



VGLeadSheets.com

Lead Sheets by Gamers, for Everybody

G Edition

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Symbol	Name	Spelling	Alt. Symbols
C	Major triad	C E G	
C-	Minor triad	C Eb G	Cm, Cmin
C+	Augmented triad	C E G#	C#5, C+5, Caug
C5	Power chord	C G	
C7	Dominant, Dominant 7 th chord	C E G Bb	
C9	Dominant 9 th	C E G Bb D	
C11	Dominant 11 th	C E G Bb F	
C13	Dominant 13 th	C E G Bb A	
C ^Δ 7	Major 7 th	C E G B	CM7, Cmaj7
C-7	Minor 7 th	C Eb G Bb	Cm7, Cmin7
C- ^Δ 7	Minor Major 7 th	C Eb G B	CmM7, CminMaj7
C-11	Minor 11 th	C Eb G Bb D F	Cm11
Co	Diminished triad	C Eb Gb	Cdim
C-7b5	Half-diminished	C Eb Gb Bb	Cø7
Co7	Fully diminished, Diminished 7 th	C Eb Gb Bbb	Cdim7
Co ^Δ 7	Diminished Major 7 th	C Eb Gb B	
C6	Sixth	C E G A	
C-6	Minor sixth	C Eb G A	Cm6, Cmin6
C6/9	6/9	C D E G A	
Csus2	Suspended second	C D G	
Csus4	Suspended fourth	C F G	
Csus2/4	Suspended second & forth	C D F G	
C ^Δ 7sus4	Suspended major 7 th	C F G B	
C7sus4	Suspended dominant	C F G Bb	
Cadd2	Added second	C D E G	
Cadd9	Added 9th	C E G D	
Bb/C	9sus4	C Bb D F	Csus, C9sus4
C-#5	Minor #5	C Eb G#	Ab/C

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Suikoden II - We Are the Number One!	1514	Super Mario Bros. - Underworld	1551
Suikoden II - Withered Earth	1515	Super Mario Bros. 2 - Character Select	1552
Suikoden V - Town on a River	1516	Super Mario Bros. 2 - Overworld	1553
Super Castlevania IV - Theme of Simon Belmont	1517	Super Mario Bros. 2 - Underground	1554
Super Ghouls 'n Ghosts - Continue	1520	Super Mario Bros. 3 - Athletic	1555
Super Mario 3D Land - Overworld	1521	Super Mario Bros. 3 - Ending Part 2	1556
Super Mario 3D Land - Snow Mountain [ALT]	1522	Super Mario Bros. 3 - Ending	1557
Super Mario 3D World - Snowball Park	1523	Super Mario Bros. 3 - Hammer Bros.	1558
Super Mario 3D Land - Special World 8	1524	Super Mario Bros. 3 - Overworld	1559
Super Mario 3D World - Chain-Link Charge	1525	Super Mario Bros. 3 - Underground BGM	1560
Super Mario 3D World - Double Cherry Pass	1526	Super Mario Bros. 35 - Menu	1561
Super Mario 3D World - Footlight Lane	1527	Super Mario Bros. Wonder - Piranha Plants on Parade	1563
Super Mario 3D World - Hisstocrat	1529	Super Mario Galaxy - Good Egg Galaxy	1564
Super Mario 3D World - Super Bell Hill	1531	Super Mario Galaxy - Gusty Garden Galaxy [ALT]	1565
Super Mario 3D World - World 8	1532	Super Mario Galaxy - Gusty Garden Galaxy	1567
Super Mario 64 - Koopa's Theme	1533	Super Mario Galaxy - Rosalina in the Observatory	1569
Super Mario 64 - Dire Dire Docks	1535	Super Mario Galaxy - Space Junk Road	1570
Super Mario 64 - Staff Roll	1537	Super Mario Galaxy - The Honeyhive	1571
Super Mario 64 - File Select	1539	Super Mario Galaxy - Waltz of the Boos	1572
Super Mario 64 - Inside the Castle Walls	1540	Super Mario Galaxy 2 - Cloudy Court Galaxy	1573
Super Mario 64 - Koopa's Road	1541	Super Mario Galaxy 2 - Cosmic Cove Galaxy	1574
Super Mario 64 - Main Theme	1542	Super Mario Galaxy 2 - Green Star	1575

Super Mario Galaxy 2 - Sky Station Galaxy	1576	Super Mario World - Ghost House	1619
Super Mario Galaxy 2 - Starship Mario	1577	Super Mario World - Map 1 (Yoshi's Island)	1621
Super Mario Galaxy 2 - World 3	1578	Super Mario World - Map 2 (Overworld)	1622
Super Mario Kart - Choco Island	1579	Super Mario World - Map 4 (Star World)	1623
Super Mario Kart - Donut Plains	1580	Super Mario World - Map 5 (Forest of Illusion)	1624
Super Mario Kart - Koopa Beach	1581	Super Mario World - Overworld	1625
Super Mario Kart - Mario Circuit	1582	Super Mario World - Map 7 (Special Zone)	1626
Super Mario Kart - Rainbow Road	1583	Super Mario World 2: Yoshi's Island - Athletic	1627
Super Mario Land - Birabuto Kingdom	1584	Super Mario World 2: Yoshi's Island - Flower Garden	1628
Super Mario Land - Marine Pop, Sky Pop!	1585	Super Mario World 2: Yoshi's Island - Intro Music Box Theme	1629
Super Mario Land - Muda Kingdom	1586	Super Metroid - Big Boss Confrontation (Ridley, Draygon)	1630
Super Mario Land 2 - Staff Roll	1587	Super Metroid - Brinstar - Plant Overgrowth Area	1631
Super Mario Land 2 - Treetop	1588	Super Metroid - Brinstar Red Soil Swampy Area	1632
Super Mario Maker 2 - Desert (Super Mario Bros.)	1589	Super Metroid - Galactic Warrior - Theme of Samus Aran	1633
Super Mario Odyssey - Bubblaine	1590	Super Metroid - Theme of Super Metroid	1635
Super Mario Odyssey - Crazy Cap	1591	Super Paper Mario - Flipside	1637
Super Mario Odyssey - Fossil Falls	1593	Super Robot Wars Alpha - Flapper Girl	1639
Super Mario Odyssey - Jump Up, Super Star!	1595	Super Smash Bros. - Character Select	1641
Super Mario Odyssey - New Donk City	1599	Super Smash Bros. Brawl - Super Smash Bros. Brawl Main Theme	1643
Super Mario Odyssey - Shiveria: Town	1601	Super Smash Bros. Melee - Menu 2	1645
Super Mario Odyssey - Steam Gardens	1603	Super Smash Bros. Melee - Menu 1	1646
Super Mario RPG - Beware of Forest Mushrooms	1604	Super Smash Bros. Melee - Multi-Man Melee 2	1647
Super Mario RPG: Legend of the Seven Stars - Fight Against a Somewhat Stronger Monster	1605	Super Smash Bros. Melee - Targets!	1649
Super Mario RPG - Rose Town	1606	Super Smash Bros. Melee - Trophy [ALT]	1650
Super Mario RPG - This is Booster Tower	1607	Super Smash Bros. Melee - Trophy	1651
Super Mario Sunshine - Bianco Hills	1609		
Super Mario Sunshine - Isle Delfino	1611		
Super Mario World - Athletic	1613		
Super Mario World - Ending	1615		
Super Mario World - Fortress Boss	1617		

Super Smash Bros. Ultimate - Menu	1653	Treasure of the Rudras - Shadows of Illusion	1686
Street Fighter II - Balrog's Theme	1655	Tyrian - Tyrian, the level	1687
Super Street Fighter II: The New Challengers - Fei Long's Theme	1656	U.N. Squadron - Desert	1688
Street Fighter II - Guile's Theme	1657	U.N. Squadron - Oil Field Base	1689
Street Fighter II - Ken's Theme	1658	Ultima V: Warriors of Destiny - Stones	1690
Street Fighter II - Ryu's Theme	1659	Under Night In-Birth - Gathers Under Night...	1691
Super Street Fighter II (Arcade) - Sagat's Theme	1660	Under Night In-Birth - Night Walker (Linne)	1693
Super Street Fighter II (Arcade) - Vega's Theme [ALT]	1661	UNDERTALE - Another Medium	1695
Super Street Fighter II (Arcade) - Vega's Theme	1662	UNDERTALE - Bonetrousle	1697
Tales of Phantasia - Desolate Road	1663	UNDERTALE - Death by Glamour	1699
Tales of Symphonia - Harbor Town	1664	UNDERTALE - Determination	1701
Tangledeep - Mysteries of Time	1665	UNDERTALE - Dogsong	1702
Team Fortress 2 - Team Fortress 2 (Main Theme)	1667	UNDERTALE - Dummy!	1703
Tecmo Bowl - Title	1668	UNDERTALE - Fallen Down (Reprise)	1705
Teenage Mutant Ninja Turtles - Title	1669	UNDERTALE - Hopes and Dreams	1707
Teenage Mutant Ninja Turtles: Turtles in Time - Neon Night-Riders	1670	UNDERTALE - MEGALOVANIA	1709
Teenage Mutant Ninja Turtles: Turtles in Time - Sewer Surfin'	1671	UNDERTALE - Once Upon a Time	1710
Teenage Mutant Ninja Turtles - Underwater	1672	UNDERTALE - Ruins	1711
Terraria - Overworld Day	1673	UNDERTALE - Snowdin Town	1713
Tetris - Tetris Type-A (Korobeiniki)	1674	UNDERTALE - Snowy	1714
Tetris - Type-B	1675	UNDERTALE - Spider Dance	1715
Tetris Attack - Sea Stage	1676	UNDERTALE - Spooktune [ALT]	1717
Thunder Force IV - Metal Squad	1677	UNDERTALE - Spooktune	1718
Teenage Mutant Ninja Turtles II: The Arcade Game - Boss	1680	Unlimited Saga - Battle Theme I	1719
To the Moon - Everything's Alright	1681	Valkyrie Profile - Confidence in the Domination	1721
ToeJam & Earl - ToeJam Jammin'	1682	Valkyrie Profile - Fighting the Shadowy Gods	1723
Touhou Kaeidzuka ~ Phantasmagoria of Flower View - Flowering Night	1683	VVVVVV - Positive Force	1725
Treasure Hunter G - Sad Freedom	1685	Warcraft II: Tides of Darkness - Human 1	1729
		Wario's Woods - Title Theme	1731
		WarioWare: Get It Together! - Penny's Song	1733

Wave Race 64 - Main Title	1735	Xenogears - Singing of the Gentle Wind	1780
Wii - Mii Plaza	1736	Xenogears - SMALL TWO OF PIECES ~Broken Shards~	1781
Wii - Photo Channel - Puzzle Theme [ALT]	1737	Yakuza 0 - Interplanetary Spark	1785
Wii - Photo Channel: Puzzle Theme	1738	Yakuza 5 - Baka Mitai [ALT]	1787
Wii - Wii Shop Channel	1739	Yakuza 5 - Baka Mitai (I've Been A Fool)	1789
Wii Party - Swap Meet	1740	Super Mario World 2: Yoshi's Island - Map BGM	1791
Wii Sports - Title Screen	1741	Yoshi's Story - Ending Story	1793
Wii Sports Resort - Title Theme	1743	Yoshi's Story - On the Beach	1795
Wild Arms - To the End of the Wilderness	1745	Yoshi's Woolly World - Shy But Deadly	1797
Wild Arms - Not Just Any Kid, But A Lady! (Jane's Theme)	1747	Ys VIII - Sunshine Coastline	1799
Wild Arms - Migratory Bird of the Wilderness (Rudy's Theme)	1748	Ys I: Ancient Ys Vanished - Palace of Destruction	1801
Wild Arms - Port Town Theme	1749	Zelda II: The Adventure of Link - Battle Theme	1803
Wild Arms - Town	1750	Zelda II: The Adventure of Link - Inside House	1804
Wild Arms - Village of the Elw	1751	Zelda II: The Adventure of Link - Title	1805
Wild Arms - Wh-What? (Zed's Theme)	1752	Zelda II: The Adventure of Link - Overworld	1806
Wing Commander IV: The Price of Freedom - Inflight Music 1	1753	Zelda II: The Adventure of Link - Palace Theme	1807
X-Men - Here Comes the Hero (Stage 1)	1755	Zelda II: The Adventure of Link - Town Theme	1808
Xenoblade Chronicles - Frontier Village	1757	Zoda's Revenge: StarTropics II - Dungeon 1	1809
Xenoblade Chronicles - Gaur Plain	1759		
Xenoblade Chronicles - Satorl Marsh (Night)	1761		
Xenoblade Chronicles 2 - Gramps	1763		
Xenoblade Chronicles 2 - Mor Ardain - Roaming the Wastes	1765		
Xenoblade Chronicles 3 - Chain Attack	1767		
Xenoblade Chronicles: Future Connected - Time to Fight! (Bionis' Shoulder)	1771		
Xenogears - My Village is Number One [ALT]	1775		
Xenogears - My Village is Number One	1777		
Xenogears - Shevat, the Wind is Calling	1779		

Tunnel Scene

from X

Composed by Kazumi Totaka

Transcribed by Garrett Hoffman

♩ = 152

A E-7 F#-7 C#-7 C⁶₉ B-7 C/E G^{sus}²/A F#-7

Ab-7 Bb-7 FbΔ⁷ Cb/Eb G^b_{sus}²/Ab Db-7 F^b_{sus}² Bb-7

Ab^{sus}²

B Ab⁵

(Ab⁵)

C B-9

D#-7/G# DΔ⁷/G E^{sus}²/F# G^{sus}²/A A^{sus}²/B B^{sus}²/C#

Loop to top

Air Battle A

from 1943: The Battle of Midway

Composed by Yoshihiro Sakaguchi

Transcribed by Mike Matarazzo

♩ = 180

Intro

N.C.



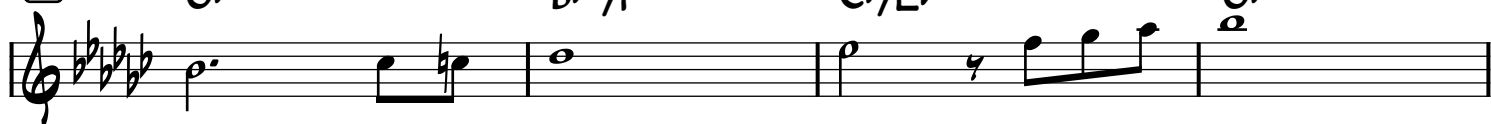
[A] F#- A/E D B⁶/D# C#/E#



F#- A/E D B⁶/D# C#/E# F#



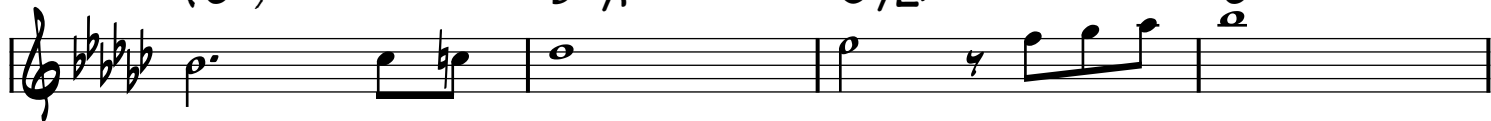
[B] G^b B^b-/F C^b/E^b G^b



A^b- F^o D^b7 G^b



(G^b) B^b-/F C^b/E^b G^b



A^b- F^o D^b7 G^b



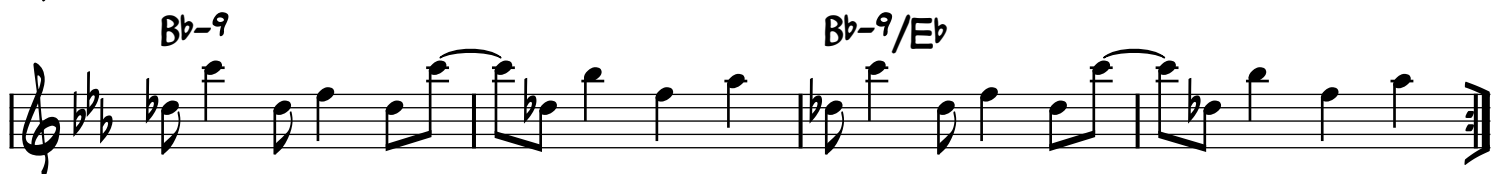
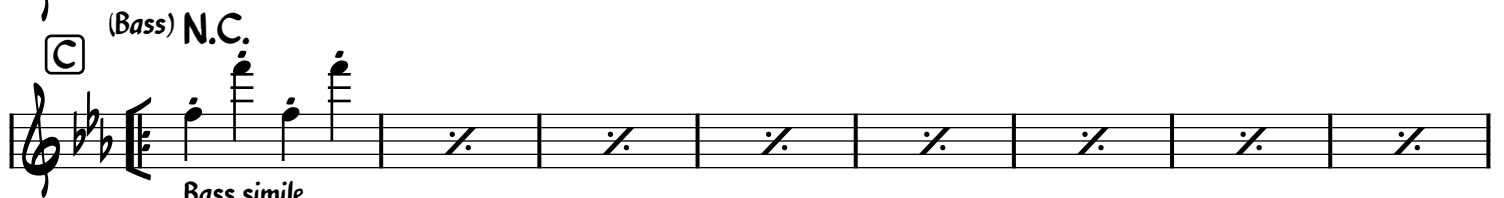
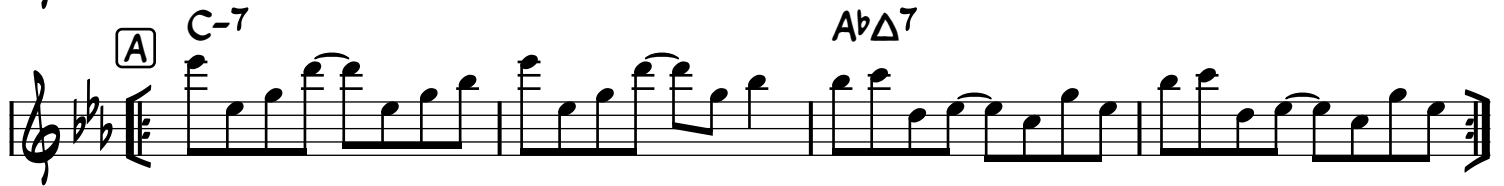
Loop to [A]

Town of Elm Street

from *A Nightmare on Elm Street*

Composed by David Wise
Transcribed by Mikhail Ivanov

Rock $\text{♩} = 108$



Loop to top

Rendezvous

from Ace Combat 5: The Unsung War

Composed by Keiki Kobayashi

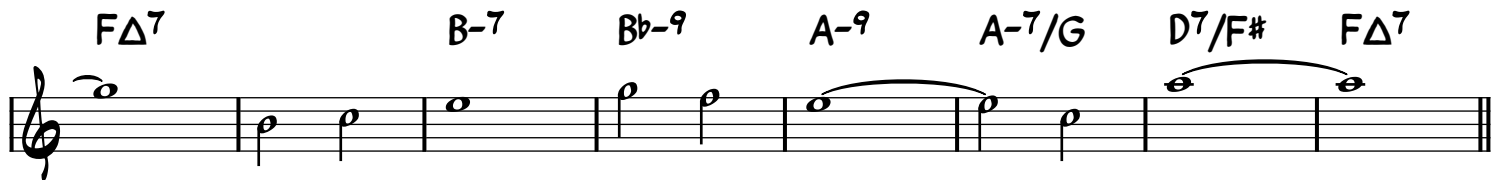
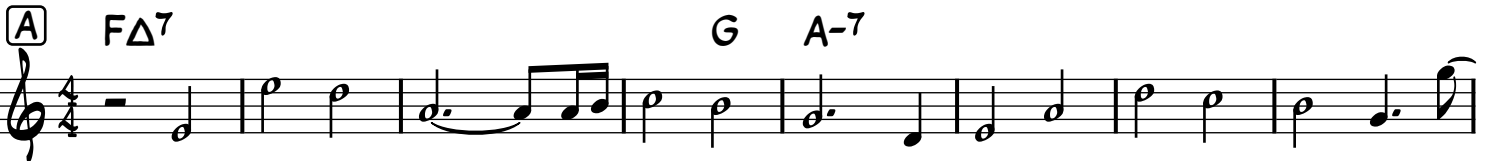
Transcribed by Travis Salim

♩ = 150

N.C.



Rhythm simile



Loop to top

Birth of the People

from ActRaiser

Composed by Yuzo Koshiro
Transcribed by John Bergan

Baroque $\text{♩} = 95$

A

G- F B \flat F E \flat F G- F B \flat

F E \flat F G- N.C. Unison

B

G- D 7 G- D 7

C

G- C- F B \flat

E \flat A $^\circ$ D 7 G-

D

G 7 C- F 7 B \flat

E \flat Δ 7 A $^\circ$ D 7 G

Loop to top

Fillmore

from ActRaiser

Composed by Yuzo Koshiro

Transcribed by DoubleMark and musicalmoose

Rock ♩ = 117

A F- C-/Eb Bb-/Db F-/C G7/B

C7

B F- Bb/D / Bb-/Db C-7/Eb

F- Bb/D Bb-/Db

C7 E°7 F- Db D° Eb/G Eb7

1. Ab C-/G 2. Ab C7

C Db B°7 C_{sus}⁴ C

D F- DbΔ7 Bb- C

F- DbΔ7 Bb- C

Loop to top

Side Scroll BGM

from The Adventures of Bayou Billy

Composed by Kyouhei Sada, Hidenori Maezawa,
Tsutomu Ogura, & Jun Funahashi
Transcribed by Ashanti Mills

Funk ♩ = 129

Intro

F#-



A

F#-



(F#-)

N.C.



B

F#-

D

C#-



F#-



C

B-

E N.C.

B-

E N.C.



Loop to [A]

Floor Theme

from Adventures of Lolo

Composed by Hideki Kanazashi

Transcribed by AarekMG

March ♩ = 150

A C G7 C G7 C F7 Bb F7 Bb F7 Bb F7 G^{sus4} G7

The first staff of music is in 12/8 time. It begins with a treble clef and a key signature of one flat (Bb). The melody consists of eighth and quarter notes. Above the staff, the following chords are indicated: C, G7, C, G7, C, F7, Bb, F7, Bb, F7, Bb, F7, G^{sus4}, and G7.

C G7 C G7 C F7 Bb F7 Bb F7 Bb G7 C

The second staff of music continues the melody from the first staff. Above the staff, the following chords are indicated: C, G7, C, G7, C, F7, Bb, F7, Bb, F7, Bb, G7, and C.

B F C/E D-7 G7 C

The third staff of music begins with a new section marked 'B'. The melody continues with eighth and quarter notes. Above the staff, the following chords are indicated: F, C/E, D-7, G7, and C.

F- Bb Eb Ab D G

The fourth staff of music continues the melody. Above the staff, the following chords are indicated: F-, Bb, Eb, Ab, D, and G. The staff ends with a double bar line and the instruction 'Loop to top'.

Loop to top

Europe

from Aerobiz

Composed by Taku Iwasaki

Transcribed by sigmabeta

A ♩ = 96
D-7 G7/D B \flat /D C/D

D-7 G7/D B \flat /D C/D

B B \flat Δ 7 D-7

B \flat Δ 7 E \flat 7#11 A7

Loop to top

After Burner

from After Burner II

Composed by Hiroshi Kawaguchi

Transcribed by Nicholas Pinelli

Rock ♩ = 175

Intro

D-



A

(D-)

C

D-

C



Background simile

(C)

Bb

C

1.

D-

2. (C)



A



B

D-

Eb



C-

Bb

A-7

BbΔ7

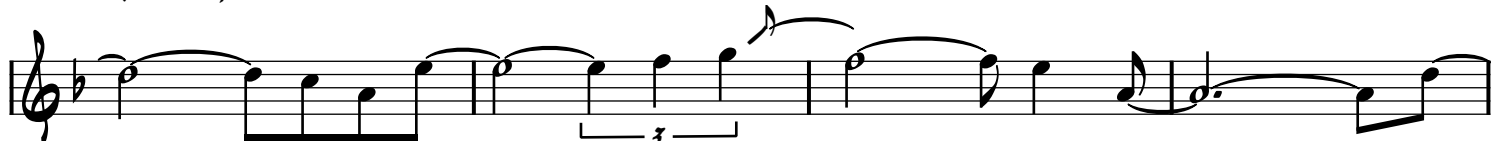


(BbΔ7)

A-7

D-

BbΔ7



(BbΔ7)

A-7

D-



C

G-

D-



G- D- B \flat Δ 7 C A B \flat Δ 7 (B \flat Δ 7) C D- N.C. D.S.

D-

[D] B \flat Δ 9 A-9

B \flat Δ 9 A-9

B \flat Δ 9 A-9

B \flat Δ 9 A

[E] D- C D- C Background from [Intro]

(C) B \flat C 1. D- 2. (C)

A
F $B\flat\Delta 7$ $A-7$ $D-$ $B\flat\Delta 7$
 $(B\flat\Delta 7)$ $A-7$ $D-$ $B\flat\Delta 7$
 $(B\flat\Delta 7)$ $A-7$ $D-$ $B\flat\Delta 7$
 $(B\flat\Delta 7)$ $A-7$ $D-$
G $G-$ $D-$
 $G-$ $D-$
 $B\flat\Delta 7$ C A $B\flat\Delta 7$
 $(B\flat\Delta 7)$ C $D-$ 1. 2. $B\flat\Delta 7$
 1.-3. 4.
Solo $(B\flat\Delta 7)$ $A-7$ $D-$ C $B\flat\Delta 7$ $(D-)$ N.C.
 $(D-)$

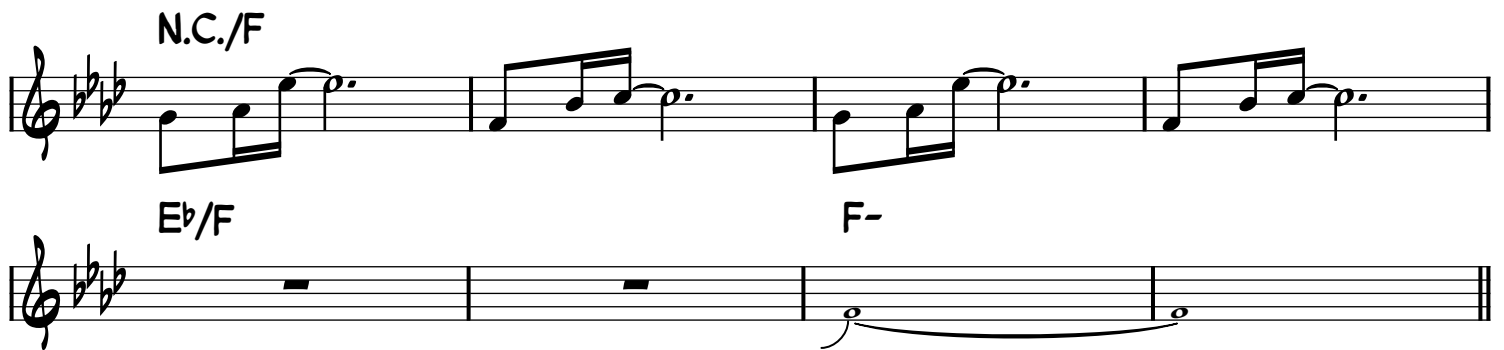
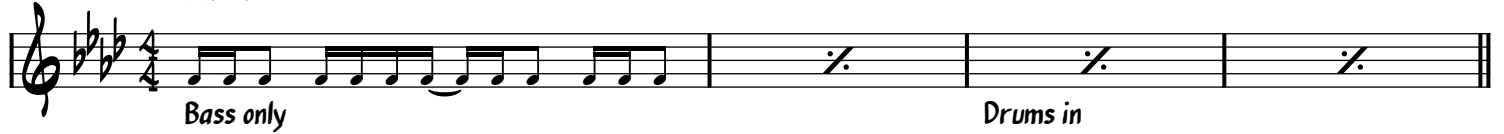
Repeat to fadeout

T Station

from Age of Empires II

Composed by Stephen Rippy
Transcribed by Tristan H

♩ = 84
N.C.



D N.C./F

E^b/F F- N.C.

Drums only

N.C./F

Rhythm fade out

N.C.

No rhythm

E N.C.

Drums and bass in

E^b/F F-

N.C.

Bass only Fade out

Children of the Elder God

from Alan Wake

Composed by Old Gods of Asgard (Poets of the Fall)

Transcribed by DoubleMark

Rock ♩ = 95

Intro

F#-



Rhythm and bass unison; extreme melodic noodling

A

F#7#9

A⁵ E⁵ F#7#9

E⁵ D#5



F#7#9

D#5 D⁵ F#7#9

/

/

A⁵ E⁵



B

B

A

B

A

B

A

B

D



C

F#-

D/F#

B_{sus}⁴/F#

B/F#



Rhythm comp with [Intro]

F#-

D/F#

B_{sus}⁴/F#

B/F#



D

F#7#9

A⁵ E⁵ F#7#9

E⁵ D#5



F#7#9

D#5 D⁵ F#7#9

/

/

A⁵ E⁵



E

B

A

B

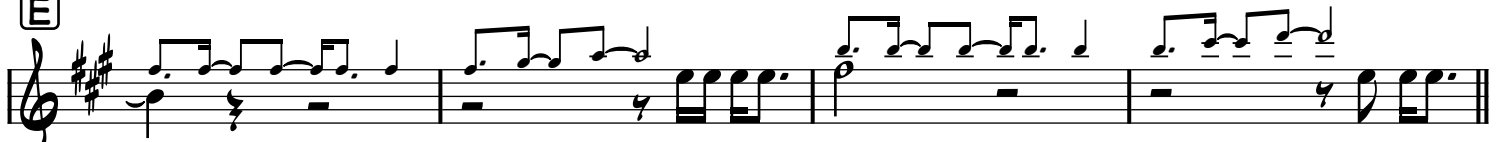
A

B

A

B

D



F F#- D/F# Bsus⁴/F# B/F#

Rhythm comp with [Intro]

F#- D/F# Bsus⁴/F# B/F# F#7#9

G (F#7#9) A⁵ E⁵ F#7#9

Solo (rhythm play hits as written)

(F#7#9) A⁵ E⁵ F#7#9 N.C.

C#7#9 C7#9B7#9 C7#9C#7#9 C7#9B7#9 A7

F#-

Rhythm comp with [Intro]

H B A B A B A B D

I F#-

Rhythm comp with [Intro] to end, drums out

Drums in

F#- D/F# Bsus⁴/F# B/F#

Bsus⁴/F# B/F# F#7#9 B

Lexicographical Spy

from Alpha Blast

Composed by David Bergan
Transcribed by John Bergan

Electrofunk ♩ = 135

A Bb^- Db Eb^- Bb^- Db Eb^-

(Bass)

Bb^- N.C.

B F^- Bb^- F^- Bb^-

Rhythm simile

Gb Db Ab

1. (Ab) 2. (Ab) N.C.

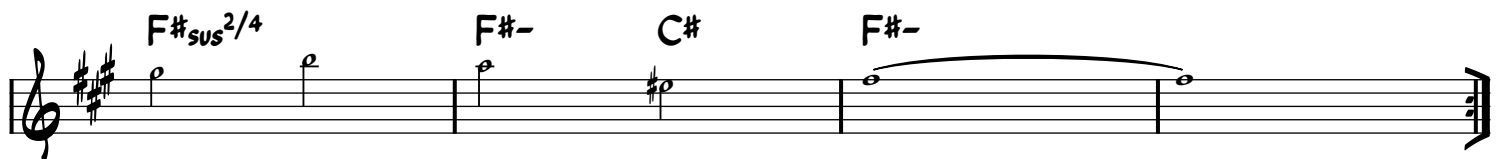
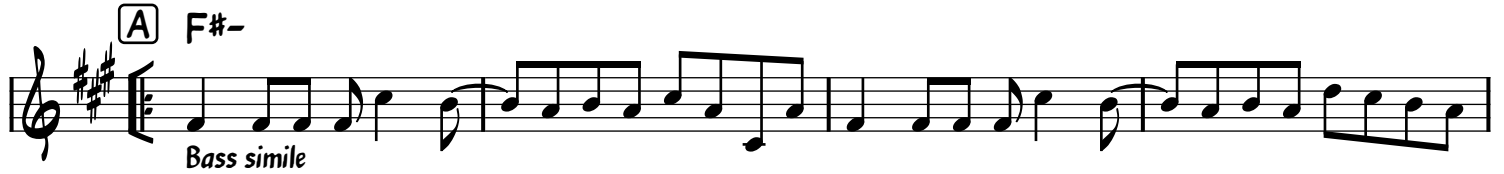
Loop to top

Word Ninja

from Alpha Blast

Composed by David Bergan
Transcribed by John Bergan

Rock ♩ = 135
N.C.



C F#-

B- C#-

Rhythm simile

F#-

(F#-)

(F#-) B- C#-

F#- B- C#-

D F#-

(F#-) N.C.

(Bass), rhythm out Explosion

Angry Birds Theme

from Angry Birds

Composed by Ari Pulkkinen

Transcribed by AarekMG

$\text{♩} = 120$

A A-

B A- C A- C A-

C E- D C A- C E- D A-

C A- N.C./B A- N.C./F

A-

D A-

(A-)

C A-

(A-)

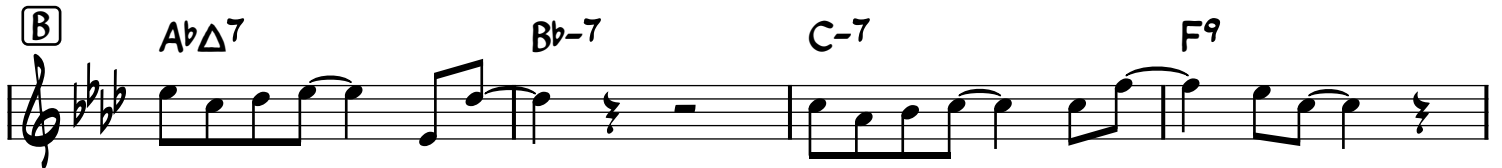
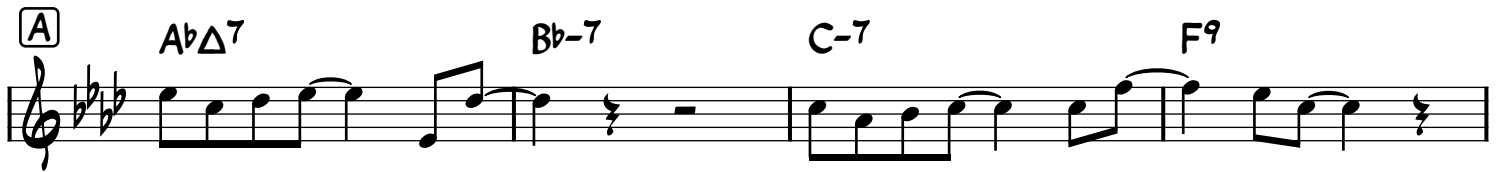
Loop to [A]

7 AM

from Animal Crossing

Composed by Kazumi Totaka
Transcribed by JohnStacy

♩ = 94



Loop to [A]

Rhythm simile

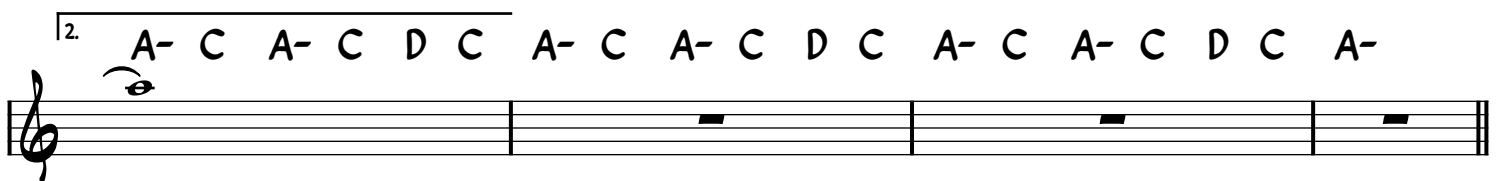
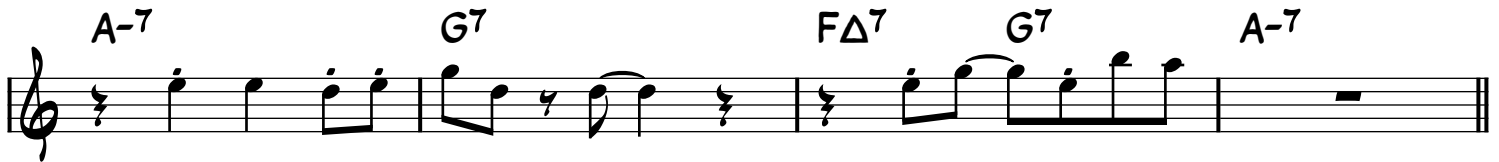
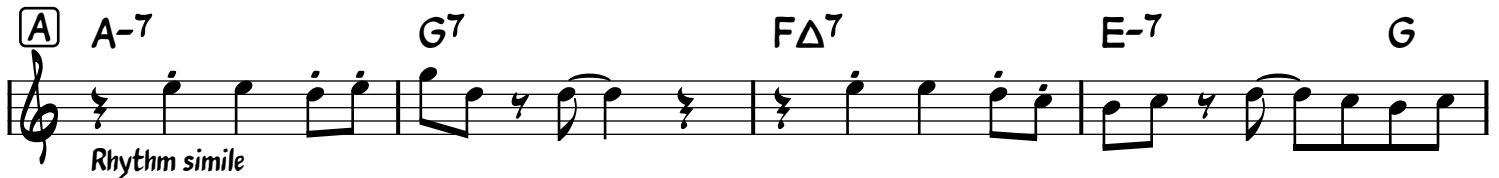
DJ K.K.

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Pop ♩ = 138

A- C A- C D C A- C A- C D C A- C A- C D C



C A-7 G7 FΔ7 E-7 G

A-7 G7 FΔ7 G7 A-7 A-7 N.C.

D D- E- A-7 D- E- A-7

D- E- A-7 D- E- A-7

E Eb- F- Bb-7 Eb- F- Bb-7

Eb- F- Bb-7 Eb- F-

Bb- Db Bb- Db Eb Db Bb- Db Bb- Db Eb Db Bb- Db Bb- Db Eb Db Bb-

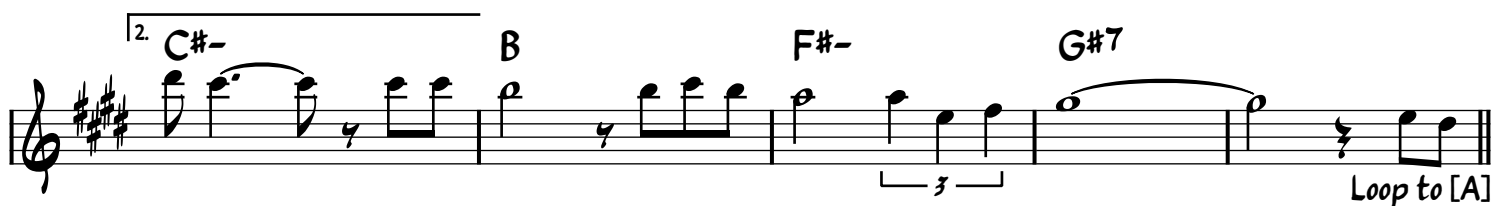
Awooooo!

Go K.K. Rider

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Rock ♩ = 140



K.K. Bossa

from Animal Crossing

Composed by K.K. Slider
Transcribed by JohnStacy

Bossa ♩ = 128

C⁶₉



S

A C⁶₉

F⁹



D-⁹

G⁷

C⁶₉

D^b13



C⁶₉

F⁹

E-⁹

A⁷#5



D¹³

G⁷#9

C⁶₉

D^b13

(C⁶₉)



To Coda

B F[#]-7^b5

B⁷#5

E-⁷

A⁷#5

D-⁷

G⁷



C⁶₉

F[#]-7^b5

B⁷#5

F⁷

B^b6

E-⁷

A⁷#5



D¹³

D-⁷

E-¹¹

A⁷



D-⁷

G⁷#9

G⁷#9

C⁶₉



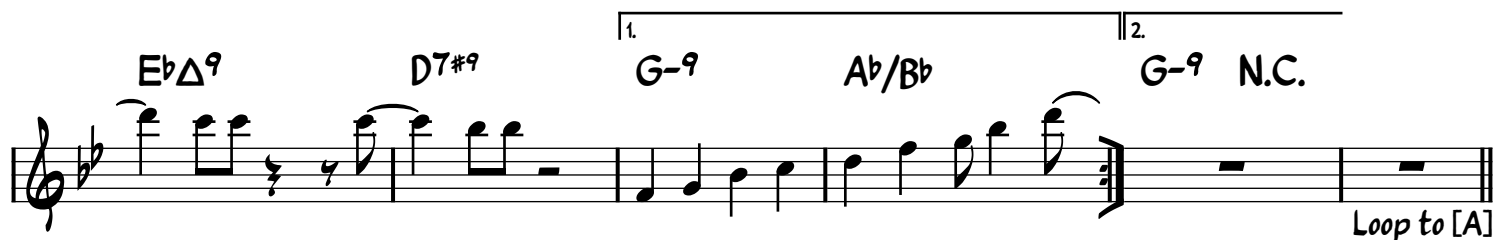
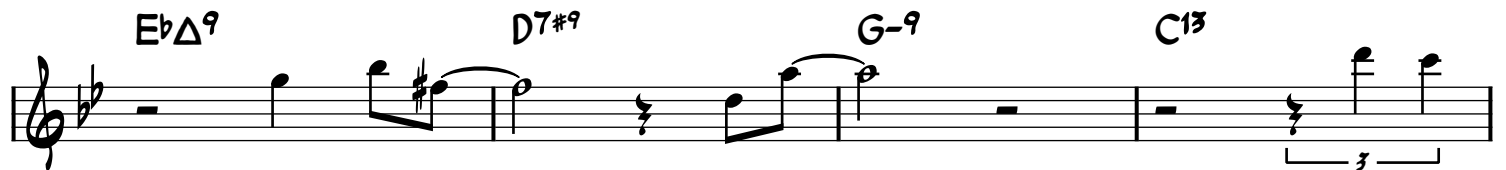
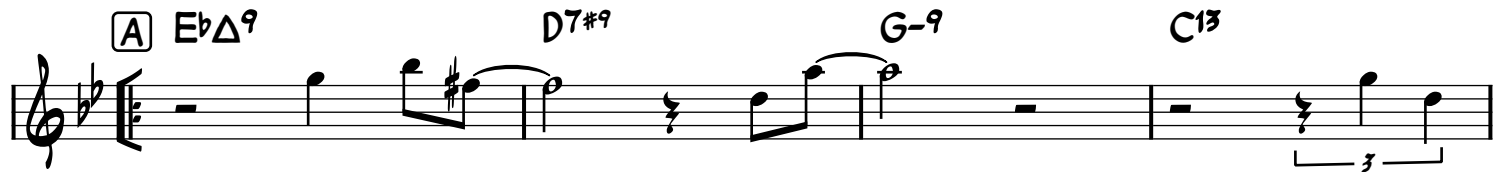
D.S. al Coda

K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider
Transcribed by Ashanti Mills

Swing 8ths $\text{♩} = 84$

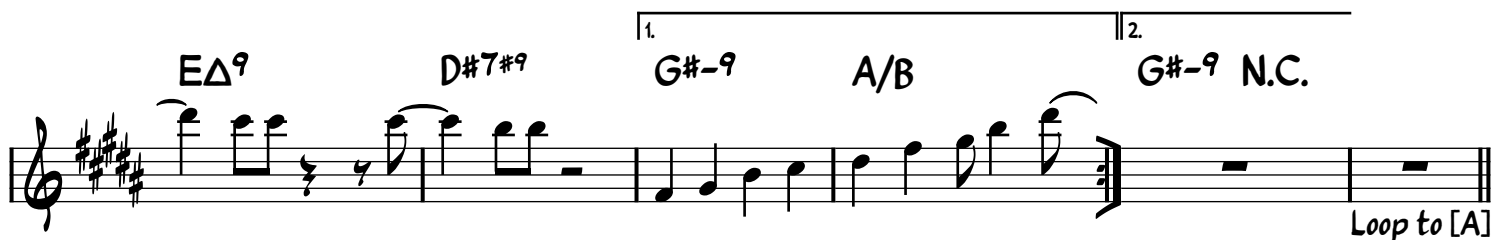
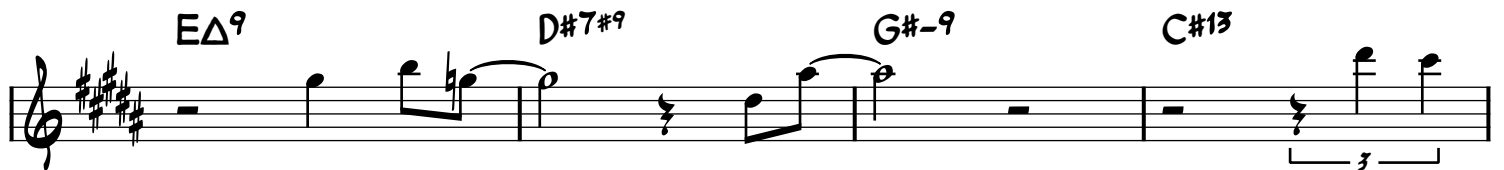


K.K. Cruisin'

from Animal Crossing

Composed by K.K. Slider
Transcribed by Ashanti Mills

Swing 8ths ♩ = 84



K.K. Fusion (Aircheck)

from Animal Crossing

Composed by K.K. Slider

Transcribed by Mikhail Ivanov

Funk ♩ = 108 C^b F-7/C D^b C-7 B^b/F

Drum intro

A D^b/E^b

(D^b/E^b) E^b/F

D^b/E^b E^b/F

B G^b/A^b G^b/A^b

G^b/A^b C^b_{sus}² F-/C E^b5/D^b C- B^b5

Bass simile

D^b/E^b

Loop to [A]

K.K. Jazz

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Swing ♩ = 178

A G⁶

(G⁶) E⁹

C-7 F⁹ B^b6 E^bΔ⁹

A-7 D⁹ B-7 B^b7 A-7 A^b9

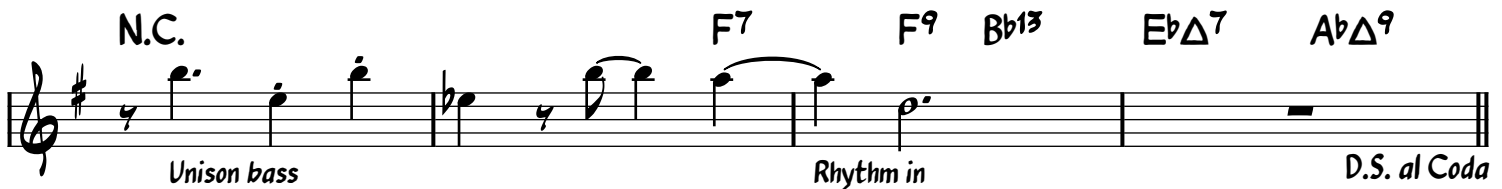
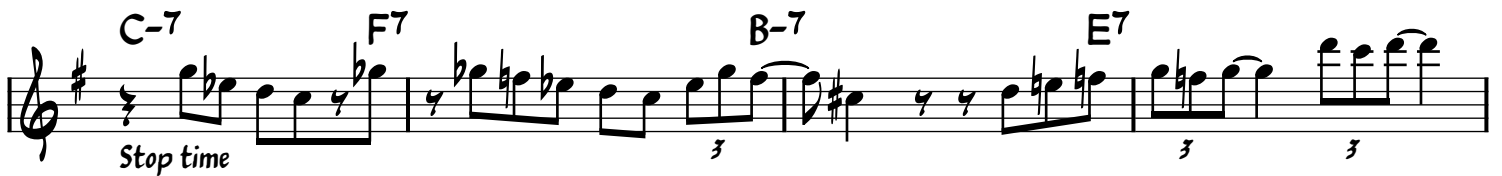
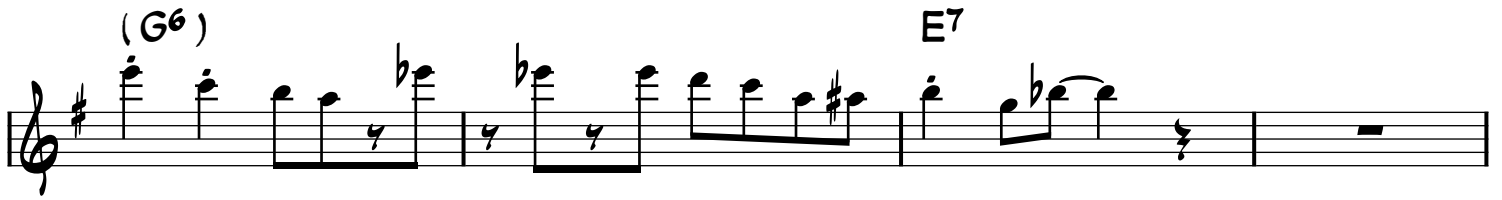
B G⁶

(G⁶) E⁹

C-7 F⁹ B-7 E7^b9

A-7 D⁹ F⁹ B^b13 E^bΔ⁷ A^bΔ⁹

To Coda



K.K. Metal

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Metal ♩ = 143

Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ F⁵ Eb⁵ C⁵

Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ Bb⁵ Cb⁵ Bb⁵ A⁵

A Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ F⁵ Eb⁵ C⁵ Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ Bb⁵ Cb⁵ Bb⁵ A⁵

Rhythm simile

Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ F⁵ Eb⁵ C⁵ Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ Bb⁵ Cb⁵ Bb⁵ A⁵

To Coda

B Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ F⁵ Eb⁵ C⁵ Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ Bb⁵ Cb⁵ Bb⁵ A⁵

Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ F⁵ Eb⁵ C⁵ Ab⁵ F⁵ Eb⁵ F⁵ Ab⁵ Bb⁵ Cb⁵ Bb⁵ A⁵ Db⁵ Eb⁵

C

Ab5 F5 Eb5 F5

F5 Ab5 Bb5 Cb5 Bb5 A5

Ab5 F5 Eb5 F5

F5 Ab5 Bb5 Cb5 Bb5 A5

D

Ab5 F5 Eb5 F5 Ab5 F5 Eb5 C5 Ab5 F5 Eb5 F5 Bb5 F5

F5 Db5 A5 Eb5

F5 Db5 G5 Eb5

Awool!

D.C. al Coda

Ab5 F5 Eb5 F5 Ab5 F5 Eb5 C5

Ab5 F5 Eb5 F5 Ab5 Bb5 Cb5 Bb5 A5 Ab5

K.K. Swing

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Freely ♩ = 90

CΔ7 D7#5

Swing ♩ = 98

GΔ⁹ G⁶ GΔ⁹ G⁶

Musical notation for the first system, featuring a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols CΔ7 and D7#5 are placed above the first two measures.

A G⁶ B-⁹ Bb⁹ A-⁹ Ab⁹

Musical notation for section A, first line. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols G⁶, B-⁹, Bb⁹, A-⁹, and Ab⁹ are placed above the notes.

Sempre staccato, rhythm simile

G⁶ B-⁹ Bb⁹ A-⁹ Ab⁹

Musical notation for section A, second line. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols G⁶, B-⁹, Bb⁹, A-⁹, and Ab⁹ are placed above the notes.

B G⁹ Gb⁹ F⁹ E7b⁹

Musical notation for section B. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols G⁹, Gb⁹, F⁹, and E7b⁹ are placed above the notes.

A⁹ Ab⁹ GΔ⁹ G⁶ GΔ⁹ G⁶

Musical notation for section C. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols A⁹, Ab⁹, GΔ⁹, G⁶, GΔ⁹, and G⁶ are placed above the notes.

C G⁶ B-⁹ Bb⁹ A-⁹ Ab⁹

Musical notation for section C, first line. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols G⁶, B-⁹, Bb⁹, A-⁹, and Ab⁹ are placed above the notes.

G⁶ B-⁹ Bb⁹ A-⁹ Ab⁹

Musical notation for section C, second line. It features a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a series of eighth and quarter notes, with a triplet of eighth notes marked with a '3' and a fermata over the final note. Chord symbols G⁶, B-⁹, Bb⁹, A-⁹, and Ab⁹ are placed above the notes.

D D-7 E7#5 A-9

B-7b5 E7#5 A-9 Ab9

E G6 B-9 Bb9 A-9 Ab9

G6 B-9 Bb9 A-9 Ab9

F G9 Gb9 F9 E7b9

Freely
A9 Ab9 G6 G6

Lucky K.K.

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Sea shanty ♩ = 114

Intro A⁵



§

A A⁵



(A⁵)



G⁵



(G⁵)



A⁵



(A⁵)



Fine

B A⁵



(A⁵)



Awoo

D.S. al Fine

Kapp'n's Song

from Animal Crossing: New Leaf

Composed by Kazumi Totaka

Transcribed by AarekMG

Ballad ♩. = 70

[A] D F#-

F- G#° A N.C.

[B] D B- G A

F#- B- G G#°

A N.C.

Kapp'n Banter

[C] D B- F#- G#°

E- A7 D G- D

Surfin' K.K.

from Animal Crossing

Composed by K.K. Slider
Transcribed by Mikhail Ivanov

Surf ♩ = 148

A⁵

A-

N.C.



A A-

C

G

B



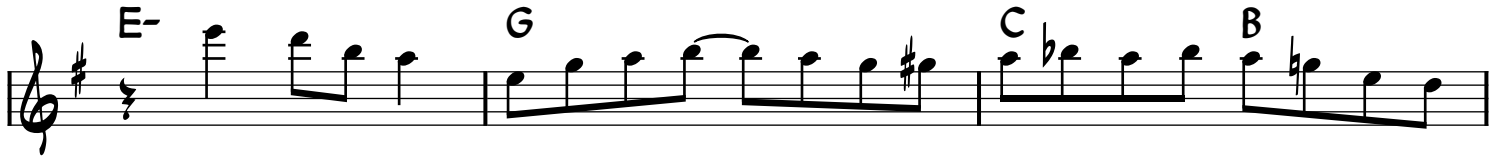
Rhythm simile

E-

G

C

B



1.

A-

B

E-

2.



B

A-

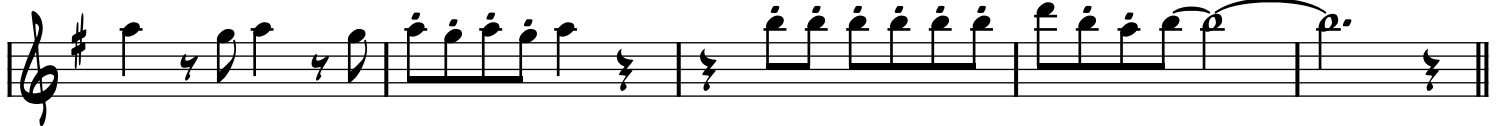
E-



A-

B

N.C.



C

A-

C

G

B



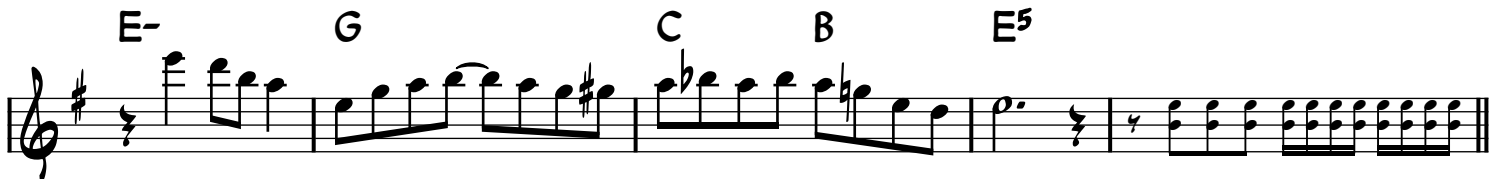
E-

G

C

B

E⁵



D

E⁵

G⁵

G^{b5}

F⁵

E⁵

G⁵

G^{b5}

F⁵



E⁵ G⁵ G^{b5} F⁵ E⁵ F⁵

E B^{b-} D^b A^b C

F⁻ A^b D^b C F⁻

F B^{b-} F⁻

B^{b-} C N.C.

Awoo!

Outro A⁻ C G B

E⁻ G C^b B E⁻

C^b B E⁻ C^b B N.C. E⁻

Title

from Animal Crossing

Composed by Kazumi Totaka

Transcribed by Ashanti Mills

$\text{♩} = 116$

Drum intro

A B \flat C-7 B \flat /D B \flat 7 E \flat A \flat 6

B \flat C-7 B \flat /D B \flat 7 E \flat A \flat Δ 7

B G-7 C-7 G-7 C-7

F- G-7 A \flat B \flat 7sus 4 E \flat 7sus 4 A \flat 6

rit.

C N.C.

