

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#°

D 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. G7 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- DbΔ⁷ C- F-

(F-) DbΔ⁷ C- F-

(F-) Eb/D^b 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

The musical score is written in treble clef with a key signature of one sharp (F#). The tempo is marked 'Swing' with a quarter note equal to 100 beats per minute. The score consists of several staves of music. The first staff begins with a double bar line and a key signature change to one sharp. The second staff contains a first ending bracketed over measures 5 and 6, with a second ending starting at measure 7. The third staff begins with a section marker [B]. The fourth, fifth, and sixth staves continue the melody. The seventh staff ends with a double bar line and the instruction 'Loop to [A]'. Chords are indicated above the notes: B-9, E7#5, (B-9), E7#5, E7, FΔ7, C/E, D-7, CΔ7, B-7b5, E7#5, E7, and A-9.

B-9 **E7#5** **(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

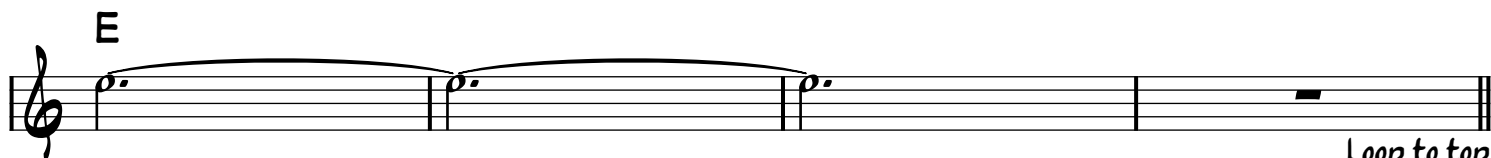
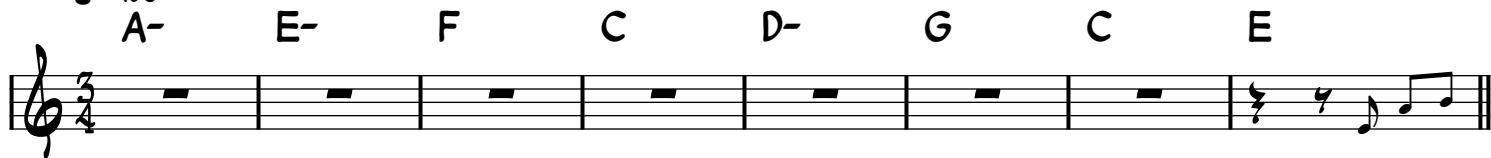
Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160



Loop to top

F

Professor E. Gadd's Laboratory

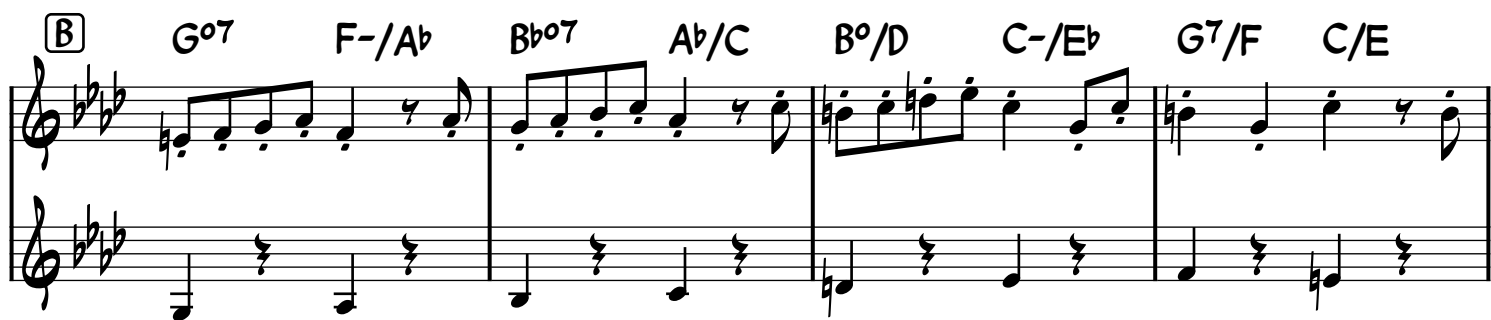
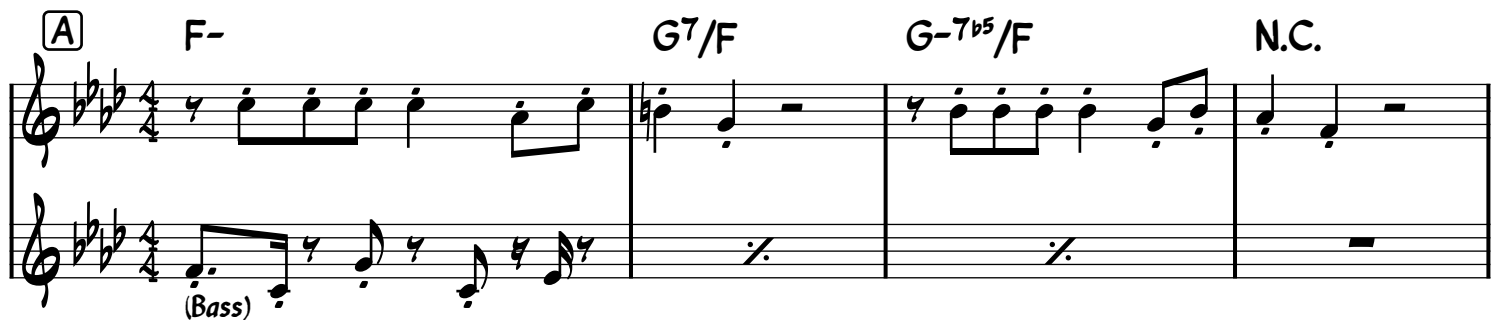
from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

