

E \flat

Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk $\text{♩} = 114$

[A] A D A/C# A-/C B-7 E7 A A7 D D#0 E A A

[B] D A/C# B-7 E7 A D A/C# B-7 A/B A D D- C#- C- B-7 E7 A D D- C#- C- B-7 A/B A

[C] A7 D7 A7 D D- E7 D D#0 E+ Loop to [A]

E \flat

Wii Shop Channel

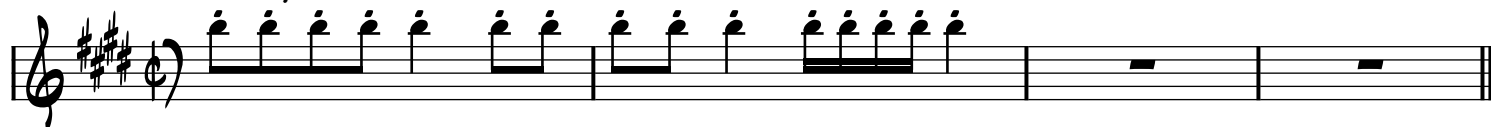
from Wii

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



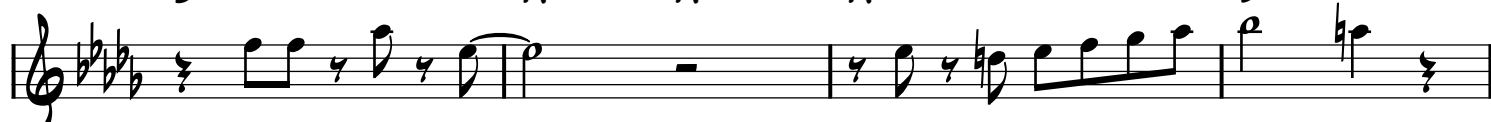
B \flat -7

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

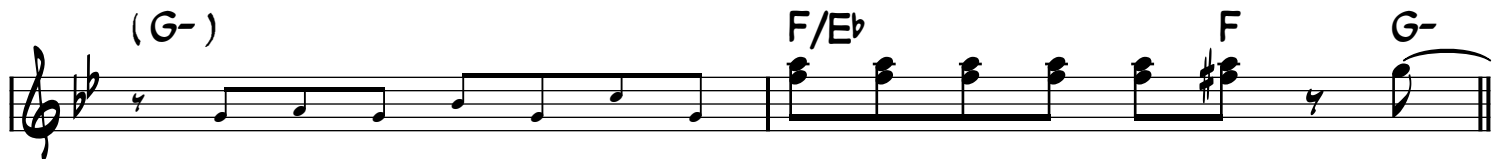
Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

$\text{♩} = 180$



Loop to top

E \flat

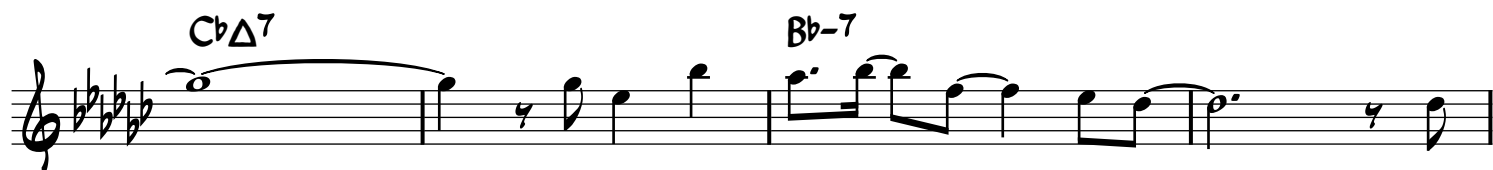
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

$\text{♩} = 112$
N.C.



