

Bb

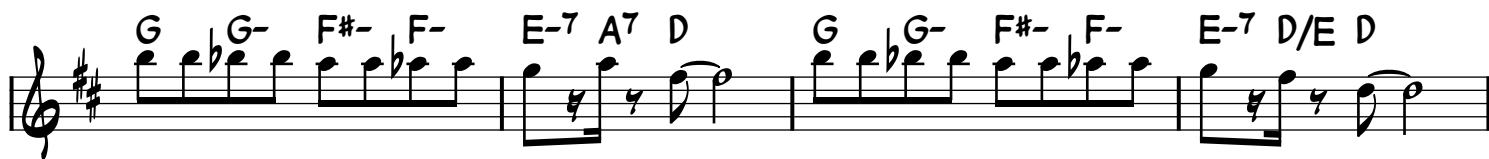
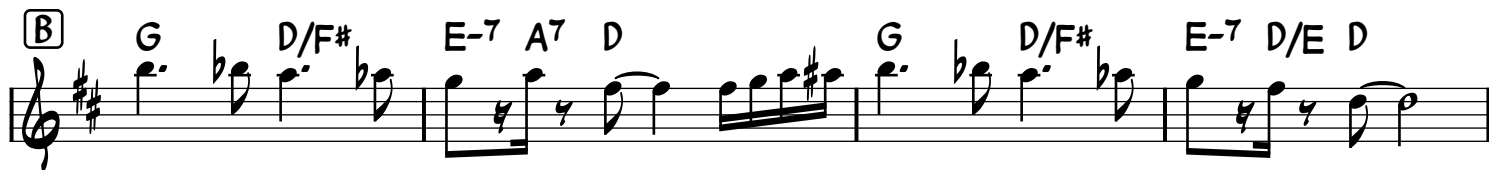
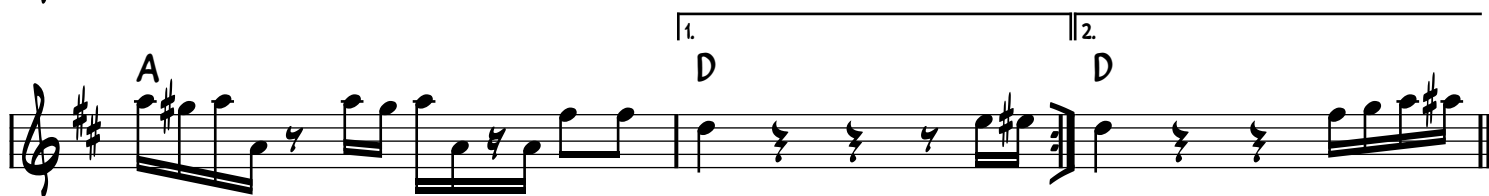
Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114



Bb

Wii Shop Channel

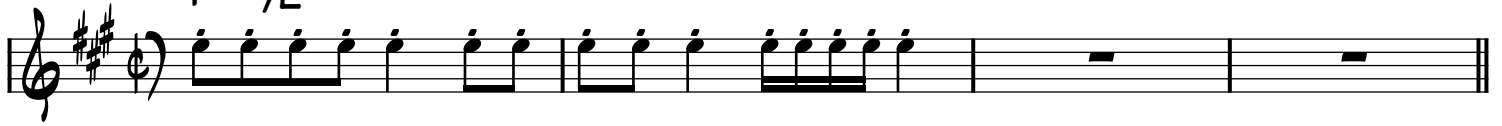
from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa ♩ = 74

