

Alto

Pokémon Center Theme

from Pokémon Red & Blue

Composed by Junichi Masuda

Transcribed by mkafie

♩ = 130

A

D

A⁷

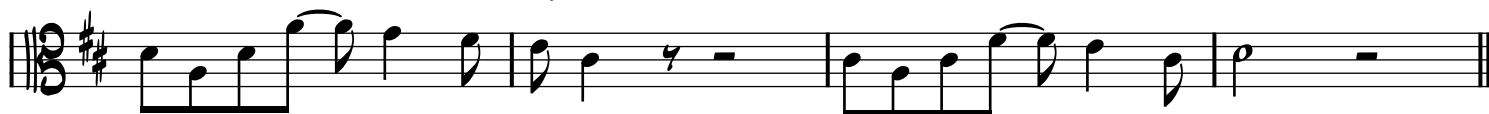
D



D

A⁷

D



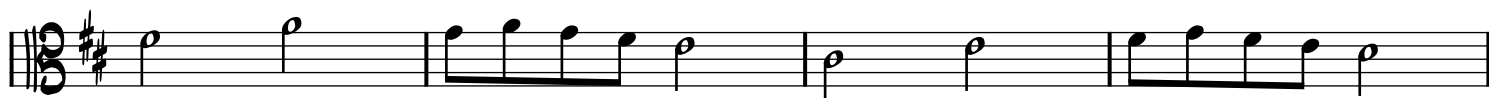
B

D

E-

A⁷

D

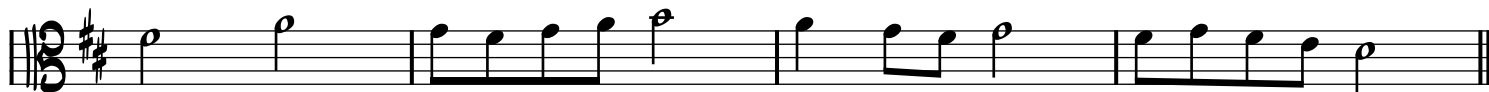


D

E-

A⁷

D



Loop to top

Alto

Rosalina in the Observatory

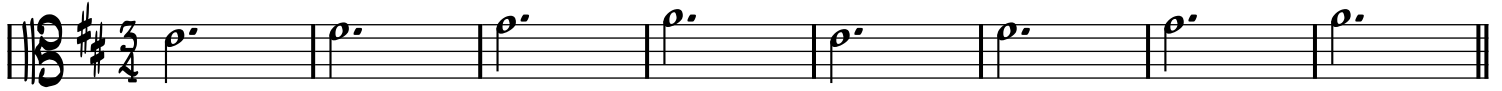
from Super Mario Galaxy

Composed by Koji Kondo

Transcribed by Jer Roque

Waltz ♩ = 180

A



A

D

F#+

G

A7

D°

D



(D)

F#+

G

G-/Bb

G/A

A7

D



B

G

D/F#

E-

DΔ7



G

D/F#

E-/A

A

E-7/A

A7



C

D

F#+

G

A7

D°

D



(D)

F#+

G

G-/Bb

G/A

A7

D



Loop to top

Alto

The Great Sea

from The Legend of Zelda: The Wind Waker

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 140

D

A/D

A-/D

G/D



D

A/D

E°/D

C/D



[A] D

D^{add9}/F# D/F#

G

Asus⁴

A



1. G

D/F#

E-

Asus⁴

A



2. G

D/F#

B-

Bb

Bb/C

C



[B] D

E/D

D

A/D



[C] D

A/C#

A-6/C

D/C

G/B



1. G

D/F#

B-

E-

Asus⁴

A



2. G

D/F#

B-

Bb

Bb/C

C



Loop to top

Alto

Tetris Type-A ("Korobeiniki")

