

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114

The first staff of music shows a sequence of chords: C/E, C-/Eb, D-7, and G7. The notation includes a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The melody consists of eighth and quarter notes, with rests indicating the harmonic structure.

The first system of the musical score is written on a single staff. It begins with a treble clef and a key signature of one sharp (F#). The melody starts with a G4 note, followed by a quarter rest, then an eighth note G4, a quarter note A4, and an eighth note B4. This is followed by a quarter rest, then a quarter note G4, an eighth note F#4, and a quarter note E4. The first measure ends with a double bar line. Above the staff, there are two first endings marked with '1.' and '2.'. The first ending consists of a quarter note C5, a quarter rest, and a quarter note D5. The second ending consists of a quarter note C5, a quarter rest, and a quarter note D5. The system concludes with a double bar line.

B F C/E D-7 G7 C F C/E D-7 C/D C

First staff of music. Chords: C7, F, F-, G7, F, F#° G+. The notation includes a treble clef, a key signature of one flat (Bb), and a 4/4 time signature. The melody consists of eighth and quarter notes. A double bar line with first and second endings is present. The first ending leads back to the start of the staff, and the second ending leads to a 'Loop to [A]' instruction.

Loop to [A]

C

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa $\text{♩} = 74$

E-7/D

A $G\Delta^7$

C Δ ⁷

C-7

F7

First staff of music, treble clef, key signature of one sharp (F#), 7/8 time signature. The melody consists of eighth and quarter notes with rests.

B-7

Bb07

A-7

E^{7b9}/G[#]

The first staff of music is in treble clef with a key signature of one sharp (F#). It contains three measures. The first measure has a whole rest. The second measure contains a quarter note on G4, an eighth note on A4, and a half note on B4. The third measure has a whole rest. Above the staff, the letters 'B', 'B.', and 'A' are written above the first, second, and third measures respectively.

A-7

Ab9

GΔ⁷

F#-7

B7

B $E\Delta^7$

E-7

A7

DΔ⁷

D#-7b5

D7b9

C#-7

C-Δ7b5

C07

B-7

E7

 $\Delta\Delta^9$

A-9

N.C.

Loop to [A]

C

Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180

[A] Bb^- $Gb\Delta^7$ F^- Bb^-

(Bb^-) $Gb\Delta^7$ F^- Bb^-

(Bb^-) Ab/Gb Ab Bb^-

[B] (Bb^-) Ab Bb^- Ab Gb

[C] (Gb) Ab Gb

(Gb) Ab

Loop to top

C

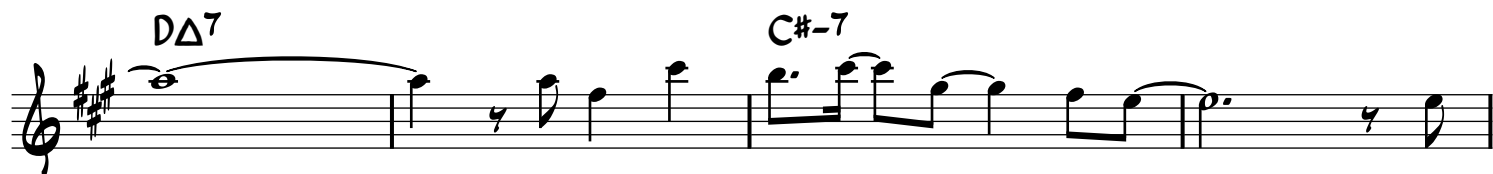
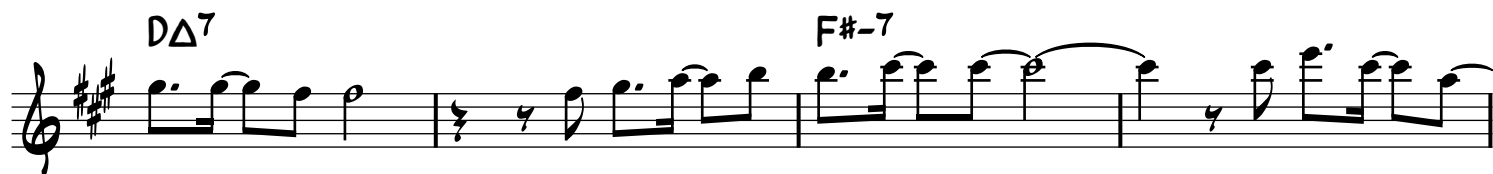
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



