

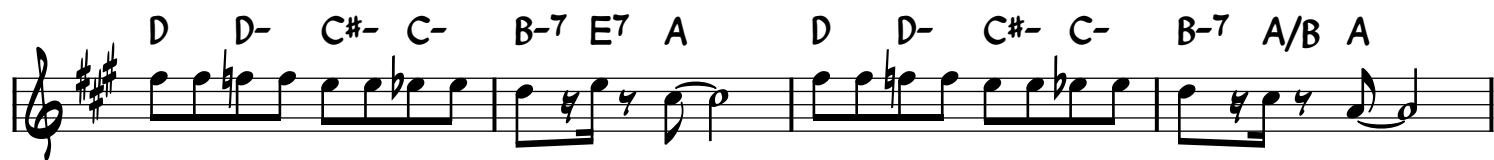
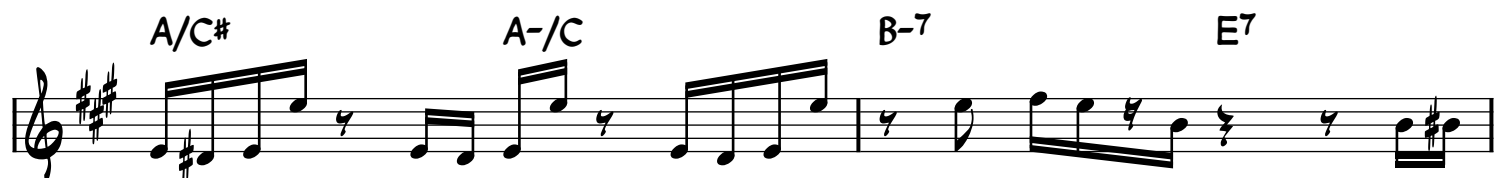
E \flat

Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque



Loop to [A]

E \flat

Wii Shop Channel

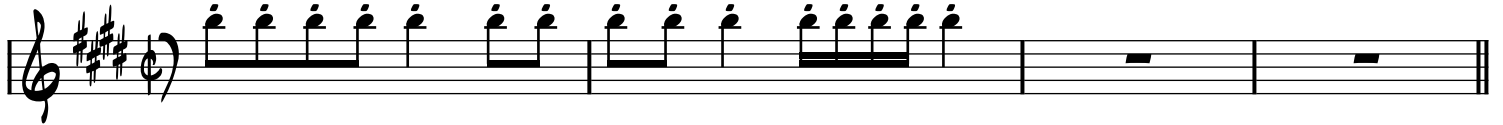
from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa $\text{♩} = 74$

C \sharp -7/B



[A]

E Δ 7



A Δ 7

A-7

D7



G \sharp -7

G \circ 7

F \sharp -7

C \sharp 7 \flat 9/E \sharp



F \sharp -7

F9

E Δ 7

D \sharp -7

G \sharp 7



[B]

D \flat Δ 7



D \flat -7

F \sharp 7

B Δ 7

C-7 \flat 5

B7 \flat 9



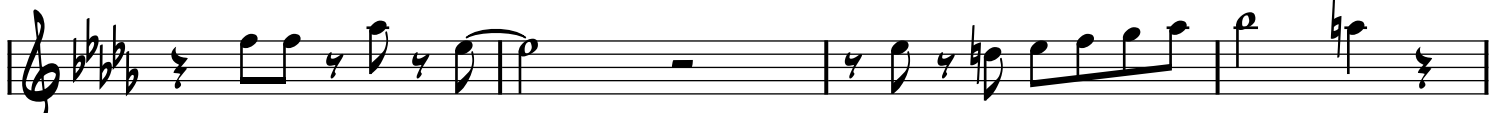
B \flat -7

A- Δ 7 \flat 5

A \circ 7

A \flat -7

D \flat 7



G \flat Δ 9

G \flat -9

N.C.