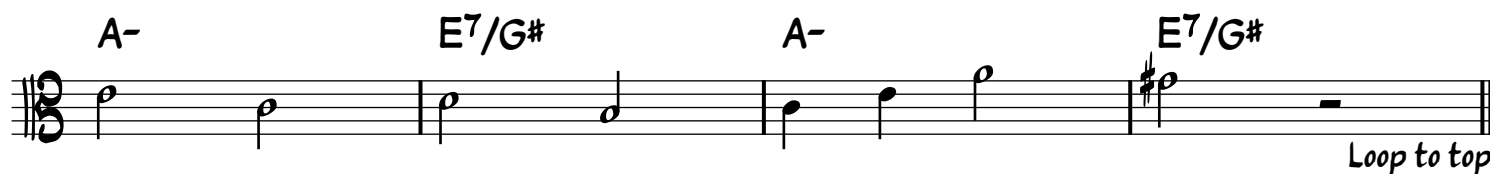
from Tetris

Composed by Hirokazu Tanaka

Adapted from Russian folk Song

Transcribed by Jer Roque

♩ = 150



Alto

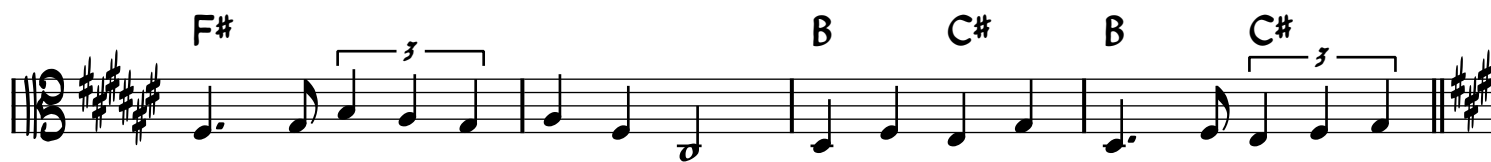
Traverse Town

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by AarekMG

Laid back swing ♩ = 111



Alto

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.

A^b

B^b

GΔ⁷



♩ = 104

[A]

CΔ⁷

D/C

CΔ⁷

D/C



GΔ⁹/B

G-7^{b5}/B^b

A-7

D7

A-7

D7



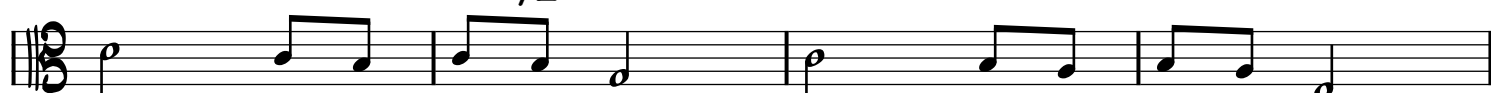
[B]

FΔ⁷

CΔ⁷/E

D-7

CΔ⁷



FΔ⁷

CΔ⁷/E

E^b7

D-7

/

G7



Loop to [A]

Alto

Littleroot Town

from Pokémon Ruby & Sapphire

Composed by Go Ichinose

Transcribed by Jonathan Aldrich

♩ = 108

C

[A]

F

A-

A7

D-

D^{b+}

F/C

B-7^{b5}



B^b/F

B^b

G-7

C_{sus}⁴

C7/E

C7



F

A-

A7

D-

D^{b+}

F/C

B-7^{b5}



B^b/F

B^b

G-7

C_{sus}⁴

C7/E

C7



[B]

A-/C

A/C#

D-/A

B-7^{b5}

B^b

G-7

C_{sus}⁴

C7/B^b



A-

A/C#

D-/F

B-7^{b5}

B^b

B^o

C_{sus}⁴

C7



Loop to [A]