Loop to [A]

C

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] D-9

E-9

1. A7#5

2. (E-9) A7#5 A7

[B] B \flat Δ 7 F/A G-7 F Δ 7

B \flat Δ 7 F/A G-7 F Δ 7

B \flat Δ 7 F/A G-7 F Δ 7

E-7 \flat 5 A7#5 A7 D-9

Loop to [A]

C

Primrose, the Dancer

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 160

D-

A-

B \flat

F

G-

C

F

A



D-

A-

B \flat

F

G-

A-

B \flat

C

D-



[A]

D-

A-

B \flat

F

G-

C

F

A



D-

A-

B \flat

F

G-

A-

B \flat

C

D-



[B]

G-

F

E \flat

B \flat

C-

G-

A

D



G-

F

E \flat

B \flat

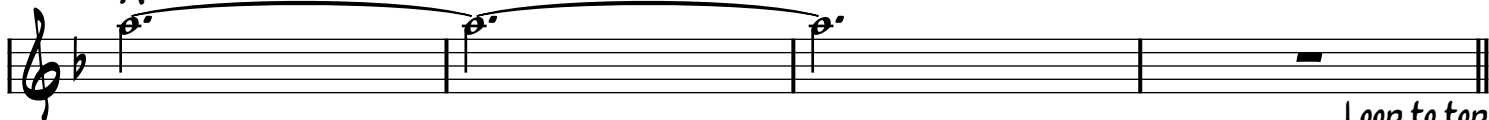
C-

G-

E $^\circ$



A



Loop to top

C