A^b5



F

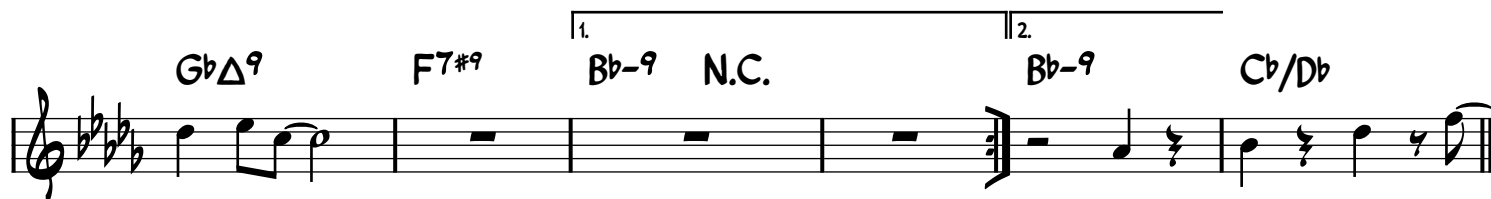
K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths $\text{♩} = 84$



F

Koopa's Road

from Super Mario 64

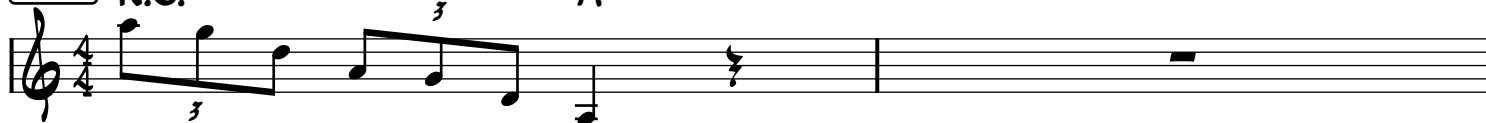
Composed by Koji Kondo

Transcribed by Jonathan Aldrich

March ♩ = 135

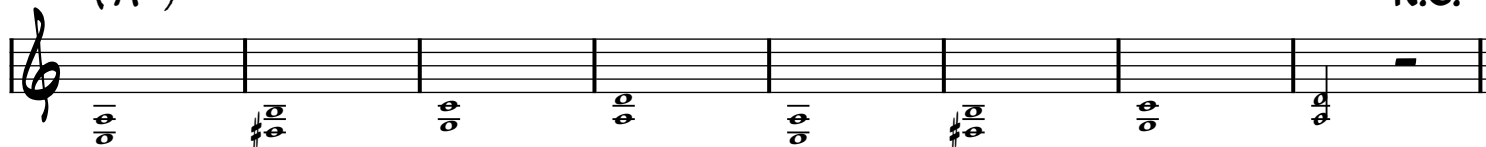
Intro N.C.

A⁵



(A⁵)

N.C.



