

Bass

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] D-9



E-9

1.

A7#5

2. (E-9)

A7#5

A7



[B] BbΔ7

F/A

G-7

FΔ7



BbΔ7

F/A

G-7

FΔ7



BbΔ7

F/A

G-7

FΔ7



E-7b5

A7#5

A7

D-9



Loop to [A]

Bass

Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



Bass

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



B-7

E

C

D/C



Rhythm simile

B-7

E/B

G/B

F#-7



B-7

E

C

CΔ7



[B]

G/A

A/B

G/A

A/B



G-7

A-7

G-7

C/D



G/A

A/B

G/A

A/B tr



E♭Δ7

F

G/C#

F#7♭5



Loop to top

Bass

Dire Dire Docks

from Super Mario 64

Composed by Koji Kondo

Transcribed by DoubleMark

♩ = 138

First system of music notation for Bass, featuring chords G, F, and G.

Second system of music notation for Bass, featuring chords F, E^b, and F.

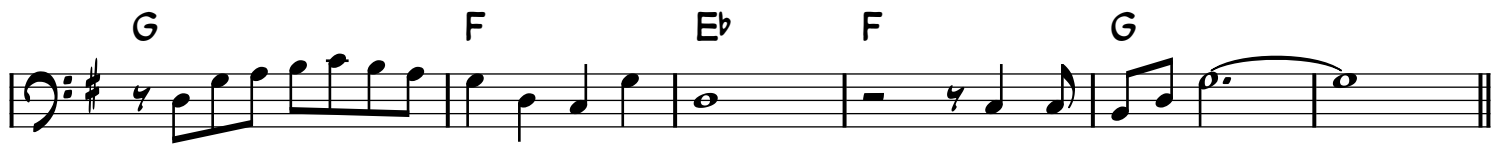
Section A: Third system of music notation for Bass, featuring chords G, F, E^b, F, and G. Includes the instruction "Rhythm simile".

Fourth system of music notation for Bass, featuring chords G, F, E^b, F, and G.

Section B: Fifth system of music notation for Bass, featuring chords C, G/B, A⁻, and G.

Sixth system of music notation for Bass, featuring chords C, G/B, G-/B^b, A⁻, and D.

Section C: Seventh system of music notation for Bass, featuring chords G, F, E^b, F, and G.



Loop to [A]

Bass

Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134

[A]

D-7

A7

D-7

A7



[B]

G-7

C

FΔ7

BbΔ7

E-7b5

A7

D7



G-7

C

FΔ7

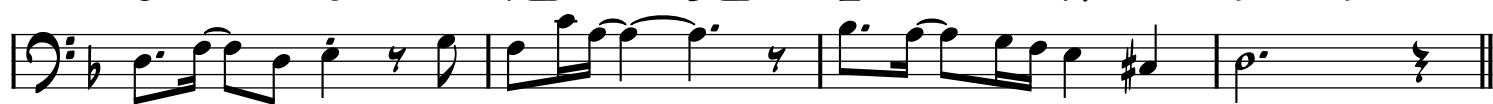
BbΔ7

E-7b5

A7

D

D7



[C]

