Guit.) and one for electric guitar (El. Guit.). The key signature has one sharp (F#). Measure 7 shows the top guitar staff with a complex, fast-moving line of eighth and sixteenth notes, while the other two staves provide a more rhythmic accompaniment. Measure 8 continues this pattern with some changes in the guitar parts.

9

Guit.

Guit.

El. Guit.

This system contains measures 9 and 10. The musical texture continues with the two guitar parts and the electric guitar. In measure 9, the top guitar staff has a prominent melodic line. Measure 10 shows a continuation of the themes, with some harmonic shifts in the electric guitar part.

11

Guit.

Guit.

El. Guit.

This system contains measures 11 and 12. The music concludes with these two measures. The top guitar staff features a final, intricate melodic phrase. The electric guitar part in measure 12 has a more active, rhythmic role compared to its previous parts in the system.

13

Guit. 8

Guit. 8

El. Guit. 8

— 3 —

15

Guit. 8

Guit. 8

El. Guit. 8

17

Guit. 8

Guit. 8

El. Guit. 8

19

Guit.

Guit.

El. Guit.

8

8

8

21

Guit.

Guit.

El. Guit.

8

8

8

— 3 —

23

Guit.

Guit.

El. Guit.

8

8

8

25

Guit.

Guit.

El. Guit.

Three staves of music in G major (one sharp). The top staff (Guit.) features a complex, fast-moving melody with many beamed sixteenth and thirty-second notes. The middle staff (Guit.) plays a simpler, more rhythmic accompaniment. The bottom staff (El. Guit.) provides a bass line with some sustained notes and moving eighth notes. Measure numbers 25 and 26 are indicated at the start of the first two staves.

27

Guit.

Guit.

El. Guit.

Continuation of the musical score. The top staff (Guit.) continues its intricate melodic line. The middle staff (Guit.) and bottom staff (El. Guit.) continue their respective parts. Measure numbers 27 and 28 are indicated at the start of the first two staves.

29

Guit.

Guit.

El. Guit.

Continuation of the musical score. The top staff (Guit.) continues its intricate melodic line. The middle staff (Guit.) and bottom staff (El. Guit.) continue their respective parts. Measure numbers 29 and 30 are indicated at the start of the first two staves.

— 3 —

31

Guit.

Guit.

El. Guit.

This block contains the musical notation for measures 31 and 32. It features three staves: two for guitar (Guit.) and one for electric guitar (El. Guit.). The key signature is one sharp (F#). Measure 31 is marked with a '31' and a guitar pick icon. The first guitar staff has a complex melodic line with many grace notes and slurs. The second guitar staff has a simpler melodic line. The electric guitar staff has a single note in the first half of the measure. Measure 32 continues the melodic lines from the first two staves, with the electric guitar staff having a single note in the first half of the measure.

33

Guit.

Guit.

El. Guit.

This block contains the musical notation for measures 33 and 34. It features three staves: two for guitar (Guit.) and one for electric guitar (El. Guit.). The key signature is one sharp (F#). Measure 33 is marked with a '33' and a guitar pick icon. The first guitar staff has a complex melodic line with many grace notes and slurs. The second guitar staff has a simpler melodic line. The electric guitar staff has a single note in the first half of the measure. Measure 34 continues the melodic lines from the first two staves, with the electric guitar staff having a single note in the first half of the measure.