

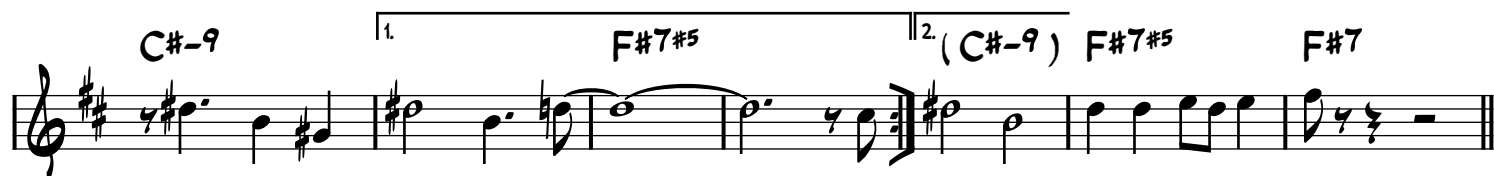
E \flat

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque



E \flat

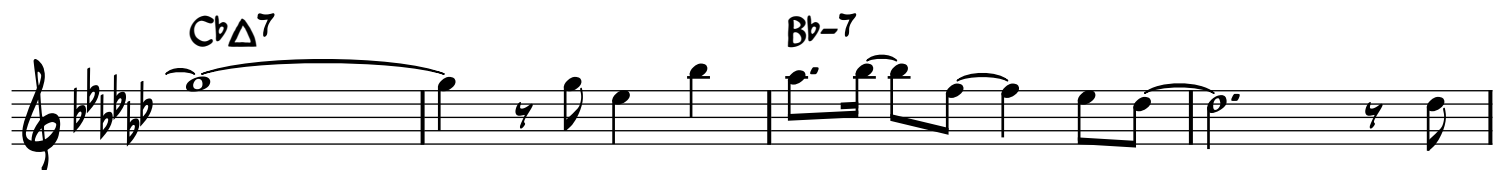
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

$\text{♩} = 112$
N.C.



Loop to [A]

E \flat

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]

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

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

Rhythm simile

G \sharp -7 C \sharp /G \sharp E/G \sharp D \sharp -7

G \sharp -7 C \sharp A A Δ 7

[B]

E/F \sharp F \sharp /G \sharp E/F \sharp F \sharp /G \sharp

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

E/F \sharp F \sharp /G \sharp E/F \sharp F \sharp /G \sharp tr

C Δ 7 D E/A \sharp D \sharp 7 \flat 5

Loop to top

E_b

Dire Dire Docks

from Super Mario 64

Composed by Koji Kondo

Transcribed by DoubleMark

♩ = 138

First system of music notation, measures 1-6. Chords: E, D, E.

Second system of music notation, measures 7-12. Chords: D, C, D.

Section A, first line of music notation, measures 13-18. Chords: E, D, C, D, E.

Rhythm simile

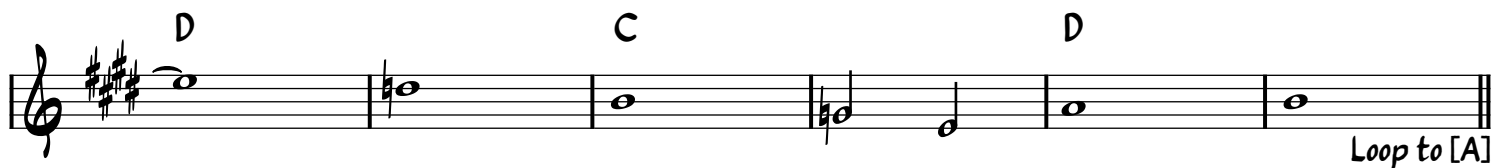
Section A, second line of music notation, measures 19-24. Chords: E, D, C, D, E.

Section B, first line of music notation, measures 25-30. Chords: A, E/G#, F#-, E.

