

G

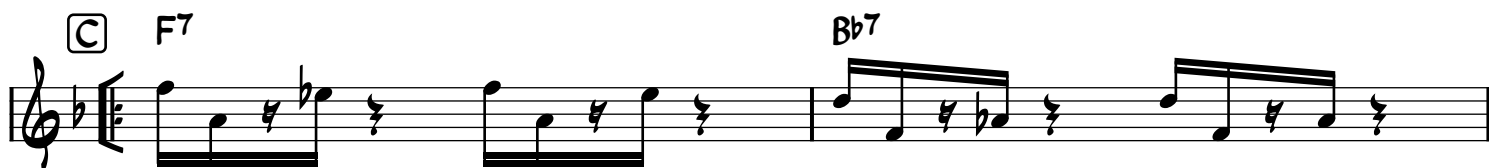
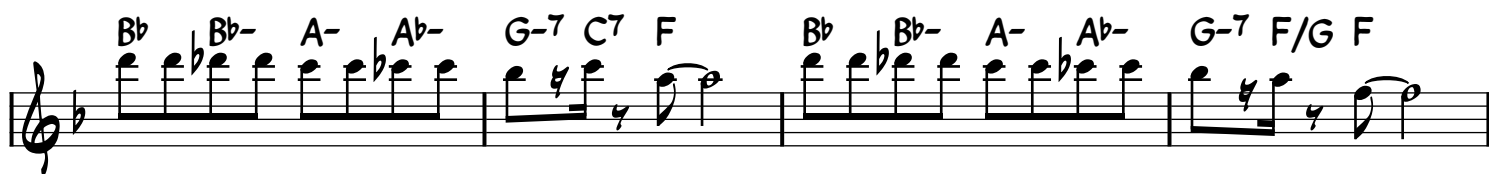
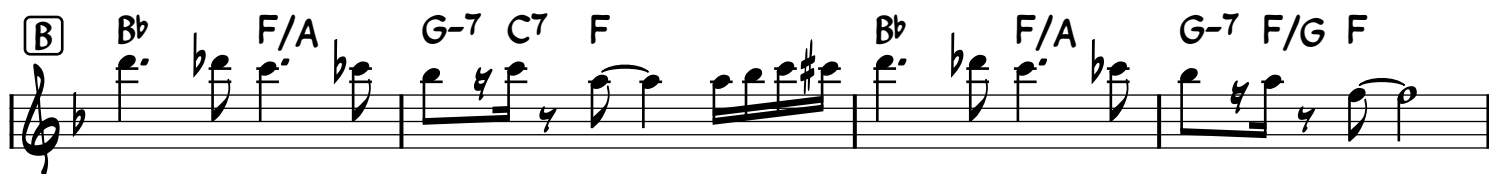
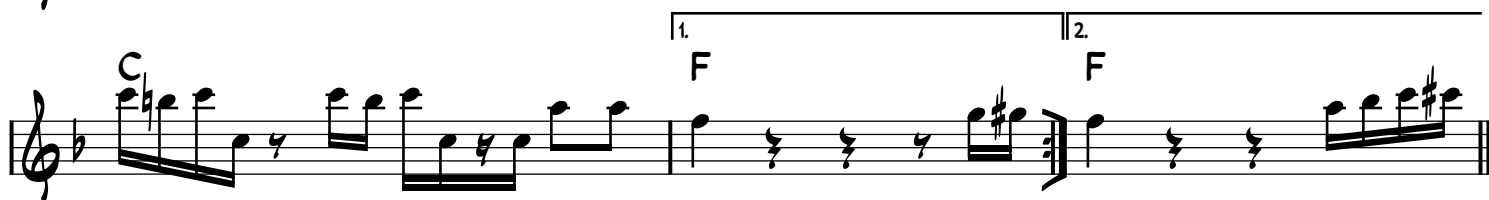
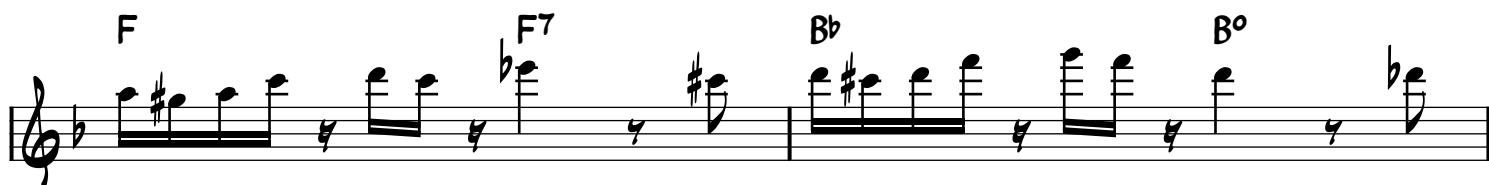
Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114