E \flat

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] B-9

C#-9

1. F#7#5

2. (C#-9) F#7#5 F#7

[B] G Δ 7 D/F# E-7 D Δ 7

G Δ 7 D/F# E-7 D Δ 7

G Δ 7 D/F# E-7 D Δ 7

C#-7b5 F#7#5 F#7 B-9

Loop to [A]

E_b

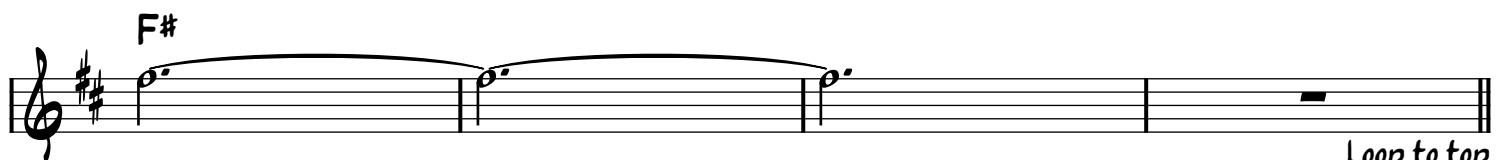
Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160



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



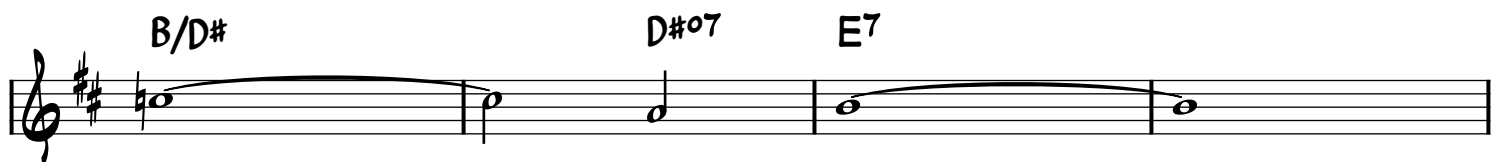
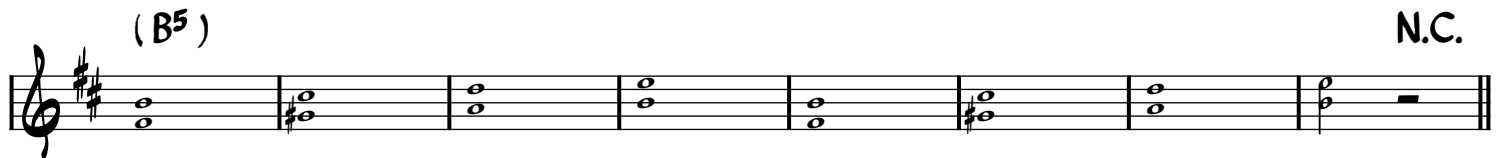
E \flat

Koopa's Road

from Super Mario 64

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

March ♩ = 135



Loop to [A]

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

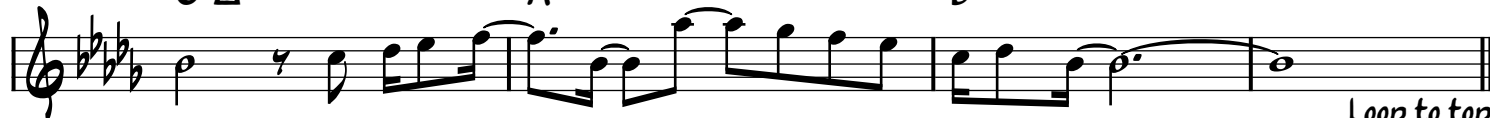
B \flat -7



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.