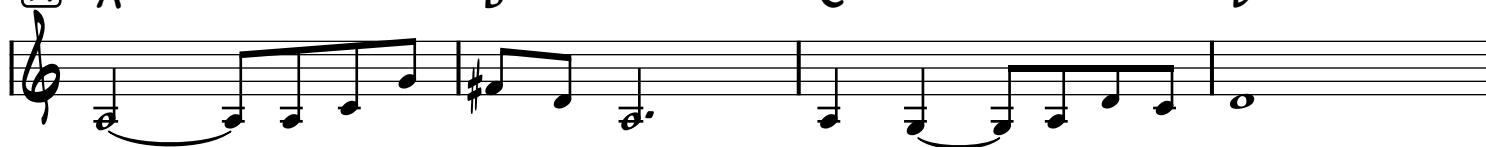
A

A⁵

B⁵

C⁵

D⁵



A⁵

B⁵

C⁵

D⁵



C7(no³)

D7(no³)

E^b5

F



A7(no³)

B7(no³)

C7(no³)

D7(no³)



B

E^bΔ⁷

D7

E^bΔ⁷

D7

E^bΔ⁷

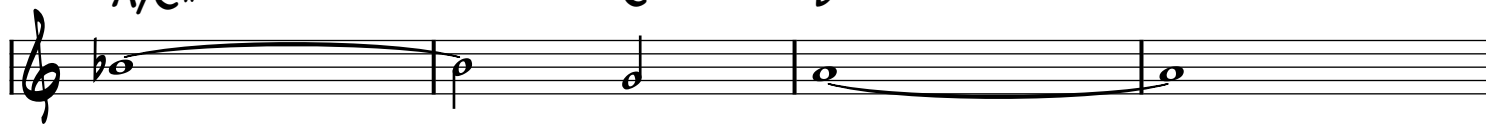
D7



A/C#

C#^o7

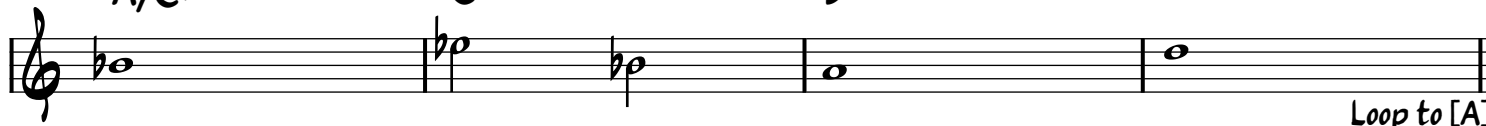
D7



A/C#

C#^o7

D7



Loop to [A]

F

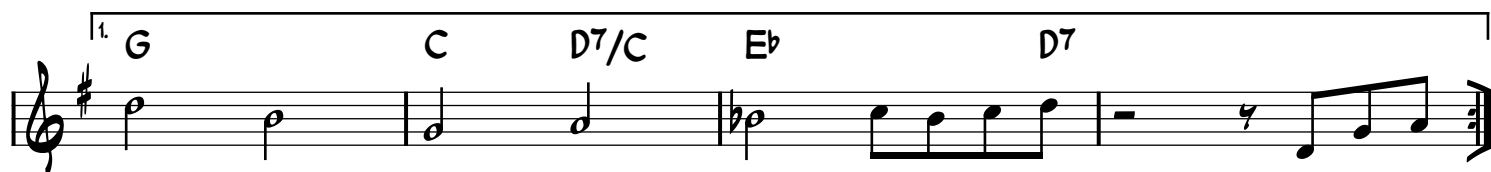
Casino Night Zone

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

AbΔ⁹

Ab

AbΔ⁷

Ab



[A]

Ab

C- / / C

F-

E+

Ab/Eb

D-7^{b5}

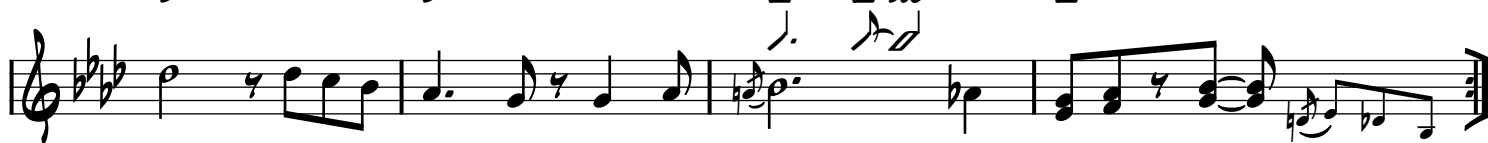
1. Db

D^o

Eb

Eb^{sus}⁴

Eb



2. Db

D^o

Eb

Eb^{sus}⁴

Eb



[B]

