

G

Wii Shop Channel

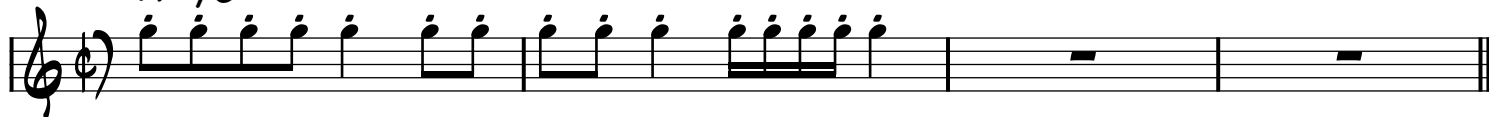
from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa ♩ = 74

A-7/G



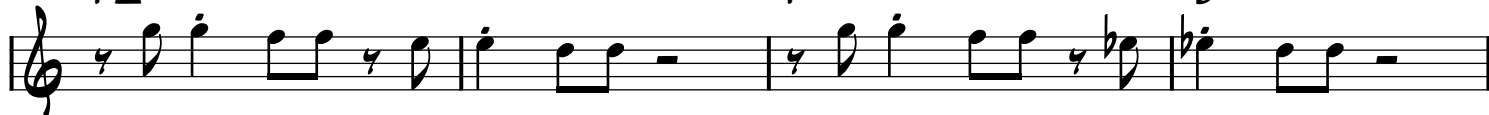
[A] CΔ7



FΔ7

F-7

Bb7



E-7

Eb°7

D-7

A7b9/C#



D-7

Db9

CΔ7

B-7

E7



[B] AΔ7



A-7

D7

GΔ7

G#-7b5

G7b9



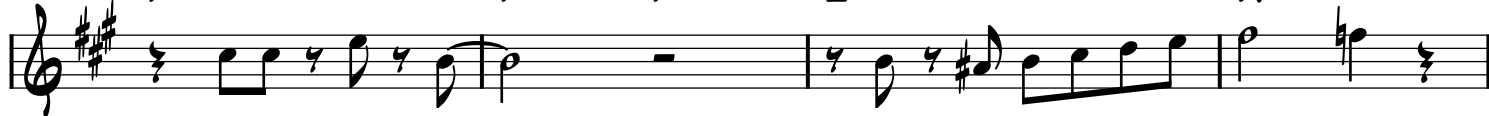
F#-7

F-Δ7b5

F°7

E-7

A7



DΔ9

D-9

N.C.



Loop to [A]

G

Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180



Loop to top

G

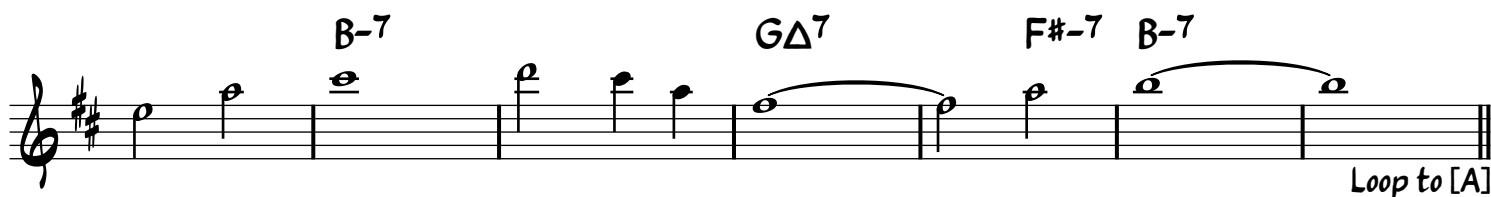
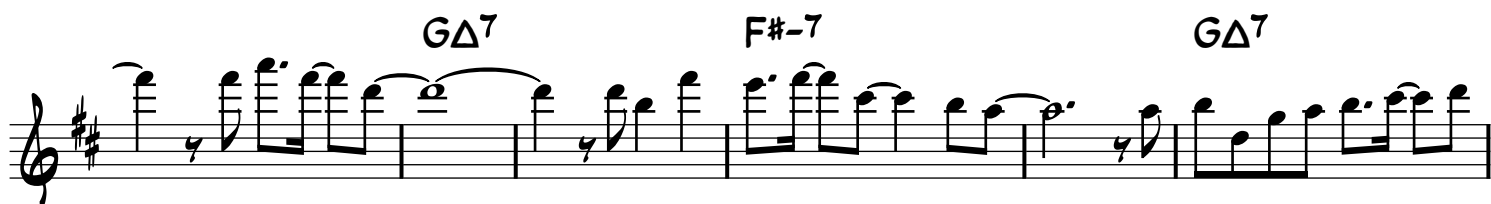
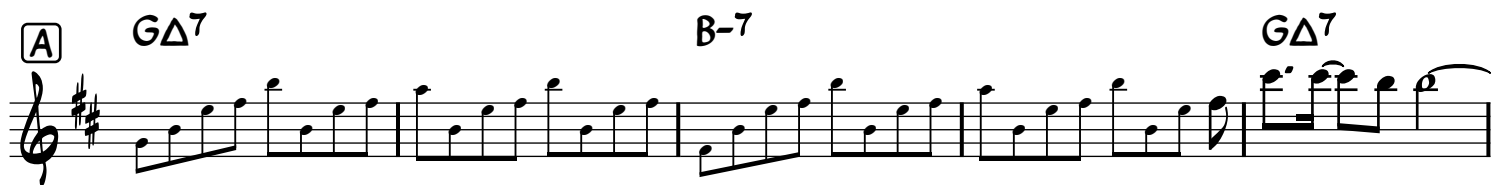
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



