

G

Pokémon Center Theme

from Pokémon Red & Blue

Composed by Junichi Masuda

Transcribed by mkafie



G

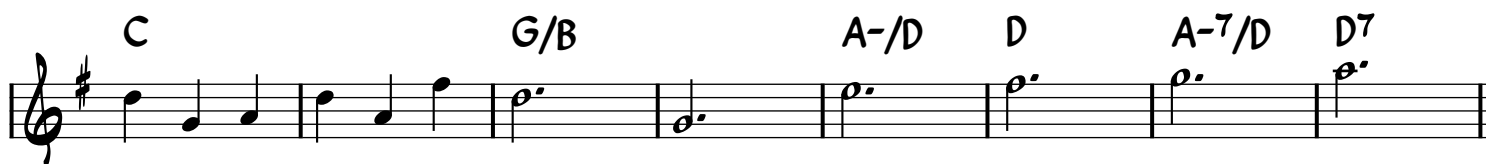
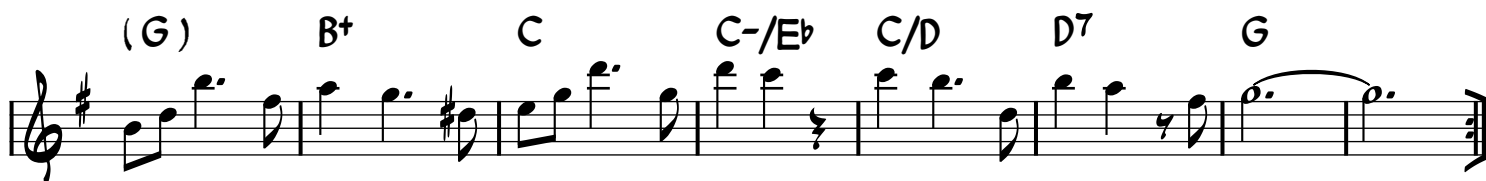
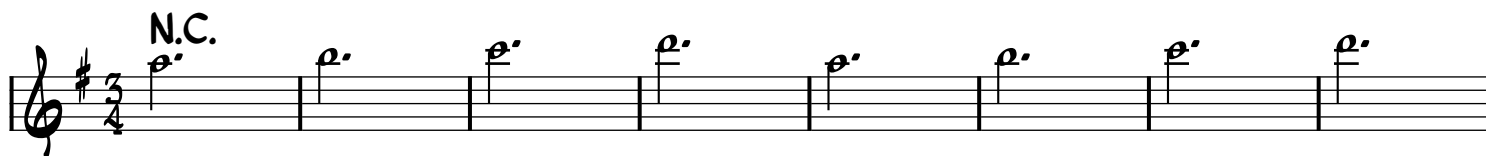
Rosalina in the Observatory

from Super Mario Galaxy

Composed by Koji Kondo

Transcribed by Jer Roque

Waltz ♩ = 180



Loop to top

G

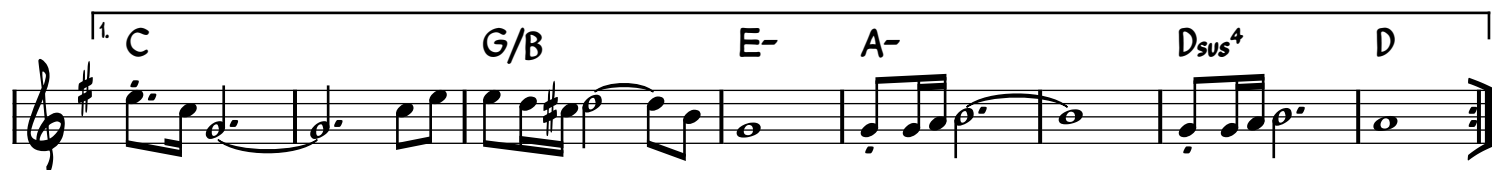
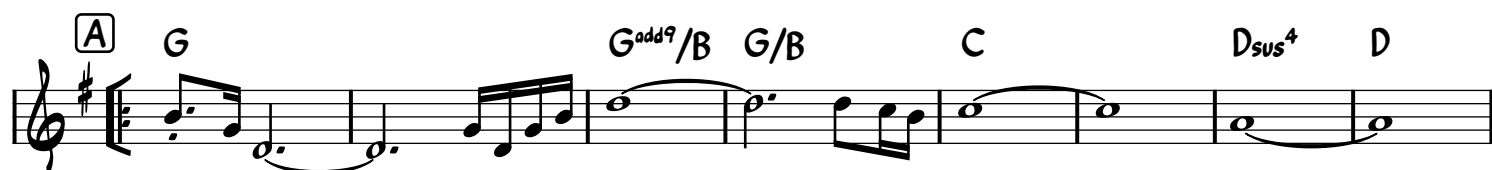
The Great Sea