B \flat C-7 B \flat /D B \flat 7 E \flat Δ 7 A \flat 6

B \flat C-7 B \flat /D B \flat 7 E \flat 7 A \flat

D G \flat A \flat G \flat A \flat G \flat A \flat G \flat

2 AM

from Animal Crossing: Wild World

Composed by Kazumi Totaka

Transcribed by JohnStacy

Swing ♩ = 90

DΔ7 CΔ7 DΔ7 CΔ7

A DΔ7 CΔ7 DΔ7 CΔ7

B-7 E7 A7sus4 A7

GΔ7 F#7 F#-7 B7

E-7 A7 D° D

B B-7 E7 AΔ7 A6

F#-7 B7 D/E G/A C/D

GΔ7 F#-7 E-7 A7sus4

Loop to top

Mountain Song (Aircheck)

from Animal Crossing: Wild World

Composed by K.K. Slider
Transcribed by AarekMG

A $\text{♩} = 72$
F C⁷/E C⁷ F

(F) C⁷/E C⁷ C⁷/B^b F/A N.C.

B B^b F/A

C⁷/G F N.C.

B^b F/A

C⁷ F

Loop to top

Shampoodle

from Animal Crossing: Wild World

Composed by Kazumi Totaka

Transcribed by AarekMG

A ♩ = 137

F Δ 7 B \flat Δ 7 F Δ 7 B \flat Δ 7

F Δ 7 B \flat Δ 7 F Δ 7 B \flat Δ 7 D Δ 7

B G-7 C G-7 C A-7 D A-7 D D+

G-7 C G-7 C F Δ 7

B \flat Δ 7 F Δ 7 B \flat Δ 7

Loop to top

Daytime in City Square

from Animal Crossing: City Folk

Composed by Kazumi Totaka

Transcribed by Jonathan Aldrich

Waltz $\text{♩} = 60$

E-7

A7

N.C.



[A] DΔ7

E-7

A9



DΔ7

E-7

A9

DΔ7



G#-7

C#7

F#Δ7

F#6

F#Δ7



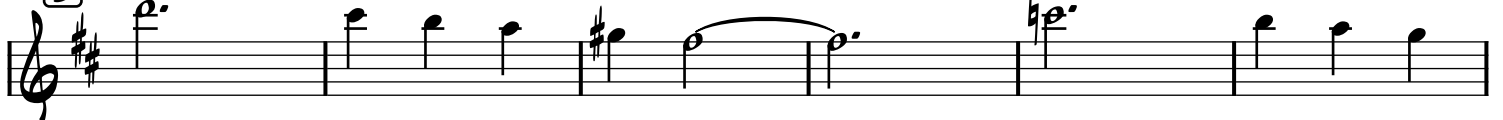
[B] B-

C#/B

F#-/A

A-

B/A



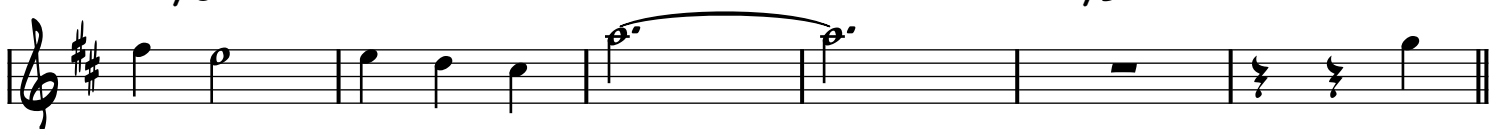
E-/G

G-6

F#-7

G#/B

B7#5



[C] E-9

A13

F#-9

B13

E-9

A13



DΔ7

G7

DΔ7

G7

DΔ7

G7

DΔ7

G7



Loop to [A]

K.K. House

from Animal Crossing: City Folk

Composed by K.K. Slider
Transcribed by Garrett Hoffman

House ♩ = 120

Intro G⁵ A⁵ D⁵

(Rhythm)

A G-⁹ A-⁹ Dadd⁹ Ab⁹

G-⁹ A-⁹ Eb⁹ Dadd⁹

G-⁹ A-⁹ Dadd⁹ Ab⁹

G-⁹ A-⁹ Eb⁹ Dadd⁹

Interlude G⁵ A⁵ D⁵

(Rhythm)

G⁵ A⁵ D⁵ F-⁹ F#-⁹

B G-9 A-9 Dadd9

G-9 A-9 Dadd9 F-9 F#-9

C G-9 A-9 Dadd9 Ab9

G-9 A-9 Eb9 Dadd9

G-9 A-9 Dadd9 Ab9

G-9 A-9 Eb9 Dadd9

G-9 A-9 Dadd9 Ab9

G-9 A-9 Dadd9

Outro G5 A5 D5

(Rhythm)

Title

from *Animal Crossing: Wild World*

Composed by Kazumi Totaka

Transcribed by Ashanti Mills, Jer Roque, & GuitarJoe48

$\text{♩} = 98$

$D\Delta^7$ $D^7_{sus^4}$ $B-/D$ $G-6/D$ $D\Delta^7$ $D^7_{sus^4}$ $B-/D$ $G-6/D$



$D\Delta^7$ $A-11$ $G\Delta^7$ G/A $F\#-7$ $B-11$



$F\#-7$ $B-7$ $A-11$ B^7/A $G\Delta^7$ $D^{add9}/F\#$



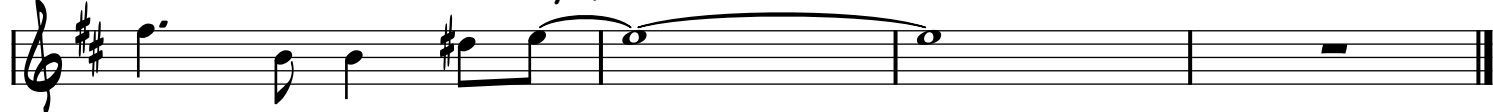
A/B B^7 $E^{\flat 7}$ G/A $A-/D$ $G\Delta^7$ G/A $B-/A$ A^7/G



$F\#-7$ $B-7$ $E-7$ $B-/A$ A^7/G $F\#-7$ $B-7$ $E-7$ $C\#-/F\#$ $E\Delta^9$



$D\#-7$ $G\#-7$ G/A



10 AM

from Animal Crossing: New Horizons

Composed by Yumi Takahashi

Transcribed by zdmajor7

Relaxed funk bounce ♩ = 90

A N.C./D D G/C GΔ⁷ G/A

(Bass)

N.C./D D G/C GΔ⁷ G/A

Bass simile

B N.C. G⁶ C¹³ N.C. G⁶ C¹³ A^{7sus4}

Bass unison

C N.C./D D D/E G/C G/A

N.C./D D G⁶ N.C./A

D A/D G/C G⁹ A^{7sus4} A/D G/C N.C./C N.C./A

DΔ⁷ G/C G/A N.C.

(Bass) Loop to top

12 PM (Sunny)

from Animal Crossing: New Horizons

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Upbeat pop ♩ = 90

A $G\Delta^7$ $D\Delta^7$

(Bass) Bass simile, follow changes

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

$G\Delta^7$ $D\Delta^7$

$G\Delta^7$ $F\Delta^7$ $E-7$ G/A C/D

B (C/D) $D\Delta^7$ C/D $D\Delta^7$ $G\Delta^7$

(Bass) Bass simile, follow changes

($G\Delta^7$) $F\#-7$ $F\Delta^7$ $E-7$

G/A $F\#+/G\#$

D.C.

5 PM (Sunny)

from Animal Crossing: New Horizons

Composed by Kazumi Totaka

Transcribed by AarekMG

Funk; swing 16ths ♩ = 73

E-7 G/A DΔ⁹ A/B

A E-7 G/A DΔ⁹ A/B

Background simile

E-7 G/A DΔ⁹ / / DΔ⁷ E-7

B F#-7 A/B B⁷ EΔ⁷ B/C# C#-7

F#-7 A/B B⁷ B-7 D/E E D#-7

C E-7 G/A DΔ⁹ A/B / / G#/B

E-7 F#-7 GΔ⁷ C¹³ B⁷#⁵

E-7 G/A DΔ⁹ A/B

D.C.

Bunny Day

from Animal Crossing: New Horizons

Composed by Yasuaki Iwata
Transcribed by Ashanti Mills

♩ = 105

$A^{\flat}\Delta^7$ D^{\flat}/G^{\flat} $A^{\flat}\Delta^7$ D^{\flat}/G^{\flat}

The first system of music is in 4/4 time with a tempo of 105. It consists of two measures. The first measure has a half note G⁴ and a half note F⁴. The second measure has a half note E⁴ and a half note D⁴. The key signature has three flats (B[♭], E[♭], A[♭]).

A $A^{\flat}\Delta^7$ D^{\flat}/G^{\flat} $A^{\flat}\Delta^7$ $G^{\flat}7$

Rhythm simile

Section A consists of four measures. The first measure has a quarter note G⁴ and a quarter note F⁴. The second measure has a quarter note E⁴ and a quarter note D⁴. The third measure has a quarter note C⁴ and a quarter note B³. The fourth measure has a quarter note A³ and a quarter note G³. The key signature has three flats.

$C-7$ $C^{\flat}7$ $B^{\flat}-7$ $E^{\flat}7_{sus^2}$

The second system consists of four measures. The first measure has a half note C⁴. The second measure has a half note B³. The third measure has a half note A³ and a half note G³. The fourth measure has a half note F³ and a half note E³. The key signature has three flats.

B $A^{\flat}\Delta^7$ D^{\flat}/G^{\flat} $A^{\flat}\Delta^7$ $G^{\flat}7$

Section B consists of four measures. The first measure has a quarter note G⁴ and a quarter note F⁴. The second measure has a quarter note E⁴ and a quarter note D⁴. The third measure has a quarter note C⁴ and a quarter note B³. The fourth measure has a quarter note A³ and a quarter note G³. The key signature has three flats.

$C-7$ $C^{\flat}7$ $B^{\flat}-7$ $G^{\flat}7_{b5}$ $E^{\flat}7_{sus^2}$

The third system consists of five measures. The first measure has a half note C⁴. The second measure has a half note B³. The third measure has a half note A³ and a half note G³. The fourth measure has a half note F³ and a half note E³. The fifth measure has a half note D³ and a half note C³. The key signature has three flats.

$A^{\flat}\Delta^7$ D^{\flat}/A^{\flat} $A^{\flat}\Delta^7$ D^{\flat}/A^{\flat}

Loop to top

The final system consists of four measures. The first measure has a half note G⁴. The second measure has a half note F⁴. The third measure has a half note E⁴ and a half note D⁴. The fourth measure has a half note C⁴ and a half note B³. The key signature has three flats.

Hazure02

from Animal Crossing: New Horizons

Composed by Kazumi Totaka
Transcribed by nestedcrow

City pop ♩ = 106

$B^b\Delta^7$ $B\Delta^7$ $C\Delta^7$ $B^b\Delta^7$ $B\Delta^7$ $C\Delta^7$

C C^{add9} $F\Delta^7/C$ F/G $D-7$

A $D-7$ $C\Delta^7$

$(C\Delta^7)$ $A-7$ $D-7$

Rhythm simile

$(D-7)$ $C\Delta^7$ $A-7$ $F\Delta^7$

B^{1.} $F\Delta^7$ B^b7 $E-7$ $A7^{#5b9}$ $D-7$

$(D-7)$ $E-7$ $F\Delta^7$ F/G G/A $D-7$

^{2.} $(F\Delta^7)$ B^b7 $E-7$ A^6 $A7^{#5b9}$ $D-7$

(D-7) F/G CΔ7 G/AN.C. D-7

C D-7 CΔ7 A-7 D-7

(D-7) CΔ7 A-7 FΔ7

D FΔ7 Bb7 E-7 A6 A7#5b9 D-7

(D-7) F/G CΔ7 A-7 D-7

(D-7) F/G CΔ7

E CΔ7 BbΔ7 CΔ7 BbΔ7 (BbΔ7) BΔ7 CΔ7

Awoooooo! rit.

Outing (In-Flight Broadcast)

from Animal Crossing: New Horizons

Composed by Yumi Takahashi

Transcribed by Ashanti Mills

Bossa $\text{♩} = 77$

Chords: $C\Delta^7$, $D-7$, $E-7$, E^b13 , $D-7$, F^7/G , F^6/G , $C\Delta^7$, F^7 , $C\Delta^7$, F^7 , G/A , B/D , $F\Delta^7/G$

Resident Services

from Animal Crossing: New Horizons

Composed by Yumi Takahashi

Transcribed by sigmabeta

Light samba ♩ = 90

A B \flat C-7 D-7 E \flat Δ 7 E \flat -7 D-7 C-7 F7

B \flat C-7 D-7 G-7 G \flat Δ 7 F7 A \flat 9 B \flat

B B \flat C-7 D-7 E \flat Δ 7 D-7 G7 C-7 F7

B \flat C-7 D-7 G-7 C7 F7 A \flat 9 B \flat

C E \flat 7 A \flat 9

C9 F7 N.C. F9

Loop to top

Welcome Horizons

from Animal Crossing: New Horizons

Composed by K.K. Slider

Transcribed by xXChickyChuXx & Jer Roque

♩ = 102

A B \flat B \flat 7/A \flat E \flat /G E \flat -/G \flat B \flat /F C/G E \flat /F

B \flat B \flat 7/D E \flat E \flat -/G \flat B \flat /F C7

B G \flat A \flat G \flat A \flat sus 4

(A \flat sus 4) D \flat Δ 7 E \flat /F N.C. E \flat /F

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

D D/F# G G/A B \flat 0 B-7 C \flat

D E \flat Δ 9 E \flat /F

Fine

B \flat B \flat 7/A \flat E \flat /G F7sus 4 B \flat B \flat 7/A \flat E \flat /G F7sus 4

D.C. al Fine

Bubblegum K.K.

from Animal Crossing: New Leaf

Composed by K.K. Slider
Transcribed by xXChickyChuXx

Pop ♩ = 150

Intro C F D-7 G7 C F D-7 G7 N.C.

A C F C F

C F E-7 A7b9

D-7 G7 CΔ7 A-7

D-7 G7 C F-/C C N.C.

B E-7 A-

E-7 A-

F Ab G7 N.C.

C C F C F

C F E-7 A7b9

D-7 G7 CΔ7 A-7

To Coda

D-7 G7 N.C. C

Slower *rit.*

D A- E-7 FΔ7 B°/F E-7 A7b9

D-7 E-7 FΔ7 F#-7b5 F/G G7 N.C.

a tempo

C F D-7 G7 C F D-7 G7 N.C.

Ooh-oooh D.S. al Coda

D D- G7 N.C. C F D-7 G7

C F D-7 G7 N.C. CΔ7

Drivin'

from Animal Crossing: New Leaf

Composed by K.K. Slider
Transcribed by Reil Deil Neil

Drivin' ♩ = 150

Intro

$G^b\Delta^7$ C^9 $C^b\Delta^7$ C^b-/F^b

$G^b\Delta^7$ C^9 $C^b\Delta^7$ C^b-/F^b N.C.

A

$G^b\Delta^7$ $C-7^b5$ $C^b\Delta^7$ F^b7

(On repeat only)

$G^b\Delta^7$ $C-7^b5$ $B-7$ $B-7/E$

B

$A\Delta^7$ $D\Delta^7$ $G\Delta^7$ C^b/D^b

To Coda

B^b/C C^b/D^b

C

C^b/D^b

D^b/E^b C/D

C^b/D^b C/D C^b/D^b

Db/Eb F/G Cb/Db Fb/Gb

[D] CbΔ7 Cb-/Bb Db/Eb Gb+/Ab

Cb/Db Fb7

D.S. al Coda

Cb/Db D/E GbΔ7 C-7b5 CbΔ7 Fb7

Awwoooooooooooo!

GbΔ7 C-7b5 CbΔ7 Db-/Cb Cb-/Bbb

N.C. GbΔ7 C-7b5 CbΔ7 Db-/Cb

N.C. CbΔ7 Db-/Cb N.C. GbΔ7

K.K. Disco

from Animal Crossing: New Leaf

Composed by K.K. Slider
Transcribed by Garrett Hoffman

Disco ♩ = 120

Intro B \flat Δ ⁹ A \flat Δ ⁹ E \flat /F B \flat Δ ⁹ A \flat Δ ⁹ E \flat /F



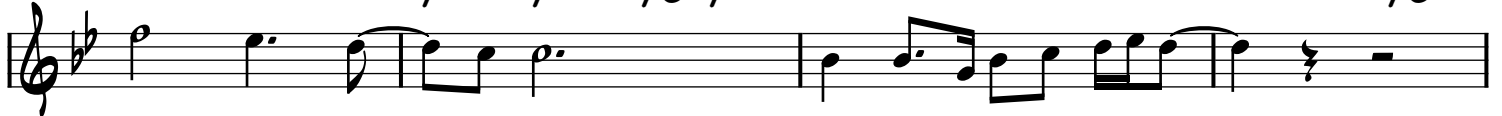
A E \flat Δ ⁷ D-7 C-7 E \flat Δ ⁷ D-7 C-7



G \flat Δ ⁷ F-7 E \flat -7 E \flat /F B \flat Δ ⁷ G7 \flat ⁹



B C-7 / / F/G / C-7 F/G



C-7 E \flat /F B \flat Δ ⁷ G7 \flat ⁹



E \flat Δ ⁷ G \flat /A \flat E \flat /F N.C.



(Rhythm break)

C E \flat Δ ⁷ D-7 C-7 E \flat Δ ⁷ D-7 C-7



G \flat Δ ⁷ F-7 E \flat -7 E \flat /F B \flat Δ ⁷ D-7 F/G



D C-7 D-7 E \flat -7 F-7



C-7 Eb/F

E EbΔ7 D-7 C-7 EbΔ7 D-7 C-7

GbΔ7 F-7 Eb-7 Eb/F BbΔ7 G7b9

Awoo

F C-7 / / F/G / C-7 F/G

C-7 Eb/F BbΔ7 G7b9

EbΔ7 Gb/Ab Eb/F DbΔ7 GbΔ7 Ab/Bb EbΔ7 Gb/Ab Eb/F

Outro BbΔ9 AbΔ9 Eb/F BbΔ9 AbΔ9 Eb/F BbΔ7

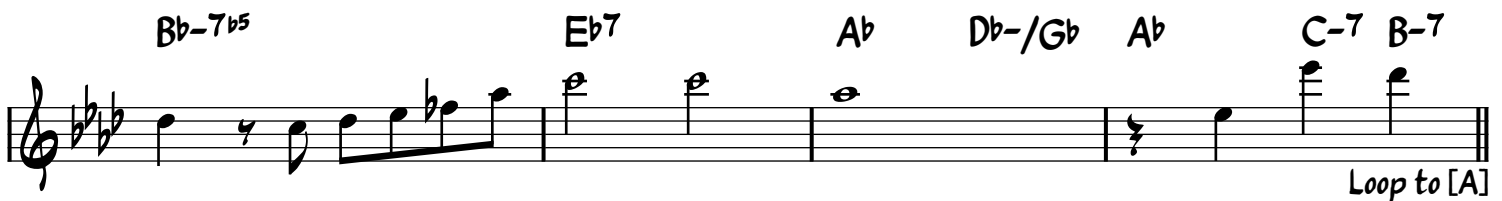
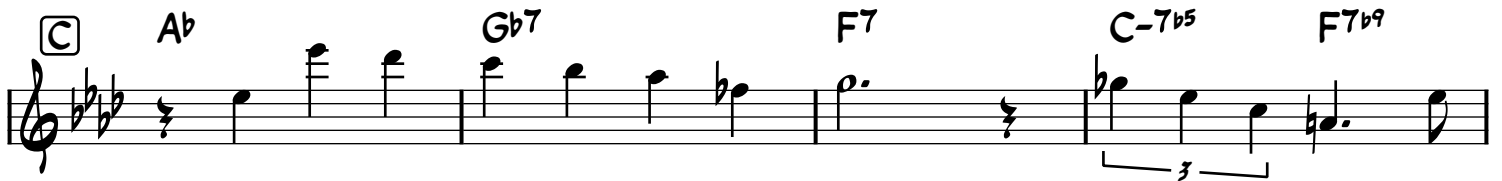
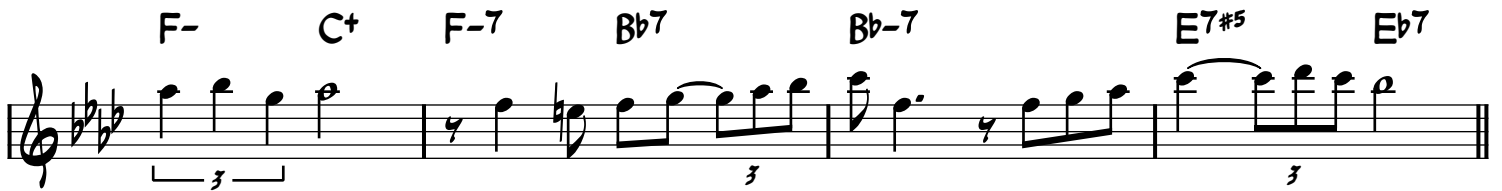
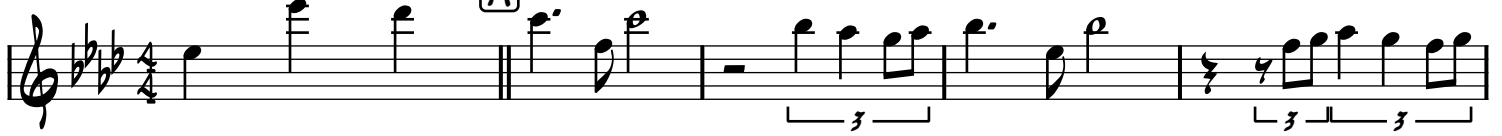
K.K. Moody (Aircheck)

from Animal Crossing: New Leaf

Composed by K.K. Slider
Transcribed by Reil Deil Neil

Bolero ♩ = 85

N.C. C-7 B-7 **A** Bb-7 Eb7b9 AbΔ7 Bb-7 C-7 B°7



Apollo Justice ~ A New Trial Is In Session

from Apollo Justice: Ace Attorney

Composed by Toshihiko Horiyama

Transcribed by mkafie & sigmabeta

Intro ♩ = 126

C#-add9 C#-9/B AΔ7 G#-11

A C#-add9 C#-9/B AΔ7 G#-11

1. F#-7 G#-7 A#-7b5 B

2. F#-7 G#-7 AΔ7 B

B C#-add9 C#-9/B AΔ7 G#-11

F#-7 G#-11 A#-7b5 B

Loop to [A]

Guilty Love

from Apollo Justice: Ace Attorney

Composed by Toshihiko Horiyama

Transcribed by Mikhail Ivanov

Metal ♩ = 136

[A] B \flat -7

C-



B \flat -7

C-



B \flat -7

C-



D-

B \flat /C

C



[B]

F-9

A \flat Δ 7/E \flat



G-7/D

G-7 \flat 5/D \flat



A \flat Δ 7/C

F-7 \flat 5/C \flat



B \flat 7_{sus}⁴

B \flat 7

A7

A \flat 7

G7

G \flat 7

F7



Loop to [A]

The Guitar's Serenade

from Apollo Justice: Ace Attorney

Composed by Shu Takumi

Transcribed by Jer Roque

♩ = 85

A B \flat Δ 7 A7 D Δ 7

G Δ 7 G-7 F Δ 7 G7 A7

B B \flat Δ 7 A7 B-7 E7 B \flat -7 E \flat 7

C-7 \flat 5 F \sharp 0 D7 \flat 9 G7 G-7

E \flat Δ 7 E-7 A7 D Δ 7

Loop to top

Grand Prix (Title)

from Arms

Composed by Atsuko Asahi & Yasuaki Iwata

Transcribed by Ashanti Mills

Rock, Latin fusion ♩ = 126

N.C.

Drum intro

A musical staff with a treble clef and a key signature of two sharps (F# and C#). The staff contains five measures, each with a single horizontal line, representing a drum intro.

A
(on repeat)

B- G A

A musical staff with a treble clef and a key signature of two sharps. It contains four measures of music. Above the staff are the chord symbols B-, G, and A. The first measure is marked with a repeat sign.

B- G A

A musical staff with a treble clef and a key signature of two sharps. It contains four measures of music. Above the staff are the chord symbols B-, G, and A.

B- G A

A musical staff with a treble clef and a key signature of two sharps. It contains four measures of music. Above the staff are the chord symbols B-, G, and A.

B- G A

A musical staff with a treble clef and a key signature of two sharps. It contains four measures of music. Above the staff are the chord symbols B-, G, and A. The final measure features a double bar line and a fermata over the final note.

B B

G A E

B

G A E

C G A B E7

G F#- E7 F#7#9

Loop to [A]

Fight Club

from Assassin's Creed III

Composed by Lorne Balfe

Transcribed by Gregory Orosz and Tristan H

Reel ♩ = 120

A N.C.

E F- C-

1. F- Bb-

2. G-/Bb G-7

F Bb- F- Db Eb

Bb- F- 1. Eb C- 2. Eb C- C

To Coda

G F- Bb-/F

Bb/F 1. F-7 2. F-7 Bb/D

D.S. al Coda

H F5

1. (F5) Ab (F5) 2. Bb- C-/G F-

Cog Is Push (Solitary Isle)

from *Baba Is You*

Composed by Arvi Teikari

Transcribed by Ben Horkley

Slow groove ♩ = 62

N.C. Db Db(b5) Db

Db pedal throughout

(Db) Db(b5) Db N.C.

Drums in

A Db Db(b5) Db

Rhythm sim. to intro

1. Db7b5 Db

2. Db sus2/4 Db

Db sus2/4 Db

B N.C.

C Db Db(b5) Db Db7b5 Db

Db sus2/4 Db N.C.

Loop to top

Main Theme

from Balatro

Composed by Luis Clemente

Transcribed by Ben Horkley

Slow groove ♩ = 106

Intro A-7



A A-7 D-9 E7_{sus}⁴/D E7 CΔ7 A-7

Rhythm simile

B A-7 D-9

E7_{sus}⁴/D E7 CΔ7 A-7

(A-7) D-9 E7_{sus}⁴/D E7 CΔ7 A-7

(A-7) D-9

E7_{sus}⁴/D E7 CΔ7 A-7

(A-7) D-9 E7_{sus}⁴/D E7 A-7

C FΔ7 G

FΔ7 E-

BbΔ7 FΔ7 E-

D C/E E-

C/E E-

E A-7 D-9 E7sus4/D E7 CΔ7 A-7

Comp as [Intro] Play 4x

Loop to top

Main Theme

from Baldur's Gate

Composed by Michael Hoenig

Transcribed by Guitar Joe48

♩ = 123

Intro

G⁵

Rhythm simile

A G⁵

(G⁵) A⁵

B G⁵ F⁵ E^b G⁵

C- B^b A^b E^b D G⁵

C G⁵

(G⁵)

G⁵ F⁵ E^b G⁵ G⁵ F⁵ C_{sus}⁴ G⁵

Spiral Mountain

from Banjo-Kazooie

Composed by Grant Kirkhope

Transcribed by Ben Horkley

♩ = 110
C

A F D- C7 F

(F) A D- G7 C7

F F+ Bb Bb-

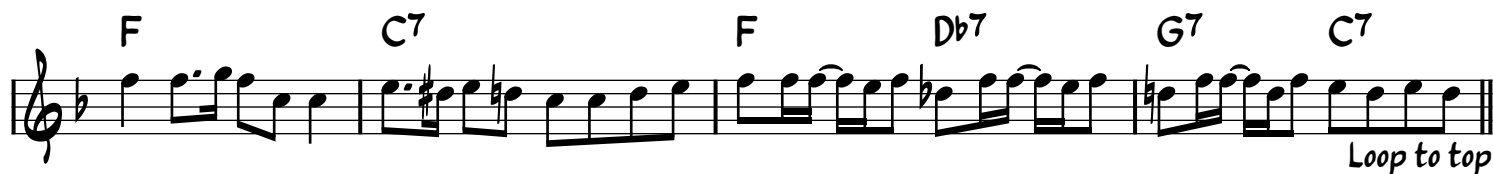
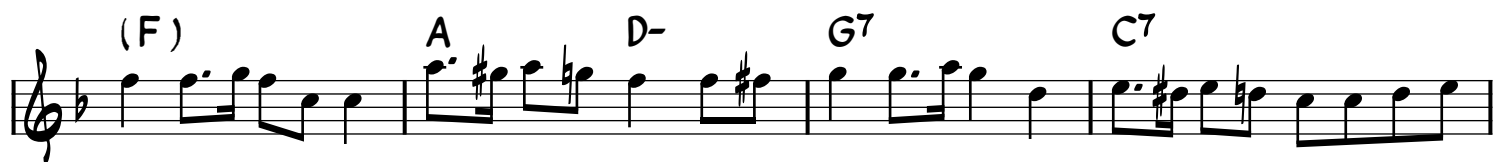
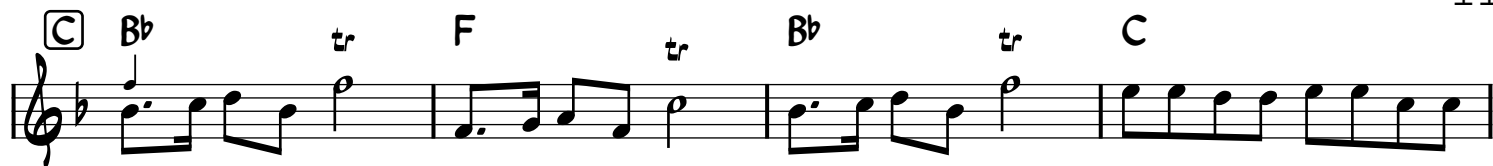
F C7 F Db7 C

B F D- C7 F

(F) A D- G7 C7

F F+ Bb Bb-

F C7 F Db7 G7 C7



Loop to top

Gruntilda's Lair

from Banjo-Kazooie

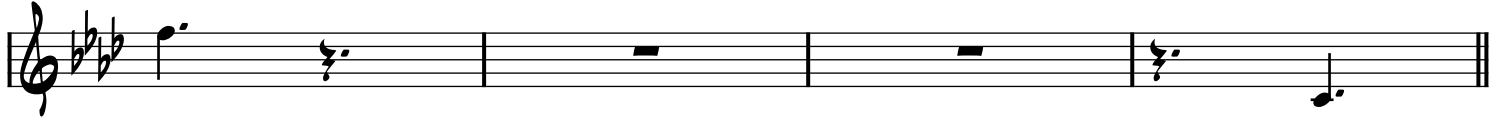
Composed by Grant Kirkhope
Transcribed by Reil Deil Neil

♩. = 96

Intro N.C.



A F-



B F-



E^b

A^b



B^b-

F-

G^b

C



D^b

B^b-

C^{sus}4

C



1. B^b-

F-

G^b

C



D^b

B^b-

C^{sus}4

C



C 1. F

E^b

F

E^b

C^b



F Eb Bb- C Db C

F Eb F Eb Cb

F Eb C7 N.C. Gb

[D] F- Eb

Ab

Bb- F- Gb C7

Db Bb- Csus4 C

[E] F-

(F-)

Loop to [A]

Main Theme

from Banjo-Kazooie

Composed by Grant Kirkhope
 Transcribed by Ben Wallace

♩ = 150

F ₃ N.C. B \flat N.C. C 7

Guh-huh!

C 11 F

Drums in

A F D \flat^7 F

(F) D \flat^7 F 7

B B \flat G \flat^7 B \flat

(B \flat) G \flat^7 B \flat

C C A \flat^7 C

No drums

(C) Ab7 C

Drums in

F Db7 F7

D Db Eb

Gb C7

F Db7 F Db7 N.C. F7

Treasure Trove Cove

from Banjo-Kazooie

Composed by Grant Kirkhope

Transcribed by Reil Deil Neil

♩ = 125

F (A) F Db7 F

1. Db7 F 2. Gb7 C7 F

(B) Cb Fb Bb Eb

Ab Db C7

(C) F Db7 F

1. Db7 F 2. Gb7 C7 F

(D) Cb G7 Cb Fb Cb Db Gb7

1. Cb F Gb C F

2. Cb Eb Ab- Db Gb7 3

E C^b F^b B^b E^b

Musical staff E: Treble clef, key signature of three flats (Bb, Eb, Ab). Chords above the staff are C^b , F^b , B^b , and E^b . The melody consists of eighth and quarter notes.

A^b D^b C^7

Musical staff: Treble clef, key signature of three flats. Chords above the staff are A^b , D^b , and C^7 . The melody continues with eighth and quarter notes.

F F D^b7 F

Musical staff **F**: Treble clef, key signature of three flats. Chords above the staff are F , D^b7 , and F . The melody continues with eighth and quarter notes.

^{1.} D^b7 F ^{2.} G^b7 C^7 F

Musical staff: Treble clef, key signature of three flats. It features a first ending marked ^{1.} with chords D^b7 and F , and a second ending marked ^{2.} with chords G^b7 , C^7 , and F . The melody ends with quarter notes.

G F^6 C^b6 F^6 $E^b(b^6)$

Musical staff **G**: Treble clef, key signature of three flats. Chords above the staff are F^6 , C^b6 , F^6 , and $E^b(b^6)$. The melody consists of quarter notes.

F^6 C^b6 F^6 G^b6 F^6

Musical staff: Treble clef, key signature of three flats. Chords above the staff are F^6 , C^b6 , F^6 , G^b6 , and F^6 . The melody consists of quarter notes.

H C^b F^b B^b E^b

Musical staff **H**: Treble clef, key signature of three flats. Chords above the staff are C^b , F^b , B^b , and E^b . The melody consists of eighth and quarter notes.

A^b D^b C^7 F

Musical staff: Treble clef, key signature of three flats. Chords above the staff are A^b , D^b , C^7 , and F . The melody ends with a quarter rest.

Loop to [A]

The True Mirror

from Baten Kaitos

Composed by Motoi Sakuraba

Transcribed by Ben Wallace

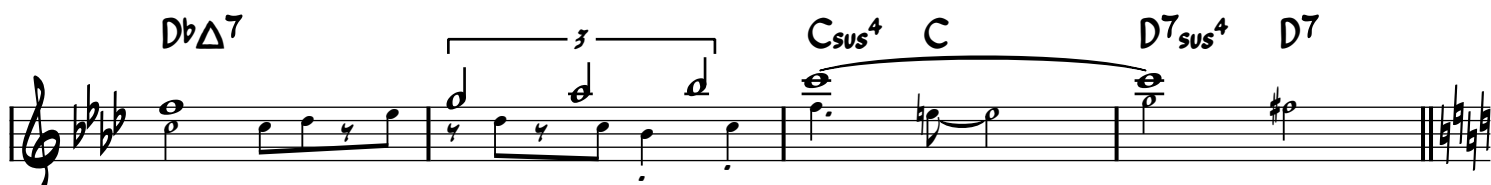
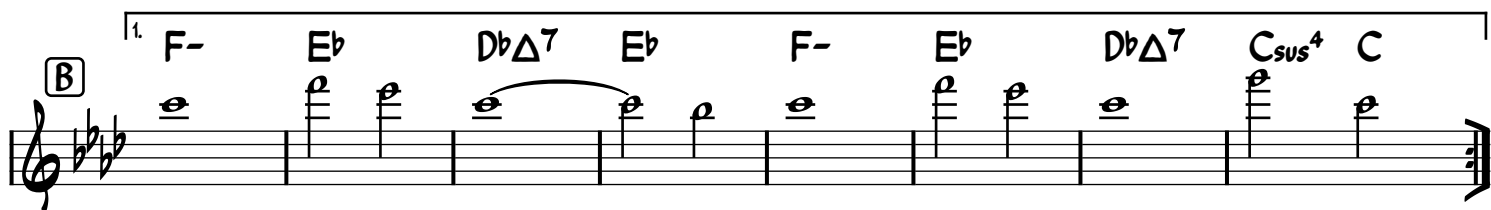
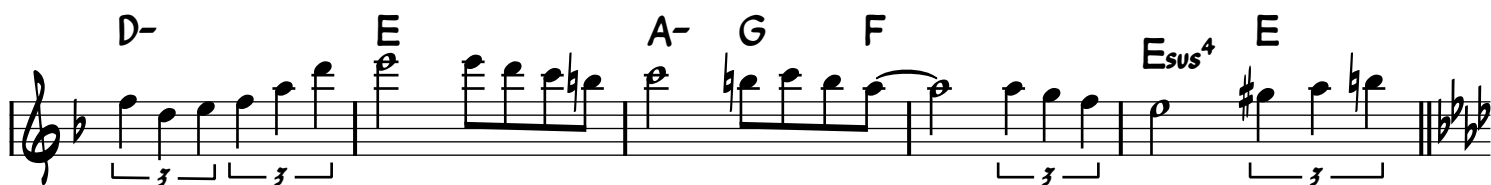
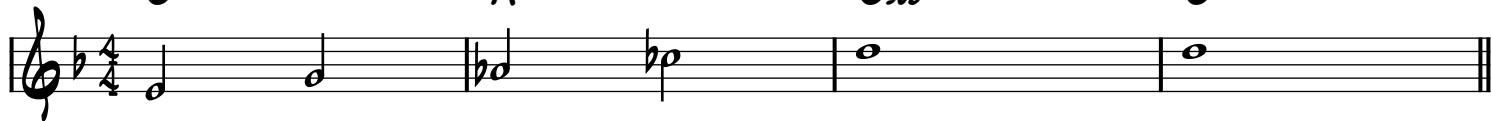
Burnin' ♩ = 200

G^o7

A^bo7

G^{sus}4

G



D E D/E C/E B/E

E D/E C/E B/E

E F A-/E D- Esus⁴ E F A-/E D-

(D-) G E⁷/G# A- G/B C A⁷/C# D- Esus⁴ E

F A- E- F D- E-

A- E- F D- E-

G A-⁷ G F A-⁷ G F D-⁷ C/E F Gsus⁴ G⁷

Mad solos

H E⁷/G# A- G⁷/B C A⁷/C# D- Esus⁴ E Gsus⁴ G⁷

Loop to [A]

Stage 1

from Batman

Composed by Naoki Kodaka

Transcribed by AarekMG

♩ = 258
E-

(E-)

Bass simile

A E-

F

B⁵

1.

2.

B

E-

D

C

B⁵

E-

C

1. D

B⁵

2. D

G

B

Loop to top

Title

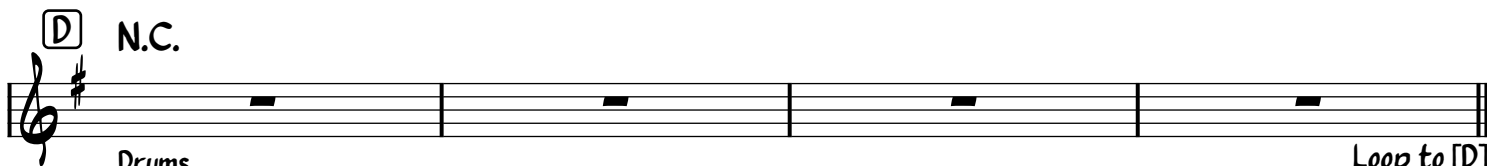
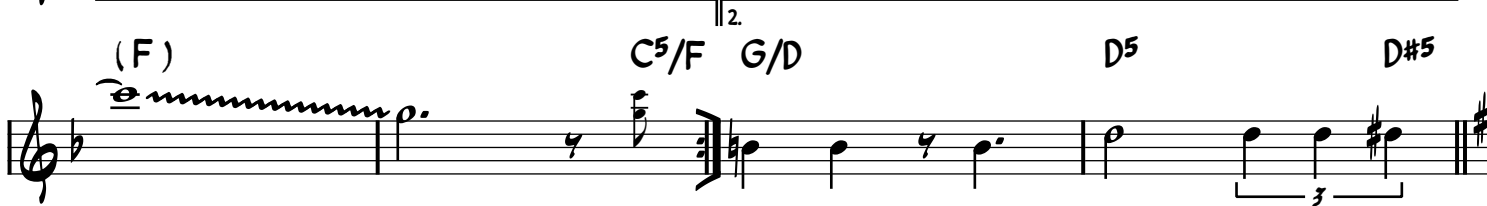
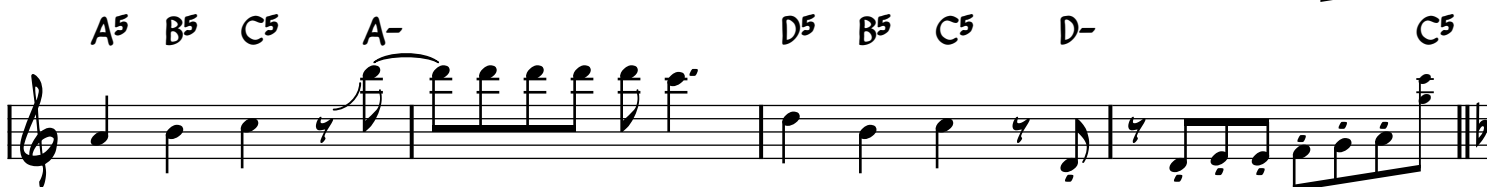
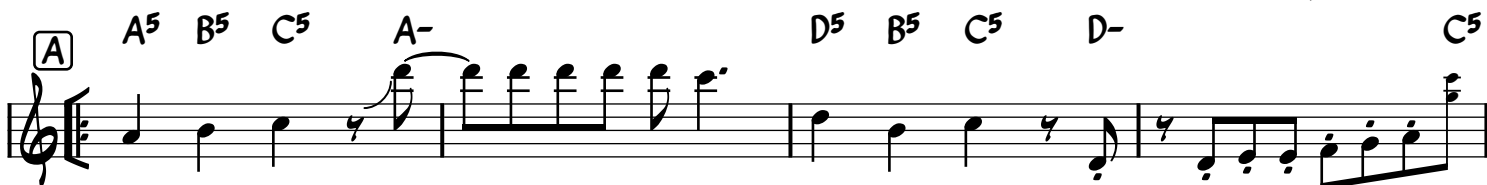
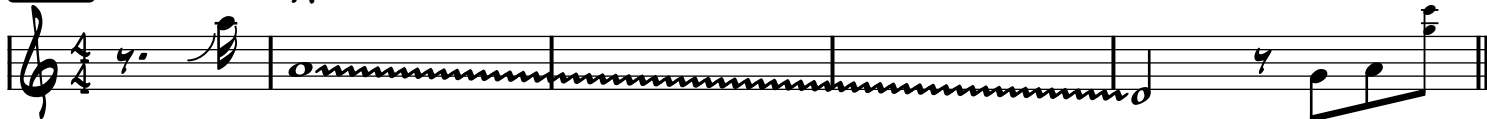
from Battletoads

Composed by David Wise
Transcribed by John Bergan

Rock ♩ = 162

Intro

A⁵



Drums

Loop to [D]

D D Δ 7 E^{add9} C#7/E# F#-7

D Δ 7 E^{add9} F#-7

D Δ 7 E^{add9} C#7/E# F#-7

B-9 F#7 C#7 F# Δ 7

Loop to [A]

Area 2

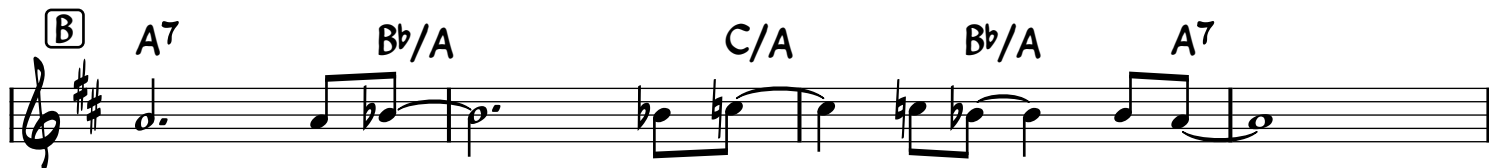
from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

Rock shuffle ♩ = 150

D-



Loop to [A]

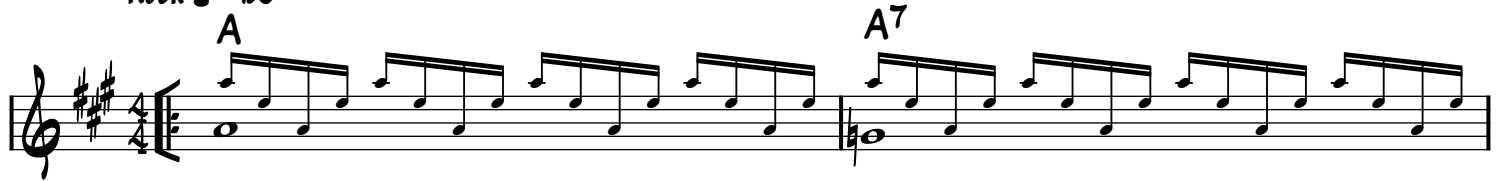
Area 3

from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

Rock ♩ = 150



Loop to top

Area 4

from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

A ♩ = 113

F⁵ E^{b5} F⁵ F⁻

Db⁷ C⁵

B F⁵ E^{b5} Db⁵ C⁵

Db⁷ C^{sus4}

Molto rall.

"wom"
Loop to top

Area 5

from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

A ♩ = 129

D C D C

B \flat F G A

B D C D C

B \flat F E A

C D C D C

Loop to top

Area 6

from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

♩ = 129
C⁵B^{b5}(B^{b5})C^{sus4}

[A]

F-7

E^b7

F-7



(Bass)

[B]

(F-7)



(F-7)

D^bΔ⁷E^b

F-7



(Bass)

[C]

F-7



Loop to [A]

Area 7

from Blaster Master

Composed by Naoki Kodaka

Transcribed by AarekMG

$\text{♩} = 180$
D-

(Bass)

[A] D- C Bb A

Bass simile

D- C Bb C D-

[B] D- C-

1. 2. (D-) Eb

[C] A C- Bb

A C- Eb

D-

Fade melody out

Loop to top

Area 8

from Blaster Master

Composed by Naoki Kodaka
Transcribed by AarekMG

$\text{♩} = 90$
N.C.

Loop to top

Blue Resort

from Bomberman 64

Composed by Akifumi Tada

Transcribed by AarekMG

$\text{♩} = 115$ $\text{Bb}\Delta^7$

Drums on 2x

A $\text{Bb}\Delta^7$ A^7 $\text{Bb}\Delta^7$ A^7

Rhythm simile

$\text{C}-7$ $\text{Bb}\Delta^7$ $\text{Ab}\Delta^7$ $\text{G}^7_{\text{sus}^4}$ G^7

B $\text{F}-9$ Bb^{13} $\text{G}-7$ C_{sus^4} C

$\text{Cb}\Delta^7$ Fb^7 $\text{F}-7$ Bb^7

C $\text{Ab}\Delta^7$ $\text{G}-7$ $\text{C}-7$

$\text{F}-7$ $\text{G}-7$ $\text{Ab}\Delta^7$ $\text{D}-7$ $\text{E}-7$ $\text{F}\Delta^7$

$\text{Db}\Delta^7$ $\text{Eb}^7_{\text{sus}^4}$ Eb^7 $\text{Bb}\Delta^7$

Loop to top

Fatidic

from Bomberman Hero

Composed by Jun Chikuma
 Transcribed by David Chihlas

Space rock ♩ = 75

Bb-



[A] A-



[B] Bb-



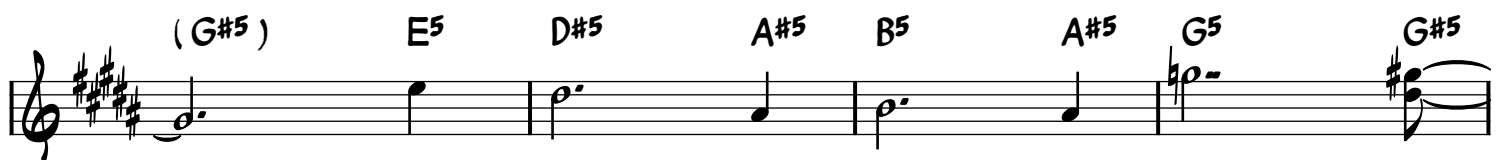
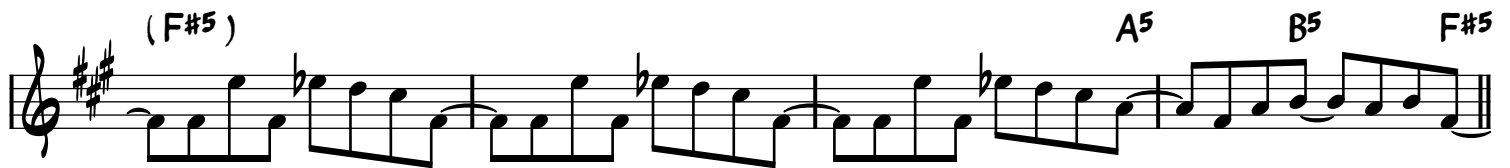
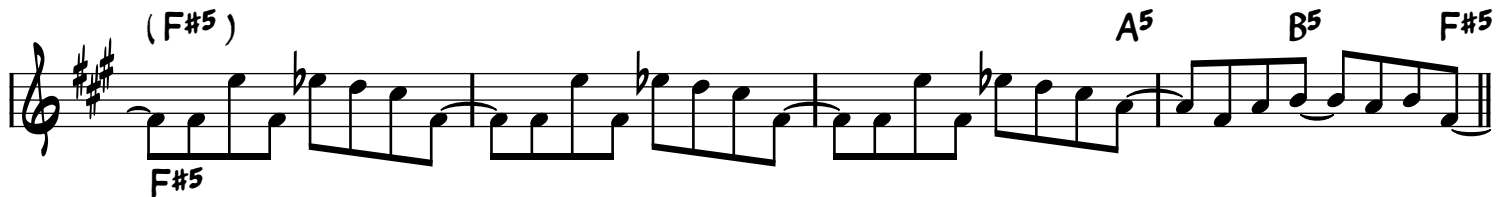
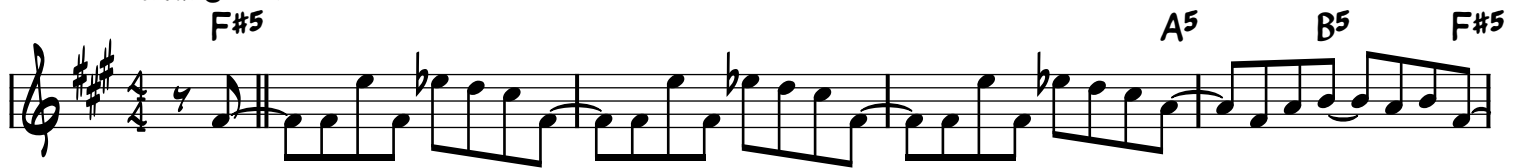
Attack! Fury Bowser

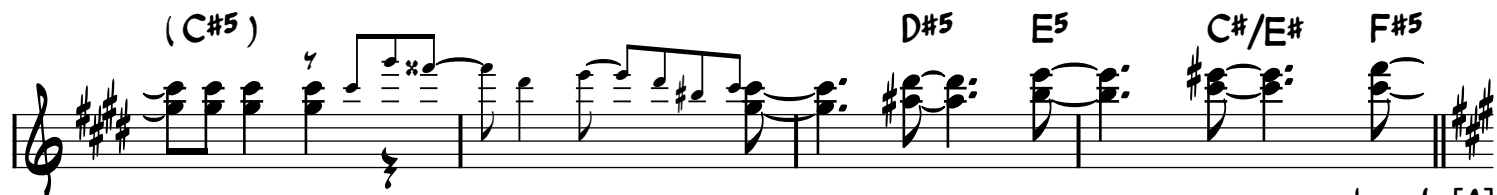
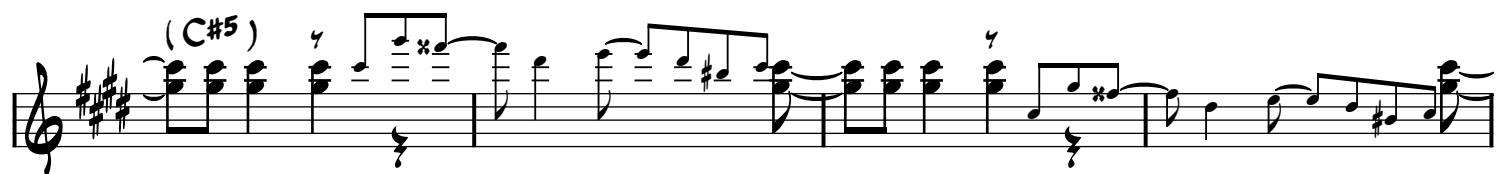
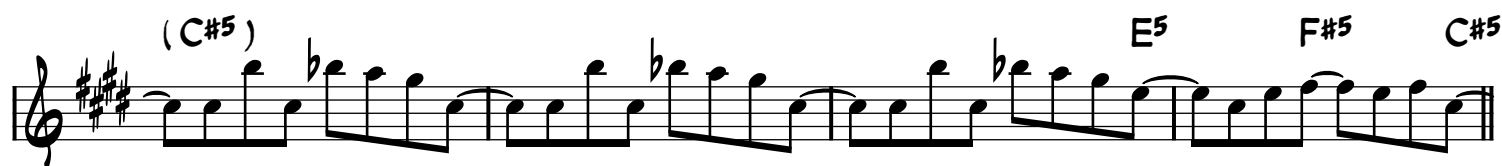
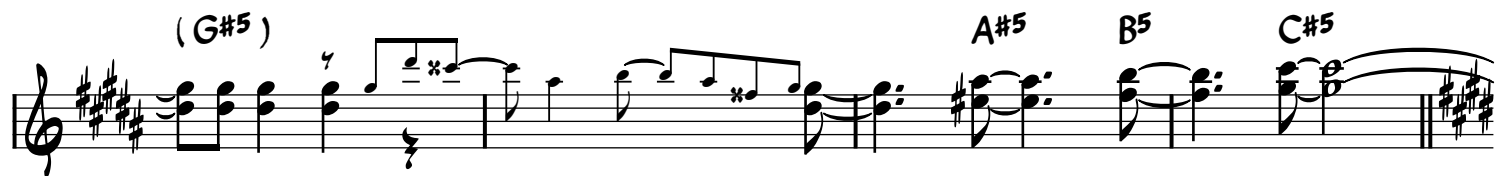
from Bowser's Fury

Composed by Daisuke Matsuoka & James Phillipsen

Transcribed by Cyrus Paul

Metal ♩ = 154
F#5





Loop to [A]

Horizon of Light and Shadow

from *Bravely Default*

Composed by Revo

Transcribed by Analilia Fierro

♩ = 114 N.C.

A D A B- F#- G D C A

B Bb C Bb C E^{o7} N.C.

