

Bb

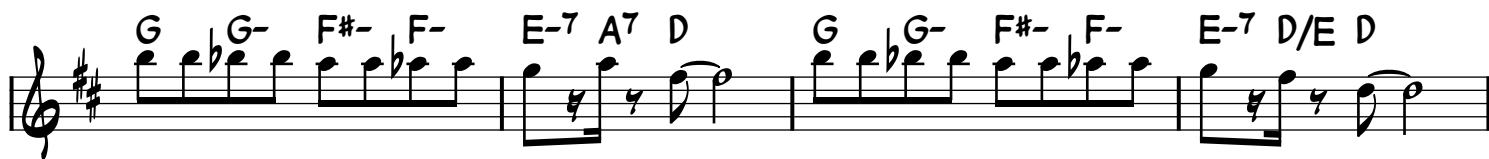
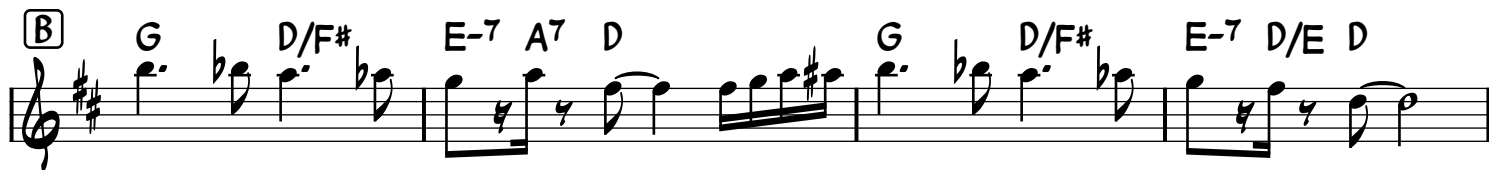
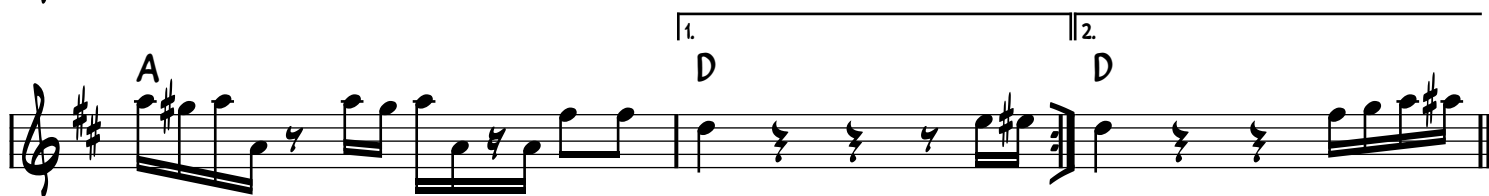
# Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114



Bb

# Wii Shop Channel

from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa  $\text{♩} = 74$

F#-7/E



[A]

AΔ7



DΔ7

D-7

G7



C#-7

C°7

B-7

F#7b9/A#



B-7

Bb9

AΔ7

G#-7

C#7



[B]

F#Δ7



F#-7

B7

EΔ7

F-7b5

E7b9



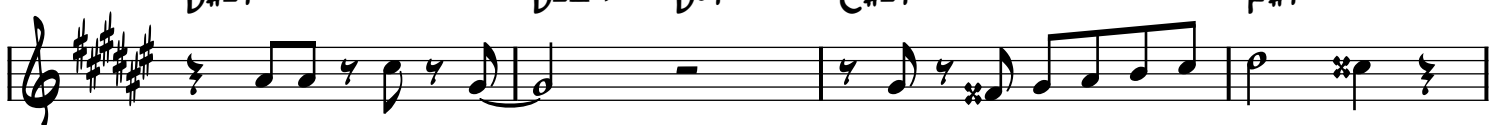
D#-7

D-Δ7b5

D°7

C#-7

F#7



BΔ9

B-9

N.C.



