

Menu Screen (Alternate)

Composer: Hirokazu Ando

Game: Super Smash Bros. Melee

pianogame.org

Automobile Brake Drums, Drums

Timpani, Timpani

Violins (section), STstrings

$\text{♩} = 105$

1 2

Aut. Brk. Dr.

Timp.

Vlms.

3

4

Aut. Brk. Dr.

Timp.

Vlms.

5

6

Aut. Brk. Dr.

Timp.

Vlms.

8

9

Aut. Brk. Dr.

Timp.

Vlms.

11

10

13

Aut. Brk. Dr. 

Timp. 

Vlns. 

16

Aut. Brk. Dr. 

Timp. 

Vlns. 

18

Aut. Brk. Dr. 

Timp. 

Vlns. 

20

Aut. Brk. Dr. 

Timp. 

Vlns. 

22

Aut. Brk. Dr. 

Timp. 

Vlns. 

24

Aut. Brk. Dr. 

Timp. 

Vlns. 

26

Aut. Brk. Dr. 

Timp. 

Vlns. 

28

Aut. Brk. Dr. 

Timp. 

Vlns. 


31


Aut. Brk. Dr. 

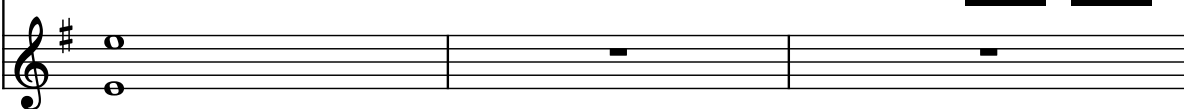
Timp. 

Vlns. 

34

Aut. Brk. Dr. 

Timp. 

Vlns. 

37

Aut. Brk. Dr. 

Timp. 

Vlns. 

40

Aut. Brk. Dr.

Timp.

Vlns.

42

Aut. Brk. Dr.

Timp.

Vlns.

44

Aut. Brk. Dr.

Timp.

Vlns.

46

Aut. Brk. Dr.

Timp.

Vlns.

48

Aut. Brk. Dr.

Timp.

Vlns.

This musical score page contains five systems of music, each corresponding to measures 40 through 48. Each system consists of three staves: 'Aut. Brk. Dr.' (Automatic Break Drum) in the top staff, 'Timp.' (Timpani) in the middle staff, and 'Vlns.' (Violins) in the bottom staff. The key signature for all staves is one sharp (F#). The 'Aut. Brk. Dr.' staff uses a single-clef-like notation with vertical stems and flags to indicate specific rhythmic patterns. The 'Timp.' and 'Vlns.' staves are in standard bass and treble clefs, respectively, and show rests for most of the measures, indicating they are not playing during this section.