from The Legend of Zelda: The Wind Waker

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 140



Loop to top

G

Tetris Type-A ("Korobeiniki")

from Tetris

Composed by Hirokazu Tanaka

Adapted from Russian folk Song

Transcribed by Jer Roque

♩ = 150

A

A7

D-

A7/C#

A7

D-



G-

F

A7

D-



B

D-

A7/C#

D-

A7/C#



D-

A7/C#

D-

A7/C#



Loop to top

G

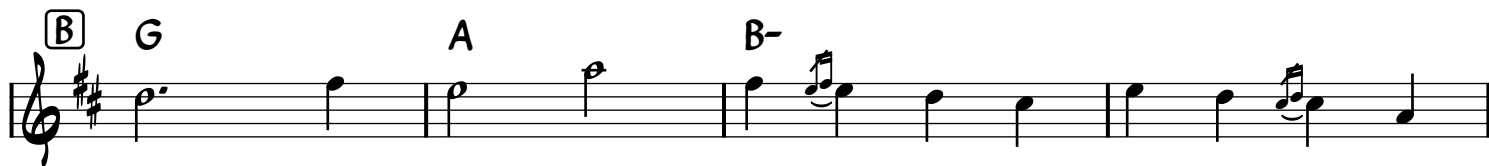
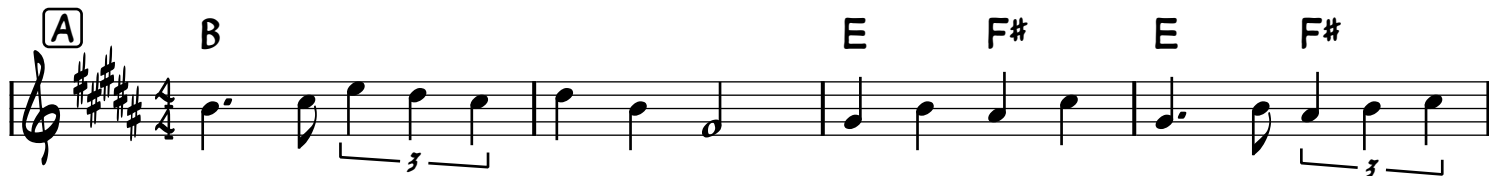
Traverse Town

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by AarekMG

Laid back swing ♩ = 111



Loop to top

G

Princess Zelda's Rescue

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo

Transcribed by Jer Roque

N.C.