Loop to [A]

E \flat

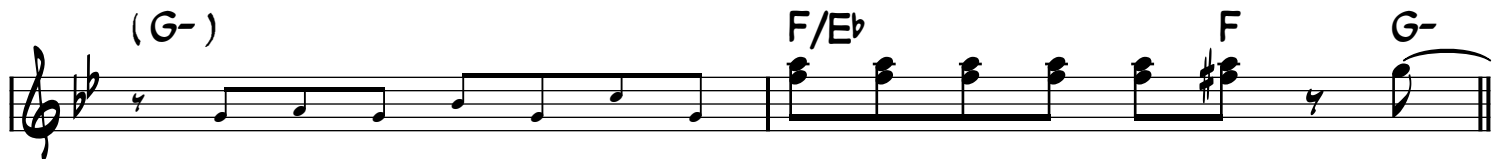
Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

$\text{♩} = 180$



Loop to top

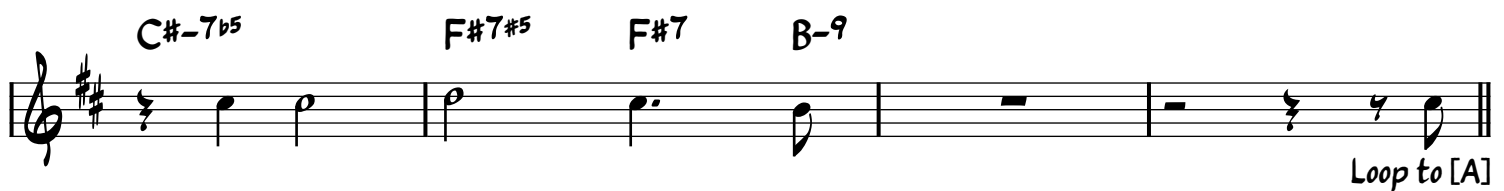
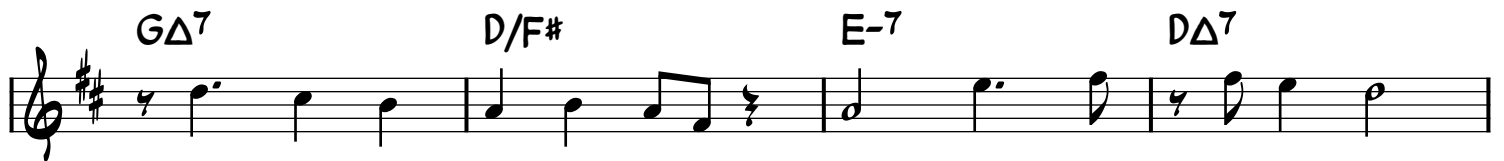
E \flat

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque



E_b

Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160

B-

F#-

G

D

E-

A

D

F#



B-

F#-

G

D

E-

F#-

G

A

B-



A

B-

F#-

G

D

E-

A

D

F#



B-

F#-

G

D

E-

F#-

G

A

B-



B

E-

D

C

G

A-

E-

F#

B



E-

D

C

G

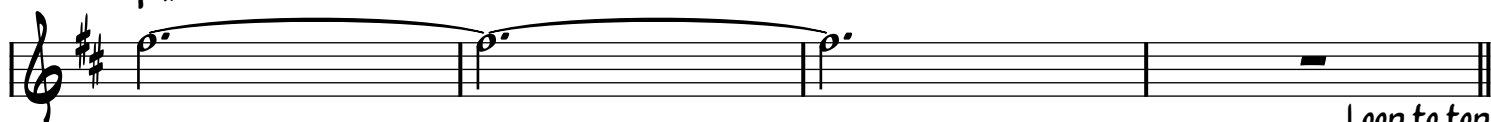
A-

E-

C#°



F#



Loop to top

E \flat

Professor E. Gadd's Laboratory

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

B \flat 5



[A] G- A 7 /G A- $7^{\flat 5}$ /G N.C.

(Bass)

G- A 7 /G A- $7^{\flat 5}$ /G N.C.