G-7

C7

FΔ7

BbΔ7

E-7b5

A7

D7



G-7

C7

FΔ7

BbΔ7

E-7b5

A7

D-7



Loop to top

Bass

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



♩ = 104

[A] C Δ 7

D/C

C Δ 7

D/C



G Δ 7/B

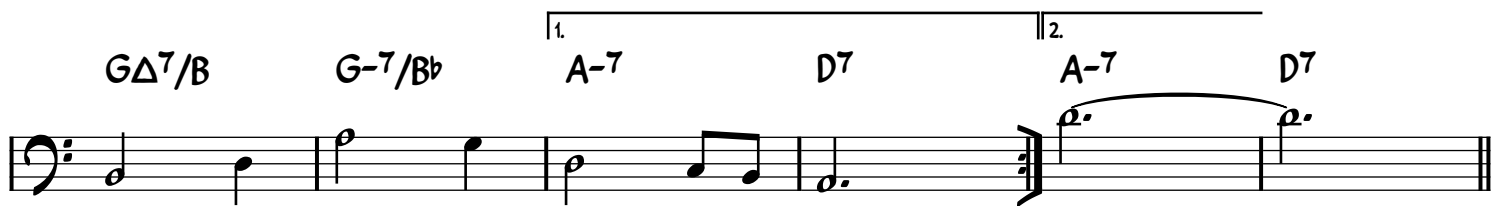
G-7/B \flat

A-7

D7

A-7

D7



[B] F Δ 7

C Δ 7/E

D-7

C Δ 7



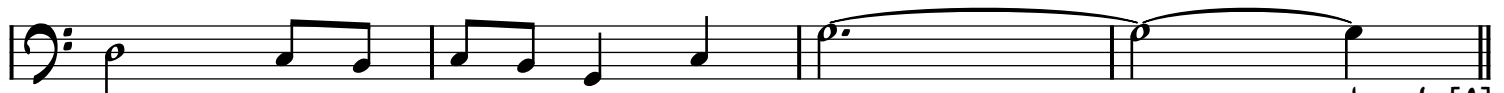
F Δ 7

C Δ 7/E

E \flat 7

D-7

G7



Loop to [A]

Bass

3 Raceways/Wario Stadium

from Mario Kart 64

Composed by Kenta Nagata
Transcribed by Mike Matarazzo

♩ = 140

E^bΔ⁷/F

EΔ⁷/F[#]

FΔ⁷/G



Bass

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

Bass

Birth of a God

from Final Fantasy VII

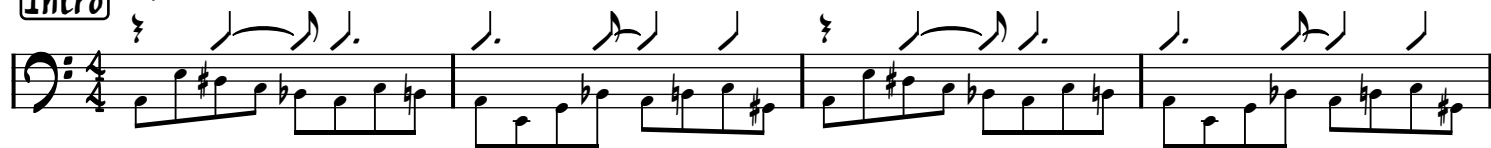
Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩ = 190

Intro

A⁵



(A⁵)

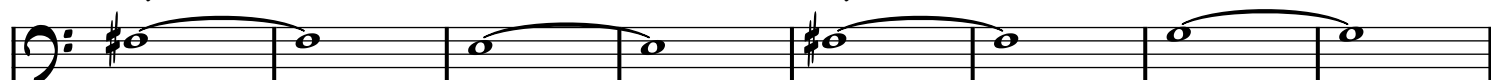


D/A

A-

D/A

A-7



Backgrounds simile

B-7/A

N.C.



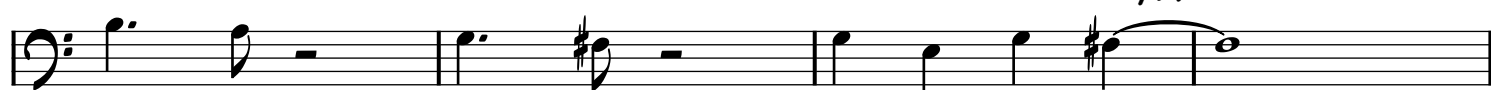
Backgrounds out

Huge bend down and back!

