

Icicle Mountain: Balloon Fight

Composer: Hirokazu Ando

Game: Super Smash Bros. Melee

pianogame.org

Mallet Synthesizer, Square 1

Mallet Synthesizer, Bass

$\text{♩} = 148$

4/4

Mal. Syn.

Mal. Syn.

4

4/4

Mal. Syn.

Mal. Syn.

6

4/4

Mal. Syn.

Mal. Syn.

8

4/4

Mal. Syn.

Mal. Syn.

10

4/4

12

Mal. Syn.

Mal. Syn.

14

Mal. Syn.

Mal. Syn.

16

Mal. Syn.

Mal. Syn.

19

Mal. Syn.

Mal. Syn.

21

Mal. Syn.

Mal. Syn.

24

Mal. Syn.

Mal. Syn.

26

Mal. Syn.

Mal. Syn.

28

Mal. Syn.

Mal. Syn.

30

Mal. Syn.

Mal. Syn.


35

Mal. Syn.

Mal. Syn.

37

Mal. Syn.



Mal. Syn.

39

Mal. Syn.



Mal. Syn.

41

Mal. Syn.



Mal. Syn.

43

Mal. Syn.



Mal. Syn.

45

Mal. Syn.



Mal. Syn.

47

Mal. Syn.

Mal. Syn.

49

Mal. Syn.

Mal. Syn.

52

Mal. Syn.

Mal. Syn.

55

Mal. Syn.

Mal. Syn.

57

Mal. Syn.

Mal. Syn.

59

Mal. Syn.

Mal. Syn.

61

Mal. Syn.

Mal. Syn.

66

Mal. Syn.

Mal. Syn.

69

Mal. Syn.

Mal. Syn.

71

Mal. Syn.

Mal. Syn.

73

Mal. Syn.

Mal. Syn.

75

Mal. Syn.

Mal. Syn.

77

Mal. Syn.

Mal. Syn.

79

Mal. Syn.

Mal. Syn.

81

Mal. Syn.

Mal. Syn.

84

Mal. Syn.

Mal. Syn.

87

Mal. Syn.

Mal. Syn.

89

Mal. Syn.

Mal. Syn.

91

Mal. Syn.

Mal. Syn.

93

Mal. Syn.

Mal. Syn.

This musical score is for a piece titled "Mal. Syn." and spans measures 84 to 93. The key signature is D major (two sharps: F# and C#). The time signature is 4/4. The score is written for two staves, both labeled "Mal. Syn.". The notation includes various rhythmic values such as eighth, sixteenth, and thirty-second notes, as well as rests. The melody in the upper staff is characterized by frequent rests, with notes appearing primarily in measures 84, 87, 89, 91, and 93. The lower staff provides a more continuous accompaniment, featuring a mix of eighth and sixteenth notes, often beamed together. The piece concludes at measure 93 with a final whole note in the upper staff and a half note in the lower staff.

98

Mal. Syn.

Mal. Syn.

101

Mal. Syn.

Mal. Syn.