Loop to [A]

G

Wii Shop Channel

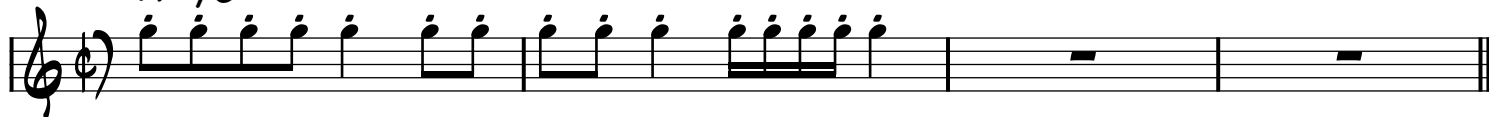
from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa ♩ = 74

A-7/G



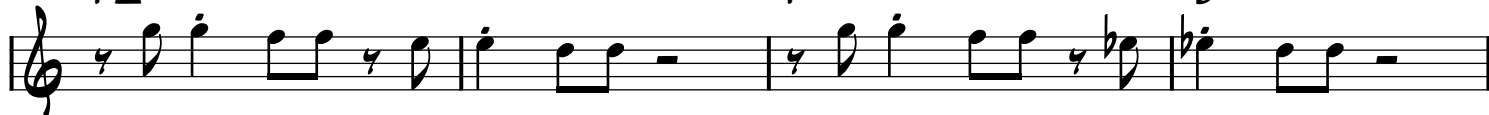
[A] CΔ7



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



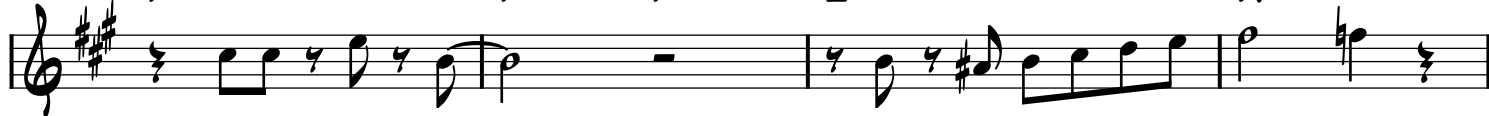
F#-7

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



A-9

1.

D7#5

2. (A-9)

D7#5

D7



[B]

E \flat Δ 7

B \flat /D

C-7

B \flat Δ 7



E \flat Δ 7

B \flat /D

C-7

B \flat Δ 7



E \flat Δ 7

B \flat /D

C-7



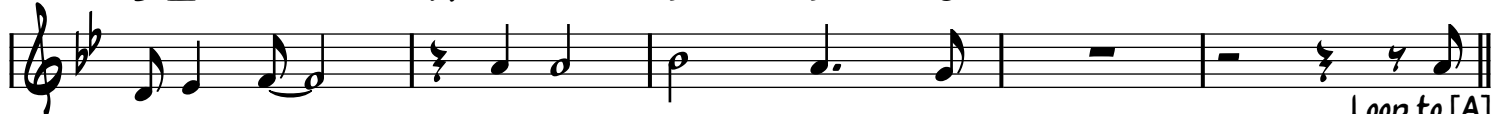
B \flat Δ 7

A-7 \flat 5

D7#5

D7

G-9



Loop to [A]