G

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] G-9



G

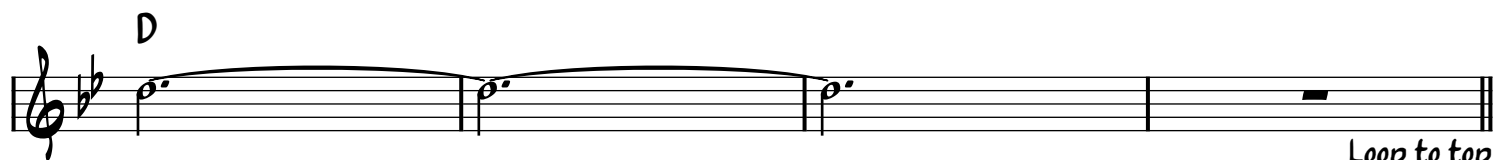
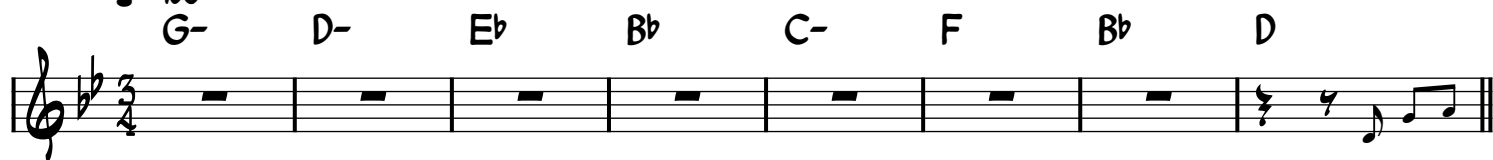
Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160



