



Bass

# Wii Shop Channel

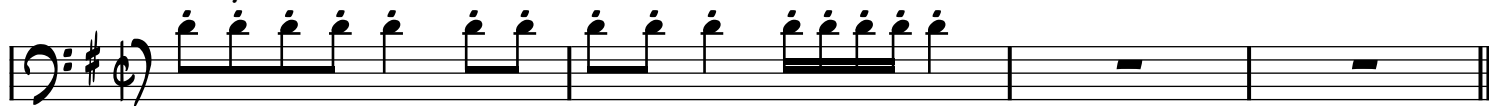
from Wii

Composed by Kazumi Totaka

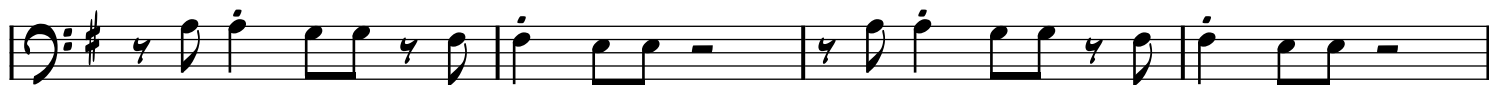
Transcribed by Bao Vuong

Bossa ♩ = 74

E-7/D



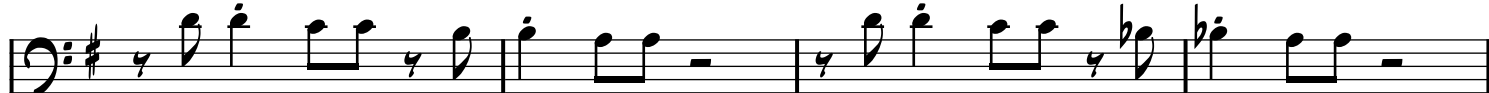
[A] GΔ7



CΔ7

C-7

F7



B-7

Bb°7

A-7

E7b9/G#



A-7

Ab9

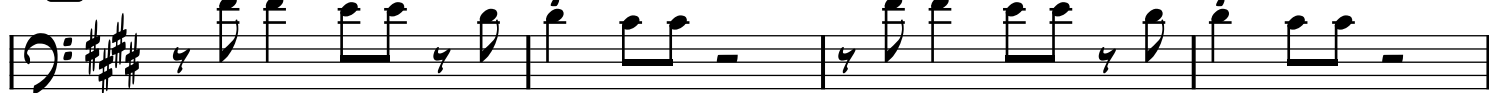
GΔ7

F#-7

B7



[B] EΔ7



E-7

A7

DΔ7

D#-7b5

D7b9



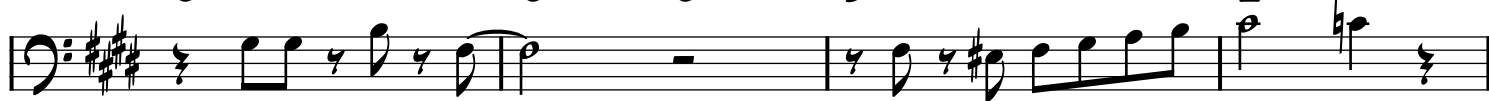
C#-7

C-Δ7b5

C°7

B-7

E7



AΔ9

A-9

N.C.



Loop to [A]

Bass

# Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180

**A**

Bb-

GbΔ7

F-

Bb-



( Bb- )

GbΔ7

F-

Bb-



( Bb- )

Ab/Gb

Ab

Bb-



**B**

( Bb- )



Ab



Bb-



Ab



**C**

( Gb )

Ab

Gb



( Gb )

Ab



Loop to top

Bass

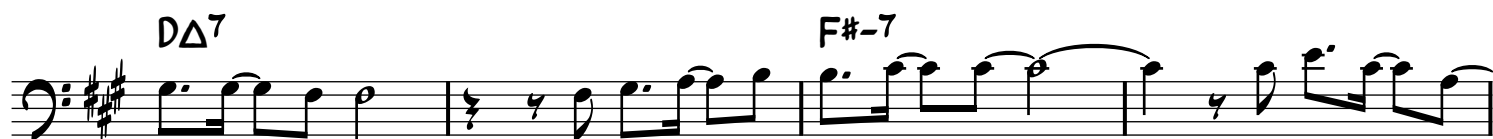
# Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112  
N.C.