Bass simile

[B] A $^{\circ 7}$ G-/B \flat C $^{\circ 7}$ B \flat /D C $^{\sharp \circ}$ /E D-/F A 7 /G D/F \sharp

D F 6

Loop to [A]

E \flat

Koopa's Road

from Super Mario 64

Composed by Koji Kondo

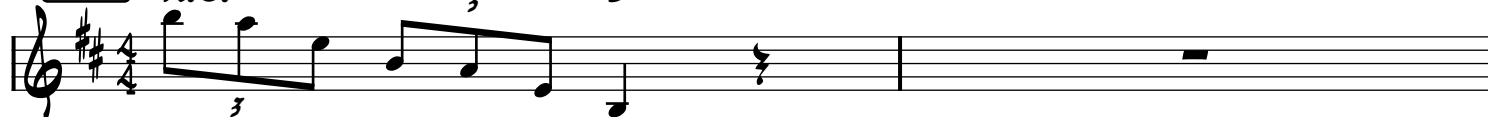
Transcribed by Jonathan Aldrich

March ♩ = 135

Intro

N.C.

B 5



(B 5)

N.C.



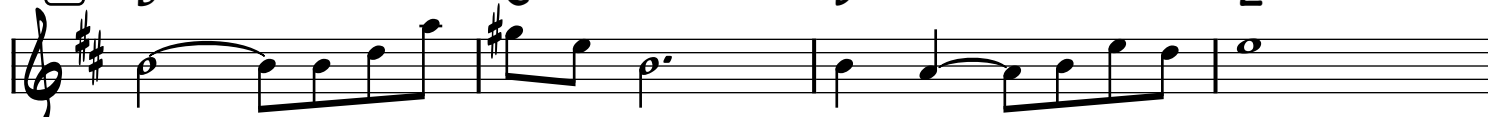
A

B 5

C# 5

D 5

E 5



B 5

C# 5

D 5

E 5

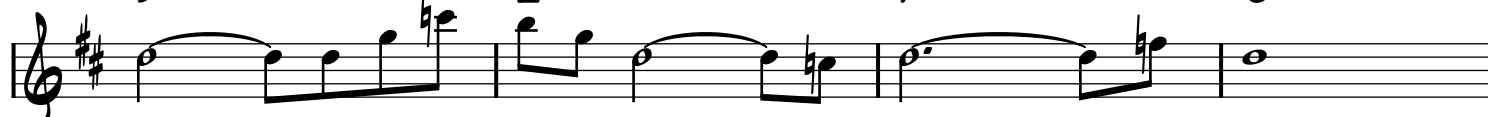


D7(no 3)

E7(no 3)

F 5

G

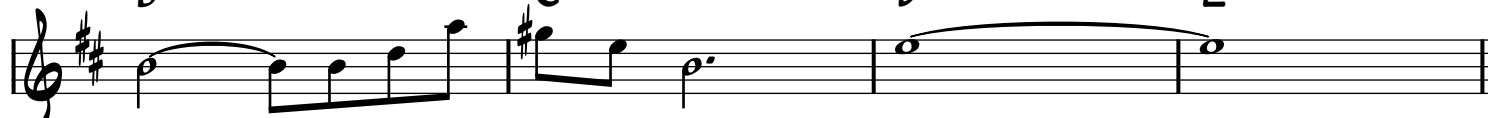


B7(no 3)

C#7(no 3)

D7(no 3)

E7(no 3)