Loop to top

G

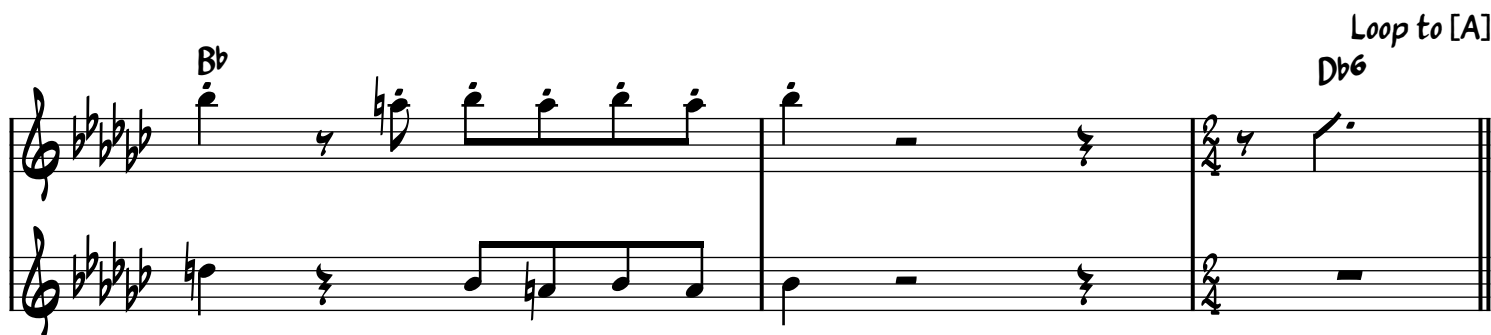
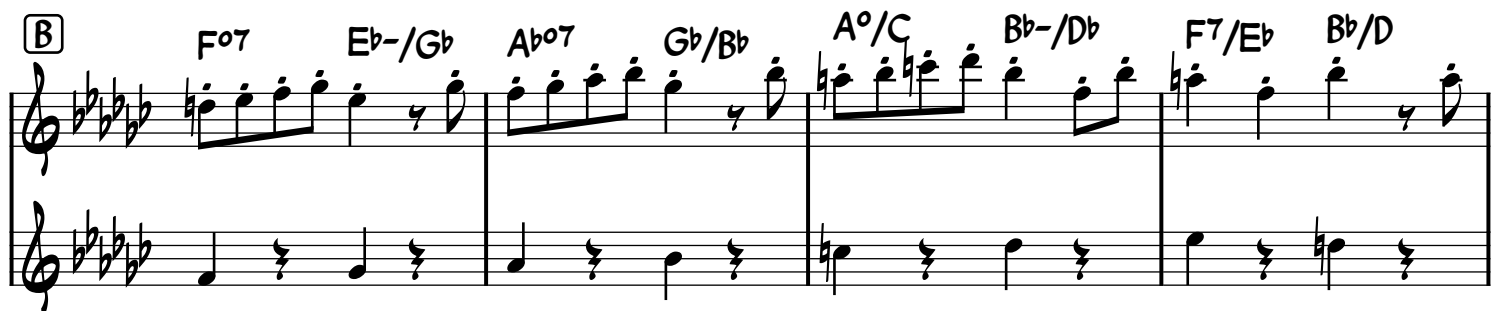
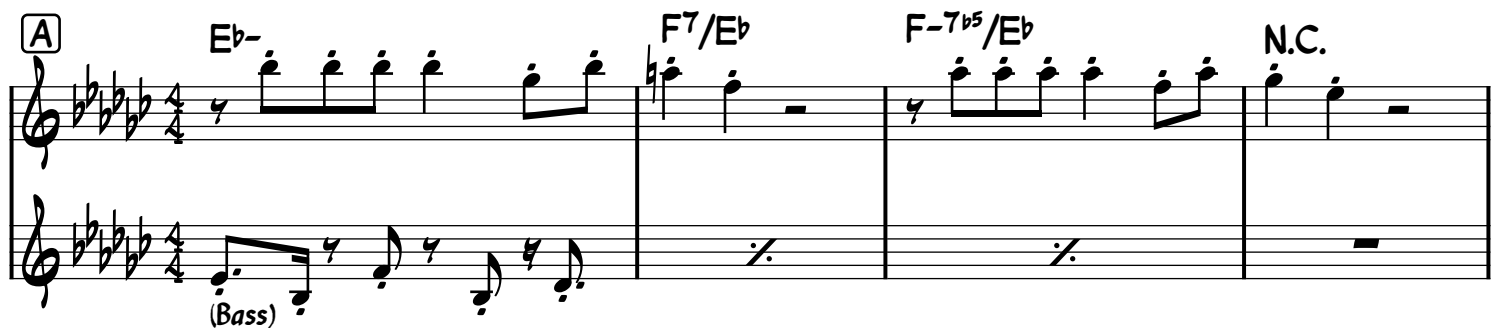
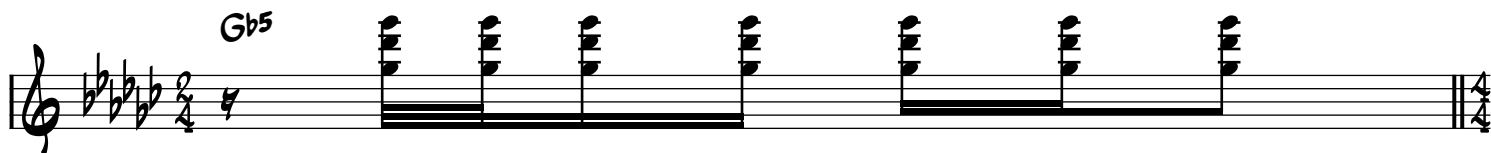
Professor E. Gadd's Laboratory

