

"Fountain of Dreams"

Super Smash Bros. Melee

Composed by Jun Ishikawa
Arranged by Tadashi Ikegami

Arranged for piano by Zeila

Piano

Dolce ♩ = 60

mp

cresc. *mf* *dim.* *pp*

rit.

Red. *Red. *Red. *Red. *Red. *Red. *

4

Con Bravura ♩ = 160

f

8

gva

12

gva

"Fountain of Dreams"

16

8va

mf

20

8va

f

24

f

28

mf

32

f

"Fountain of Dreams"

36

mf *f*

40

44

48

52

"Fountain of Dreams"

56

8^{va}

sub. *p*

Musical notation for measures 56-57. The right hand features a melody of dotted quarter notes with a grace note, while the left hand plays a steady eighth-note accompaniment. The piece is in a minor key, indicated by the key signature.

58

(8^{va})

Musical notation for measures 58-59. The right hand continues the dotted quarter melody, and the left hand maintains the eighth-note accompaniment.

60

(8^{va})

Musical notation for measures 60-61. The right hand melody and left hand accompaniment continue.

62

(8^{va})

D.S.

f

Musical notation for measures 62-64. Measure 62 ends with a repeat sign. Measure 63 begins with a dynamic shift to *f* and includes a *D.S.* marking. The right hand has a more active melody, and the left hand continues the accompaniment.

65

ff

Musical notation for measures 65-66. The right hand features a series of chords, and the left hand continues the eighth-note accompaniment. The piece concludes with a final chord in the right hand.