B

F Δ 7

E 7

F Δ 7

E 7

F Δ 7

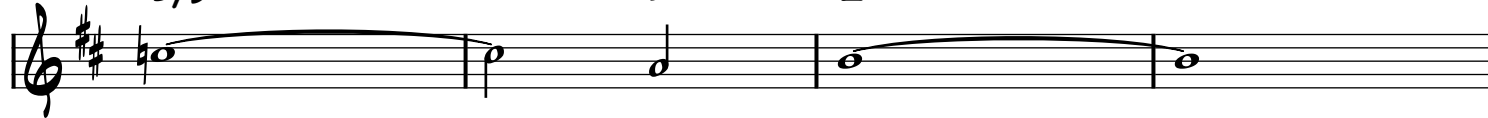
E 7



B/D#

D#o 7

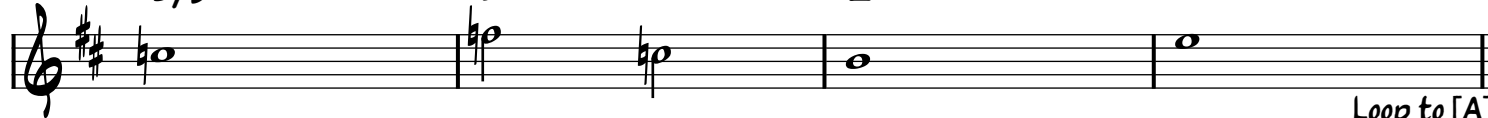
E 7



B/D#

D#o 7

E 7



Loop to [A]

E \flat

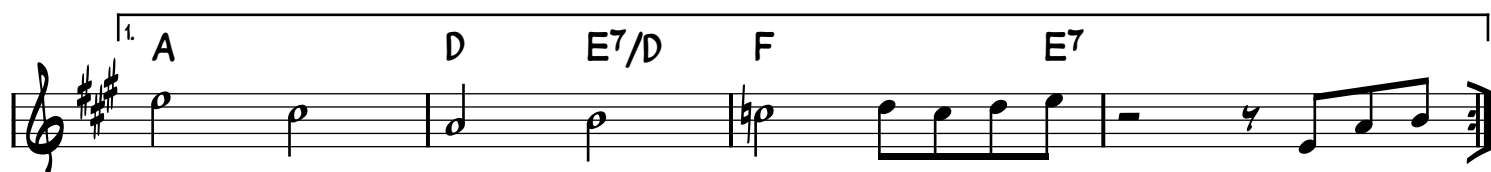
Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

E \flat

Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead Sheet by Ashanti Mills

$\text{♩} = 156$

[A]

G \sharp -7 C \sharp /G \sharp E/G \sharp F \sharp /G \sharp

G \sharp -7 C \sharp A B/A

Rhythm simile

G \sharp -7 C \sharp /G \sharp E/G \sharp D \sharp -7

G \sharp -7 C \sharp A A Δ 7

[B]

E/F \sharp F \sharp /G \sharp E/F \sharp F \sharp /G \sharp

E-7 F \sharp -7 E-7 A/B

E/F \sharp F \sharp /G \sharp E/F \sharp F \sharp /G \sharp tr

C Δ 7 D E/A \sharp D \sharp 7 \flat 5

Loop to top

E \flat

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

$\text{♩} = 121$

B \flat -7

G \flat Δ 7

E \flat -7

F-7



B \flat -7

G \flat Δ 7

E \flat -7

F-7



A

B \flat -7

G \flat Δ 7

A \flat 7

F-7



B \flat -7

G \flat Δ 7

A \flat 7

F-7



B

G \flat Δ 7

A \flat 7

B \flat -7



G \flat Δ 7

A \flat 7

B \flat -7



C

B \flat -7

E \flat -7

A \flat 7

D \flat Δ 7



G \flat Δ 7

A \flat 7

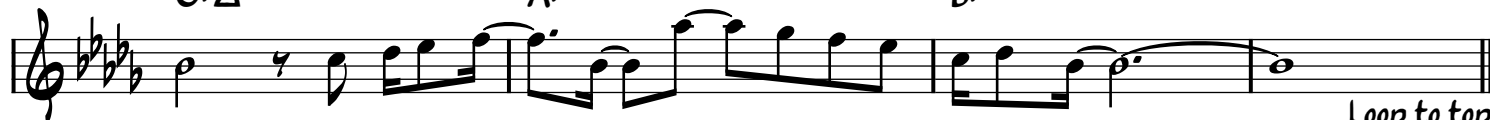
B \flat -7



G \flat Δ 7

A \flat 7

B \flat -7



Loop to top

E \flat

Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

$\text{♩} = 120$

Intro

B $\flat\Delta^9$

B \flat

B $\flat\Delta^7$

B \flat



A

B \flat

D- / / D

G- F \sharp^+

B \flat /F

E-7 \flat^5



1.