Loop to [A]

Bb

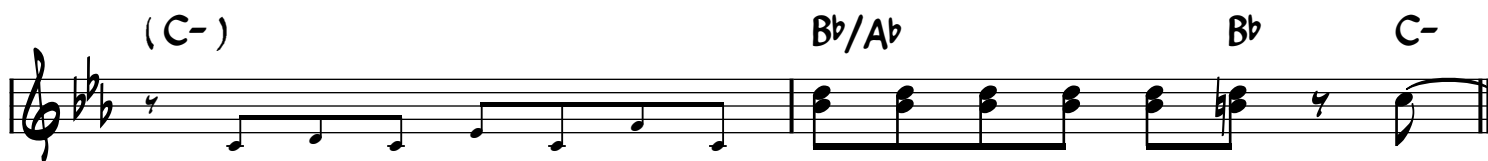
# Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180



Loop to top



Bb

# Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing  $\text{♩} = 100$

**[A] E-9**

**F#-9** **B7#5** **(F#-9)** **B7#5** **B7**

**[B] CΔ7** **G/B** **A-7** **GΔ7**

**CΔ7** **G/B** **A-7** **GΔ7**

**CΔ7** **G/B** **A-7** **GΔ7**

**F#-7b5** **B7#5** **B7** **E-9**

Loop to [A]

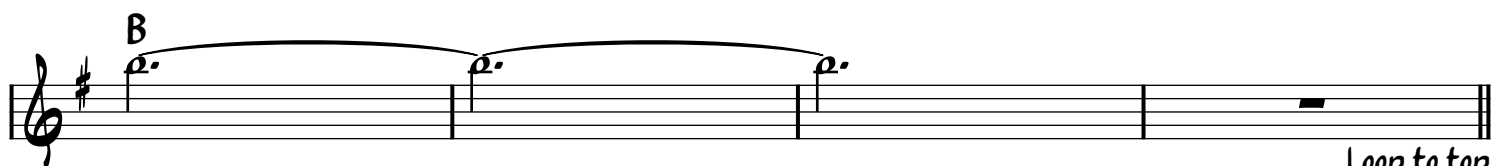
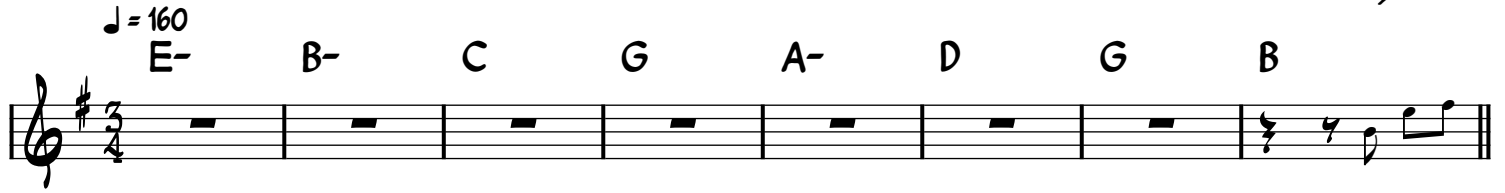
Bb

# Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie



Loop to top

Bb

# Professor E. Gadd's Laboratory

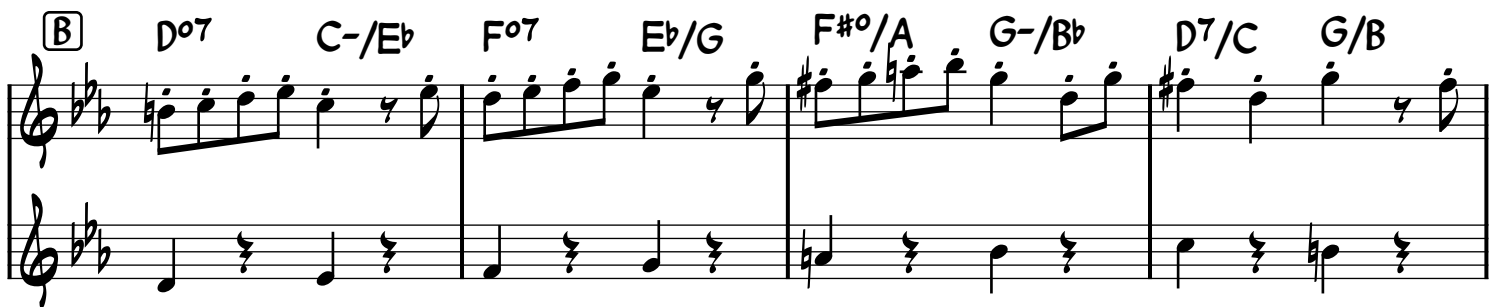
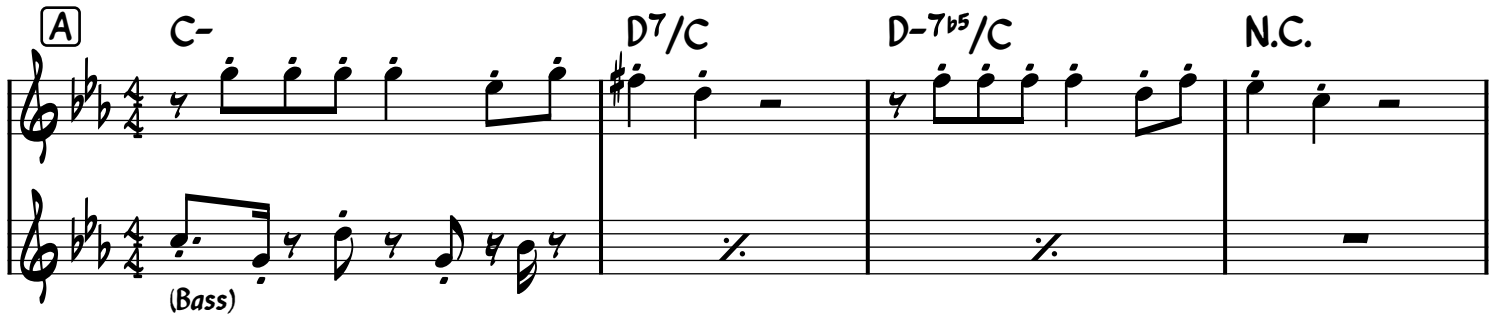
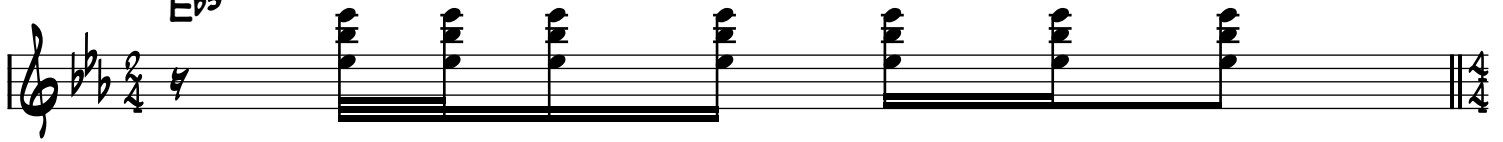
from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

E<sup>b</sup>5



Loop to [A]





