

Alto

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] D-9



Loop to [A]

Alto

Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



Alto

Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead Sheet by Ashanti Mills

♩ = 156

[A]

B-7

E/B

G/B

A/B

First system of the A section, measures 1-4. The melody is in the treble clef, and the bass line is in the bass clef. The key signature has two sharps (F# and C#). The time signature is 4/4. The melody consists of eighth and quarter notes, while the bass line consists of eighth and quarter notes.

B-7

E

C

D/C

Second system of the A section, measures 5-8. The melody continues with eighth and quarter notes. The bass line features a half note in measure 8.

Rhythm simile

B-7

E/B

G/B

F#-7

Third system of the A section, measures 9-12. The melody continues with eighth and quarter notes. The bass line features a half note in measure 12.

B-7

E

C

CΔ7

Fourth system of the A section, measures 13-16. The melody continues with eighth and quarter notes. The bass line features a half note in measure 16.

[B]

G/A

A/B

G/A

A/B

First system of the B section, measures 17-20. The melody is in the treble clef, and the bass line is in the bass clef. The key signature has two sharps (F# and C#). The time signature is 4/4. The melody consists of eighth and quarter notes, while the bass line consists of eighth and quarter notes.

G-7

A-7

G-7

C/D

Second system of the B section, measures 21-24. The melody continues with eighth and quarter notes. The bass line features a half note in measure 24.

G/A

A/B

G/A

A/B tr

Third system of the B section, measures 25-28. The melody continues with eighth and quarter notes. The bass line features a half note in measure 28.

E♭Δ7

F

G/C#

F#7♭5

Fourth system of the B section, measures 29-32. The melody continues with eighth and quarter notes. The bass line features a half note in measure 32.

Loop to top

Alto

Dire Dire Docks

from Super Mario 64

Composed by Koji Kondo
Transcribed by DoubleMark

♩ = 138

First system of musical notation for the Alto part. It consists of two staves (treble and bass clef) in 4/4 time. The key signature has one sharp (F#). The melody in the treble clef features a repeating eighth-note pattern with a dotted quarter note. Chords G, F, and G are indicated above the staff. The bass clef provides a simple accompaniment with eighth and quarter notes.

Second system of musical notation. It continues the melody and accompaniment from the first system. Chords F, Eb, and F are indicated above the staff.

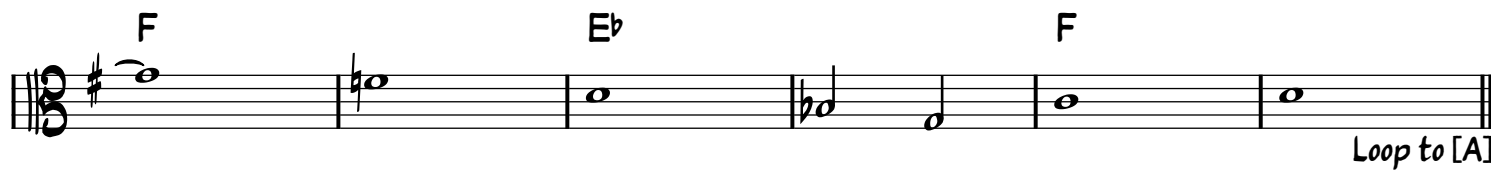
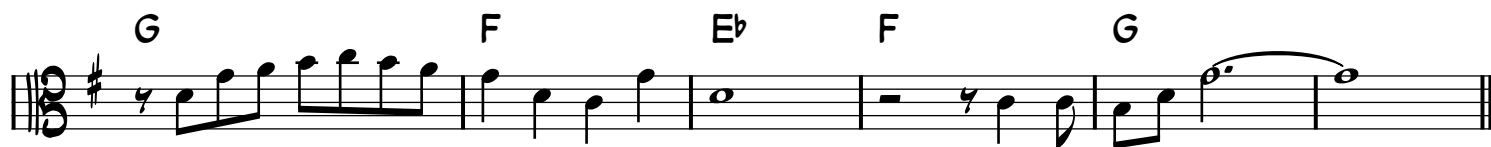
Third system of musical notation, marked with a box 'A'. The melody changes to a sixteenth-note pattern. Chords G, F, Eb, F, and G are indicated above the staff. The text "Rhythm simile" is written below the staff.

Fourth system of musical notation, continuing the melody and accompaniment from the third system. Chords G, F, Eb, F, and G are indicated above the staff.