D^b

E^b

CΔ⁷

Intro



[A]

♩ = 104 FΔ⁷

G/F

FΔ⁷

G/F



CΔ⁹/E

C-7^{b5}/E^b

D-7

G⁷

D-7

G⁷



[B]

B^bΔ⁷

FΔ⁷/A

G-7

FΔ⁷



B^bΔ⁷

FΔ⁷/A

A^b7

G-7

C⁷



Loop to [A]

G

Littleroot Town

from Pokémon Ruby & Sapphire

Composed by Go Ichinose

Transcribed by Jonathan Aldrich

♩ = 108

[A] F B \flat D- D 7 G- G \flat^+ B \flat /F E-7 \flat^5

E \flat /B \flat E \flat C-7 F $_{sus}^4$ F 7 /A F 7

B \flat D- D 7 G- G \flat^+ B \flat /F E-7 \flat^5

E \flat /B \flat E \flat C-7 F $_{sus}^4$ F 7 /A F 7

[B] D-/F D/F \sharp G-/D E-7 \flat^5 E \flat C-7 F $_{sus}^4$ F 7 /E \flat

D- D/F \sharp G-/B \flat E-7 \flat^5 E \flat E o F $_{sus}^4$ F 7

Loop to [A]

G

Snowy

from UNDERTALE

Composed by Toby Fox
Transcribed by Jamin Morden

♩ = 60

A $F\Delta 7no^3$ $E-7no^3$

B $F\Delta 7no^3$ $E-7no^3$

C $Ab\Delta^7$ Ab^6 $Ab\Delta^7$ $G\Delta^7$ G^6 $G\Delta^7$

$Ab\Delta^7$ Ab^6 $Ab\Delta^7$

$G\Delta^7$ G^6 $A\Delta^7$ B $Bsus^4$ B

Loop to top

G

The Gourmet Race

from Kirby Super Star

Composed by Jun Ishikawa

Transcribed by Jer Roque

♩ = 188

Bb-

C-