Professor E. Gadd's Laboratory

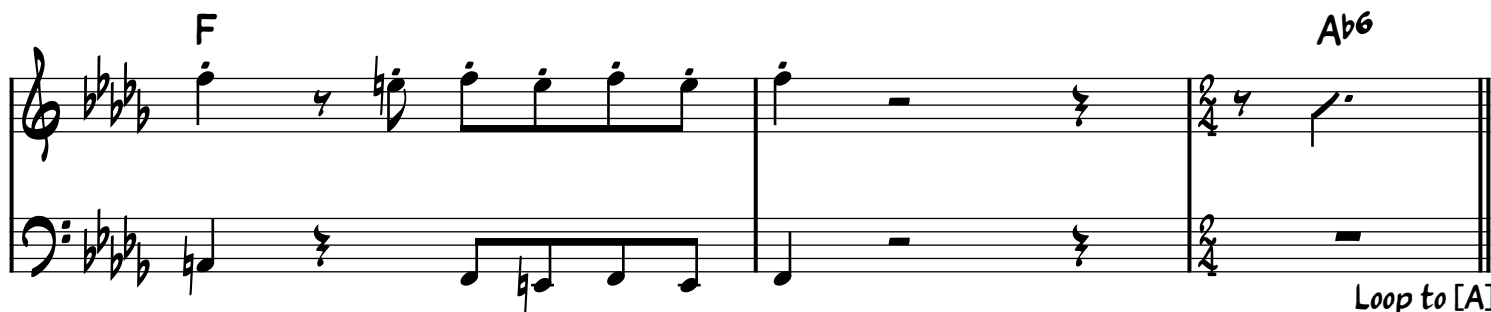
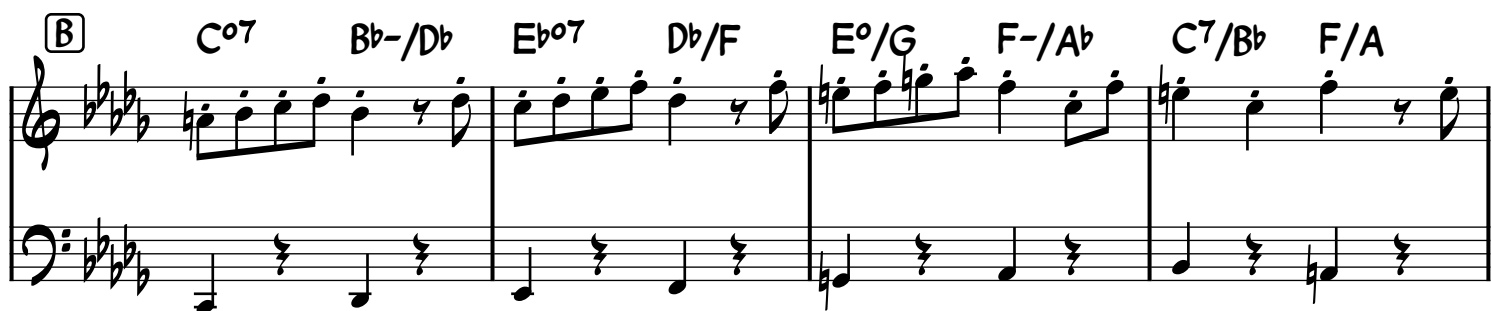
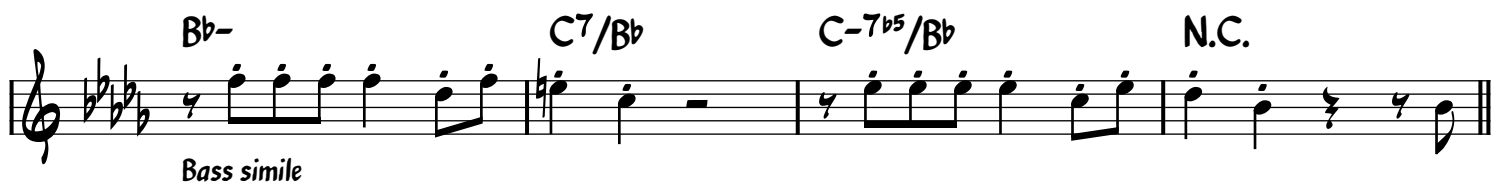
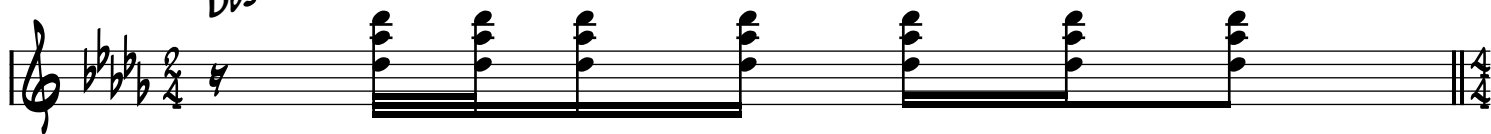
from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

D^b5



C

K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider

Transcribed by Ashanti Mills

Swing 8ths ♩ = 84

N.C.

C^bΔ⁹

B^b7^{#9}

N.C.



[A] C^bΔ⁹

B^b7^{#9}

E^b-⁹

A^b13



C^bΔ⁹

B^b7^{#9}

E^b-⁹

F^b/G^b



C^bΔ⁹

B^b7^{#9}

E^b-⁹

A^b13



C^bΔ⁹

B^b7^{#9}

E^b-⁹

N.C.

1.

E^b-⁹

F^b/G^b

2.



[B] C^bΔ⁹

B^b7^{#9}

E^b-⁹

A^b13



2x only

C^bΔ⁹

B^b7^{#9}

E^b-⁹

F^b/G^b

E^b-⁹

N.C.