F#-7/E



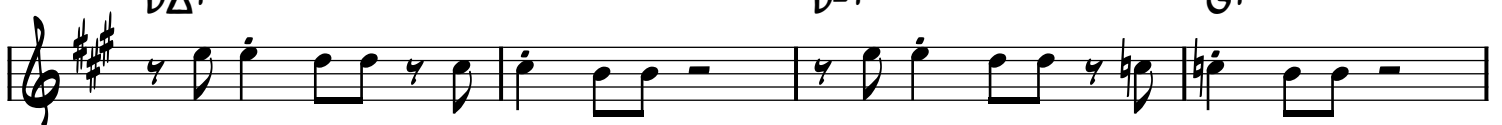
[A] AΔ7



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



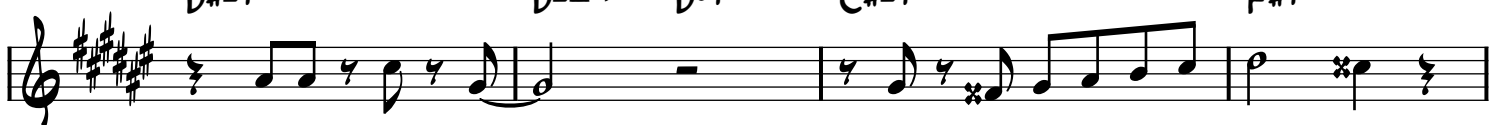
D#-7

D-Δ7b5

D°7

C#-7

F#7



BΔ9

B-9

N.C.



Loop to [A]

Bb

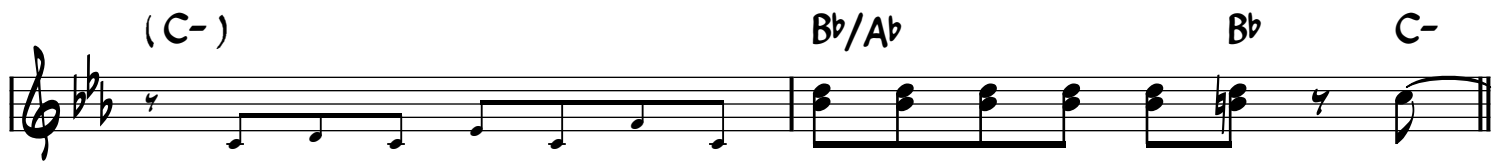
Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180



Loop to top

Bb

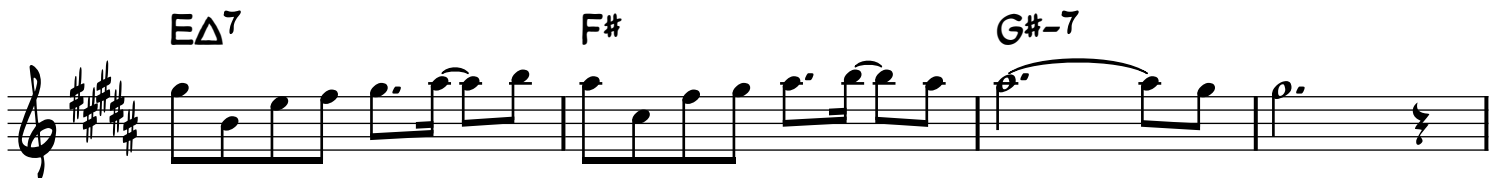
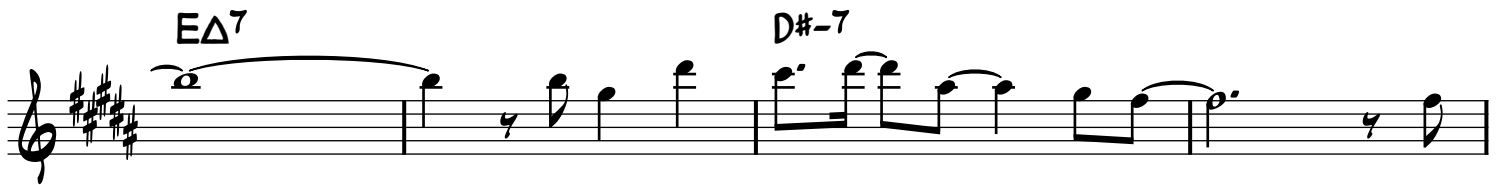
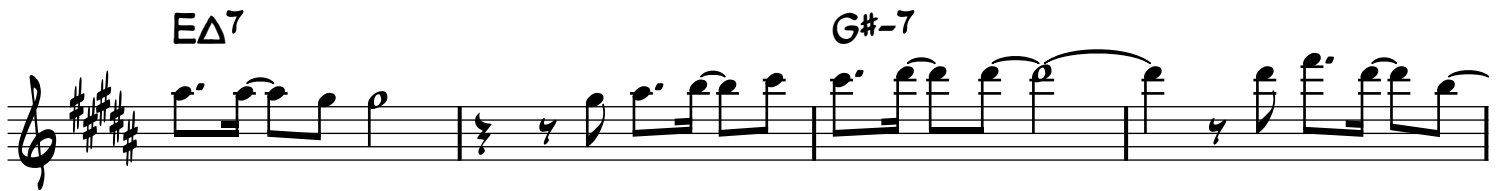
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



