

F

# Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114

**[A]** G C

G/B G-/Bb A-7 D7

G G7 C C#°

1. G 2. G

**[B]** C G/B A-7 D7 G C G/B A-7 G/A G

C C- B- Bb- A-7 D7 G C C- B- Bb- A-7 G/A G

**[C]** G7 C7

1. C C- D7 2. C C#° D+

Loop to [A]

F

# Wii Shop Channel

from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa ♩ = 74

B-7/A



[A] DΔ7



GΔ7

G-7

C7



F#-7

F°7

E-7

B7b9/D#



E-7

Eb9

DΔ7

C#-7

F#7



[B] BΔ7



B-7

E7

AΔ7

A#-7b5

A7b9



G#-7

G-Δ7b5

G°7

F#-7

B7



EΔ9

E-9

N.C.



Loop to [A]

F

# Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180

**[A]** F- DbΔ<sup>7</sup> C- F-

(F-) DbΔ<sup>7</sup> C- F-

(F-) Eb/D<sup>b</sup> Eb F-

**[B]** (F-) Eb F- Eb Db

(Db) Eb Db

Loop to top

F

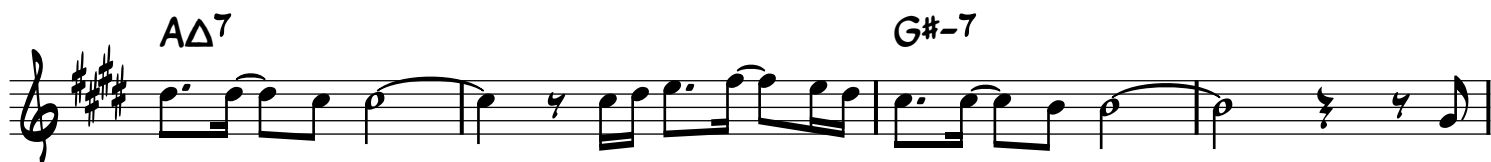
# Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112  
N.C.



F

# Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing  $\text{♩} = 100$ 

[A] A-9



B-9

1.

E7#5

2.

(B-9)

E7#5

E7



[B]

FΔ7

C/E

D-7

CΔ7

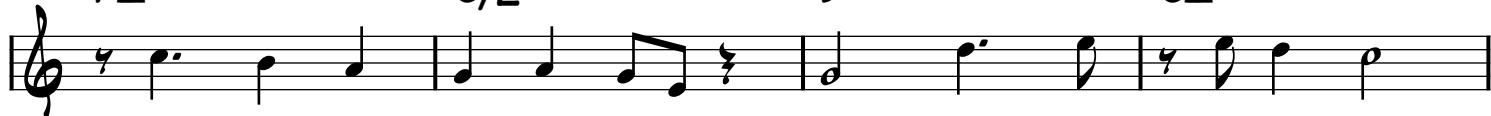


FΔ7

C/E

D-7

CΔ7



FΔ7

C/E

D-7

CΔ7



B-7b5

E7#5

E7

A-9



Loop to [A]

F

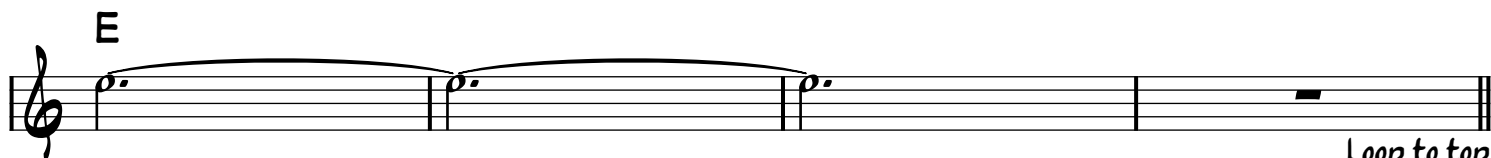
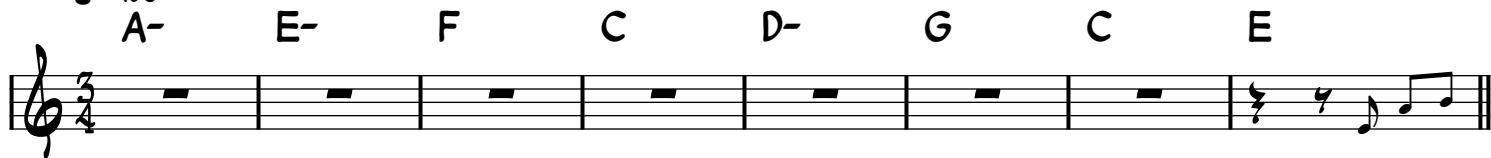
# Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160