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90



G

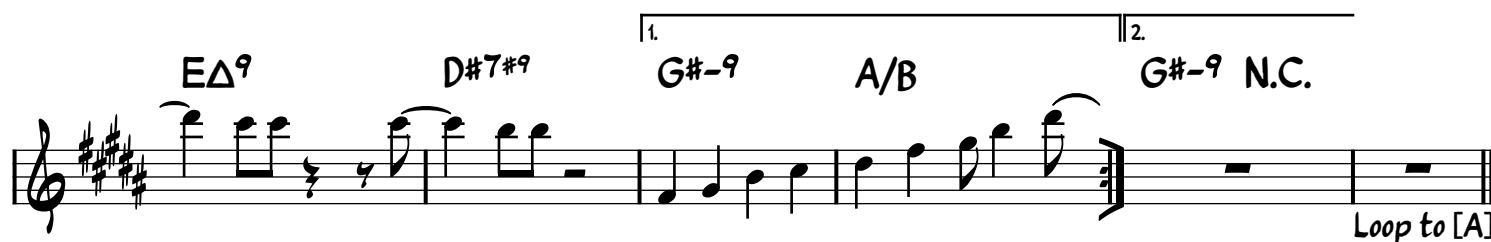
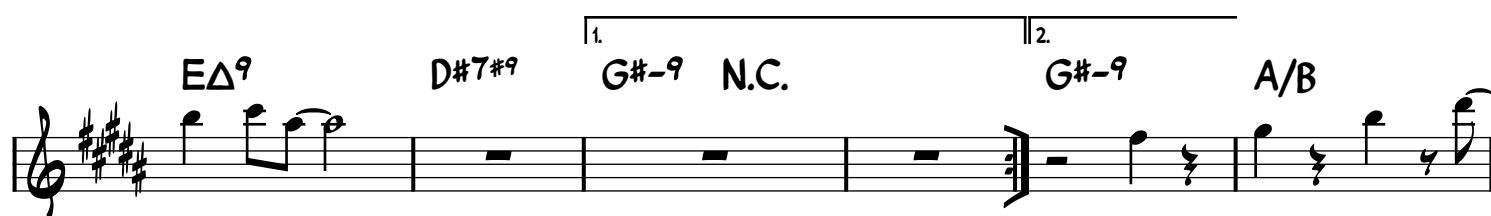
K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths ♩ = 84



G

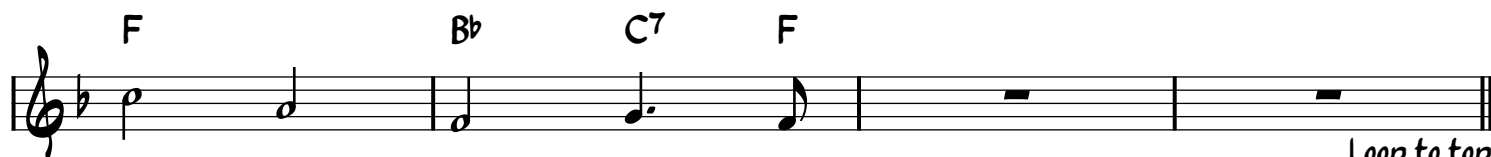
Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