Section B, second line of music notation, measures 31-36. Chords: A, E/G#, E-/G, F#-, B.

Section C, first line of music notation, measures 37-42. Chords: E, D, C, D, E.

Section C, second line of music notation, measures 43-48. Chords: E, D, C, D, E.



E \flat

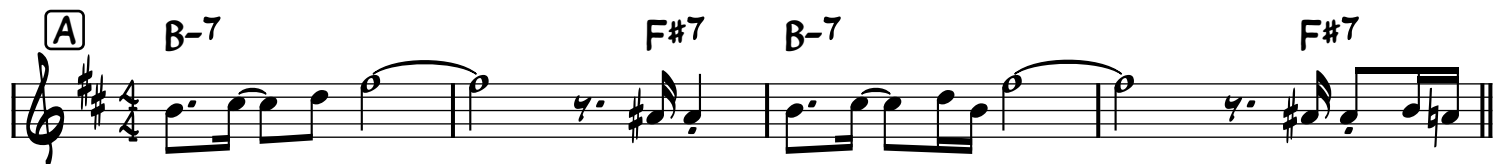
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

$\text{♩} = 134$



Loop to top

E \flat

Princess Zelda's Rescue

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo

Transcribed by Jer Roque

Intro

N.C.

F

G

E Δ 7



♩ = 104

[A]

A Δ 7

B/A

A Δ 7

B/A



E Δ 7/G#

E-7/G

1.

F#-7

B7

2.

F#-7

B7



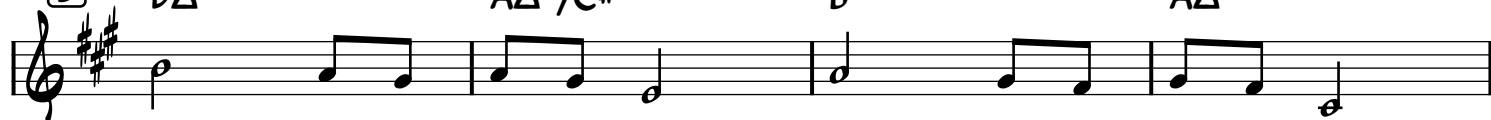
[B]

D Δ 7

A Δ 7/C#

B-7

A Δ 7



D Δ 7

A Δ 7/C#

C7

B-7

E7



Loop to [A]

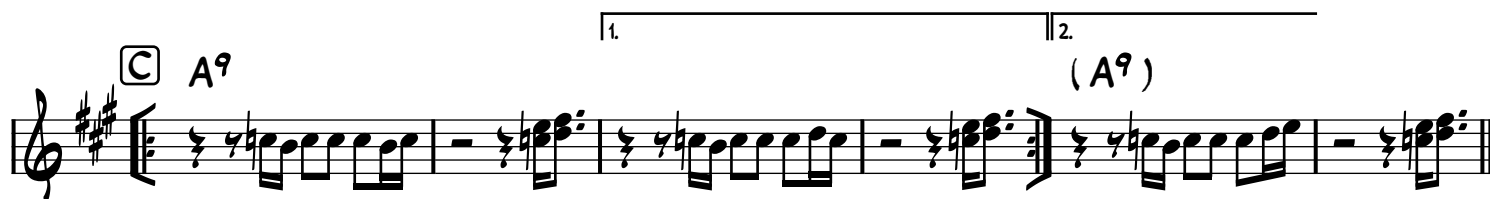
E \flat

3 Raceways/Wario Stadium

from Mario Kart 64

Composed by Kenta Nagata
Transcribed by Mike Matarazzo

$\text{♩} = 140$



(D⁹)

Loop to top

The image shows a musical staff with a treble clef and a key signature of two sharps (F# and C#). The notation consists of four measures, each containing a half note followed by a quarter note. The notes are: Measure 1: F#4, A4; Measure 2: F#4, G#4; Measure 3: F#4, A4; Measure 4: F#4, G#4. The staff ends with a double bar line. The text "(D⁹)" is written above the first measure, and "Loop to top" is written below the fourth measure.