Loop to top

F

# Professor E. Gadd's Laboratory

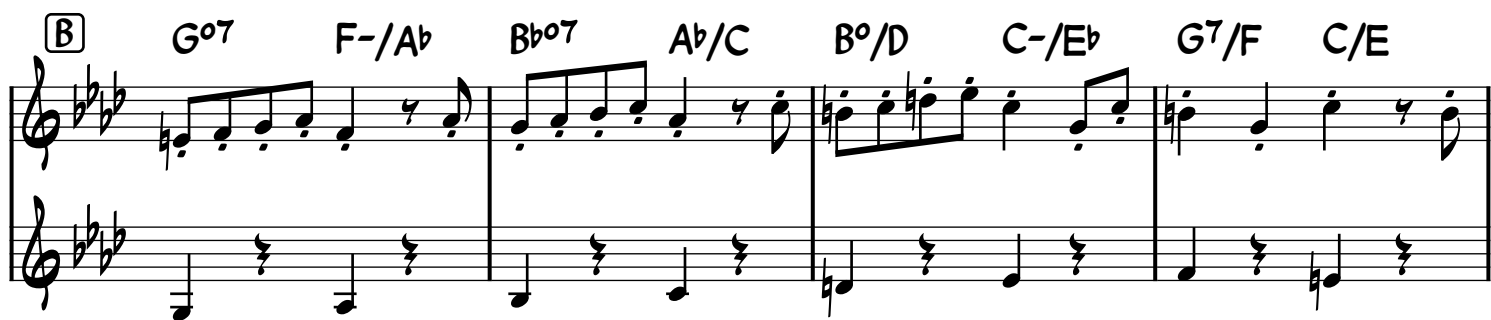
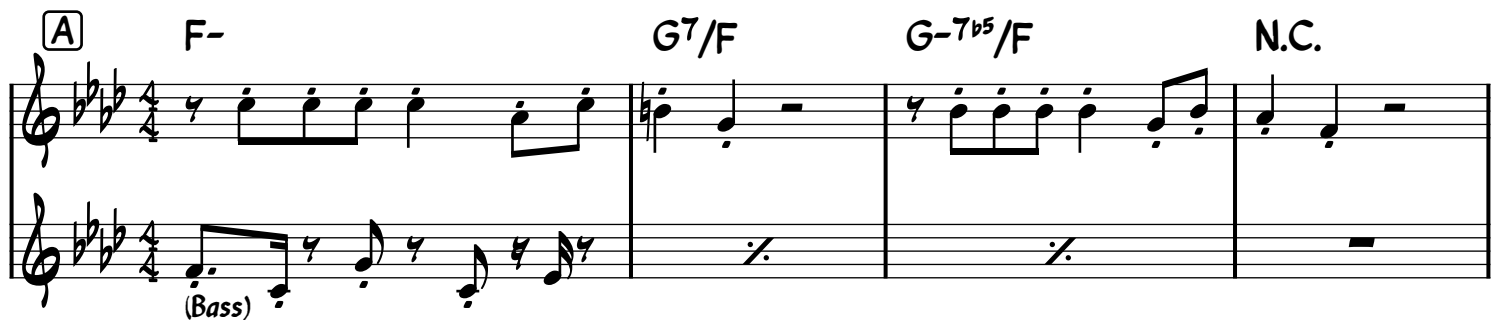
from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