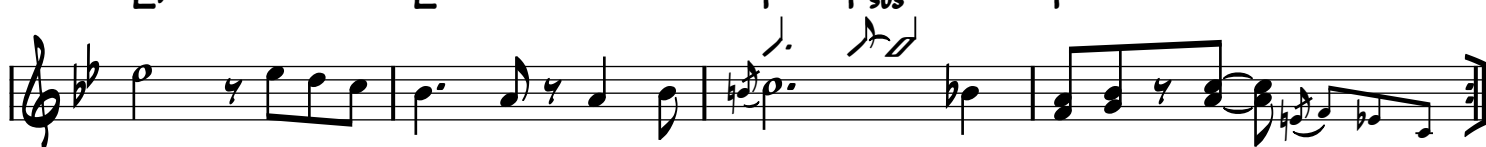
E \flat

E $^\circ$

F

F $_{sus}^4$

F



2.

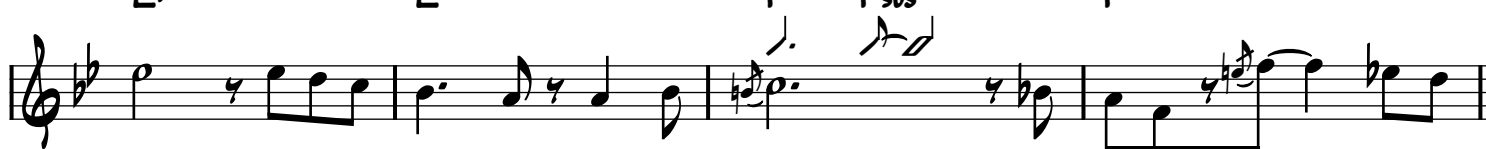
E \flat

E $^\circ$

F

F $_{sus}^4$

F



B

D-7

D7

G- F \sharp^+

D-7

D7

G-

C7



E \flat

E-7 \flat^5

F $_{sus}^4$

F



Loop to [A]