Loop to [A]

C

Koopa's Road

from Super Mario 64

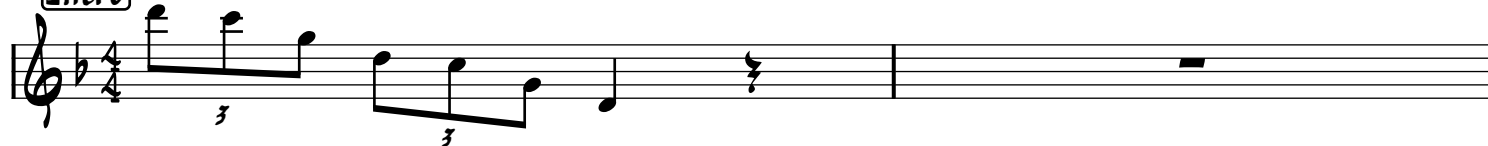
Composed by Koji Kondo

Transcribed by Jonathan Aldrich

March ♩ = 135

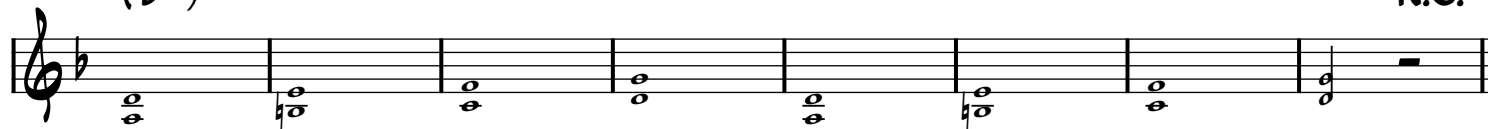
Intro N.C.

D⁵



(D⁵)

N.C.

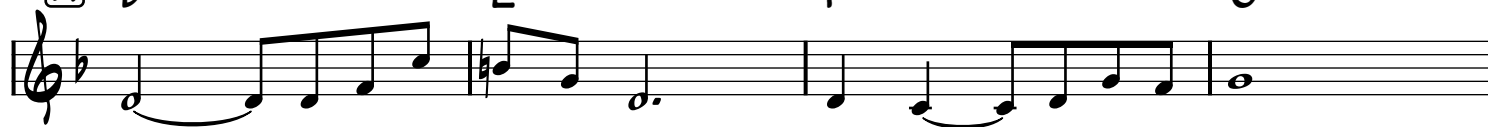


[A] D⁵

E⁵

F⁵

G⁵



D⁵

E⁵

F⁵

G⁵



F7(no³)

G7(no³)

A^b5

B^b



D7(no³)

E7(no³)

F7(no³)

G7(no³)



[B] A^bΔ⁷

G⁷

A^bΔ⁷

G⁷

A^bΔ⁷

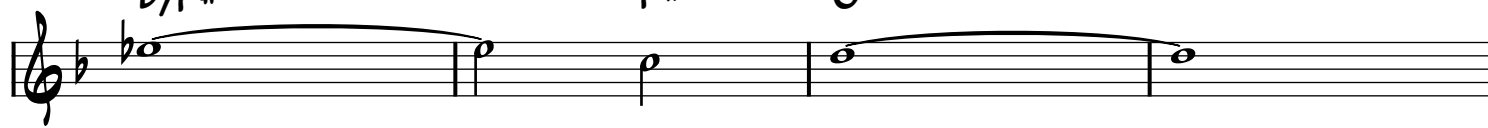
G⁷



D/F[#]

F[#]o⁷

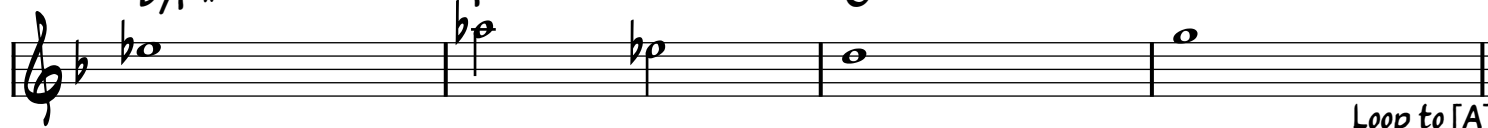
G⁷



D/F[#]

F[#]o⁷

G⁷



Loop to [A]

