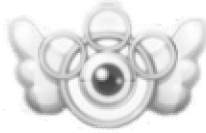


# "Stompstump Peak"

Pokémon Mystery Dungeon: Gates to Infinity



Composed by Ryoma Nakamura,  
Keisuke Ito, & Yasuhiro Kawagoe  
Arranged by Bespinben

With a Celtic flair ♩ = 120

Piano

*mf*

(a.)

3

6

(b.)

9

*leggero*

"Stompstump Peak"

11

2. 3.

13

A

*f con forza*

17

19

"Stompstump Peak"

21

1 2 4 1 2 3

**B** *exultante*

*f+*

26

*ff*

29

*mf*

31 *più agitato*

## "Stompstump Peak"

C

*mp cresc. poco a poco*

*con moto*

35 *(mf)*

37 *f*

39 *(f+)*

D *mp* *rubato* *mf*

"Stompstump Peak"

44

*mp* *rit.* *f*

This system contains measures 44, 45, and 46. Measure 44 begins with a treble clef and a bass clef. The music is in a key with two flats. Measure 45 features a *mp* dynamic and a *rit.* marking. A large slur encompasses the melodic line in the treble clef across measures 45 and 46. Measure 46 ends with a *f* dynamic. The bass line consists of sustained chords and moving lines.

47

*sfz* (*p*) *molto cresc.* *mp* (*mf*) (*f*) (*f+*) D.C. al ∞

*a tempo*

This system contains measures 47, 48, 49, and 50. Measure 47 starts with a *sfz* dynamic and a *(p)* dynamic. The tempo is marked *a tempo*. Measure 48 has a *molto cresc.* marking and a *mp* dynamic. Measures 49 and 50 show a progression of dynamics: *(mf)*, *(f)*, and *(f+)*. The system concludes with the instruction *D.C. al ∞*. The treble clef part features a melodic line with various articulations, while the bass clef part provides harmonic support with chords and moving lines.