Bb

# Koopa's Road

from Super Mario 64

Composed by Koji Kondo

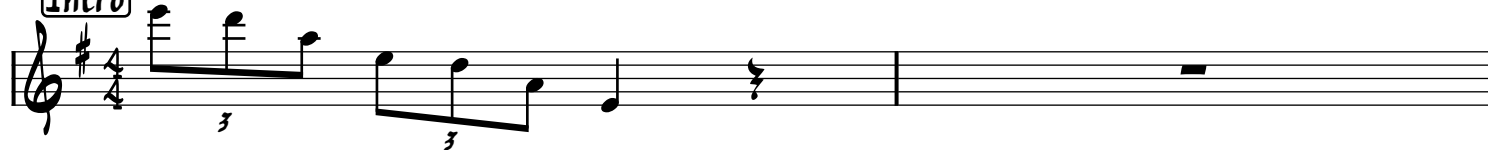
Transcribed by Jonathan Aldrich

March ♩ = 135

Intro

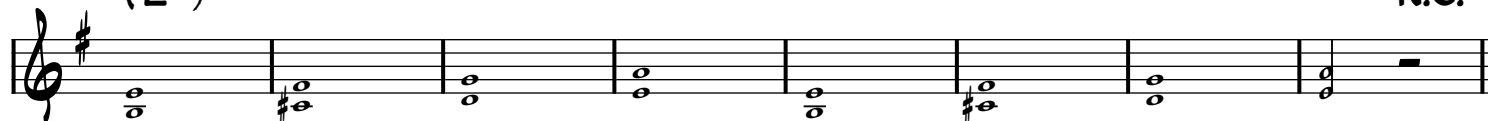
N.C.

E<sup>5</sup>



(E<sup>5</sup>)

N.C.



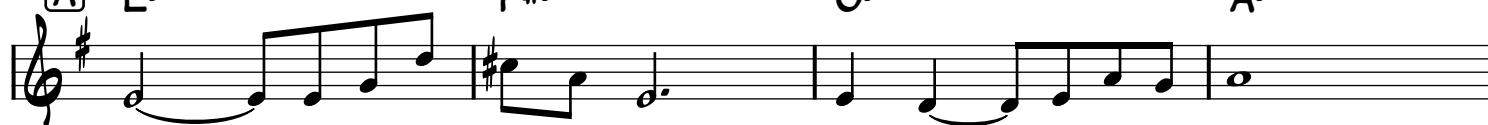
A

E<sup>5</sup>

F#<sup>5</sup>

G<sup>5</sup>

A<sup>5</sup>



E<sup>5</sup>

F#<sup>5</sup>

G<sup>5</sup>

A<sup>5</sup>



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

A7(no<sup>3</sup>)

Bb<sup>5</sup>

C



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

F#7(no<sup>3</sup>)

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

A7(no<sup>3</sup>)



B

BbΔ<sup>7</sup>

A<sup>7</sup>

BbΔ<sup>7</sup>

A<sup>7</sup>

#

BbΔ<sup>7</sup>

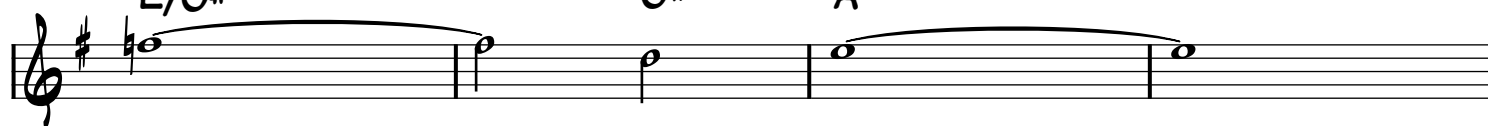
A<sup>7</sup>



E/G#

G#<sup>o7</sup>

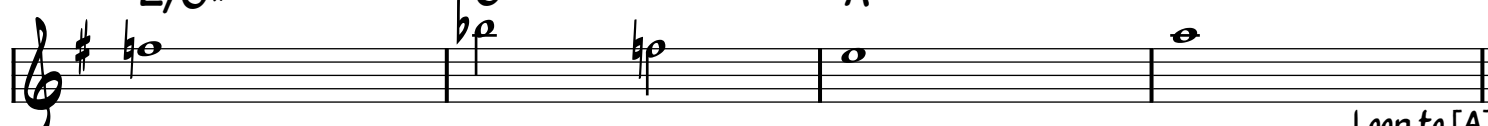
A<sup>7</sup>



E/G#

G#<sup>o7</sup>

A<sup>7</sup>



Loop to [A]

