

Alto

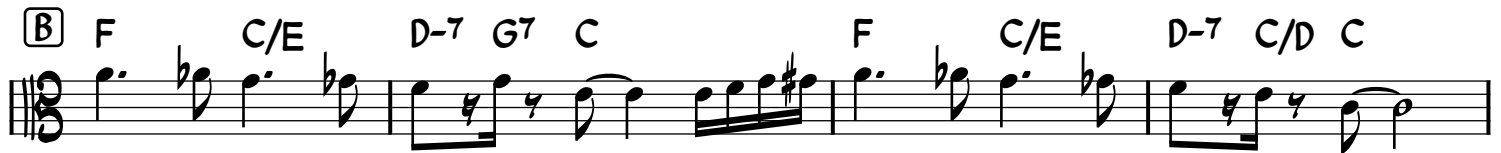
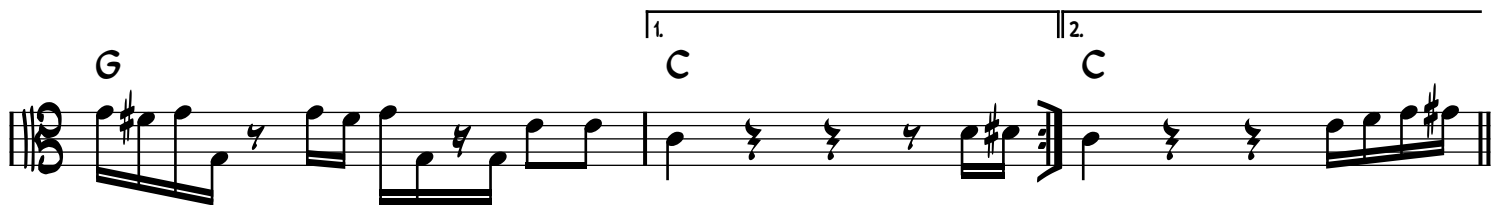
Super Mario 64 Main Theme

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jer Roque

Funk ♩ = 114



Loop to [A]

Alto

Wii Shop Channel

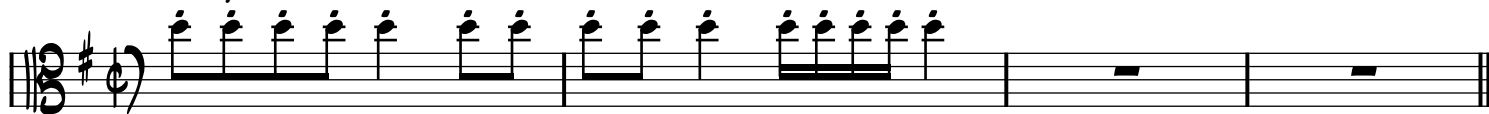
from Wii

Composed by Kazumi Totaka

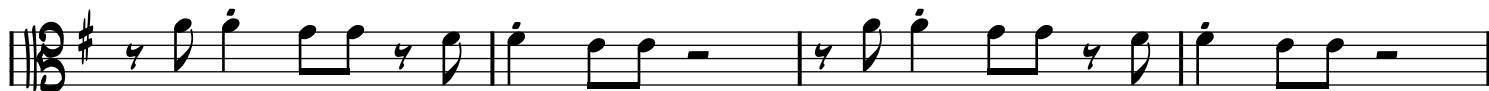
Transcribed by Bao Vuong

Bossa ♩ = 74

E-7/D



[A] GΔ7



CΔ7

C-7

F7



B-7

BbΔ7

A-7

E7b9/G#



A-7

Ab9

GΔ7

F#-7

B7



[B] EΔ7



E-7

A7

DΔ7

D#-7b5

D7b9



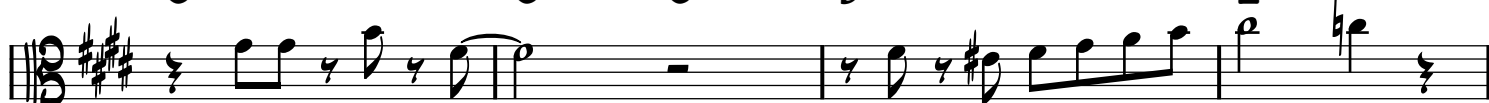
C#-7

C-Δ7b5

CΔ7

B-7

E7



AΔ9

A-9

N.C.