G

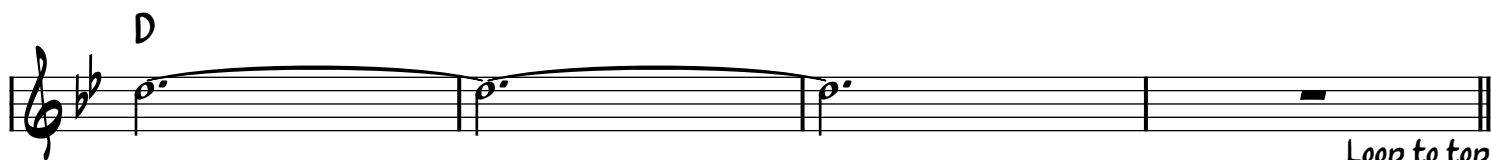
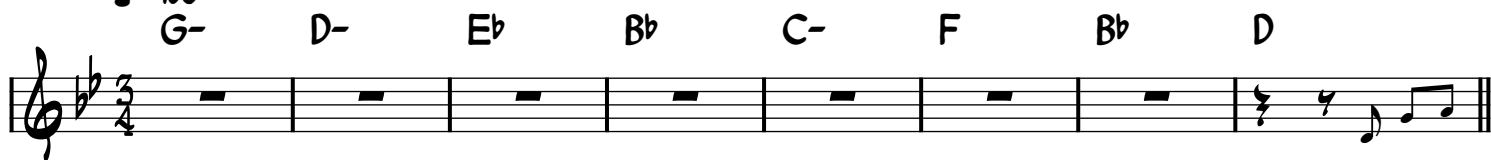
Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