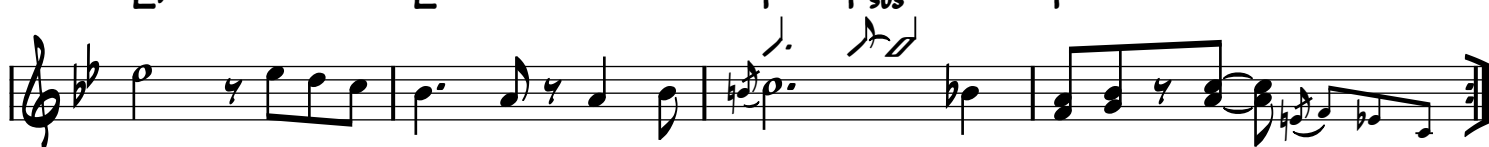
E \flat

E $^\circ$

F

F $_{sus^4}$

F



2.

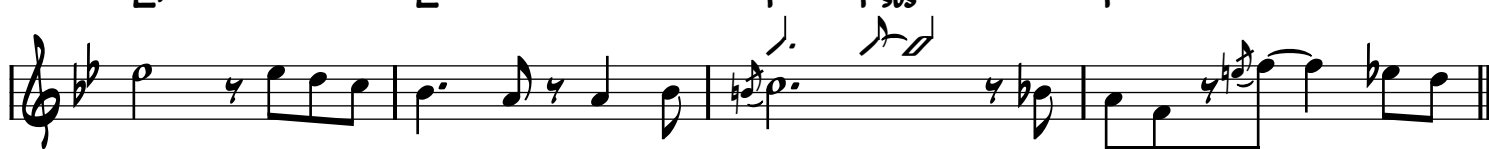
E \flat

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

Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by JohnStacy

$\text{♩} = 160$

Intro

E \flat -7

A \flat 7

D \flat Δ 7

D \flat 6

E \flat -7

A \flat 7



A

D \flat Δ 7

E \flat -7

A \flat 7



D \flat Δ 7

E \flat -7

A \flat 7



B

G \flat Δ 7

F-7



E \flat -7

D \flat Δ 7



G \flat Δ 7

F-7



E \flat -7

G \flat /A \flat

A \flat 7



Loop to [A]

E \flat

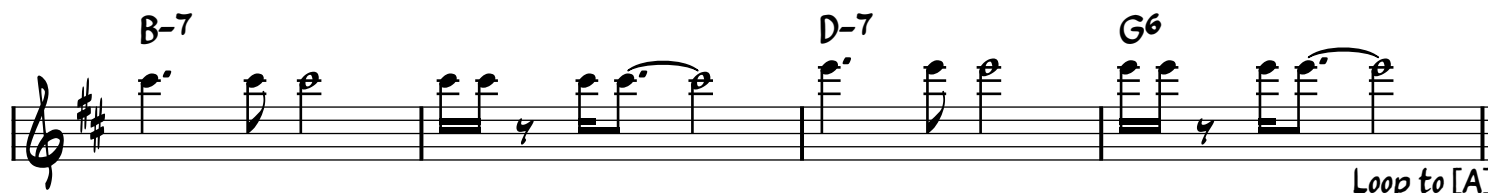
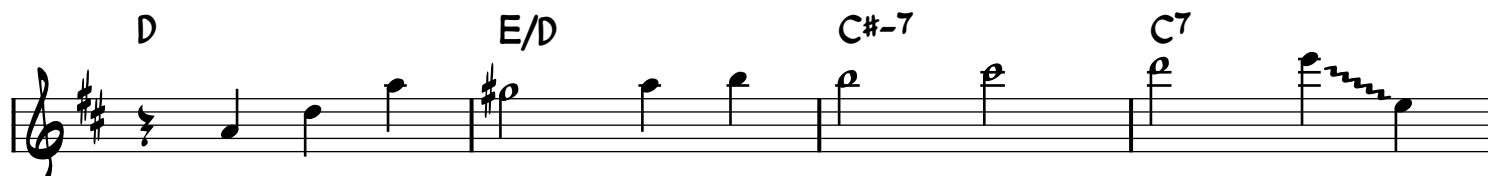
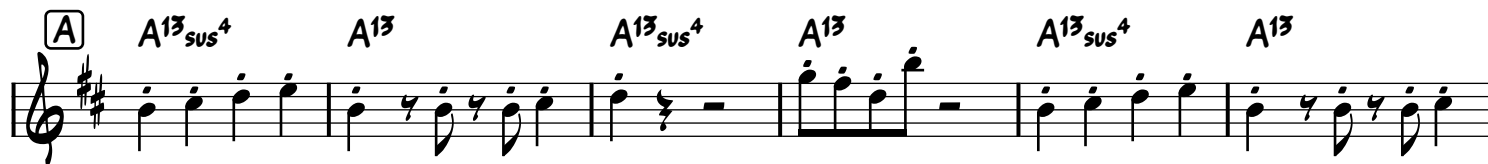
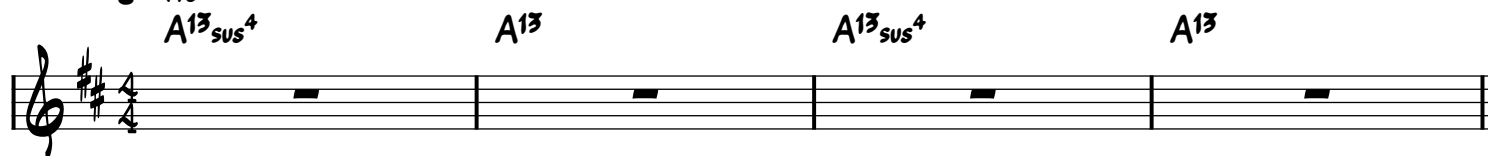
Rainbow Road