Loop to [A]

Alto

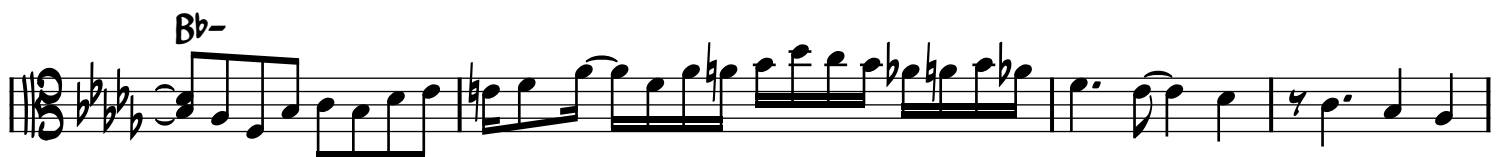
Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

♩ = 180



Loop to top

Alto

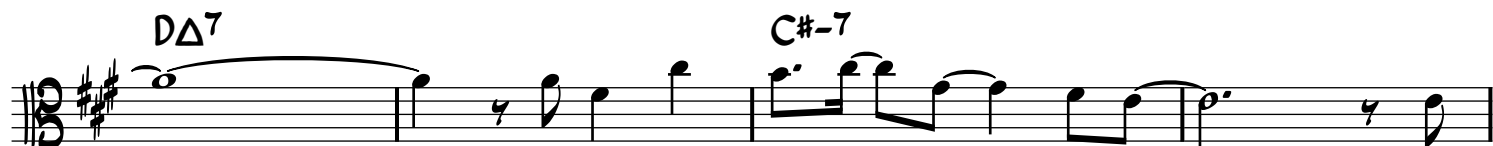
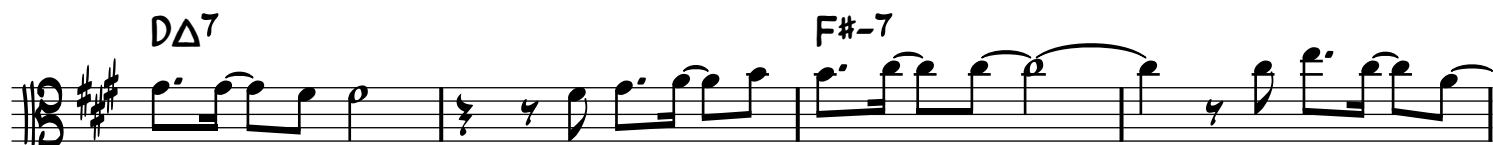
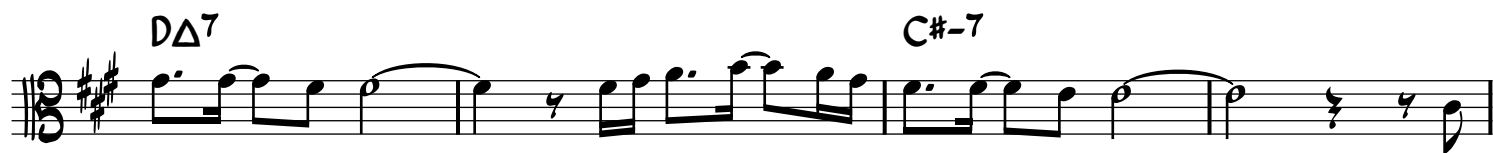
Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
N.C.