$\text{♩} = 160$



Loop to top

G

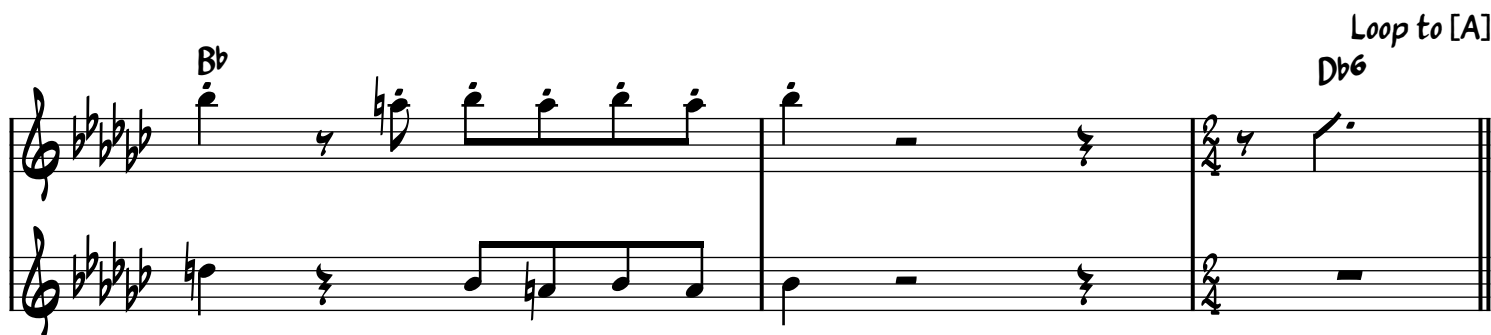
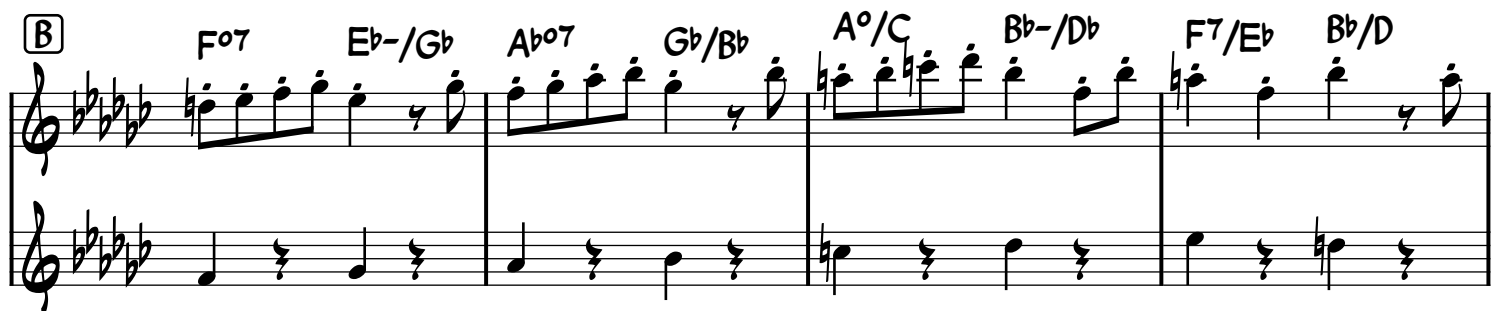
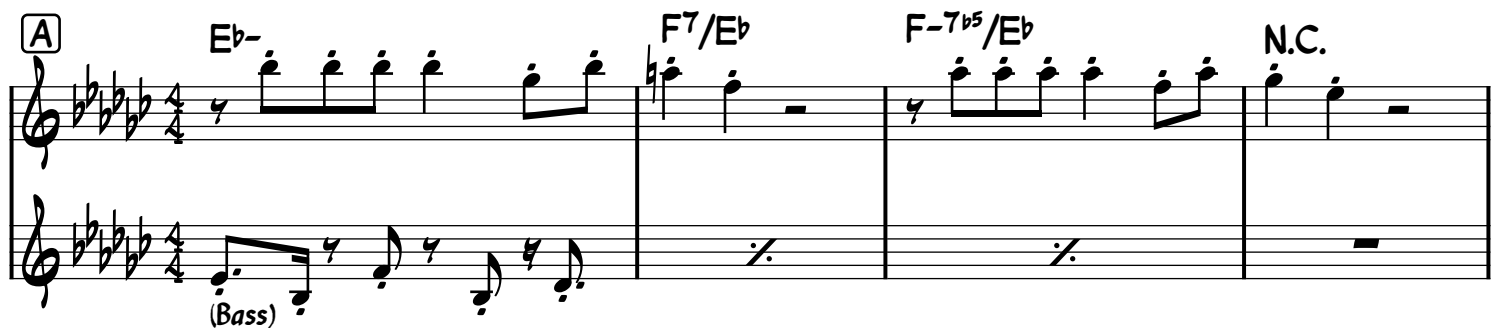
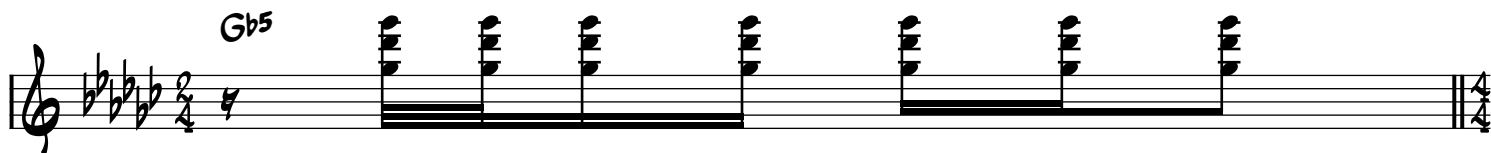
Professor E. Gadd's Laboratory