A<sup>b</sup>5



F

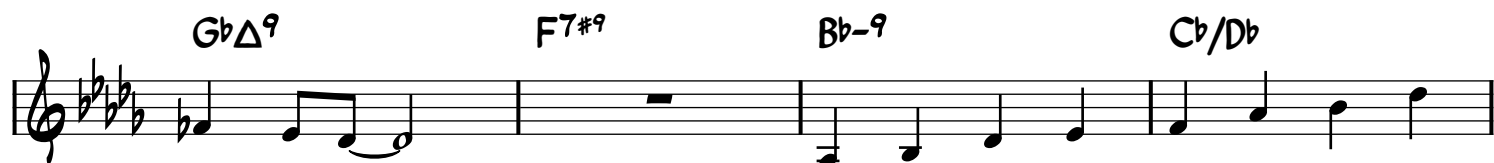
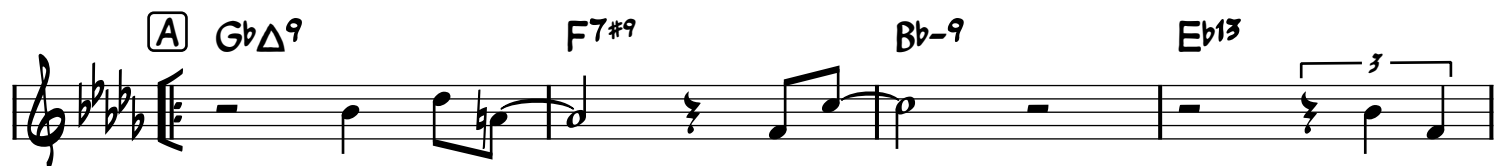
# K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths  $\text{♩} = 84$



Loop to [A]



F

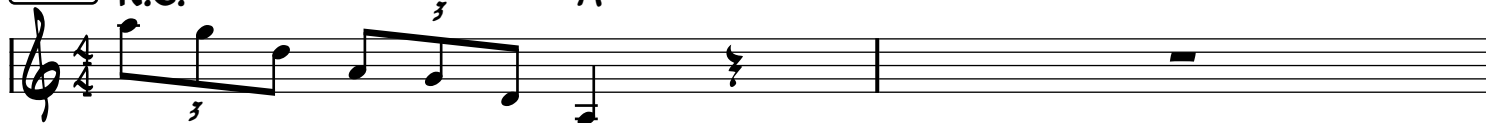
# Koopa's Road

from Super Mario 64

Composed by Koji Kondo  
Transcribed by Jonathan Aldrich

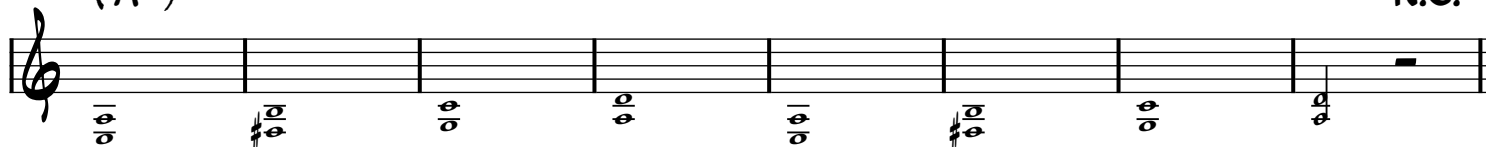
March ♩ = 135

Intro N.C.



(A<sup>5</sup>)

N.C.



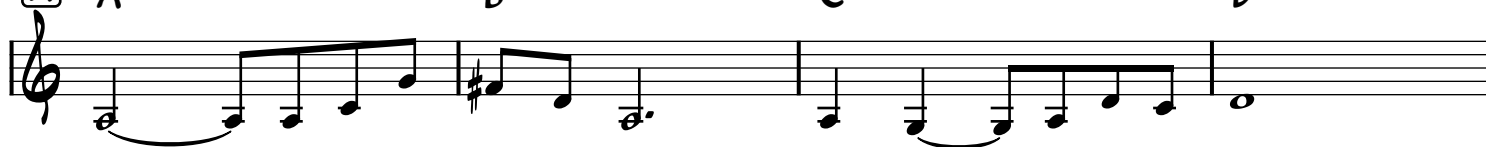
A

A<sup>5</sup>

B<sup>5</sup>

C<sup>5</sup>

D<sup>5</sup>



A<sup>5</sup>

B<sup>5</sup>

C<sup>5</sup>

D<sup>5</sup>



C7(no<sup>3</sup>)