Loop to [A]

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

# Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160

D-

A-

B $\flat$

F

G-

C

F

A



D-

A-

B $\flat$

F

G-

A-

B $\flat$

C

D-



[A]

D-

A-

B $\flat$

F

G-

C

F

A



D-

A-

B $\flat$

F

G-

A-

B $\flat$

C

D-



[B]

G-

F

E $\flat$

B $\flat$

C-

G-

A

D



G-

F

E $\flat$

B $\flat$

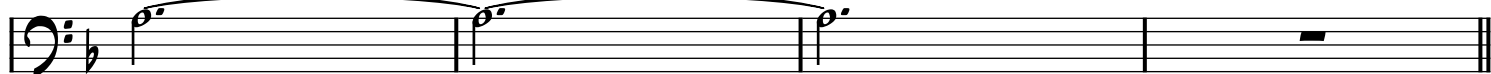
C-

G-

E $^\circ$



A



Loop to top

Bass

# Professor E. Gadd's Laboratory

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

D<sup>b</sup>5



[A]

B<sup>b</sup>-

C<sup>7</sup>/B<sup>b</sup>

C-7<sup>b</sup><sup>5</sup>/B<sup>b</sup>

N.C.



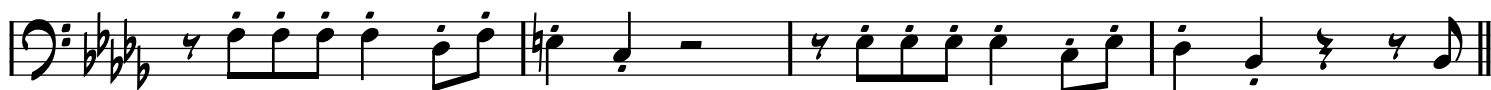
(Bass)

B<sup>b</sup>-

C<sup>7</sup>/B<sup>b</sup>

C-7<sup>b</sup><sup>5</sup>/B<sup>b</sup>

N.C.



Bass simile

[B]

C<sup>o</sup>7

B<sup>b</sup>-/D<sup>b</sup>

E<sup>b</sup>o7

D<sup>b</sup>/F

E<sup>o</sup>/G

F-/A<sup>b</sup>

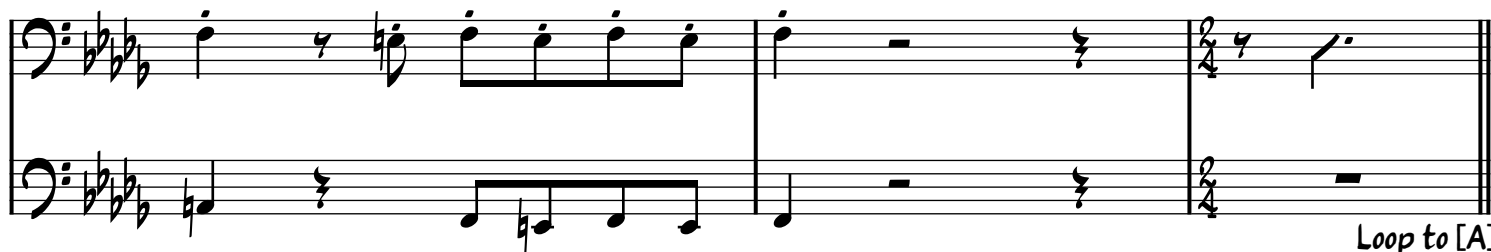
C<sup>7</sup>/B<sup>b</sup>

F/A



F

A<sup>b</sup>6



Loop to [A]

# Bass

## K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths ♩ = 84

N.C.

C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

N.C.