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90



G

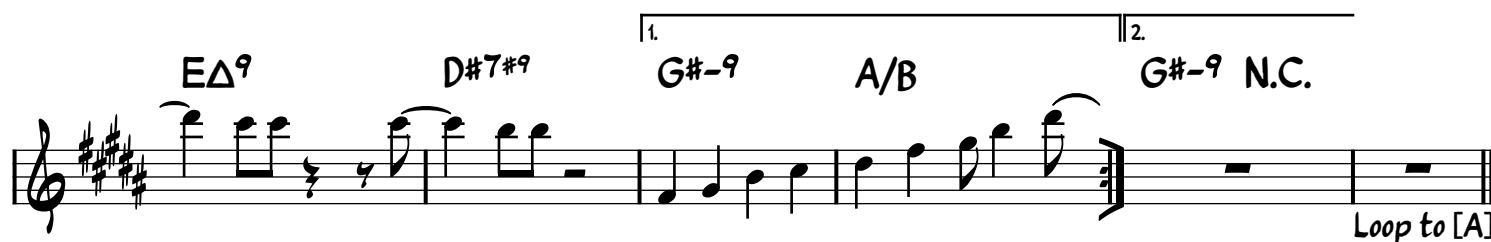
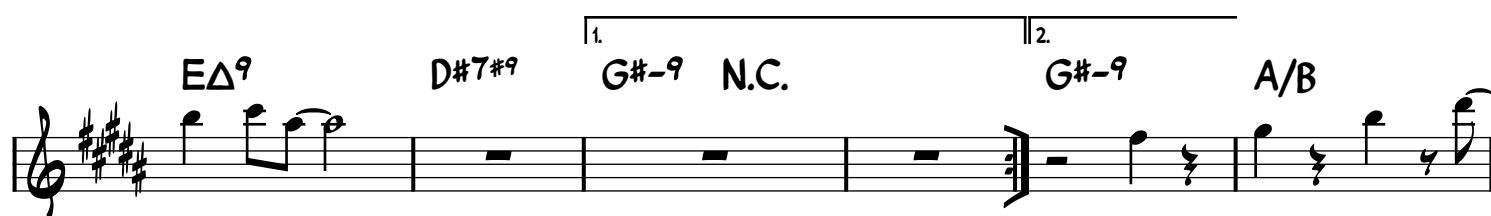
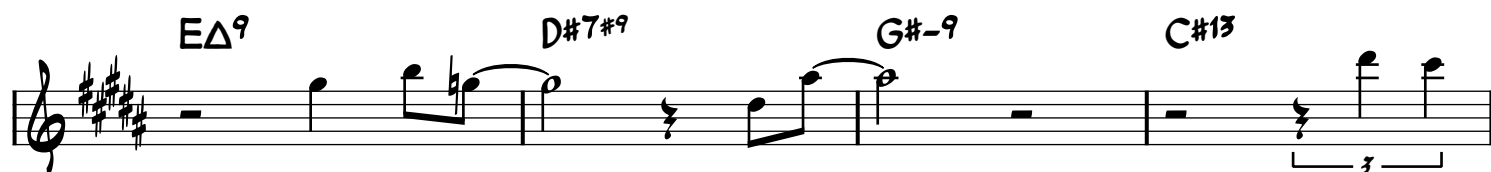
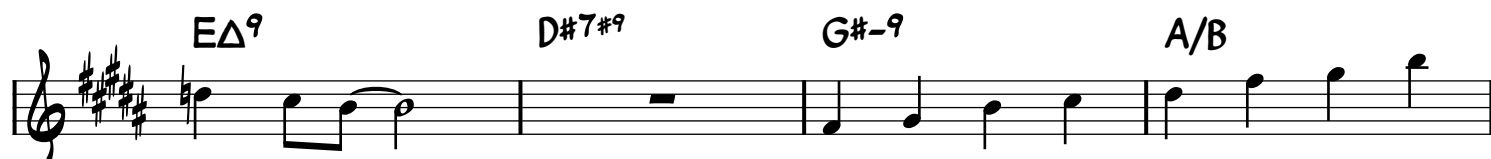
K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths ♩ = 84



Loop to [A]

G

Koopa's Road

from Super Mario 64

Composed by Koji Kondo

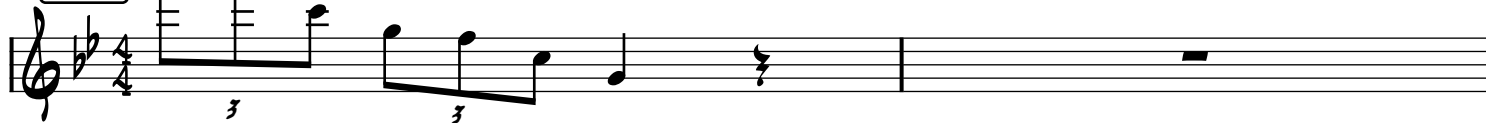
Transcribed by Jonathan Aldrich

March ♩ = 135

N.C.