E \flat

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

$\text{♩} = 121$

B \flat -7

G \flat Δ 7

E \flat -7

F-7



B \flat -7

G \flat Δ 7

E \flat -7

F-7



A

B \flat -7

G \flat Δ 7

A \flat 7

F-7



B \flat -7

G \flat Δ 7

A \flat 7

F-7



B

G \flat Δ 7

A \flat 7

B \flat -7



G \flat Δ 7

A \flat 7

B \flat -7



C

B \flat -7

E \flat -7

A \flat 7

D \flat Δ 7



G \flat Δ 7

A \flat 7

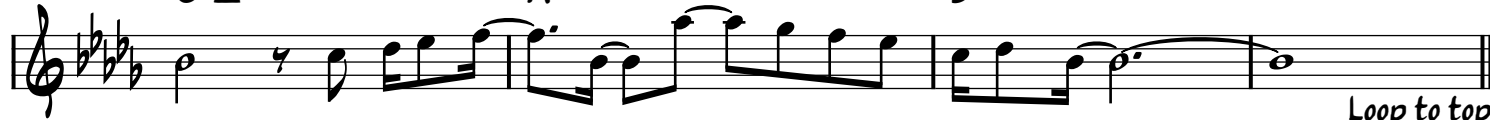
B \flat -7



G \flat Δ 7

A \flat 7

B \flat -7



Loop to top

E \flat

Birth of a God

from Final Fantasy VII

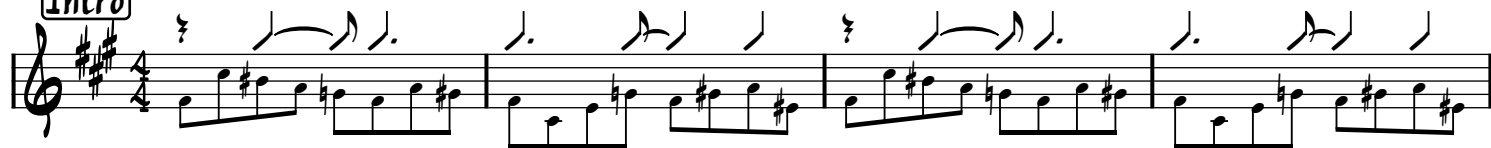
Composed by Nobuo Uematsu

Transcribed by DoubleMark

$\text{♩} = 190$

F \sharp 5

Intro



(F \sharp 5)

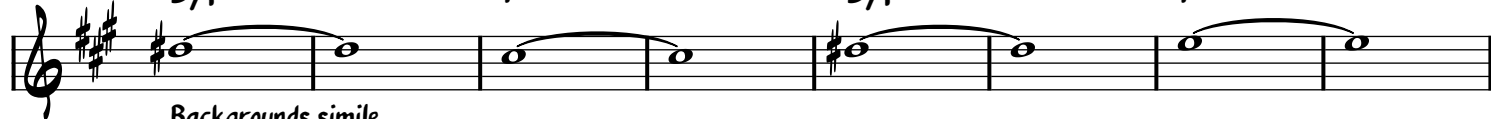


B/F \sharp

F \sharp -

B/F \sharp

F \sharp -7



Backgrounds simile

G \sharp -7/F \sharp

N.C.



Backgrounds out

Huge bend down and back!