C D- C F Bb C F F^o G- C F Bb E A⁷ G-⁷ A⁷ G-⁷ A⁷ G-⁷ A⁷ A

Loop to top

Caldisla, Land of Beginnings

from Bravelly Default

Composed by Revo

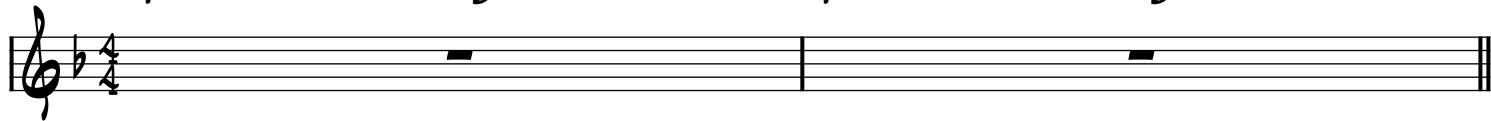
Transcribed by John Bergan

♩ = 72
F

Bb-

F

Bb-



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



BbΔ7

Csus⁴

C

F

/ / / C/E



D-

/ / / C

BbΔ7

Csus⁴

C



[B] D- A-/C BbΔ7 F BbΔ7 C F / Asus⁴ A



D-

C

BbΔ7

F

BbΔ7

C

Dsus⁴

D



[C] B-7 A G F#- D E- A



D

Db

C



Loop to [A]

Love's Vagrant

from *Bravely Default*

Composed by Revo
Transcribed by mkafie

Orchestral disco polka ♩ = 164

C- B \flat C- B \flat C- B \flat C- B \flat

[A] C- F- B \flat E \flat

A \flat D-7 \flat 5 G A \flat B \flat C \flat 7

^{1.} D-7 \flat 5 G A \flat B \flat C \flat C- B \flat C- C \flat

To Coda

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

F- B \flat E \flat A \flat D-7 \flat 5 G7

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

F- B \flat E \flat A \flat D-7 \flat 5 G7

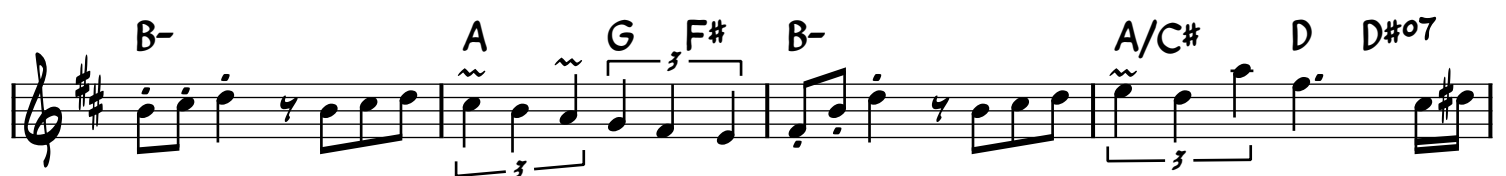
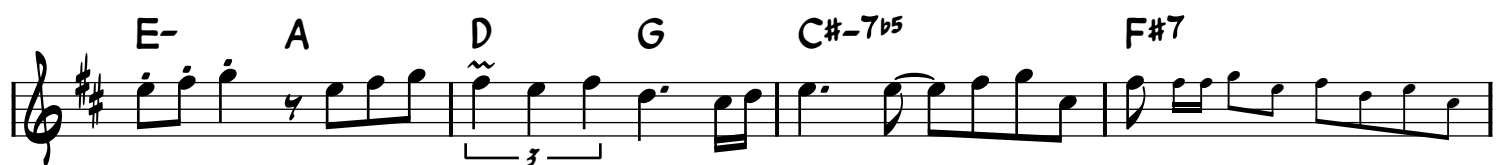
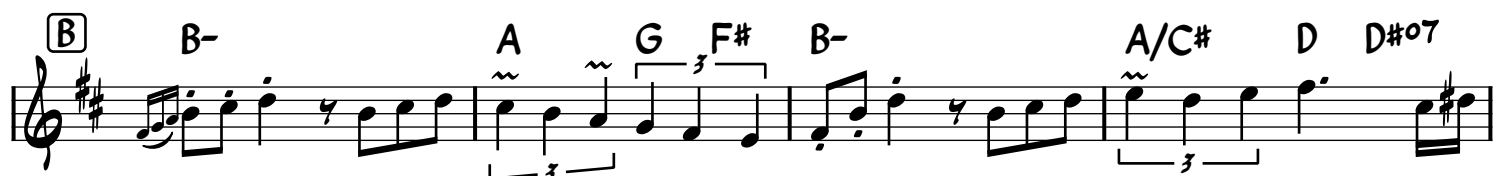
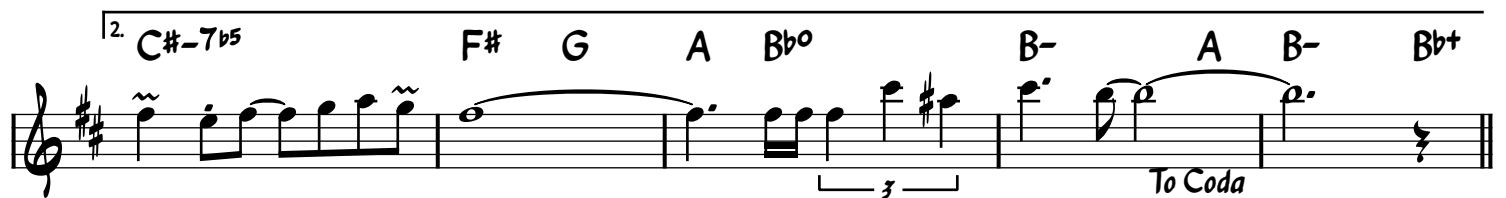
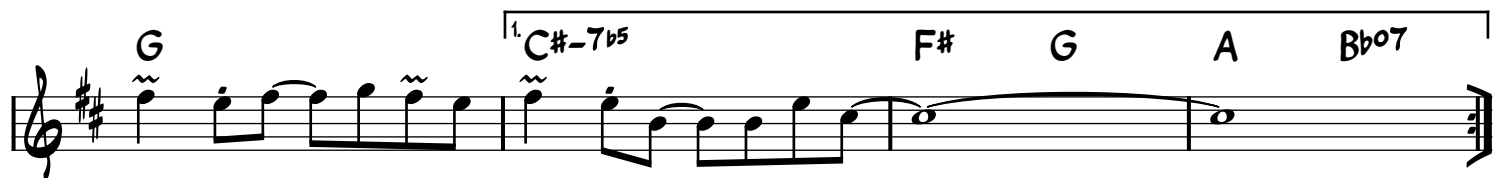
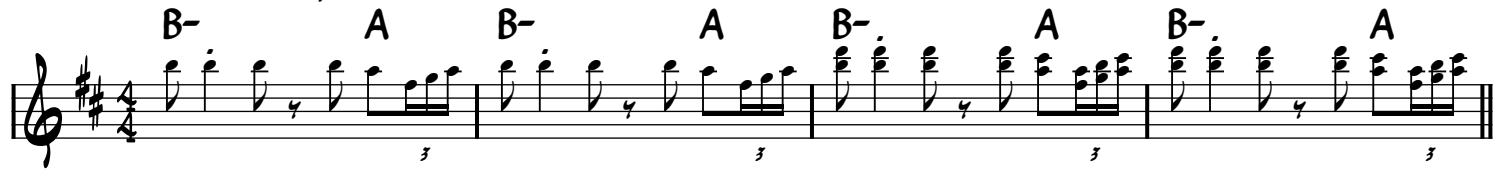
D.S. al Coda

Love's Vagrant

from *Bravely Default*

Composed by Revo
Transcribed by mkafie

Orchestral disco polka ♩ = 164



D.S. al Coda

⊕ B- A B- A B- A B- A

Solo to end

B- A B- A B- A B-

Unison

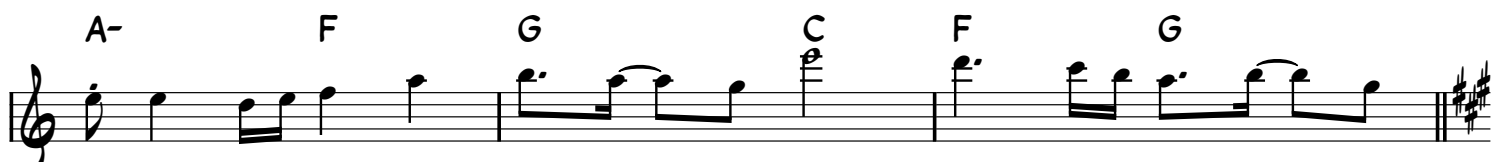
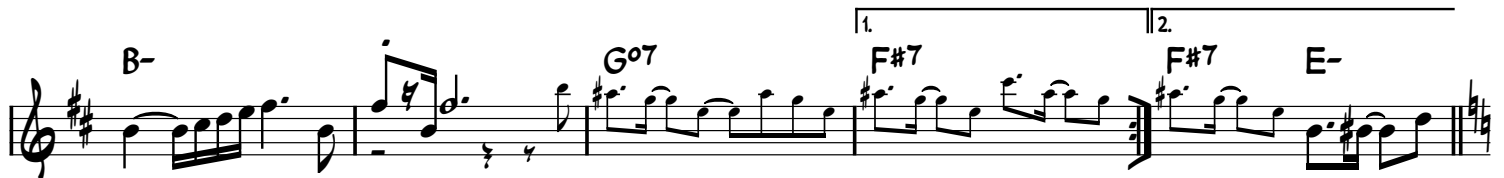
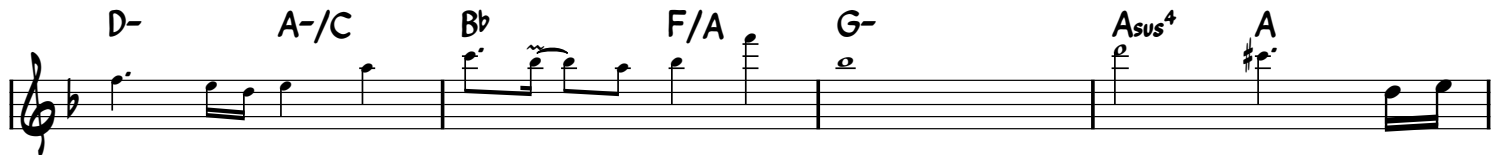
That of the Name

from *Bravely Default*

Composed by Revo

Transcribed by mkafie

Orchestral rock ♩ = 158



D

F#- E D E A
 D A G#7 C#7
 F#- E D E A
 D A G#7 C#7
 D E F#- C#-/E D A/C#

B- C#sus⁴ C# F#- C#-/E D A/C# B- C#sus⁴ C#

E

Eb- Bb/D Eb- Db/F
 Gb Db/F Gb Eb/G
 Ab- Eb/G Ab- F/A
 1. Bbsus⁴ Bb Ab Eb-/Gb Bb/F
 2. Bbsus⁴ Bb Bbsus⁴ Bb N.C.

Loop to [A]

The Fascinating Flower Country

from *Bravely Default*

Composed by Revo

Transcribed by Analilia Fierro & Gregory Orosz

$\text{♩} = 82$

A D- A D-

[A] D- B \flat A

D- B \flat A

[B] B \flat A

B \flat A

B \flat A

B \flat A B

C E- C D B- C D G G#°

A- D ^{1.}G C F#-7b5 F#-7b5/C B7sus4 B7

^{2.}G CΔ7 F#7 B7

D C D C D N.C.

E- Eb-

D-

Loop to [A]

Profit

from Breath of Fire

Composed by Yasuaki Fujita
Transcribed by Nathan Ford

Jazz waltz ♩ = 201
B \flat -7



Casually

from Breath of Fire III

Composed by Akari Kaida

Transcribed by DoubleMark & musicalmoose

Fusion ♩ = 108

EbΔ7 Eb/Ab E13#11 EbΔ7 Eb/Ab Bb7#9
 EbΔ7 Eb/Ab D7#5/E EbΔ7 Eb/Ab E13#11
A EbΔ7 Eb/Ab Bb Eb-7 Ab7 Db-7 Gb7
 EbΔ7 Eb/Ab D7#5/E EbΔ7 Eb/Ab E13#11
 EbΔ7 Eb/Ab Bb Eb-7 Ab7 Db-7 Gb7
 EbΔ7 Eb/Ab Bb Eb-7 Ab7 Db-7 Gb7
B Eb-7 Ab-9 Db-9 Gb7
 Eb-7 Ab-9 Db-9 Gb-/Cb Bb7
C EbΔ7 Eb/Ab D7#5/E EbΔ7 Eb/Ab E13#11
 Opt. ad lib.
 EbΔ7 Eb/Ab D7#5/E EbΔ7 Eb/Ab Bb7#9
 Loop to [A]

Do Your Best!

from *Breath of Fire III*

Composed by Akari Kaida

Transcribed by DoubleMark

Jazz fusion ♩ = 136

G-7

B \flat C 9



[A] G-7

B \flat C 9



Rhythm simile

G-7

/ / B \flat C 9



[B] G-9

A-7/G

/ / B \flat C 9



(Opt. ad lib)

G-9

A-7/G

B \flat C 9



[C] D \flat Δ 7

C-9

B \flat 7 $_{sus}^4$

A \flat 7 $_{b5}$



G-7

F/G



Loop to [A]

Eden

from Breath of Fire III

Composed by Akari Kaida
Transcribed by DoubleMark

Elevator music ♩ = 90

Intro $G^b\Delta^9$ B^b-7/E^b

No drums

$C^b\Delta^9$ A^b-9 D^b13

A $G^b\Delta^9$ B^b-7/E^b

(On loop)
Drums in
 C^b-9

G^9

B $G^b\Delta^9$ B^b-7/E^b

Background simile

$C^b\Delta^9$ A^b-9 D^b13

C $G^b\Delta^9$ B^b-7/E^b

C^b-9 G^9 **N.C.**

Loop to [A]

Everyday Battle

Breath of Fire III

Composed by Akari Kaida & Yoshino Aoki

Transcribed by DoubleMark

♩ = 142
N.C.

A D-9

(D-9)

(D-9)

Rhythm simile

B BbΔ7 A-7 BbΔ7#11 C9

BbΔ7 A-7 Gsus2

N.C. A-7

Musical notation for the first staff, measures 1-3. Chords: D-9, FΔ7/C, BbΔ7.

Musical notation for the second staff, measures 4-6. Chords: G-7, AbΔ7, EbΔ7/A, D7#5/C.

Musical notation for the third staff, measures 7-9. Chords: BbΔ7, Cadd9.

Musical notation for the fourth staff, measures 10-12. Chords: BbΔ7, Csus4, C-7, N.C., C-7. Includes "Loop to [A]" instruction.

Pure Again - Staff Roll

from Breath of Fire III

Composed by Akari Kaida
Transcribed by DoubleMark

Swing 16ths ♩ = 96

Intro

B-7 F#-/A GΔ⁷ F#-7 E-7 F#-7 GΔ⁹

Drums, bass out

B-7 F#-/A GΔ⁷ F#-7 E-7 F#-7 B-7

Drums in

E-9 F#7#5 B-11 E-9 F#7#5 B-11

All in

E-9 F#7#5 B-11 E-9 F#7#5 B-11

§

Verse

E-9 F#7#5 B-11 E-9 F#7#5 B-11

E-9 F#7#5 B-11 E-9 F#7#5 B-11

1.3. 2.4.

Prechorus

E-9 DΔ⁹ E-9 DΔ⁹

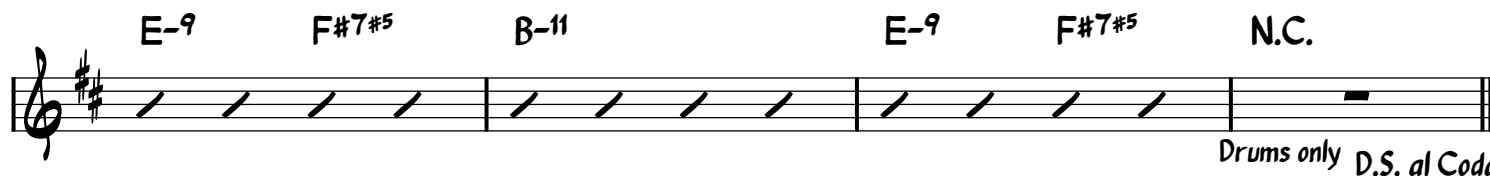
C#-7 F#7 B- A G#-7b5 GΔ⁷ F#

Chorus B-7 F#-/A GΔ7 F#-7 E-7 F#-7 GΔ9 A



To Coda

Solo E-9 F#7#5 B-11 E-9 F#7#5 B-11

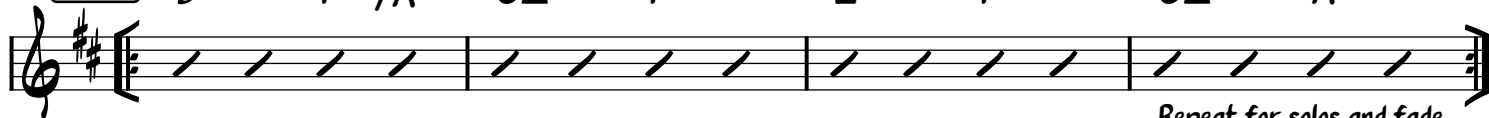


Drums only D.S. al Coda

GΔ9 A **Chorus 2** B-7 F#-/A GΔ7 F#-7 E-7 F#-7 GΔ9 A



Outro B-7 F#-/A GΔ7 F#-7 E-7 F#-7 GΔ9 A



Repeat for solos and fade

To a Distant Place

from Breath of Fire III

Composed by Akari Kaida & Yoshino Aoki

Transcribed by DoubleMark

Swing 16ths ♩ = 100

A

D-9

E7#9

A-11

A-9



D-9

E7#9

A-11

A-9

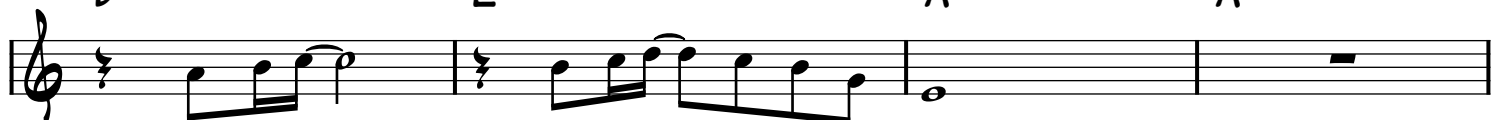


D-9

E7#9

A-11

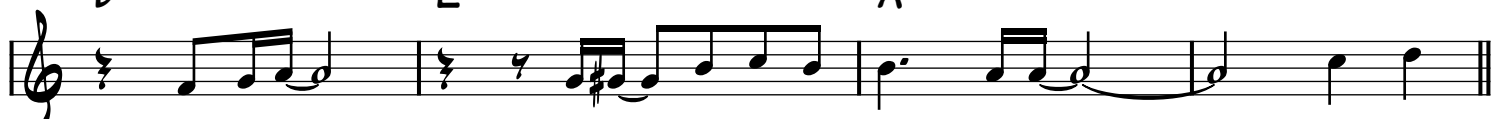
A-9



D-9

E7#9

A-9



B

D-9

CΔ9



D-9

CΔ7



B-7b5

E7

A-

G

F#-7b5



FΔ7

E

N.C.



Loop to top

To a Distant Place

from Breath of Fire III

Composed by Akari Kaida & Yoshino Aoki

Transcribed by DoubleMark

Swing 16ths ♩ = 100

A

C#-9 D#7#9 G#-11 G#-9

C#-9 D#7#9 G#-11 G#-9

C#-9 D#7#9 G#-11 G#-9

C#-9 D#7#9 G#-9

B

C#-9 BΔ9

C#-9 BΔ7

A#-7b5 D#7 G#- F# E#-7b5

EΔ7 D# N.C.

Loop to top

Wanderer

from *Breath of Fire II*

Composed by Yuko Takehara
Transcribed by Gregory Orosz

$\text{♩} = 130$
D-

[A] D- G/D D-7 G/D

D- G/D

B \flat Δ 7

D- G/D D-7 G/D

[B] B \flat C

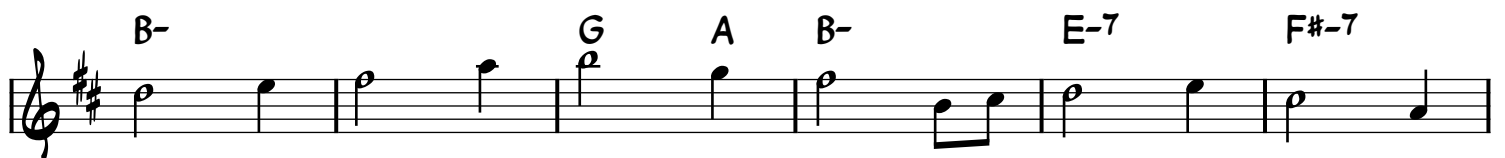
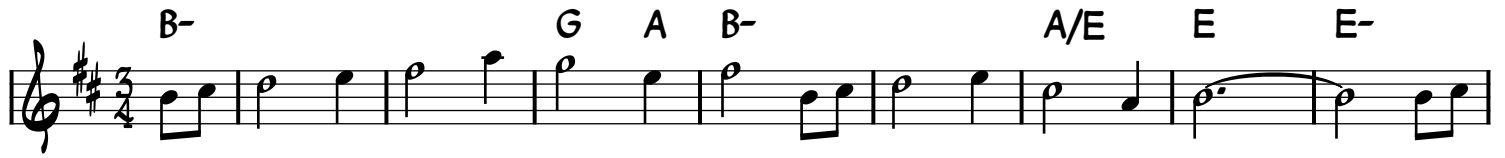
D- G/D D-7 G/D

Loop to [A]

Main Theme

from *Brothers: A Tale of Two Sons*

Composed by Gustaf Grefberg
 Transcribed by Songs of Healing & Chombey



Town Theme 1

from BS-X (Satellaview) BIOS

Composed by Akito Nakatsuka, Naoto Ishida, Yuichi Ozaki

Transcribed by Jonathan Aldrich

Swing $\text{♩} = 90$

Intro

G E7 A- D

A GΔ7

A7

A-7 D7 B-7 Bb-7 A-7 D7

GΔ7 A7

A-7 D7 GΔ9 G N.C.

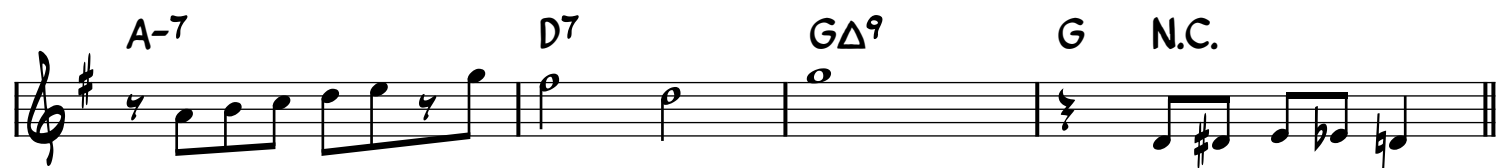
B CΔ7

C#07 B-7 E7

A-7 D7 GΔ7 E7

A-7 B-7

CΔ7 C#07 D7 N.C.



Loop to [A]

Quest Begins / Main Theme

From Bubble Bobble

Composed by Tadashi Kimijima

Transcribed by AarekMG

♩ = 129

Ab⁶/₉

Bb7

B^o7

E^b/Bb

E^b/G

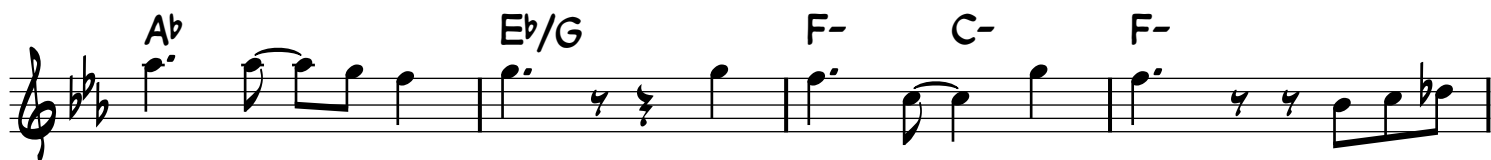
F-

F-/GF-

G-/Bb

Ab/C

Bb7/D



Loop to [A]

Green Planet

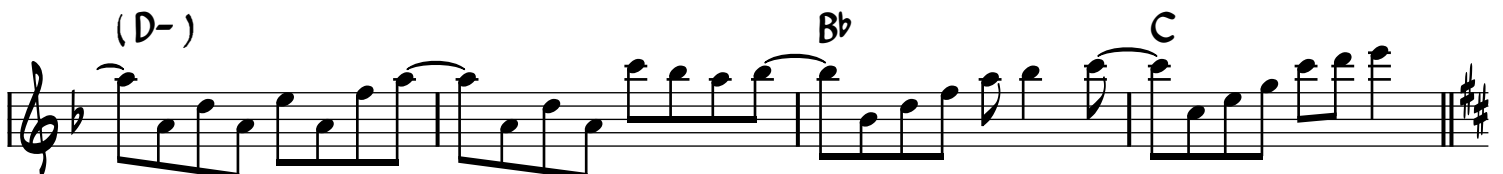
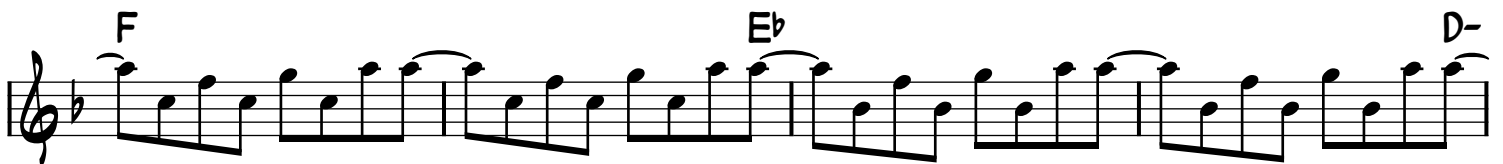
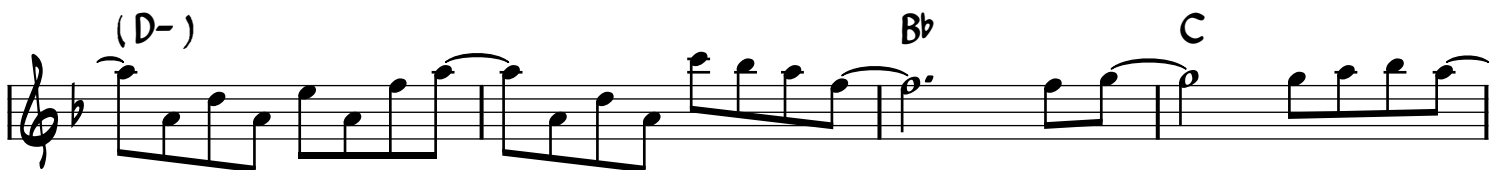
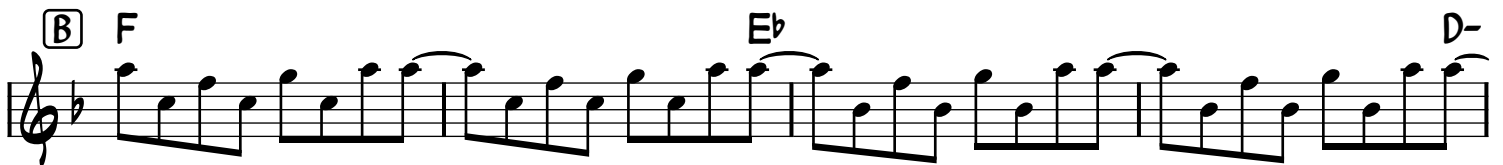
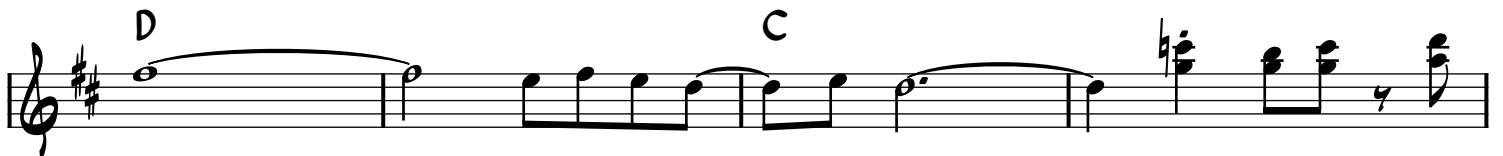
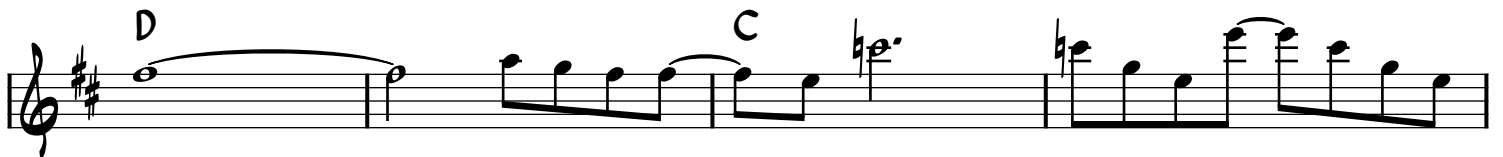
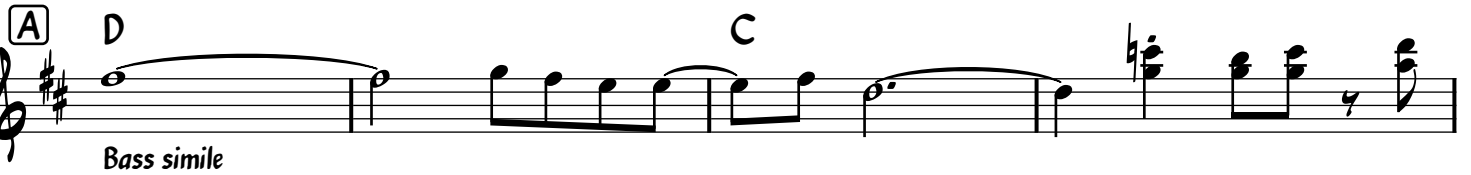
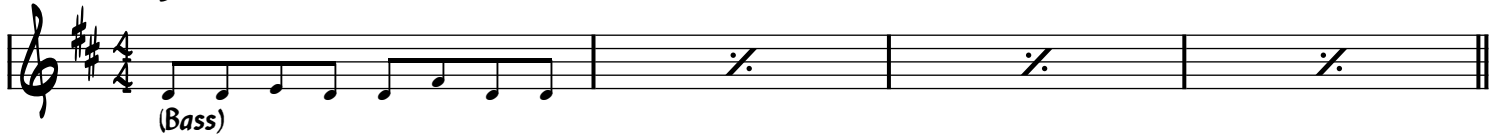
from Bucky O'Hare

Composed by Tomoko Sumiyama

Transcribed by Mikhail Ivanov

Rock ♩ = 220

D



C **D**

(Bass)

(D) **N.C.**

Loop to [A]

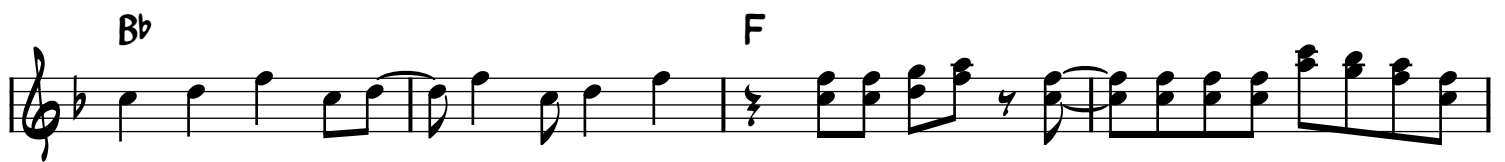
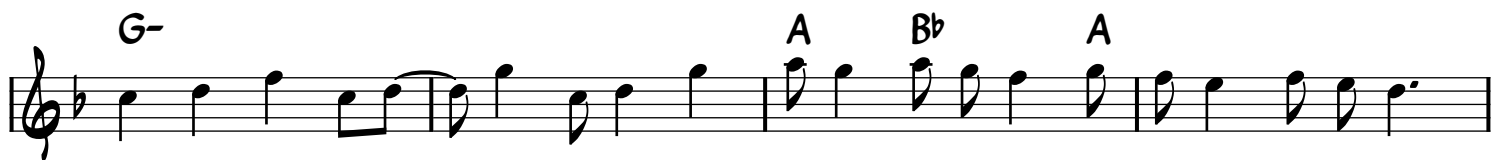
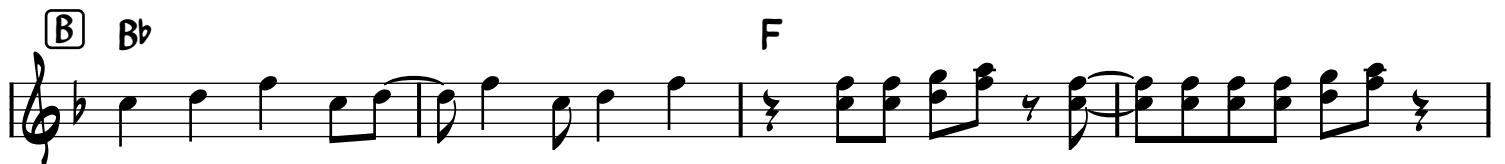
Red Planet

from Bucky O'Hare

Composed by Tomoko Sumiyama

Transcribed by Mikhail Ivanov

Rock ♩ = 220



Loop to top

FIGHT!

from *Bug Fables: The Everlasting Sapling*

Composed by Tristan Alric

Transcribed by Ben Horkley

$\text{♩} = 130$

A F_{sus^4} C B \flat C B \flat C B \flat C B \flat

B D C D C D C D C

C G 7 C/F G 7 C/F F 7 B \flat /E \flat N.C.

D A 7 D/G A 7 D/A F \sharp - G Unison A 7

E D F \sharp - 7 /C \sharp B- C Δ 7 E- A 7

F A G A G B \flat A \flat B \flat A \flat

Loop to [A]

Mite Knight

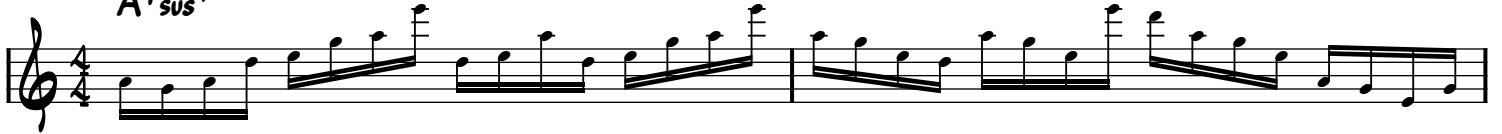
from *Bug Fables: The Everlasting Sapling*

Composed by Stefan Moser

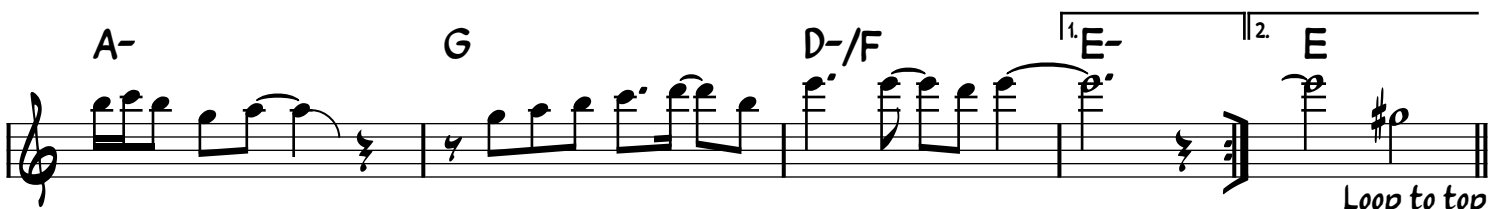
Transcribed by Ben Horkley

8-bit fight music ♩ = 150

A⁷_{sus⁴}



(A⁷_{sus⁴})



Loop to top

Oh No! WASPS!!

from *Bug Fables: The Everlasting Sapling*

Composed by Tristan Alric

Transcribed by Ben Horkley

Being chased by wasps ♩ = 164

Bb- F7 Bb-

F7 Bb- F7

Eb- F7 Bb-

A Bb- F7 Bb- F7 Bb-

(Bb-) F7 Eb- F7 Bb-

(Bb-) F7 Bb- F7 Bb-

(Bb-) F7 Eb- F7 Bb-

B Eb- Bb- Eb- F7

Eb- Bb- Eb- C7/E F7

C Bb- F7 Bb- F7 Bb-

(Bb-) F7 Eb- F7

D N.C. Bb- Gb F F7 Cb

Bb- Gb F F7 Cb Bb- Gb F F7 Cb

Walking bass

Bb- Gb F F7 Cb

Layer with previous rhythm

Bb- Gb F F7 Cb

E Bb- Gb

E°7 Db Ab/Db F Cb7

Bb- Gb Gb7b5

E°7 Db7 F7 Cb7

Loop to top

Clock Tower

from Castlevania: Aria of Sorrow

Composed by Michiru Yamane

Transcribed by DoubleMark & musicalmoose

Intro $\text{♩} = 106$
D-



A Half-time feel
C-



B C- D7/C Db/C C- Ab B- G

C- D7/C Db/C C- F- D7b9/F# Gsus4 G

Rock ♩ = ♩
C-

C C-

Ab F- D Gsus4 G

C- D7/C Db/C C-

Ab F- D° G

D N.C.

N.C.

N.C.

Loop to [A]

Awake

from Castlevania: Circle of the Moon

Composed by Sotaro Tojima

Transcribed by Gregory Orosz & DoubleMark

Rock ♩ = 100

Intro D- C G/B B \flat C D- C G/B B \flat C D



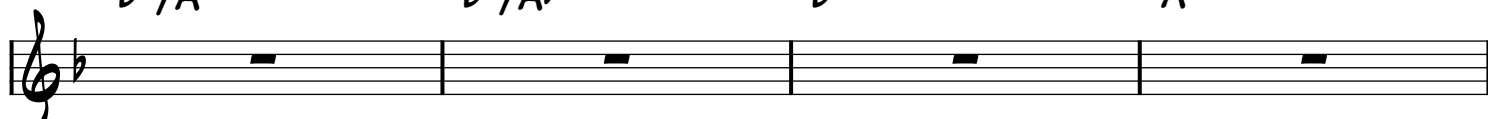
♩ = 140

D-/A

D $^{\circ}$ /A \flat

D-

A 7



A

D-

G

G-

C

D- G

D-



G

G \sharp 0 7

E 7

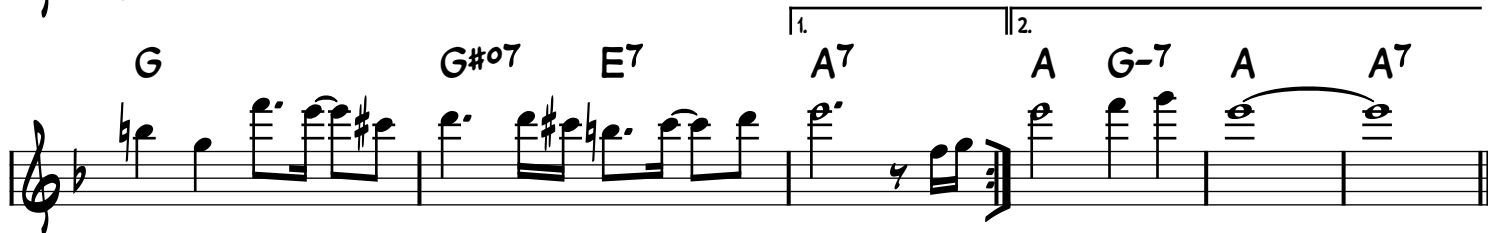
A 7

A

G- 7

A

A 7



B

G-

A 7

D-

G $^{\circ}$ /D \flat

F/C

D 7



B \flat

A 7

D-

C

F

E

A

A 7



C

D- C

G/B

B \flat C

D-

C G/B

B \flat C

D



D- C

G/B

B \flat C

D-

C G/B

B \flat C

D



Loop to [A]

Gloomy Memories

from Castlevania: Dawn of Sorrow

Composed by Konami Kukeiha Club

Transcribed by GUIM

♩ = 125

A F- C/E A°/E \flat B \flat -/D \flat

B \flat - C B \flat - C

B F- E°/G F-/A \flat F/A B \flat - B°7 C

Loop to top

Heart of Fire

from Castlevania

Composed by Kinuyo Yamashita

Transcribed by Guitar Joe48

Rock ♩ = 130

Intro

F-

(Bass)

A

F-

Db

Eb

C

C7

B

F-

Eb

Db

C

C

F-

Db

Bb-7

C-7

DbΔ7

Eb

F-

(Bass)

Loop to [A]

Lost Painting

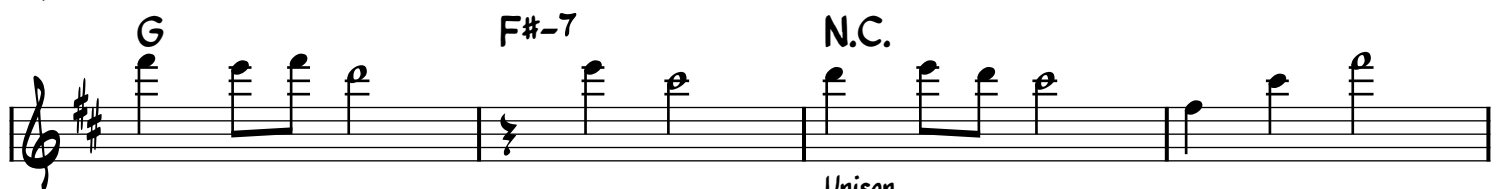
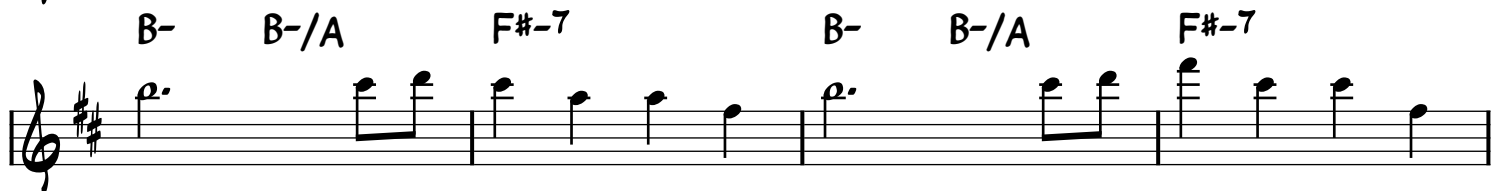
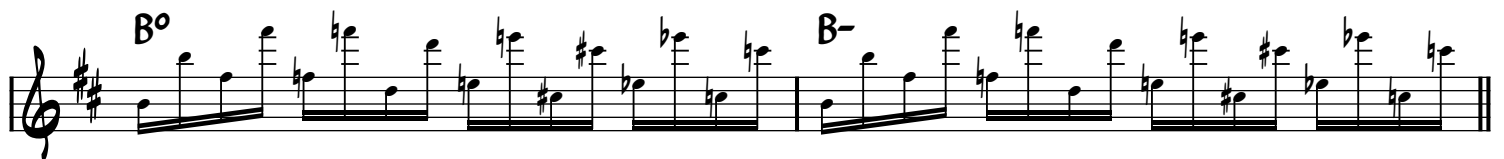
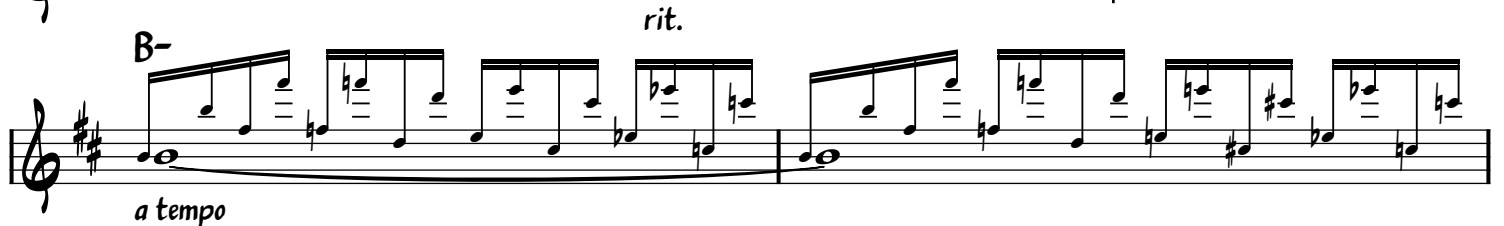
from Castlevania: Symphony of the Night

Composed by Michiru Yamane

Transcribed by sigmabeta

$\text{♩} = 116$

Intro



C B- E/B B- E

G F#- E- D CΔ7 F#

B- E B- E

G F#- E- F#- G F#- B-

Loop to [A]

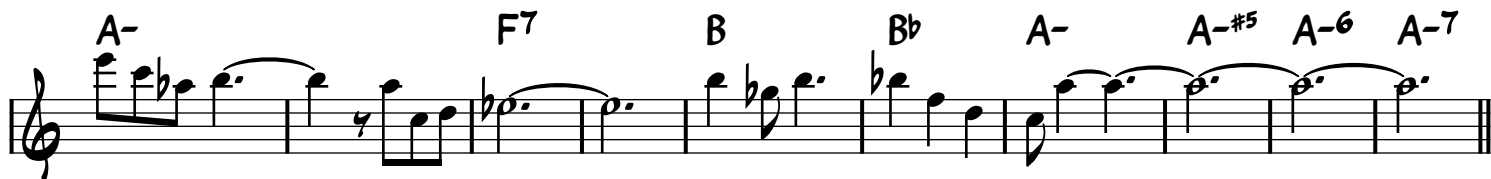
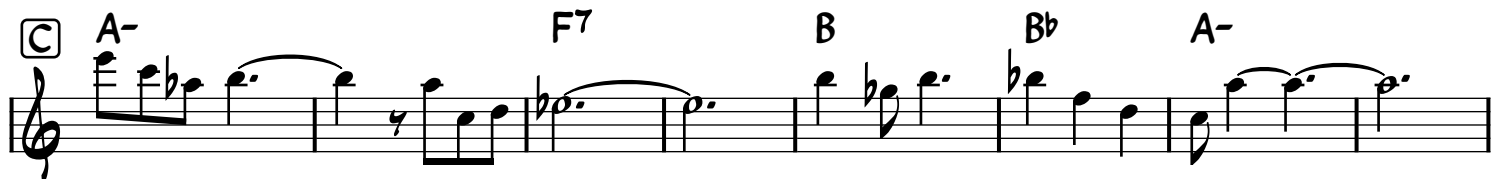
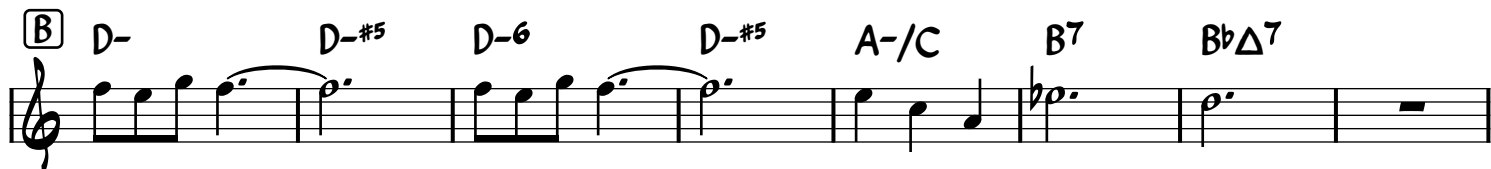
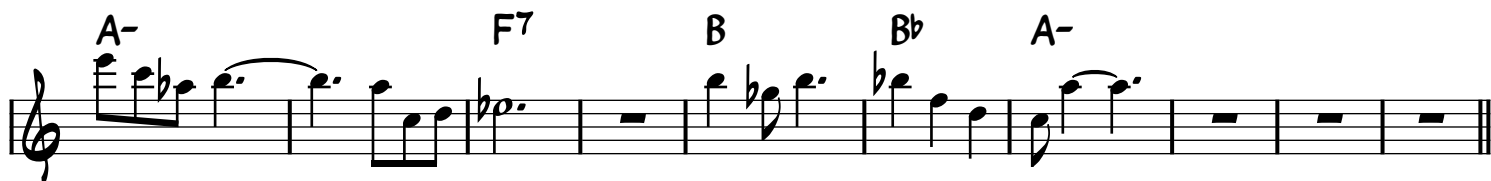
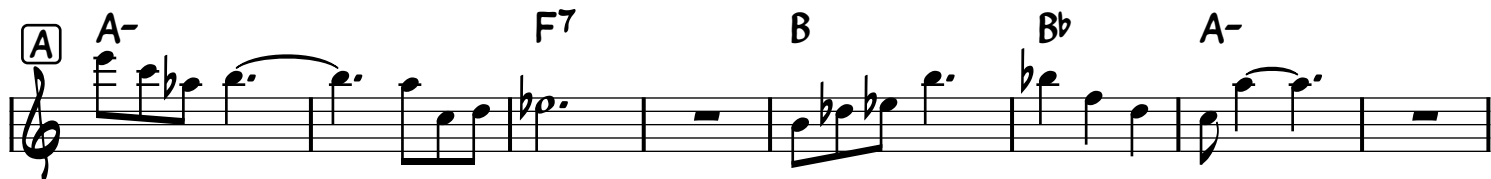
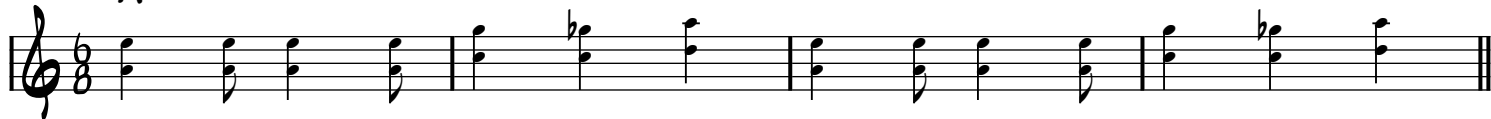
Marble Gallery

from *Castlevania: Symphony of the Night*

Composed by Michiru Yamane

Transcribed by DoubleMark

♩ = 136
A-



D D- D-#5 D-6 D-#5 A-/C B7 BbΔ7

A-

E D- Bb/D G- Eb/G

C-

D

D D5 N.C.

Loop to [A]

Vampire Killer

from Castlevania

Composed by Kinuyo Yamashita

Transcribed by JohnStacy

$\text{♩} = 129$

G- C/G E \flat F G- C/G E \flat F

G- E \flat

A

G- E \flat

B F# $^{\circ}$ G- A $^{\circ}$ G- F# $^{\circ}$ G- A $^{\circ}$ D7

C G- E \flat F G- E \flat F

Loop to top

Wicked Child

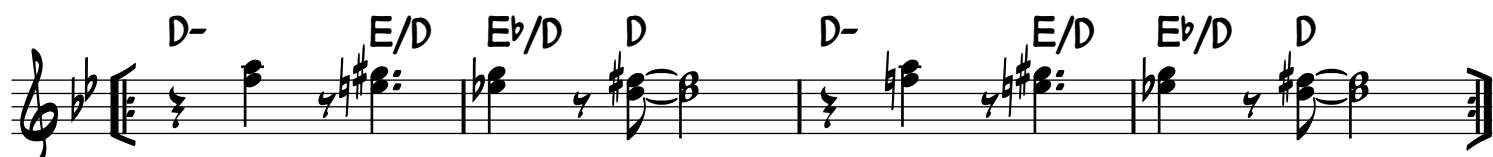
from Castlevania

Composed by Konami Kukeiha Club

Transcribed by DoubleMark

Intro

Rock ♩ = 180



A



B



C



Loop to [A]

Bloody Tears

from Castlevania II: Simon's Quest

Composed by Kenichi Matsubara

Transcribed by Jer Roque

♩ = 129
D- A- D- A-

The first line of music is in 4/4 time with a tempo of 129. It consists of four measures of eighth-note patterns. The chords above the notes are D-, A-, D-, and A-.

A D- C B \flat A- A- A 7

The second line of music is a repeat section labeled 'A'. It contains six measures. The chords are D-, C, B \flat , A-, A-, and A 7 . The first two measures are followed by a first ending (1.) and a second ending (2.).

B D- C B \flat C D- C B \flat C

The third line of music is a repeat section labeled 'B'. It contains eight measures of eighth-note patterns. The chords are D-, C, B \flat , C, D-, C, B \flat , and C. The section ends with the instruction 'Loop to top'.

Bloody Tears

from Castlevania II: Simon's Quest

Composed by Kenichi Matsubara

Transcribed by Jer Roque

♩ = 129
Eb-

Bb-

The first staff of music is in 4/4 time with a tempo of 129. It features a melodic line in the treble clef with a key signature of three flats (B-flat major). The melody consists of eighth notes and quarter notes. Chords Eb- and Bb- are indicated above the staff.

Eb-

Bb-

The second staff continues the melodic line from the first staff. Chords Eb- and Bb- are indicated above the staff.

A Eb- Db Cb

1. Bb- 2. Bb- Bb7

The third staff contains a section labeled 'A' in a box. It features a melodic line with a key signature change to two flats (D-flat major). Chords Eb-, Db, Cb, Bb-, and Bb7 are indicated above the staff. The section ends with a double bar line and a repeat sign.

B Eb- Db Cb Db Eb- Db Cb Db

Loop to top

The fourth staff contains a section labeled 'B' in a box. It features a melodic line with a key signature change to one flat (C major). Chords Eb-, Db, Cb, Db, Eb-, Db, Cb, and Db are indicated above the staff. The section ends with a double bar line and the instruction 'Loop to top'.

Monster Dance

from Castlevania II: Simon's Quest

Composed by Kenichi Matsubara

Transcribed by AarekMG

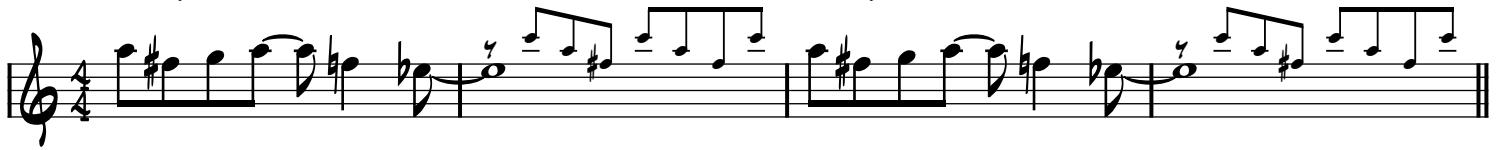
Rock ♩ = 226

N.C./E

E^b07

N.C./E

E^b07



A A-7

D7/A

E7



A-7

D7/A

E7



B

D-

E

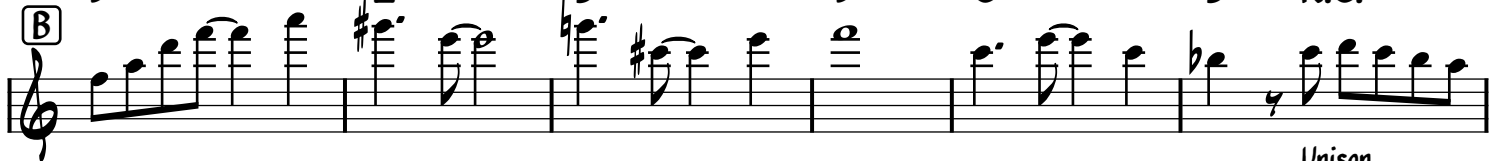
B^b07

D-

C

B^b

N.C.



Unison



Loop to top

The Silence of Daylight

from Castlevania II: Simon's Quest

Composed by Kenichi Matsubara

Transcribed by AarekMG

Intro ♩ = 113

C-

A C- G7^{b9} C- G7^{b9}

B G7/B C- B^b/D E^b C7^{b9}/E F- F^{#0} G7

C C- B^b/D E^b F- G C- C- B^b/D E^b F- G C- G

8-----
Loop to [A]

Beginning

from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by Jer Roque

$\text{♩} = 132$

G- F/G C/G C-/G D7

G- F/G C/G C-/G D7

A G- A A \flat G- A D

G- A A \flat G- C \sharp D

B E \flat G-/D C \sharp D7

G- A7 D C \sharp C- C \sharp D sus^4 D

C G- F E $^\circ$ E \flat F G- F

E $^\circ$ E \flat D tr

Loop to top

Clockwork

from Castlevania III

Composed by Konami Kukeiha Club

Transcribed by JohnStacy

♩ = 130

C-
8

D7^{b9}

G7^{b9}

C-

D

G7^{b9}

8 C-
8

E^b

D

D^b

C-

A

C-

D^o

C-

D^o

G7/B

C-

D^o

C-/E^b

F-

F#^{o7}

G^{sus4}

G

C-

D^o

B^o

C-

D^o

G7/B

8 C-
8

D^o

C-/E^b

F-

F#^{o7}

G^{sus4}

G

B

A^bΔ7

G7

A^bΔ7

G7

A^bΔ7

G7

F#^o

G7^{sus4}

G7

8

8 C-
8

B^{o7}/C

C-

B^{o7}

Loop to top

Aquarius

from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by DoubleMark & musicalmoose

A ♩ = 130
G- G- G-/F

G-/E E^b F F^{#0}

B G- F C- E^b D7^{b9}

G- F C- E^b D7^{b9}

C D^b07 A-7^{b5}/C G-/B^b E^b A^b D7^{b9}

D^b07 A-7^{b5}/C G-/B^b E^b A^b D7^{b9}

Loop to top

Demon Seed

from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by GuitarJoe48

Rock ♩ = 100

Intro

F-



(F-)

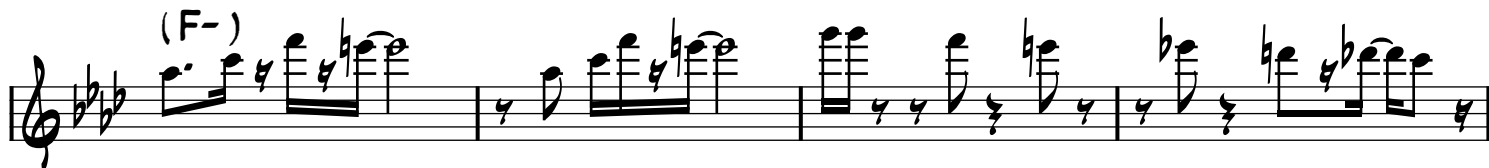


A

F-



(F-)

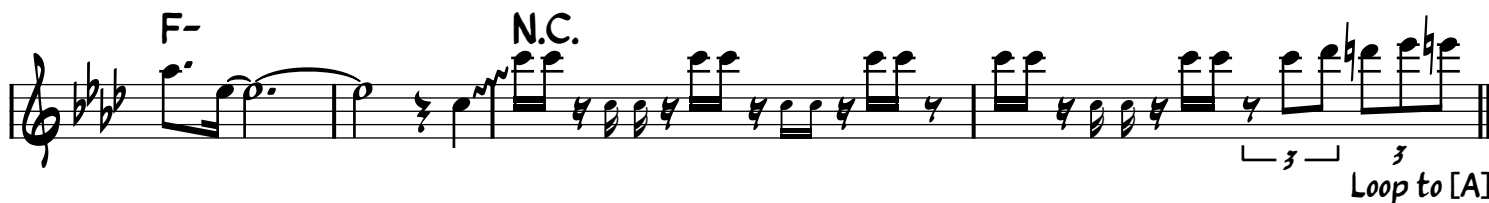


Bb-



F-

N.C.