C-7

C7

F-

E+

C-7

C7

F-

Bb7



Db

D-7^{b5}Eb^{sus}⁴

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



[A]

BΔ7

C#-7

F#7



BΔ7

C#-7

F#7



[B]

EΔ7

D#-7



C#-7

BΔ7



EΔ7

D#-7



C#-7

E/F#

F#7



Loop to [A]

F

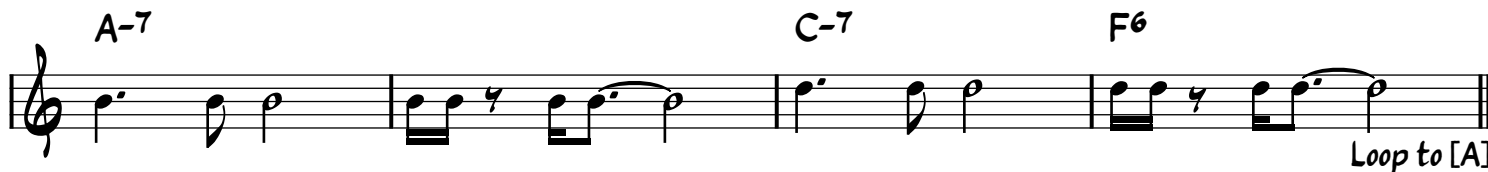
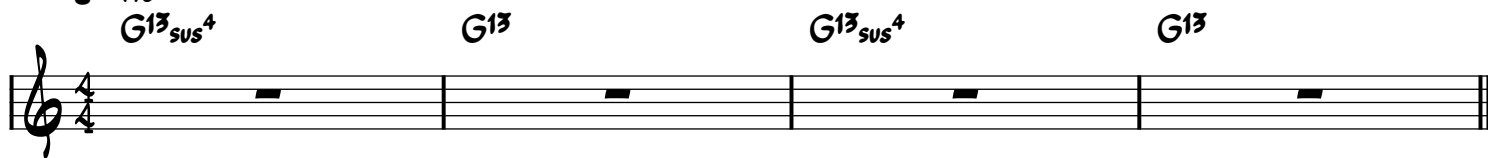
Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

♩ = 148



Loop to [A]

F

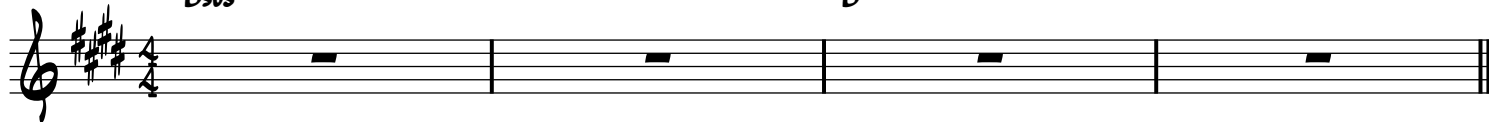
Rainbow Road

from Mario Kart 64

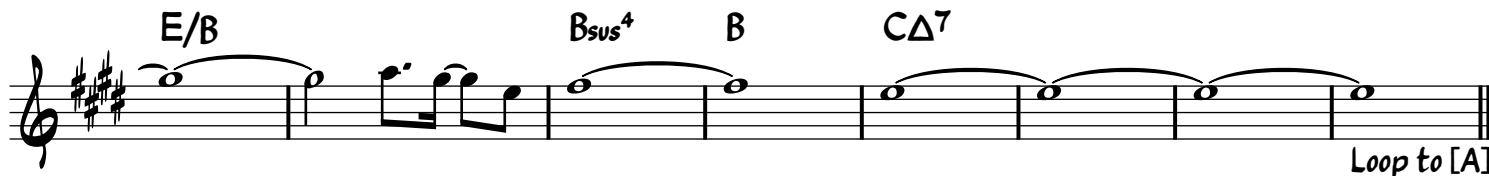
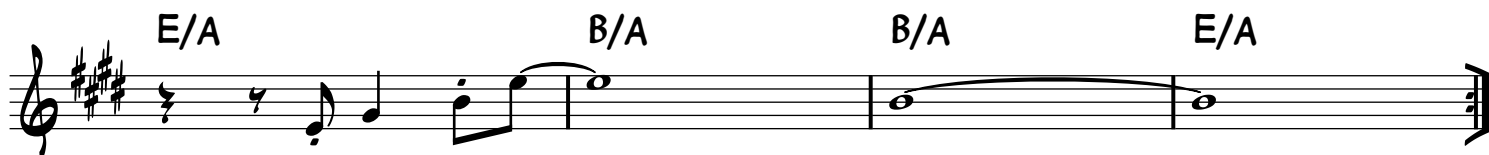
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138
B_{sus}⁴