G

Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead sheet by Ashanti Mills

A ♩ = 156

E-7 A/E C/E D/E

E-7 A F G/F

Rhythm simile

E-7 A/E C/E B-7

E-7 A F FΔ7

B C/D D/E C/D D/E

C-7 D-7 C-7 F/G

C/D D/E C/D D/E tr

A^bΔ7 B^b C/F# B7^b5

Loop to top

G

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 121

F#-7

DΔ7

B-7

C#-7



F#-7

DΔ7

B-7

C#-7



A

F#-7

DΔ7

E7

C#-7



F#-7

DΔ7

E7

C#-7



B

DΔ7

E7

F#-7



DΔ7

E7

F#-7



C

F#-7

B-7

E7

AΔ7



DΔ7

E7

F#-7



DΔ7

E7

F#-7



Loop to top

G

Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

♩ = 120

Intro

G^bΔ⁹G^bG^bΔ⁷G^b

[A]

G^bB^b- / / B^bE^b-D⁺G^b/D^bC-7^{b5}

1.

C^bC^oD^bD^b_{sus}⁴D^b

2.

C^bC^oD^bD^b_{sus}⁴D^b

[B]

B^b-7B^b7E^b- D⁺B^b-7B^b7E^b-A^b7C^bC-7^{b5}D^b_{sus}⁴D^b

Loop to [A]

G


Butter Building

from Kirby's Adventure


Composed by Hirokazu Ando

Transcribed by JohnStacy

Intro ♩ = 160
B-7 E7 AΔ7 A6 B-7 E7

The intro consists of four measures in 4/4 time. The first measure has a whole rest. The second measure has a whole rest. The third measure has a whole rest. The fourth measure has a whole rest. The key signature is two sharps (F# and C#).


A AΔ7 B-7 E7

Section A consists of four measures. The first measure has a quarter note G4, quarter note A4, quarter note B4, and quarter note C5. The second measure has a whole rest. The third measure has a quarter note G4, quarter note A4, quarter note B4, and quarter note C5. The fourth measure has a whole rest.

AΔ7 B-7 E7

This is the second line of Section A, consisting of four measures. The first measure has a quarter note G4, quarter note A4, quarter note B4, and quarter note C5. The second measure has a whole rest. The third measure has a quarter note G4, quarter note A4, quarter note B4, and quarter note C5. The fourth measure has a quarter note G4, quarter note A4, quarter note B4, and quarter note C5.

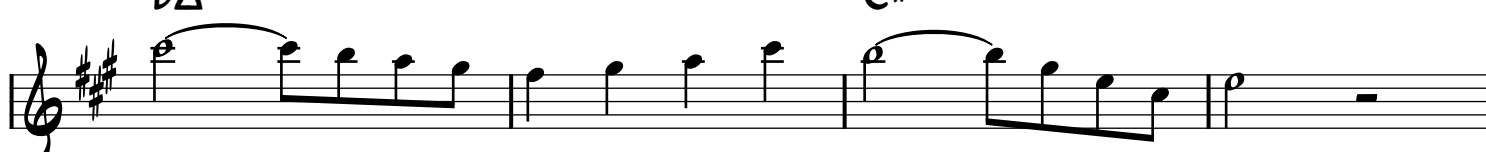
B DΔ7 C#-7

Section B consists of four measures. The first measure has a quarter note D4, quarter note E4, quarter note F#4, and quarter note G4. The second measure has a quarter note A4, quarter note B4, quarter note C5, and quarter note D5. The third measure has a quarter note D5, quarter note C5, quarter note B4, and quarter note A4. The fourth measure has a whole rest.

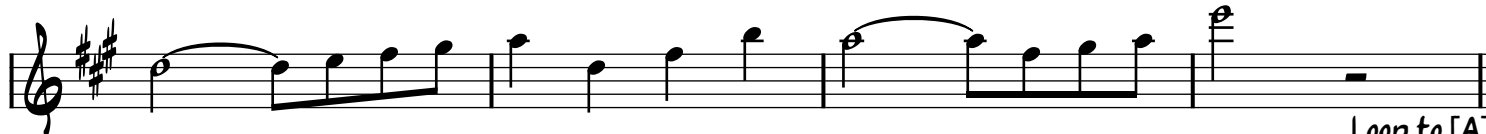
B-7 AΔ7

This is the second line of Section B, consisting of four measures. The first measure has a quarter note D4, quarter note E4, quarter note F#4, and quarter note G4. The second measure has a quarter note A4, quarter note B4, quarter note C5, and quarter note D5. The third measure has a quarter note D5, quarter note C5, quarter note B4, and quarter note A4. The fourth measure has a whole rest.