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

E<sup>b</sup>5

F



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

B7(no<sup>3</sup>)

C7(no<sup>3</sup>)

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



B

E<sup>b</sup>Δ<sup>7</sup>

D7

E<sup>b</sup>Δ<sup>7</sup>

D7

E<sup>b</sup>Δ<sup>7</sup>

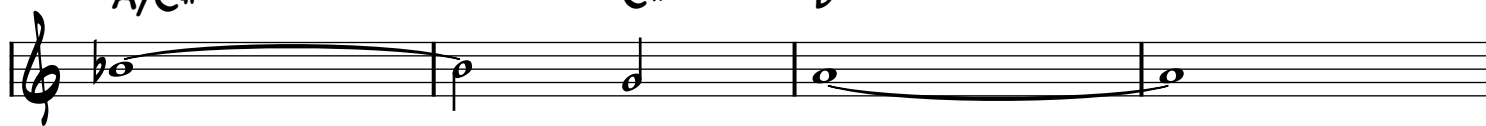
D7



A/C#

C#<sup>o</sup>7

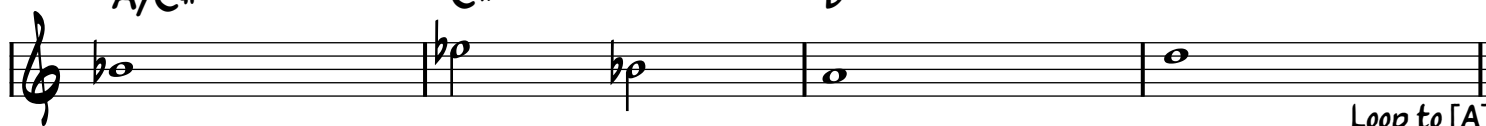
D7



A/C#

C#<sup>o</sup>7

D7



Loop to [A]

F

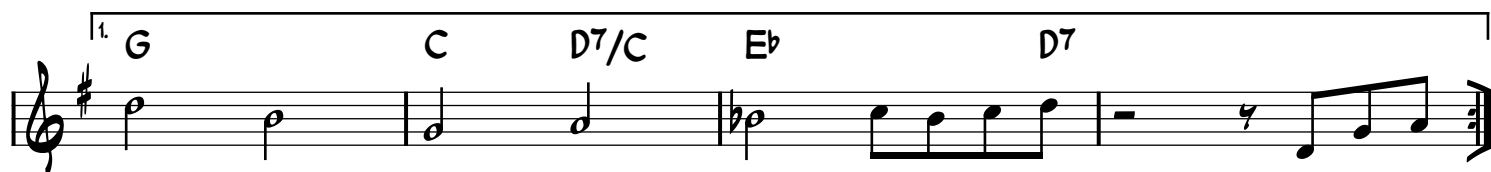
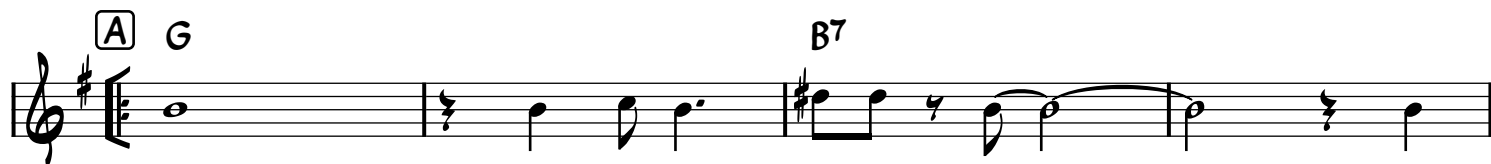
# Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