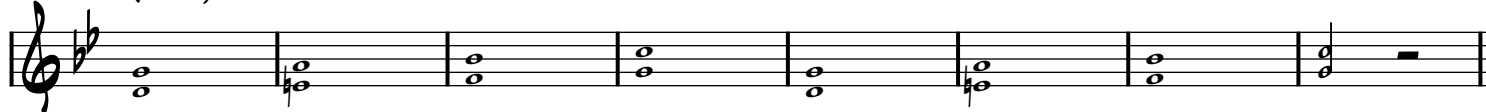
G⁵

Intro



(G⁵)

N.C.



[A]

G⁵

A⁵

B^b5

C⁵



G⁵

A⁵

B^b5

C⁵



B^b7(no³)

C7(no³)

D^b5

E^b



G7(no³)

A7(no³)

B^b7(no³)

C7(no³)



[B]

D^bΔ⁷

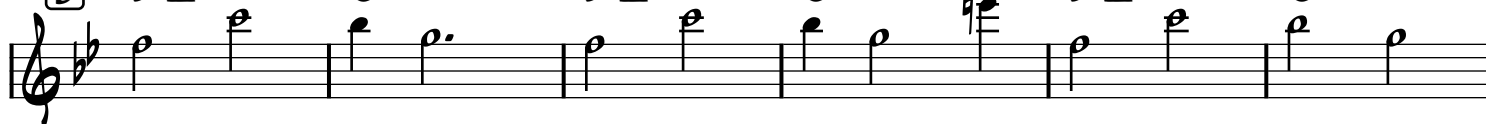
C⁷

D^bΔ⁷

C⁷

D^bΔ⁷

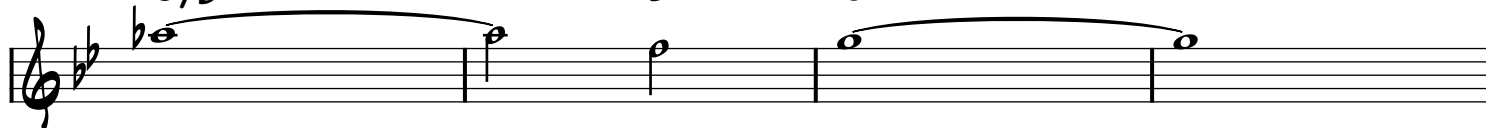
C⁷



G/B

B^o7

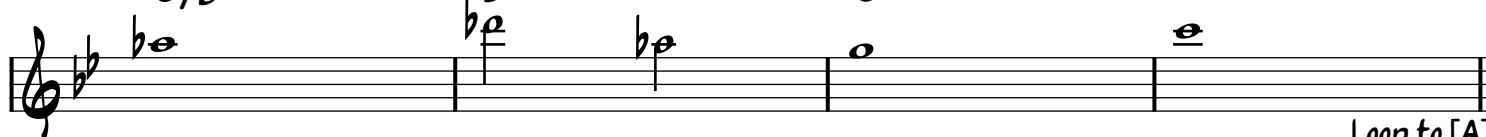
C⁷



G/B

B^o7

C⁷



Loop to [A]

G

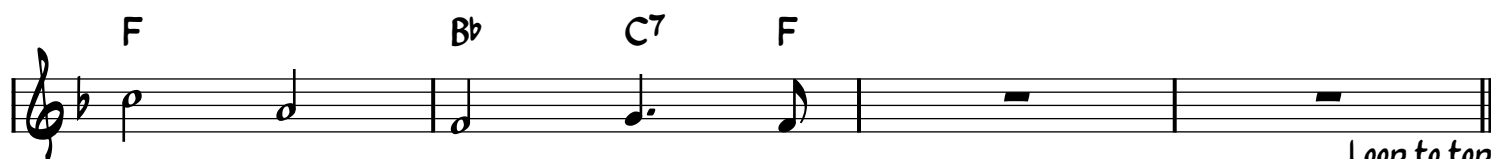
Casino Night Zone

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

$\text{♩} = 156$

A

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 $F\Delta^7$

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

$A^b\Delta^7$ 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 of music in G major (one sharp). The first measure has a whole rest with a B-7 chord. The second measure has a whole rest with an E7 chord. The third measure has a whole rest with an AΔ7 chord. The fourth measure has a whole rest with an A6 chord. The piece ends with a double bar line.