[A] B_{sus}⁴



Loop to [A]

F

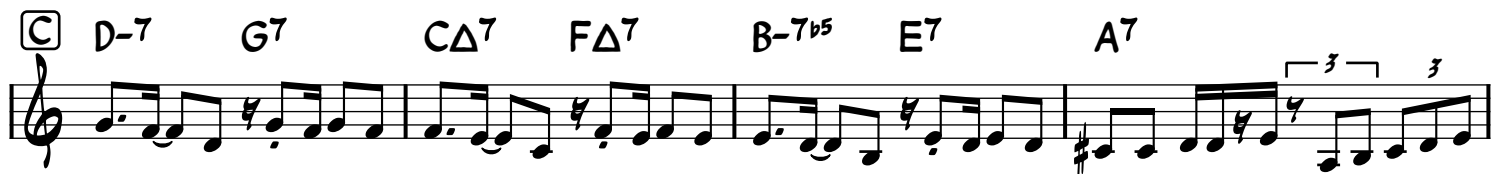
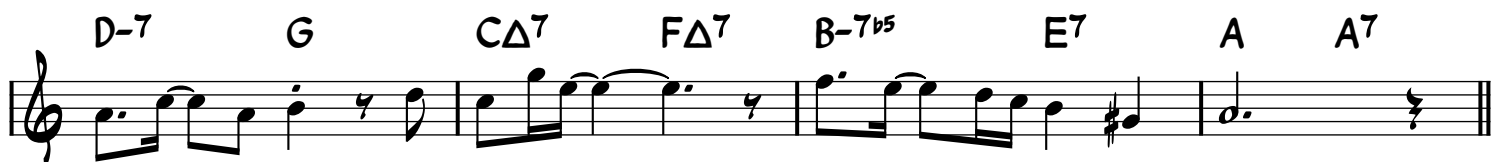
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Loop to top

F

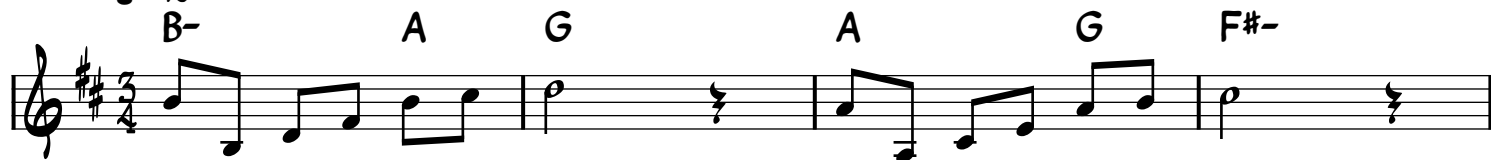
To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 90$



Loop to [A]

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

Title Screen

from Wii Sports

Composed by Kazumi Totaka

Transcribed by David Chihlas

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

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

G^b/D^b A^b-/E^b D^b/F C^b/E^b C^b-/D G^b/D^b A^b/C

[B] C^b G^b/B^b C^b/E^b D^b

D^b- C^b/E^b F^b- D/G^b G G/C^b G/D

C/F^b G/D D/C $C^b7_{\text{sus}^4}$ C^b7 C^b7/A

[C] $E/G^\#$ A $E/G^\#$ $C^\#-$ $D^\#/C^\#$ $C-7$ $F-7$

B^b-7 D^b/E^b G^b/A^b C^b/D^b / / D^b7

Loop to [A]

F

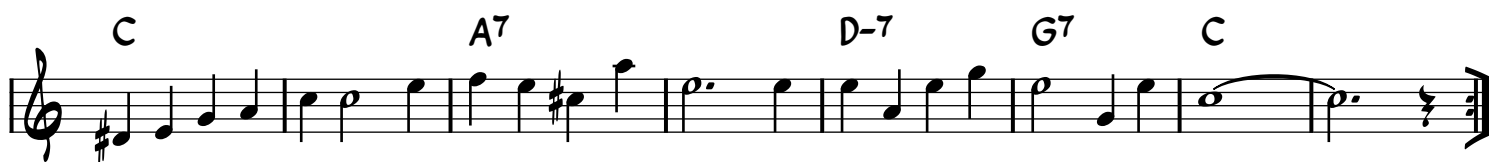
Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

$\text{♩} = 134$



Loop to [A]