Loop to [A]

Bb

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] E-9

F#-9

1. B7#5

2. (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]

Detailed description of the musical score: The score is written for a single melodic line and a bass line. The key signature is B-flat major (two sharps). The time signature is 4/4, with a swing feel and a tempo of 100 beats per minute. The first staff is the main melody, starting with a key signature change to B-flat major. The second staff contains a first ending (B7#5) and a second ending (F#-9, B7#5, B7). The third and fourth staves are the bass line, featuring chords CΔ7, G/B, A-7, and GΔ7. The fifth staff is a continuation of the bass line. The sixth staff contains the final chords F#-7b5, B7#5, B7, and E-9, followed by a 'Loop to [A]' instruction.

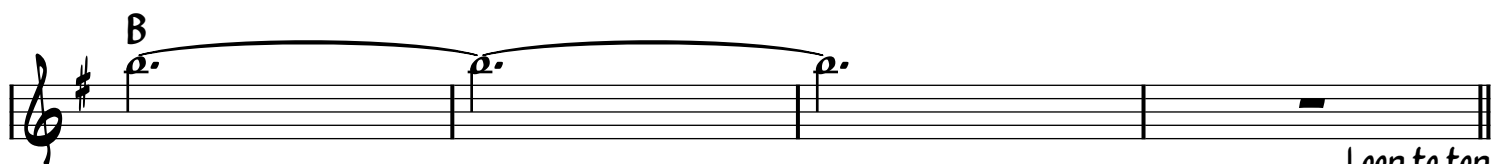
Bb

Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie



Loop to top

Bb

Professor E. Gadd's Laboratory

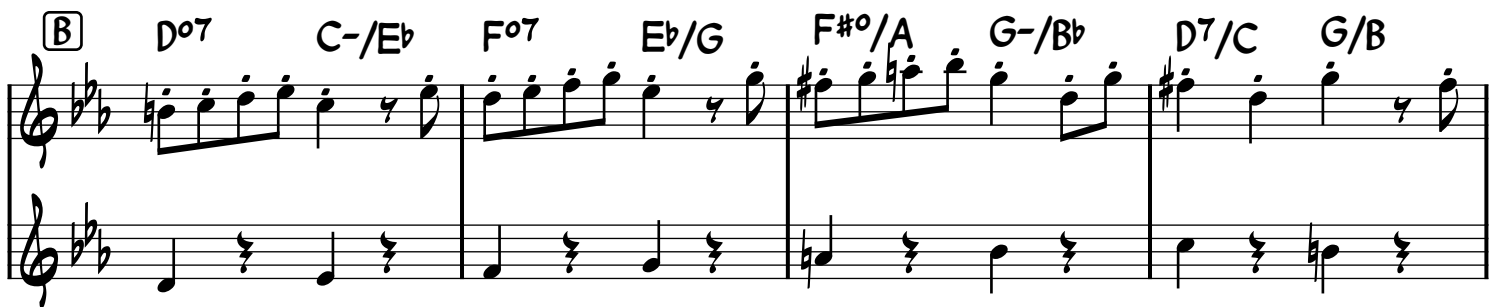
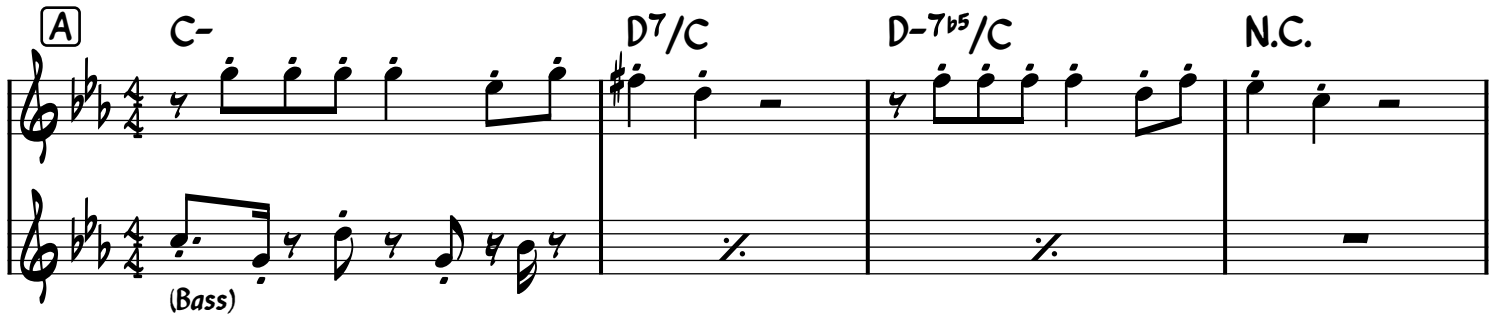
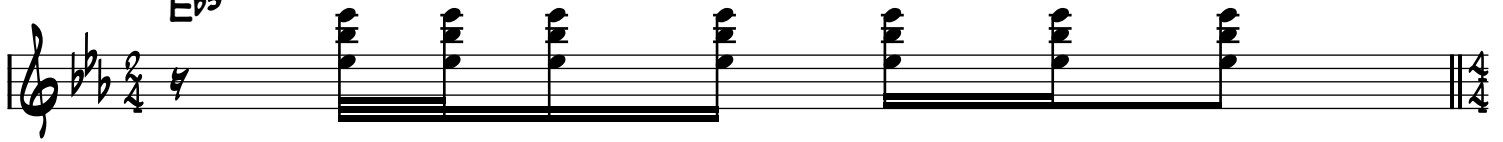
from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