F

# Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead Sheet by Ashanti Mills

♩ = 156

[A]

F#-7

B/F#

D/F#

E/F#



F#-7

B

G

A/G



Rhythm simile

F#-7

B/F#

D/F#

C#-7



F#-7

B

G

GΔ7



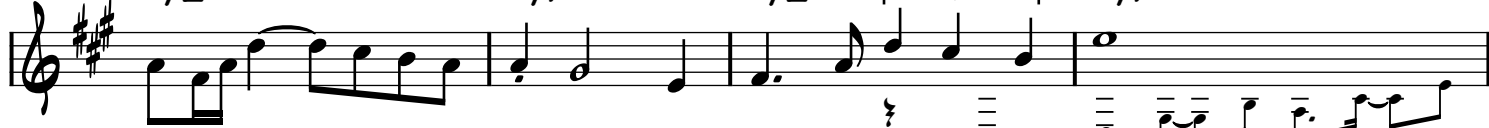
[B]

D/E

E/F#

D/E

E/F#



D-7

E-7

D-7

G/A



D/E

E/F#

D/E

E/F#



BbΔ7

C

D/G#

C#7b5



Loop to top

F

# Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 121



Loop to top

F

# Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose  
Transcribed by Zack Wong

♩ = 120

Intro

AbΔ<sup>9</sup>

Ab

AbΔ<sup>7</sup>

Ab



[A]

Ab

C- / / C

F-

E+

Ab/Eb

D-7b5



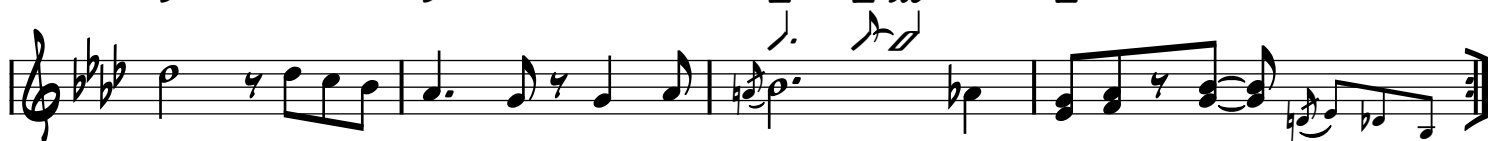
1. Db

D°

Eb

Eb<sup>sus4</sup>

Eb



2. Db

D°

Eb

Eb<sup>sus4</sup>

Eb



[B]

C-7

C7

F-

E+

C-7

C7

F-

Bb7



Db

D-7b5

Eb<sup>sus4</sup>

Eb



Loop to [A]

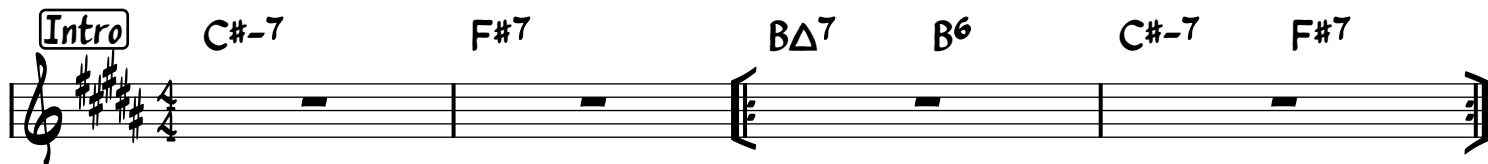
# F Butter Building

from Kirby's Adventure

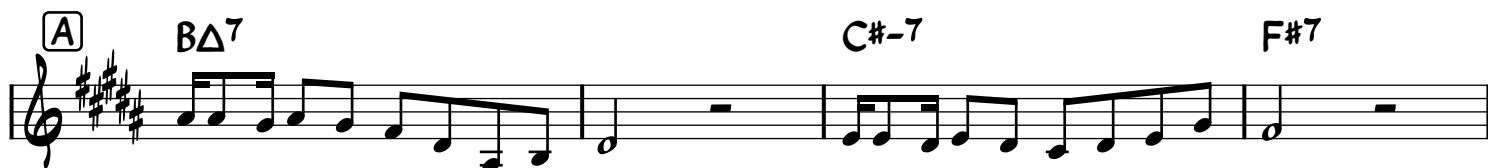
Composed by Hirokazu Ando  
Transcribed by JohnStacy