A

A-

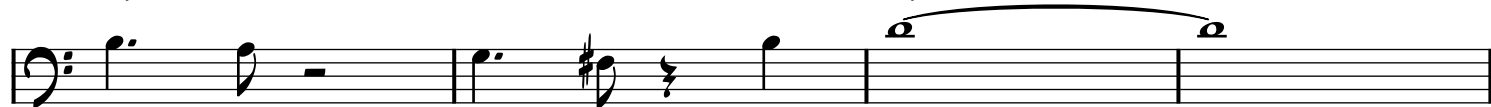
B-/A



Backgrounds as intro

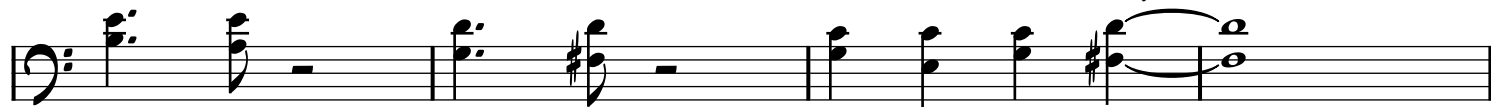
A-

Asus⁴



A-

B-/A



A-

D/A

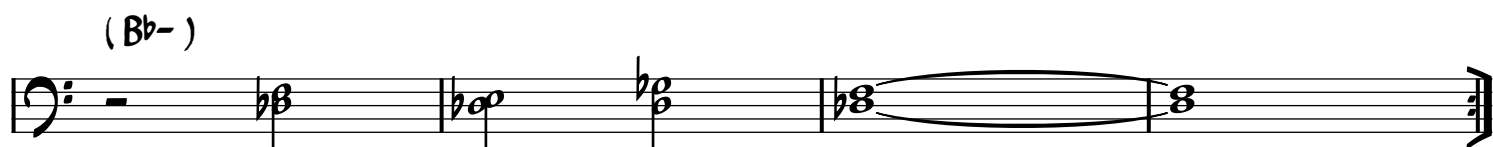
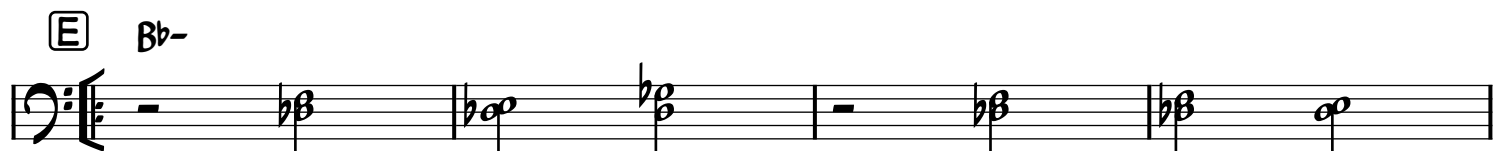
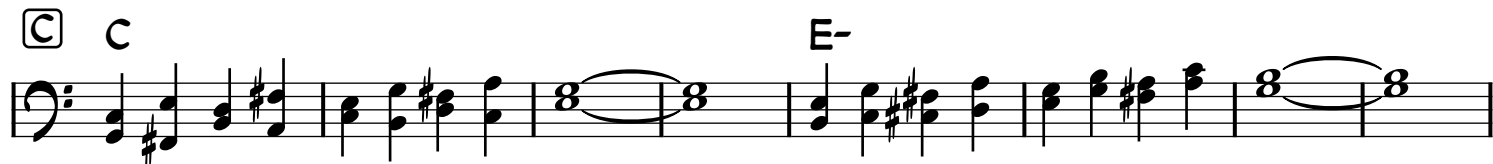


B

A-



Backgrounds as intro



Loop to [A]

Bass

Rainbow Road

from Mario Kart 64

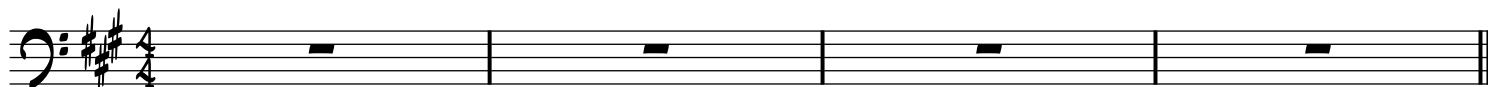
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

E_{sus}⁴

E



[A] E_{sus}⁴

E

E_{sus}²

E

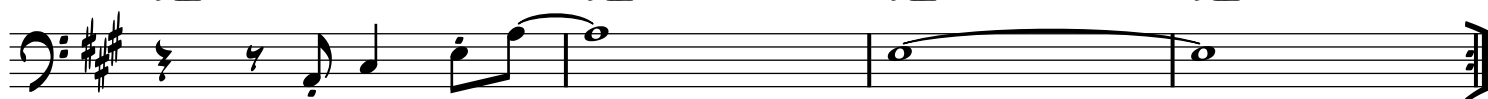


DΔ⁷

DΔ⁷#11

DΔ¹³

DΔ⁹



[B] A

B-7

AΔ⁷/C#

D



A/E

E_{sus}⁴

E



A

B-7

AΔ⁷/C#

D



A/E

E_{sus}⁴

E

FΔ⁷/E



Loop to [A]