Encounter

from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by GUIM

♩ = 113

D-
E7
C-
D7
Bb-
A7b9
A7b9/C#

Loop to top

Mad Forest

from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by AarekMG

♩ = 130
N.C.

(Bass)

G-7 D

A G- E-7^{b5} E^b7 D7^{b9}

B E^b7 G-/D C#^o7 D7

E^b7 G-/D C#^o7 D7

C G-7 G-7/D A7^{b9} D7^{#5b9} G-7 G-7/D A7^{b9} D7^{#5}

Loop to top

Prelude

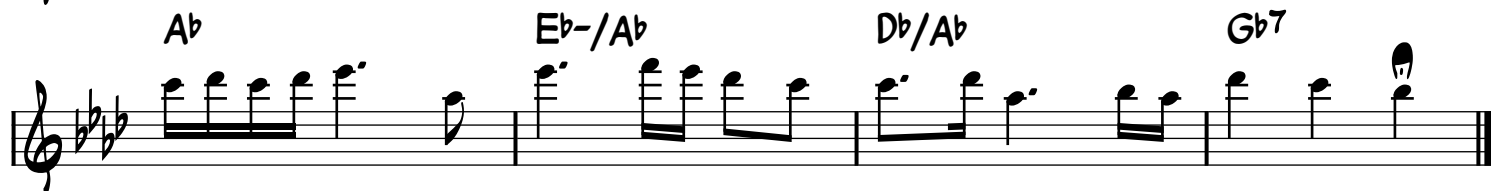
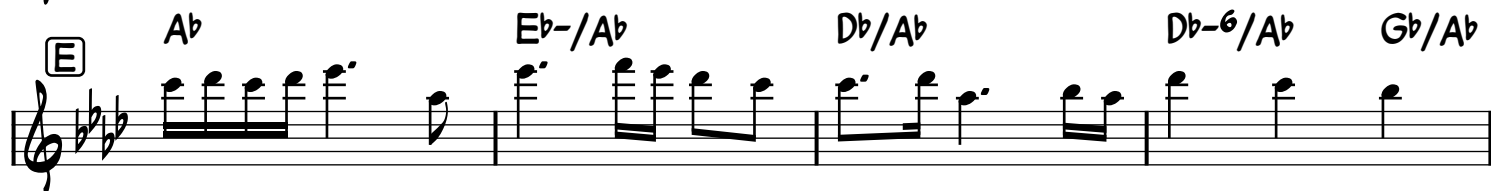
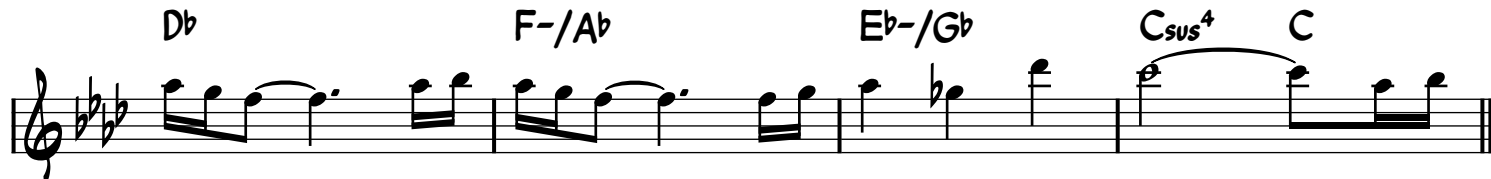
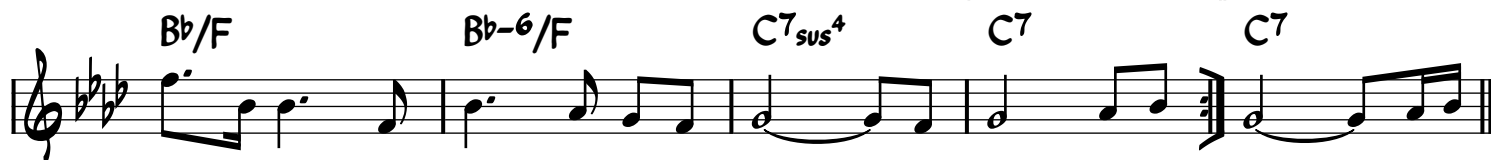
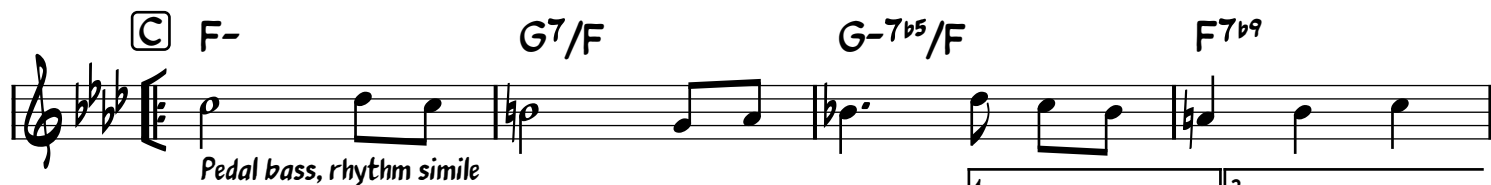
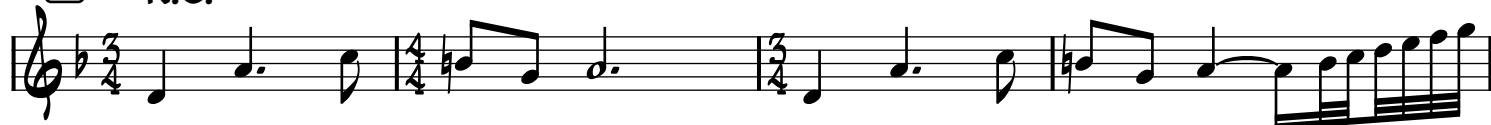
from Castlevania III: Dracula's Curse

Composed by Konami Kukeiha Club

Transcribed by Jonathan Aldrich

♩ = 82

A N.C.



Ruined Castle Corridor

from Castlevania: Aria of Sorrow

Composed by Michiru Yamane

Transcribed by AarekMG

♩ = 138

A G- F Eb D^{sus4} D

G- F Eb F G-

B G- F Eb G-/D D

G- F Eb F

C G- Bb-

G- Eb-

D⁵ Eb⁵ F⁵ D⁵ N.C.

D⁵ Eb⁵ A⁵ D⁵ N.C.

D Eb- Db Cb Eb-/Bb Bb

Eb- Db Cb Db Eb-

E F#- E D C#sus4 C#

F#- E B-7 C#-7

F C°7 C#7/B F#-/A F#/A#

B- C°7 G-/D D

Loop to [A]

Act on Instinct

from Catherine

Composed by Shoji Meguro
Transcribed by Ashanti Mills

Jazzy pop, swing 8ths ♩ = 70

D-7 G7 C7 FΔ7 D-7 G7 C7 FΔ7

[A] D-7 G7 C7 FΔ7

D-7 G7 C7 N.C.

[B] D-7 G7 C7 FΔ7

D-7 G7 C7 FΔ7

D-7 G7 C7 FΔ7

D-7 G7 C7 FΔ7

[C] D-7 G7 C7 FΔ7 D- G7 C7 FΔ7

Solo to end

D-7 G7 C7 FΔ7 D- G7 C7 FΔ7

Vamp

Silent Sheep

from Catherine: Full Body

Composed by Shoji Meguro
Transcribed by Ross Kirsling

Freely

Intro E-9



D-/E

E-9



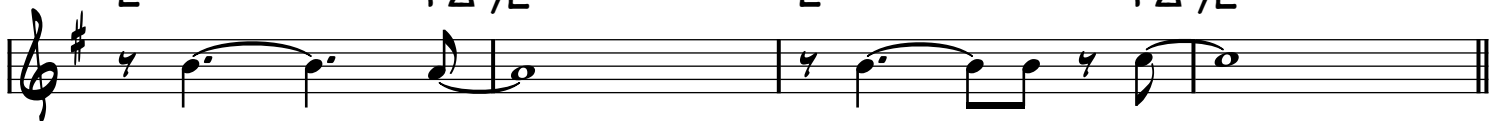
♩ = 80

E-7

FΔ7/E

E-7

FΔ7/E



A

E-7

FΔ7/E

E-7

FΔ7



E-7

FΔ7/E

E-7

FΔ7



A-7/E

E-7

F#7/E

FΔ7/E

E-



B

E-7

FΔ7

~



E-7

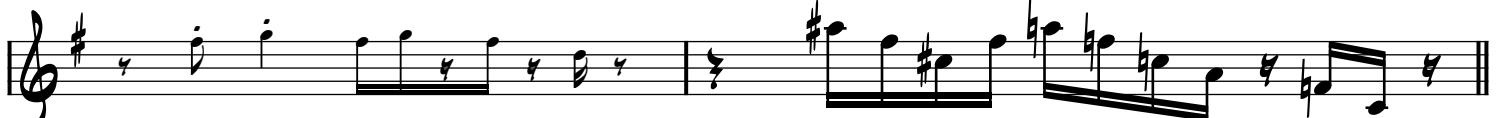
FΔ7/E



E-7

F#7

FΔ7



C E-7 F7

Solo

E-7 F7

D#/B b C#/B Loop to [A]

Cave Story

from Cave Story

Composed by Daisuke Amaya

Transcribed by Tristan H

Swing 16ths ♩ = 108

Intro C⁵ G^{b0}/C F⁵/C C C⁵/G G^{b0} F⁵ E^{b5} D⁵ C⁵

No bass Bass in

A G- E^b F G- E^b D

B B^b D-/A D^o/A^b E^b/G G^b F

B^b D-/A D^o/A^b E^b/G G^b F

To Coda

C C⁵ G^{b0}/C F⁵/C C C⁵/G G^{b0} F⁵ E^{b5} D⁵ C⁵

D.S. al Coda

⊕ **D** C⁵ G^{b0}/C F⁵/C C C⁵/G G^{b0} F⁵ E^{b5} D⁵ C⁵

C⁵ G^{b0}/C F⁵/C C

C⁵/G G^{b0} F⁵ E^{b5} 3 D⁵ C⁵ 3

E E^bΔ⁷ D^bΔ⁷

Solo

E^bΔ⁷ D^bΔ⁷ A^b-6

N.C.

Loop to [A]

straight

Cave Story

from Cave Story

Composed by Daisuke Amaya

Transcribed by Tristan H

Swing 16ths ♩ = 108

Intro

C#5 G°/C# F#5/C# C# C#5/G# G° F#5 E5 D#5 C#5



No bass

Bass in

S

A

G#- E F# G#- E F#



B

B D#-/A# D#°/A E/G# G F#



B D#-/A# D#°/A E/G# G F#



To Coda

C

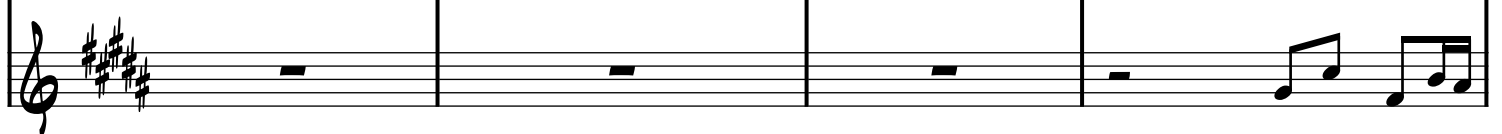
C#5 G°/C# F#5/C# C# C#5 G°/C# F#5/C# E5 D#5 C#5



D.S. al Coda

D

C#5 G°/C# F#5/C# C# C#5 G°/C# F#5/C# E5 D#5 C#5



C#5 G°/C# F#5/C# C#



C#5 G°/C# F#5/C# E5 D#5 C#5

E EΔ7

(Bass)

DΔ7

EΔ7

DΔ7 A-6 N.C.

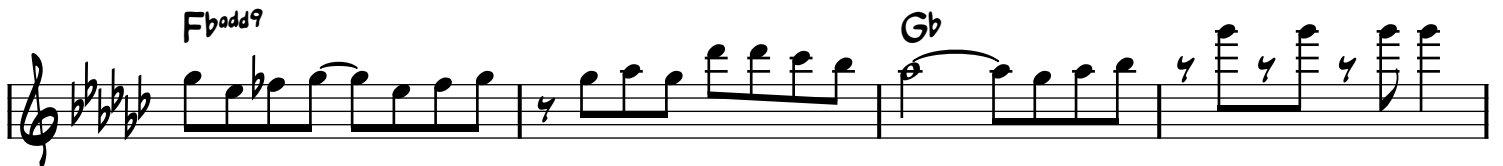
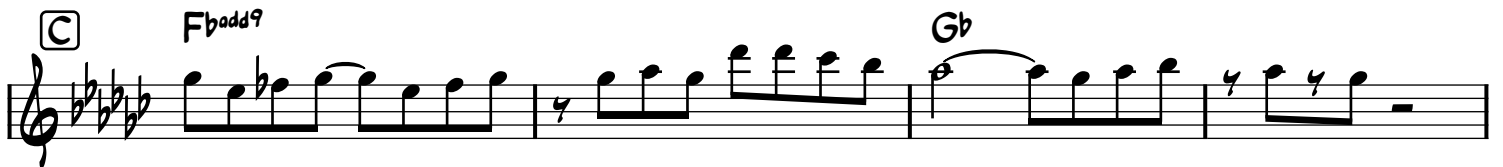
Loop to [A]
straight

Mischievous Robot

from Cave Story

Composed by Daisuke Amaya
Transcribed by Garrett Hoffman

Rock ♩ = 160
N.C.



Loop to [A]

Moonsong

from Cave Story

Composed by Daisuke Amaya
Transcribed by Garrett Hoffman

$\text{♩} = 125$
F-

E \flat sus 4 / E \flat D \flat Δ 7

E \flat



[A]

F-

E \flat

D \flat Δ 7

E \flat



F-

E \flat

D \flat Δ 7

E \flat



[B]

D \flat Δ 7

E \flat



D \flat Δ 7

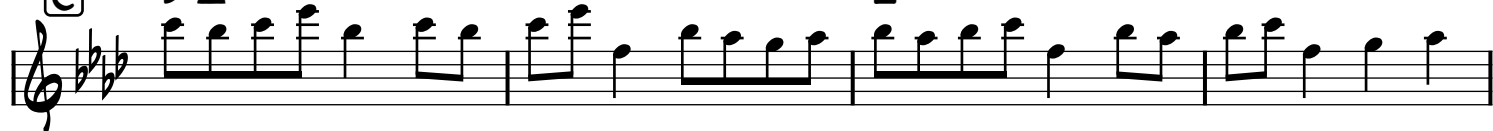
E \flat



[C]

D \flat Δ 7

E \flat



D \flat Δ 7

E \flat sus 4

E \flat



Loop to [A]

First Steps

from Celeste

Composed by Lena Raine
Transcribed by AarekMG

♩ = 90

Asus⁴ *Play 4x* *Asus⁴* *Play 4x*

Rhythm simile

A *A* *G* *D* *A* *G* *D*

Background simile

A *G* *D* *A* *G* *D*

Groove simile

FΔ7 *C* *FΔ7* *Asus⁴* *A-* *G* *A-*

FΔ7 *C* *FΔ7* *Asus⁴* *A-* *G* *A-*

A7sus⁴ *A-* *Play 4x*

B *C* *Bb* *F* *C* *Bb* *F*

Groove simile

C *Bb* *F* *C* *Bb* *F*

F Δ 7 C F Δ 7 A $_{sus}^4$ A- G A-

F Δ 7 C F Δ 7 A $_{sus}^4$ A- G A-

A $_{7sus}^4$ A- Play 4x

C A $_{7sus}^4$ A $_{7/G}$ A $_{7sus}^4$ A $_{7/G}$

A $_{7sus}^4$ A $_{7/G}$ A $_{7sus}^4$ A $_{7/G}$

F $_{9}^{\flat}$ F $_{add}^2$ A-7 A-7 $_{add}^{11}$

F $_{9}^{\flat}$ F $_{add}^2$ A-7 A-7 $_{add}^{11}$ 8-----

D A-

A- A $_{sus}^4$ Loop to top

Resurrections

from Celeste

Composed by Lena Raine

Transcribed by Mikhail Ivanov

Trip-hop ♩ = 72

D-Δ7 **F/C**

No bass or drums

B \flat Δ7 **A**

A **D-Δ7** **F/C** **B \flat Δ7** **A** 1. 2.

Background simile

B **D-Δ7** **F/C**

B \flat Δ7 **A** 1. 2.

C **D-Δ7** **F/C** **B \flat Δ7** **A** 1. 2.

Drums and bass in

D **D-Δ7** **F/C**

B \flat Δ7 **A** **Play 3x**

Freely ♩ = 90

E D- D-/C# D-/C B-7b5

Drums out

Bb G#07 Asus⁴ 1. 2. A

Post-rock ♩ = 112

F D- C#+ F/C B-7b5

Drums in

G D- C#+ F/C B-7b5 Play 3x

Background simile

D- C#+ F/C B-7b5

H D- C#+ F/C G/B D- C#+ F/C G/B

I D- C#+ F/C B-7b5 Bb D-/A G#07 Asus⁴

J D- C#+ F/C B-7b5 Bb D-/A G#07 Asus⁴ Loop to [G]

Background simile

A Maiden's Thoughts

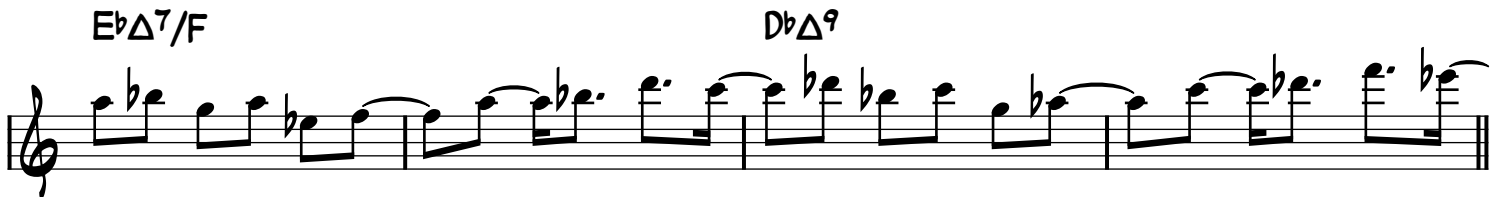
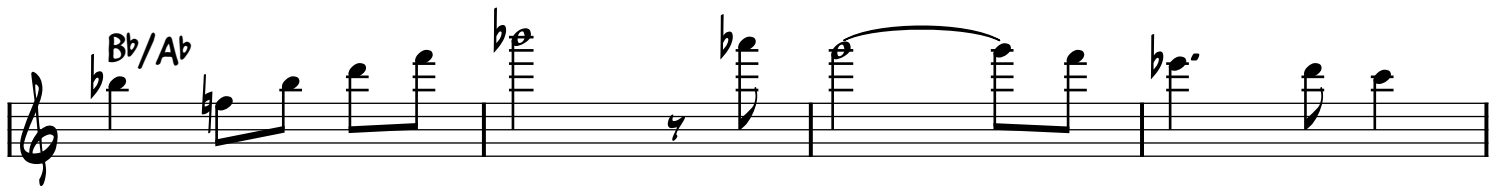
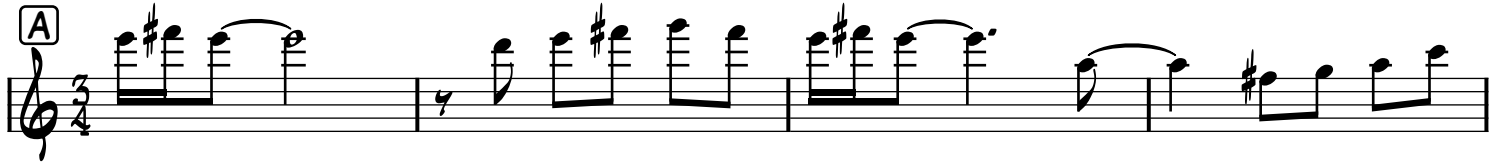
from Chibi-Robo!

Composed by Hirofumi Taniguchi

Transcribed by 8-bit Music Theory

Lead Sheet by Ross Kirsling

$\text{♩} = 110$
C⁹



Loop to top

Dinners, the Big City

from *Chicory: A Colorful Tale*

Composed by Lena Raine

Transcribed by Ross Kirsling

Swing $\text{♩} = 88$

Intro

F Δ^9

E \flat^6



D-7

C#+

D-7/C

B-7 \flat^5

F/B \flat

N.C./C



A

F

D-7



G-/B \flat

A-

D-

G-

C



F

A7

D-



G-

F/A

1.

B \flat

C

2.

B \flat

F



B

F

A/E



B \flat /F

E \flat /G

E \flat -/G \flat



B \flat /F

A-/C

B \flat /D

B \circ /D#

C/E



C F D-7

G-/Bb A- D- G- C

F A7 D-

G- F/A Bb F

D F A+

Db+/Eb D-7

F A+

Db+/Eb D-7

E Eb6 D-9

3

3

Bb/C N.C. Bb/C

Loop to [A]

Song of the Wielders

from *Chicory: A Colorful Tale*

Composed by Lena Raine

Transcribed by Hyper Light Drummer

$\text{♩} = 60$

F_{sus^4}

A

F_{sus^4}

$D^b\Delta^7$

$E^b_{sus^2/4}$

$A^b\Delta^7$

$C-/G$

$G^b\Delta^7$

E^b-9

D^b7

$G^b\Delta^7$

B^b/F

B

$E^b_{sus^4}$

G^b6

$A^b_{sus^4}$

E^b

$E^b_{sus^2/4}$

G^0/C^b

D^b7

E^b_{add9}

C^7/E

C F_{sus^4} $D\flat\Delta^7$ $E\flat_{sus^2/4}$ $A\flat\Delta^7$ $C-/G$

$G\flat\Delta^7$ $E\flat-9$ $D\flat^7$ $G\flat\Delta^7$ $B\flat/F$

D $E\flat_{sus^4}$ $G\flat^6$ $A\flat_{sus^4}$ $E\flat$ $E\flat_{sus^2/4}$

$G^{\circ}/C\flat$ $D\flat^7$ $E\flat^{add9}$ $B\flat/F$

$E\flat_{sus^2/4}$ $E\flat$

rit. 3

The Bend of Time

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by Iandrum

Lullaby ♩ = 82

A G D⁷/G G^{sus}⁴

G C D^{sus}⁴ D

G C^o/G B⁷/D# E-⁷ C#^o

A-⁷ D⁷_{sus}⁴ G^{sus}⁴ G

B G/B C D^{sus}⁴ D#^o7

E-⁷ A-⁷ D^{sus}⁴ D

G/B C D D#^o7 E-⁷

C^{sus}² A- D^{sus}⁴ D

Loop to top

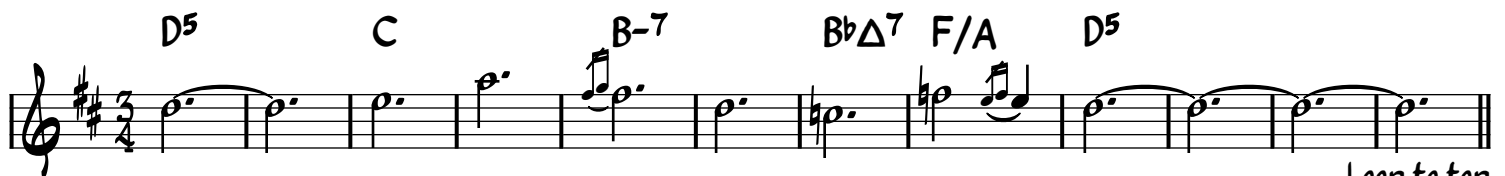
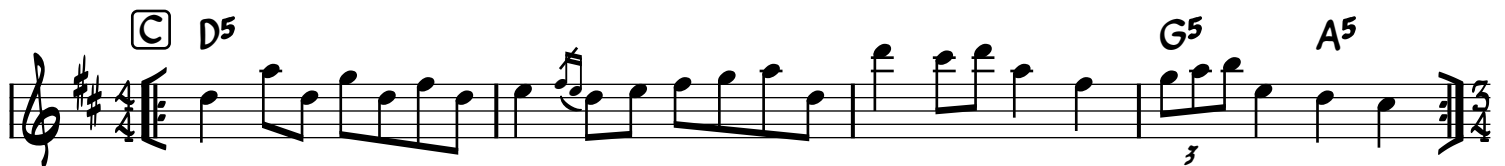
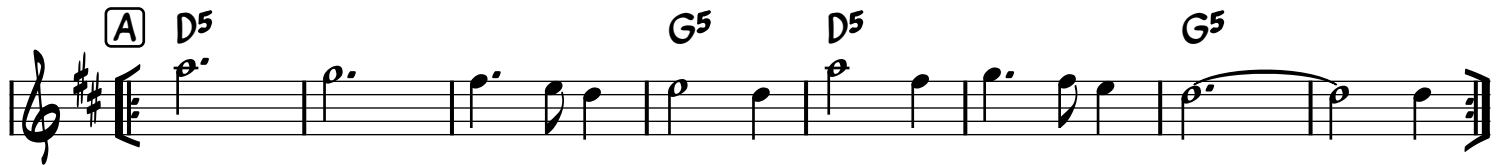
Another Termina

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by AarekMG

Swing 8ths ♩ = 152



Loop to top

Arni (Home World)

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by DoubleMark

♩ = 122

A A^b $D^b_{sus^2}$ A^b $D^b_{sus^2}$

A^b $D^b_{sus^2}$ E^b7 A^b

B A^b E^b-7 $F-7$ D^b

A^b $G-7^b5F-7$ A^b/D^b B^b-/E^b $A^b_{sus^4}/G^b$ A^b

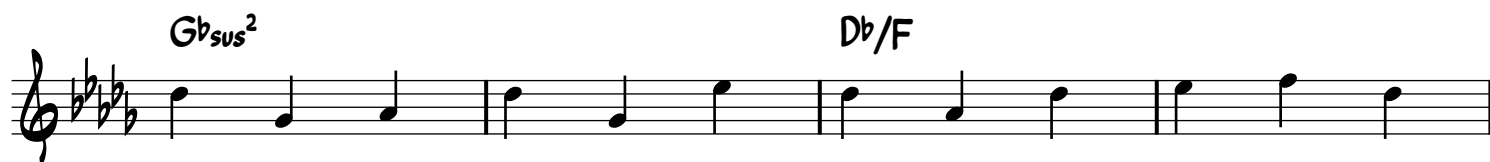
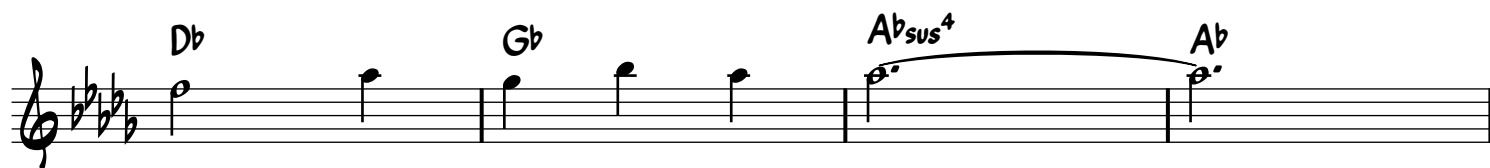
C F^b

C^b

F^b

C^b G^b-/B^bb $A^b_{sus^4}$ A^b

D^b- E^b- F^b G^b $A^b7_{sus^2}$ A^b



Shore of Dreams (Another World)

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by mkafie

$\text{♩} = 86$
G-7 Eb Δ 7

Bb F7

A G-7 Eb Δ 7 Bb F7

G-7 Eb Δ 7 Bb F7

B Eb Δ 7 D-9 G7sus4

Eb Δ 7 D-9 C7 D7b9

Loop to top

Dreams of The Ages

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by Iandrum

♩ = 128

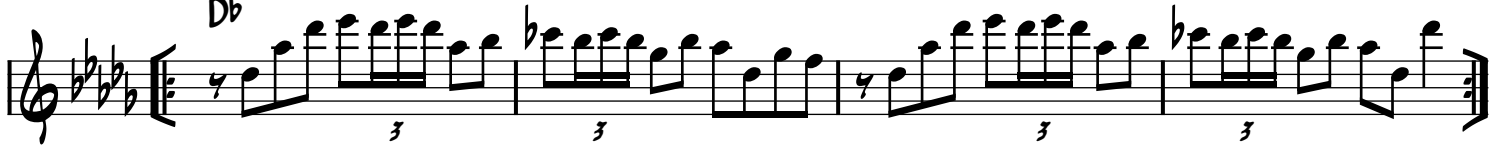
Intro

N.C.



(Drum intro)

Db



A

Bb-

Gb

Db

Ab



Bb-

Gb

Db

Ab



B

Bb-

Cb6



Bb-

Cb6



Bb-

Cb6



Bb-

Gb



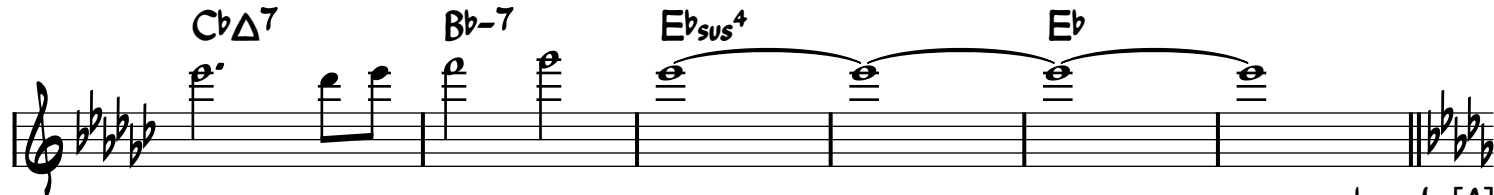
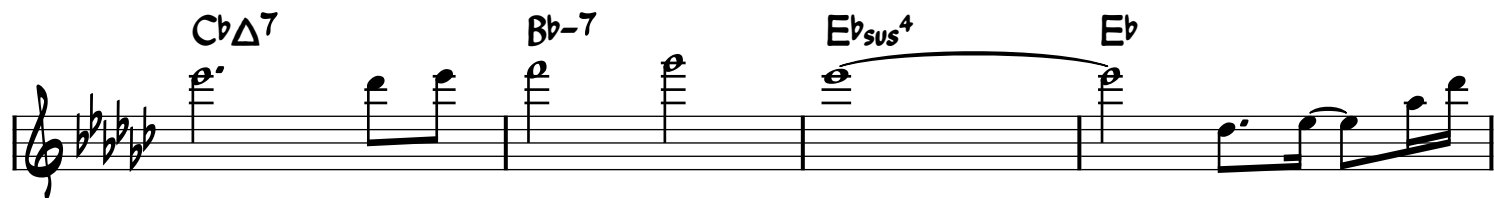
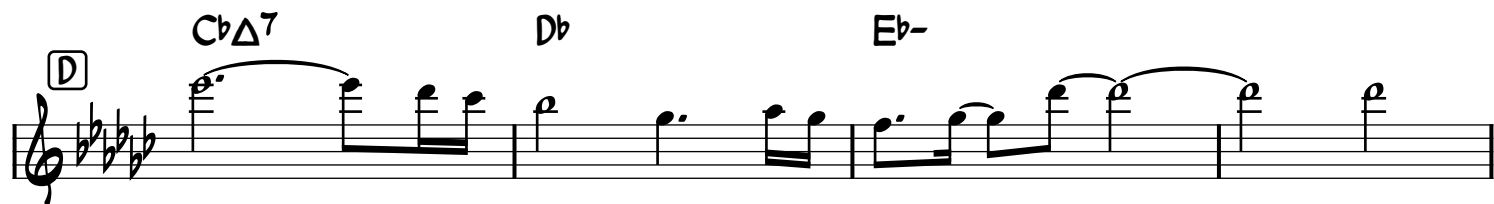
C

Fb

AΔ7

DΔ7





Loop to [A]

Gale

from Chrono Cross

Composed by Yasunori Mitsuda
Transcribed by Tristan H

♩. = 110
N.C.

A *Asus⁴*
Rhythm 2+2+2+3

B *Asus⁴* *Gsus⁴/A* *Esus⁴/A* *Dsus⁴/A*

C *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴*

Groove simile

Dsus⁴ *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴* *Dsus⁴* *E^b* *Csus⁴*

D *Dsus⁴*

Loop to [A]

Home Guldove

from Chrono Cross

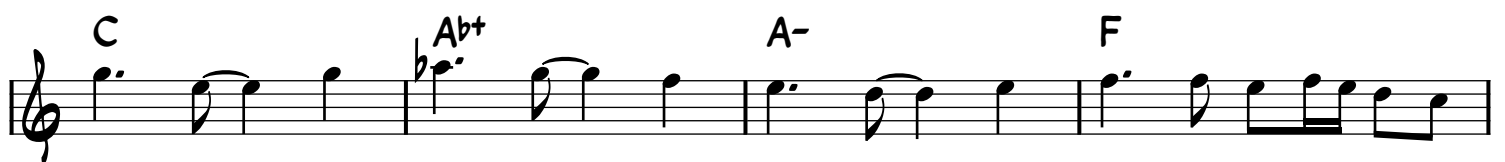
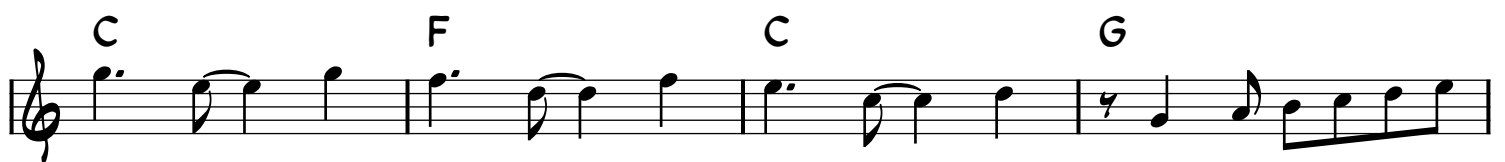
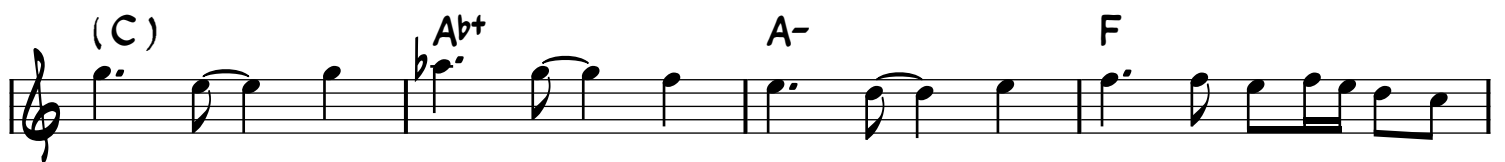
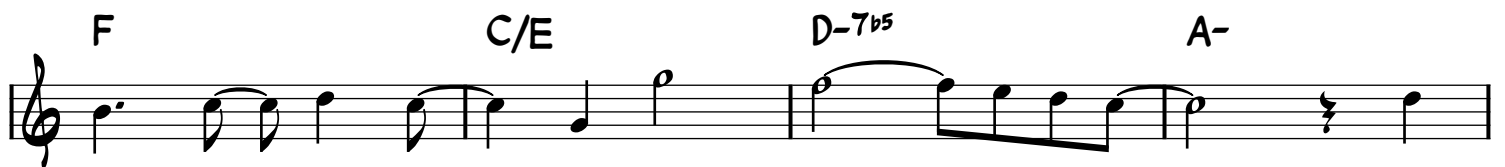
Composed by Yasunori Mitsuda

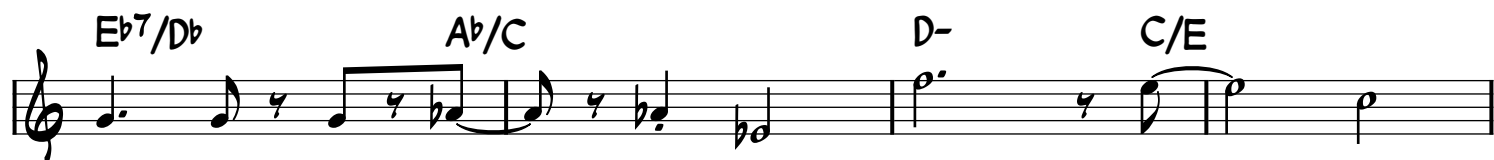
Transcribed by mkafie

♩ = 155
N.C.



No bass





Loop to [A]

Plains of Time ~Home World~

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 100
CbΔ7

Db6

Eb-7

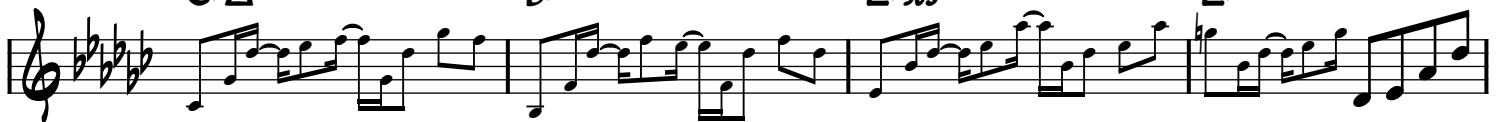


CbΔ7

Bb-7

Eb_{sus}⁴

Eb



A CbΔ7

Db6

Eb-7



CbΔ7

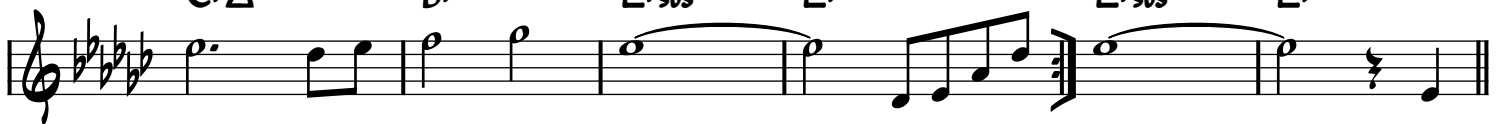
Bb-7

1. Eb_{sus}⁴

Eb

2. Eb_{sus}⁴

Eb



B

Db-7

Bb-9



Db-7

Bb-9



AΔ7

Ab-7



FbΔ7

AΔ7

Ab_{sus}⁴



Loop to top

Radical Dreamers - Le Trésor Interdit-

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by AarekMG & Ross Kirsling

$\text{♩} = 72$

C^{add9} **D** **E-** **D** **C^{add9}** **D** **A^{sus4}** **A**

C^{add9} **D** **E-** **D** **C^{add9}** **D** **E^{sus4}** **E**

A **C^{add9}** **D** **E-** **D**

C^{add9} **D** **A-7** **B-7**

C^{add9} **D** **E-** **D**

C^{add9} **D** **B**

B **C^{add9}** **D** **B-** **E-** **D** **C^{add9}** **D** **E-** **D**

C^{add9} **D** **B-** **E-** **D** **C^{add9}** **D^{sus4}**

C **C^{add9}** **D** **E-7** **D** **C^{add9}** **D** **A^{sus4}** **A**

Repeat on 1x only

To Coda

C^{add9} D E-7 D C^{add9} D E^{sus4} E

D.S. al Coda (no repeats)

C^{add9} D B- E- D

C^{add9} D A^{sus4} A

D E- CΔ7 G D^{sus4} D E- CΔ7 D^{sus4} D

E- CΔ7 G D^{sus4} D E- CΔ7 D^{sus4} D

E- CΔ7 G D^{sus4} D E- CΔ7 D^{sus4} D

E- CΔ7 G D^{sus4} D E- CΔ7 D^{sus4} D

C^{add9} D E- D C^{add9} D E-9

C^{add9} D E- D C^{add9} D^{sus2} E

rit.

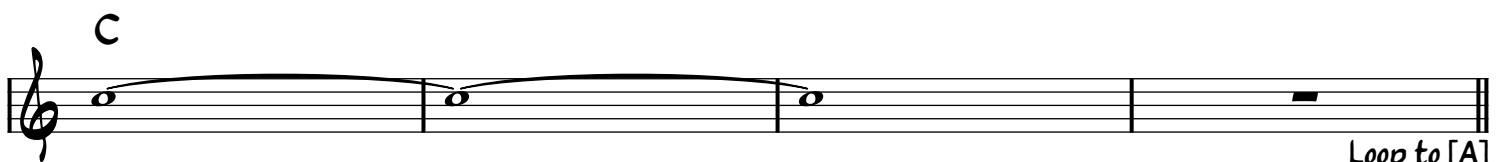
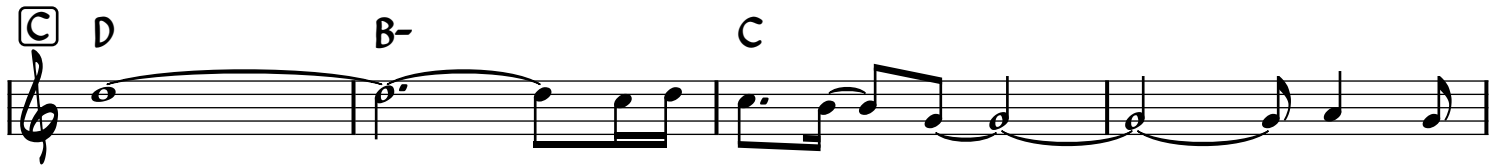
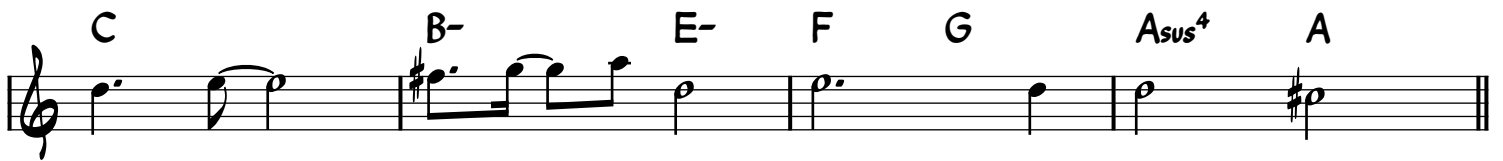
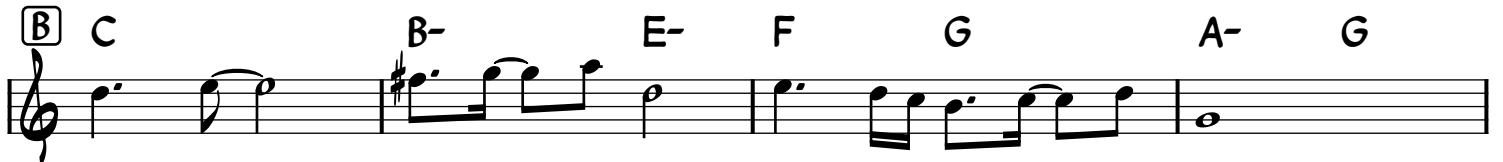
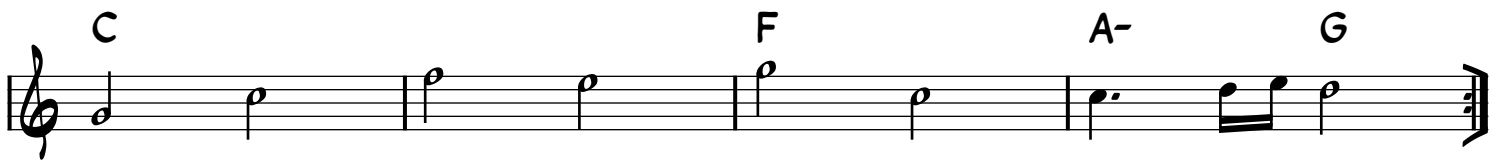
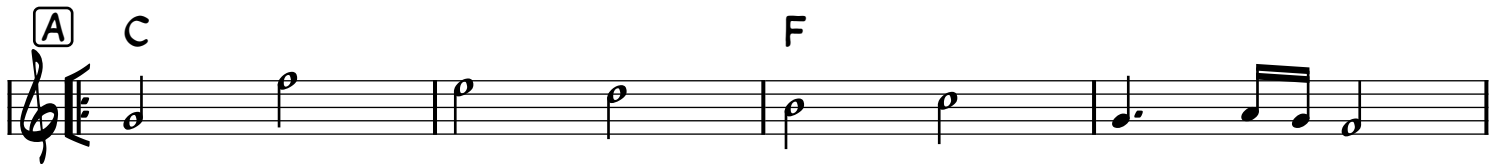
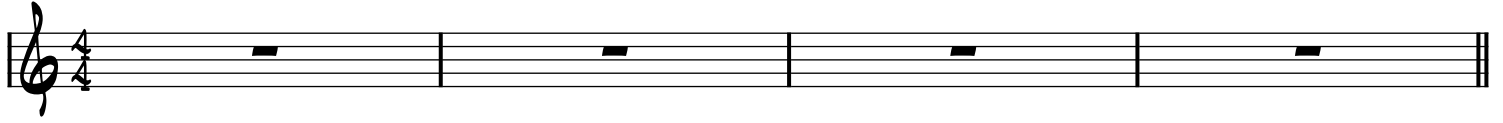
Sailing (Home World)

From Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 112
C



Loop to [A]

Scars of Time

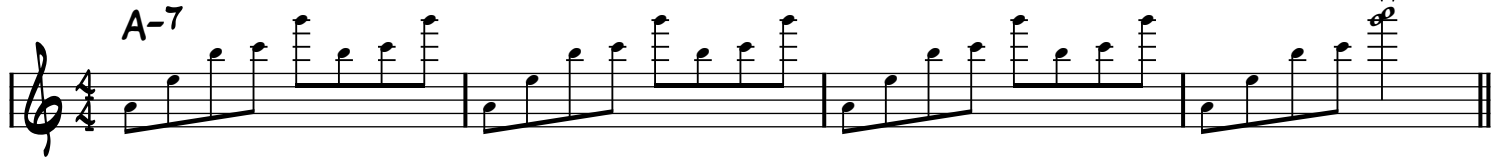
from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by DoubleMark

♩ = 80

A-7



A A-7

F^{add#11}



A-7

B^bΔ^{7#11}



A-7

C

G

A-

F

C

G

F



B ♩ = 112

A-

F/A

G/A

F/A

A-

F/A

G/A

F/A



A-

F/A

G/A

F/A



A-

F/A

G/A

F/A



C A- F/A G/A F/A A- F/A G/A F/A G/A F/A

D FΔ7 G6 A- FΔ7 G6 A-

FΔ7 G6 A- FΔ7 G6 A- FΔ7 G6 A-

The Girl Who Stole the Stars

from Chrono Cross

Composed by Yasunori Mitsuda

Transcribed by Iandrum

Ballad ♩ = 60

A A-7 F A-7 G/F F

A-7 F A-7 G/F F

A-7 F A-7 G/F F

B D- Bb A-add2

D- Bb A-add2

C D- E-7 D- E-7 D- E-7 Asus⁴ A

Loop to top

Battle 1

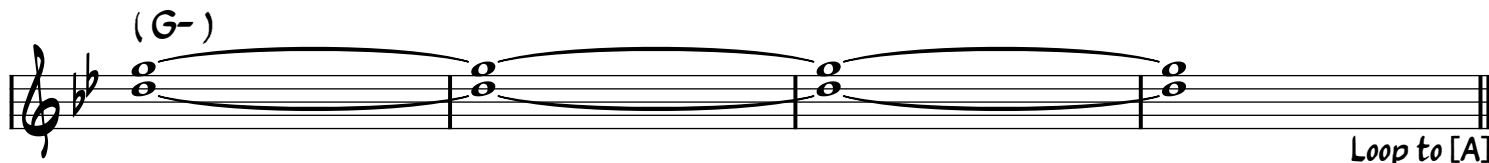
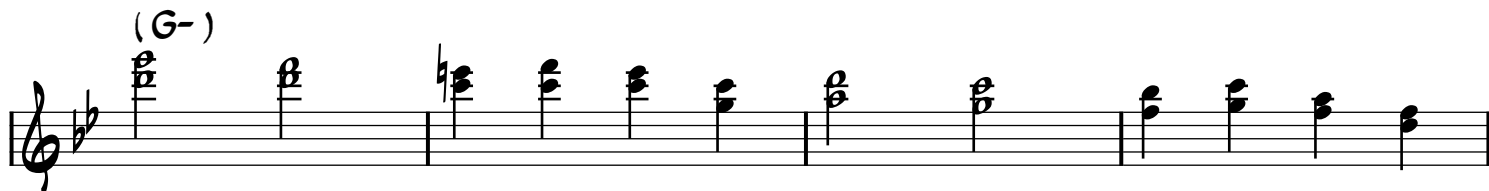
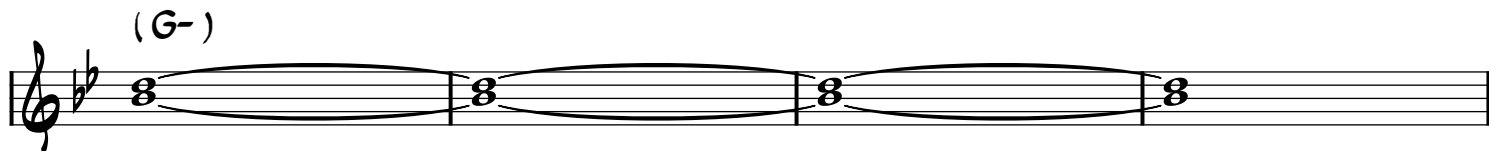
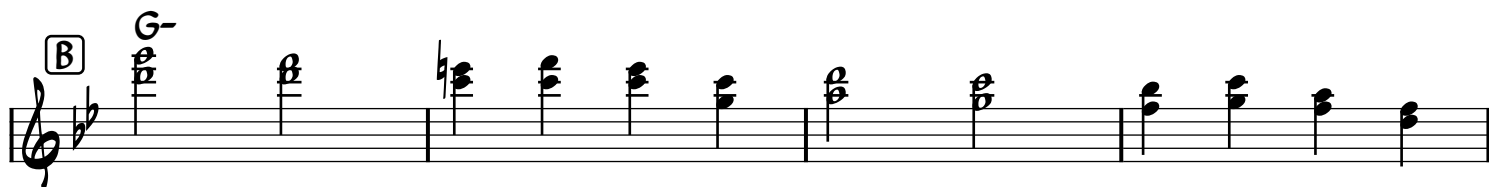
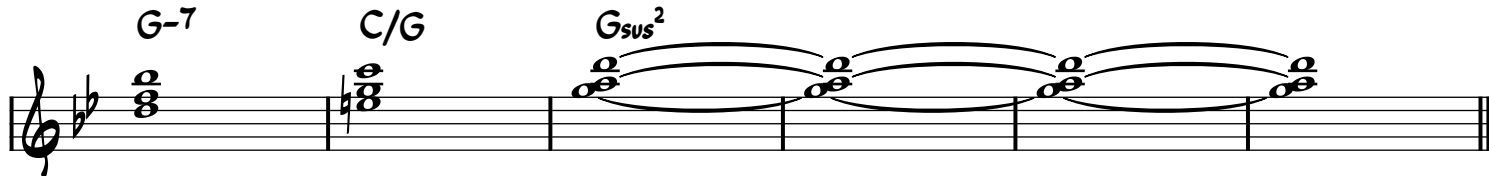
from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by sigmabeta

Fast rock ♩ = 160

N.C.



Loop to [A]

Black Omen

from Chrono Trigger

Composed by Yasunori Mitsuda
Transcribed by DoubleMark

♩ = 175

F^{-add2} Ab^{-add2} [A] E^{-add2}

[B] C⁻⁹

[C] F⁻⁹ Ab⁻⁹ F⁻⁹ Ab⁻⁹

F⁻⁹ Ab⁻⁹ F⁻⁹ Ab⁻⁹

G⁻⁷ Gb⁻⁷ F⁻⁷ F⁻⁷ E⁻⁷ Eb⁻⁷ D⁻⁷

[D] D^{-7#11} D⁻⁷ Eb⁻⁷ E⁻⁷

(Bass) Loop to [A]

Chrono Trigger

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

$\text{♩} = 132$

D-7 **B-7** **B \flat Δ 7** **A-7**

A **D-7** **B-7**

D-7 **B-7**

B \flat Δ 7 **A-7**

F Δ 7 **B \flat Δ 7** **A-7** **A-7**

B **C Δ 7** **D \flat** **E-7**

C Δ 7 **B-7** **E sus^4** **E** **F Δ 7**

G **F Δ 7**

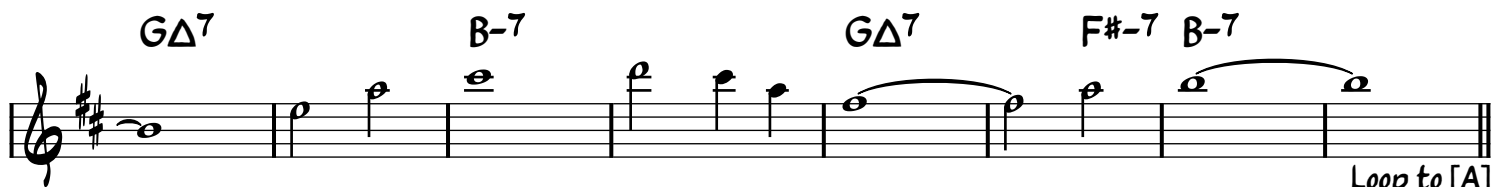
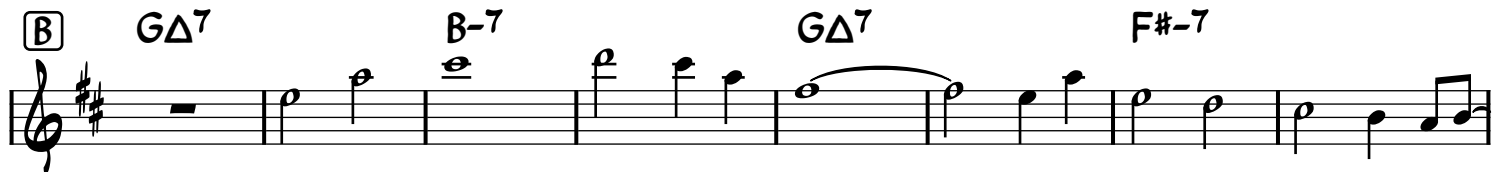
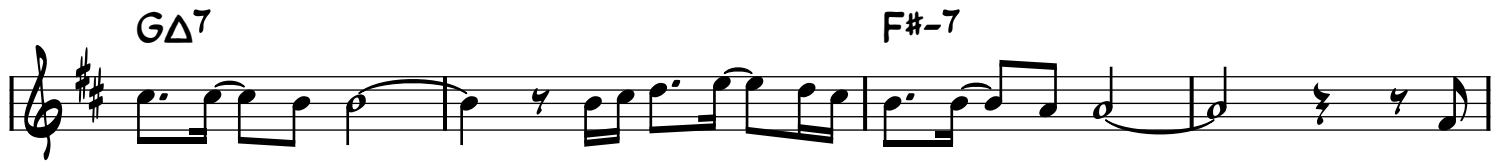
G **A sus^4**

Corridors of Time

from Chrono Trigger

Composed by Yasunori Mitsuda
Transcribed by Jer Roque

♩ = 112
N.C.



Loop to [A]

Crono & Marle ~ A Distant Promise

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 90

Ab Db6 Ab Eb7/G

F-7 Bb7 Eb^{sus}4 Eb

C-7 F7 Bb-7 Eb7

Ab Eb/G F-7 Eb7

Db Ab/C Bb-7 Eb^{sus}4

Ab^{sus}4 Ab

Decisive Battle With Magus

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by AarekMG

♩ = 90

(Bass)

A A- G-/Bb A- G-/Bb A- G-/Bb A- C^{add9}

B ♩. = 80 A- G-/Bb A- C A- G-/Bb A- C

A- G-/Bb A- C A- G-/Bb A- C

A- G-/Bb A- C A- G-/Bb A- C

Background continue simile

A- G-/Bb A- C A- G-/Bb A- C

C D- C^{add9} B^bΔ⁷ C^{add9}

D- C^{add9} G-7 A7

D D-7 F⁵/A^b G⁵ D-7 A^b5 G⁵

(Bass)

D-7 F⁵/A^b G⁵ D-7 A^b5 G⁵

E ♩ = 120 N.C.

(Bass)

Loop to [A]

Delightful Spekkio

From Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Tristan H

Second line ♩ = 95

N.C.

Percussion intro

(Bass)

[A] Bb

Eb⁶/BbEb⁶/FEb⁶/F

[B]

Bb

Eb

Bb

F

Bb

Eb

Bb/F F

Bb

1.

2.