E \flat

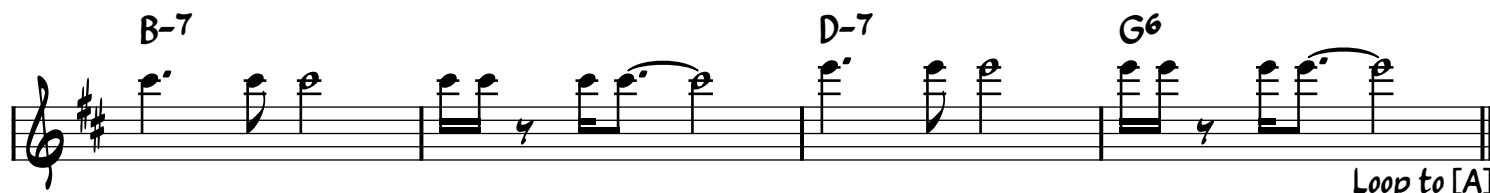
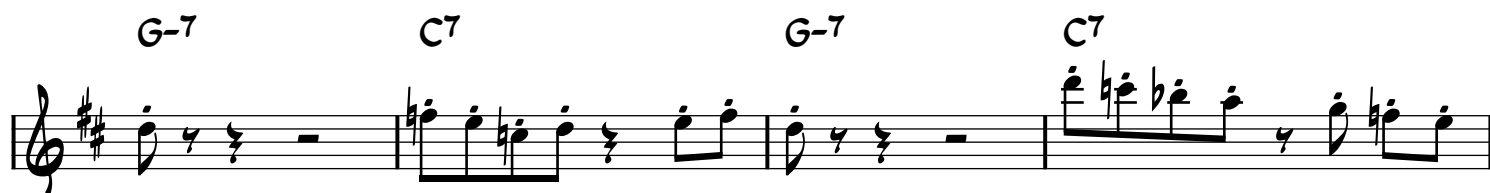
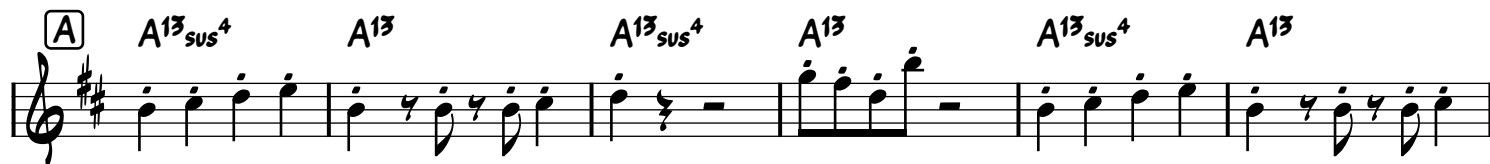
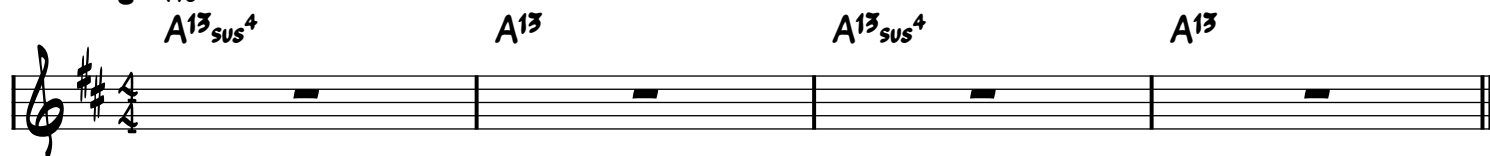
Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

$\text{♩} = 148$



E \flat

Rainbow Road

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Jer Roque

$\text{♩} = 138$

D \flat sus 4

D \flat



[A] D \flat sus 4

D \flat

D \flat sus 2

D \flat

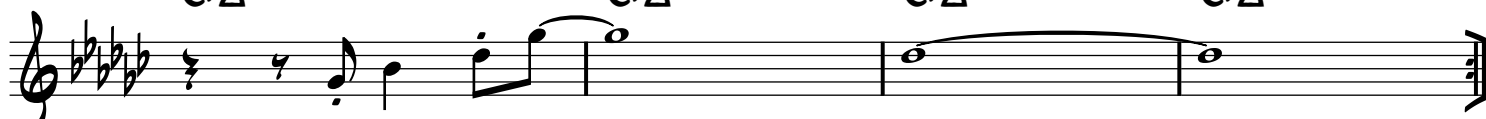


C \flat Δ 7

C \flat Δ 7 #11

C \flat Δ 13

C \flat Δ 9



[B]

G \flat

A \flat -7

G \flat Δ 7 /B \flat

C \flat



G \flat /D \flat

D \flat sus 4

D \flat



G \flat

A \flat -7

G \flat Δ 7 /B \flat

C \flat



G \flat /D \flat

D \flat sus 4

D \flat

D Δ 7 /C#



Loop to [A]

E \flat

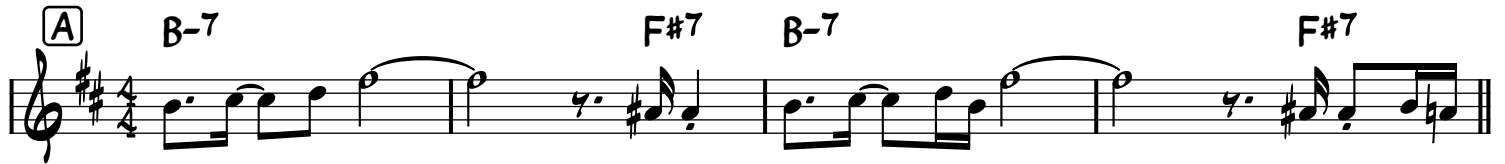
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

$\text{♩} = 134$



Loop to top

E \flat

Super Bell Hill

from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths $\text{♩} = 112$

N.C.



