

Bb

# Coconut Mall

from Mario Kart Wii

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♩ = 132

Intro

GΔ<sup>7</sup>/D

A-<sup>7</sup>/D

G/D

D-<sup>7</sup>



GΔ<sup>7</sup>/D

A-<sup>7</sup>/D

G/D

N.C.



Swing 8ths

A

A-<sup>7</sup>

D

G<sup>6</sup>

A-<sup>7</sup>

D

G<sup>6</sup>



A-<sup>7</sup>

D

G<sup>6</sup>

A-<sup>7</sup>

D

G



A-<sup>7</sup>

D

G<sup>6</sup>

A-<sup>7</sup>

D

G<sup>6</sup>



C

D/C#

G<sup>6</sup>/D

E<sup>7</sup>

A-

D

G



B

Bb-<sup>7</sup>

Eb

Ab<sup>6</sup>

Bb-<sup>7</sup>

Eb

Ab<sup>6</sup>



Bb-<sup>7</sup>

Eb

Ab<sup>6</sup>

Bb-<sup>7</sup>

Eb

Ab



**C**  $G^b$   $A^b7$   $G^b$   $A^b7$

$F^b$   $G^b7$   $F^b$   $G^b7$

$G\Delta^7$   $A^6$   $G\Delta^7$   $A^6$

$F\Delta^7$   $G^6$   $F\Delta^7$   $G^6$

**D**  $E-9$   $A^{13b9}$

$D-9$   $G^{13}$

$E-9$   $A^{13b9}$

$C/D$   $B-/D$   $A-7/D$   $G\Delta^7/D$

$C^7/D$   $B^b7/D$   $A^b7/D$   $G^b7/D$

N.C.

Loop to [A]

# Coconut Mall Praise Break

Abandon Quest Arrangement

**Bump**

♩ = 132

Gadd9/B C7 C#dim G/D **x3**

**Walk up**

3 Gadd9/B C7 C#dim G/D Edim Fdim D7/F#

**Bring The Beat In**

5 G **x7** G F C/E G/D G **x7** G F C/E G/D

**To the 4**

9 C **x3** C Bb F/A C/G

**To the "Eb"**

11 F **x3** C/E G/D C

**To The "Adim"**

13 Bdim Cdim C#dim G/D Edim Fdim D7/F#

**To The 1**

17 G **x7** G/D Edim Fdim D7/F#


**Athletic Melody**

19 G G/B C C#dim C Gm/Bb Am D G G/B C C#dim Am D G

23 C G/B Gm/Bb Am D C G/B Gm/Bb Am D

2

27 G Gsus/F Gsus/E Eb7



Hold the 5 Chord

29 D D



To The 1

31 G x7 G/D Edim Fdim D7/F# G