Alto

Snowy

from UNDERTALE

Composed by Toby Fox
Transcribed by Jamin Morden

♩ = 60

A CΔ7no3 B-7no3

CΔ7no3 B-7no3

B CΔ7no3 B-7no3

CΔ7no3 B-7no3

C EbΔ7 Eb6 EbΔ7 DΔ7 D6 DΔ7

EbΔ7 Eb6 EbΔ7

DΔ7 D6 EΔ7 F# F#sus4 F#

Loop to top

Alto

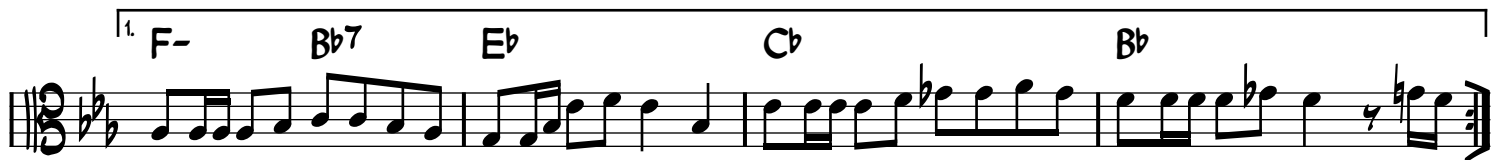
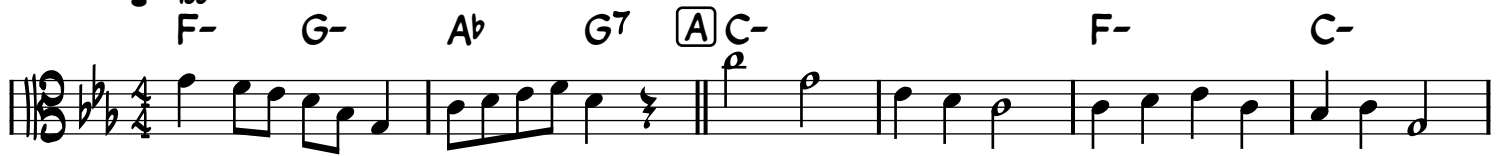
The Gourmet Race

from Kirby Super Star

Composed by Jun Ishikawa

Transcribed by Jer Roque

♩ = 188



Loop to top

Alto

A Settlement in the Red Bluffs

from Octopath Traveler

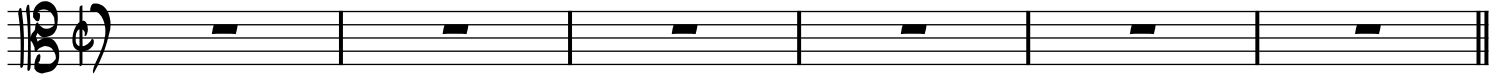
Composed by Yasunori Nishiki

Transcribed by DoubleMark

Hornpipe (swing 8ths) ♩ = 90

Intro

A-



A-



(A-)

F

G

A-



A

A-



F

G

A-

F

G

A-



B

D-



(D-)

Bb

C



D-



Bb

C

Bb

C



C A-



(A-)

F

G

A-



(A-)

/ N.C. / /



Loop to top

Alto

Dark World

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo

Transcribed by Jer Roque

♩ = 136

C-

F/C

C-

F/C

C-

F/C

C-

F/C



A

C-

F

A^bΔ⁷

B^b



C-

1.

2.



B

E^b

F

A^bΔ⁷

B^b



E^b

F

E^o

D

G-



C

A^bΔ⁷

G-⁷

F^{#o}

F-⁷



E⁷

C-⁷/E^b

D⁷

G⁷_{sus⁴}

G⁷



Loop to top

Alto

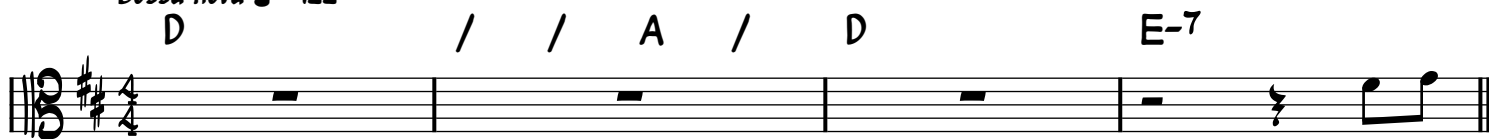
Pewter City

from Pokémon Gold & Silver

Composed by Junichi Masuda & Go Ichinose

Transcribed by David Chihlas

Bossa nova ♩ = 122



Loop to [A]