[C]

Bb

Eb

Bb

F

Bb

Eb

Bb/F

F

Bb

[D]

Bb

Eb

Bb

F

Bb

Eb

Bb/F F

Bb

1.

2.

[E] N.C.

Bass + percussion

Loop to [A]

At the Bottom of Night

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by John Bergan

♩ = 88

N.C. **A** G-7 C-7

No bass

E \flat Δ 7 B \flat D7 $\#5\flat9$ D7 $\flat9$

G-7 C-7

Bass in

E \flat Δ 7 F G sus^4 G

B C-7 F7 D7 F $\#07$ G- F

E \flat C- D $^+$ D

Loop to [A]

End of Time

from Chrono Trigger

Composed by Yasunori Mitsuda
Transcribed by DoubleMark

A ♩ = 150 G^{-add4}/B^b A^{-add4} G^{-add4}/B^b A^{-add4} G^{-add4}/B^b A^{-add4} E

G^{-add4}/B^b A^{-add4} G^{-add4}/B^b A^{-add4} G^{-add4}/B^b A^{-add4} E

Layer over previous

G^{-add4}/B^b A^{-add4} G^{-add4}/B^b A^{-add4}

Layer over previous

G^{-add4}/B^b A^{-add4} E

B A⁻⁹

(A⁻⁹) G⁻⁹

A⁻⁹ G⁻⁹

F⁻⁹ D^{sus4} E

Loop to top

Frog's Theme

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩. = 125

Intro

D- C B \flat C

D- C B \flat C D-

A

D- F B \flat C

D- C B \flat A sus^4 A

B

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

B \flat C B \flat D- B \flat C D-

Loop to [A]

[Intro] is only on SNES OST, and is included in the loop.

In-game, the form is a looping [A][B].

Musician-friendly: transposed up a half step

Frog's Theme

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩. = 125

Intro

C#- B A B

C#- B A B C#-

A

C#- E A B

C#- B A G#sus⁴ G#

B

A B A C#- A B F# G#

A B A C#- A B C#-

Loop to [A]

[Intro] is only on SNES OST, and is included in the loop.

In-game, the form is [A][B] repeating.

Guardia Millennium Fair

from Chrono Trigger

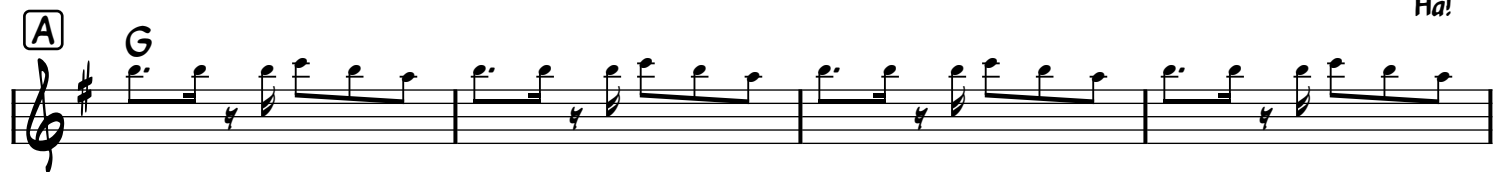
Composed by Yasunori Mitsuda

Transcribed by DoubleMark

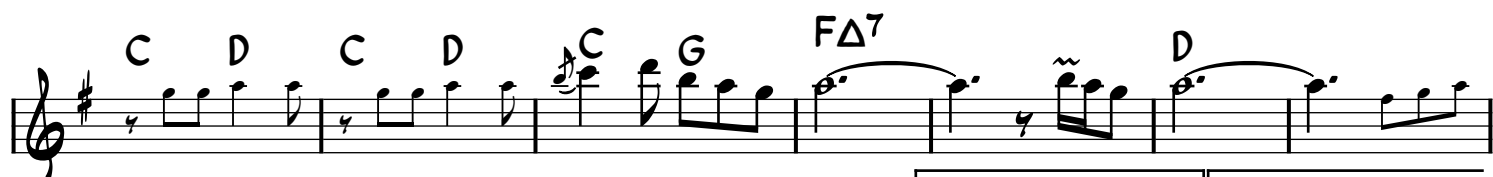
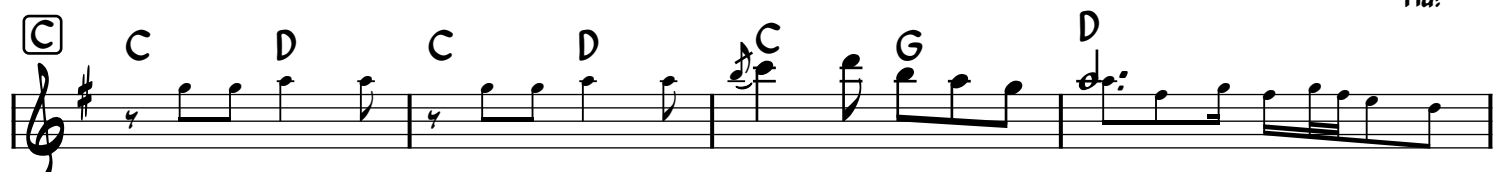
$\text{♩} = 65$



Ha!



Ha!



Ha!

Loop to [A]

Peaceful Days

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by AarekMG

♩ = 88

F B \flat E \flat Δ ⁹ B \flat /C C

[A] F D-7 G-7 C⁷ F D-7 A- A-/E

D-7 A-7 B \flat F C/E D-7 G⁷ B \flat /C C⁷

B \flat C F_{sus}⁴ C-/E \flat D⁷ ^{1.} G-7 B \flat /C F

^{2.} G-7 B \flat /C F G-7 B \flat /C F

Loop to [A]

Peaceful Days

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by AarekMG

$\text{♩} = 88$

E A D Δ^9 A/B B

[A] E C#-7 F#-7 B7 E C#-7 G#- G#-/D#

C#-7 G#-7 A E B/D# C#-7 F#7 A/B B7

A B E_{sus}⁴ B-/D C#7 ^{1.} F#-7 A/B E

^{2.} F#-7 A/B E F#-7 A/B E

Loop to [A]

Robo's Theme

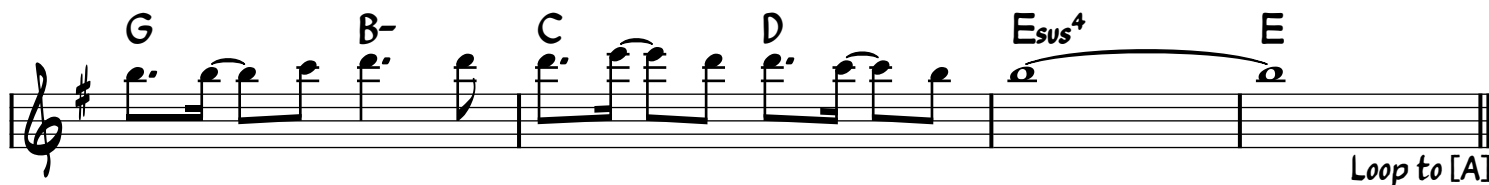
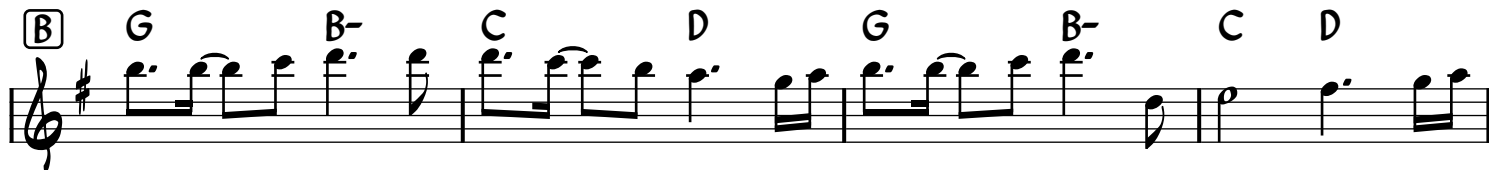
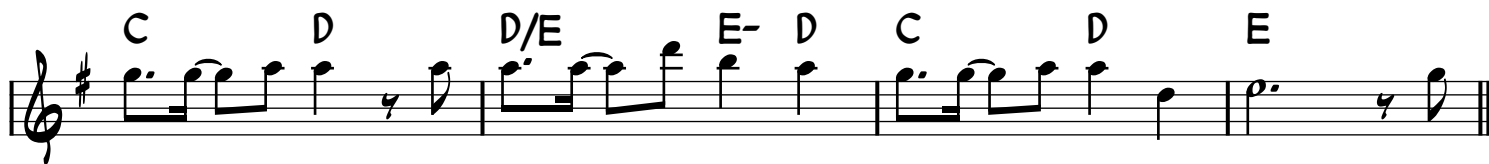
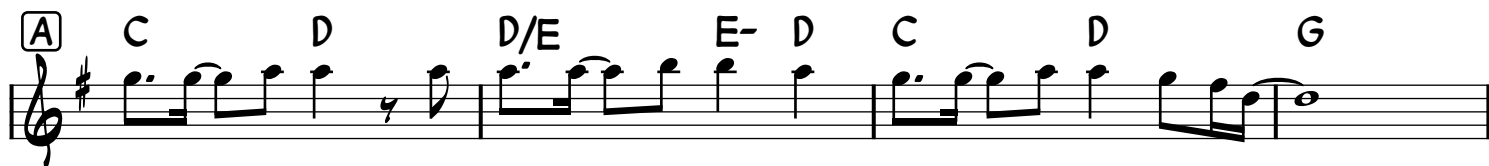
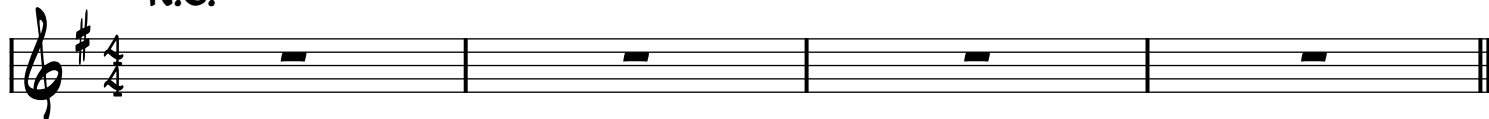
from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 116

N.C.



Loop to [A]

Schala

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by AarekMG

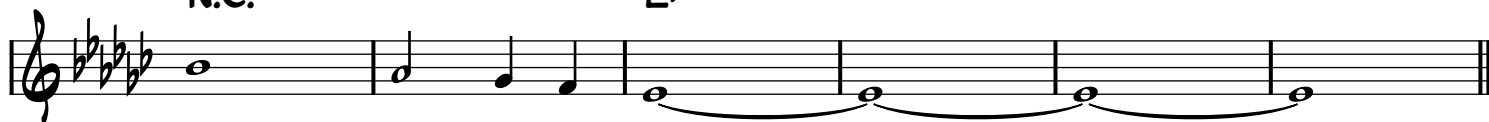
♩ = 81

N.C.



N.C.

E^b5



[A]

C^bΔ⁷

D^b5

E^b-



C^bΔ⁷

D^b5

E^b5



C^bΔ⁷

D^b5

E^b-



C^bΔ⁷

D^b5

E^b5



N.C.



Loop to [A]

Sealed Door

from Chrono Trigger

Composed by Nobuo Uematsu
Transcribed by Jamin Morden

♩ = 200 [A] F- B \flat -/F F-

F- B \flat -/F C-9 D \flat

F $_{sus}^2$ F- F $_{sus}^2/4$ F-

[B] E \flat - G \flat -

B \flat - D \flat - E-

D Δ^9 B \flat -

Loop to [A]

Secret of the Forest

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

$\text{♩} = 76$ $\text{C}\flat\Delta^9$

$\text{B}\flat-9$

A $\text{C}\flat\Delta^9$ $\text{B}\flat-9$

$\text{C}\flat\Delta^9$ $\text{B}\flat-9$

B $\text{C}\flat\Delta^9$ $\text{B}\flat-9$

$\text{C}\flat\Delta^9$ $\text{B}\flat-9$

C $\text{A}\flat-9$ $\text{F}\flat 7$ $\text{E}\flat-9$ $\text{A}\flat-9$ $\text{F}\flat 7$ $\text{F}-9$ $\text{B}\flat 7$

D $\text{E}\flat-9$ $\text{C}-9$ $\text{A}\flat-9$ $\text{B}\flat-9$

$\text{A}\flat/\text{G}\flat$ $\text{G}\flat\Delta^7$ $\text{F}-7$ $\text{B}\flat_{\text{sus}}^4$ $\text{B}\flat$

Loop to top

The Trial

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Iandrum

♩ = 110
F-

A F- B \flat - C

Rhythm simile

F- C 7 F- C 7 F-

1. 2.

B F- C 7 D \flat Δ 7 E \flat 7 A \flat E \flat 7 D \flat Δ 7 C 7

F- C 7 D \flat Δ 7 E \flat 7 A \flat E \flat 7 D \flat Δ 7 C 7 F- F-/E \flat

C D- G-

D- E \flat

To Far Away Times

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

Intro

$\text{♩} = 132$ $G^b_{\text{sus}^4}$

$G^b_{\text{sus}^4}$

Background simile

G^b F^{-7} E^b^{-7} C^b_6 $D^b_{\text{sus}^4}$ D^b

A $G^b_{\text{sus}^4}$ B^b^{-7} $C^b\Delta^7$ D^b E^b^{-7} A^b7 $D^b_{\text{sus}^4}$ D^b

$G^b_{\text{sus}^4}$ B^b^{-7} $C^b\Delta^7$ D^b E^b^{-7} A^b7 $D^b_{\text{sus}^4}$ D^b

B ^{1.} B^b- C^b B^b- C^b

B^b- C^b A^b F^b D^b

C ^{2.} E^b^{-7} D^b $C^b\Delta^7$ B^b^{-7} E^b^{-7} A^b^{-7} G^b $D^b_{\text{sus}^4}$ D^b

E^b^{-7} D^b $C^b\Delta^7$ B^b^{-7} E^b^{-7} A^b^{-7} G^b $D^b_{\text{sus}^4}$ D^b

D Eb-7 D7sus⁴

Db6 C-

AbΔ7 G-7

Eb6 AbΔ⁹ Gsus⁴

Gsus⁴

E C-7 A-7

1. 2.

AbΔ7 G-7

Eb6 AbΔ7 F/G

Gsus⁴

C F#- F#0 F#- D F#- F#0 F#- D#0

E_{sus}⁴ E

F#- F#0 F#- D F#- F#0 F#- D#0

D^b G7^{b5} G7

Loop to [A]

Undersea Palace

from Chrono Trigger

Composed by Yasunori Mitsuda
Transcribed by Tristan H

♩ = 144
Intro N.C.

(Bass)

N.C.

A Bb-7 Bb-/C

Rhythm simile

Db6 Eb^{sus}4 Eb Eb/Ab

B Bb-7 Bb-/C

Db6 Eb^{sus}4 Eb Eb/Ab

Bb-7 Bb-/C

Db6 Eb^{sus}4 Eb Eb/A^b

C G-7

F#-7

F-7

D N.C. Play 4x

(Bass)

E N.C./F N.C.

Loop to [A]

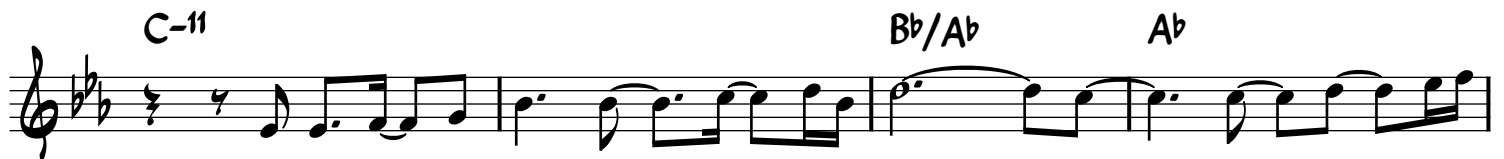
Wings That Cross Time

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by sigmabeta

♩ = 136



Loop to top

World Revolution

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Tristan H

♩ = 160

Intro

F-

B \flat /F

G \flat /F

F-



(F-)

B \flat /F



G \flat /F

F-



A D7_{sus}⁴



B B \flat Δ 7

C⁶

B \flat Δ 7

F/C C



B \flat Δ 7

C⁶

1. D7_{sus}⁴



(D7_{sus}⁴)



2.

D_{sus}⁴

E \flat _{sus}⁴

D_{sus}⁴ F_{sus}⁴

D_{sus}⁴

E \flat _{sus}⁴

D_{sus}⁴ F_{sus}⁴

D_{sus}⁴

E \flat _{sus}⁴



*D*_{sus}⁴ *F*_{sus}⁴ *D*_{sus}⁴ *E*_b_{sus}⁴ *D*_{sus}⁴ *F*_{sus}⁴ *D*₇_{sus}⁴ *D*_b₇_{sus}⁴

A musical staff in treble clef with a key signature of one flat (Bb). It contains a sequence of chords and notes: *D*_{sus}⁴ *F*_{sus}⁴ (two measures), *D*_{sus}⁴ (one measure), *E*_b_{sus}⁴ (one measure), *D*_{sus}⁴ *F*_{sus}⁴ (two measures), *D*₇_{sus}⁴ (one measure), and *D*_b₇_{sus}⁴ (one measure). The notes are primarily eighth and quarter notes.

C *A*_b-/*D*_b *D*_b₅ *C*₅ *C*_b₅

A musical staff in treble clef with a key signature of one flat (Bb). It starts with a common time signature 'C'. The notes are: *A*_b-/*D*_b (two measures), *D*_b₅ (one measure), *C*₅ (one measure), and *C*_b₅ (one measure). The notes are mostly quarter notes with some slurs.

*B*_b₅ *C*_b₅ *B*_b₅ *C*_b₅ *B*_b₅ *C*_b₅ ^{1.} *B*_b₅ *C*_b₅ || ^{2.} *B*_b₅ *C*_b₅

A musical staff in treble clef with a key signature of one flat (Bb). It contains a sequence of chords and notes: *B*_b₅ *C*_b₅ (two measures), *B*_b₅ *C*_b₅ (two measures), *B*_b₅ *C*_b₅ (two measures), and a first ending ^{1.} *B*_b₅ *C*_b₅ (two measures) followed by a second ending ^{2.} *B*_b₅ *C*_b₅ (two measures). The notes are mostly quarter notes with slurs.

D *D*_b_{sus}² *C*_{sus}² *E*_{sus}² *E*_b_{sus}² *A*_b_{sus}² *C*_b_{sus}² *D*_b_{sus}²

A musical staff in treble clef with a key signature of one flat (Bb). It shows a sequence of chords: *D*_b_{sus}², *C*_{sus}², *E*_{sus}², *E*_b_{sus}², *A*_b_{sus}², *C*_b_{sus}², and *D*_b_{sus}². The notes are mostly quarter notes.

*B*_b₇_{sus}⁴

A musical staff in treble clef with a key signature of one flat (Bb). It shows a sequence of chords and notes: *B*_b₇_{sus}⁴ (four measures). The notes are mostly quarter notes with slurs. The text "Loop to [A]" is written at the end of the staff.

Yearnings of the Wind

from Chrono Trigger

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 84

A G-7 EbΔ7 D-7 F BbΔ7 F/A

G-7 C7 F_{sus}⁴ F G-7 EbΔ7 D-7 F BbΔ7 F/A

G-7 C-7 D-7 ^{1.} G_{sus}⁴ G ^{2.} G_{sus}⁴ G

B EbΔ7 D-7 G-7

C-7 F7 BbΔ7 Bb7

EbΔ7 E-7b5

C-7 C#° D_{sus}² D7

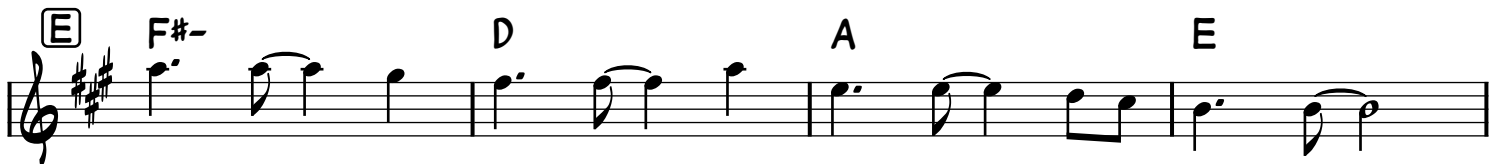
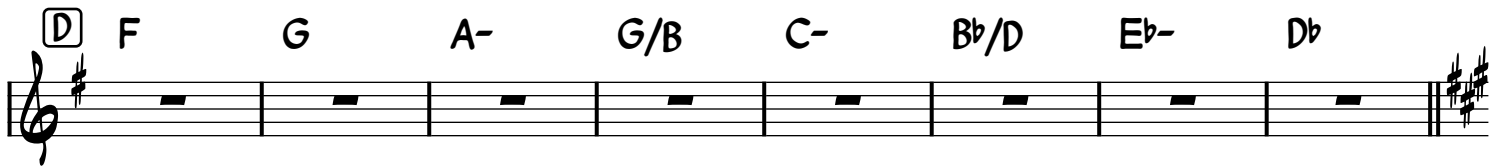
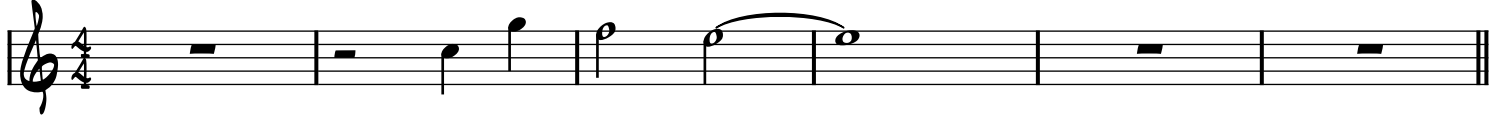
Loop to [A]

Baba Yetu

from Civilization IV

Composed by Christopher Tin
Transcribed by David Chihlas

♩ = 92
C⁵



F D F#- D F#- D Esus⁴ E F Gsus⁴ G

G C A- F G

H A- G F F⁶ C C/E

G A- G F F⁶

C Gsus⁴ G

I C C⁷ F/C F-/C C C⁷ F/C F-/C

C C⁷ F/C F-/C C C⁷ F/C F-/C C

A Day with Coffee

from Coffee Talk

Composed by Andrew Jeremy

Transcribed by Ashanti Mills

Intro

Lo-fi hip-hop ♩ = 75

G-9 F-9 EbΔ9 Ab/Bb / / F-9

No bass, no drums

G-9 F-9 Gb6 CbΔ9 / / F-9

Drums in

(Bass)

A G-9 F-9 EbΔ9 Ab/Bb F-9

(Bass)

G-9 F-9 Db/Eb GbΔ9 F-9

1st Solo

G-9 F-9 EbΔ9 Ab/Bb / / F-9

Bass simile

G-9 F-9 Gb6 CbΔ9 / / F-9

2nd Solo

G-9 F-9 EbΔ9 Ab/Bb / / F-9

G-9 F-9 Gb6 CbΔ9 / / F-9

Loop to top

Hell March

from *Command and Conquer: Red Alert*

Composed by Frank Klepacki
Transcribed by Travis Salim

Metal ♩. = 120
N.C.



(N.C.)



(N.C.)



(N.C.)



§

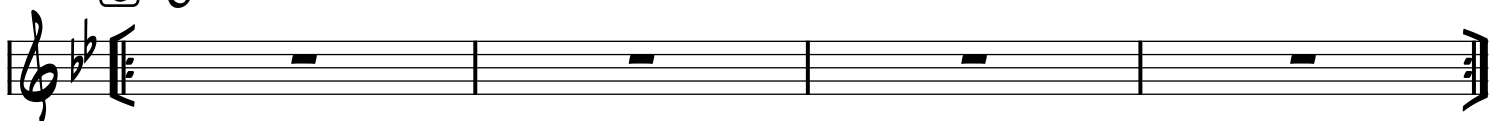
A G⁵



B G⁵



C G⁵



D G⁵



E G⁵ A⁵ G⁵ N.C. G⁵ B^{b5} G⁵ N.C. G⁵ A⁵ G⁵ N.C. B^{b5} D^{b5}



D.S.



Windy

Conker's Bad Fur Day

Composed by Robin Beanland

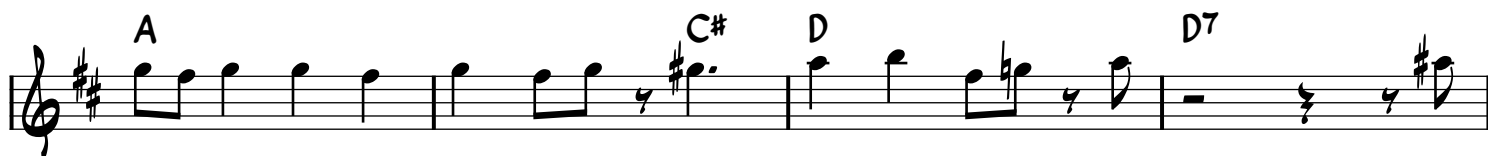
Transcribed by Dr.C

Dixieland swing $\text{♩} = 97$



Solos on 2x





(Solo break) -----

3

Play [A]-[B] twice again, then loop to first [A]

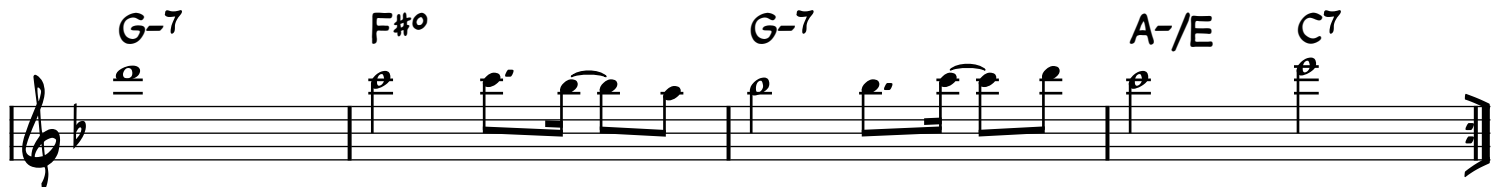
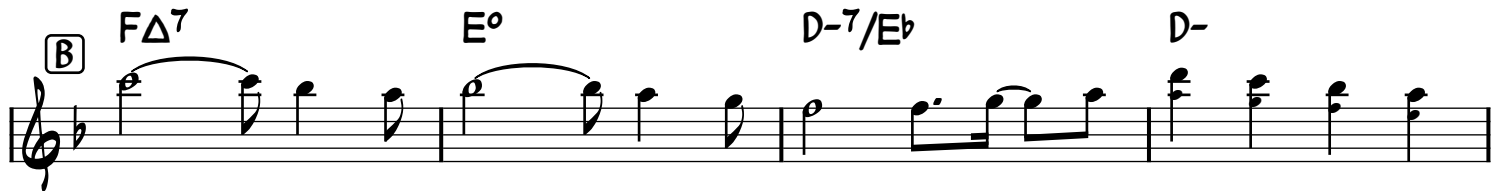
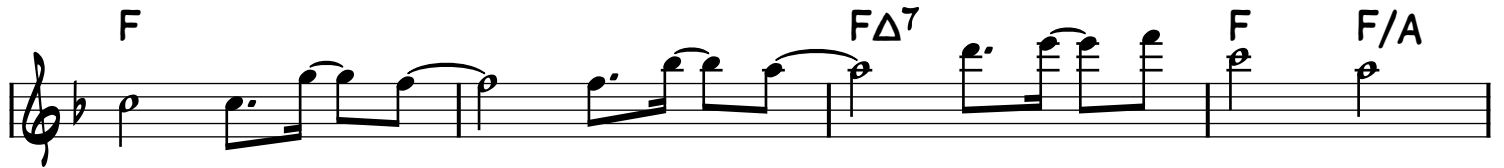
Ending

from Contra

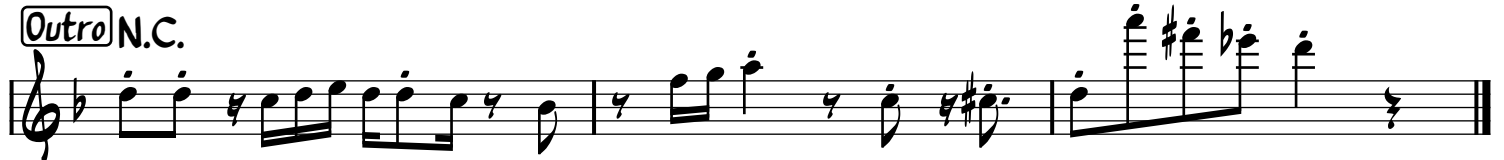
Composed by Hidenori Maezawa & Kyouhei Sada

Transcribed by Mikhail Ivanov

Rock ♩ = 150



♩ = 130



Jungle

from Contra

Composed by Hidenori Maezawa and Kyouhei Sada

Transcribed by AarekMG

♩ = 150
N.C.



A Bb-7



N.C.



N.C.



B F- Bb Eb Ab C- Bb



F- F-/Ab Bb Eb Ab C- Bb



♩ C- B \flat A \flat B \flat

♩ C- B \flat A \flat B \flat

♩ C- B \flat A \flat B \flat

♩ C- A \flat B \flat

N.C.
No bass

Loop to [A]

Title Theme

from *Cooking Mama*

Composed by Masayoshi Ishi
Transcribed by Parracodea

Stride $\text{♩} = 80$

Intro $A^{\circ 7}$ $F-/A^b$ $G-$ C^7 $F-$ B^b E^b B^b

A E^b6 C^7 $F-7$ B^b7 E^b6 C^7 $F-7$ B^b7

E^b6 E^b7/G A^b $A^{\circ 7}$ B^b B^b+

E^b6 C^7 $F-7$ B^b7 E^b6 C^7 $F-7$ B^b7

E^b7 E^b7/G A^b $A^{\circ 7}$ A^b-7^b5 B^b7 E^b

(Bass)

B C F

B^b E^b

(Bass)

F C F

B^b $A^{\circ 7}$

Overworld Theme

from Crystalis

Composed by Yoko Osaka
Transcribed by Ben Wallace

A ♩ = 150
Eb F D- C- Eb F F/A Bb








B Eb C/E F





C Eb Eb/G F D- D-/F G- Eb F




D G5 Bb5 A5 Ab5 G5 Bb5 A5 Ab5











(G-)

Loop to top

Die House

from Cuphead

Composed by Kris Maddigan

Transcribed by AarekMG

Swing $\text{♩} = 75$ A- C E7

Drum intro (Bass)

A A- C E7

Bass simile

A- E7 A-

(A-) C E7

A- E7 A-

B A- C E7

A- E7 A-

C A-

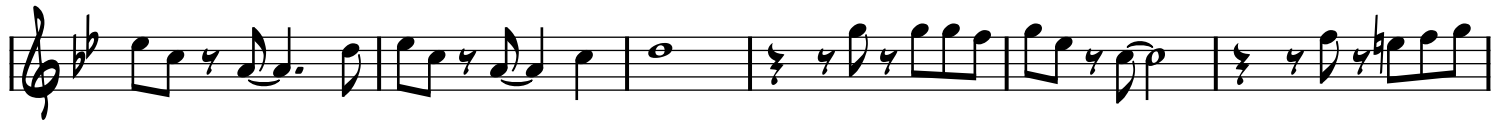
(A-)

Floral Fury

from Cuphead

Composed by Kris Maddigan
Transcribed by Tristan H

Samba $\text{♩} = 150$
N.C.



Play 8x **A** N.C.



C N.C./C /Bb /A /F# /G

Unison

/C /Bb /A /F# /G (G-)

(1x only)

D C- G- D7 G-

Solos

C- G- D7 G- Ab°7

Eb Bb A°7 G-

C- G- D7 To Coda last x G-

E N.C./C /Bb /A /F# /G

Unison

/C /Bb /A /F# /G

/C /Bb /A /F# /G

/C /Bb /A /F# /G

F C- G-/Bb

D7b9 1. G- 2. G-

D.S. al Coda

G- **G** N.C.

Melody and drums only

H Play 16x **I** C- G-/Bb

Drum break - Open

D7b9 1. G- 2. G-

J N.C./C /Bb /A /F# /G

Unison

/C /Bb 1. /A /F# /G 2. N.C. C-

Inkwell Isle One

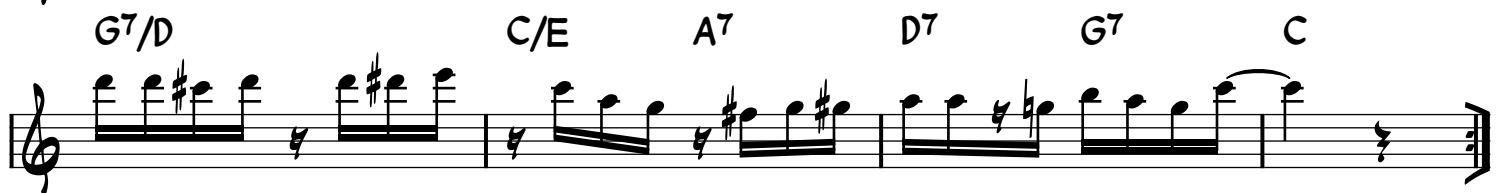
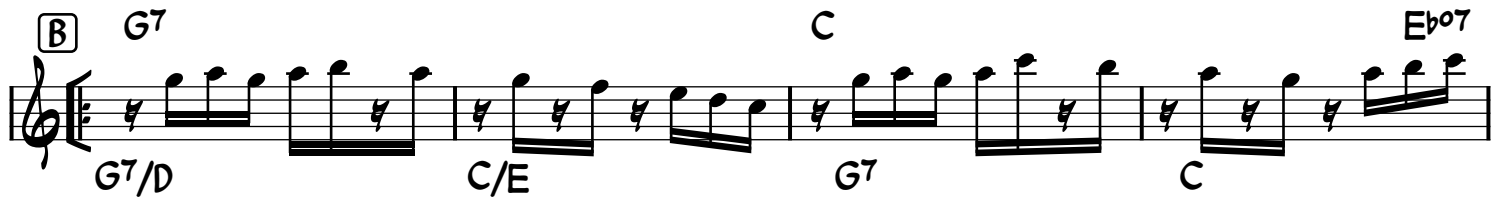
from Cuphead

Composed by Kristofer Maddigan

Transcribed by Cyrus Paul

Ragtime ♩ = 85

N.C.



C

C F C G7
C D7 G7
C F C G7
C A7 D7 G7 C
C Ab G7

D

C A7

Collective improvisation over melody 3rd and 4th time

G7 C

Play 4x

E

C F C G7
C D7 G7
C F C G7
C A7 D7 G7 C

Premonition of Something Going to Happen

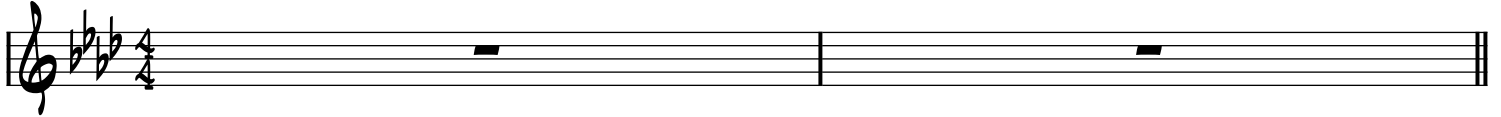
from Dark Cloud 2

Composed by Tomohito Nishiura

Transcribed by DK

♩ = 80

Intro F-



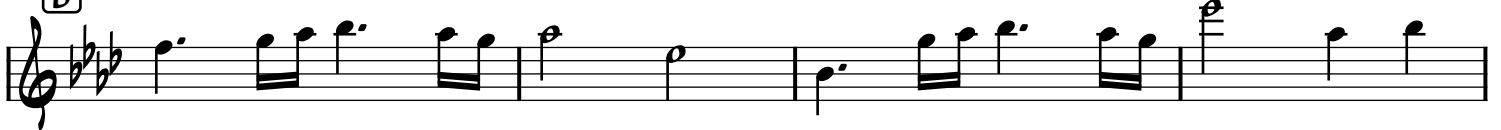
[A] F- F-Δ7 F-/Eb Bb9 DbΔ7 C- F-



(F-) F-Δ7 F-/Eb Bb9 DbΔ7 C- F-



[B] DbΔ7 C-/Eb F- C-/Eb DbΔ7 C-/Eb F- C-/Eb



DbΔ7 C-/Eb F- C-/Eb DbΔ7 C-/Eb F-



Loop to [A]

Blissful

from de Blob

Composed by John Guscott
Transcribed by Ashanti Mills

Intro

Samba $\text{♩} = 95$
A/B



(A/B)

N.C.



A

A Δ 7

E $\frac{6}{9}$

N.C.



A Δ 7

E $\frac{6}{9}$



B

E b -7

A b 7

~ D b Δ 7



E b -7

A b 7

D b Δ 9

D b $\frac{6}{9}$



E b -7

A b 7

~ D b Δ 7



E b -7

A b 13

A/B



C

A Δ 7

E $\frac{6}{9}$



AΔ7 E6

D Eb-7 Ab7 DbΔ7

Eb-7 Ab7 DbΔ9 Bb7#5b9 Bb7

Eb-7 Ab9 Ab7b9 F-7 Bb7#5b9 Bb7

Eb-7 Ab7b9 Ab7 DbΔ9 Db6 B07

E Eb-7 Ab7 DbΔ7

Eb-7 Ab7 DbΔ7 Bb7#5b9 Bb7

Eb-7 Ab7 F-7 F-11 Bb7#5b9 Bb7

Eb-7 Ab7 DbΔ7 Bb7#5b9 Bb7

Eb-7 Ab7 DbΔ7 Bb7#5b9 Bb7

Eb-7 Ab7 DbΔ7 Repeat and fade out

A CYBER'S WORLD?

from DELTARUNE

Composed by Toby Fox

Transcribed by David Chihlas

Dance funk, swing 16ths ♩ = 117

C_b **G_b**

No drums

C_b **G_b** **N.C.**

A **C_b** **E_b-** **G_b**

Drums in

C_b **E_b-** **G_b**

B **C_b** **E_b-** **G_b**

Background simile

C_b **E_b-** **G_b**

C_b **E_b-** **G_b**

C_b **E_b-** **G_b**

C $D\flat_{sus^4}$ $C\flat_{sus^2}$

$D\flat_{sus^4}$ $C\flat_{sus^2}$

D D E $G\flat$ $G\flat/E$

D E $G\flat$ $G\flat/E$

E D E $G\flat_{sus^2}$ $G\flat$ $G\flat/E$

Rhythm out

D E $G\flat_{sus^2}$ $G\flat$ $G\flat/E$

F D E $G\flat_{add^9}$ $G\flat$ $G\flat^7$

Rhythm in, background simile

D E $G\flat_{add^9}$ N.C.

Loop to top

BIG SHOT

from DELTARUNE

Composed by Toby Fox
Transcribed by Travis Salim

Rock, double-time feel ♩ = 140

Chords: Eb-, F/Eb, Eb-, A/Eb

No drums

(A) Eb-

Drums in

(Eb-)

(B) Eb-, F/Eb, Eb-, A/Eb

(C) Eb-, Gb, F, A, Eb-

(D) Eb-7

(Eb-7)

(E) Eb-

(Eb-)

F Eb-

Musical staff for section F, starting with a treble clef and a key signature of three flats. The staff contains a sequence of eighth and sixteenth notes. Above the staff, the letter 'F' is enclosed in a square box, and the chord symbol 'Eb-' is written above it.

(Eb-) Bb/D

Musical staff for section F continuation. Above the staff, the chord symbol '(Eb-)' is written, and 'Bb/D' is written above the final measure. Below the staff, the text 'No drums' is written.

G Eb- F/Eb Eb- A/Eb

Musical staff for section G, starting with a treble clef and a key signature of three flats. The staff contains a sequence of eighth notes. Above the staff, the letter 'G' is enclosed in a square box, and the chord symbols 'Eb-', 'F/Eb', 'Eb-', and 'A/Eb' are written above the staff. Below the staff, the text 'Drums in' is written.

H Ab-

Musical staff for section H, starting with a treble clef and a key signature of three flats. The staff contains a sequence of eighth notes. Above the staff, the letter 'H' is enclosed in a square box, and the chord symbol 'Ab-' is written above it.

(Ab-)

Musical staff for section H continuation. Above the staff, the chord symbol '(Ab-)' is written.

Eb- Bb/D Eb- Bb/D

Musical staff for section H continuation. Above the staff, the chord symbols 'Eb-', 'Bb/D', 'Eb-', and 'Bb/D' are written. Below the staff, the text 'No drums' is written on the left and 'Loop to top' is written on the right.

Empty Town

from DELTARUNE

Composed by Toby Fox
 Transcribed by xXChickyChuXx

♩ = 140

A D- A-/C B \flat Δ 7 A-7

G- F Eb Asus⁴ A

B D- A-/C B \flat Δ 7 F

E \flat D- E Asus⁴ A

Loop to top

Field of Hopes and Dreams

from DELTARUNE

Composed by Toby Fox

Transcribed by musicalmoose, DoubleMark, & Jer Roque

A $\text{♩} = 125$ C-7 B \flat C-7 B \flat C-7 B \flat C-7 G-7

A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7

B C-7 B \flat C-7 B \flat C-7 B \flat C-7 B \flat

Background continue simile

C-7 B \flat C-7 B \flat C-7 B \flat C-7 B \flat

A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7

A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7 A \flat Δ^9 G-7

C F-7 G-7 A \flat B \flat 7 B \circ 7 C- B \flat

F-7 G-7 A \flat B \flat 7 B \circ 7 C- B \flat

D A^b B^b C^- G^-7 A^b

Cue on 2x only

B^b E^b B^b F^-7 B^b7 $B^{\circ}7$ C^- B^b

1. 2.

F^-7 B^b7 $B^{\circ}7$ C^- B^b $A^b\Delta^7$ B^b G^7/B

E C^-7 B^b C^-7 B^b C^-7 B^b C^-7 B^b

Comp with [A]

C^-7 B^b C^-7 B^b C^-7 B^b C^-7 B^b

$A^b\Delta^9$ G^-7 $A^b\Delta^9$ G^-7 $A^b\Delta^9$ G^-7 $A^b\Delta^9$ G^-7

$A^b\Delta^9$ G^-7 $A^b\Delta^9$ G^-7 $A^b\Delta^7$ G^-7 $A^b\Delta^7$ G^-7

F F^-7 G^-7 A^b B^b7 $B^{\circ}7$ C^- B^b

F^-7 G^-7 A^b B^b7 $B^{\circ}7$ 1. C^- B^b 2. C^-

Loop to top

Lost Girl

from DELTARUNE

Composed by Toby Fox
Transcribed by Ross Kirsling

Pensively ♩ = 75

A CΔ7 E-7/B CΔ7 E-7/B

CΔ7 E-7/B A-7 Dsus⁴ D

B B- Cadd9 B- Cadd9

B- Cadd9 A-7 Dsus⁴ D

Loop to top

My Castle Town

from DELTARUNE

Composed by Toby Fox
Transcribed by Jer Roque

Waltz ♩ = 134

A F- Bb- Eb AbΔ7 F- Bb- Eb AbΔ7

F- Bb- Eb AbΔ7 Bb- C- Db C/E

B F- Bb- Eb AbΔ7 F- Bb- Eb AbΔ7

F- Bb- Eb AbΔ7 Bb- Eb G° C_{sus}⁴ / C

C F- C-/Eb Eb Bb- Eb AbΔ7 A-7^{b5}

Bb- Eb Ab F- B° B°7 C

D F- Ab/Eb DbΔ7 C-7 F- Ab/Eb DbΔ7 C-7

F- Ab/Eb DbΔ7 C-7 Bb-7 AbΔ7 Eb-/Gb C7^{#5}

Loop to top

Rude Buster

from DELTARUNE

Composed by Toby Fox

Transcribed by AarekMG,

musicalmoose, DoubleMark & Jer Roque

♩ = 140 B-7 CΔ^{13#11} E-9 F#-9

B-7 CΔ^{13#11} GΔ⁷ F#-7 B-7 A B-

[A] B-7 CΔ^{13#11} E-9 F#-9

B-7 CΔ^{13#11} GΔ⁷ F#-7 B-7 A B-

[B] CΔ⁷ B-7 CΔ⁷ DΔ⁷

CΔ⁷ B-7 GΔ⁷ F#7 GΔ⁷ F#7

1. 2.

B⁵ C⁵ G⁵ A⁵

B⁵ C⁵ G⁵ F#⁵ B⁵

C B-7 CΔ^{13#11} E-9 F#-9

B-7 CΔ^{13#11} GΔ⁷ F#-7 B-7 A B-

B-7 CΔ^{13#11} E-9 F#-9

B-7 CΔ^{13#11} GΔ⁷ F#-7 B-7 A B-

D G⁶ F#7#9 GΔ⁷/B F#-9

E-7 F#7/A# B- A/C# B-7/D

G⁶ F#7#9 GΔ⁷/B F#-9

E-7 F#7/A# GΔ⁷ F#-7 B-7 A B-

Loop to top

Scarlet Forest

from DELTARUNE

Composed by Toby Fox

Transcribed by Ross Kirsling

♩ = 120

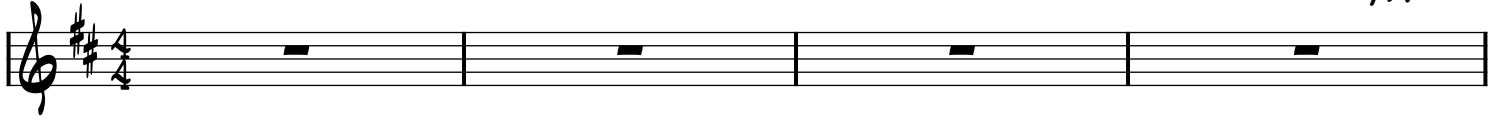
B-

F#-

E-

A

F#7/A#



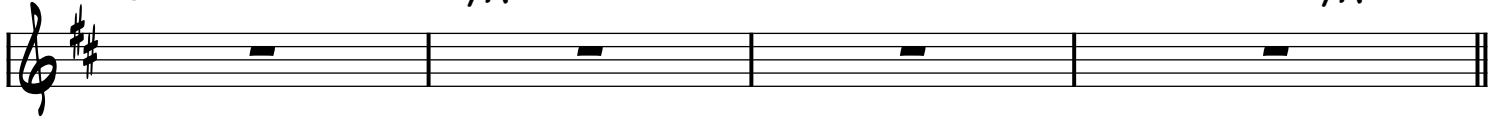
B-

D/A

G#-7b5

GΔ7

F#7/A#



A

B-

F#-

E-

A

F#7/A#



B-

D/A

G#-7b5

GΔ7

F#7/A#



B-

F#-

E-

A

F#7/A#



B-

D/A

G#-7b5

GΔ7

F#7/A#



B

B-

F#-

E-

A

F#7/A#



Sempre staccato

B-

D/A

G#-7b5

GΔ7

F#7/A#



C E- B-7

E- B-7

D GΔ7 G-6 F#-7 F#7 B-7

E-7 F#-7 GΔ7 DΔ7/A DΔ7#5/A#

Loop to top

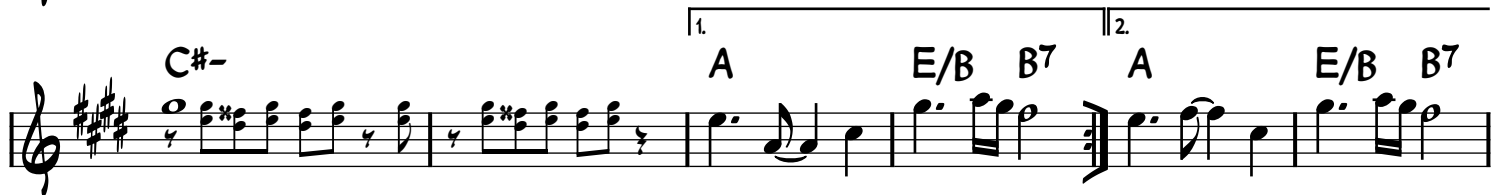
THE WORLD REVOLVING

from DELTARUNE

Composed by Toby Fox
Transcribed by David Chihlas

♩ = 190

A C#-



B

A

B

C#-

G#-



C

A

B

C#-

G#-



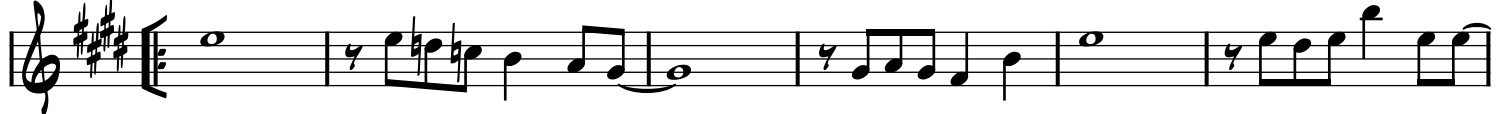
D

A-

E

B

A-



Loop to top

Ancient Lake

from Diddy Kong Racing

Composed by David Wise

Transcribed by Mike Matarazzo

♩ = 126

Intro G7 C G7 D-7 G7 D-7 G7 D-7 G7 D-7

A G7 D-7 G7 D-7 G7 D-7 G7 D-7

B C F G F C F G F

C F G F C F G C

C G7 D-7 G7 D-7 G7 D-7 G7 D-7

D G7 D-7 G7 D-7 G7 D-7 G7 D-7

E C F G F C F G F

C F G F C F G C

F G7 D-7 G7 D-7 G7 D-7 G7 D-7

G7 D-7 G7 D-7 G7 D-7 G7

3 3 Loop to [A]

Everfrost Peak/Snowball Valley

from Diddy Kong Racing

Composed by David Wise

Transcribed by Dr.C

Polka ♩ = 144

A C G7

(G7) C

(C) G7

(G7) C

To Coda

B C G7

(G7) C

C C

G7

(G7) C ⊕ C

D.C. al Coda

D G7 C G7

C F C

G7 N.C.

E D G

D G

C F

G N.C.

F G7 C G7

C F C

G7 C F

C G7 N.C.

Unison Loop to top

Frosty Village

from Diddy Kong Racing

Composed by David Wise
Transcribed by Chombey

Rockabilly ♩ = 188

Intro G D7 G D7

A G D7 G D7

B G D7

(D7) A-7 D7

G ¹D7 ||²

C C G C G

C G A7 D7

D G D7

(D7) A-7 D7 G



Haunted Woods

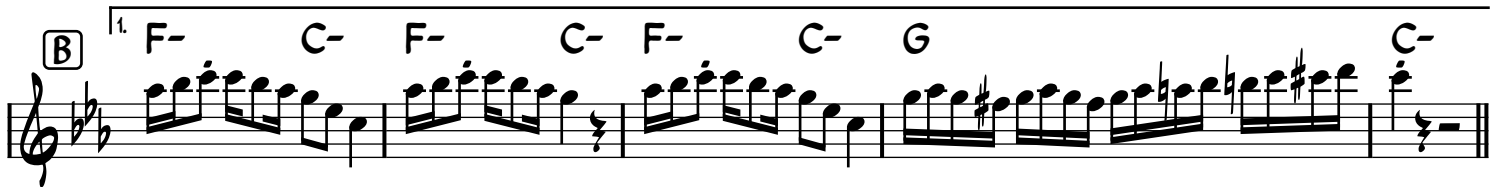
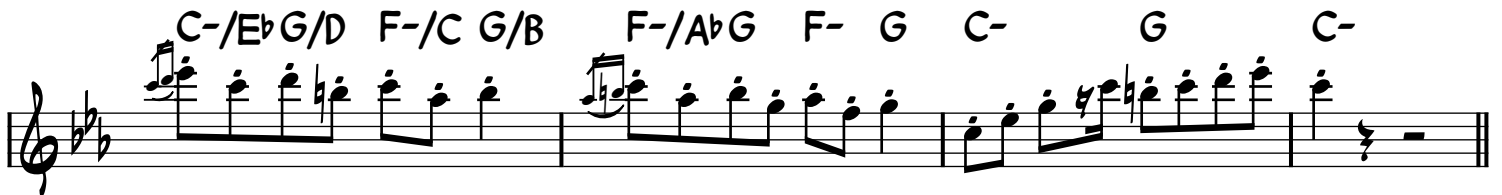
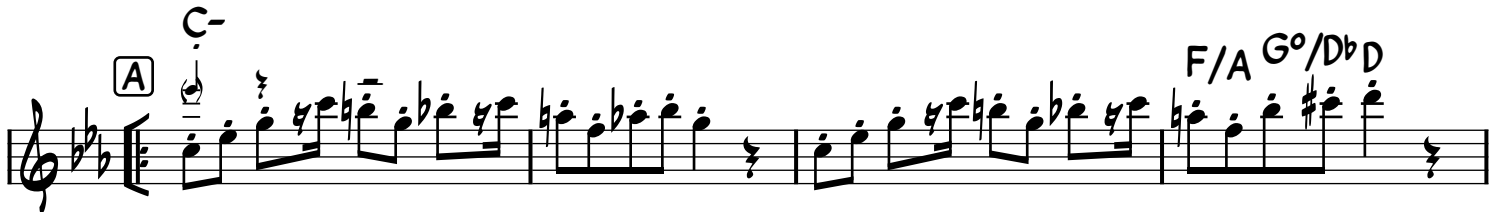
from Diddy Kong Racing

Composed by David Wise

Transcribed by Ross Kirsling

$\text{♩} = 128$

C- B \flat A \flat G C- B \flat A \flat G C- B \flat A \flat G C- B \flat A \flat G



Background simile



Loop to top

Pirate Lagoon

from Diddy Kong Racing

Composed by David Wise

Transcribed by Mike Matarazzo

Intro

$\text{♩} = 132$

F⁶ G-7 C⁷

F⁶ G-7 C⁷

[A] F⁶ G-7 C⁷ F⁶

G-7 C⁷ F⁶ G-7 C⁷

F⁶ G-7 C⁷

[B] G-7 A- Bb C

G-7 A- Bb C

[C] FΔ⁷ G-7 C⁷ FΔ⁷

[D] 1. G-7 C⁷ 2. G-7 C⁷ FΔ⁷ N.C. Loop to [A]

Drum break, 8 bars

Star City

from Diddy Kong Racing

Composed by David Wise
Transcribed by Mike Matarazzo

♩ = 138

A N.C.

Drums Bass

F Eb Bb F Eb Bb

Bass simile

B

F Eb Bb F Eb Bb

D- Bb G- A7

C

D- Bb G- A7

D- Bb G- A7

Eb Bb

F Eb Bb F Eb Bb

D F Eb Bb F Eb Bb

F Eb Bb F Eb Bb

E F Db/F Eb/F

F Db/F Eb/F

F Db/F Eb/F

F Db/F Eb/F

N.C.