E^b5



Loop to [A]

Bb

Koopa's Road

from Super Mario 64

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

March ♩ = 135

Intro N.C. E⁵

(E⁵) N.C.

[A] E⁵ F^{#5} G⁵ A⁵

E⁵ F^{#5} G⁵ A⁵

G⁷(no³) A⁷(no³) B^{b5} C

E⁷(no³) F^{#7}(no³) G⁷(no³) A⁷(no³)

[B] B^bΔ⁷ A⁷ B^bΔ⁷ A⁷ B^bΔ⁷ A⁷

E/G[#] G^{#o7} A⁷

E/G[#] G^{#o7} A⁷

Loop to [A]

Bb

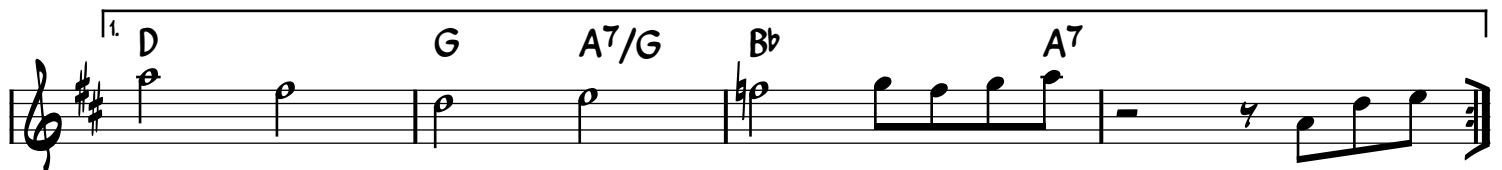
Casino Night Zone

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#^{tr}

FΔ7 G A/D# G#7b5

Loop to top

Bb

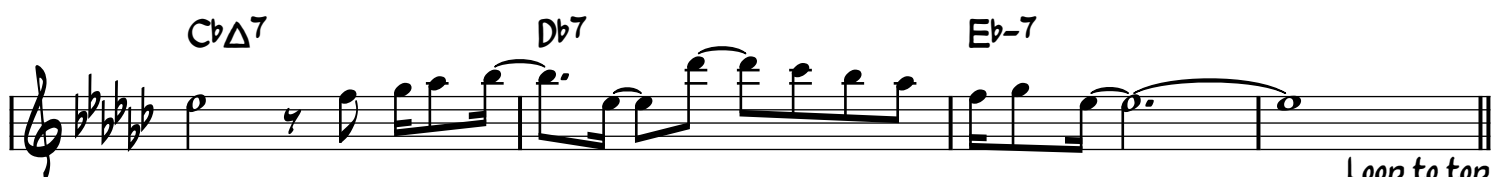
Guile's Theme

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

E^bΔ⁹

E^b

E^bΔ⁷

E^b



[A]

E^b

G⁻ / / G

C⁻

B⁺

E^b/B^b

A-7^{b5}



1.