Loop to [A]

Alto

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

[A] D-9



Loop to [A]

Alto

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

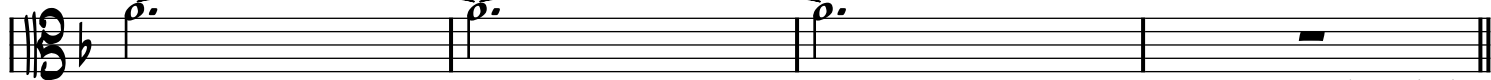
C-

G-

E $^\circ$



A



Loop to top

Alto

Koopa's Road

from Super Mario 64

Composed by Koji Kondo

Transcribed by Jonathan Aldrich

March ♩ = 135

Intro N.C.

D⁵



(D⁵)

N.C.



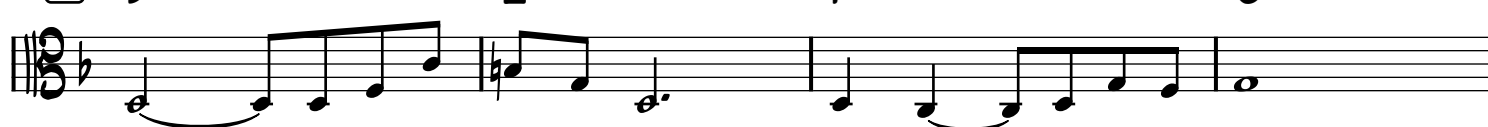
[A]

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

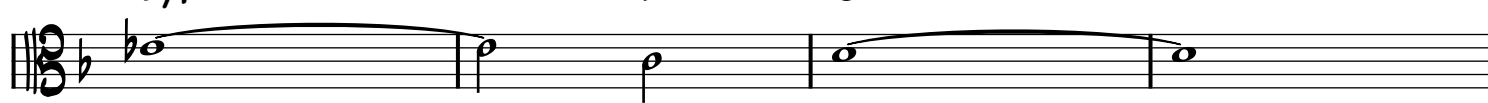
G⁷



D/F#

F#^o7

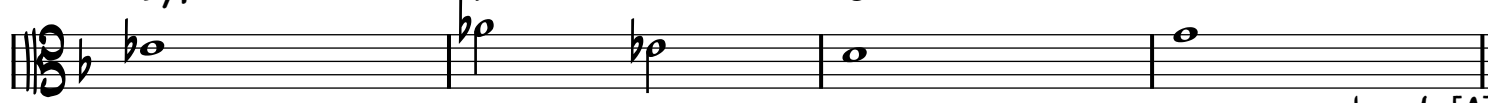
G⁷



D/F#

F#^o7

G⁷



Loop to [A]

Alto

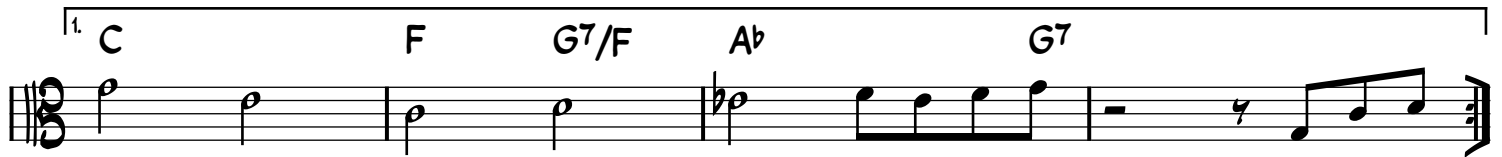
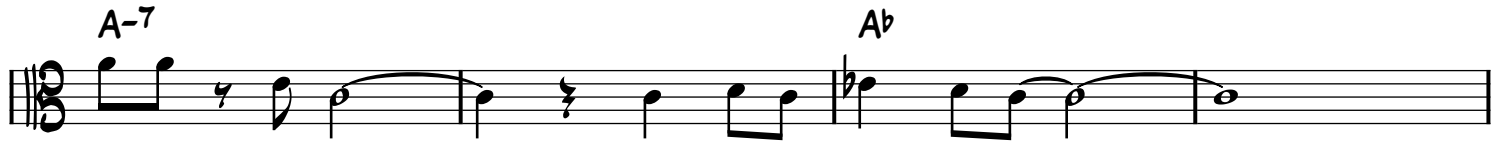
Casino Night Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing ♩ = 168



Loop to top

Alto

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

First system of the A section, measures 1-4. The melody is in the treble clef, and the bass line is in the bass clef. The key signature has two sharps (F# and C#). The time signature is 4/4. The melody consists of eighth and quarter notes, while the bass line consists of eighth and quarter notes.