Bb

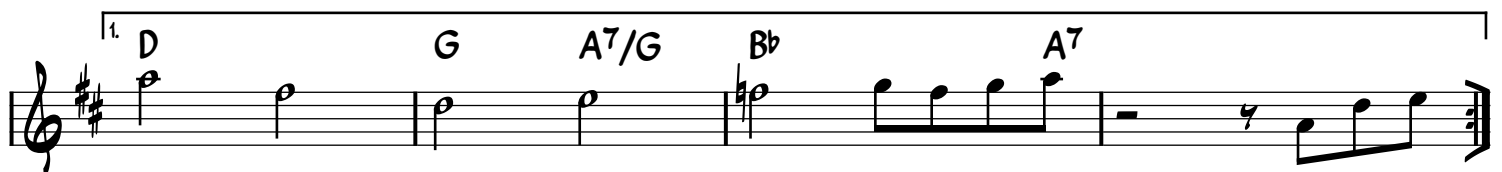
# Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

Bb

# Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead sheet by Ashanti Mills

♩ = 156

**[A]**

C#-7 F#/C# A/C# B/C#

C#-7 F# D E/D

Rhythm simile

C#-7 F#/C# A/C# G#-7

C#-7 F# D DΔ7

**[B]**

A/B B/C# A/B B/C#

A-7 B-7 A-7 D/E

A/B B/C# A/B B/C#<sup>tr</sup>

FΔ7 G A/D# G#7b5

Loop to top

Bb

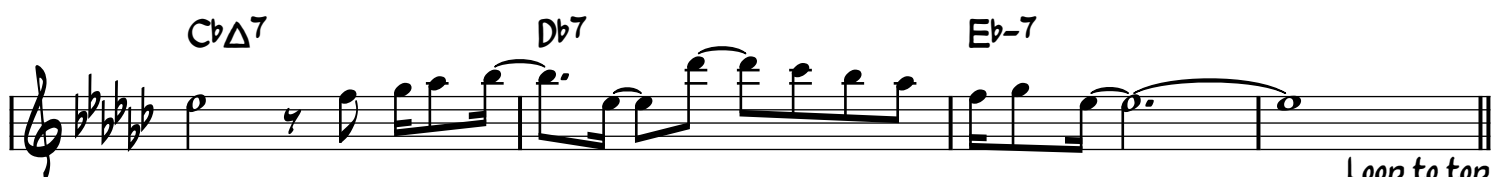
# Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 121



Loop to top

Bb

# Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose  
Transcribed by Zack Wong

♩ = 120

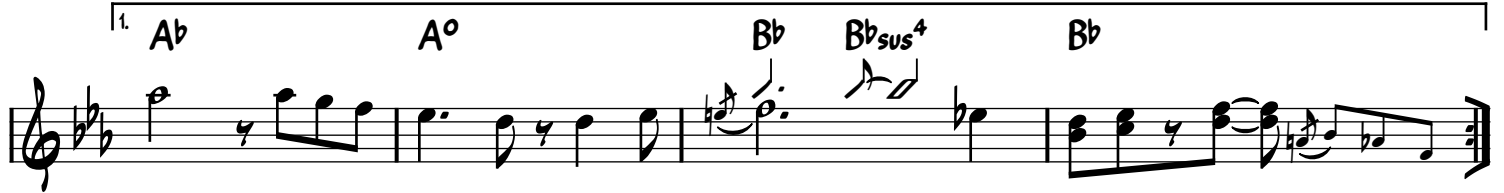
Intro



[A]



1.



2.