A^b

A^o

B^b

B^b_{sus}⁴

B^b



2.

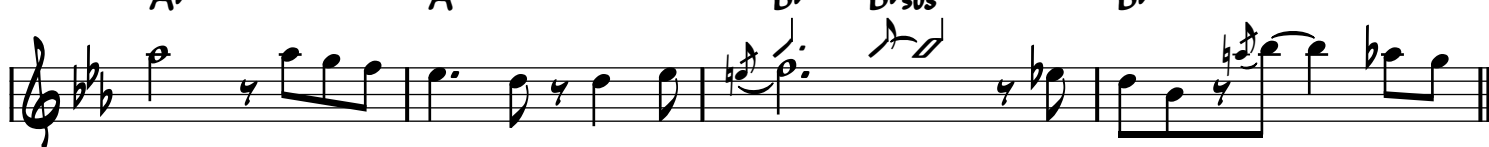
A^b

A^o

B^b

B^b_{sus}⁴

B^b



[B]

G-7

G7

C⁻

B⁺

G-7

G7

C⁻

F7



A^b

A-7^{b5}

B^b_{sus}⁴

B^b



Loop to [A]

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

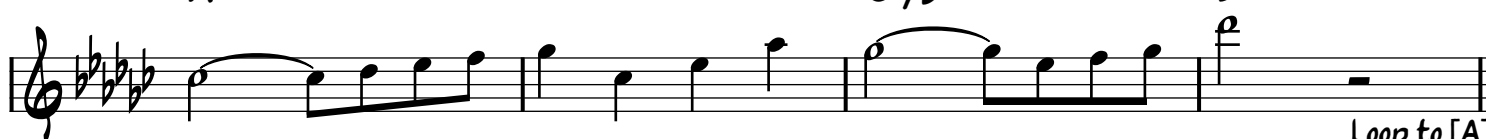
Bb-7



Ab-7

Cb/Db

Db7



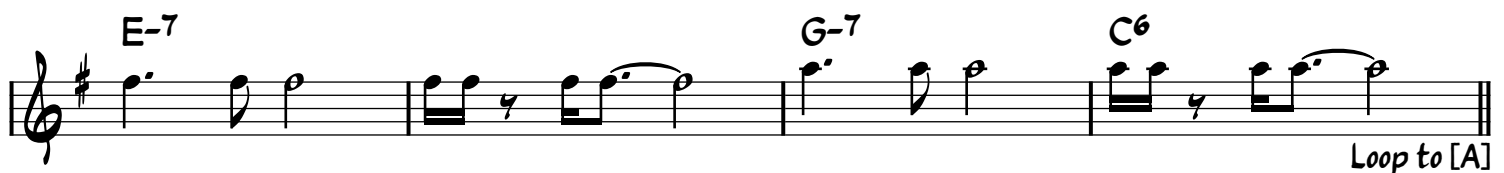
Loop to [A]

Bb

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka
Transcribed by Jer Roque



Bb

Rainbow Road

from Mario Kart 64

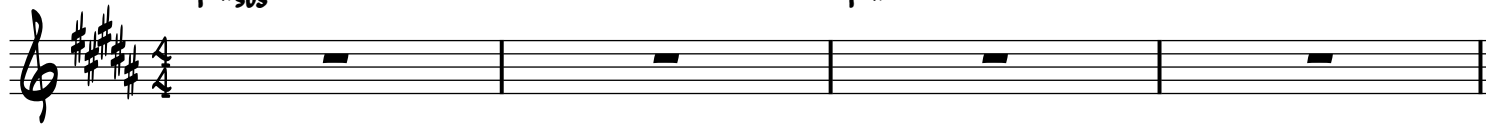
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

F#sus⁴

F#



[A] F#sus⁴

F#

F#sus²

F#

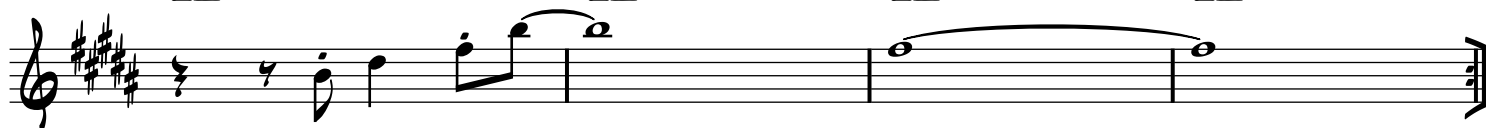


EΔ⁷

EΔ^{7#11}

EΔ¹³

EΔ⁹



[B]