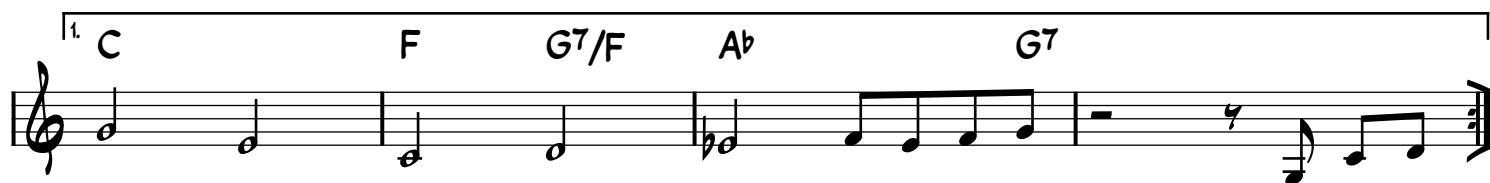
C Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

C

Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead sheet by Ashanti Mills

♩ = 156

[A] B-7 E/B G/B A/B

B-7 E C D/C

Rhythm simile B-7 E/B G/B F#-7

B-7 E C CΔ7

[B] G/A A/B G/A A/B

G-7 A-7 G-7 C/D

G/A A/B G/A A/B tr

E♭Δ7 F G/C# F#7b5

Loop to top

C

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 121

C#-7

AΔ7

F#-7

G#-7



C#-7

AΔ7

F#-7

G#-7



[A]

C#-7

AΔ7

B7

G#-7



C#-7

AΔ7

B7

G#-7



[B]

AΔ7

B7

C#-7



AΔ7

B7

C#-7



[C]

C#-7

F#-7

B7

EΔ7



AΔ7

B7

C#-7



AΔ7

B7

C#-7



Loop to top

C

Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by JohnStacy

♩ = 160

Intro

F#-7

B7

EΔ7

E6

F#-7

B7



A

EΔ7

F#-7

B7



EΔ7

F#-7

B7



B

AΔ7

G#-7



F#-7

EΔ7



AΔ7

G#-7



F#-7

A/B

B7



Loop to [A]

C

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

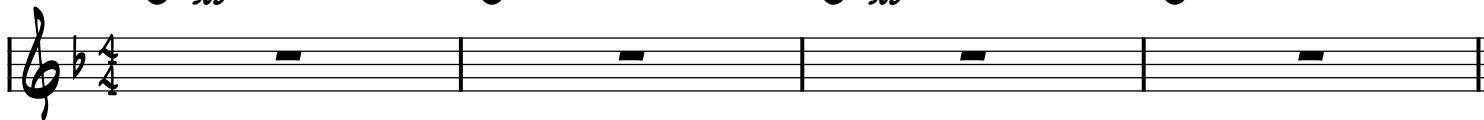
♩ = 148

C¹³_{sus⁴}

C¹³

C¹³_{sus⁴}

C¹³



[A]

C¹³_{sus⁴}

C¹³

C¹³_{sus⁴}

C¹³

C¹³_{sus⁴}

C¹³



Bb-7

Eb7

Bb-7

Eb7



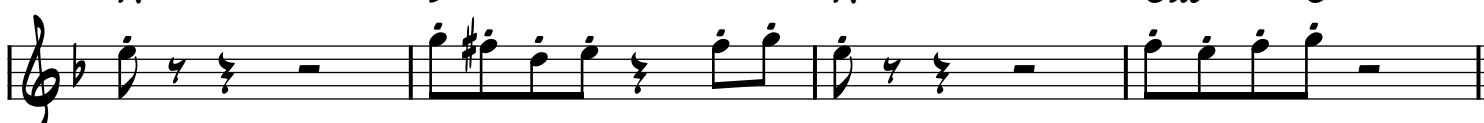
A-7

D7

A-7

G_{sus⁴}

G7



[B]

C

D/C

Eb/C

F/C

C

D/C

Eb/C

F/C



F

G/F

E-7

Eb7



D-7

F-7

Bb6



Loop to [A]