B-7

E

C

D/C

Second system of the A section, measures 5-8. The melody continues with eighth and quarter notes. The bass line features a half note in measure 8.

Rhythm simile

B-7

E/B

G/B

F#-7

Third system of the A section, measures 9-12. The melody continues with eighth and quarter notes. The bass line features a half note in measure 12.

B-7

E

C

CΔ7

Fourth system of the A section, measures 13-16. The melody continues with eighth and quarter notes. The bass line features a half note in measure 16.

[B]

G/A

A/B

G/A

A/B

First system of the B section, measures 17-20. The melody is in the treble clef, and the bass line is in the bass clef. The key signature has two sharps (F# and C#). The time signature is 4/4. The melody consists of eighth and quarter notes, while the bass line consists of eighth and quarter notes.

G-7

A-7

G-7

C/D

Second system of the B section, measures 21-24. The melody continues with eighth and quarter notes. The bass line features a half note in measure 24.

G/A

A/B

G/A

A/B tr

Third system of the B section, measures 25-28. The melody continues with eighth and quarter notes. The bass line features a half note in measure 28.

E♭Δ7

F

G/C#

F#7♭5

Fourth system of the B section, measures 29-32. The melody continues with eighth and quarter notes. The bass line features a half note in measure 32.

Loop to top

Alto

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

Alto

Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

♩ = 120

Intro

DbΔ⁹

Db

DbΔ⁷

Db



[A]

Db

F- / / F

Bb-

A⁺

Db/Ab

G-7^{b5}



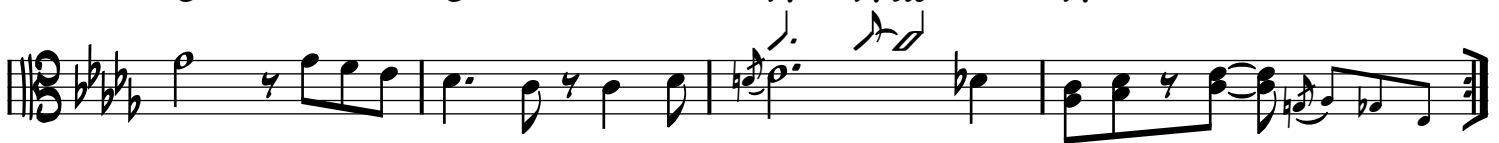
1. Gb

G^o

Ab

Ab^{sus4}

Ab



2. Gb

G^o

Ab

Ab^{sus4}

Ab



[B]

F-7

F7

Bb- A⁺

F-7

F7

Bb-

E^b7



Gb

G-7^{b5}

Ab^{sus4}

Ab



Loop to [A]

Alto

Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by JohnStacy

♩ = 160

Intro

F#-7

B7

EΔ7

E6

F#-7

B7

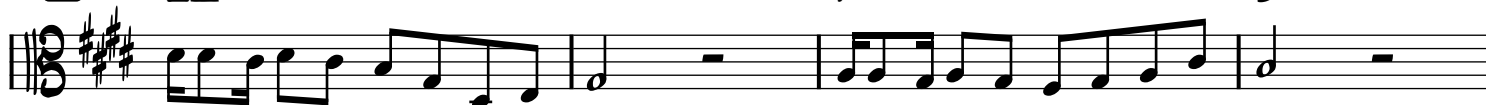


A

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]

Alto

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka

Transcribed by Jer Roque

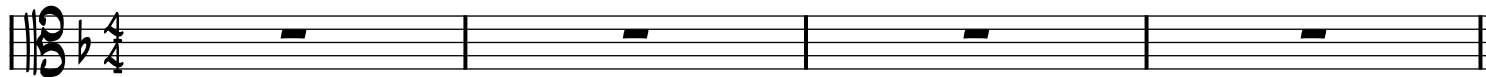
♩ = 148

C13^{sus}4

C13

C13^{sus}4

C13



[A]