Alto

Ballad of the Goddess

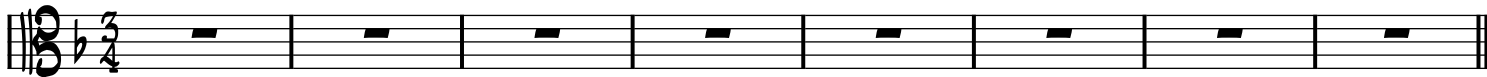
from The Legend of Zelda: Skyward Sword

Composed backwards by Koji Kondo

Transcribed by Jer Roque

♩ = 130

Intro D-



[A] D- C F G B \flat C B \flat /D C



D- C F G B \flat C B \flat /D C / A-



[B] F F/E D- C A- G/B F G



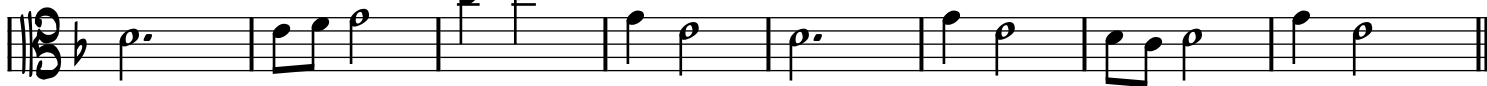
D- F/C B $^{\circ}$ C A- G/B A $_{sus}^4$ A



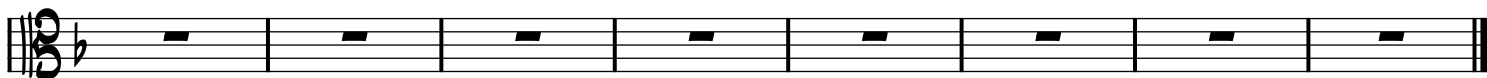
[C] D- C F G B \flat C B \flat /D C



D- C F G B \flat C B \flat /D C / A-



Outro D-



Alto

Overworld

from The Legend of Zelda

Composed by Koji Kondo
Transcribed by Jer Roque



Alto

Overworld

from New Super Mario Bros.

Composed by Koji Kondo
Transcribed by Mike Matarazzo

♩ = 100

[A] C C/E F G⁷ C C^{#0} D-⁷ G⁷

Wah! Wah! Wah! Wah!

[B] C G⁷ C G⁷ F

F C/E A⁷

D-⁷ G⁷ C G⁺ G⁺

Wah! Wah! Wah! Wah!

[C] C G⁷ C G⁷ F

F- F-⁶ E-⁷ A⁷

D-⁷ G⁷ C G⁺

Wah! Wah! Wah! Loop to [A]

Alto

Green Hill Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque



Alto

Super Smash Bros. Brawl Main Theme

from Super Smash Bros. Brawl

Composed by Nobuo Uematsu

Transcribed by David Chihlas

$\text{♩} = 150$
E⁵

A **E** **B**

a tempo

C#- **B** **C#-** **B** **C#-** **B** **C#-** **B**

C#- **B** **C#-** **B** **C#-** **F#-** **G#7** **C#-**

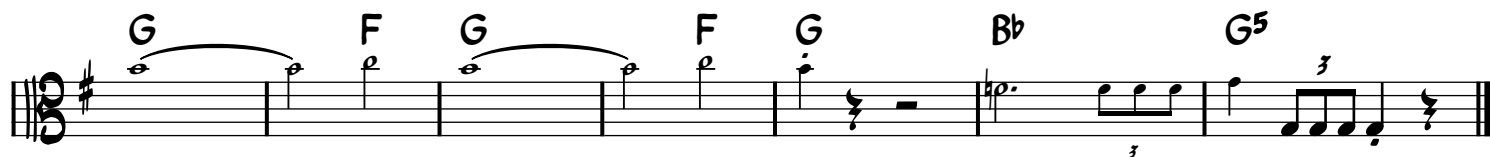
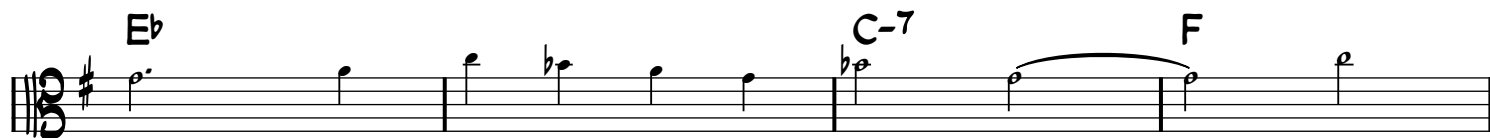
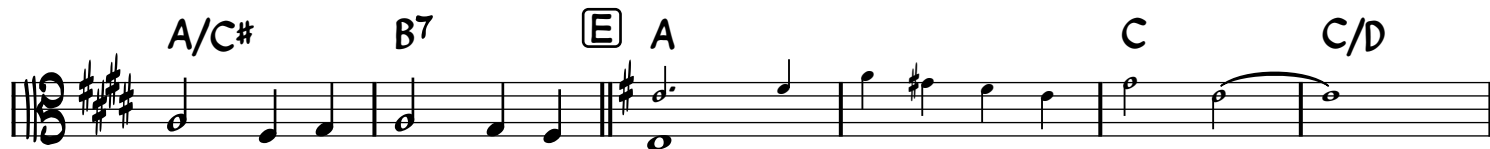
B **D#-7^{b5}** **G#7** **C#-** **C#7**