[A] D

B-7



G

A7



D

B-7



1.

2.

G

A7

D

D



[B]

G

F#-7

B7



E-7

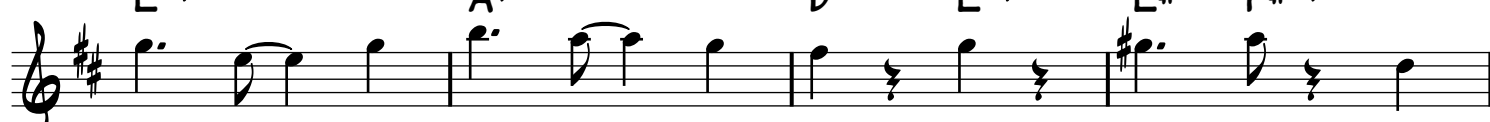
A7

D

E-7

E#°

F#-7

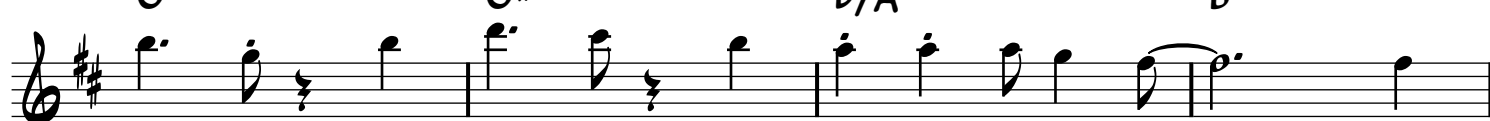


G

G#°7

D/A

B7

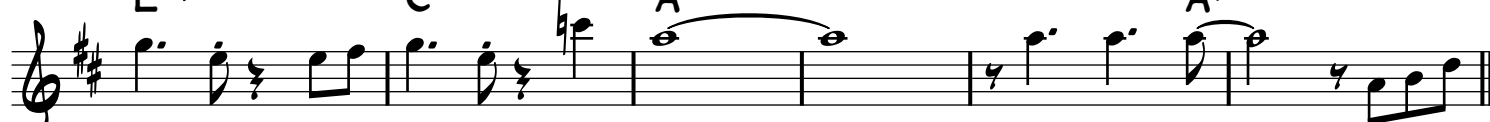


E-7

C

A

A+



Loop to [A]

E \flat

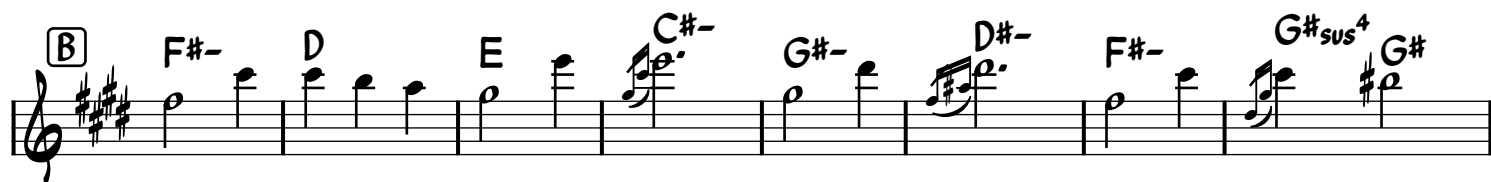
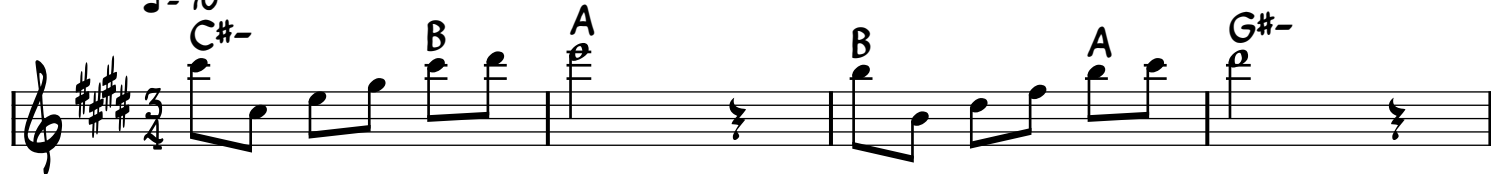
To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 90$