C

Rainbow Road

from Mario Kart 64

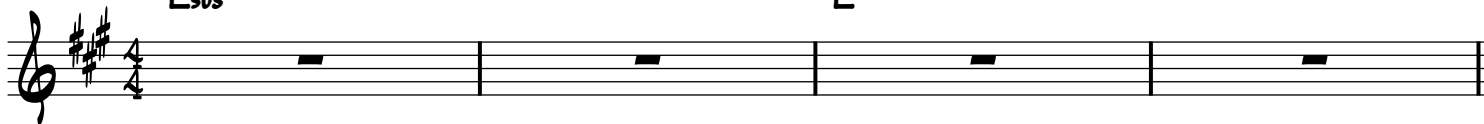
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

E_{sus}⁴

E



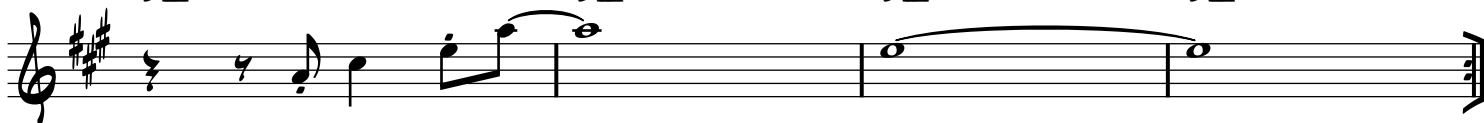
[A]

E_{sus}⁴

E

E_{sus}²

E

DΔ⁷DΔ⁷#11DΔ¹³DΔ⁹

[B]

A

B-7

AΔ⁷/C#

D



A/E

E_{sus}⁴

E



A

B-7

AΔ⁷/C#

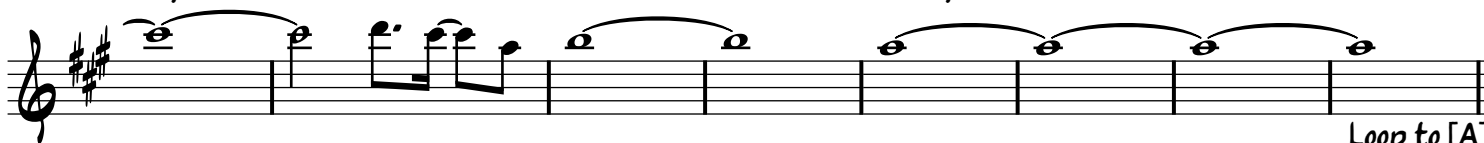
D



A/E

E_{sus}⁴

E

FΔ⁷/E

Loop to [A]

C

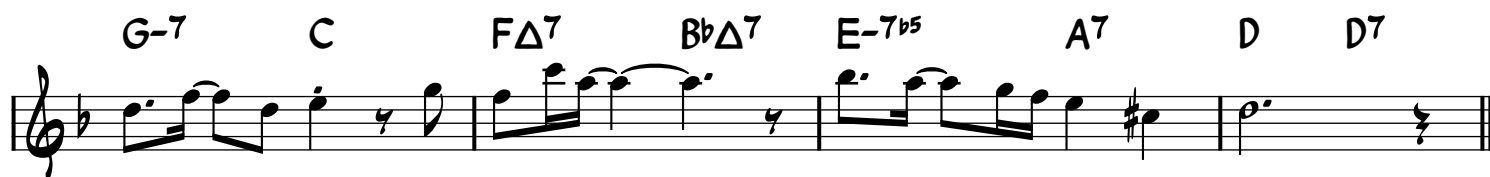
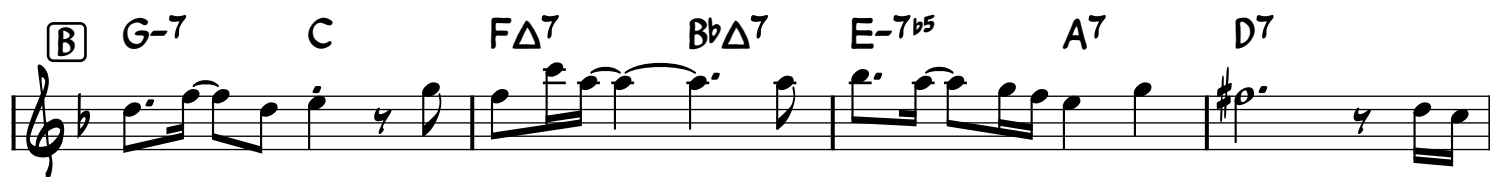
Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Loop to top

C

Super Bell Hill

from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths ♩ = 112

N.C.