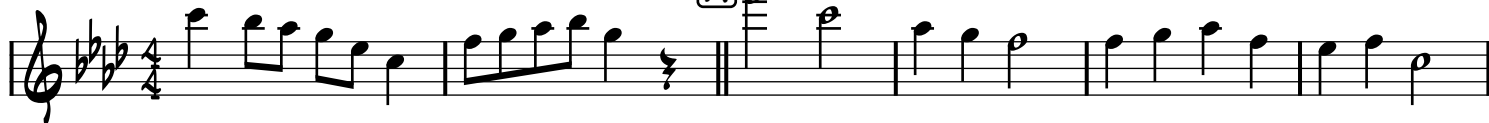
Db

C7

A F-

Bb-

F-



F-

Bb-

C-

F-



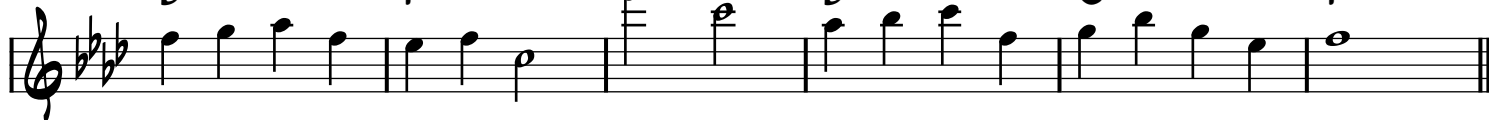
Bb-

F-

Bb-

C-

F-



B

Bb-

F-

Bb-

F-

¹ Bb-

F-

C-7

F-



²

Bb-

F-

C-7

F-

Eb7



C

Ab

Eb

F-

C-



¹

Bb-

Eb7

Ab

Fb

Eb



²

Bb-

Eb7

Ab

Db

G-7

C7



Loop to top

G

A Settlement in the Red Bluffs

from Octopath Traveler

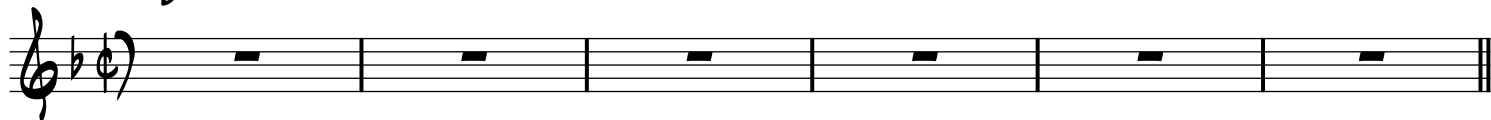
Composed by Yasunori Nishiki

Transcribed by DoubleMark

Hornpipe (swing 8ths) $\text{♩} = 90$

Intro

D-



D-



D-

B \flat

C

D-



A

D-



B \flat

C

D-

B \flat

C

D-



B

G-



G-

E \flat

F



G-



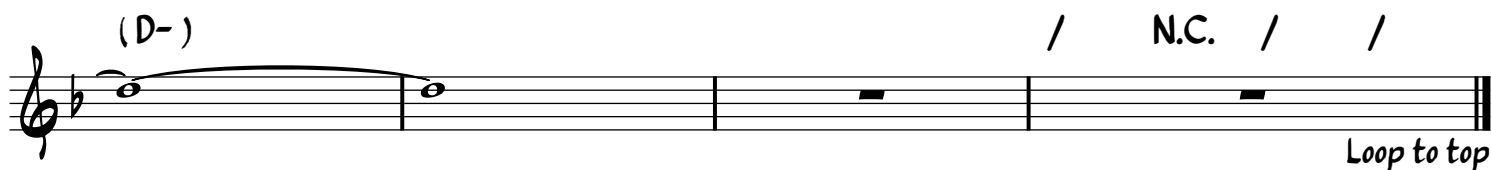
E \flat

F

E \flat

F





G

Dark World

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo

Transcribed by Jer Roque

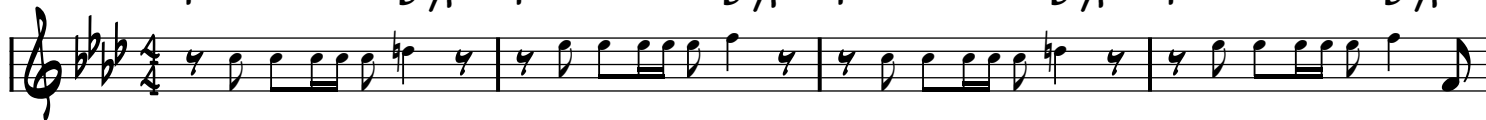
♩ = 136
F-

B \flat /F F-

B \flat /F F-

B \flat /F F-

B \flat /F



[A]

F-

B \flat

D \flat Δ 7

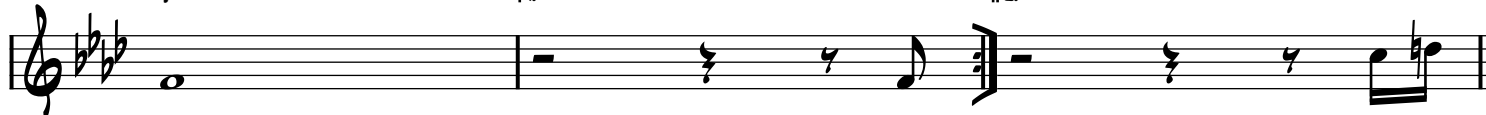
E \flat



F-

1.

2.



[B]

A \flat

B \flat

D \flat Δ 7

E \flat



A \flat

B \flat

A $^{\circ}$

G

C-



[C]