[A] C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

A $\flat$ 13

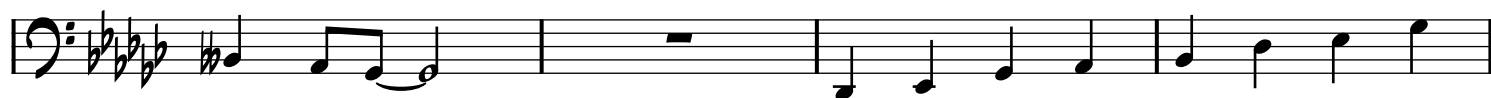


C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

F $\flat$ /G $\flat$



C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

A $\flat$ 13



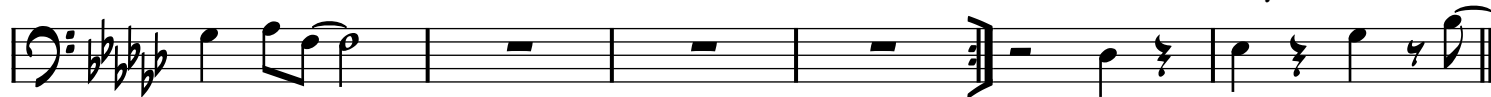
C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

E $\flat$ -9

F $\flat$ /G $\flat$



[B] C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

A $\flat$ 13



2x only

C $\flat$  $\Delta$ <sup>9</sup>

B $\flat$ 7 $\sharp$ <sup>9</sup>

E $\flat$ -9

F $\flat$ /G $\flat$

E $\flat$ -9 N.C.



Loop to [A]



# Bass

## Koopa's Road

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jonathan Aldrich

March ♩ = 135

Intro

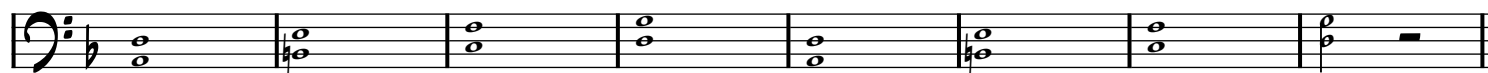
N.C.

D<sup>5</sup>



(D<sup>5</sup>)

N.C.



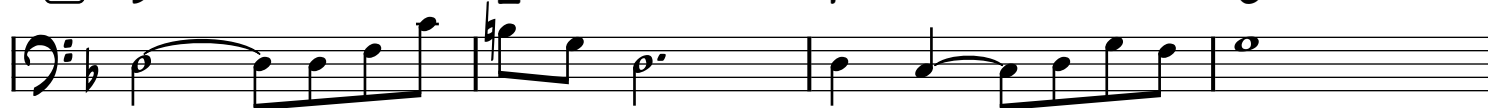
A

D<sup>5</sup>

E<sup>5</sup>

F<sup>5</sup>

G<sup>5</sup>



D<sup>5</sup>

E<sup>5</sup>

F<sup>5</sup>

G<sup>5</sup>



F7(no<sup>3</sup>)

G7(no<sup>3</sup>)

A<sup>b</sup>5

B<sup>b</sup>



D7(no<sup>3</sup>)

E7(no<sup>3</sup>)

F7(no<sup>3</sup>)

G7(no<sup>3</sup>)



B

A<sup>b</sup>Δ<sup>7</sup>

G<sup>7</sup>

A<sup>b</sup>Δ<sup>7</sup>

G<sup>7</sup>

A<sup>b</sup>Δ<sup>7</sup>

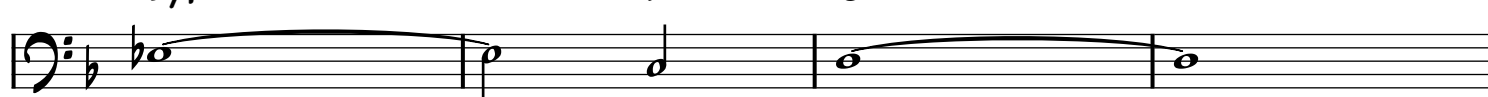
G<sup>7</sup>



D/F<sup>#</sup>

F<sup>#</sup>o<sup>7</sup>

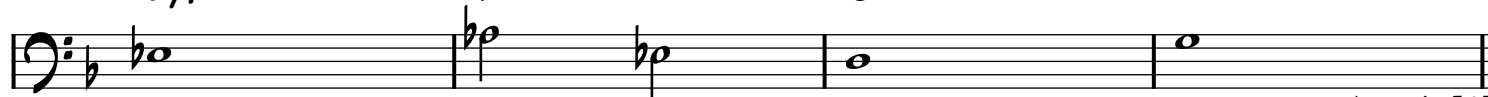
G<sup>7</sup>



D/F<sup>#</sup>

F<sup>#</sup>o<sup>7</sup>

G<sup>7</sup>



Loop to [A]