[B]



Bb

# Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by JohnStacy

♩ = 160

Intro

Ab-7

Db7

GbΔ7

Gb6

Ab-7

Db7

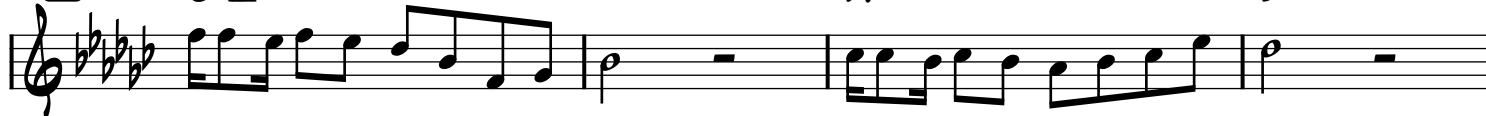


A

GbΔ7

Ab-7

Db7



GbΔ7

Ab-7

Db7



B

CbΔ7

Bb-7



Ab-7

GbΔ7



CbΔ7

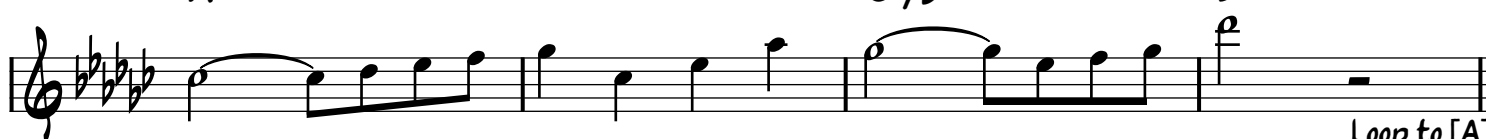
Bb-7



Ab-7

Cb/Db

Db7



Loop to [A]

Bb

# Rainbow Road

from Super Mario Kart

Composed by Soyo Oka  
Transcribed by Jer Roque

♩ = 148

D13<sup>sus</sup>4 D13 D13<sup>sus</sup>4 D13



[A] D13<sup>sus</sup>4 D13 D13<sup>sus</sup>4 D13 D13<sup>sus</sup>4 D13



C-7 F7 C-7 F7



B-7 E7 B-7 Asus4 A7



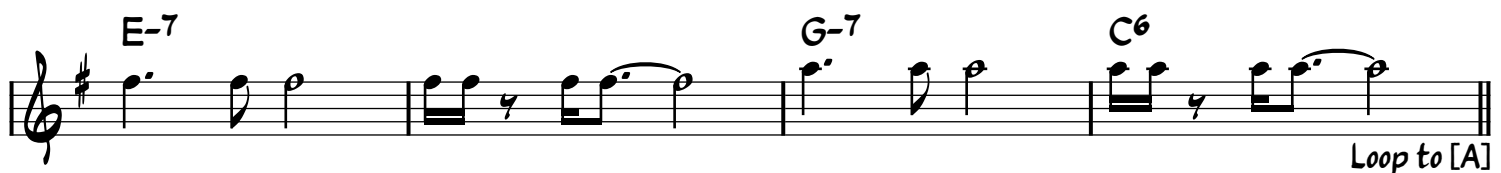
[B] D E/D F/D G/D D E/D F/D G/D



G A/G F#-7 F7



E-7 G-7 C6



Loop to [A]

Bb

# Rainbow Road

from Mario Kart 64

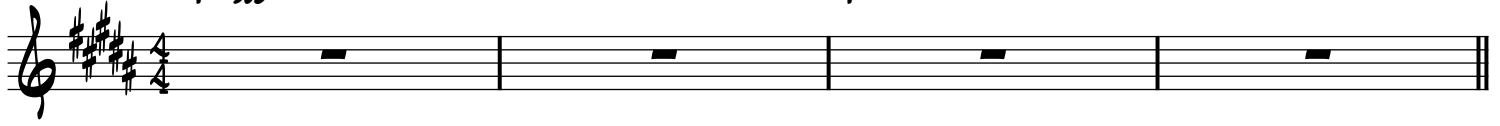
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