B

C#-7

BΔ⁷/D#

E



B/F#

F#sus⁴

F#



B

C#-7

BΔ⁷/D#

E

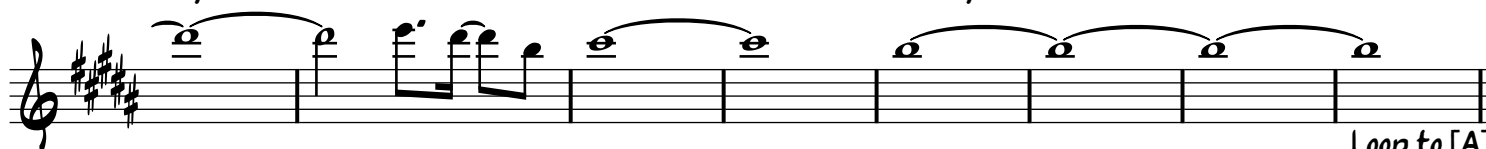


B/F#

F#sus⁴

F#

GΔ⁷/F#



Loop to [A]

Bb

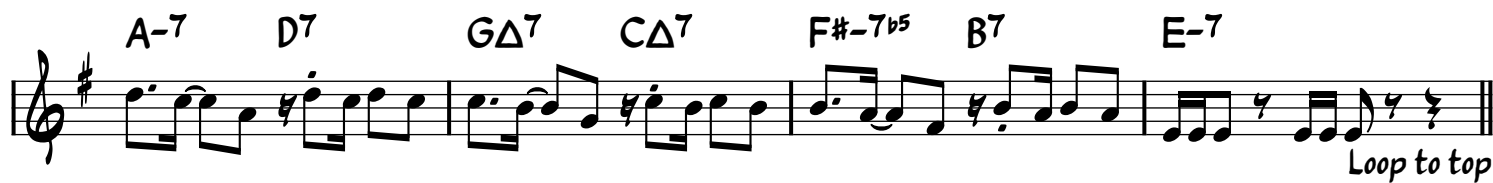
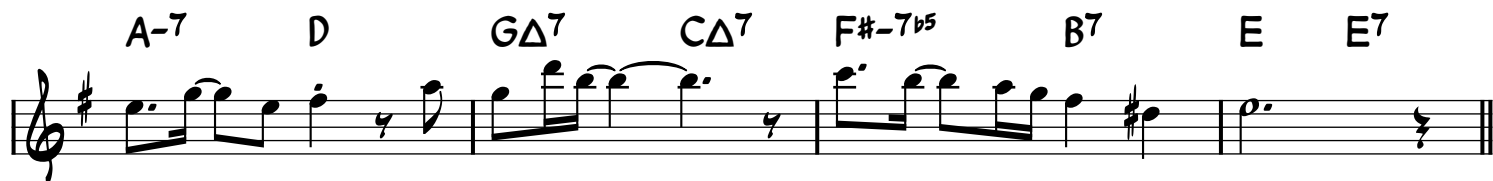
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Loop to top

Bb

Super Bell Hill

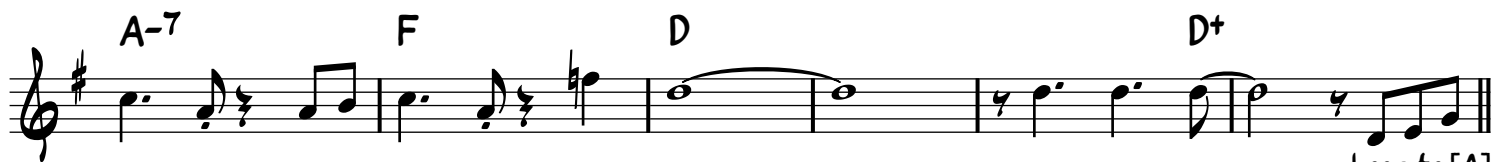
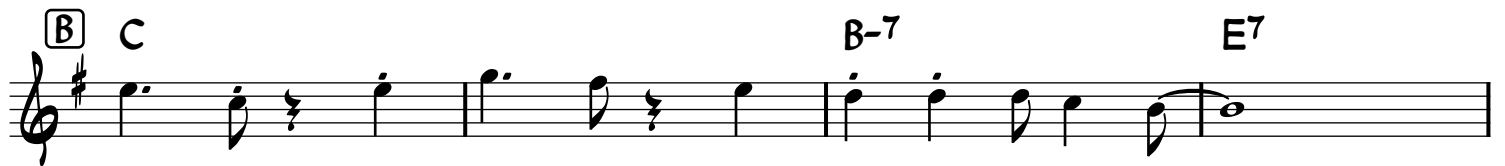
from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths $\text{♩} = 112$