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

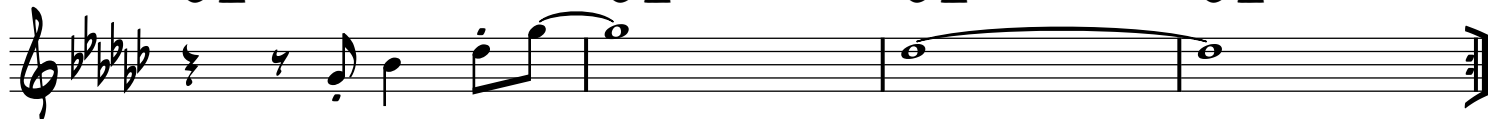


C \flat Δ 7

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

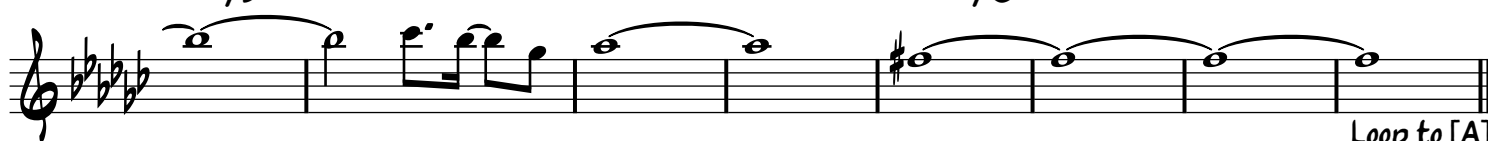


G \flat /D \flat

D \flat sus 4

D \flat

D Δ 7 /C \sharp



Loop to [A]

E_b

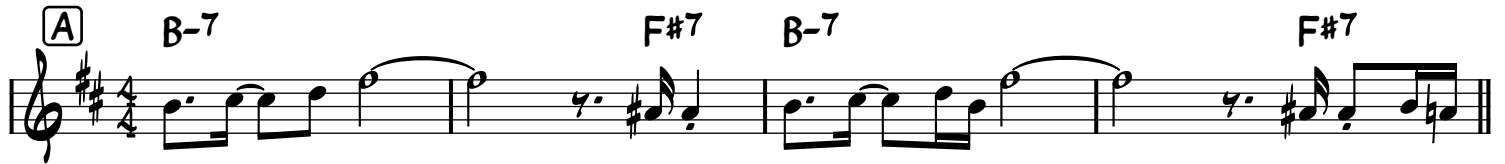
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 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