D \flat Δ 7

C-7

B $^{\circ}$

B \flat -7



A7

F-/A \flat

G7

B \flat /C

C7



Loop to top

G

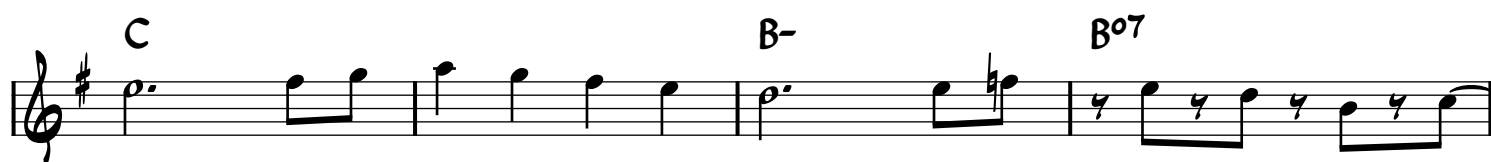
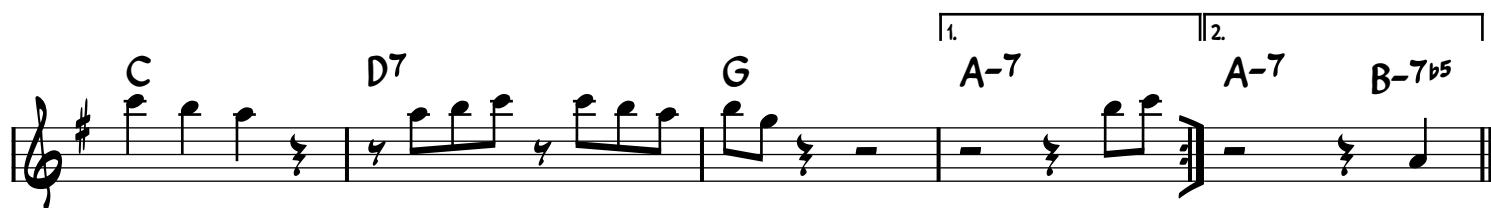
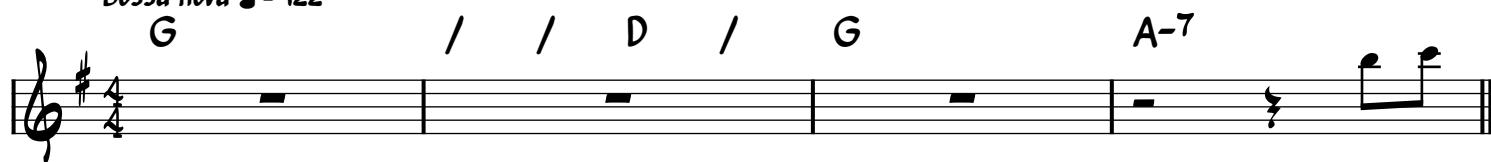
Pewter City

from Pokémon Gold & Silver

Composed by Junichi Masuda & Go Ichinose

Transcribed by David Chihlas

Bossa nova ♩ = 122



Loop to [A]