♩ = 160

**Intro** C#-7 F#7 BΔ7 B6 C#-7 F#7

The intro consists of two measures. The first measure is a whole rest with a C#-7 chord above it. The second measure is a whole rest with an F#7 chord above it. A double bar line follows, then another measure with a whole rest and a BΔ7 chord, followed by a final measure with a whole rest and a B6 chord. A double bar line follows, then another measure with a whole rest and a C#-7 chord, followed by a final measure with a whole rest and an F#7 chord. A double bar line ends the section.

**A** BΔ7 C#-7 F#7

Section A is an 8-measure phrase. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with a BΔ7 chord. Measure 3: whole rest with a C#-7 chord. Measures 4-5: eighth-note melody (B4, C#5, D5, E5) with an F#7 chord. Measure 6: whole rest. Measure 7: eighth-note melody (F#4, G#4, A4, B4). Measure 8: whole rest.

BΔ7 C#-7 F#7

Continuation of Section A. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with a BΔ7 chord. Measure 3: whole rest with a C#-7 chord. Measures 4-5: eighth-note melody (B4, C#5, D5, E5) with an F#7 chord. Measure 6: eighth-note melody (F#4, G#4, A4, B4). Measure 7: eighth-note melody (B4, C#5, D5, E5). Measure 8: quarter rest.

**B** EΔ7 D#-7

Section B is an 8-measure phrase. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with an EΔ7 chord. Measures 3-4: eighth-note melody (B4, C#5, D5, E5) with a D#-7 chord. Measure 5: eighth-note melody (F#4, G#4, A4, B4). Measure 6: eighth-note melody (B4, C#5, D5, E5). Measure 7: eighth-note melody (F#4, G#4, A4, B4). Measure 8: whole rest.

C#-7 BΔ7

Continuation of Section B. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with a C#-7 chord. Measures 3-4: eighth-note melody (B4, C#5, D5, E5) with a BΔ7 chord. Measure 5: eighth-note melody (F#4, G#4, A4, B4). Measure 6: eighth-note melody (B4, C#5, D5, E5). Measure 7: eighth-note melody (F#4, G#4, A4, B4). Measure 8: whole rest.

EΔ7 D#-7

Continuation of Section B. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with an EΔ7 chord. Measures 3-4: eighth-note melody (B4, C#5, D5, E5) with a D#-7 chord. Measure 5: eighth-note melody (F#4, G#4, A4, B4). Measure 6: eighth-note melody (B4, C#5, D5, E5). Measure 7: eighth-note melody (F#4, G#4, A4, B4). Measure 8: whole rest.

C#-7 E/F# F#7

Continuation of Section B. Measures 1-2: eighth-note melody (F#4, G#4, A4, B4) with a C#-7 chord. Measures 3-4: eighth-note melody (B4, C#5, D5, E5) with an E/F# chord. Measure 5: eighth-note melody (F#4, G#4, A4, B4) with an F#7 chord. Measure 6: eighth-note melody (B4, C#5, D5, E5). Measure 7: eighth-note melody (F#4, G#4, A4, B4). Measure 8: whole rest. The text "Loop to [A]" is written below the staff.