# Bass

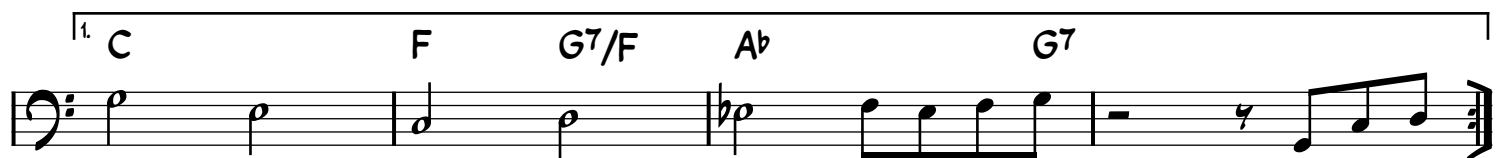
## Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

# 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



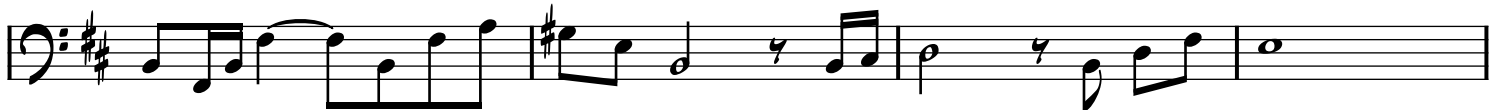
Rhythm simile

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#7b5



Loop to top

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

## Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose  
Transcribed by Zack Wong

♩ = 120

Intro

DbΔ<sup>9</sup>

Db

DbΔ<sup>7</sup>

Db



[A]

Db

F-

/

Bb-

A<sup>+</sup>

Db/Ab

G-7<sup>b5</sup>



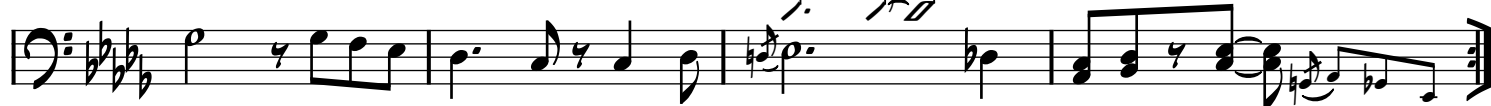
1. Gb

G<sup>o</sup>

Ab

Ab<sup>sus4</sup>

Ab



2. Gb

G<sup>o</sup>

Ab

Ab<sup>sus4</sup>

Ab



[B]

F-7

F7

Bb-

A<sup>+</sup>

F-7

F7

Bb-

Eb7



Gb

G-7<sup>b5</sup>

Ab<sup>sus4</sup>

Ab



Loop to [A]

# Bass

## Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by JohnStacy

♩ = 160

Intro

F#-7

B7

EΔ7

E6

F#-7

B7



A

EΔ7

F#-7

B7



# Bass

## Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

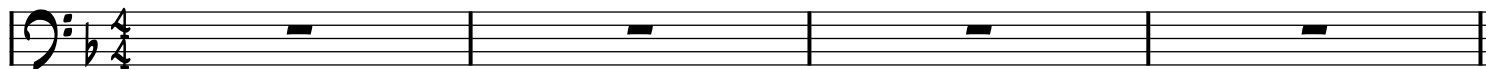
♩ = 148

C13<sup>sus4</sup>

C13

C13<sup>sus4</sup>

C13



[A]