A AΔ7 B-7 E7

Section A consists of four measures. The first measure has a quarter-note melody (G4, A4, B4) with an AΔ7 chord. The second measure has a whole rest with a B-7 chord. The third measure has a quarter-note melody (B4, A4, G4) with an E7 chord. The fourth measure has a whole rest.

AΔ7 B-7 E7

This block continues Section A with four measures. The first measure has a quarter-note melody (G4, A4, B4) with an AΔ7 chord. The second measure has a whole rest with a B-7 chord. The third measure has a quarter-note melody (B4, A4, G4) with an E7 chord. The fourth measure has a quarter-note melody (F#4, E4) with an E7 chord, ending with a quarter rest.

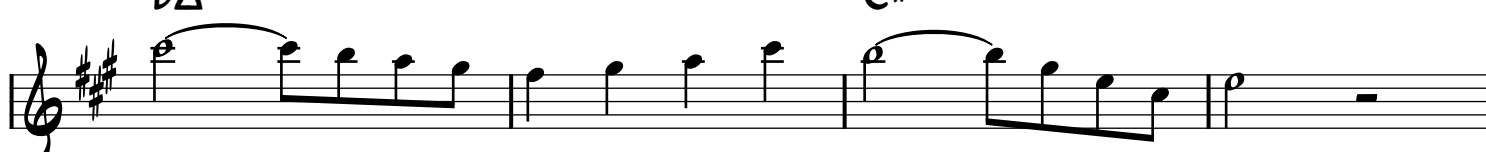
B DΔ7 C#-7

Section B consists of four measures. The first measure has a half-note melody (G4, A4) with a DΔ7 chord. The second measure has a half-note melody (B4, A4) with a DΔ7 chord. The third measure has a half-note melody (G4, F#4) with a C#-7 chord. The fourth measure has a whole rest.


B-7 AΔ7

This block continues Section B with four measures. The first measure has a half-note melody (G4, A4) with a B-7 chord. The second measure has a half-note melody (B4, A4) with a B-7 chord. The third measure has a half-note melody (G4, F#4) with an AΔ7 chord. The fourth measure has a whole rest.

DΔ7 C#-7

This block continues Section B with four measures. The first measure has a half-note melody (G4, A4) with a DΔ7 chord. The second measure has a half-note melody (B4, A4) with a DΔ7 chord. The third measure has a half-note melody (G4, F#4) with a C#-7 chord. The fourth measure has a whole rest.

B-7 D/E E7

This block continues Section B with four measures. The first measure has a half-note melody (G4, A4) with a B-7 chord. The second measure has a half-note melody (B4, A4) with a B-7 chord. The third measure has a half-note melody (G4, F#4) with a D/E chord. The fourth measure has a half-note melody (E4) with an E7 chord, ending with a quarter rest.

Loop to [A]

G

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

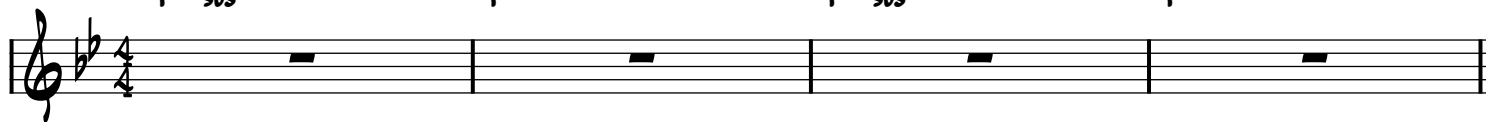
♩ = 148

F13_{sus}⁴

F13

F13_{sus}⁴

F13



[A]

F13_{sus}⁴

F13

F13_{sus}⁴

F13

F13_{sus}⁴

F13



Eb-7

Ab7

Eb-7

Ab7



D-7

G7

D-7

C_{sus}⁴

C7



[B]