G

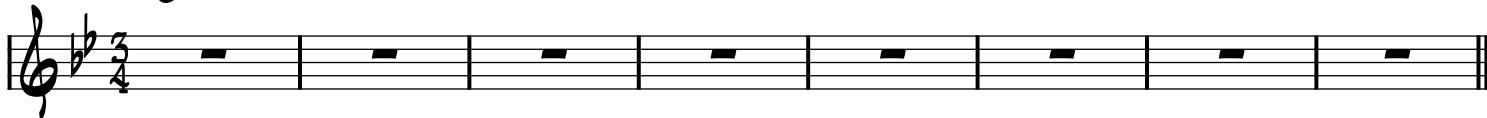
Ballad of the Goddess

from The Legend of Zelda: Skyward Sword

Composed backwards by Koji Kondo

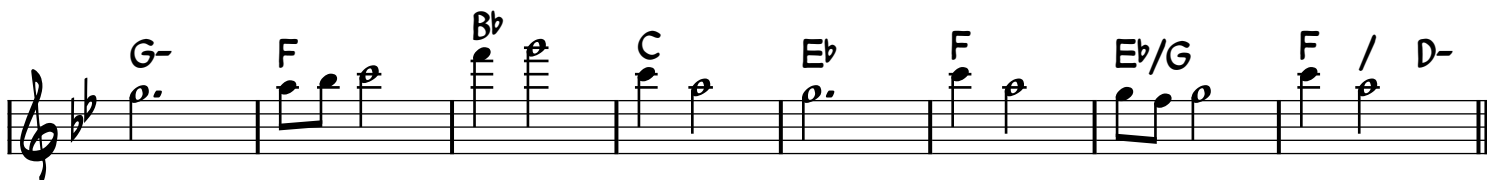
Transcribed by Jer Roque

Intro $\text{♩} = 130$
G-



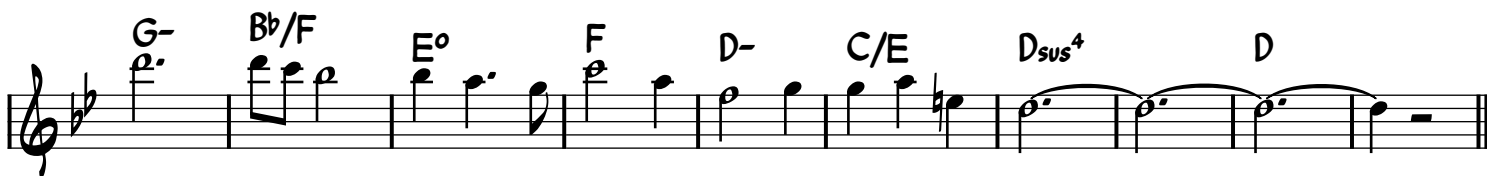
A

G- F Bb C Eb F Eb/G F



B

Bb Bb/A G- F D- C/E Bb C



C

G- F Bb C Eb F Eb/G F



Outro

G-



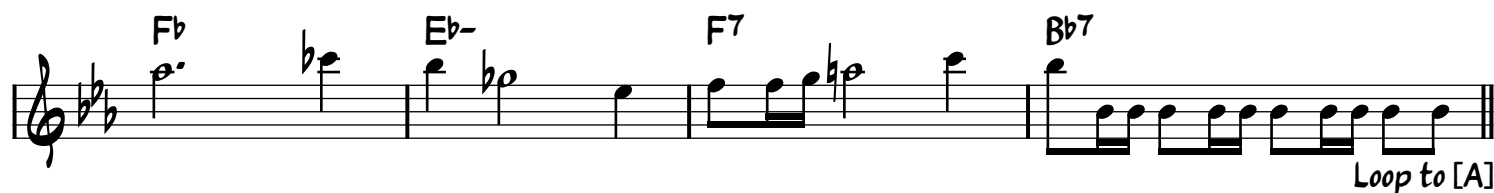
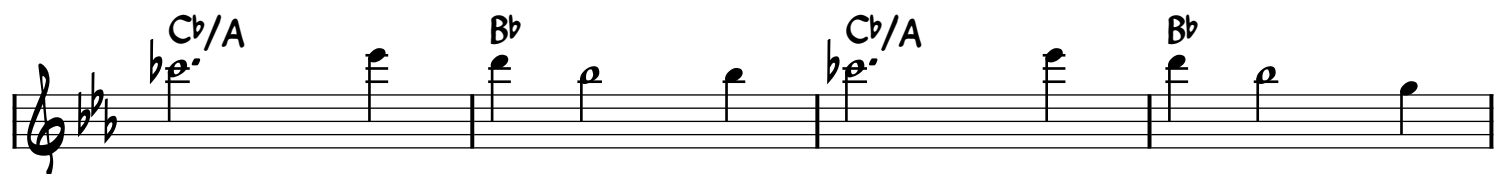
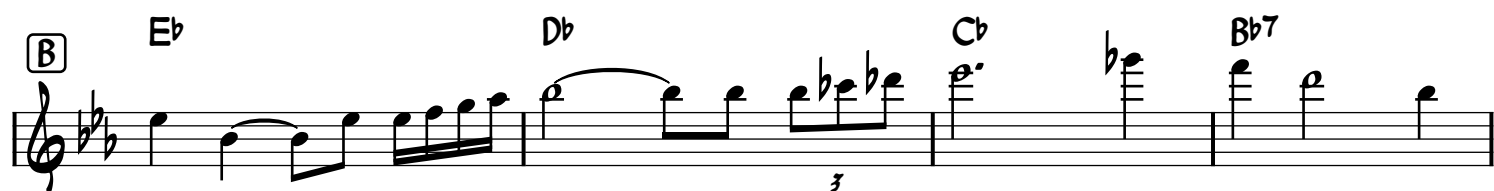
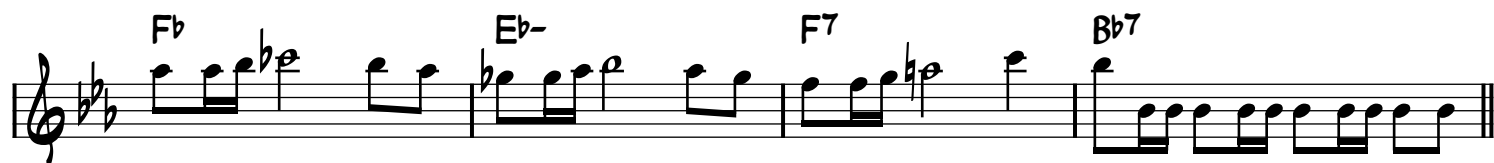
G