C13<sup>sus4</sup>

C13

C13<sup>sus4</sup>

C13

C13<sup>sus4</sup>

C13



Bb-7

Eb7

Bb-7

Eb7



A-7

D7

A-7

G<sup>sus4</sup>

G7



[B]

C

D/C

Eb/C

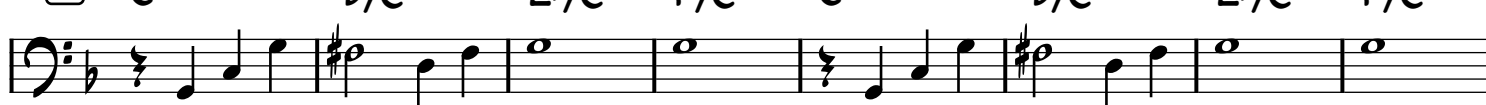
F/C

C

D/C

Eb/C

F/C



F

G/F

E-7

Eb7



D-7

F-7

Bb6



Loop to [A]

# Bass

## Rainbow Road

from Mario Kart 64

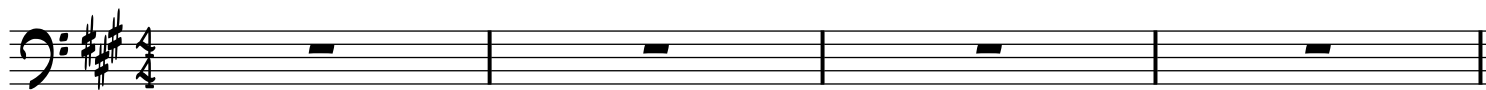
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

E<sub>sus</sub><sup>4</sup>

E



[A] E<sub>sus</sub><sup>4</sup>

E

E<sub>sus</sub><sup>2</sup>

E

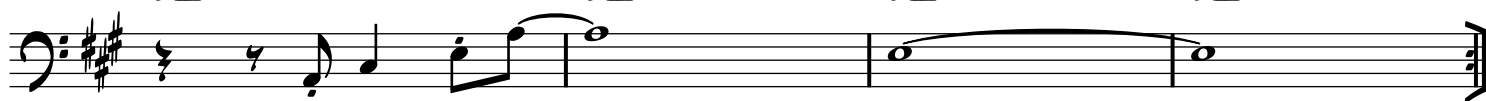


DΔ<sup>7</sup>

DΔ<sup>7</sup>#11

DΔ<sup>13</sup>

DΔ<sup>9</sup>



[B] A

B-7

AΔ<sup>7</sup>/C#

D



A/E

E<sub>sus</sub><sup>4</sup>

E



A

B-7

AΔ<sup>7</sup>/C#

D

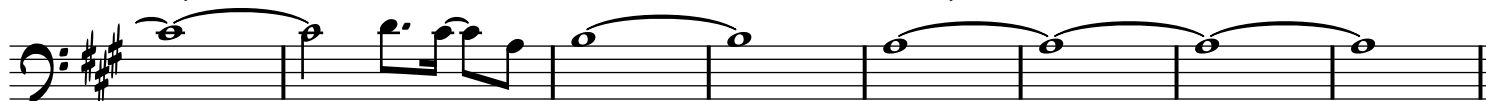


A/E

E<sub>sus</sub><sup>4</sup>

E

FΔ<sup>7</sup>/E



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

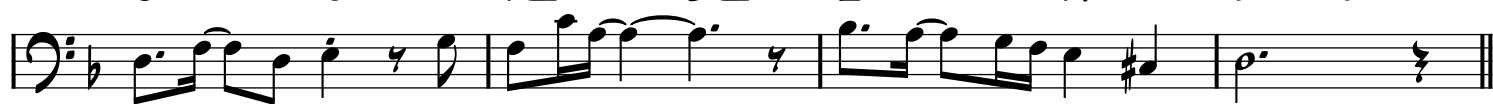
BbΔ7

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

## Super Bell Hill

from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths  $\text{♩} = 112$

N.C.



[A] F

D-7



Bb

C7



F

D-7



1.

2.