DΔ7 C#-7

This is the third line of Section B, consisting of four measures. The first measure has a quarter note D4, quarter note E4, quarter note F#4, and quarter note G4. The second measure has a quarter note A4, quarter note B4, quarter note C5, and quarter note D5. The third measure has a quarter note D5, quarter note C5, quarter note B4, and quarter note A4. The fourth measure has a whole rest.

B-7 D/E E7

This is the fourth line of Section B, consisting of four measures. The first measure has a quarter note D4, quarter note E4, quarter note F#4, and quarter note G4. The second measure has a quarter note A4, quarter note B4, quarter note C5, and quarter note D5. The third measure has a quarter note D5, quarter note C5, quarter note B4, and quarter note A4. The fourth measure has a whole rest.

Loop to [A]

G

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

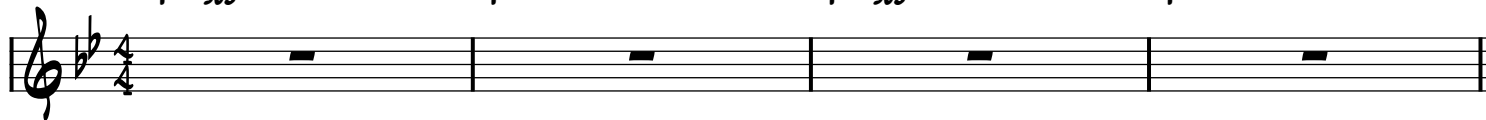
♩ = 148

F13_{sus}⁴

F13

F13_{sus}⁴

F13



[A]

F13_{sus}⁴

F13

F13_{sus}⁴

F13

F13_{sus}⁴

F13



E^b-7

A^b7

E^b-7

A^b7



D-7

G7

D-7

C_{sus}⁴

C7



[B]

F

G/F

A^b/F

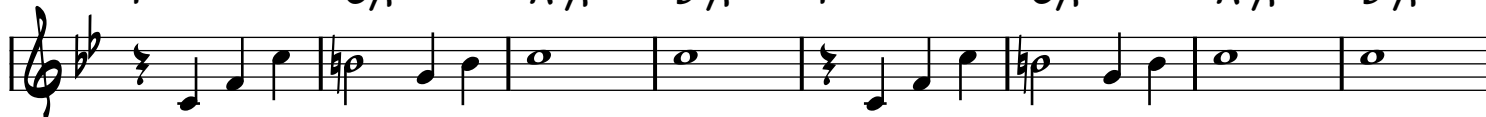
B^b/F

F

G/F

A^b/F

B^b/F



B^b

C/B^b

A-7

A^b7



G-7

B^b-7

E^b6



Loop to [A]

G

Rainbow Road

from Mario Kart 64

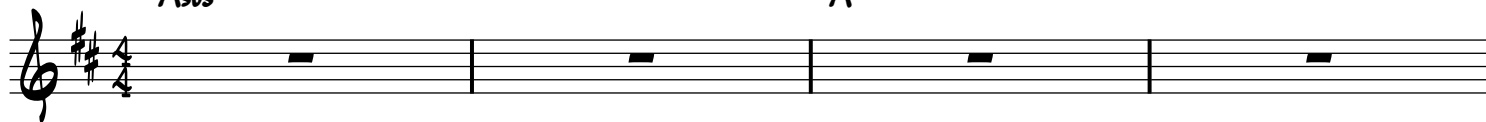
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

Asus⁴

A



[A]