F#sus<sup>4</sup>

F#



[A] F#sus<sup>4</sup>

F#

F#sus<sup>2</sup>

F#

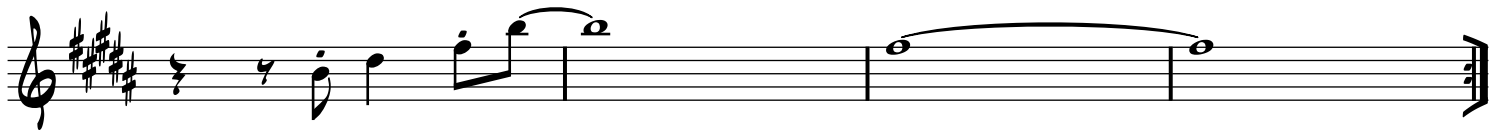


EΔ<sup>7</sup>

EΔ<sup>7#11</sup>

EΔ<sup>13</sup>

EΔ<sup>9</sup>



[B]

B

C#-7

BΔ<sup>7</sup>/D#

E



B/F#

F#sus<sup>4</sup>

F#



B

C#-7

BΔ<sup>7</sup>/D#

E

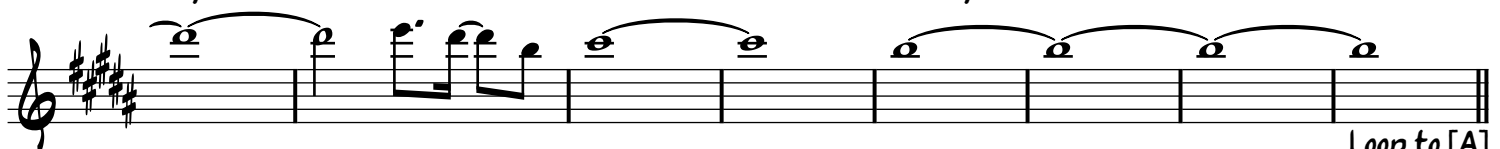


B/F#

F#sus<sup>4</sup>

F#

GΔ<sup>7</sup>/F#



Loop to [A]



Bb

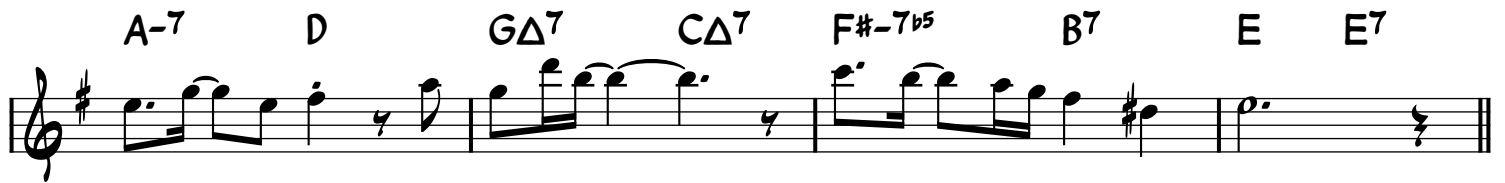
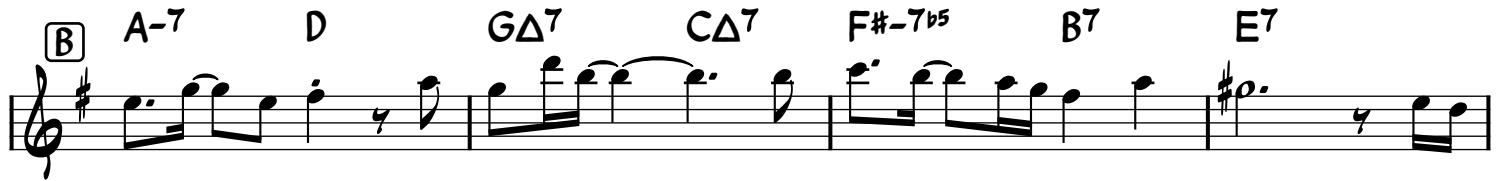
# Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Loop to top