F

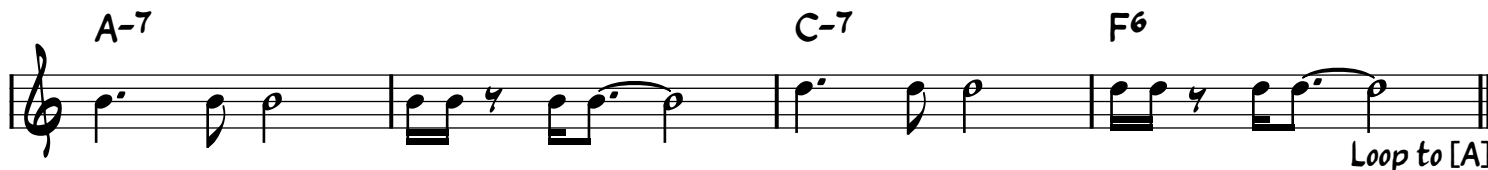
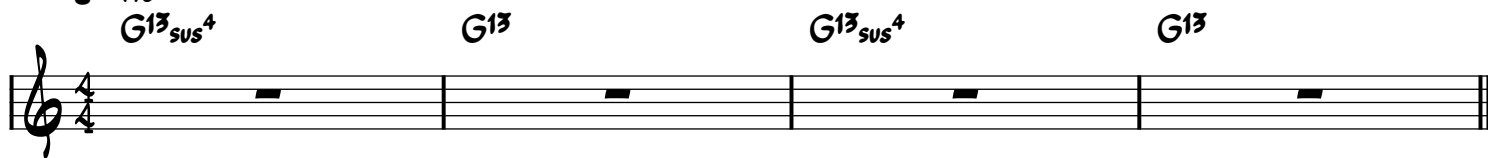
# Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

♩ = 148



Loop to [A]

F

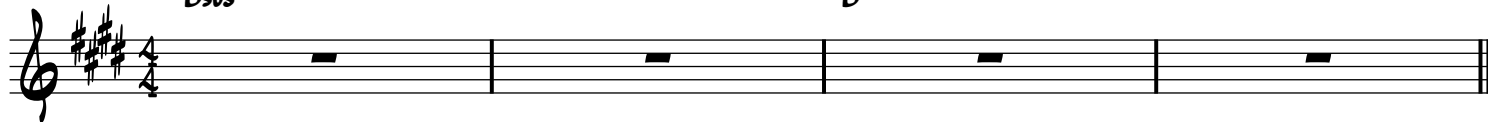
# Rainbow Road

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138  
B<sub>sus</sub><sup>4</sup>



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

B

B

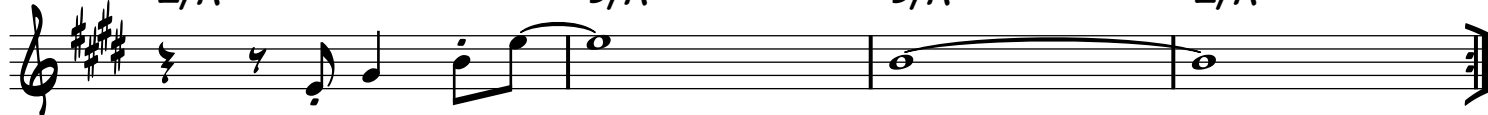


E/A

B/A

B/A

E/A



[B]

E

F#-7

G#-7

A



E/B

B<sub>sus</sub><sup>4</sup>

B



E

F#-7

G#-7

A

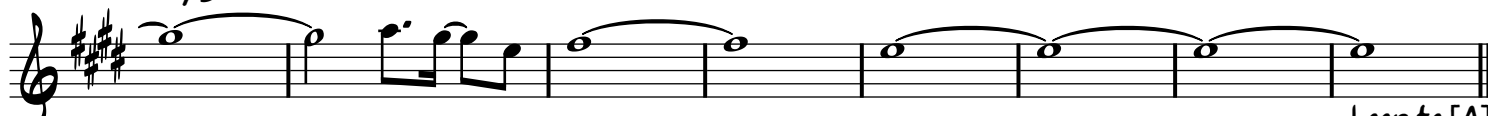


E/B

B<sub>sus</sub><sup>4</sup>

B

CΔ<sup>7</sup>



Loop to [A]