Bb

C7

F

F



[B]

Bb

A-7

D7



G-7

C7

F

G-7

G#°

A-7



Bb

B°7

F/C

D7

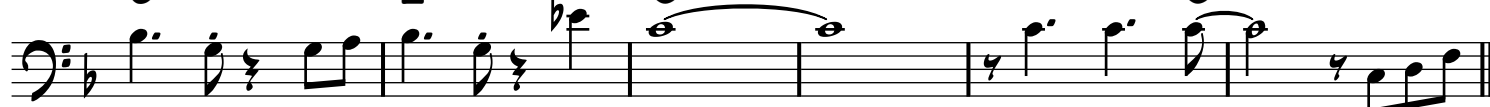


G-7

Eb

C

C+



Loop to [A]

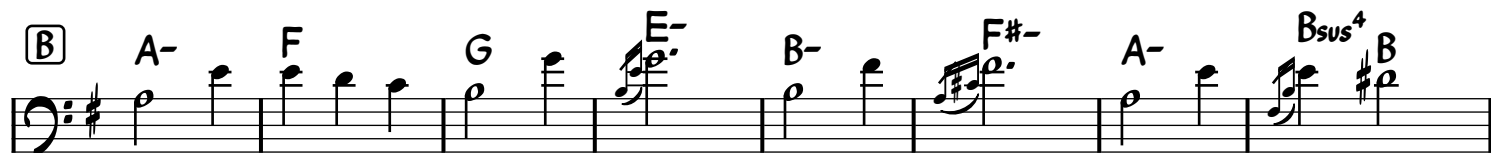
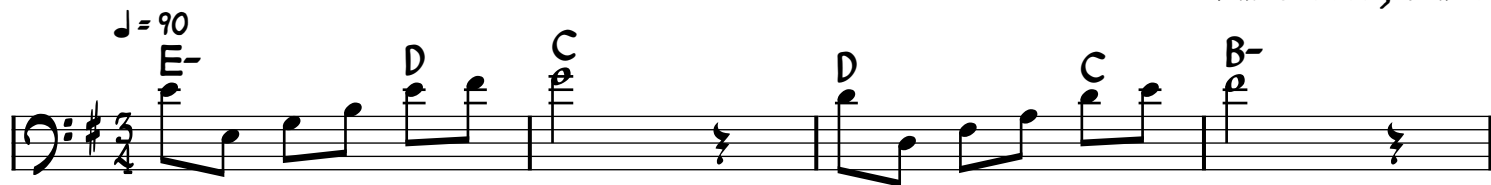
Bass

# To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie



Bass

# Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100



Loop to top

Bass

# Title Screen

from Wii Sports

Composed by Kazumi Totaka

Transcribed by David Chihlas

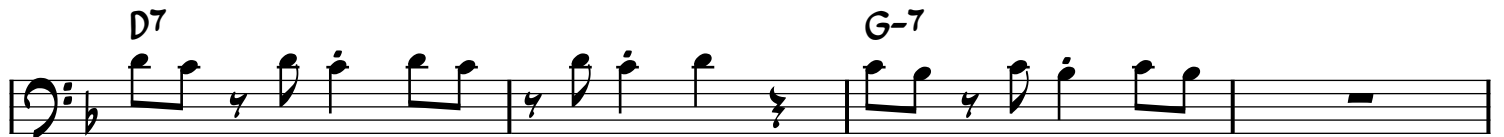
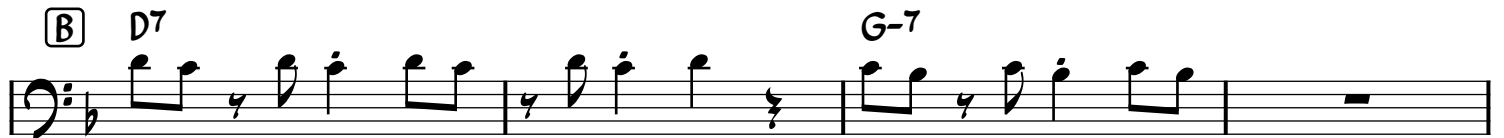
N.C.  $\text{♩} = 120$   $\text{B}^{\text{add}9}/\text{D}\sharp$

# Bass

# Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo  
Transcribed by Jer Roque



Loop to [A]