N.C.



Loop to [A]

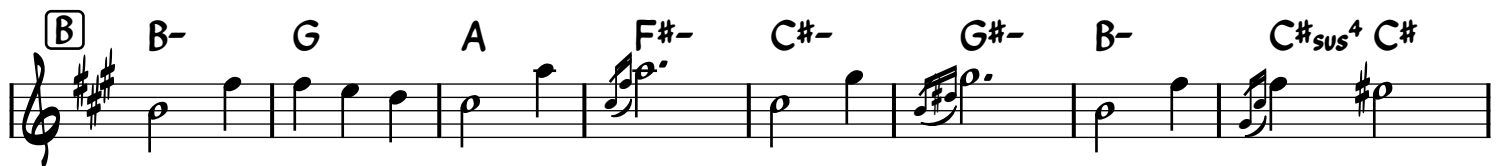
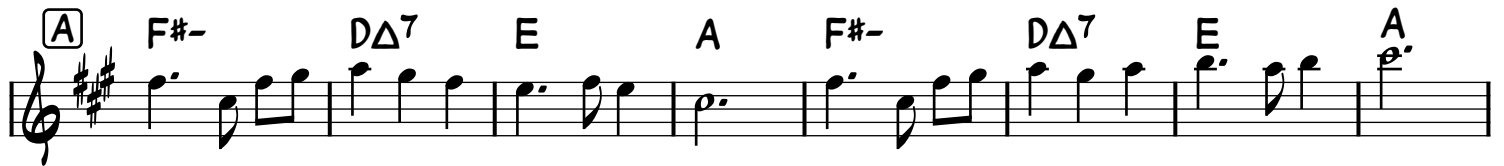
Bb

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie



Loop to [A]

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

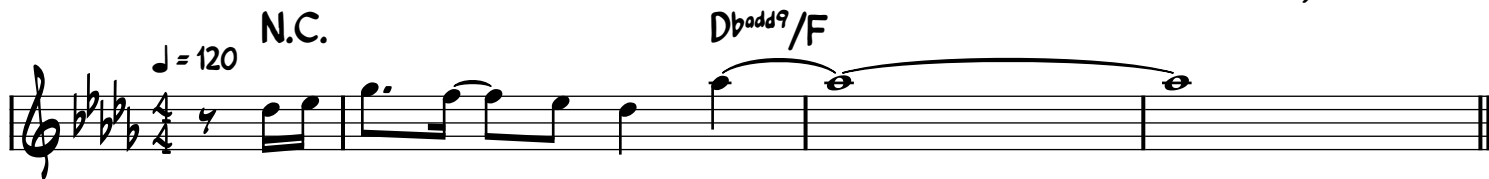
Title Screen

from Wii Sports

Composed by Kazumi Totaka

Transcribed by David Chihlas

♩ = 120 N.C. Db^{add9}/F



[A] Db Eb- Db/F Bb- Ab/C Db^{add9}/F G^{badd9}



Db/Ab Eb-/Bb Ab/C Gb/Bb Gb-/A Db/Ab Eb/G



[B] Gb Db/F Gb/Bb Ab



Ab- Gb/Bb Cb- A/D^b D D/G^b D/A



G/B D/A A/G G^{b7sus4} G^{b7} G^{b7}/F^b



[C] B/D[#] E B/D[#] G^{#-} A[#]/G[#] G-7 C-7



F-7 Ab/Bb Db/Eb Gb/Ab / / Ab7



Loop to [A]