F

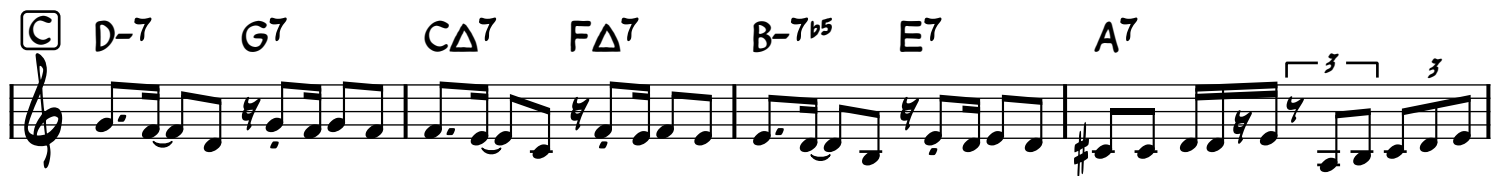
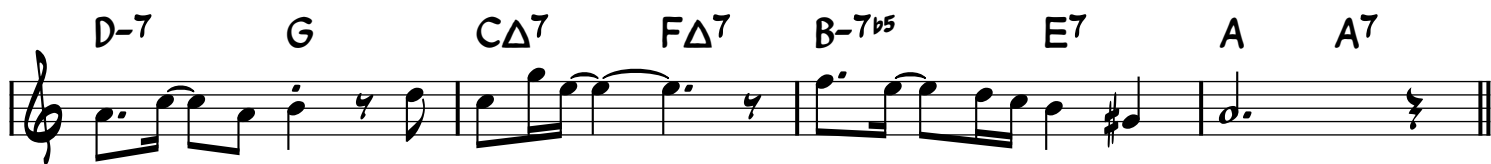
# Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Loop to top



F

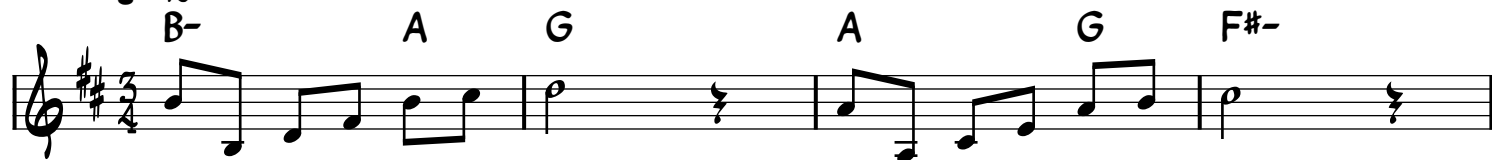
# To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 90$



F

# Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100



Loop to top

F

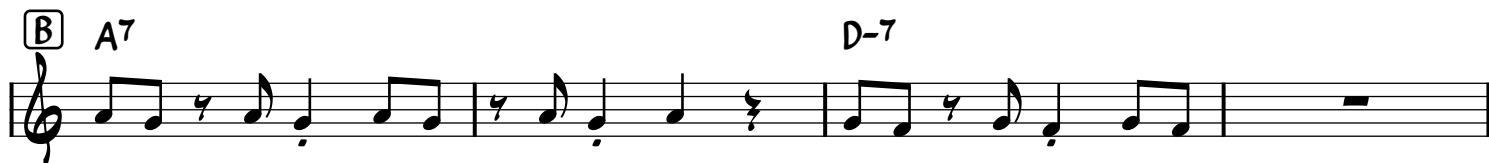
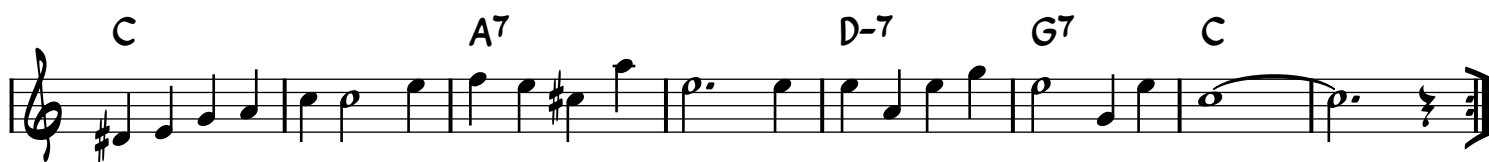
# Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

$\text{♩} = 134$



Loop to [A]