Asus⁴

A

Asus²

A

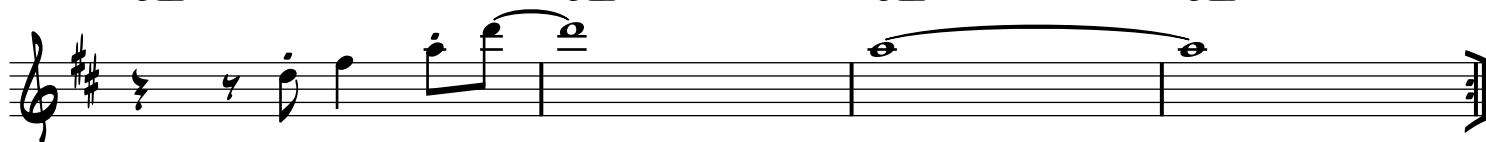


GΔ⁷

GΔ⁷#11

GΔ¹³

GΔ⁹



[B]

D

E-7

DΔ⁷/F#

G



D/A

Asus⁴

A



D

E-7

DΔ⁷/F#

G

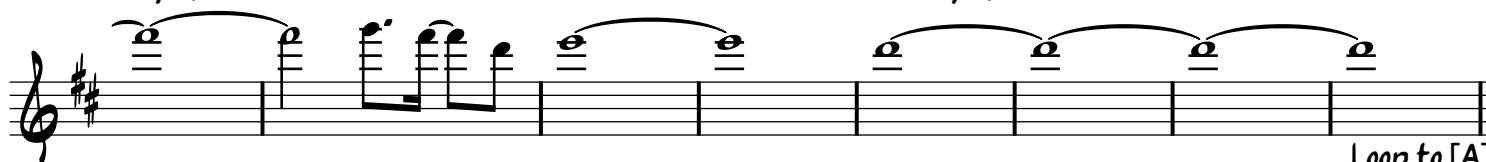


D/A

Asus⁴

A

B^bΔ⁷/A



Loop to [A]

G

Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

A $\text{♩} = 134$
G-7 D7 G-7 D7

B C-7 F BbΔ7 EbΔ7 A-7b5 D7 G7

C-7 F BbΔ7 EbΔ7 A-7b5 D7 G G7

C C-7 F7 BbΔ7 EbΔ7 A-7b5 D7 G7

C-7 F7 BbΔ7 EbΔ7 A-7b5 D7 G-7

Loop to top

G

Super Bell Hill

from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths ♩ = 112

N.C.



[A]

Bb

G-7



Eb

F7



Bb

G-7



Eb

F7

Bb

Bb



[B]

Eb

D-7

G7



C-7

F7

Bb

C-7

C#°

D-7



Eb

E°7

Bb/F

G7

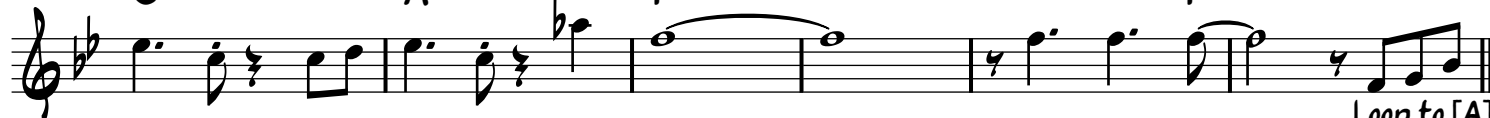


C-7

Ab

F

F+



Loop to [A]