D#7/A# **A-6** **G#7** **G#7/B#** **C#-**

C **B** **E**

D#7 **G#-** **G#-/F#** **G#-/E** **G#-/D#** **F#**

C#- **F#** **F#-7** **B**



Alto

Menu

from Super Smash Bros. Ultimate

Composed by Hideki Sakamoto

Transcribed by Ashanti Mills and Bao Vuong

♩ = 140

Intro A-



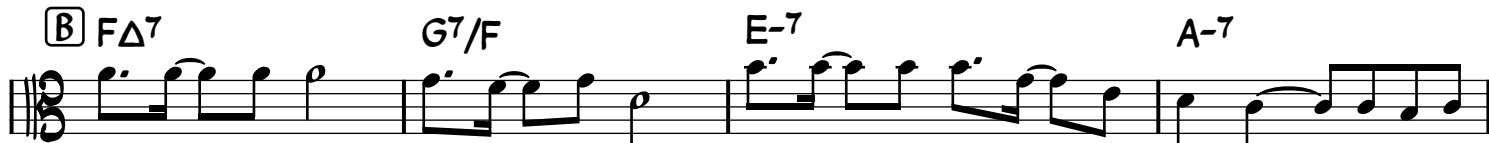
A A-7 D/A A-7 D/A A-7 D/A FΔ7 G6



A-7 D/A FΔ7 E-7 A-/D 1. E7b9sus4 E7alt 2. E7sus4 E7/G#



B FΔ7 G7/F E-7 A-7



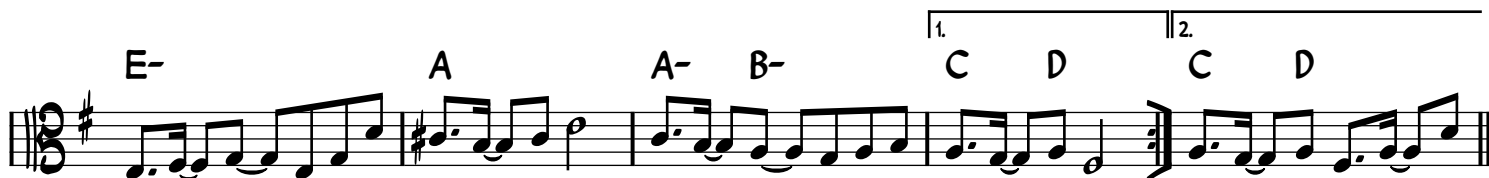
F#-7b5 B7 E7sus4 B7alt



C E- A A- F#0 B-7



E- A A- B- 1. C D 2. C D



D A E-7 A E-7

E CΔ7 B-7 FΔ7 E-9

A B_{sus}⁴ B

F FΔ7 G7/F E-7 A-7

F#-7^{b5} B7 E7_{sus}⁴ B7^{alt} C7^{alt}

G F- B^b B^b- G° C-7 C7

F- B^b B^b- C- 1. D^b E^b 2. D^b E^b

D^b B^b D^b E^b

Loop to [A]