Overworld

from The Legend of Zelda

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 150



G

Overworld

from New Super Mario Bros.

Composed by Koji Kondo

Transcribed by Mike Matarazzo

$\text{♩} = 100$

F F/A B \flat C7 [A] F F \sharp G-7 C7 Wah! Wah! Wah!

[B] F C7

C7 F

F B \flat

B \flat B \flat -6 F/A D7

G-7 C7 F 1. C $^+$ 2. C $^+$ Wah! Wah! Wah! Wah!

[C] F C7 Wah! Wah! Wah!

C7 F Wah! Wah! Wah!

F F7 B \flat Wah! Wah! Wah!

B \flat - B \flat -6 A-7 D7

G-7 C7 F C $^+$ Wah! Wah! Loop to [A]

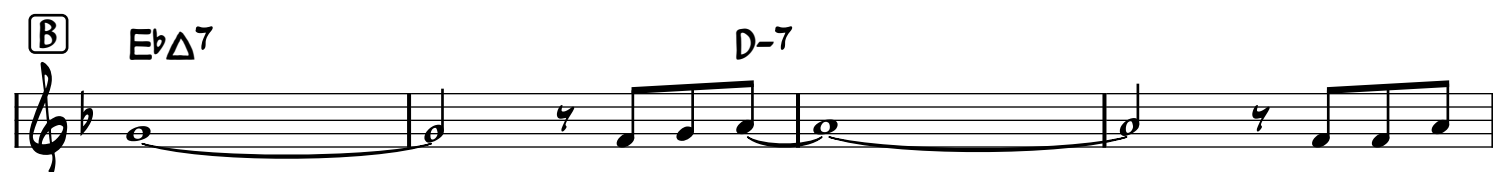
G

Green Hill Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque



G

Super Smash Bros. Brawl Main Theme

from Super Smash Bros. Brawl

Composed by Nobuo Uematsu

Transcribed by David Chihlas

♩ = 150

A⁵

A **A** **E**