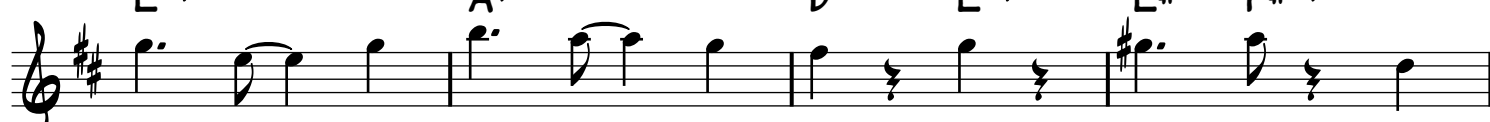
A7

D

E-7

E#°

F#-7

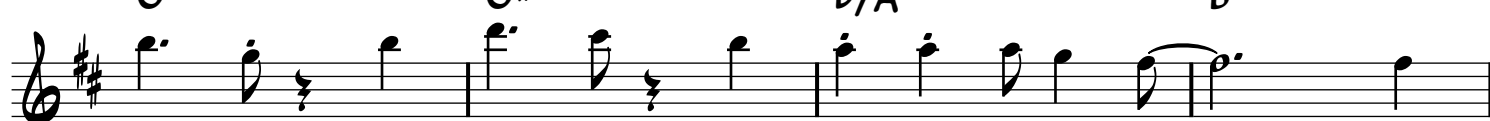


G

G#°7

D/A

B7

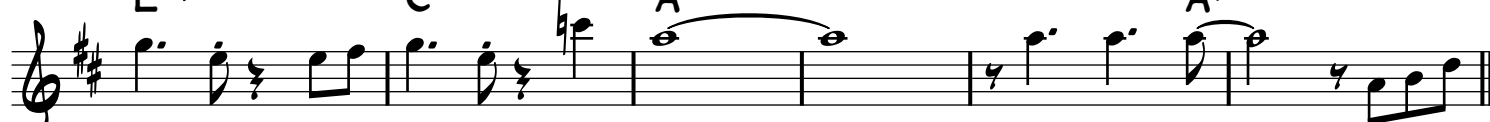


E-7

C

A

A+



Loop to [A]

E \flat

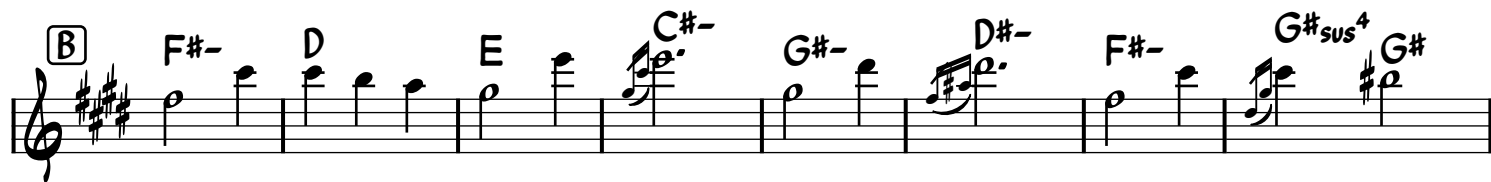
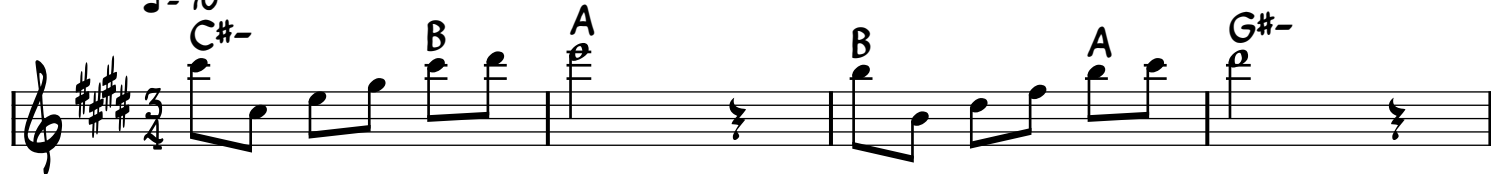
To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 90$