Drums

Loop to top

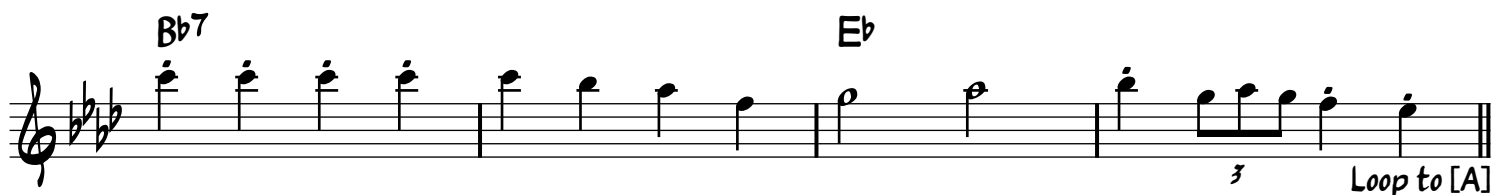
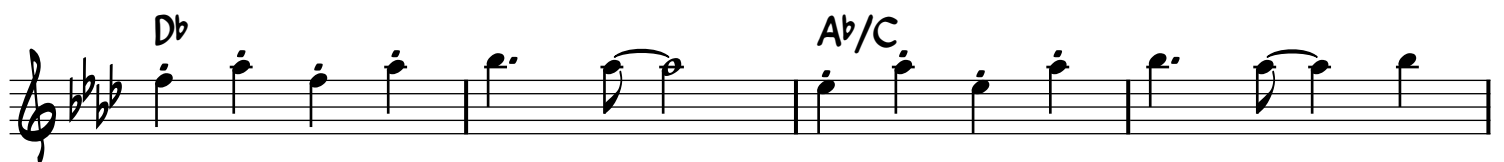
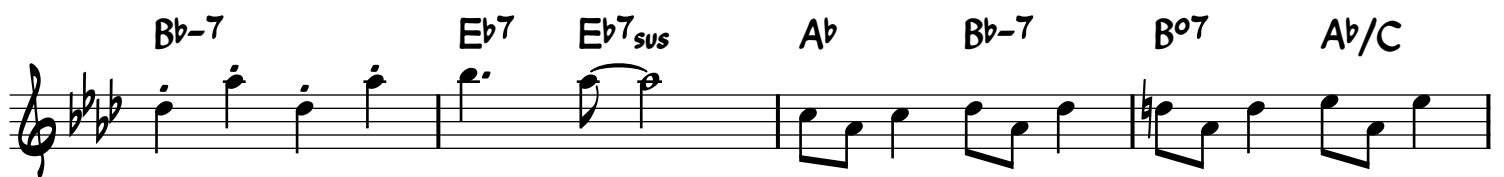
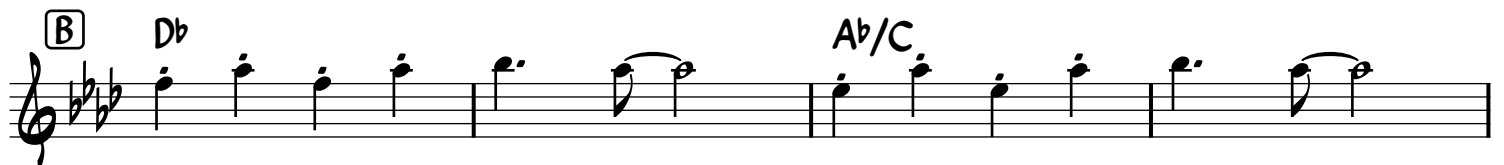
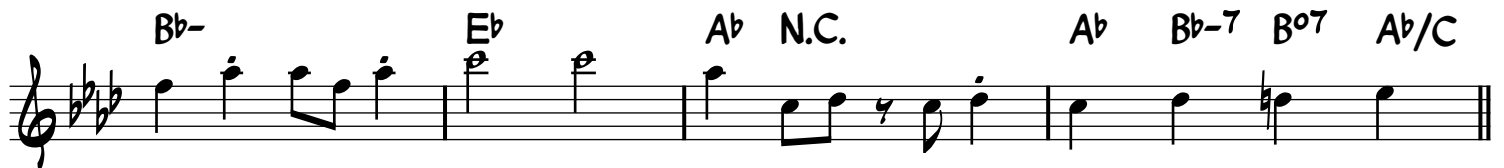
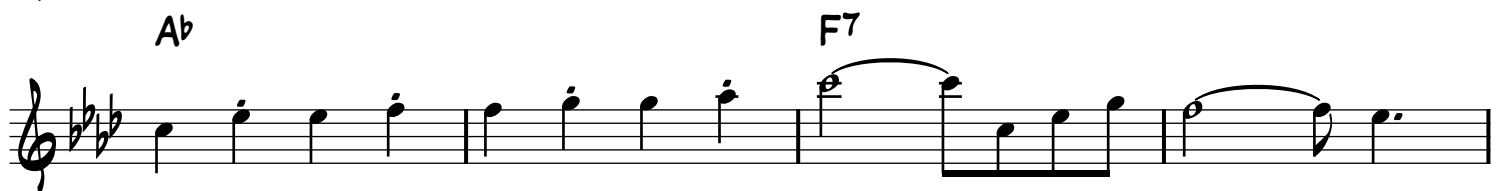
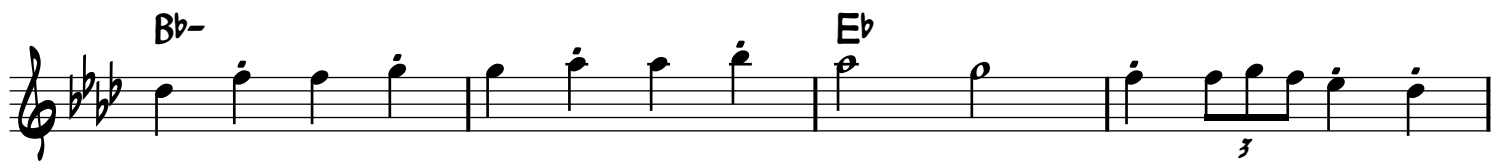
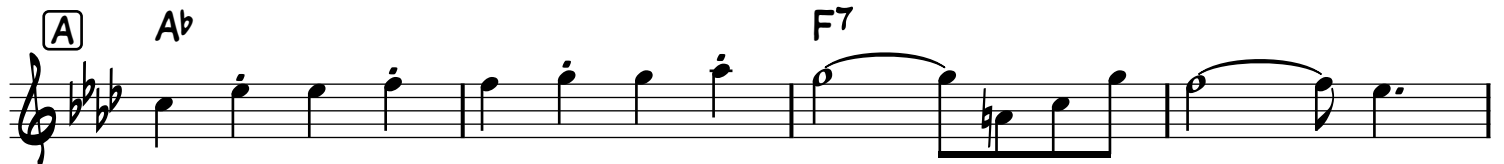
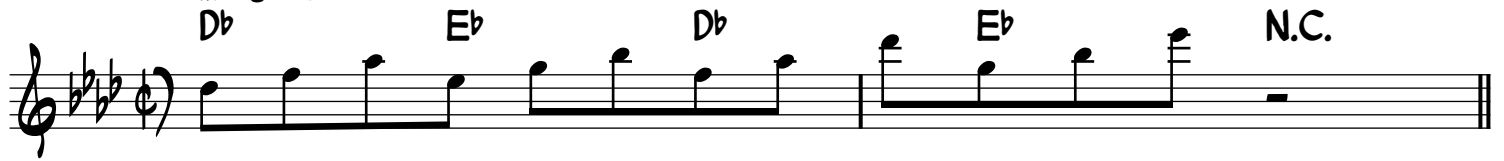
Terriermon's Stage

from Digimon: Battlespirit

Composed by Kenji Yamamoto

Transcribed by Ashanti Mills

Dixieland ♩ = 108



Loop to [A]

Ex-Convict

from Digital Devil Story: Megami Tensei II

Composed by Tsukasa Masuko

Transcribed by Gregory Orosz

Rock ♩ = 110

Intro F#-



(F#-)

N.C.



A F#-



(F#-)



B A F#- B A F#-



B A F#- D E F#-



(F#-)

N.C.



Loop to [A]

Still Alive

from Tom Clancy's The Division 2

Composed by Elijah Balbed
Transcribed by Ashanti Mills

Go-go, swing 16ths ♩ = 80

Intro N.C.



Solo

B⁵ G⁵ A⁵ B⁵ G⁵ A⁵



A B-7 G A B-7 G A



B-7 G A B-7 G A



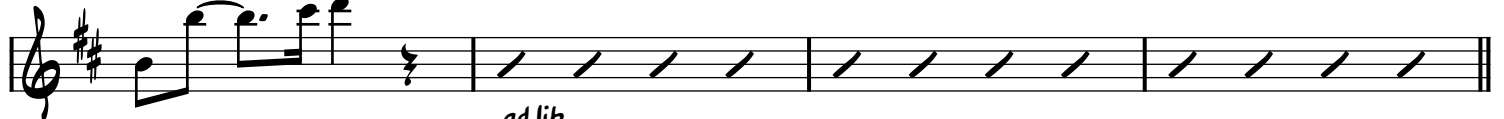
B-7 G A



B-7 G A



B-7 G A B-7 G A



ad lib.

B B⁵ G⁵ A⁵ B⁵ G⁵ A⁵ B⁵ G⁵ A⁵ B^{7sus4} G⁵ A⁵



Comp w/even 8ths

C B-7

1. G A B-7 2. E-7 F#-7 B-7

Musical staff for section C, first line. Treble clef, key signature of two sharps (F# and C#). The staff contains six measures of music, primarily consisting of rests followed by eighth notes in the final two measures.

D

GΔ7 A7 Bb7 B-7 A-7 D7 GΔ7 A7 Bb7 B-7 A-7 D7

Musical staff for section D, first line. Treble clef, key signature of two sharps. Chord symbols are placed above the staff. The staff contains six measures of music with eighth notes and quarter notes.

GΔ7 A7 Bb7 B-7 A-7 D7 GΔ7 A7 Bb7 B-7 A-7 D7

Musical staff for section D, second line. Treble clef, key signature of two sharps. Chord symbols are placed above the staff. The staff contains six measures of music with eighth notes and quarter notes.

E B-7

E-7 F#-7 B-7

Musical staff for section E, first line. Treble clef, key signature of two sharps. The staff contains six measures of music, primarily consisting of rests followed by eighth notes in the final two measures.

GΔ7 A7 Bb7 B-7 A-7 D7 GΔ7 A7 Bb7 B-7 A-7 D7

F

Musical staff for section F, first line. Treble clef, key signature of two sharps. Chord symbols are placed above the staff. The staff contains six measures of music with eighth notes and quarter notes.

Musical staff for section F, second line. Treble clef, key signature of two sharps. The staff contains six measures of music with eighth notes and quarter notes.

GΔ7 A7 Bb7 B-7 A-7 D7 GΔ7 A7 Bb7 B-7 A-7 D7

Musical staff for section F, third line. Treble clef, key signature of two sharps. Chord symbols are placed above the staff. The staff contains six measures of music with eighth notes and quarter notes.

F B-7 N.C.

Musical staff for section F, fourth line. Treble clef, key signature of two sharps. The staff contains four measures of music, primarily consisting of rests.

G B5 G5 A5 B5 G5 A5

Musical staff for section G, first line. Treble clef, key signature of two sharps. The staff contains four measures of music with eighth notes and quarter notes. A triplet of eighth notes is marked with a '3' and a bracket. The text 'Comp w/even 8ths' is written below the staff.

B5 G5 A5 B5 E-7 F#-7 B-7

Musical staff for section G, second line. Treble clef, key signature of two sharps. The staff contains four measures of music with eighth notes and quarter notes. A triplet of eighth notes is marked with a '3' and a bracket.

Your Reality

from Doki Doki Literature Club!

Composed by Dan Salvato
Transcribed by Mikhail Ivanov

Pop ♩ = 105

F G-/D C/E F/C D- G-/D C

A F D- Bb C F D- Bb C

F D- Bb C F D- Bb C

B F G-/D C/E F/C D- G-/D C

F G-/D C/E F/C D- G-/D C

To Coda

F⁵ C⁵

F D- Bb C F D- Bb C

Rhythm simile on repeat D.S. al Coda

♯ C F D- B \flat C F D-

Background simile

B \flat C F D- B \flat C

D F D- B \flat C F D- B \flat C

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

B \flat C B \flat C

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

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

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

(F) D- B \flat C F D- B \flat C F

rit.

Title

from Donkey Kong

Composed by Yukio Kaneoka

Transcribed by Jer Roque

♩ = 130

[A] B \flat C- E \flat F

D- E \flat B \flat B \flat /F B \flat

Loop to [A]

The musical score is written in 4/4 time with a tempo of 130. It consists of two staves of music. The first staff begins with a treble clef, a key signature of two flats (B-flat and E-flat), and a 4/4 time signature. The tempo is indicated as 130. The first measure is marked with a boxed 'A' and a B-flat chord. The second measure has a C- chord, the third has an E-flat chord, and the fourth has an F chord. The second staff continues with a D- chord, an E-flat chord, a B-flat chord, a B-flat/F chord, and a B-flat chord. The piece concludes with a double bar line and the instruction 'Loop to [A]'.

Angry Aztec

from Donkey Kong 64

Composed by Grant Kirkhope

Transcribed by Ashanti Mills

$\text{♩} = 110$

Drum intro

A N.C.

(N.C.)

Cb5 Ab5

B Bb5 Ab5 Cb5 Bb5 Ab5

Bb5 Ab5 Cb5 Bb5 Ab5

C A F C#-

A F C#- B F

D Bb5 Ab5 Cb5 Bb5 Ab5

Bb5 Ab5 Cb5 Bb5 Ab5

E C^b B^b tr^b C^b B^b tr^b

C^b B^b tr^b C^b B^b tr^b

F E^{b5} D^{b5} F^{b5} E^{b5} D^{b5}

E^{b5} D^{b5} F^{b5} E^{b5} D^{b5}

G E⁵ D⁵ F⁵ E⁵ D⁵

E⁵ D⁵ F⁵ E⁵ D⁵

H F E tr^b F E tr^b

DK Rap

from Donkey Kong 64

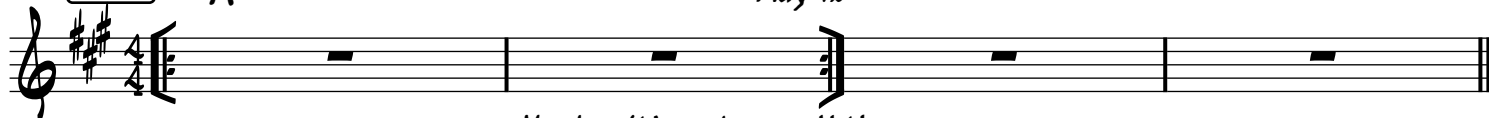
Composed by Grant Kirkhope
Transcribed by Ashanti Mills

Hip-hop ♩ = 126

Intro

A7

Play 4x

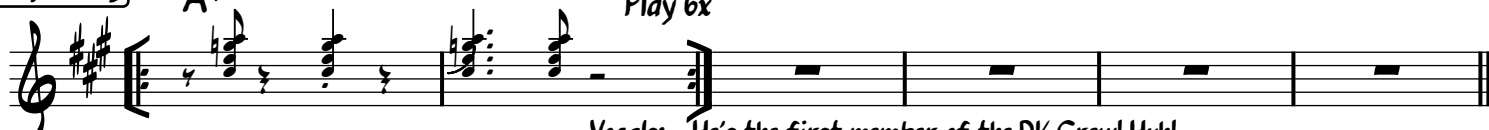


Vocals: ...this monkey rap. Huh!

Donkey Kong

A7

Play 6x



Vocals: ...He's the first member of the DK Crew! Huh!

Tiny Kong

A7

Play 6x



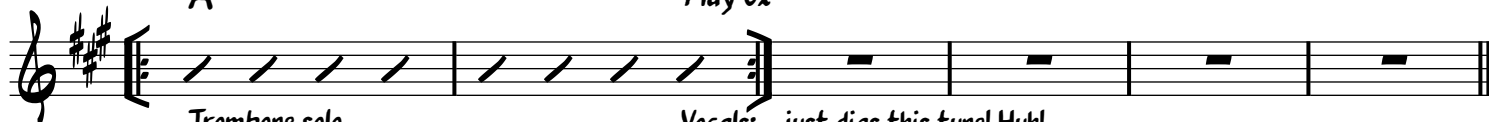
Saxophone solo

Vocals: ...she's one cool Kong! Huh!

Lanky Kong

A7

Play 6x



Trombone solo

Vocals: ...just digs this tune! Huh!

Diddy Kong

A7

Play 6x



Guitar solo

Vocals: ...'cause he's after you! Huh!

Chunky Kong

A7

Play 8x



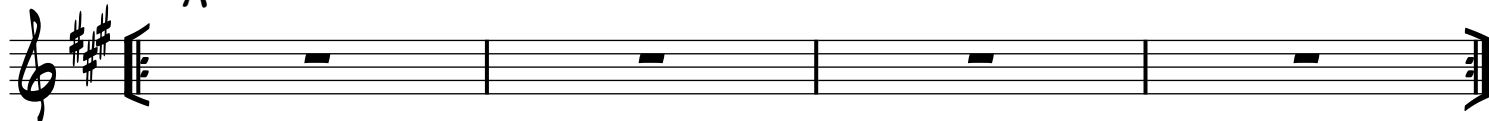
Timpani solo

Vocals: ...one hell of a guy! Huh!

Spoken: Come on, Cranky,
take it to the fridge!

Outro

A7



Aquatic Ambiance

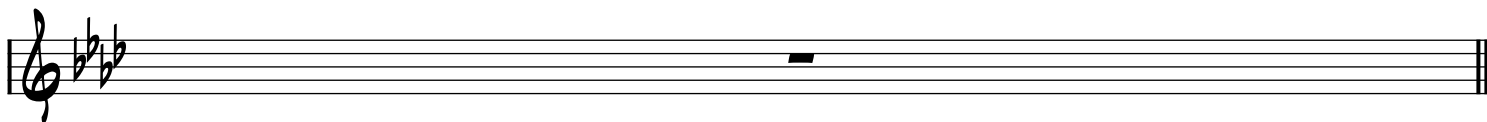
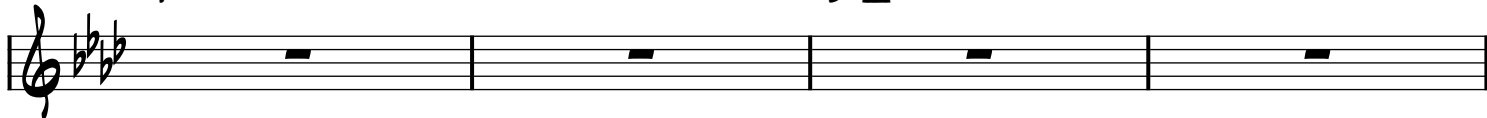
from Donkey Kong Country

Composed by David Wise
Transcribed by Jer Roque

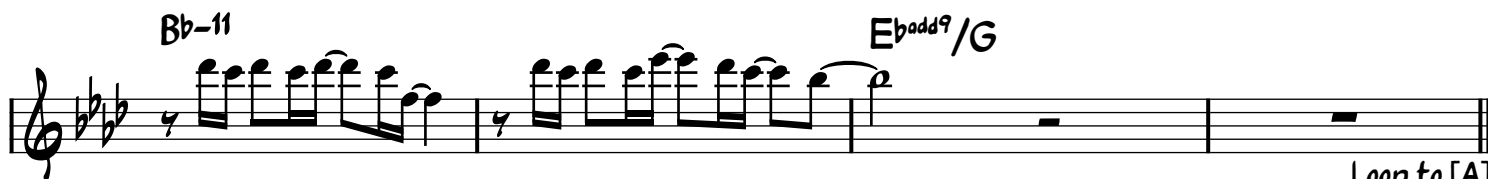
Intro

♩ = 76
F-9

[A] F-9

DbΔ⁹

[B] F-9

DbΔ⁹

Loop to [A]

Bonus Room Blitz

from Donkey Kong Country

Composed by David Wise

Transcribed by Jer Roque

Uptempo ♩ = 108

Intro

B \flat

C

F



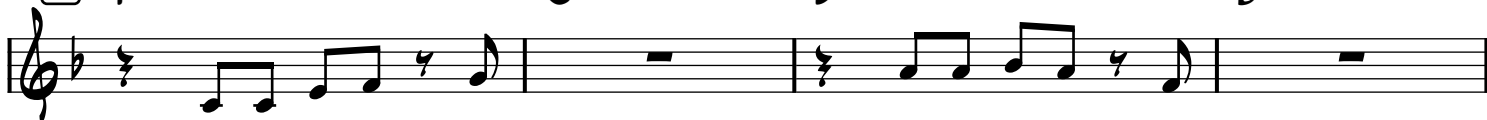
A

F

C

D-

B \flat



F

C

B \flat

C

F



B

F

A

B \flat

B \circ



F

C

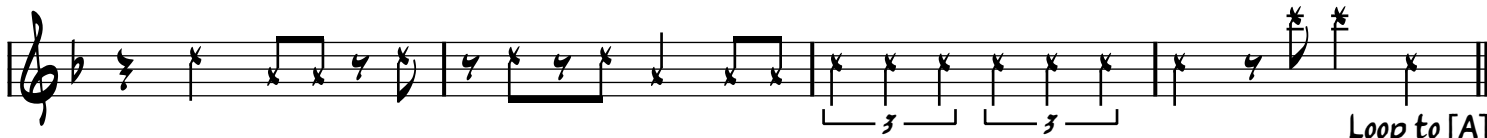
B \flat

C

F



Break N.C.



Loop to [A]

DK Island Swing

from Donkey Kong Country

Composed by David Wise

Transcribed by AarekMG & Ashanti Mills

Light swing $\text{♩} = 105$

Vamp

Drum beat

Layer over previous

3

A

Layer over previous

(Bass)

D_{sus}⁴C_{sus}⁴

C

D_{sus}⁴C_{sus}⁴

C

B

N.C.

(Bass)

D-

A-

B \flat

C

D-

A-

B \flat

C

Bass simile

3

C

D-

A⁷

(A⁷)

D-

(D-) A7

(A7) D-

N.C. A7 D-

Drum fill

Straight ♩ = 75

N.C.

D

Drums only

Percussion simile

C- F/C C- F/C C-

(C-) F/C C-

Background simile

A^bΔ7 C-/F C-

Background simile

(C-)

Background simile

N.C. C-

Loop to [A]

Gang-Plank Galleon

from Donkey Kong Country

Composed by David Wise
Transcribed by Jer Roque

Intro ♩ = 110

Chords: Eb F Bb F7

Chords: Bb Eb

Chords: Bb Eb F Bb D+

Chords: Eb Bb

Chords: Eb E° F F#°

Chords: G-

A ♩ = 128
 G- E♭ F G- E♭ F G-

(G-) E♭ F G- E♭ F G-

B G- E♭ F G- F

G- E♭ F G- F

C G- E♭ F G-

(G-) E♭ F G-

G- E♭ F G- F

G- E♭ F G- F

Loop to [A]

Ice Cave Chant

from Donkey Kong Country

Composed by Eveline Novakovic
Transcribed by Travis Salim

Intro N.C./A

♩ = 108
(N.C./D)

(N.C./D) N.C./C N.C./D N.C./C

Rhythm simile

A Dsus⁴

C Gsus⁴/E Asus⁴

Dsus⁴ C⁶

C/E D⁷sus⁴

Bridge N.C./D

Rhythm simile 7

B Dsus⁴

C

Gsus⁴/E

Asus⁴

7

Dsus⁴

C⁶

C/E

D⁷sus⁴

Bridge N.C./D

Rhythm simile 5 Loop to [A]

Simian Segue

from Donkey Kong Country

Composed by Eveline Novakovic

Transcribed by mkafie

A $\text{D}7$

$\text{♩} = 100$

B $\text{D}7$

$\text{G}7$ $\text{D}7$

C $\text{D}7$

D $\text{G}7$

E $\text{C}7$ $\text{G}7$

F $\text{G}7$

$(\text{G}7)$

Loop to [A]

Forest Interlude

from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise
Transcribed by AarekMG

$\text{♩} = 97$

$\text{Db}\Delta^7$

Bb-11

Eb



$\text{Db}\Delta^7$

Bb-11

Eb



A

$\text{Db}\Delta^7$

Bb-11

Eb



$\text{Db}\Delta^7$

Bb-11

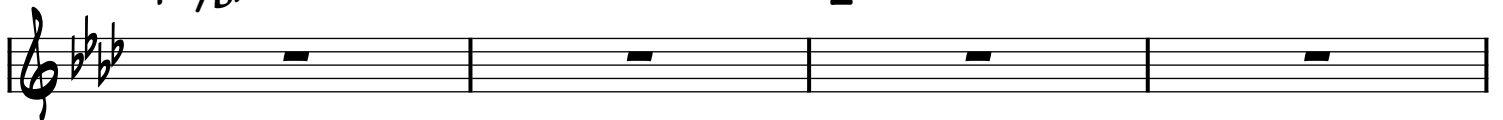
Eb



B

$\text{F-}/\text{Bb}$

Eb



$\text{F-}/\text{Bb}$

Eb



$\text{F-}/\text{Bb}$

Eb



C $D\flat\Delta^7$ $B\flat-11$ $E\flat$

$D\flat\Delta^7$ $B\flat-11$ $E\flat$

D G^- $B\flat$ D^- F

G^- $B\flat$ D^- F

G^- $D/F\#$ D°/F $E\flat$

$D\flat\Delta^7$ $B\flat-9$ $F-7/E\flat$ $E\flat$

Loop to top

Hot-Head Bop

from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise

Transcribed by Jonathan Aldrich

Swing 16ths ♩ = 109

N.C./D

(Bass)

Bass simile

D-

A D-

Background simile

B \flat G- A- D-

B D-

(Straighter 16ths)

B \flat C

N.C./D

Bass and drums only

C F B \flat Δ 7

All in

G-7 C

D-7 B \flat Δ 7

G-7 A7

Loop to top

In a Snow-Bound Land

from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise
Transcribed by Chombey

Chill, half-time feel ♩ = 104

Intro B \flat E \flat Δ 7 G-7 F/A

A B \flat E \flat Δ 7

G-7 F/A

B \flat E \flat Δ 7

G-7 F/A

B C- F A \flat B \flat

C- F A \flat B \flat

E \flat Δ 7 G-7 F/A

Loop to [A]

Jib Jig

from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise

Jig ♩. = 120

Drum Intro



A N.C.



(N.C.)





Mining Melancholy

from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise
Transcribed by Ross Kirsling

$\text{♩} = 94$
N.C. A N.C.

Drum intro Drum beat Rhythm simile

B G- C7 G-7 C11 G- C7 G-7 C11 G-7 C11

Rhythm simile 1. 2.

C Eb F D- G- Eb F G-add9 G-

Drums out

D G- C7 G-7 C11 G- C7 G-7 / / C11

Drums in

G- / / C7 G-7 / / C11 G- / / C7 G-7 / / C11

E N.C./G

Drums out

F Eb F D- G- Eb F G-add9 G-

Loop to [A]

Snakey Chantey

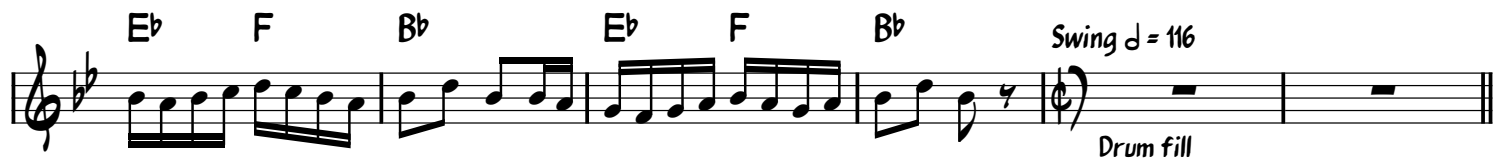
from Donkey Kong Country 2: Diddy's Kong Quest

Composed by David Wise

Transcribed by Jer Roque

♩ = 116

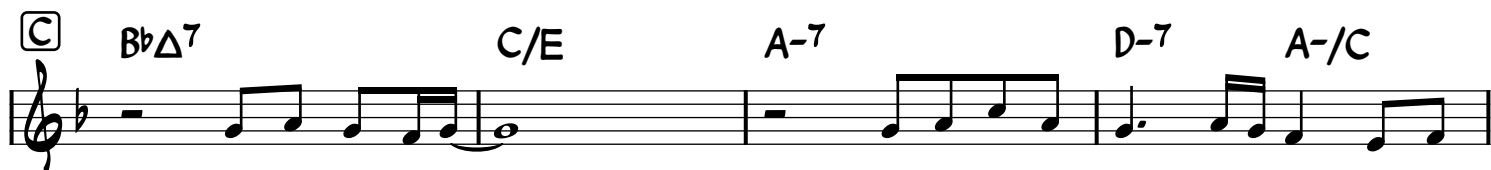
Intro



Drum fill



Loop to [A]



Mine Menace

from Donkey Kong Country Returns

Composed by Kenji Yamamoto
Transcribed by Jonathan Aldrich

Big band swing ♩ = 214

The musical score is written in 5/4 time and consists of several systems of staves. The first system shows a treble clef staff with a key signature of three flats and a 5/4 time signature. The second system is a bass line, indicated by '(Bass)', with a key signature of three flats and a 5/4 time signature. The third system is a chord progression, indicated by '(A)', with a key signature of three flats and a 4/4 time signature. The fourth system is a bass line, indicated by 'Bass simile', with a key signature of three flats and a 4/4 time signature. The fifth system is a chord progression, indicated by '1. A°', with a key signature of three flats and a 4/4 time signature. The sixth system is a bass line, indicated by '2. A°', with a key signature of three flats and a 4/4 time signature. The seventh system is a chord progression, indicated by '(B)', with a key signature of three flats and a 4/4 time signature. The eighth system is a bass line, indicated by '(Eb-)', with a key signature of three flats and a 4/4 time signature. The ninth system is a chord progression, indicated by 'Ab-', with a key signature of three flats and a 4/4 time signature. The tenth system is a bass line, indicated by 'Ab-', with a key signature of three flats and a 4/4 time signature. The eleventh system is a chord progression, indicated by 'Ab-', with a key signature of three flats and a 4/4 time signature. The twelfth system is a bass line, indicated by 'Ab-', with a key signature of three flats and a 4/4 time signature.

Chord progressions and bass line details:

- System 3 (A): Eb-, Bb7, Eb-, Bb7
- System 4 (Bass simile): Eb-, Eb-/Db, Cb, Bb7, Eb-, Eb-/Db, Cb, Bb7
- System 5 (1. A°): Eb-, Eb-/Db, Cb, Bb7, 1. A°, Bb
- System 6 (2. A°): Eb-, Bb, Eb-
- System 7 (B): Eb-, F7, Bb7/D, Eb-
- System 8 ((Eb-)): (Eb-), Ab-6, Bb7, Eb-
- System 9 (Ab-): Ab-, Eb-, Bb7, Eb-
- System 10 (Ab-): Ab-, Eb-, F7, Bb7



Loop to top

E1M1 (At Doom's Gate)

from Doom

Composed by Bobby Prince

Transcribed by AarekMG

Metal ♩ = 200

A A- A° A- 1., 2., 3. A°

4. N.C.

B A- A° A- 1. A°

2. N.C.

D- D° D- 1. D°

2. N.C.

C A- A° A- A°

F#- F#° F#- E- E°

A- A° A- N.C.

D A- A° A- 1. A°

2. N.C.

E A- A° A- 1. A°

2. N.C.

D- D° D- 1. D°

2. N.C.

F A- A° A- A°

F#- F#° F#- E- E°

A- A° A- N.C.

Loop to top

Double Dragon

from Double Dragon

Composed by Kazunaka Yamane

Transcribed by AarekMG

A ♩ = 182
 Eb/C F/C Eb/C F/C Eb/C F/C Eb/C F/C

Eb/C F/C Eb/C F/C Eb/F D/F# N.C.

B G- F Bb C5

Eb G-/D C-

G- F Bb C5

Eb G-/D Ab F

C C- D- Eb C- D- G- C- D- Eb F

Loop to top

The Fight Continues

Double Dragon II: The Revenge

Composed by Kazunaka Yamane

Transcribed by BSlants

♩ = 170

Ab-

Gb Ab-

Gb

Fb



Ab-

Gb Ab-

Gb

Fb



A

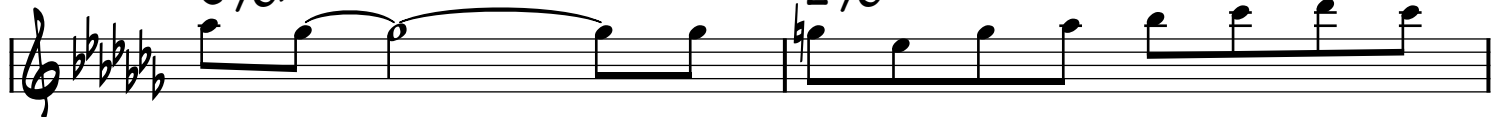
Ab-

Fb



Cb/Gb

Eb/G



1.

2.

Ab-

Ab-

Gb/Bb



B

Cb

Gb/Bb

Ab-

Fb Gb



Cb

Gb/Bb

Ab-

Gb



C

Fb

Eb-

Db-

Eb-

Ab-



Fb

Eb-

Db-

Fb

Gb

Eb



Loop to top

Chill

from Dr. Mario

Composed by Hirokazu Tanaka
Transcribed by Travis Salim

♩ = 128

Intro D-7 D^o7 G-/D D- N.C.

(Bass)

A D⁵ C⁵ D⁵ N.C.

Bass simile

(Bass)

B D-

(D-)

C D⁵ D-7/C

G/B Bb7

D D⁵

E D⁵ G⁵ D⁵ G⁵ D⁵

No bass

Bass in

F **G7**

(Bass)

(G7)

Groove simile

(G7)

(G7)

(G7)

G N.C.

(Bass)

N.C.

Loop to [A]

Fever

from Dr. Mario

Composed by Hirokazu Tanaka
Transcribed by Ashanti Mills

♩ = 151

(Bass)

A C F C F C D-7 D#o7 C/E

C F C F N.C.

Discordant beeps

B F Bb F Bb G C_{sus}⁴ C⁷

F Bb N.C. F Bb N.C. F/A G- C⁷_{sus}⁴ F

Unison Unison

C F C/E D-7 F/C Bb F/A G-7 C⁷

F C/E D-7 F/C Bb F/A G-7 C⁷

D F Bb N.C. F Bb N.C. F/A G- C⁷_{sus}⁴ F

Unison Unison

E N.C.



(N.C.)



(N.C.)



Draw Theme 2

from Drawful 2

Composed by Andy Poland
Transcribed by Ben Horkley

Light samba ♩ = 120

A $D^{\flat}add9$ $C^{\flat}add9$ $D^{\flat}add9$ $C^{\flat}add9$

$D^{\flat}add9$ $C^{\flat}add9$ $B^{\flat}-$ A^{\flat}

$D^{\flat}add9$ $C^{\flat}add9$ $D^{\flat}add9$ $C^{\flat}add9$

$A\Delta^9$ $B\Delta^9$ $E\Delta^7$ E^{\flat}

N.C./F

B $B^{\flat}add9$ A^{add9}

$A^{\flat}add9$ G^{add9}

N.C./A $^{\flat}$

Loop to top

African Mines

from Ducktales

Composed by Hiroshige Tonomura

Transcribed by AarekMG

A ♩ = 129
A-

B D7

E-7 D7

E-7 D7

Loop to top

Amazon

from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by AarekMG

♩ = 113

F D-7 G- C F D-7 G- C

A

F G- C

F G- A7

D- A/C# F/C B-7b5 C D-7 D#o7 C/E

Swing 16ths ♩ = 113

B

F A-/E

A°/Eb

Bb/D

Bb B° F/C D Bb B° F/C D- Db Eb F

Loop to top

Stage Select

from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by AarekMG

♩ = 150

D/F# Gsus² Asus⁴ Gsus² Loop to top

Himalayas

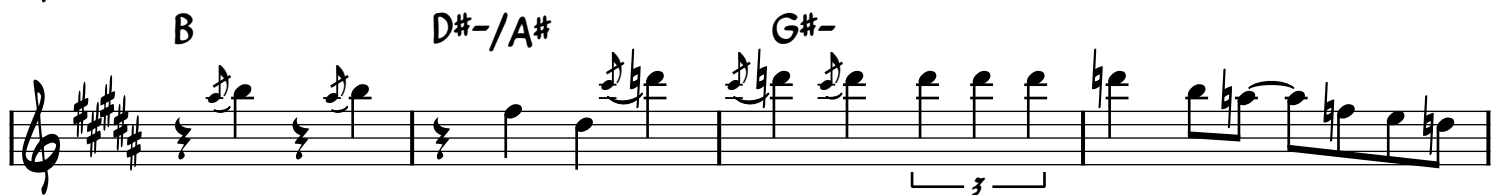
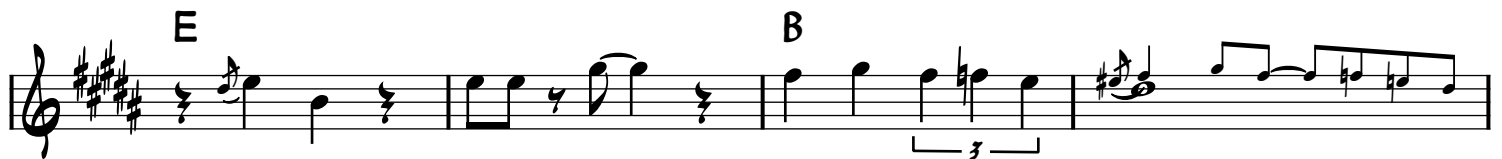
from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by AarekMG

$\text{♩} = 113$

N.C.



The Moon

from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by Jer Roque

♩ = 180

Intro N.C.

Background simile

A C G/B A- C/G

F F#° F/G G

C G-/Bb F/A F-/Ab

C/G F#° G Ab Bb C

B F-7 Bb7 Eb F- G

F-7 Bb7 Eb F- G

AbΔ7 / / Ab Bb

Loop to [A]

The Moon

from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by Jer Roque

Intro ♩ = 180 N.C.

B A

Background simile

G#- G B

A B F#/A# G#- B/F#

E F° F#sus⁴ F#

B F#-/A E/G# E-/G

B/F# F° F# G A B

B E-7 A7 D E- F#

E-7 A7 D E- F#

GΔ⁷ / / G A

Loop to [A]

Transylvania

from Duck Tales

Composed by Hiroshige Tonomura

Transcribed by AarekMG

♩ = 150
N.C.



A D-7



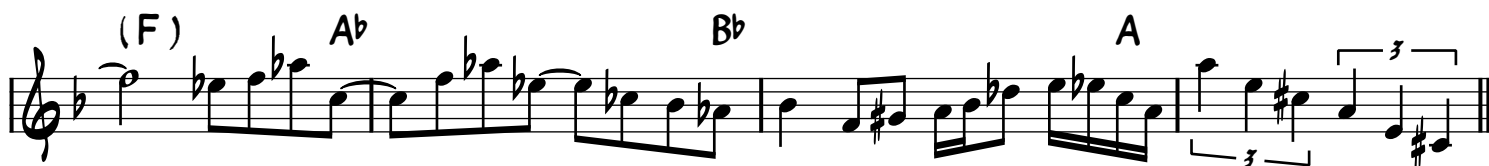
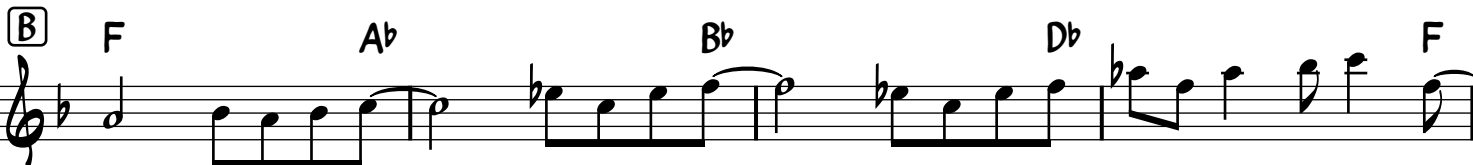
G-7



D-7



G-7



Loop to [A]

Niagara Falls

from Duck Tales 2

Composed by Minae Fujii & Akihiro Akamatsu

Transcribed by Chombey

♩ = 112

A F B \flat C F B \flat C

F B \flat C F B \flat C

B A \flat B \flat

A \flat B \flat C

Loop to top

Eight Melodies

from EarthBound

Composed by Keiichi Suzuki

Transcribed by JohnStacy

♩ = 59

A C F G C A- D G

C G A- Ab+ C/G F#° F G C

B C F G C G/B A-7 D7 G7

C E-7 A- Ab+ C/G F#° F G7 C Bb6 A-7 F/G

Loop to [B]

Onett

from EarthBound

Composed by Keiichi Suzuki
Transcribed by JohnStacy

Light rock ♩ = 104

♩ = 117

Intro

B \flat C F B \flat B \flat /A G-7 C C 7 _{sus 4} N.C.

(Bass)

A

F Δ 7 G-7 F Δ 7 G-7 F Δ 7 G-7 F Δ 7 G-7

Bass simile

F Δ 7 G-7 F Δ 7 G-7 F Δ 7 G-7 F Δ 7 G-7

^{1.} B \flat C 7 /B \flat A- D- B \flat -/D \flat G- C C $^{\#0}$ D- B \flat

B ^{2.} D- D \flat ⁺ F/C G/B B \flat / B \flat /C C 7 F / / A- 7 /E

D- D \flat ⁺ F/C G/B B \flat Δ 7 B- 7 \flat 5 B \flat Δ 7 C

N.C.

(Bass), all out Drums in Loop to [A]

Paula's Theme

from EarthBound

Composed by Keiichi Suzuki & Hirokazu Tanaka

Transcribed by Ashanti Mills

A ♩ = 60

F#-/C# E-/B D-/A C#-/G#

F#-/C# E-/B D-/A C#-/G#

B ♩ = 120

F#-7 A^{add9}/E D^{add9} A-/C / A / /

F#-7 A^{add9}/E D^{add9} A-/C / A / /

Loop to top

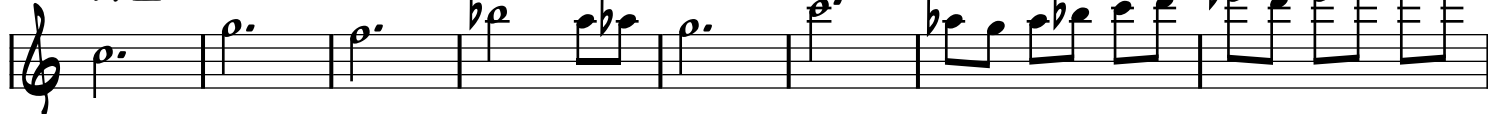
Snowman

from Earthbound

Composed by Hirokazu Tanaka

Transcribed by AarekMG

♩. = 59

A F Δ 7C^{add9}F Δ 7C^{add9}B A b Δ 7G7 b 9A b Δ 7

G7



G7



N.C.

Loop to top

Summers, Eternal Tourist Trap

from EarthBound

Composed by Hiroshi Kanazu

Transcribed by Jonathan Aldrich

Swing 8ths ♩ = 103

Intro CΔ7

C-7

CΔ7

C-7



CΔ7

C-7

CΔ7

C-7



A CΔ7

C-7

CΔ7

C-7



CΔ7

C-7

CΔ7

C-7



B BbΔ7

Bb-7

Bb-6

BbΔ7

Eb7

D-7

Bb-6/Db Eb/F



Loop to [A]

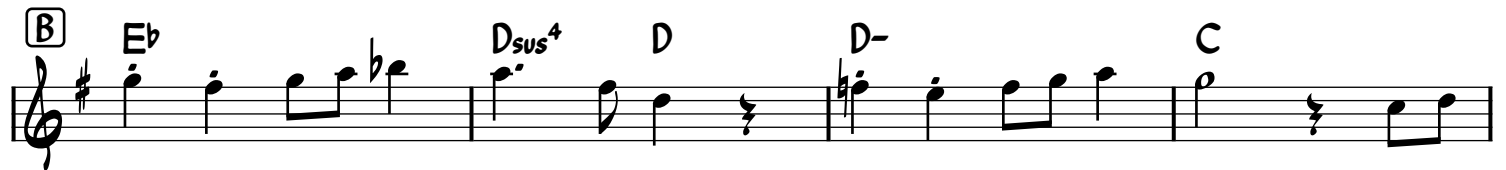
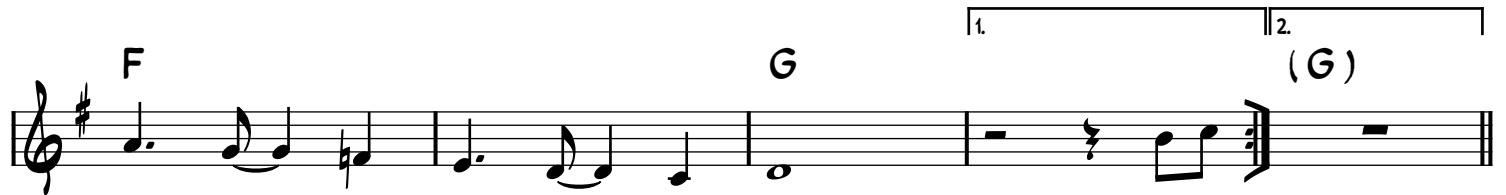
Threed, Free At Last

from EarthBound

Composed by Keiichi Suzuki

Transcribed by Tristan H

♩ = 98



Twoson

from Earthbound

Composed by Keiichi Suzuki
Transcribed by Jer Roque

♩ = 122

Intro

C C^{sus}⁴ C^{sus}² C C^{sus}⁴ C^{sus}²

C C^{sus}⁴ G⁷

[A] C E- A- E

F G A- F G F G A- F G

C E- A- E

F G C C/F G C F G C

[B] A- F G C G/B

A- D G N.C.

C C^{sus}⁴ C^{sus}² C C^{sus}⁴ C^{sus}²

Loop to [A]

Venus Live!

from Earthbound

Composed by Keiichi Suzuki

Transcribed by JohnStacy

Swing ♩ = 117

D-7 G7 D-7 G7

8
[A] D-7 G7 BbΔ7 A7sus4 / A7

D-7 G7 BbΔ7 A-7

G-6 Bb6 C6 C7

Asus2 G-/Bb A7 1. N.C. 2. N.C.

To Coda

[B] G6 FΔ9 G6 FΔ9 G6 FΔ9 G6 G/A

EbΔ7 D-7 G-6 F#-7b5 EbΔ7 D7 G5 N.C.

D.S. al Coda

⊕ N.C. D- E° F N.C. D-6

2x: rit.

Winters

from Earthbound

Composed by Keiichi Suzuki
Transcribed by JohnStacy

♩ = 88

[A] F E A-

Percussion intro

D7 G D/F# G7/F C G/B C7/Bb F G

1. C F G F E 2. C N.C.

[B] G-7 FΔ7 D-7 G7 Bb/C F

AbΔ7 G(add#9) C E-/G AbΔ7 G(add#9) C

Loop to [A]

You've Come Far, Ness

from EarthBound

Composed by Keiichi Suzuki

Transcribed by Tristan H

Intro D^{add4} Funk shuffle, swing 16ths ♩ = 70 $Bb\Delta^7$ $Ab\Delta^7$

$Bb\Delta^7$ $Ab\Delta^7$ Straight 16ths $Db7sus^4$ $Db7sus^4/F$

A Swing 16ths $F\#$ $E\Delta^9$ D $D7$

B $Db\Delta^7$ $Cb\Delta^7$ $Bbb\Delta^7$ $G-7$ $G-7/C$

$F\Delta^7$ $F\Delta^9\#11(no^3)$ $Fsus^4$ F drum fill Loop to [A]

Your Name, Please

from *Earthbound*

Composed by Hirokazu Tanaka & Keiichi Suzuki

Transcribed by Ashanti Mills

Swing 16ths ♩ = 96

A N.C.

(Bass melody through [C])

N.C.

B N.C.

N.C.

C N.C.

N.C.

D CΔ⁹ FΔ⁷/C CΔ⁹ FΔ⁷/C CΔ⁹ CΔ⁷/FF⁶ FΔ⁹ F⁶ F/G

No bass, rootless chords

CΔ⁹ FΔ⁷/C CΔ⁹ FΔ⁷/C CΔ⁹ CΔ⁷/FF⁶ FΔ⁹ F⁶ F/G

Bass in

Loop to top

Bein' Friends

from EarthBound Beginnings

Composed by Keiichi Suzuki
Transcribed by David Chihlas

Light rock ♩ = 128

A G-

B B \flat E \flat F B \flat E \flat C- D G-

B \flat E \flat F B \flat E \flat C- D G-

C B \flat C-7 B \flat /D E \flat B \flat / C-7 / D- E \flat

B \flat C-7 B \flat /D E \flat D-

D E \flat F B \flat E \flat F B \flat

Loop to top

Fallin' Love

from EarthBound Beginnings

Composed by Hirokazu Tanaka
Transcribed by Ashanti Mills

♩ = 100

AbΔ⁹ Bb⁶/₇ AbΔ⁹ Bb⁶/₇

No bass or percussion

A AbΔ⁹ Bb⁶/₇ AbΔ⁹ Bb⁶/₇

Bass and percussion enter

AbΔ⁹ Bb⁶/₇ AbΔ⁹ Bb⁶/₇

B AbΔ⁹ Bb⁶/₇ AbΔ⁹ Bb⁶/₇

AbΔ⁹ Bb⁶/₇ AbΔ⁹ Bb⁶/₇

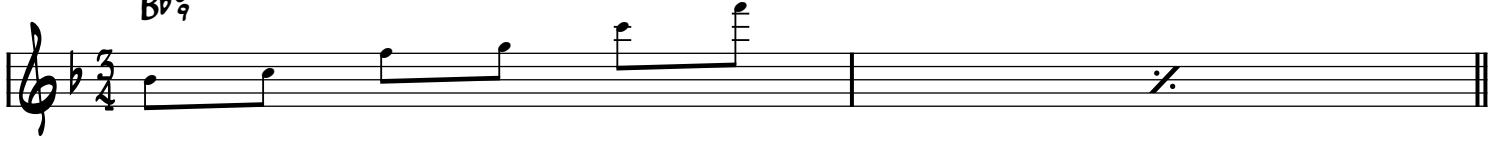
Loop to top

Magicant

from EarthBound Beginnings

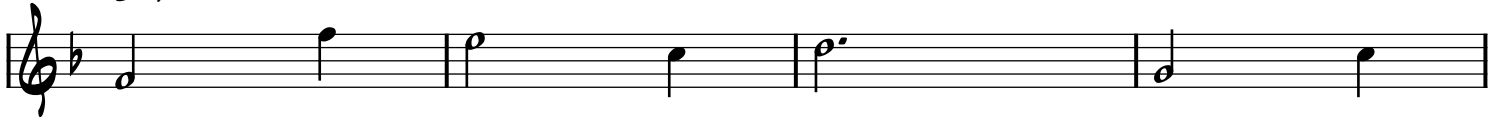
Composed by Hirokazu Tanaka
Transcribed by Ashanti Mills

♩ = 90
Bb⁶₉



(Bass)

A Bb⁶₉



Bass simile

F⁶₉



Bb⁶₉

F⁶₉



B G#^{sus4}

AΔ⁷



G#^{sus4}

AΔ⁷

G^{13sus4}



C Bb⁶₉



(Bb⁶₉)

N.C.



Loop to top

Pollyanna (I Believe in You)

from EarthBound Beginnings

Composed by Keiichi Suzuki

Transcribed by Jonathan Aldrich

Rock ♩ = 117

Intro

F G C F G C

Verse 1-2

C G/B A- C/G F C/E E^b G

C G/B A- C/G F C/E E^b G

A- A^{b+} C/G F^{#-7^{b5}} F G C

Refrain

E- F E- G C

F C/E D-7 C/E F C/E D-7 G⁷ C

Solos

C G/B A- C/G F C/E E^b G A

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

Verse 3

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

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

A- A \flat C/G F \sharp -7 \flat 5 F G C

Refrain 2

E- F E- G C

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

Refrain 3

E- F E- F

E- F E- G C

F C/E D-7 C/E F C/E D-7 C/E

F C/E D-7 G7 C

Outro

F G C F G C

F G C F G C

Pollyanna (I Believe In You)

from *EarthBound Beginnings*

Composed by Keiichi Suzuki

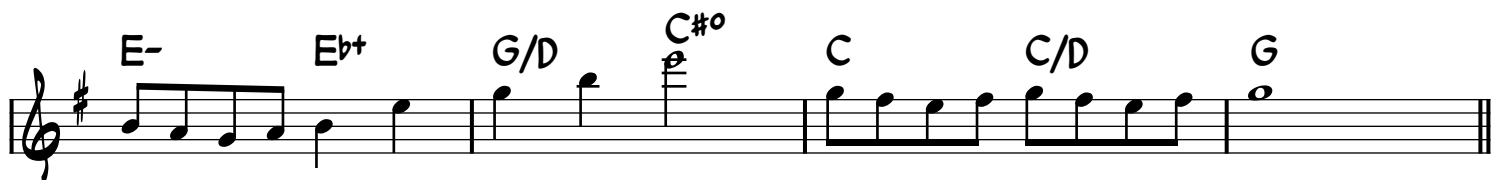
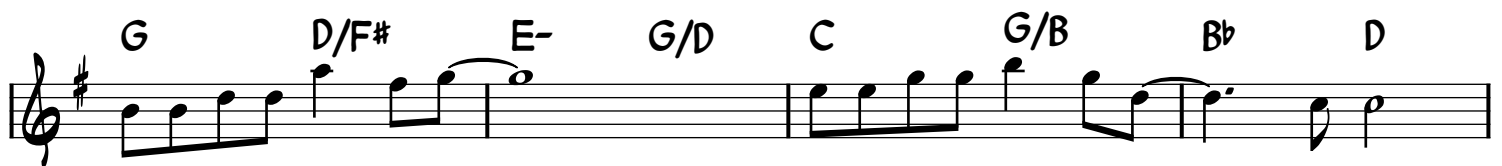
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Intro

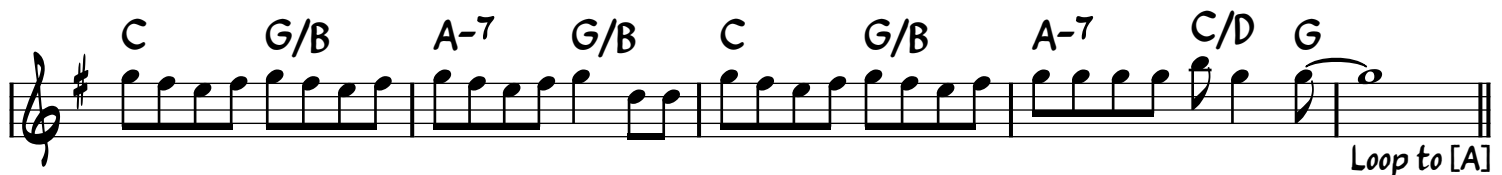
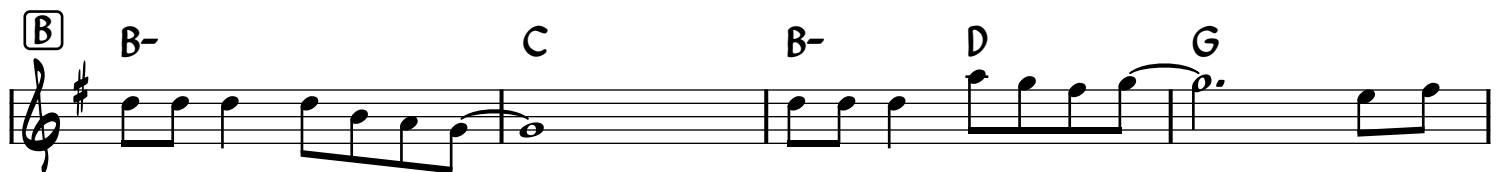
♩ = 112



A



B



Multiplayer Mode

from Elebits

Composed by Naoyuki Sato & Michiru Yamane

Transcribed by Garrett Hoffman

Disco ♩ = 160

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7 $E^b\Delta^7$ /F

Chords simile

A $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b C7sus⁴ A^b13 B^bΔ⁹

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b C7sus⁴ A^b13 B^bΔ⁹

B $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b C7sus⁴ A^b13 B^bΔ⁹

$E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b $E^b\Delta^7$ F/ E^b G-7

E^bΔ⁷ F/E^b

E^bΔ⁷ F/E^b

E^bΔ⁷ F/E^b

C⁷_{sus}⁴

A^b13

B^bΔ⁹⁶

Musical staff with notes and rests corresponding to the first set of chords.

C D-7/G

A^bΔ¹³#11

D-7/G

A^bΔ¹³#11

Musical staff with notes and rests, including "Drums out" and "echo" markings.

D-7/G

A^bΔ¹³#11

D^b6

G^bΔ⁹

Musical staff with notes and rests, including "Drums in" and "echo" markings.

D-7/G

A^bΔ¹³#11

D-7/G

A^bΔ¹³#11

Musical staff with notes and rests, including "Drums in" and "echo" markings.

D-7/G

A^bΔ¹³#11

D^b6

G^bΔ⁹

Musical staff with notes and rests, including "Drums in" and "echo" markings.

E^bΔ⁷/F

D^bΔ⁷/E^b

C^bΔ⁷/D^b

A^b6 G^bΔ⁹

Musical staff with notes and rests, including "Loop to [A]" marking.

Battlefield - Elation

from Etrian Odyssey Nexus

Composed by Yuzo Koshiro

Transcribed by DoubleMark & musicalmoose

Prog rock ♩ = 174

A A⁻⁷ B⁻⁷ CΔ⁷ D⁻⁹ E⁻⁷ Play 3x

B A⁻ G/A D⁻ E-F E⁻⁷

A⁻ G/A D⁻ // B^b E⁻⁷ G^{7sus4}

C Half-time feel

FΔ⁷ E⁻⁷ A⁻⁷

FΔ⁷ E⁻⁷ A⁻⁷ G⁻⁷ C^{7sus4}

FΔ⁷ E⁻⁷ A⁻⁷

FΔ⁷ E⁻⁷ A⁻⁷ G⁻⁷ C^{7sus4}

D Driving rock

F C E/B A⁻

F C E/B A- F

E C Eb Db C Eb Db C

F N.C. D-7 G/D D-7 G/D

D-7 G/D 1. 2. 3. G/D F6

(F6) G AbΔ7

G (AbΔ7) EbΔ7/G GbΔ7 F-7 FbΔ7 Eb-7 Ab/Bb Bb/C AbΔ7

(AbΔ7) EbΔ7/G GbΔ7 F-7 FbΔ7 Eb-7 A-9

(A-9) B-9 CΔ7 D FΔ7 E-7

H A-7 D/A E-7/A FΔ7/A G/A

A-7 D/A E-7/A FΔ7/A G/A

Loop to top

Big Blue

from F-Zero

Composed by Yumiko Kanki & Naoto Ishida

Transcribed by AarekMG

♩ = 224

Chords: Eb5, Db5, Eb5, Eb5, Db5, Eb5, Eb5, Eb5, Db5, Cb, Db, Cb, Bb-7, Cb, Db, Eb

B

Chords: $C^{\flat}\Delta^7$, $B^{\flat}-7$, $B^{\flat}7^{\#9}$, N.C.