A

F \sharp -

G \sharp -/F \sharp

F \sharp -

F \sharp _{sus}⁴



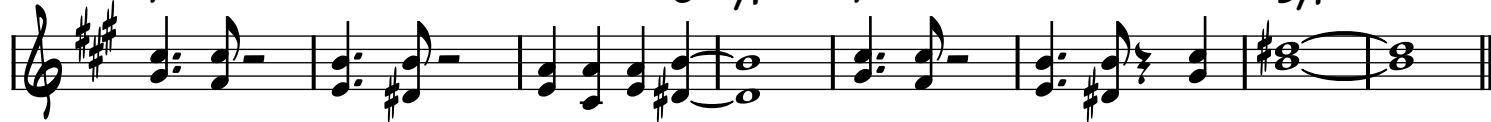
Backgrounds as intro

F \sharp -

G \sharp -/F \sharp

F \sharp -

B/F \sharp



B

F \sharp -



Backgrounds as intro

The image displays a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is written for guitar and piano. The guitar part is in the upper staves, and the piano part is in the lower staves. The key signature is D major (two sharps: F# and C#). The time signature is 4/4.

The score is divided into sections labeled with letters in boxes: [C], [D], [E], [F], and [G].

- Section [C]:** The guitar part starts with a treble clef and a key signature of D major. It features a melody of eighth and sixteenth notes. The piano part is in the lower staves, featuring chords and a bass line. Chord labels include (F#-), A, C#-, E-, B-, and A-.
- Section [D]:** The guitar part continues with a similar melodic pattern. The piano part features chords and a bass line. Chord labels include G- and (G-).
- Section [E]:** The guitar part features a melody with a long note. The piano part features chords and a bass line. Chord labels include B- and F#-.
- Section [F]:** The guitar part features a melody with a long note. The piano part features chords and a bass line. Chord labels include E- and N.C. (No Chord).
- Section [G]:** The guitar part features a melody with a long note. The piano part features chords and a bass line. Chord labels include F#5 and (F#5).

The score concludes with a "Loop to [A]" instruction, indicating that the music should return to the beginning of the section labeled [A].

E \flat

Rainbow Road

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Jer Roque

$\text{♩} = 138$

D \flat _{sus}⁴

D \flat



[A]

D \flat _{sus}⁴

D \flat

D \flat _{sus}²

D \flat

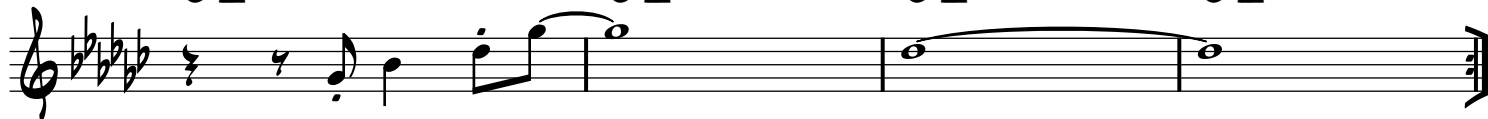


C \flat Δ ⁷

C \flat Δ ^{7#11}

C \flat Δ ¹³

C \flat Δ ⁹



[B]

G \flat

A \flat -7

G \flat Δ ⁷/B \flat

C \flat



G \flat /D \flat

D \flat _{sus}⁴

D \flat



G \flat

A \flat -7

G \flat Δ ⁷/B \flat

C \flat

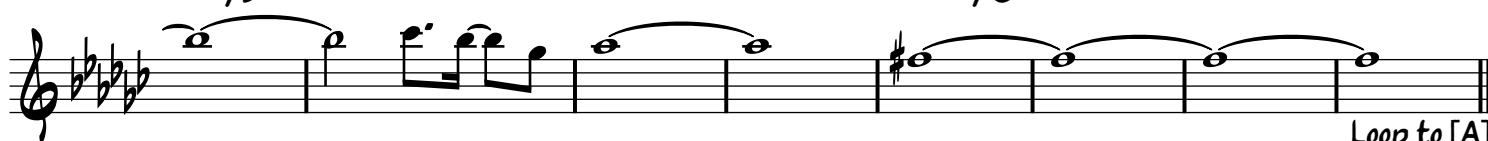


G \flat /D \flat

D \flat _{sus}⁴

D \flat

D Δ ⁷/C \sharp



Loop to [A]