Pokémon Center Theme

from Pokémon Red & Blue

Composed by Junichi Masuda Transcribed by mkafie

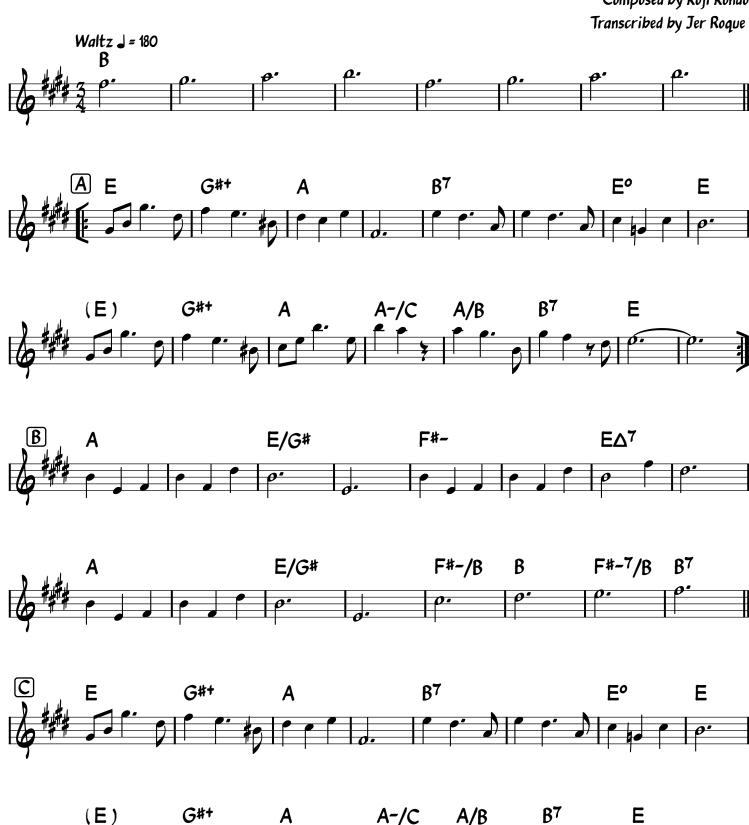
Loop to top



Rosalina in the Observatory

from Super Mario Galaxy

Composed by Koji Kondo



The Great Sea

from The Legend of Zelda: The Wind Waker

Composed by Kenta Nagata
Transcribed by mkafie



Tetris Type-A ("Korobeiniki") from Tetris Con

Composed by Hirokazu Tanaka Adapted from Russian folk Song Transcribed by Jer Roque

Loop to top



Traverse Town

from Kingdom Hearts

Composed by Yoko Shimomura Transcribed by AarekMG

Loop to top



Princess Zelda's Rescue

from The Legend of Zelda: A Link to the Past



Littleroot Town

from Pokémon Ruby & Sapphire

Composed by Go Ichinose

Loop to [A]



Snowy from UNDERTALE

Composed by Toby Fox Transcribed by Jamin Morden



The Gourmet Race

from Kirby Super Star

Composed by Jun Ishikawa Transcribed by Jer Roque



A Settlement in the Red Bluffs

from Octopath Traveler

Composed by Yasunori Nishiki Transcribed by DoubleMark Hornpipe (swing 8ths) d = 90



Dark World

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo



Pewter City from Pokémon Gold & Silver

Composed by Junichi Masuda & Go Ichinose Transcribed by David Chihlas



Ballad of the Goddess

from The Legend of Zelda: Skyward Sword

Composed backwards by Koji Kondo Transcribed by Jer Roque



Overworld

from The Legend of Zelda

Composed by Koji Kondo Transcribed by Jer Roque



Overworld

from New Super Mario Bros. Composed by Koji Kondo Transcribed by Mike Matarazzo d = 100Wah! Wah! B D A⁷ A⁷ D D G **B**7 D/F# 2. D A+ A⁺ Wah! Wah! Wah! Wah! A⁷ Wah! Wah! Wah! D Wah! Wah! Wah! D7 G Wah! Wah! Wah! F#-7 **B**⁷ G-A⁷ D A⁺

Wah! Loop to [A]

Wah!

Green Hill Zone

from Sonic the Hedgehog

Composed by Masato Nakamura
Transcribed by Jer Roque



Super Smash Bros. Brawl Main Theme from Super Smash Bros. Brawl

Composed by Nobuo Vematsu Transcribed by David Chihlas





Menu

from Super Smash Bros. Ultimate

Composed by Hideki Sakamoto Transcribed by Ashanti Mills and Bao Vuong