Loop to top

Fire Field

from F-Zero

Composed by Yumiko Kanki
Transcribed by Ashanti Mills

Rock ♩ = 210

B \flat -

(B \flat -)

Rhythm simile

A

B \flat -

(B \flat -)

B

^{1.} G \flat 5

A \flat 5

B \flat 5

G \flat 5

A \flat 5

B \flat 5

A \flat 5

B \flat 5

A \flat 5

C \flat 5 D \flat 5

C **Bb-**

(Bb-)

Bb5 **Db5** **C5** **Bb5/Ab** **Bb5** **Db5** **Eb5** **Db5**

Bb5 **Db5** **Eb5** **Db5** **Bb5** **Db5** **Bb5/C** **Ab5**

D **Gb5** **Ab5**

Bb5

Gb5 **Ab5**

Bb5

Unison Loop to top

Mute City

from F-Zero

Composed by Yumiko Kanki

Transcribed by Bao Vuong

$\text{♩} = 195$ F^- Bb Ab Bb

Play only once after loop

F^-7 Bb Ab/Eb Bb/F

A F^-7 F^-7/C F^-7 F^-7/C

Gb Gb/Db Gb $Ab\Delta^7/Db$

B Bb/F Bb/C Bb/F Bb/C

$F\#/E$

C $G\#-$ $G\#-/A$ $E\Delta^7$ $F\#/E$

$G\#-/B$ $G\#-/F\#$ $E\Delta^7$ $G\Delta^7/F$

Loop to top

Silence

from F-Zero

♩ = 156

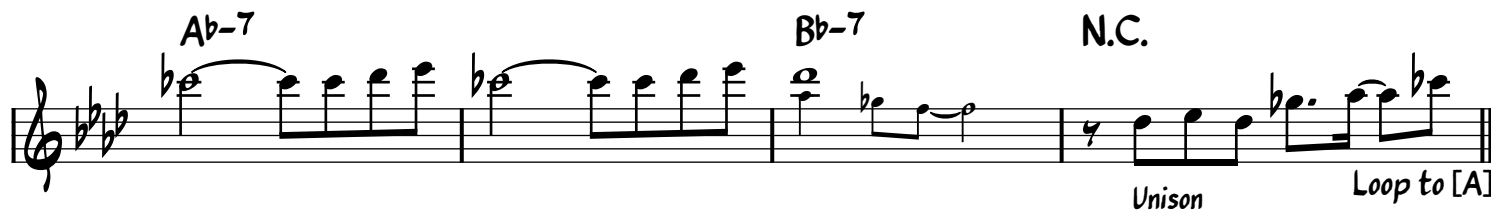
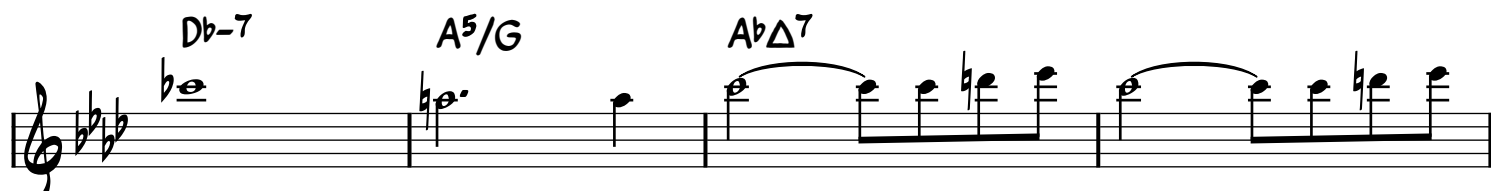
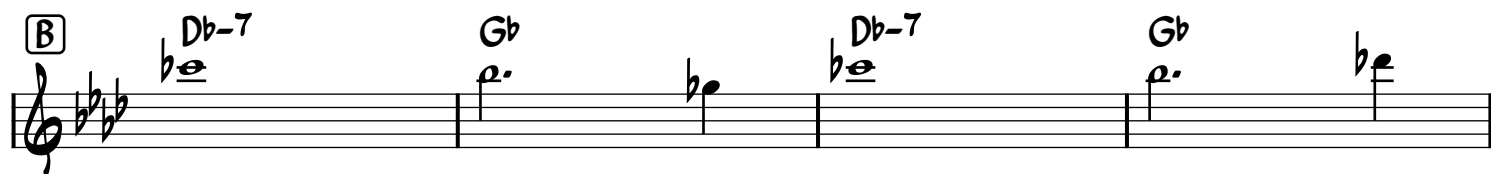
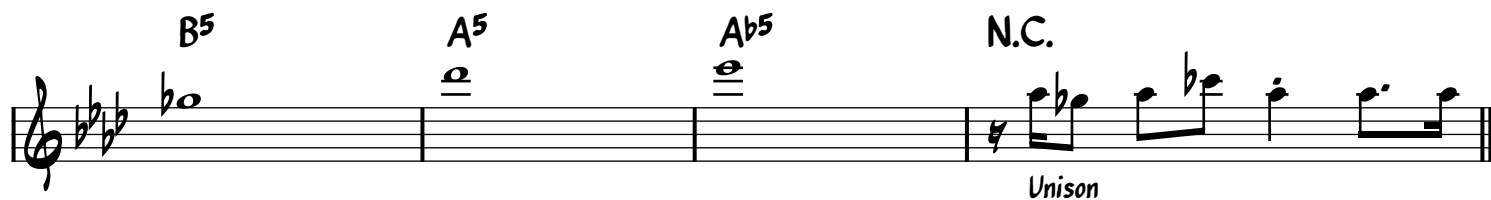
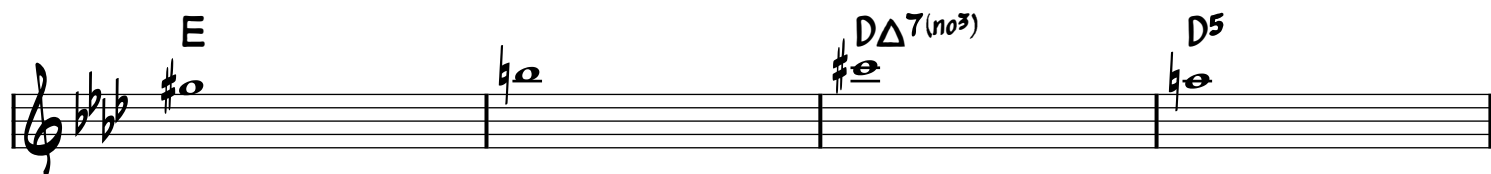
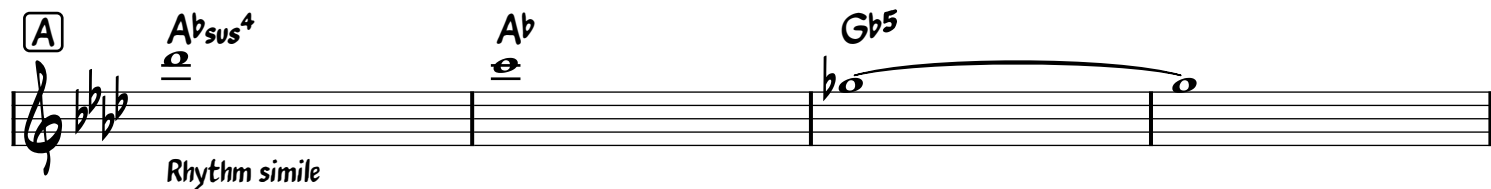
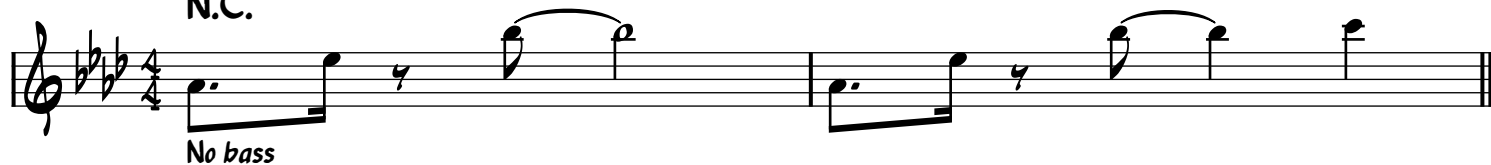
Loop to top

Silence

from F-Zero

Composed by Yumiko Kanki
Transcribed by Mike Matarazzo

$\text{♩} = 156$
N.C.



Dream Chaser

from F-Zero X

Composed by Taro Bando
Transcribed by Mike Matarazzo

Metal, double-time feel ♩ = 145

A F⁵ G⁵

F⁵ G⁵

F⁵ E⁵

B A⁵

(A⁵)

(A⁵)

A^{7no3}

C F5 G5

F5

G5

F5 G5

F5 G5 E/G#

Loop to top

Everybody Falls

from Fall Guys: Ultimate Knockout

Composed by Jukio Kallio & Daniel Hagström

Transcribed by Ben Horkley & Travis Salim

♩ = 152 B

A G A

No drums or bass

B A G B A B A N.C.

Drums in All out

A EΔ⁷ G#-⁷ C#-⁷ D#-⁷ C#-⁷ D#-⁷

All in

EΔ⁷ G#-⁷ BΔ⁷ D#-⁷/A# B-

(B-) A/C# G/D A/E B N.C.

wo! wo! wo! ho!

B A G F G A G F G

No bass

F G E- F G G_{sus}⁴ G

C B A G A B A G A

Bass riff on B

G A F#-/A G/B E- F#-/B

1. Asus⁴/G A 2. Asus⁴/G

D N.C.

(Bass)

B A A#

B N.C.

wool! wool! wool! hoi! wool! wool! wool! hoi!

E E^b F/C B^b B^b/D E^b B^b/D B^b F/A

No drums, bass in

E^bΔ⁷ F/C B^b D-

Drums in

E^bΔ⁷ F/C B^b G-9

F Eb Δ 7 G-7 C-7 D-7 C-7 D-7

All in

Eb Δ 7 G-9 Bb Δ 7

D-7/A Gb/Bb Ab/C

G E Δ 7 G#-7 C#-7 D#-7 C#-7 D#-7

E Δ 7 G#-7 B Δ 7

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

H B A G A B A G A

Bass riff on B

G A F#-/A G/B E- A/B Asus⁴/G A

Loop to top

Hurry Up!

from *Fell Seal: Arbiters Mark*

Composed by Jan Morgenstern

Transcribed by musicalmoose & DoubleMark

♩ = 205

A G_{sus}^2 $A/C\#$ G_{sus}^2 $A/C\#$

C°/Eb C°/Gb $F7\#5$ $F7$

$Bb-$

B $Bb5$ $F-/Ab$ $Eb-$ Db_{sus}^4 $F7$

$Bb-$ $Eb-$ Gb $F7$

C Gb $Ab Bb-$ Ab $Eb-$ Gb $Ab Bb-$ Ab $Eb-$

Gb $Ab Bb-$ Ab $Eb-$ Gb $Ab Bb-$ $F5$

Background simile

D Bb $Db-$

$Ab-$ D

A- F-
C- F7

E ♩ = ♩ Bb-

F Bb5
(2x only)

1.
2. GbΔ7 Ab

G Db Cb- Db D

Db Cb- Db D

H Db- DΔ7b5

Db- DΔ7b5 D7b5

D- EbΔ7b5

D- D+ D7#5

Loop to top

Chaos Temple

from Final Fantasy

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 150

A A- G F / / G /

A- G D7/F# F

B C G A- E-

F Bb Gsus4 G/B

Loop to top

Corneria Castle

from Final Fantasy

Composed by Nobuo Uematsu

Transcribed by Jer Roque

♩ = 100

G D/F# E- B/D#

C C- G E A- D_{sus}⁴ D

Loop to top

Matoya's Cave

from Final Fantasy

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 151

A E- A- C / D D⁷/C G C E- D

B B- E- C D

B- E- F D⁷_{sus}⁴ D⁷

C G C/G GΔ⁷ A-⁷/G G C/G GΔ⁷ A-⁷/G

G C/G GΔ⁷ A-⁷/G G C/G GΔ⁷ B B⁷

Loop to top

Main Theme

from Final Fantasy

Composed by Nobuo Uematsu
Transcribed by Jamin Morden

♩ = 150

A C G/B

D- A/C#

B F G E° A

D- Bb Eb G

Loop to top

Victory

from Final Fantasy

Composed by Nobuo Uematsu
Transcribed by Garrett Hoffman

♩ = 148

Intro

The Intro section is written in 4/4 time with a key signature of three flats (B-flat major/D-flat minor). It consists of four measures. The first measure contains a sixteenth-note scale: B-flat, A-flat, G-flat, F, E-flat, D, C, B-flat. The second measure contains a sixteenth-note scale: A-flat, G-flat, F, E-flat, D, C, B-flat, A-flat. The third measure contains a triplet of eighth notes: A-flat, G-flat, F. The fourth measure contains a triplet of eighth notes: E-flat, D, C. Chord symbols are placed above the notes: A-flat above the first measure, Fb/Cb above the first note of the third measure, Gb/Db above the first note of the fourth measure, and A-flat above the first note of the fourth measure.

[A]

Section [A] consists of four measures. The first measure has a chord symbol of A-flat above it. The second measure has a chord symbol of Gb above it. The third measure has a chord symbol of A-flat above it. The fourth measure has a chord symbol of Gb above it. The melody features a half-note A-flat in the first measure, followed by eighth-note pairs (G-flat, F) and (E-flat, D) in the second measure, eighth-note pairs (C, B-flat) and (A-flat, G-flat) in the third measure, and a half-note Gb in the fourth measure.

This part of section [A] consists of four measures. The first measure has a chord symbol of A-flat above it. The second measure has a chord symbol of Gb above it. The third measure has a chord symbol of A-flat above it. The fourth measure has a chord symbol of Fb above it. The melody features a half-note A-flat in the first measure, eighth-note pairs (G-flat, F) and (E-flat, D) in the second measure, eighth-note pairs (C, B-flat) and (A-flat, G-flat) in the third measure, and a half-note Fb in the fourth measure. The text "Loop to [A]" is written at the end of the staff.

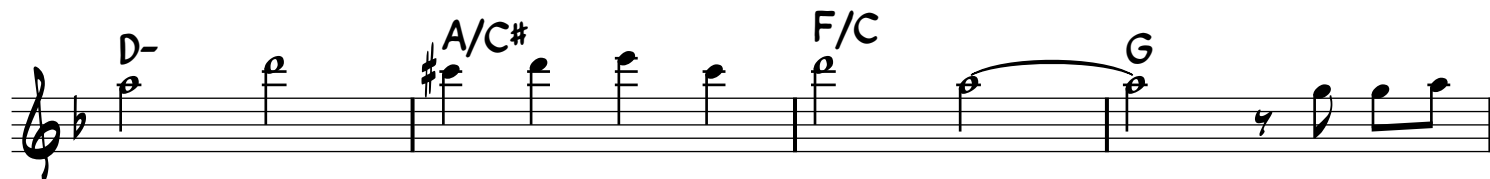
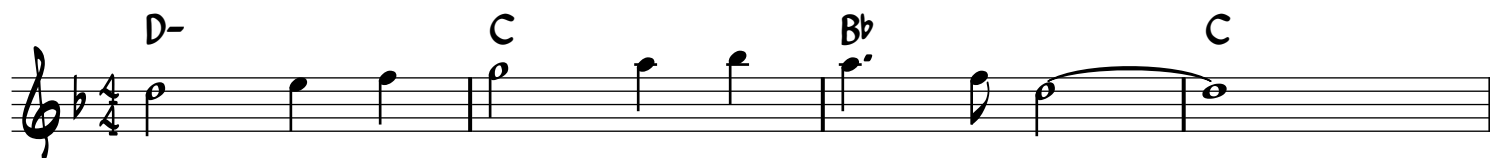
Castle Pandemonium

from Final Fantasy II

Composed by Nobuo Uematsu

Transcribed by JohnStacy

♩ = 132



Loop to top

Town

from Final Fantasy II

Composed by Nobuo Uematsu

Transcribed by AarekMG

$\text{♩} = 80$ **A** B \flat F/A G-7 D/F# E \flat F7 B \flat F7

B \flat F/A G-7 D/F# E \flat F7 B \flat _{sus⁴} B \flat

B G \flat A \flat D \flat B \flat - E \flat -7 F B \flat - B \flat

G \flat A \flat D \flat B \flat - G \flat A \flat F7_{sus⁴} F *a tempo* N.C.
rit. Loop to [A]

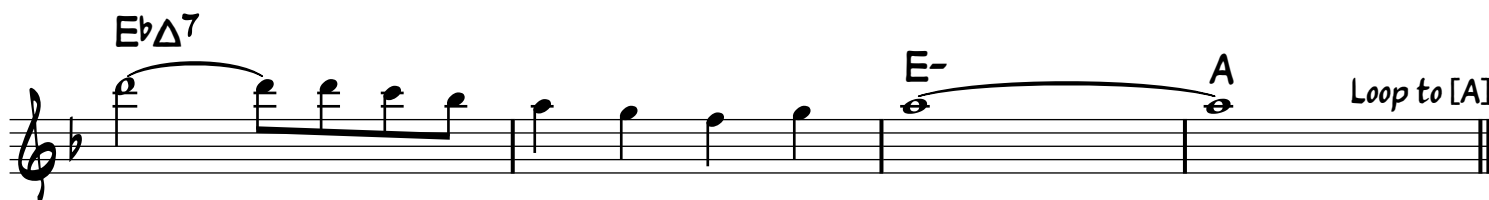
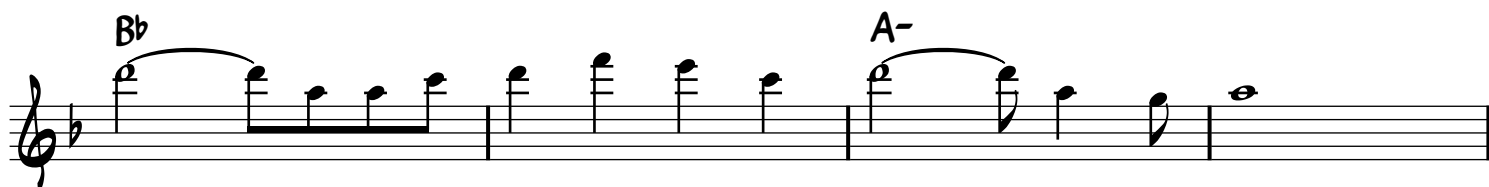
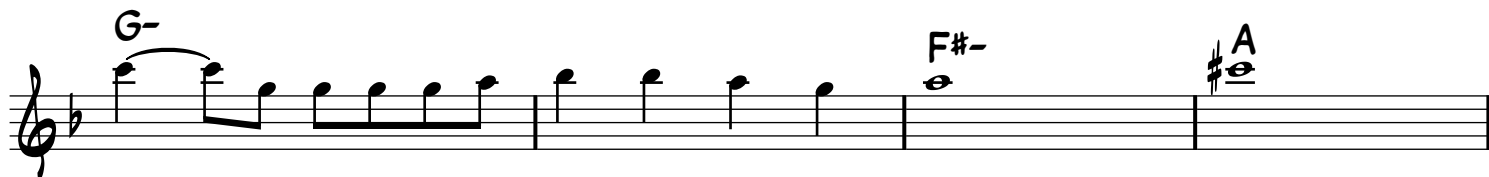
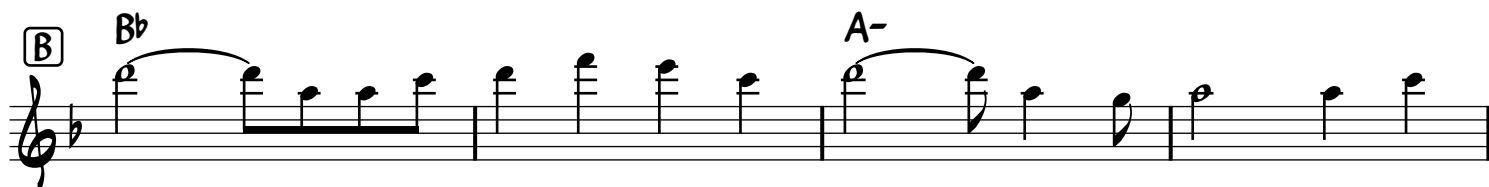
Eternal Wind

from Final Fantasy III

Composed by Nobuo Uematsu
Transcribed by Gregory Orosz

♩ = 120

Intro N.C.



The Invincible

from Final Fantasy III

Composed by Nobuo Uematsu

Transcribed by Ronin Op F

♩ = 155

A C A-7 E-

E^b C-7 G- F D

B B C

B C

B- C

A7 D7

Loop to top

Battle 2

from Final Fantasy IV

Composed by Nobuo Uematsu
Transcribed by Garrett Hoffman

Rock ♩ = 172

Intro

N.C. 6

(Bass)

Bass simile

Db

C7_{sus}⁴

Loop to [A]

Battle 1

from Final Fantasy IV

Composed by Nobuo Uematsu
Transcribed by Bao Vuong

Rock ♩ = 167

[A]

[B] B \flat F/A G-7

C

C7

D-

B \flat F/A

G-7

C \sharp °

E°/A

F/A

E°/A

[C]

F

C

F

D-

A7

D-

1.

2.

[C]

B \flat

A-/B \flat

G-/B \flat

A-/B \flat

B \flat

A-/B \flat

E°7

Loop to [A]

Chocobo-Chocobo

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by Jer Roque

♩ = 140

A

C B \flat C B \flat C B \flat C

C B \flat C B \flat C B \flat C

B

F G 7 C F G 7 C C 7

F G 7 C B \flat D -7 G 7

Loop to top

Edward's Harp

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by John Bergan

♩. = 92

A N.C.

B A-

B \flat

A-

B \flat

G-

C 7

A-

D-

D \flat

C 7 _{sus 4}

C 7

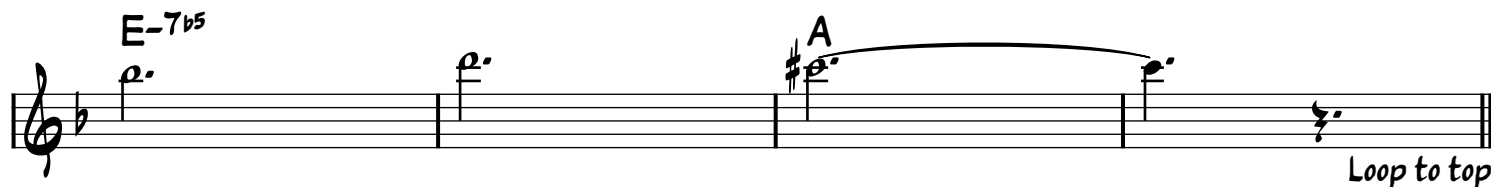
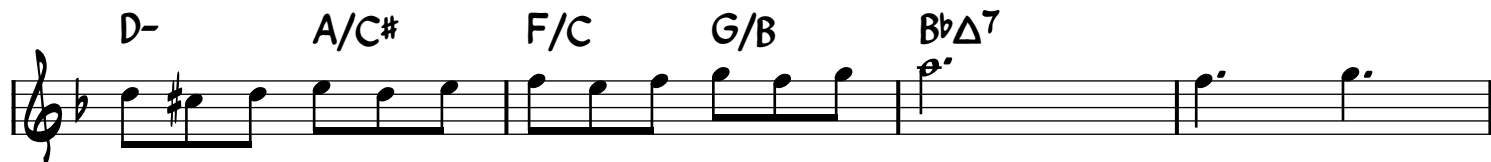
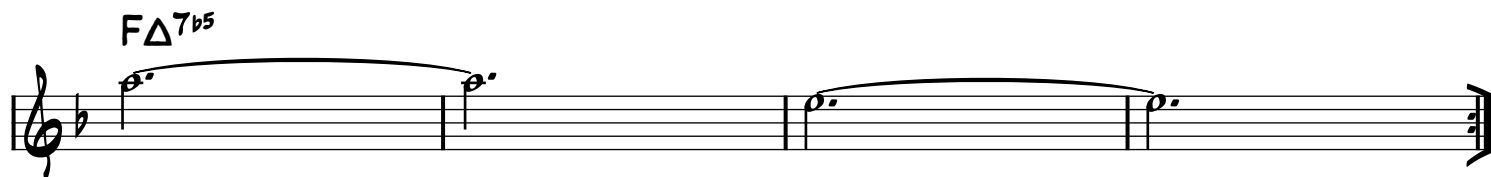
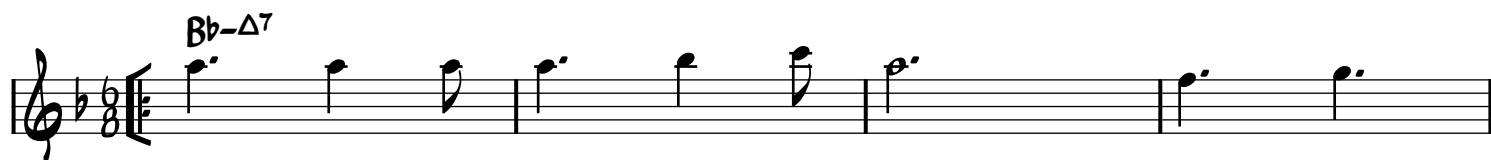
Loop to top

Illusionary World

from Final Fantasy IV

Composed by Nobuo Uematsu
Transcribed by GUIM

♩ = 78



Loop to top

Land of Dwarves

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by Reil Deil Neil

Half-time backbeat ♩ = 130

Intro A-9

D7

**A** A-9

D7



Bass and drums enter

F

A-7

G-7

F-7



C

**B** Bb

Ab



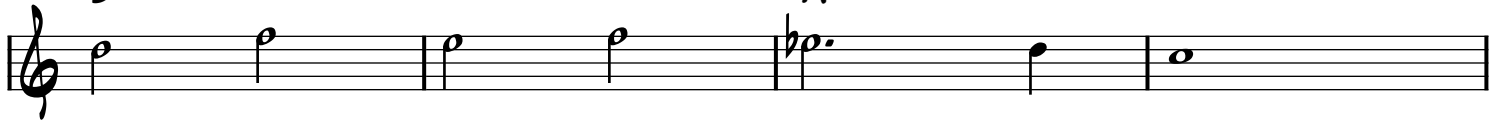
Gb

F



Bb

Ab



D7

Gsus4

G



Loop to [A]

Main Theme of Final Fantasy IV

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by Reil Deil Neil

Half time backbeat ♩ = 140

Intro D- C/D D- C/D D- C/D D- C/D

A D- G7

Bb *Groove simile* D-7

Bb- F

B Eb D-

Eb D-

F Eb-

F Bb

A C A7sus4 A7

Loop to [A]

Red Wings

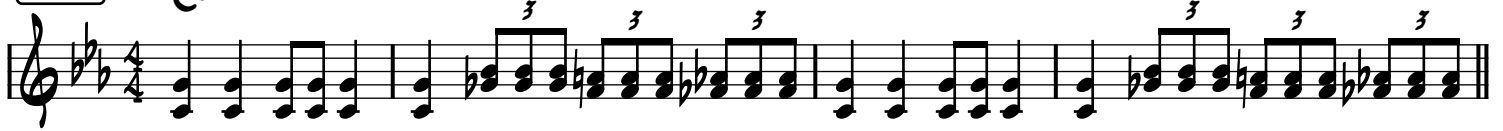
from Final Fantasy IV

Composed by Nobuo Uematsu

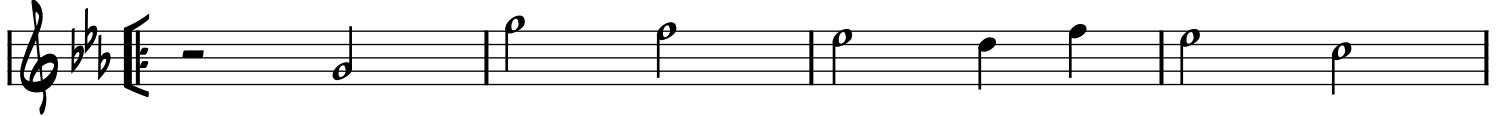
Transcribed by Tristan H

March ♩ = 133

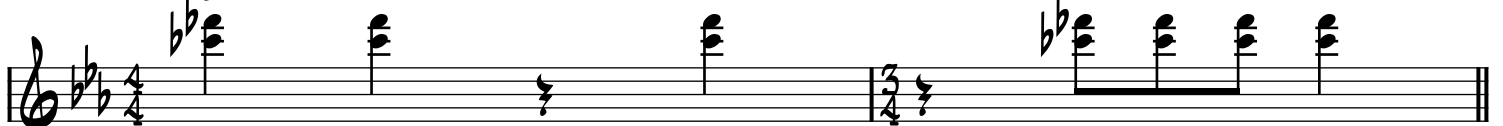
Intro

C⁵

A

C⁵C^{7sus4}A^b/CG^b/CC⁵

B

E^b07E^b07/AE^b07G^b07G^b07/CG^b07D^b7#9

Loop to [A]

Rydia

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by Jer Roque

♩ = 76

A

F

D-7

B \flat Δ ⁹

C_{sus}⁴ C



F

D-7

B \flat Δ ⁹

C_{sus}⁴ C



B

A-

D-

B \flat

F/C C / C⁷



F

D-7

G-

B \flat /C

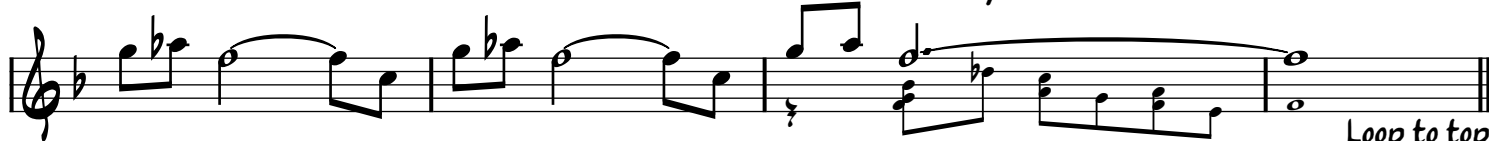


D \flat

B \flat -

F

G-7 \flat ⁵/F F



Loop to top

Theme of Love

from Final Fantasy IV

Composed by Nobuo Uematsu

Transcribed by Bao Vuong

Ballad ♩ = 76

Intro G-9 C7 A-7 D-7

G-7 C7 FΔ7 D7

A G-7 C7 A-7 D-7

G-7 G#o7 A-7 D- D-/C

B BbΔ7 C7/Bb A-7 D- D-/C

Bb G#o7 A C

Loop to [A]

Troian Beauty

from Final Fantasy IV

Composed by Nobuo Uematsu
Transcribed by Ross Kirsling

$\text{♩} = 162$
N.C.

A C B \flat A-7 F Δ ⁹

G E7/G \sharp A- C7/B \flat

B F F \flat F Δ ⁷ F \flat

F- F- \flat F- Δ ⁷ F- \flat \flat

C E7/B F \sharp A- C7/B \flat

C F F \flat F Δ ⁷ F \flat

F- F- \flat F-7 F- \flat

A \flat B \flat 7/A \flat A \flat B \flat 7/A \flat G sus^4 G

Loop to [A]

Battle 1

from Final Fantasy V

Composed by Nobuo Uematsu
Transcribed by Mike Matarazzo

$\text{♩} = 162$ N.C.

[A] D- C7/Bb D-

D- C7/Bb F A7

[B] BbΔ7 A-7b9 G-9 A-7/C D7

[C] G-7 A-7 BbΔ7 C

BbΔ7 Bb-Δ7 Asus4 A7b9

Loop to [A]

Battle at the Big Bridge

from Final Fantasy V

Composed by Nobuo Uematsu
Transcribed by Mike Matarazzo

$\text{♩} = 180$
 Bb_{sus}^2 Bb_{sus}^2/Ab Bb_{sus}^2/Gb Bb_{sus}^2/Ab

Intro Bb_{sus}^2

1. Bb_{sus}^2 $F7\#9$ $E7\#9$ $Eb7\#9$ $D7\#9$

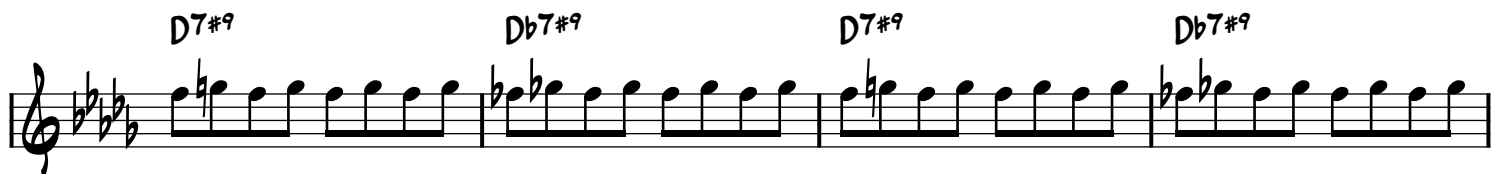
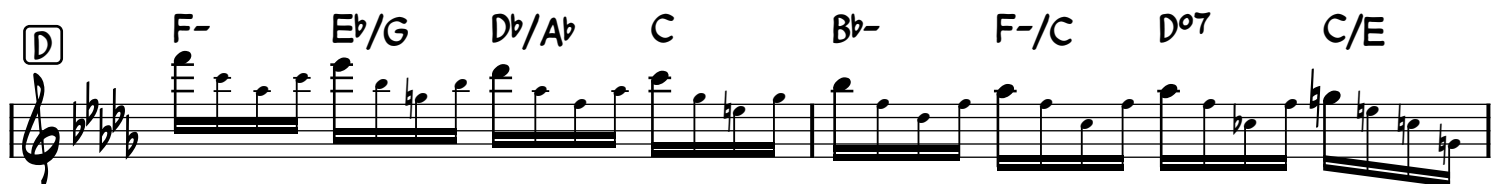
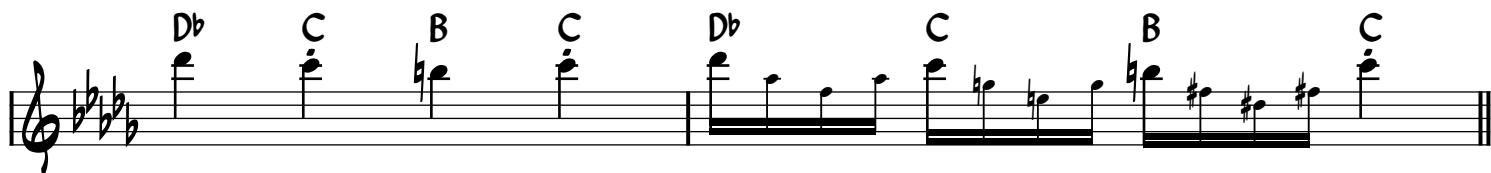
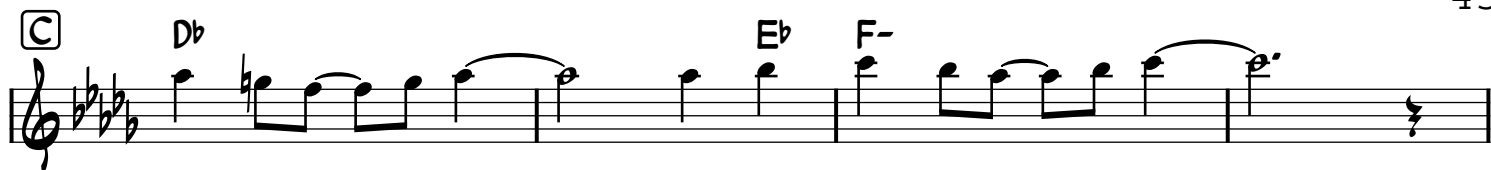
2. Bb_{sus}^2 $F7\#9$ $E7\#9$ $Eb7\#9$ $D7\#9$ $Db7\#9$

$Bb-7$

A $Bb-$ $F7$ 1. Gb Ab 2. Gb Ab

B $F-$ $C7$

Eb Bb

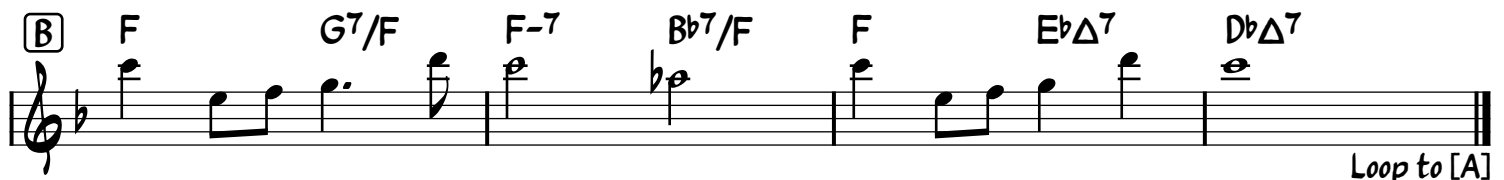
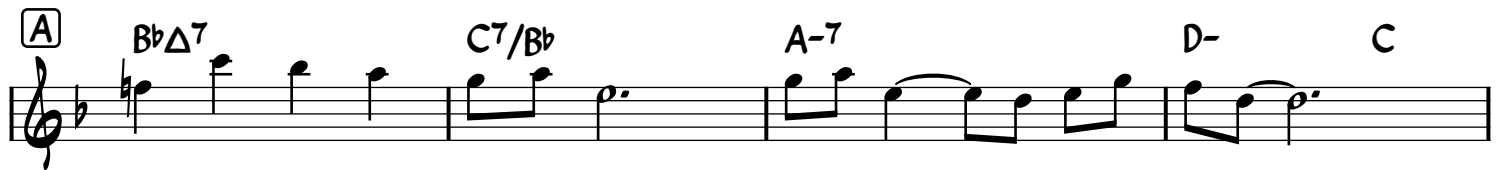
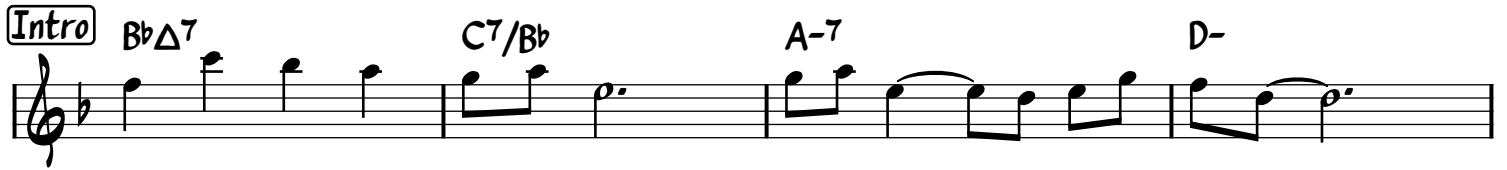
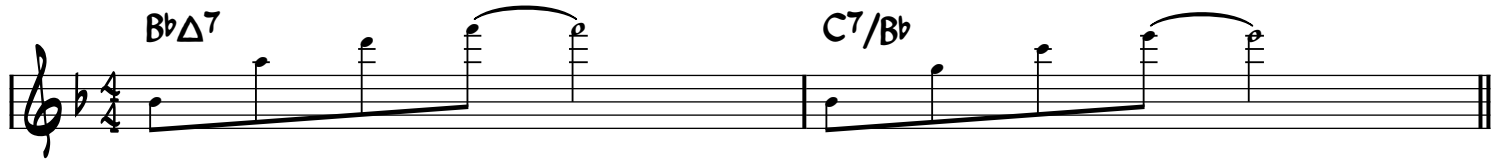


Lenna's Theme

from Final Fantasy V

Composed by Nobuo Uematsu
Transcribed by mkafie

♩ = 80



Main Theme of Final Fantasy V

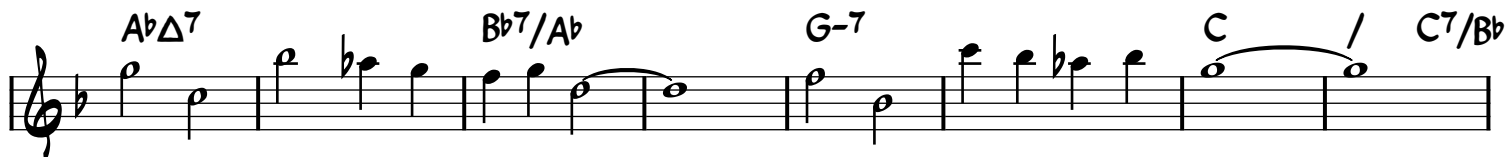
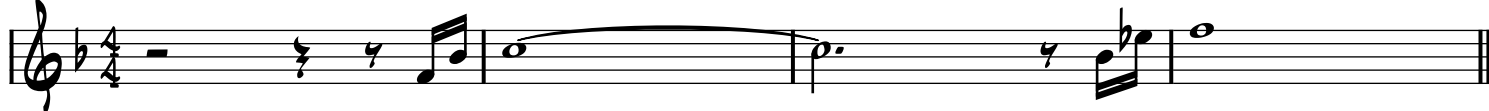
from Final Fantasy V

Composed by Nobuo Uematsu

Transcribed by mkafie

♩ = 140

F F_{sus}⁴ F F_{sus}² F F_{sus}⁴ F F_{sus}² F F_{sus}⁴ F F_{sus}² F F_{sus}⁴ F F_{sus}²



My Home, Sweet Home

from Final Fantasy V

Composed by Nobuo Uematsu

Transcribed by AarekMG

Waltz ♩ = 125

A E- D C D E^{sus4}

E- D C D E-

B E- A G D C

E-/G A G C

E- D C A

E- A G C

Loop to top after D.S.

C E- D E- D

E- D E- A/E G/D C

D.S.

Aria di Mezzo Carattere

from Final Fantasy VI

Composed by Nobuo Uematsu

Lyrics by Yoshinori Kitase, Translation by Ted Woolsey

Transcribed by Jer Roque

$\text{♩} = 75$

G F G F

[A] G B- C B-

A- G F#^{sus4} F# B- D7

§ [B] G B- C B- A- G

1.3. F#^{sus4} F# B- D7 2. D7 E- To Coda

[C] D/F# C/E G/D D7/C G/B D/A G D/F# CΔ⁷/E D E-

A-/C B7 E- C D7 E-

(E-) C A-7 D7 G

D.S. with repeat, then al Coda

⊕ D7 E- C D7 E- E- C A- D7 G

Aria di Mezzo Carattere

Composed by Nobuo Uematsu

from Final Fantasy VI

Lyrics by Yoshinori Kitase

Translation by Brian Gray, Meghan Fitzgerald & Joseph Reeder

Transcribed by Jer Roque & Jonathan Aldrich

$\text{♩} = 70$

G F G F

[A] G B- C B-

A- G F#^{sus4} F# B- D7

§ [B] G B- C B- A- G

1.3. F#^{sus4} F# B- D7 2. D7 E- To Coda

[C] D/F# C/E G/D D7/C G/B D/A G D/F# CΔ⁷/E D E-

A-/C B7 E- C D7 E-

(E-) C A-7 D7 G

D.S. with repeat, then al Coda

⊕ D7 E- C D7 E- E- C A- D7 G

Battle Theme

from Final Fantasy VI

Composed by Nobuo Uematsu
Transcribed by Mike Matarazzo

$\text{♩} = 170$ N.C.

[A] D- Eb D- Eb D- Eb D- Eb

D- Eb D- Eb D- Eb D- Eb

[B] D- Eb D- C- Eb D- Eb D- C- Ab5/Eb

[C] D- Eb D- Eb D- Eb D- Eb

D- Eb D- Eb D- Eb D- Eb

[D] Eb/D D- A7/D D- N.C.

Eb/D D- A7/D D- D- Eb

F Eb D5addb9 F5addb9/C C#7#9 Dsus2 A7

Loop to [A]

Blackjack

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by Tristan H

♩ = 144

N.C. [A] FΔ7 F-7

E-7 D-7

Bb-7 C

1. Eb Csus4 C

2. E- B-

[B] Bb D-

Bb D-

Db C

Db C7

Loop to [A]

Celes

from Final Fantasy VI

Composed by Nobuo Uematsu
Transcribed by AarekMG

Intro ♩ = 120

E- G-

Bb- Eb7 ♩ = 70

rit.

A Ab C- Db C-

Bb- Ab ^{1.} G_{sus}⁴ G C- Eb7/Bb ^{2.} Eb F-

B Cb BbΔ7 Ab Fb Gb7 Ab_{sus}⁴ Ab

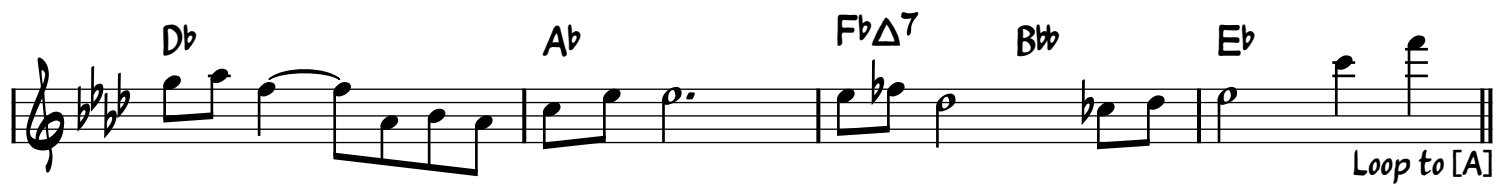
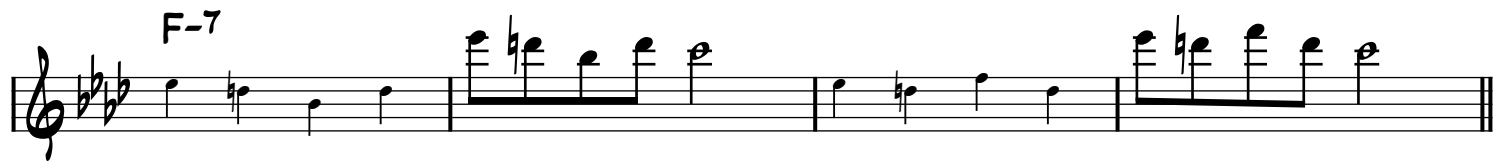
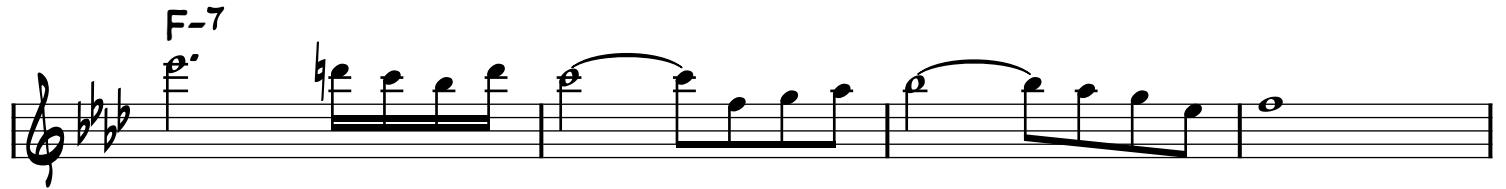
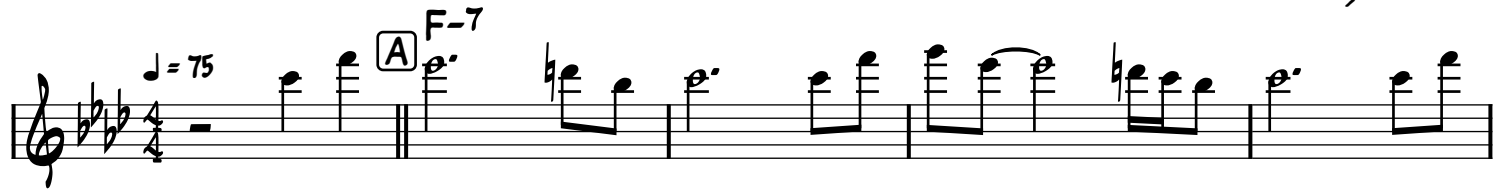
Loop to [A]

Cyan

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG



C F-11b9b13

F-11b9b13

1. N.C. 2. C# D E C#/E# F#-

C# D E C#/E# F#° C°

Half-time ballad ♩ = 90

D F#- E/G# A G E° F#7/E B_{sus}⁴ B-

G#° C#7/G# F#_{sus}⁴ F#-7 D F#-/C#

1. C# C#7_{sus}⁴/B C#7/B

2. C# C#7_{sus}/B C#7/B

Prog rock ♩ = 130

F#-

Loop to [A]

(Bass comp with [A])

Laugh like Kefka

Devil's Lab

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 85
N.C.

(Clanking machine noises)

[A] N.C.

(Bass)

[B] F#- A B F#-

F#- A B F#-

[C] A B D

C# C#/B A Asus⁴ AΔ⁷ A⁷

Loop to [A]

Edgar and Sabin

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 90

A

F#- B/F# F#- B/F# F#- B/F# D E A E/G#

F#- B/F# F#- B/F# F#- B/F# D E F#sus⁴ F#

B D C#- A B- G C# F#-7



D C#- A C#-/G# G



G7



Forever Rachel

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by Jer Roque

A ♩ = 92
A- G F D- A-/C Bb

G- F Eb C- Gsus⁴ G

B C- Bb Ab Eb

F- C-

D7 D7/F# G G7

C C- Bb Ab Eb

DbΔ7 G7 C^{sus4} C

Loop to top

Gau

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 80 [A] D F#-/C# B- E A

E- E-/D C D G#-7b5/D F#-/C#

[B] D F#-/C#

B- F#-/C# D E F#

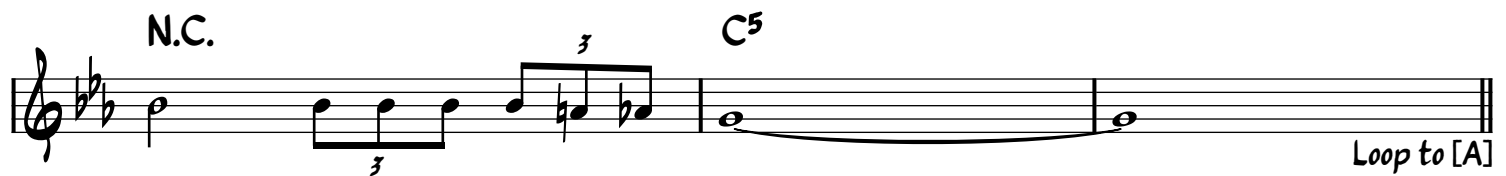
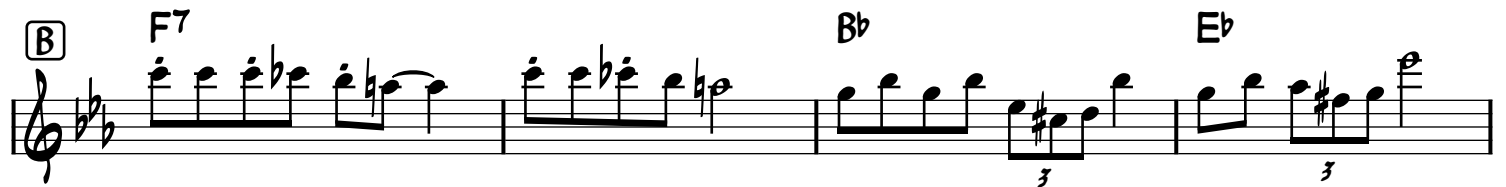
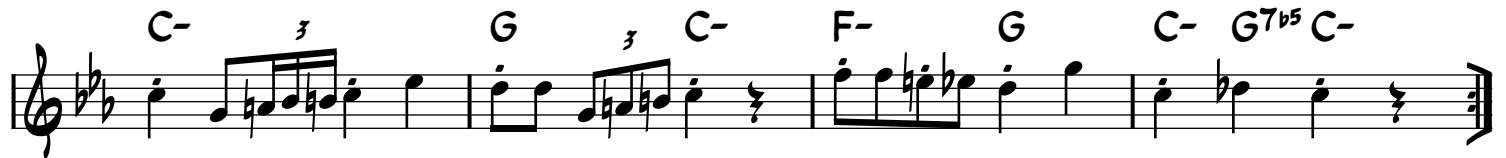
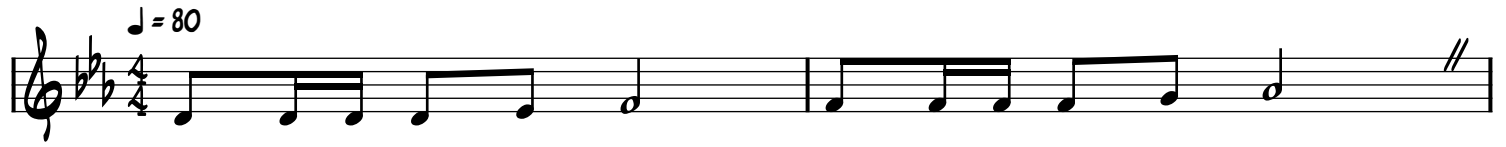
Loop to [A]

Gogo

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG



Johnny C. Bad

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

Swing ♩ = 220

A

Musical score for section A, featuring a complex piano accompaniment with multiple staves of chords and triplets. The score is in G major (one sharp) and 4/4 time. It consists of seven staves of music. The first six staves contain a rhythmic pattern of eighth notes and quarter notes, often grouped in triplets. The seventh staff features a dense texture of chords and triplets. Chord changes are indicated above the staves: A7, D7, E7, D7, A7, D7, and A7.

B

Musical score for section B, featuring a simple piano accompaniment with three staves of chords and eighth notes. The score is in G major (one sharp) and 4/4 time. It consists of three staves of music. The first two staves contain a rhythmic pattern of eighth notes and quarter notes, often grouped in triplets. The third staff features a dense texture of chords and triplets. Chord changes are indicated above the staves: A7, D7, E7, D7, and A7.

C A7

Bass solo

D7 A7

E7 D7 A7

D A7

Play [A] as background

D7 A7

E7 D7 A7

E A7 A7 Bb7 B7 C7 C#7

Background out

D7 A7

Play [A] as background

E7 D7 A7

Loop to top

Kefka

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by Tristan H

♩ = 80

A N.C.

(N.C.)

B Eb- Eb°/Bb Cb

(Cb) N.C. tr

C Eb- Eb°/A Cb

(Cb) N.C. tr

D Eb- N.C. Eb- N.C. Eb- Eb-/Gb Bb7/F

Eb- Gb/Db CbΔ7 Cb7 N.C.

Loop to top

Kids Run Through the City Corner

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 110$

A C A- C E-

F D- B \flat G

C A- E- C 7

F G F $^{\circ}7$ C (C) C 7 /B \flat

Repeat first time only

B F G 7 E- C 7

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

A- D A- B \flat

F G 7 F $^{\circ}7$ C D-7 \flat 5/C

Loop to [A], skip repeat

Locke

from Final Fantasy VI

Composed by Nobuo Uematsu
Transcribed by Jer Roque

$\text{♩} = 140$

A C G/B F/A G/B C

$\text{Eb}\Delta^7$ D-7 Db^7 G7 C |. |. 2. C

B G- F Eb Bb

G- F Eb D- C- Bb Ab

C Gb Bb- F-7 Gb

Gb $\text{Eb}-7$ F/G G7

Loop to top

The Prelude

from Final Fantasy VI

Composed by Nobuo Uematsu
Transcribed by Jer Roque

A
♩ = 80 F^{add2}

The first system of musical notation for 'The Prelude' from Final Fantasy VI. It consists of two staves, treble and bass clef, in a 4/4 time signature with a key signature of one flat (B-flat major). The tempo is marked as quarter note = 80. The first measure is marked with a circled 'A' and the chord F^{add2}. The melody in the treble clef starts on G4 and ascends stepwise to F5. The bass line starts on G2 and ascends stepwise to G3. The system concludes with a double bar line and repeat dots.

D^{-add2}

The second system of musical notation. The treble clef melody continues from the first system, starting on G4 and ascending to F5. The bass line continues from G2 to G3. The system concludes with a double bar line and repeat dots.

B^{badd2}/D

The third system of musical notation. The treble clef melody continues from the second system, starting on G4 and ascending to F5. The bass line continues from G2 to G3. The system concludes with a double bar line and repeat dots.

C^{add2}/E

The fourth system of musical notation. The treble clef melody continues from the third system, starting on G4 and ascending to F5. The bass line continues from G2 to G3. The system concludes with a double bar line and repeat dots.

D^{bΔ7}

The fifth system of musical notation. The treble clef melody continues from the fourth system, starting on G4 and ascending to F5. The bass line continues from G2 to G3. The system concludes with a double bar line and repeat dots.