F

G/F

Ab/F

Bb/F

F

G/F

Ab/F

Bb/F



Bb

C/Bb

A-7

Ab7



G-7

Bb-7

Eb6



Loop to [A]

G

Rainbow Road

from Mario Kart 64

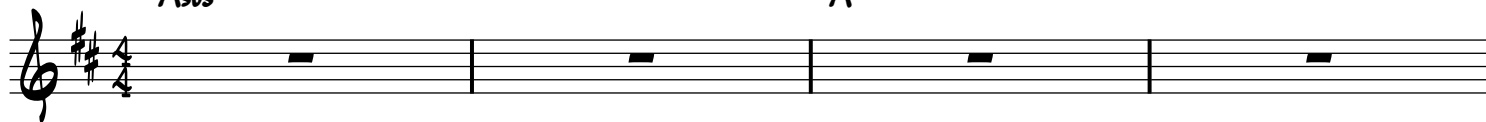
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

Asus⁴

A



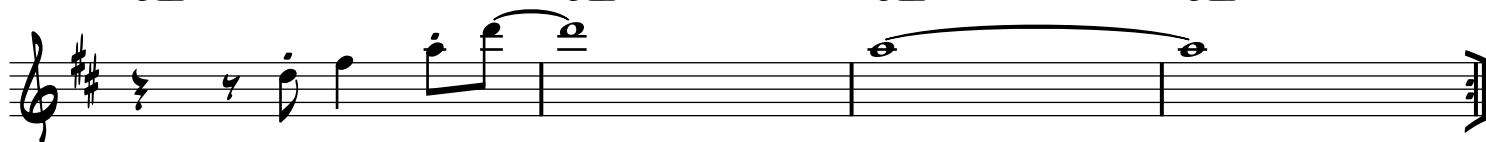
[A]

Asus⁴

A

Asus²

A

GΔ⁷GΔ⁷#11GΔ¹³GΔ⁹

[B]

D

E-7

DΔ⁷/F#

G



D/A

Asus⁴

A



D

E-7

DΔ⁷/F#

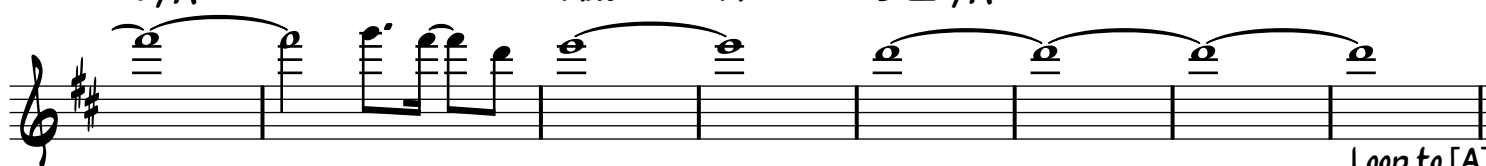
G



D/A

Asus⁴

A

BbΔ⁷/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

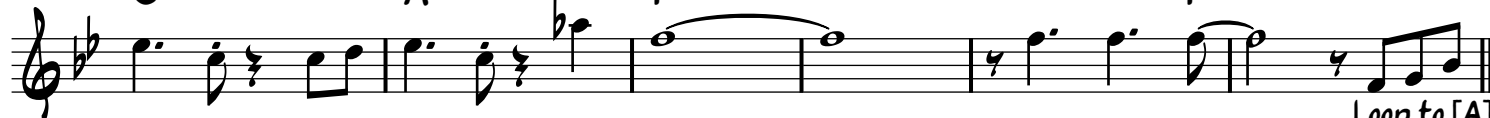


C-7

Ab

F

F+



Loop to [A]

G

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

♩ = 90

Staff 1: A- G F G F E-

Staff 2: F E- D- Bb

Staff 3: [A] A- FΔ7 G C A- FΔ7 G C

Staff 4: A- FΔ7 G C FΔ7 G D- E- F

Staff 5: [B] D- Bb C A- E- B- D- Esus⁴ E

Staff 6: E- C D B- F#- C B- B-⁷ E

Loop to [A]

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

Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

$\text{♩} = 134$



Loop to [A]