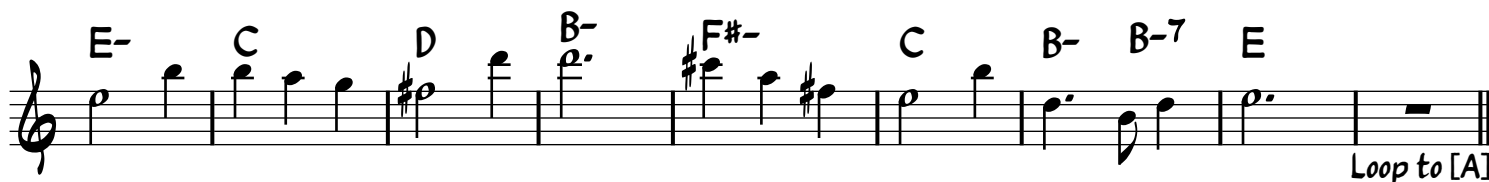
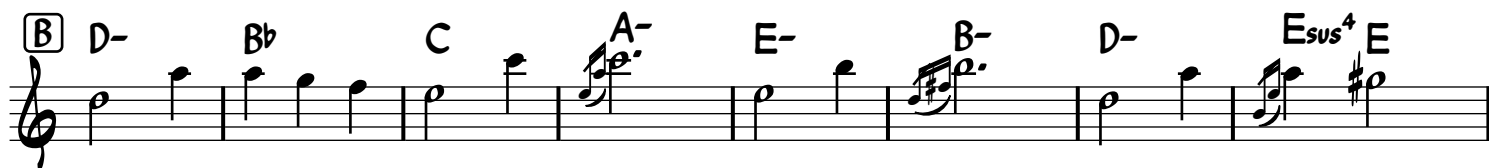
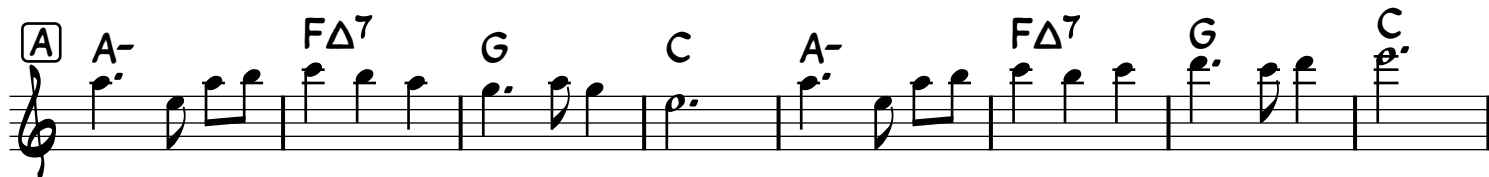
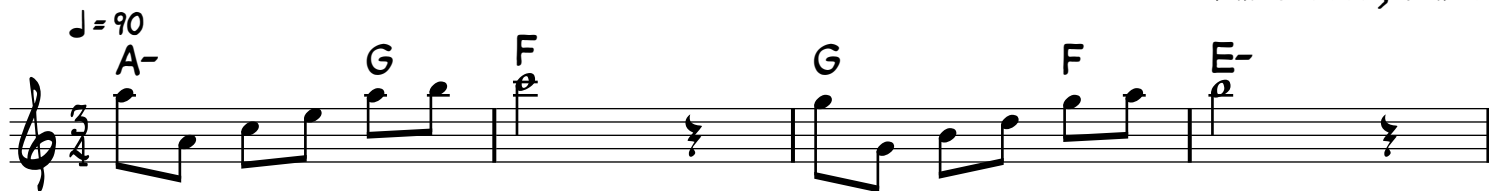
G

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie



G

Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100

F-7

/ / A^b G^o



F-7

/ / A^b G^o



A

D^b7

E^b7



D^b7

E^b7

C7^b9



B

B^b-7

C-7

D^bΔ⁷

E^b



B^b-7

C-7

F-

E^b7

D^bΔ⁷

C-7



B^b-7

C-7

D^bΔ⁷

E^b



B^b-7

C7^{sus}4

C



Loop to top

G

Title Screen

from Wii Sports

Composed by Kazumi Totaka

Transcribed by David Chihlas

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

[A] E F \sharp - E/G \sharp C \sharp - B/D \sharp $\text{E}^{\text{add}9}/\text{G}\sharp$ A $^{\text{add}9}$

E/B F \sharp -/C \sharp B/D \sharp A/C \sharp A-/C E/B F \sharp /A \sharp

[B] A E/G \sharp A/C \sharp B

B-/ A/C \sharp D-/ C/E F F/A F/C

B \flat /D F/C C/B \flat A $7_{\text{sus}4}$ A 7 A 7 /G

[C] D/F \sharp G D/F \sharp B- C \sharp /B B \flat -7 E \flat -7

G \sharp -7 B/C \sharp E/F \sharp A/B / / B 7

Loop to [A]

G

Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

$\text{♩} = 134$



Loop to [A]