Fifth system of musical notation, marked with a box 'B'. The melody changes to a sixteenth-note pattern. Chords C, G/B, A-, and G are indicated above the staff.

Sixth system of musical notation, continuing the melody and accompaniment from the fifth system. Chords C, G/B, G-/Bb, A-, and D are indicated above the staff.

Seventh system of musical notation, marked with a box 'C'. The melody changes to a sixteenth-note pattern. Chords G, F, Eb, F, and G are indicated above the staff.



Alto

Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Alto

Princess Zelda's Rescue

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo

Transcribed by Jer Roque

Intro

N.C.

A \flat

B \flat

G Δ 7



$\text{♩} = 104$

[A] C Δ 7

D/C

C Δ 7

D/C



G Δ 7/B

G-7/B \flat

A-7

D7

A-7

D7



[B] F Δ 7

C Δ 7/E

D-7

C Δ 7



F Δ 7

C Δ 7/E

E \flat 7

D-7

G7



Loop to [A]

Alto

3 Raceways/Wario Stadium

from Mario Kart 64

Composed by Kenta Nagata
Transcribed by Mike Matarazzo

♩ = 140


Chord progression: $E^b\Delta^7/F$, $E\Delta^7/F^\#$, $F\Delta^7/G$




[A] C^9



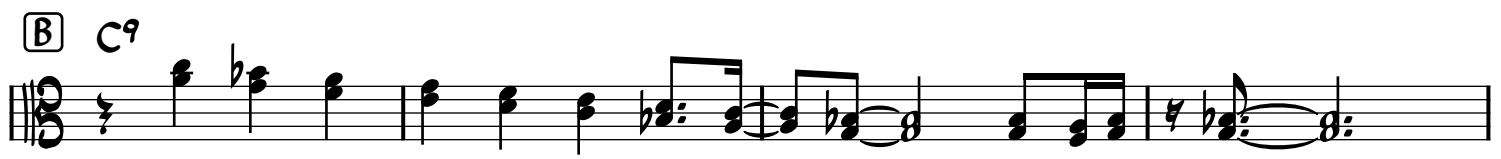
(C^9) N.C.



Bass simile (Bass)



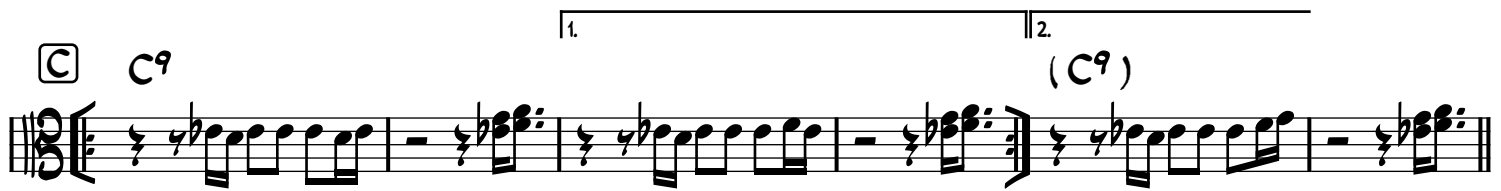
[B] C^9



(C^9)



[C] C^9 (C⁹)



D F⁹



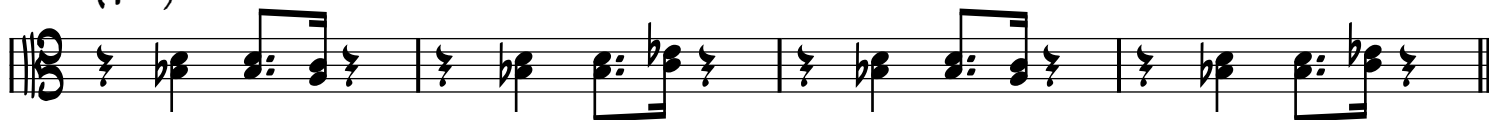
(F⁹)



(F⁹)



(F⁹)



Loop to top

Alto

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 121

C#-7

AΔ7

F#-7

G#-7



C#-7

AΔ7

F#-7

G#-7



[A]

C#-7

AΔ7

B7

G#-7



C#-7

AΔ7

B7

G#-7



[B]

AΔ7

B7

C#-7



AΔ7

B7

C#-7



[C]

C#-7

F#-7

B7

EΔ7



AΔ7

B7

C#-7



AΔ7

B7

C#-7



Loop to top

Alto

Birth of a God

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩ = 190

Intro A⁵



(A⁵)



D/A A- D/A A-7



Backgrounds simile

B-7/A N.C.