C13^{sus}4

C13

C13^{sus}4

C13

C13^{sus}4

C13



Bb-7

Eb7

Bb-7

Eb7



A-7

D7

A-7

G^{sus}4

G7



[B]

C

D/C

Eb/C

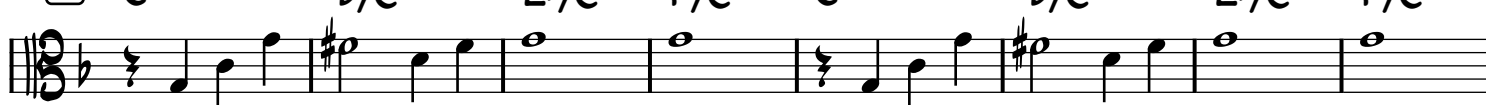
F/C

C

D/C

Eb/C

F/C



F

G/F

E-7

Eb7



D-7

F-7

Bb6



Loop to [A]

Alto

Rainbow Road

from Mario Kart 64

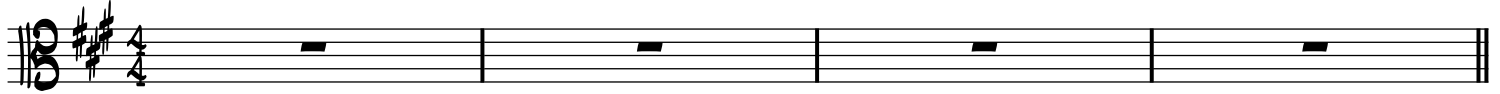
Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138

Esus⁴

E



[A] Esus⁴

E

Esus²

E

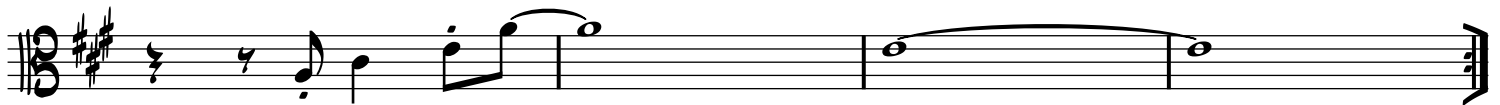


DΔ⁷

DΔ⁷#11

DΔ¹³

DΔ⁹



[B] A

B-7

AΔ⁷/C#

D



A/E

Esus⁴

E



A

B-7

AΔ⁷/C#

D

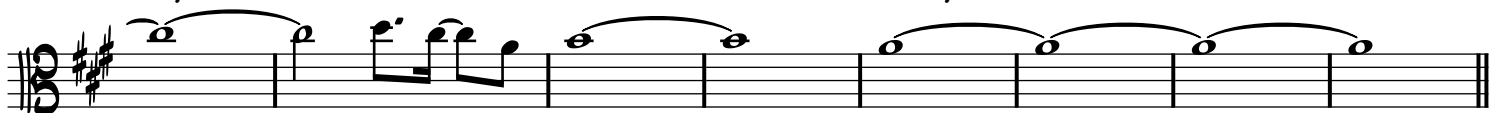


A/E

Esus⁴

E

FΔ⁷/E



Loop to [A]

Alto

Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

♩ = 134



Alto

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#0

A-7



Bb

B07

F/C

A-7

D7



G-7

Eb

C

C+



Loop to [A]