Loop to [A]

E \flat

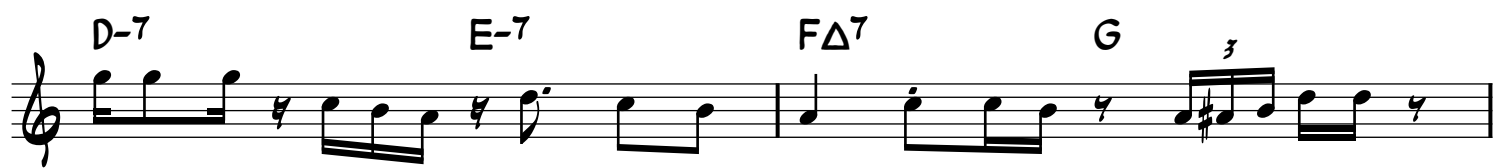
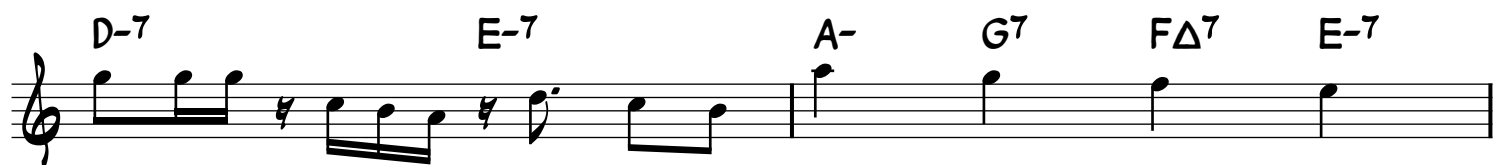
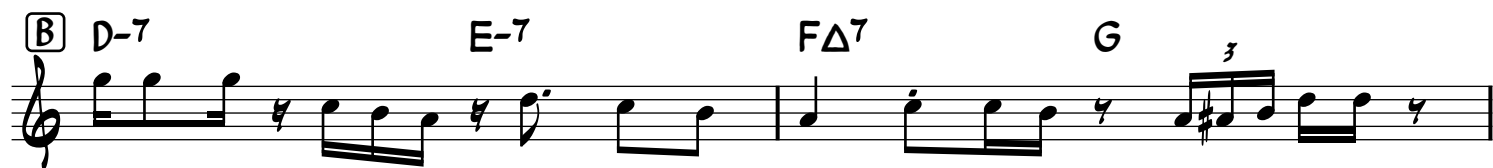
Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100



Loop to top

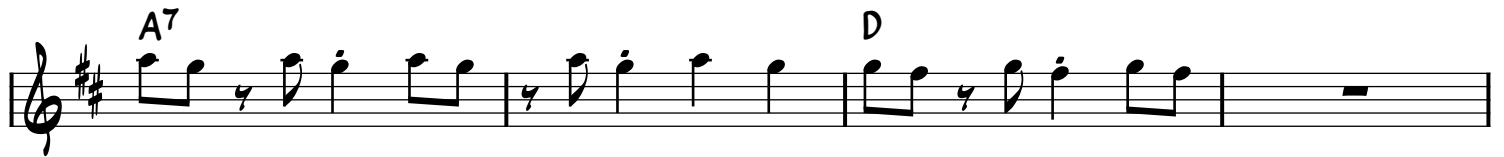
E_b

Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 134



Loop to [A]