Loop to [A]

E \flat

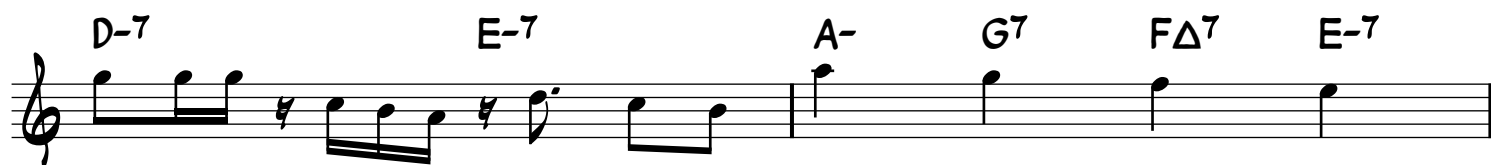
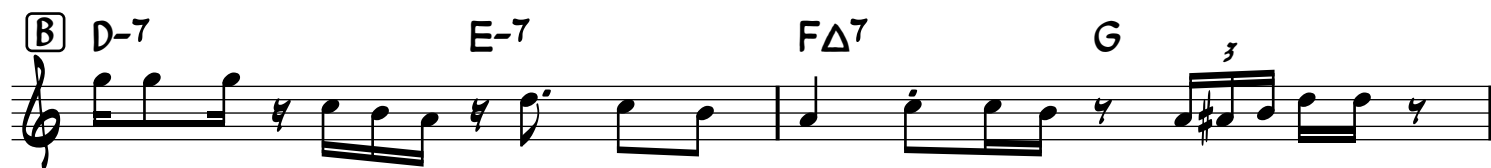
Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100



Loop to top

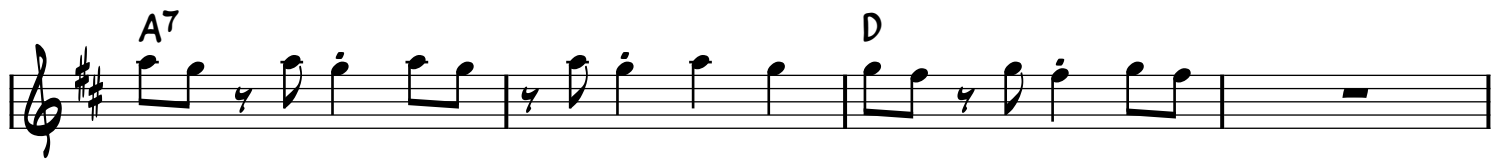
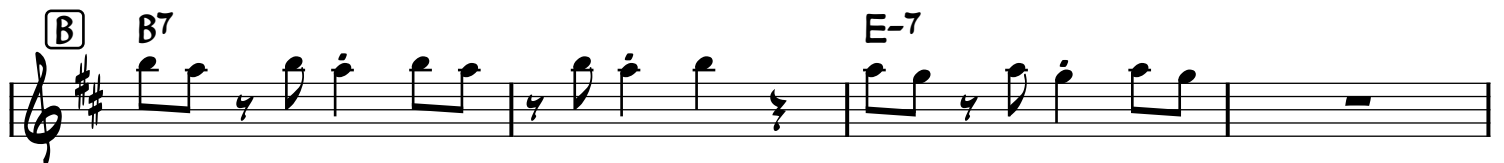
E_b

Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 134



Loop to [A]