a tempo

F#- **E** **F#-** **E** **F#-** **E** **F#-** **E**

F#- **E** **F#-** **E** **F#-** **B-** **C#7** **F#-**

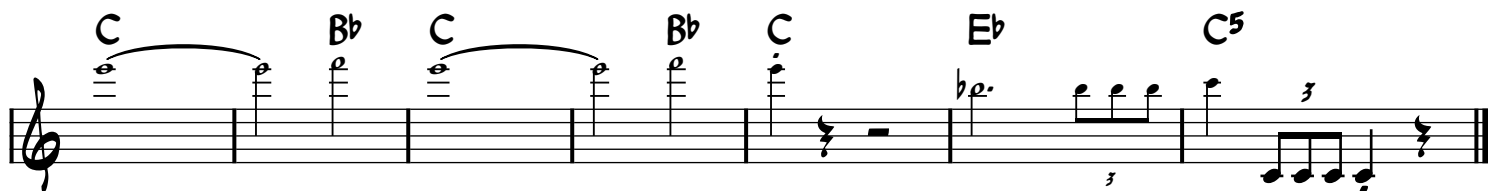
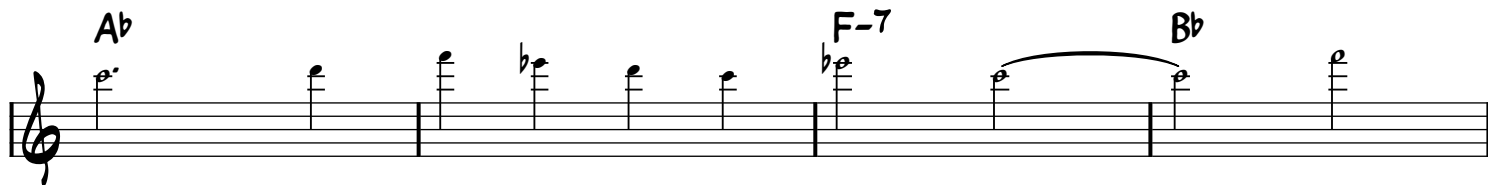
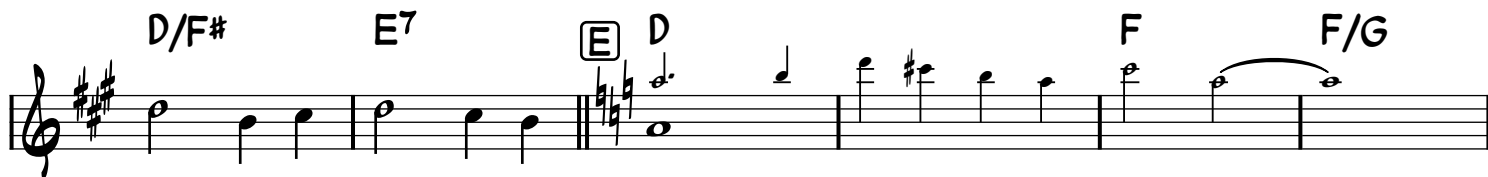
B **G#-7b5** **C#7** **F#-** **F#7**

G#7/D# **D-6** **C#7** **C#7/E#** **F#-**

C **E** **A**

G#7 **C#-** **C#-/B** **C#-/A** **C#-/G#** **B**

F#- **B** **B-7** **E**



G

Menu

from Super Smash Bros. Ultimate

Composed by Hideki Sakamoto

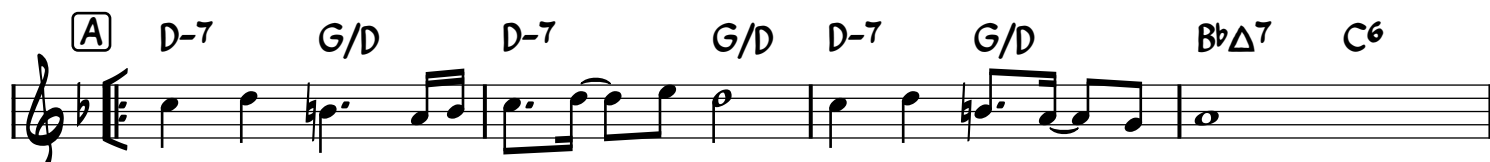
Transcribed by Ashanti Mills and Bao Vuong

Intro

♩ = 140



A



B



C



D D A-7 D A-7

E FΔ7 E-7 BbΔ7 A-9

D Esus4 E

F BbΔ7 C7/Bb A-7 D-7

B-7b5 E7 A7sus4 E7alt F7alt

G Bb- Eb Eb- C° F-7 F7

Bb- Eb Eb- F- 1. Gb Ab 2. Gb Ab

Gb Eb Gb Ab

Loop to [A]