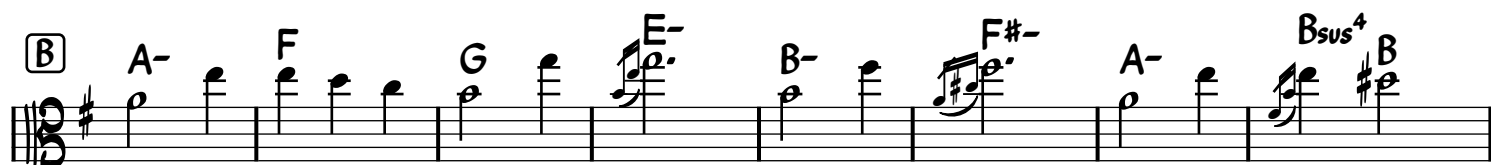
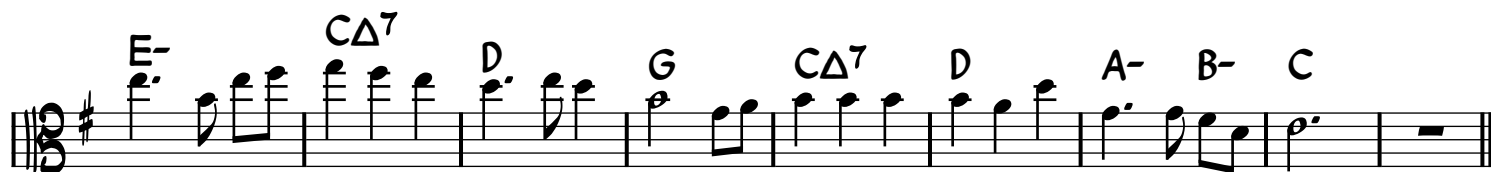
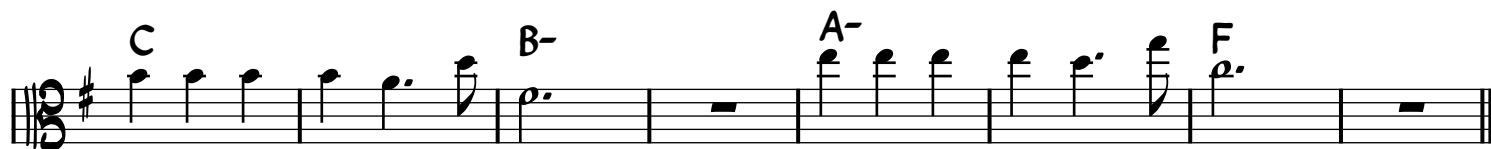
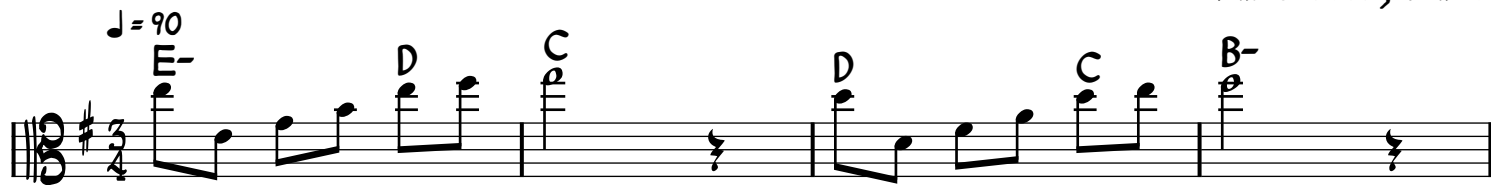
Alto

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie



Alto

Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100



Loop to top

Alto

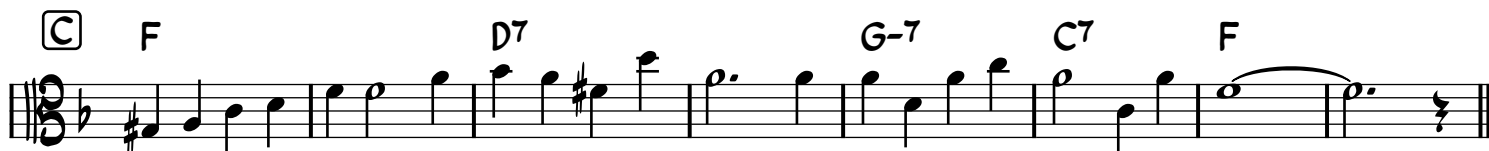
Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Jer Roque

♩ = 134



Loop to [A]