Bb

# Super Bell Hill

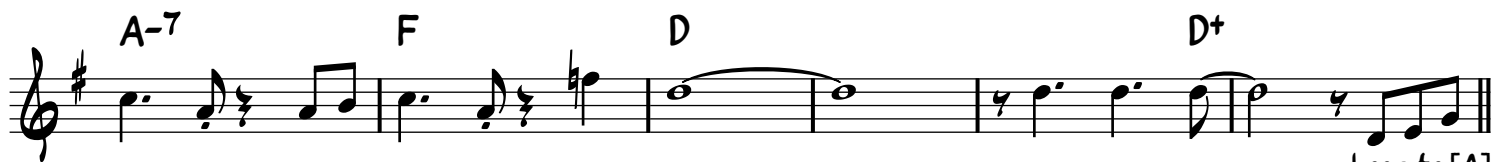
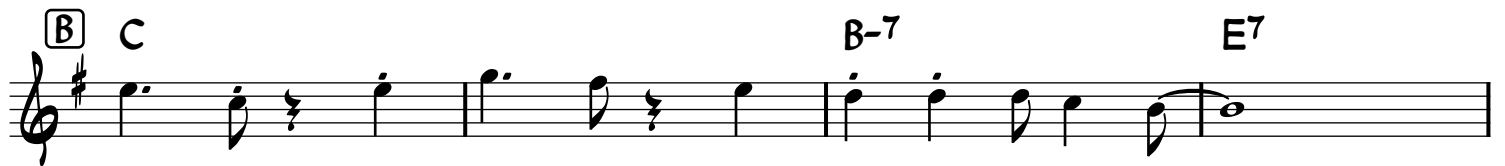
from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths ♩ = 112

N.C.



Loop to [A]

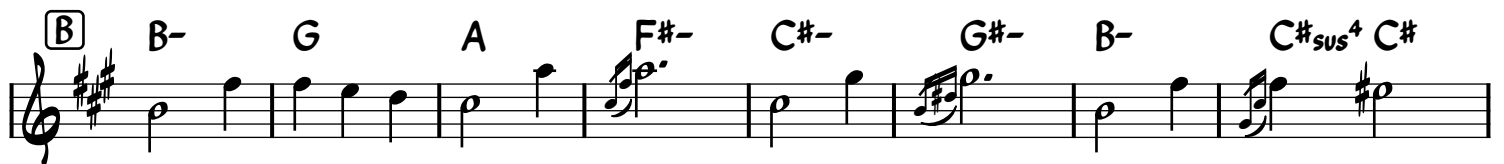
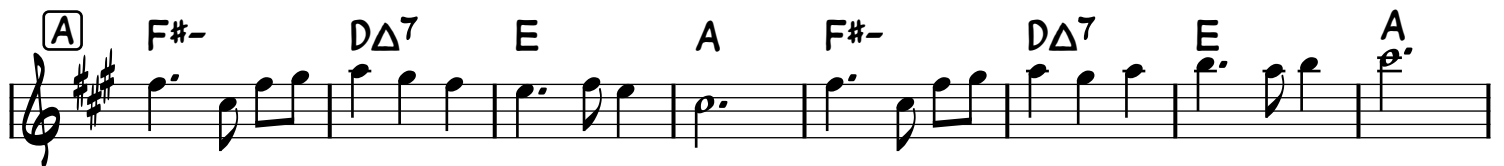
Bb

# To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie



Bb

# Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100

D-7

/ / F E°



D-7

/ / F E°



[A] Bb7

C7



Bb7

C7

A7b9



[B]

G-7

A-7

BbΔ7

C



G-7

A-7

D-

C7

BbΔ7

A-7



G-7

A-7

BbΔ7

C



G-7

A7sus4

A



Loop to top

Bb

# Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo  
Transcribed by Jer Roque

♩ = 134

Chords: G, G<sup>#0</sup>, A-7, D, G, E7, A-7, D7, G, E7, A-7, D7, G, E7, A-7, D7, G, C, G/B, D7, G, E7, A-7, D7, G, G

Section A: [A] G, E7, A-7, D7

Section B: [B] E7, A-7

Section C: [C] G, E7, A-7, D7, G

Loop to [A]