[A] F

D-7



Bb

C7



F

D-7



Bb

C7

F

F



[B] Bb

A-7

D7



G-7

C7

F

G-7

G#°

A-7



Bb

B°7

F/C

D7



G-7

Eb

C

C+



Loop to [A]

C

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

♩ = 90

Chords and notes for each staff:

- Staff 1: E- (F#), D, C, D, C, B-
- Staff 2: C, B-, A-, F-
- Staff 3 (A): E-, CΔ7, D, G, E-, CΔ7, D, G
- Staff 4: E-, CΔ7, D, G, CΔ7, D, A-, B-, C
- Staff 5 (B): A-, F, G, E-, B-, F#-, A-, B^{sus4}, B
- Staff 6: B-, G, A, F#-, C#-, G, F#-, F#-7, B

Loop to [A]

C

Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100

C-7

/ / E^b D^o



C-7

/ / E^b D^o



[A]

A^b7

B^b7



A^b7

B^b7

G7^{b9}



[B]

F-7

G-7

A^bΔ⁷

B^b



F-7

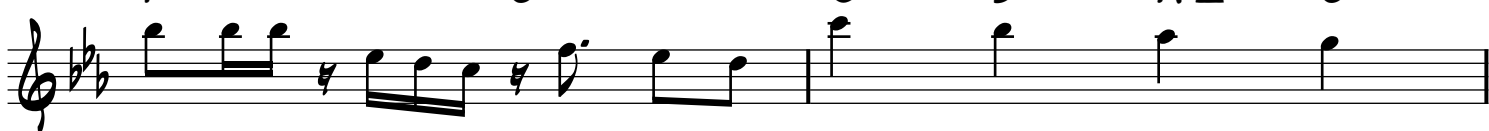
G-7

C-

B^b7

A^bΔ⁷

G-7



F-7

G-7

A^bΔ⁷

B^b



F-7

G7^{sus4}

G



Loop to top

C

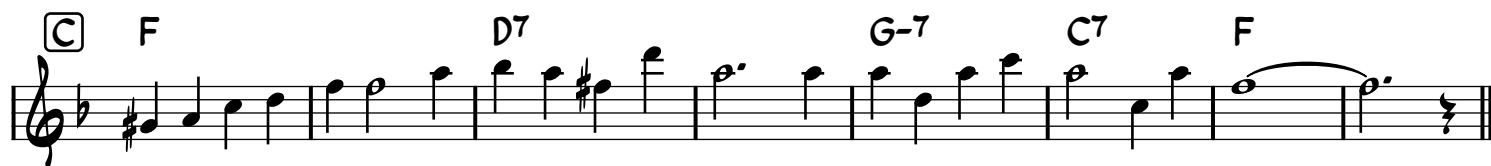
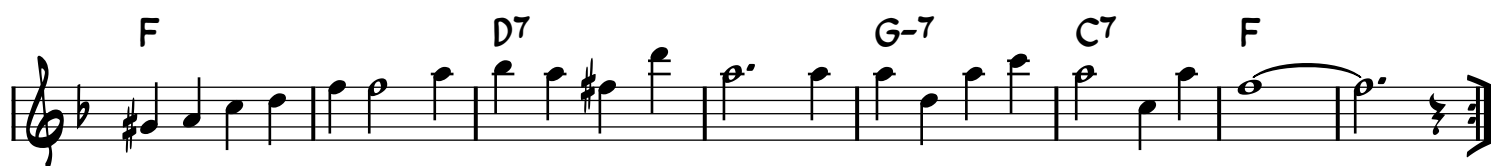
Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

$\text{♩} = 134$



Loop to [A]