Backgrounds out Huge bend down and back!

A A- B-/A



Backgrounds as intro

A- Asus⁴



A- B-/A



A- D/A



B A-

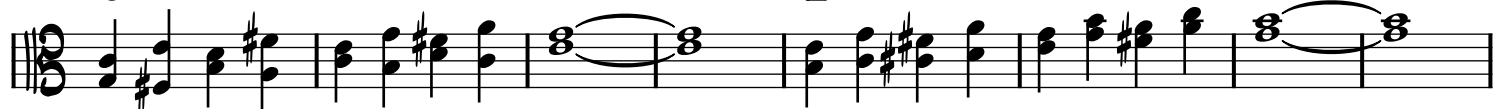


Backgrounds as intro

(A-)



[C] C



E-



G-

E-

[D]

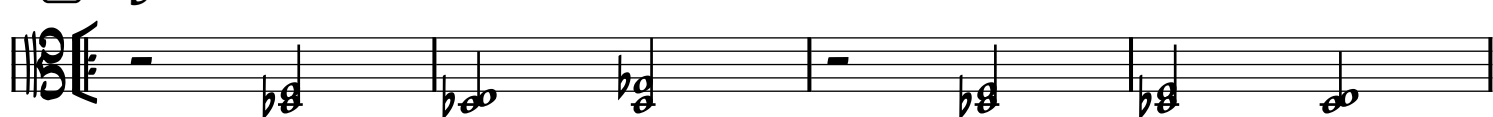
D-

C-

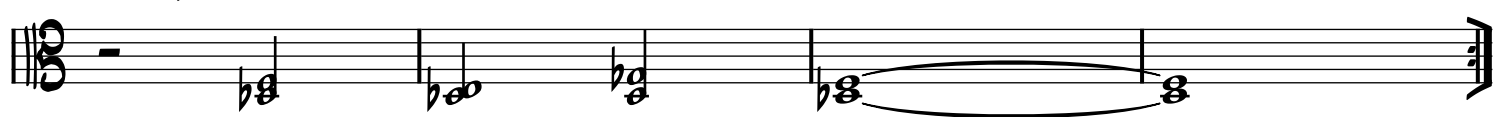


[E]

Bb-



(Bb-)



[F]

D-



A-

G-

N.C.



[G]

A5



(A5)



Loop to [A]

Alto

Rainbow Road

from Mario Kart 64

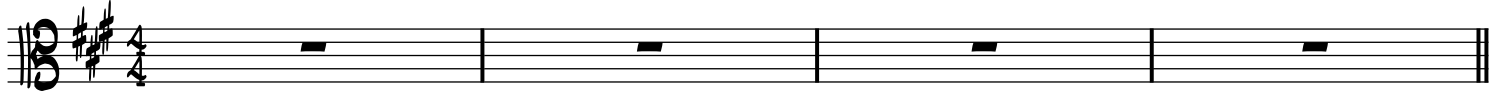
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

Esus⁴

E



[A] Esus⁴

E

Esus²

E

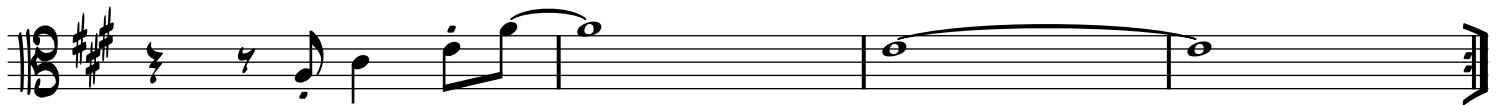


DΔ⁷

DΔ⁷#11

DΔ¹³

DΔ⁹



[B] A

B-7

AΔ⁷/C#

D



A/E

Esus⁴

E



A

B-7

AΔ⁷/C#

D

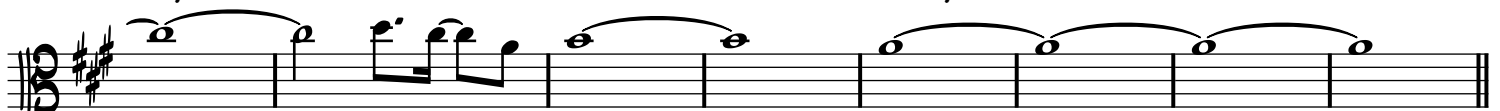


A/E

Esus⁴

E

FΔ⁷/E



Loop to [A]