E^bΔ⁷

[B] F^{add2} D^{-add2}

Background cont. simile

F^{add2} D^{-add2}

B^badd² C^{add2}

D^bΔ⁷ E^bΔ⁷

Loop to [B]

Relm

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩ = 70 [A] C^bΔ⁷ F^b/C^b C^b C^b D^b-7/C^b C^b

[B] C^b F^b/C^b C^b

(C^b) D^b-7/C^b C^b

[C] A^b- E^b- F^b C^b_{sus}⁴ C^b

A^b- E^b- F^b B^{bb} G^b_{sus}⁴ G^b

Loop to [A]

Searching for Friends

from Final Fantasy VI

Composed by Nobuo Uematsu

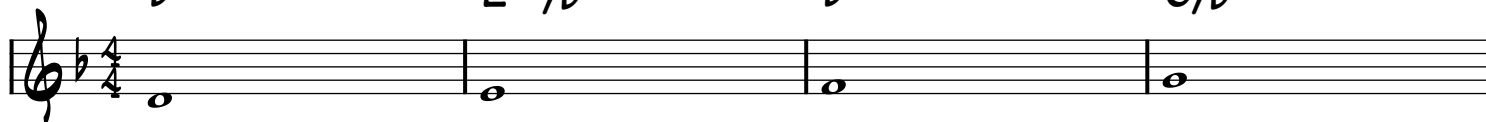
Transcribed by DoubleMark

$\text{♩} = 124$
D-

E-7/D

D-7

G/D



[A] D-

B \flat Δ 7

A sus^4

F

B \flat Δ 7

G-7

G/A

A



D-

B \flat Δ 7

A-7/C

A-7

G7

A7

D-

D sus^4

D



[B]

B \flat Δ 7

C7/B \flat

A-7

D-



G-7

C7

F

D-7



B \flat Δ 7

C7/B \flat

A-7

D



G-7

E \flat Δ 7

A \flat

F-7



G/A

A7



Loop to [A]

Shadow

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

♩. = 58

A-



Slam Shuffle

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by AarekMG

Swing 8ths ♩ = 114

D-



A

D-



(D-)



F-



D-



B

A7



D7



N.C.

D-



Loop to [A]

Terra

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by Jer Roque

♩ = 80

D- **A**D- A- D- A-

F C B \flat G- ^{1.}D- ^{2.}D-

B F C F C

D- A- B \flat G- D-

C F B \flat G- C

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

Loop to [A]

Terra

from Final Fantasy VI

Composed by Nobuo Uematsu
Transcribed by Jer Roque

$\text{♩} = 80$
C#-

A C#- G#- C#- G#-

E B A F#- C#- C#-

B E B E B

C#- G#- A F#- C#-

C E A F#- B

G#- C#- F# A/B B C#-

Loop to [A]

The Day After

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by John Bergan

♩ = 115

A D- E/D E^b/D D

D-add9

B D-add9

Rhythm simile

F G A7sus4 A7

D-add9

Loop to top

The Decisive Battle

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by JohnStacy

A ♩ = 106
D-

B D- C Bb A-7 G- A7sus4 A7

C Bb C D- C7 F/A C Bb C Gsus4 G

Loop to top

The Mystic Forest

from Final Fantasy VI

Composed by Nobuo Uematsu

Transcribed by DoubleMark

$\text{♩} = 120$

D- D-#5 D-6 D-#5 D- D-#5 D-6 D-#5

A D- D-#5 D-6 D-#5 D- D-#5 D-6 D-#5

D- D-#5 D-6 D-#5 Eb F⁹/Eb Eb Eb⁶

Eb F⁷ Eb C-/Eb D- D-#5 D-6 D-#5

D- D-#5 D-6 D-#5

B B^b G- B^b B^b/D

F F⁶ F⁷ F Δ ⁷ F F⁶ F Δ ⁷ F⁷

B^b G- A^b b₂ b₂

B^b C D-⁷_{b5}/C F/C D-⁷_{b5}/C

Loop to [A]

Aerith's Theme

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩ = 72

G^{add9} *D-/A* *G^{add9}* *D-/A*

No bass

G *D-* *E^b* *C-* *G*

Bass in

A *E-* *B-/D* *C* *G/D*

B-/D *C*

B-/D *C*

B *G* *C^{add9}* *E-7* *A-/C* *B-* *E-* *D/F#* *C/G*

D/A *C/D* *C* *A-* *G*

N.C.

Loop to top

Birth of a God

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩ = 184
Intro D⁵

(D⁵)

G/D D- G/D D-7

Backgrounds simile

E-7/D N.C.

Backgrounds out

Huge bend down and back!

A D- E-/D D- D_{sus}⁴

Backgrounds as intro

D- E-/D D- G/D

B D-

Backgrounds as intro

Cid's Theme

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by JohnStacy

A $\text{♩} = 90$
F-

B Ab Eb/G F- Ab/Eb

Loop to top

Costa Del Sol

from Final Fantasy VII

Composed by Nobuo Uematsu
Transcribed by Jer Roque

Bossa ♩ = 118

D-7 G7 D-7 G7

D-7 G7 D-7 G7

A D-7 G7 D-7 G7

C-7 F7 C-7 F7

D-7 G7 D-7 G7

C-7 F7 C-7 F7

B BbΔ7 EbΔ7 BbΔ7 EbΔ7

CΔ7 D7 CΔ7 D7

Loop to top

J-E-N-O-V-A

from Final Fantasy VII

Composed by Nobuo Uematsu
Transcribed by TheMetricRebel

Intro $\text{♩} = 180$ N.C. A^{7b5}/G

Background simile

A G^- A^{7b5}/G G^-

Bb^- F^-

D^- A^-

C^- G^-

B Bb C/Bb Db/Bb Eb/Bb

F

Loop to [A]

Let the Battles Begin!

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by sigmabeta & Jer Roque

Orchestral battle theme ♩ = 178

Bb- Ab- Bb- Ab- Bb- Ab-Bb- / Ab- / /



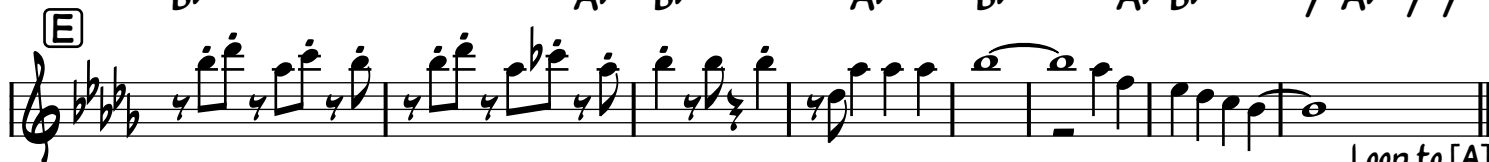
Bb- Ab- Bb- Ab- Bb-/A Bb-/Ab



8va until [E]



Bb- Ab- Bb- Ab- Bb- Ab-Bb- / Ab- / /



Loop to [A]

On Our Way

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by mkafie

A ♩ = 70
C

C A- D- G E-

F F- C A- D- D-7b5 G7

F F- C A- D- D-7b5 G7

C A- D- G E-

C A- D- G E-

F F- C A- D- G7 C

F F- C A- D- G7 C

B C A- D- G7sus4 G7

C A- D- G7sus4 G7

E- A- D- G7

E- A- D- G7

C A- D- G7

C A- D- G7

Loop to top

One-Winged Angel

from Final Fantasy VII

Composed by Nobuo Uematsu
Transcribed by Tristan H

♩ = 120

A N.C./A

1. N.C.

2. N.C./E

Comp with [A]m1 until [D]

B N.C./A

C N.C./A

(N.C./A)

D N.C./G /F /Eb

/D /Cb /Bb /Ab /G /C /D /D# N.C./E

E N.C./G

G- p F-/G p

Background simile
Let chords ring

D/G Db/G G- Ab-/G Bb/G E/G

J F7#11 A-6

A- E A-/C A- A-6/E

K F7 F#07 G-add2 F-add2 Ab-add2 G-add2

F-add2 Bb-add2 F7 F#07

G-add4 /F /Eb Db6 EbΔ7 /F /G AbΔ9 N.C.

L N.C.

G- (Previous figures continue)

(G-) Loop to [F]

The Oppressed

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by Reil Deil Neil

Reggae, swing 8ths ♩ = 134

Chords: Eb-9, FbΔ9, Eb-9, FbΔ9

(Bass)

Chords: Eb-9, FbΔ9, Eb-9, FbΔ9

Rhythm simile

[A] Chords: Eb-9, FbΔ9, Eb-9, FbΔ9

Chords: Eb-9, FbΔ9, Eb-9, FbΔ9

[B] Chords: Eb-9, F-9, Eb-9, CbΔ9, Db9

Chords: Eb-9, F-9, Eb-9, CbΔ9, Db9

[C] Chords: Eb-9

[D] N.C.

ix only

(Bass)

(N.C.)

Loop to top

Those Who Fight Further

from Final Fantasy VII

Composed by Nobuo Uematsu
Transcribed by Jer Roque

Rock shuffle ♩. = 170

Intro D-



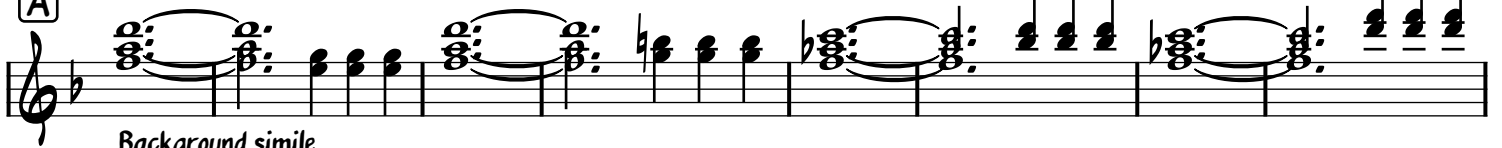
F-



A

D-

F-



Background simile

D- A F C B \flat G-/D A 7 /C \sharp D-

B



C

D-

A 7

D-



D-

A 7

D-



D

C

F

C

F

D

G-

D

E \flat



E

G-



D-



F G-

Background simile

D-

G G-

Background simile

D- F G C A7

D-

F-

Loop to [A]

Tifa's Theme

from Final Fantasy VII

Composed by Nobuo Uematsu

Transcribed by mkafie

Ballad ♩ = 80

A B \flat E \flat -/B \flat B \flat E \flat -/B \flat

1. B \flat 2. B \flat F-7

B B \flat add9 E \flat -/B \flat B \flat add9

B \flat add9 D-add9 E \flat G-/D C-

C-add9 F7 B \flat

A \flat G- 1. C 2. C

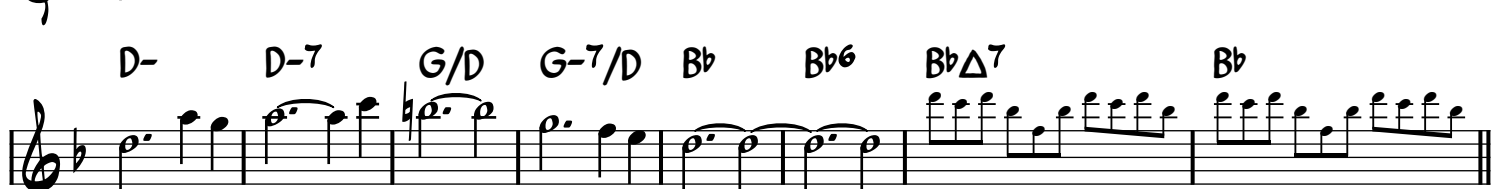
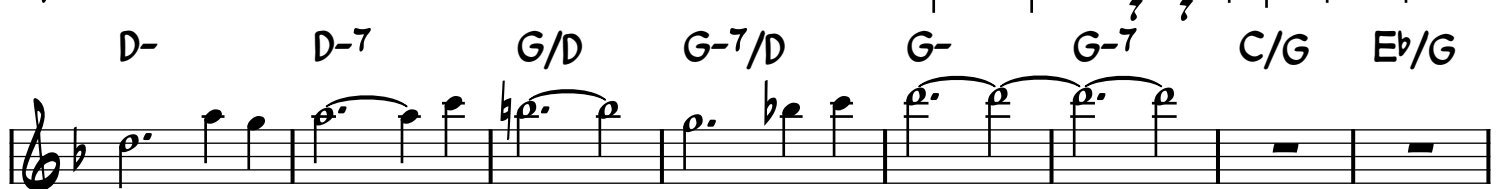
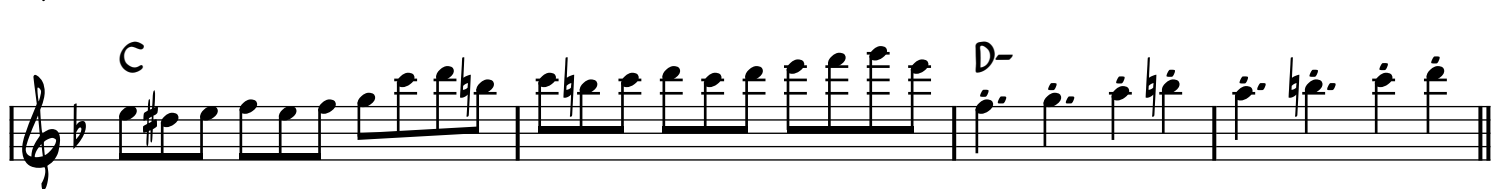
Loop to top

Don't Be Afraid

from Final Fantasy VIII

Composed by Nobuo Uematsu
Transcribed by AarekMG

♩ = 165
N.C.



Loop to [A]

Eyes on Me

from Final Fantasy VIII

Composed by Nobuo Uematsu

Transcribed by Amy Hsieh

Intro

$\text{♩} = 90$

C_{sus^4} $F\Delta 7\#11$ $D-9$

$Bb\Delta 7\#11$ $A-9$ $G-7$ Bb/C C

Verse

F $D-$ $Bb6$ C_{sus^4} C

F $A-$ Bb C_{sus^4} C $D-$ $A-$

^{1.} Bb F Eb $D-$ $B-7b5$ $Bb-6$

^{2.} Bb C_{sus^4} C^7/Bb F/A

$G-11$ $C^7_{sus^4}$ F $C-7$ F^7

Chorus

Chorus

B \flat F

E \flat C 7 F C- 7 F 7

B \flat A- 7 D

G- 7 B \flat /C C B \flat 6 F

1x Ignore repeat

2x to [Chorus]

3x to Coda.

Interlude

Interlude

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

B \flat F/A G- 7 B \flat /C C C $^{\#0}$

Verse 2

Verse 2

D- A-/C B \flat 6 C $^{\text{sus}4}$ C

D.S. al Coda

⊕ F Δ 7 $^{\text{add}2}$

rit.

Fisherman's Horizon

from Final Fantasy VIII

Composed by Nobuo Uematsu

Transcribed by AarekMG

Ballad ♩ = 74

Intro

Ab Bb- Dbadd9/Ab Ab Bb/F Dbadd9 Gb

Ab Ab/Db Eb7/Bb Ab

[A]

Ab GbΔ7 Db-6 Bb-7b5 Ab F-9

C- Db6 F-7/Bb GbΔ7 Bb- F-7 Db7

1.

Bb-7 Eb/Db Db Ab GbΔ7 FbΔ9

2.

Bb-7 Bb-7b5/Fb F- Gbadd9

[B]

Ab Bb- C-7 Gb/Db F- F/G C7sus4 C7

F-7 Db13/Cb Bb-7 Bb-Δ7 G-7/D

Db-6 Gb Ab / / Eb7/Db Eb7/G

Loop to [A]

Shuffle or Boogie

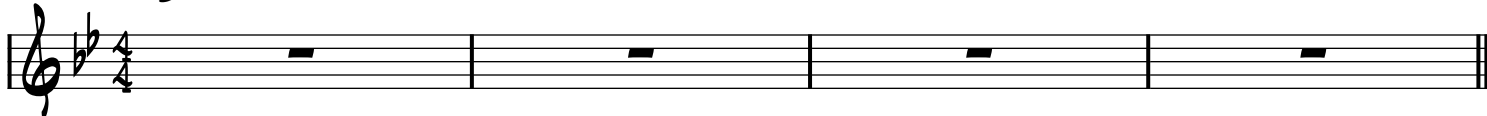
from Final Fantasy VIII

Composed by Nobuo Uematsu

Transcribed by AarekMG

Swing ♩ = 120

Intro

B \flat 7

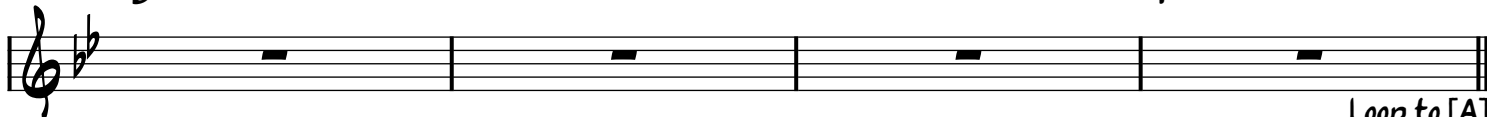
A

B \flat 7B \flat 7E \flat 7B \flat 7E \flat 7B \flat 7

F7

E \flat 7B \flat 7

F7



Loop to [A]

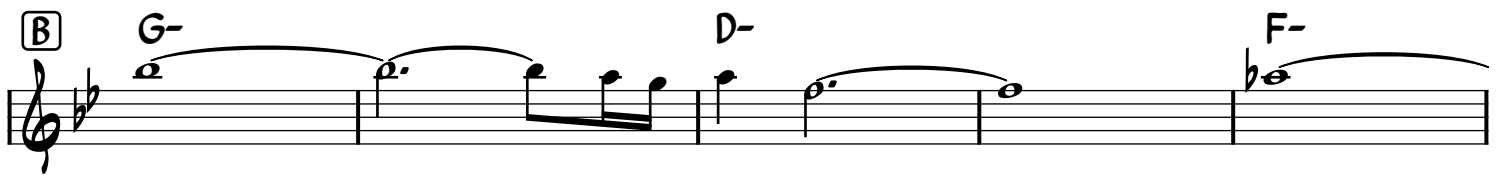
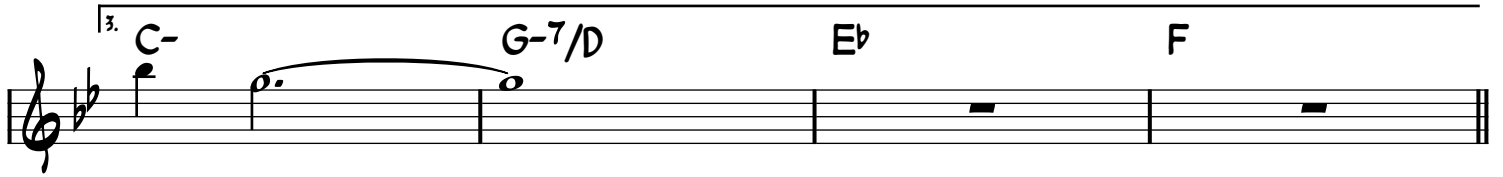
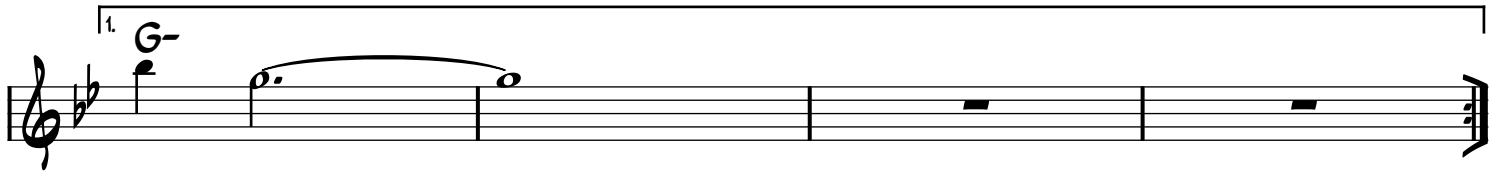
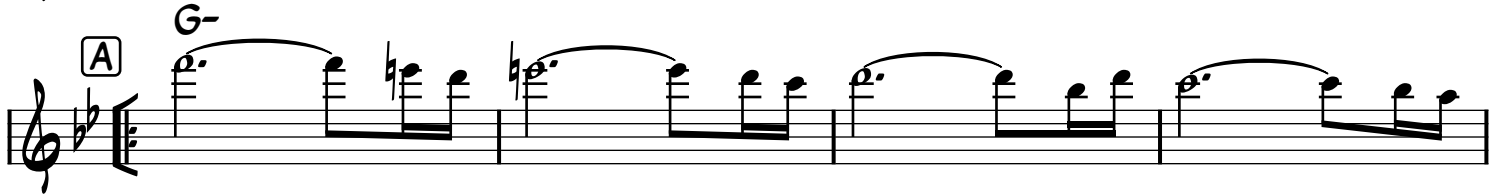
The Man with the Machine Gun

from Final Fantasy VIII

Composed by Nobuo Uematsu

Transcribed by AarekMG

$\text{♩} = 120$
G-



Loop to top

Waltz for the Moon

from Final Fantasy VIII

Composed by Nobuo Uematsu
Transcribed by Jer Roque

Waltz ♩ = 168

A B \flat

B \flat G- E \flat F B \flat D- E \flat F

Repeat 8va

^{1.} G- D- E \flat B \flat C-/G C $^{\circ}$ /G G-

E \flat F G- F 7 /A B \flat E \flat B \flat E \flat

^{2.} G- D- E \flat F B \flat /D E \flat E $^{\circ}$ F

B \flat E \flat B \flat E \flat B \flat

B Eb Bb

F7 Bb

Eb D-7 G7 C-7

Bb/F Eb/Bb Eb-/F Bb

C N.C.

Loop to [A]

Battle 1

from Final Fantasy IX

Composed by Nobuo Uematsu
Transcribed by Mike Matarazzo

$\text{♩} = 160$ N.C.
Bass and rhythm

[A] D-
Bass and rhythm simile

1. BbΔ7 C7
Bass and rhythm simile

[B] D-
Bass and rhythm simile

Bb Bb/C D-
Bass and rhythm simile

[C] Bb G-7 C A-7
Bass and rhythm simile

Bb G7/B C A7/C#

[D] D-7 G- C7 F

D-7 G7/B Csus4 C7
Loop to [A]

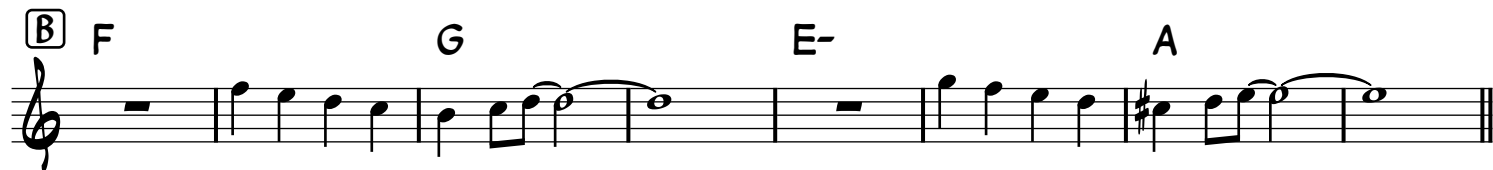
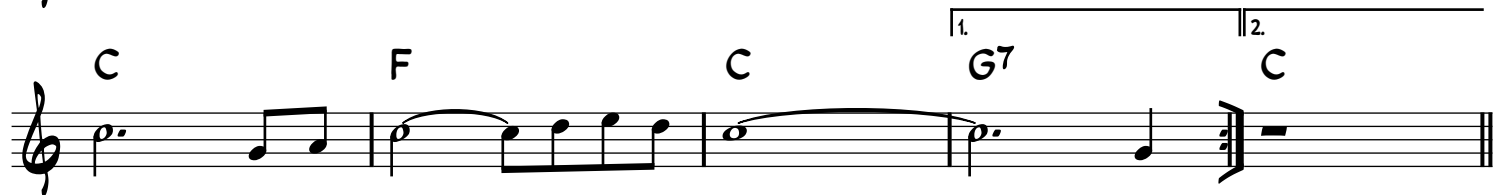
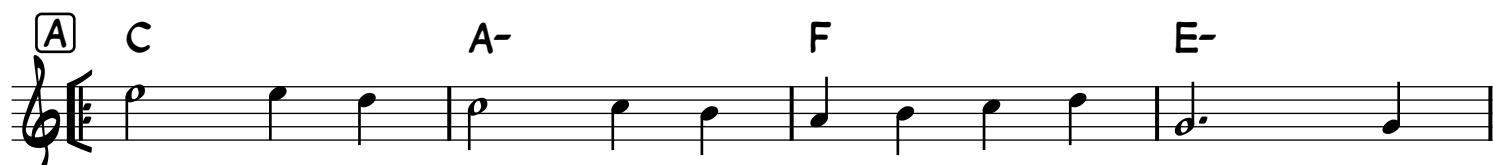
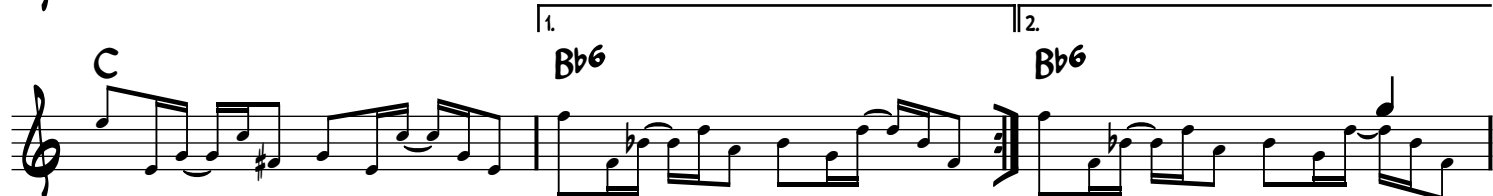
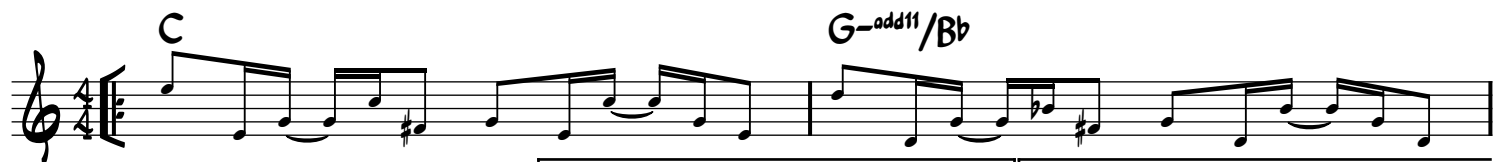
Crossing Those Hills

from Final Fantasy IX

Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩ = 100



Loop to [A]

Melodies of Life

from Final Fantasy IX

Composed by Nobuo Uematsu

Lyrics by Ciomi

Transcribed by Iandrum

Ballad ♩ = 68

Intro A E/G# F#- B-7 C#-7 B- C#- D-6 A

A A F#- D C#-7 D A B- Esus⁴ E

C#-7 F#-7 B-7 D- A D DΔ⁷ B-7 Esus⁴ E

B A F#- D C#- D A B- Esus⁴ E

C#-7 F#-7 B-7 D- A D A

C D E C#- F#

B- F#-/A GΔ⁷ E- F#- D Esus⁴ E⁷

D A C#- E/D D B- D/A E/G# E

A C#- D B- G⁶ B-/E E⁷
 To Coda

[E] A B- C#- F#-
 D Δ ⁷ C#-7 F#- C#-/E D B-7 C#-7

N.C. F#- B- B-/E A

[F] A F#- D C#- D A B- Esus⁴ E
 C#-7 F#-7 B-7 D- A D A
 D.S. al Coda

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

A C#- D B- G⁶ B-/E E⁷

A D/A A C#-7/G# F#- F#-7/E
 D A/C# B- A G D/E A

Rose of May

from Final Fantasy IX

Composed by Nobuo Uematsu

Transcribed by Ross Kirsling

♩. = 65

Intro

F

E \flat

G-



F

E \flat

G-



A

G-

F

B \flat /F

F

G-

E \flat E $^{\circ}$ E \flat 

G-

F

B \flat /F

F

E \flat

C-/G

F

G-



B

F

B \flat

F

F \sharp°

G-



F

B \flat

C

F



C

F 7 /E \flat B \flat

F

F \sharp°

G-



D

G-/D

A 7 D 7 

Loop to [A]

Vamo' alla Flamenco

from Final Fantasy IX

Composed by Nobuo Uematsu

Transcribed by DoubleMark

♩. = 91

Intro

D-add9

B \flat Δ 7/D

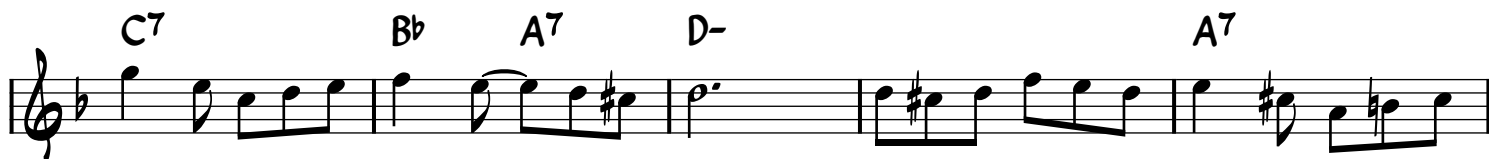
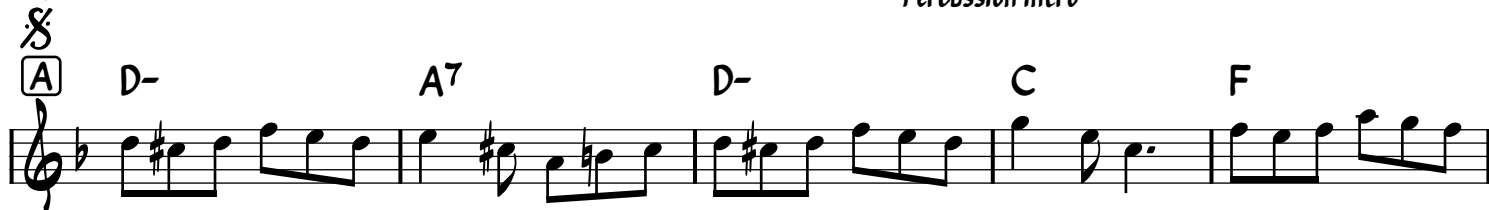
B-7 \flat 5/D

B \flat Δ 7/D

D-add9



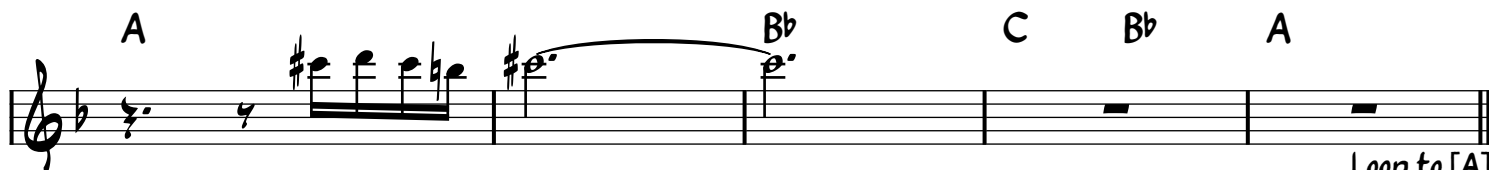
Percussion intro



To Coda



D.S. al Coda



Loop to [A]

You're Not Alone

from Final Fantasy IX

Composed by Nobuo Uematsu

Transcribed by JohnStacy

♩ = 142

D- B \flat D- B \flat 7 D- D_{sus}⁴ D- B \flat A-

A D- A- D- B \flat F G B \flat Δ⁷ F/A G- G#^o7 A

D- A- D- B \flat A- F⁷ B \flat Δ⁷ F/A G- A- D- D-

1. 2.

B D- F G B \flat D- F A- A⁷

B \flat Δ⁷ F B \flat F/A G- D-/F G- A- B \flat

D- F G B \flat D- F A- A⁷

B \flat Δ⁷ F B \flat F/A G- D-/F G- A- D-

Loop to top

Suteki Da Ne (Isn't It Wonderful?)

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by Amy Hsieh

$\text{♩} = 70$
N.C.

D- G- F E \flat D- C-7 F B \flat / D sus^4 D

E \flat F D-7 G- C-7 D- G-

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

G- F B \flat F E \flat D- C sus^4 C 1., 3. 2., 4.

B B \flat F G- E \flat B \flat F E \flat

B \flat F G- E \flat B \flat D- E \flat

D- E \flat D-

To Coda

C E^b F D- G- C-7 F B^b D E^b F

D- G- C-7 D- E^bΔ7 D-/F

G- A-7/G G- A-7/G G- A-7/G G-

D.S. al Coda

⊕ E^b C- G- D-/G

N.C. G^{sus}2

To Zanarkand

from Final Fantasy X

Composed by Nobuo Uematsu

Transcribed by mkafie

$\text{♩} = 90$

A- G F G F E-

F E- D- Bb

[A]

A- F Δ 7 G C A- F Δ 7 G C

A- F Δ 7 G C F Δ 7 G D- E- F

[B]

D- Bb C A- E- B- D- Esus⁴ E

E- C D B- F#- C B- B-7 E

Loop to [A]

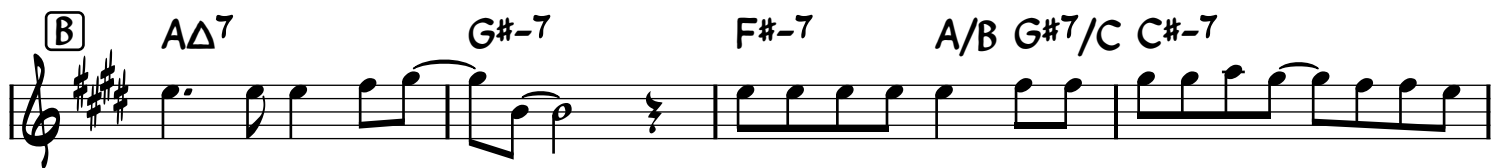
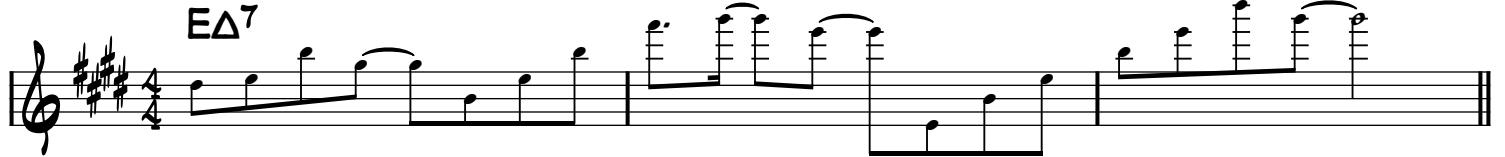
1000 Words

from Final Fantasy X-2

Composed by Noriko Matsueda & Takahito Eguchi

Transcribed by AarekMG

Pop ballad ♩ = 102



C A Δ 7 A/B C#-7 E/G#

A Δ 7 B $_{sus}^4$ B C $^{\circ}$ C#-7 B/D#

² B/D# A Δ 7 B $_{sus}^4$ B C# $_{sus}^4$ C#

D F#-/A G#-/B, A/C# B/D#

E $_{sus}^4$ E F#-7 E/G# C#-7

E A Δ 7 A/B C#-7 G#-7/D#

A Δ 7 B $_{sus}^4$ B C $^{\circ}$ C#-7 B/D#

² A Δ 7 A/B C# $_{sus}^4$ B/D#

C#-/E C# $_{sus}^4$ /F# Freely C# $_{sus}^4$ C#

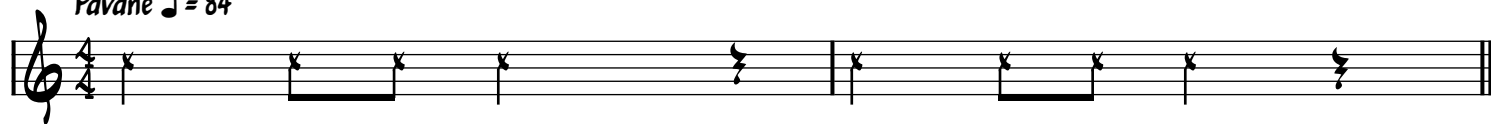
Ronfaure

from Final Fantasy XI

Composed by Nobuo Uematsu

Transcribed by zdmajor7

Pavane ♩ = 84



A A- F E- F C G G#°7 A-



Rhythm simile

A- F E- F C G A- G A- G A-



(A-) FΔ7 E-7 F C G G#°7 A-



(A-) FΔ7 E-7 F C G A- G A-



B A- F G A- F



A- F G A- F



C A- F E- F C G G#°7 A-



A- F E- F C G A- G A-



[D] C G / / G⁷ A- E-
 F C D- E-
 F C D⁶ E
 [E] A- F E- F C G G^{#o7} A-
 A- F E- F C G A- G A- G A-
 [F] A- A-⁷ D A-⁷
 D A-⁷ D
 F E-
 D F G⁷ A-⁷ B⁷/A B^bΔ⁷/A A / A- /
 A-⁷ B⁷/A B^bΔ⁷/A A

Loop to [C]

Selbina

from Final Fantasy XI

Composed by Naoshi Mizuta

Transcribed by AarekMG

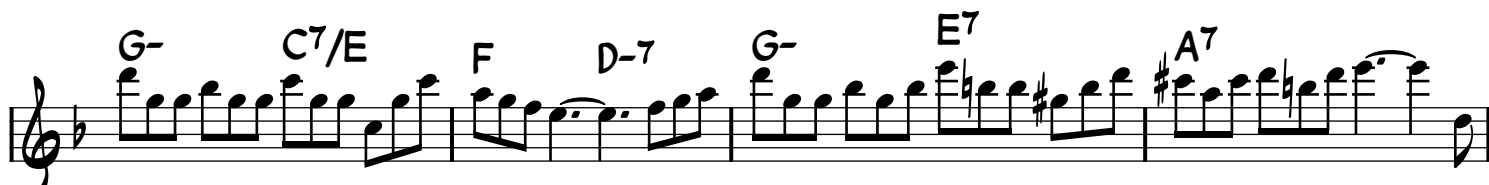
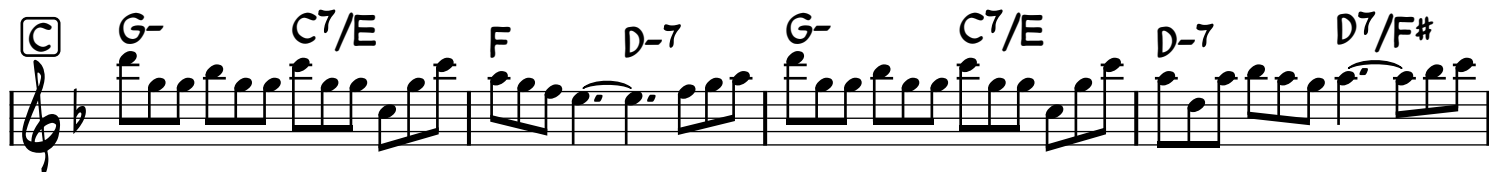
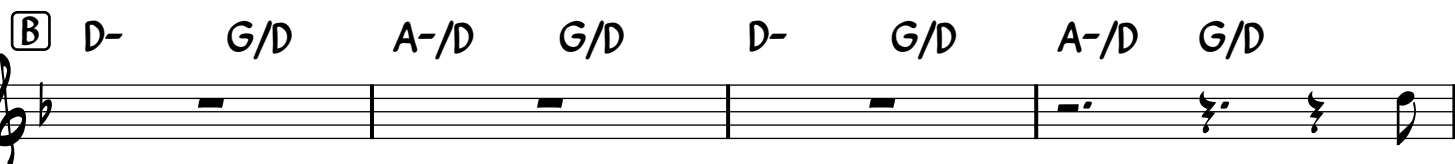
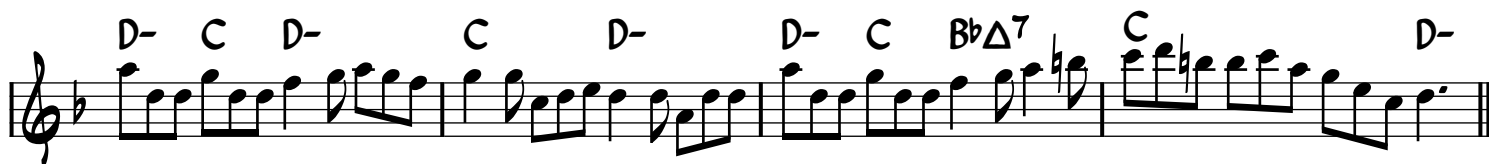
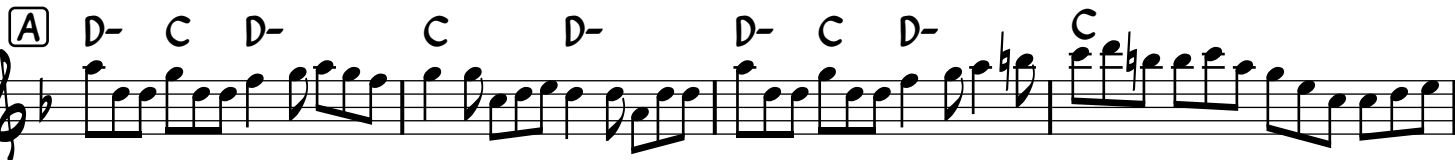
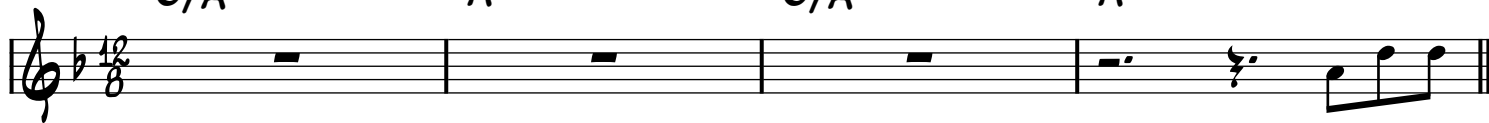
Jig ♩. = 106

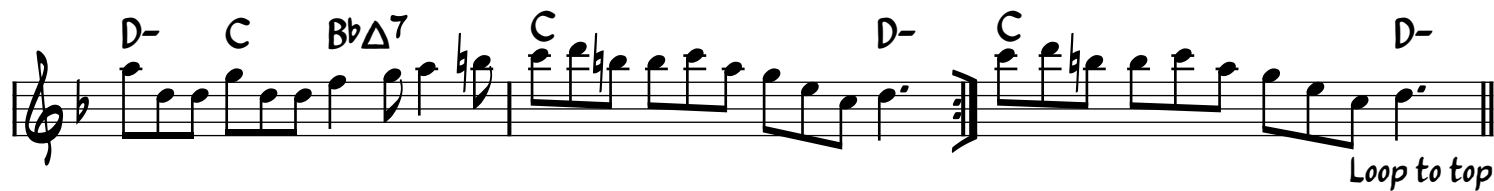
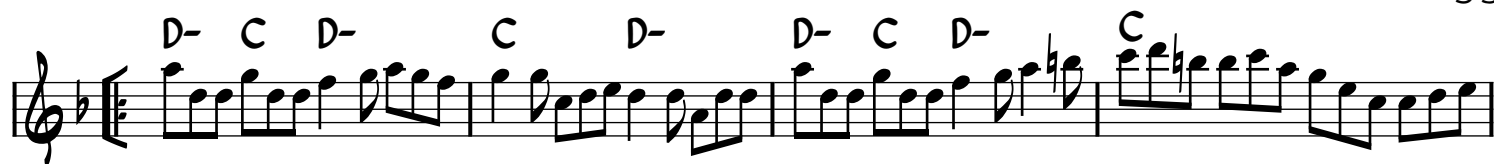
G/A

A

G/A

A





The Yaschas Massif

from Final Fantasy XIII

Composed by Masashi Hamauzu

Transcribed by musicalmoose & DoubleMark

Bossa ♩ = 80

CΔ7 Db6 CΔ7 Db6

[A] CΔ7 D-7

(D-7) G9 CΔ7 B7#5 CΔ7

[B] B-7b5 E7#5 A-9

D13 D-7 Db13#11

[C] CΔ7 C7add13 FΔ7 F-7

E-7 A9 D-9 G13

CΔ9 DbΔ13 CΔ7 Db6

Loop to [A]

Ruby Sunrise

from Final Fantasy XIV: A Realm Reborn

Composed by Masayoshi Soken

Transcribed by Nathan Ford

Latin ♩ = 110

A $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$ $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$

$G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$ $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$

B $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$ $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$

$G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$ $G\Delta^7$ $G\#^{\circ 7}$ $A-7$ $D7$

C^{1.} G $G\Delta^7$ $G7$ C/G $C-/G$

G $G\Delta^7$ $G7$ C/G $C-/G$

^{2.} G $G\Delta^7$ C/G $C-/G$

G $G\Delta^7$ C/G $C-/G$

Loop to [A]

Answers

from Final Fantasy XIV

Composed by Nobuo Uematsu
Transcribed by AarekMG

Somber ♩ = 70

A N.C.

Gently ♩ = 80

D-

Rhythm in, no percussion

B G- Eb F G- Eb F Bb D-/A

C Eb F G- Eb F Bb

D G- F/G Eb/G G- F/G Eb/G G-

All in, with intensity

Close in the Distance

from Final Fantasy XIV: Endwalker

Composed by Masayoshi Soken & Jason Charles Miller

Transcribed by AarekMG

Rock ♩ = 85

C Δ 7 A-7 F Δ 9 C Δ 7 A-7 F Δ 9

Drums out

A C Δ 7 A-7 F Δ 9

C Δ 7 A-7 F Δ 9

C Δ 7 A-7 F Δ 9

C Δ 7 A-7 F Δ 9

B F Δ 9 G F Δ 9 G

F Δ 9 G F Δ 9 E-7

C C Δ 7 A-7 F Δ 9

Drums in

C Δ 7 A-7 F Δ 9

D F Δ^9 G F Δ^9 G

F Δ^9 G F Δ^9 E-7

E F Δ^9 G A-7 G

F Δ^9 G A-7 G¹³ G^{b13}

F Δ^9 G A-7 G

F Δ^9 G A-7 G G/F#

F F Δ^7 C⁶/E C-add⁹/E^b G/D

C#-7^{b5} C Δ^7 D^{add9}/F# B^{sus4} B

Loop to top

Blackbosom

from Final Fantasy XIV: Heavensward

Composed by Masayoshi Soken

Transcribed by Nathan Ford

♩ = 120

A $D\flat\Delta^7$ C^7 $F-7$ $B\flat^7/D$ $D\flat\Delta^7$ $C-7$ $B\flat-7$ C_{sus^4} / C

$D\flat\Delta^7$ C^7 $F-7$ $B\flat^7/D$ $B\flat-7$ $A\flat\Delta^7$ G^7 C_{sus^4} / C

To Coda

N.C.

² N.C.

B $B\flat-$ $B\flat-\#5$ $B\flat-$ $B\flat^+$ $D\flat^0$ $D\flat-$

$D\flat^0$ $D\flat-$ $B\flat^7_{sus^4}$ $C^7_{sus^4}$ C^7

D.C. al Coda

$D\flat\Delta^7$ $E\flat_{sus^2/4}$ $E\flat$ $B\flat/C$

Civilizations

from Final Fantasy XIV: Shadowbringers

Composed by Masayoshi Soken
Transcribed by Iandrum

♩ = 92

A C^{add9}E^bΔ⁷A^bΔ⁷F⁷_{sus}²C^{add9}E^bΔ⁷A^bΔ⁷

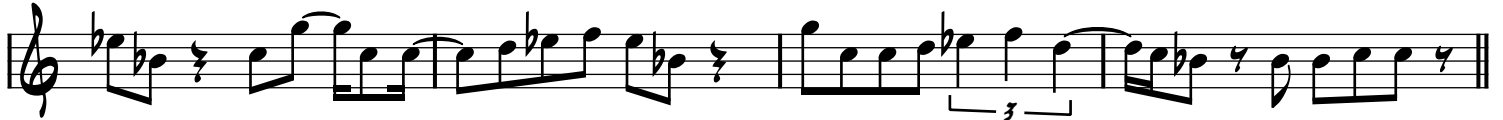
F-7

D^bΔ⁷B C^{add9}E^bΔ⁷A^bΔ⁷F⁷_{sus}²C^{add9}E^bΔ⁷A^bΔ⁷

F-7

D^bΔ⁷C C^{add9}E^bΔ⁷A^bΔ⁷F⁷_{sus}²C^{add9}E^bΔ⁷A^bΔ⁷

F-7

D^bΔ⁷D C^{add9}E^bΔ⁷A^bΔ⁷F⁷_{sus}²

(Solo)

C^{add9}E^bΔ⁷A^bΔ⁷

F-7

D^bΔ⁷

(Background)

E C^{add9} Eb Δ 7 Ab Δ 7 F-7

(Solo ends, drums out)

F C^{add9} Eb Δ 7 Ab Δ 7 F7^{sus2}

C^{add9} Eb Δ 7 Ab Δ 7 F-7

G C^{add9} Eb Δ 7 Ab Δ 7 F7^{sus2}

C^{add9} Eb Δ 7 Ab Δ 7 F7^{sus2}

H C^{add9} Eb Δ 7 Ab Δ 7 F7^{sus2}

C^{add9} Eb Δ 7 Ab Δ 7 F-7 Db Δ 7

C C- C

Neath Dark Waters

from Final Fantasy XIV: Shadowbringers

Composed by Masayoshi Soken

Transcribed by AarekMG

$\text{♩} = 80$

$A7_{sus^4}$ $D-7$ $E-7$ $A7_{sus^4}$ $D-7$ $E-7$

A $A7_{sus^4}$ $D-7$ $E-7$ $A7_{sus^4}$ $D-7$ $E-7$

$A7_{sus^4}$ $D-7$ $E-7$ $A7_{sus^4}$ $D-7$ $E-7$

$C7_{sus^4}$ $F-7$ $G-7$ $C7_{sus^4}$ $F-7$ $G-7$

$C7_{sus^4}$ $F-7$ $G-7$ $C7_{sus^4}$ $F-7$ $G-7$

B $Bb7_{sus^4}$ $C-7$ $F-7$ $Eb-7$ Ab^9

8va on repeat

$Bb7_{sus^4}$ $C-7$ $^1 F-7$ $Eb-7$ Ab^9 $^2 Eb7/D^b$ E^b E^b7

C **F#-7** **E^b-7^{b5}/F** **E-7** **A⁷_{sus⁴}** **A⁷**

D#-7^{b5} **D-6** **C#-** **F#**

B-7 **C#-7** **DΔ⁹**

D.C.
Loop to top

Crimson Sunrise

from Final Fantasy XIV: Stormblood

Composed by Masayoshi Soken

Transcribed by AarekMG

$\text{♩} = 63$

A G G⁷/F E^b D- G G⁷/F E^b D-

Drum intro

G G⁷/F E^b D- C- D- G^{sus}⁴ G

B E^b D- C- D-

E^b D- A^b F^{sus}⁴

C E^b F D- G- E^b F C- D- E^b F

D- G- E^b F G- C⁷ E^b F G^{sus}⁴ G

D E^b F^{sus}⁴ F G^{sus}⁴ G- E^b F^{sus}⁴ F G^{sus}⁴ E^b F

D- G- C- D- E^b C- D- G^{sus}⁴ G

Loop to [A]

Where the Heart Is

from Final Fantasy XIV: A Realm Reborn

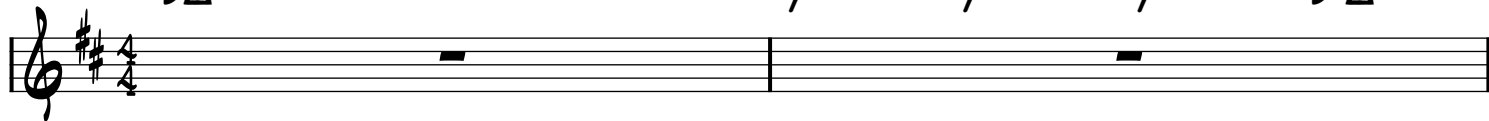
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Transcribed by AarekMG

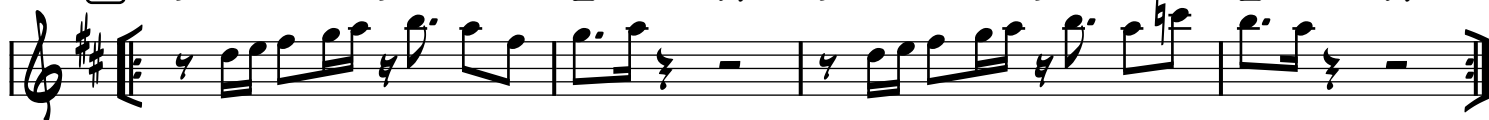
♩ = 93

DΔ⁹

DbΔ⁷



[A] D D#^{o7} E-⁷ A⁷ D D#^{o7} E-⁷ A⁷



AbΔ⁷

BbΔ⁷

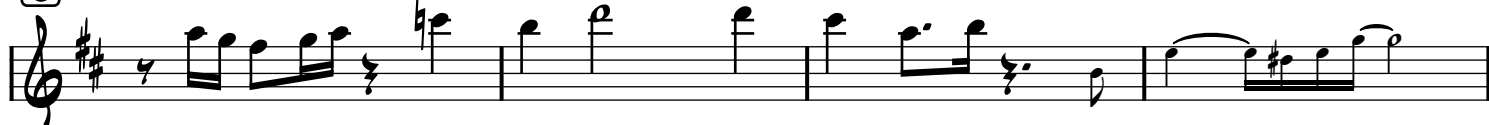
D⁷/C



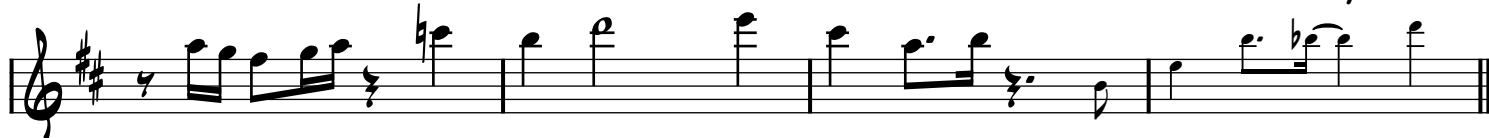
[B] D D#^{o7} E-⁷ A⁷ D D#^{o7} E-⁷ A⁷



[C] D D#^o E-⁷ G- F#-⁷ B-⁷ E- G-/Bb



D D#^o E-⁷ G- F#-⁷ B-⁷ E- G-/Bb

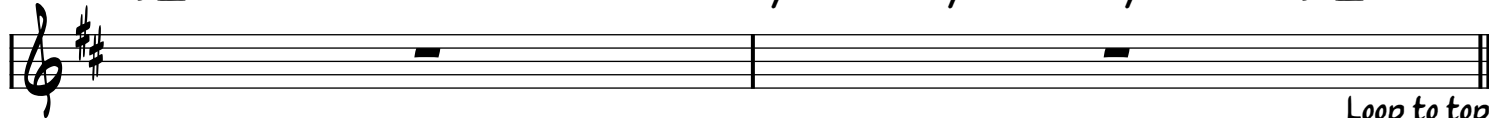


[D] D D#^{o7} E-⁷ A⁷ D D#^{o7} E-⁷ A⁷



DΔ⁹

DbΔ⁷



Loop to top

Galdin Quay (Restaurant)

from Final Fantasy XV

Composed by Tetsuya Shibata

Transcribed by Tristan H

Bossa ♩ = 130

CΔ7 FΔ7 CΔ7 FΔ7

A CΔ7 FΔ7 CΔ7 FΔ7

C/E C-/Eb D-7 G7

G-7 C7 FΔ7 F-7

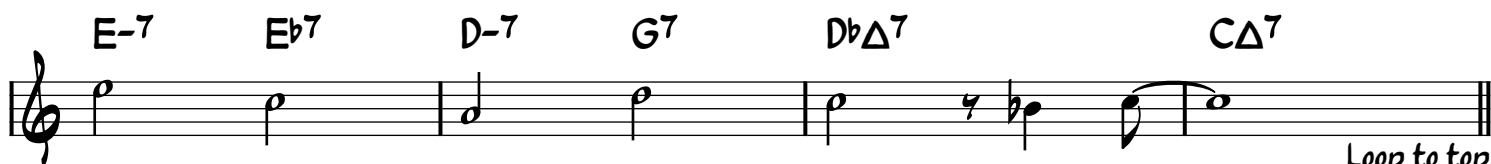
E-7 Eb7 D-7 G7

B CΔ7 FΔ7 CΔ7 FΔ7

E-7 A7 D-7 G7

G-7 C7 FΔ7 F-7

E-7 Eb7 D-7 G7 DbΔ7 CΔ7



Loop to top

Main Theme from FINAL FANTASY

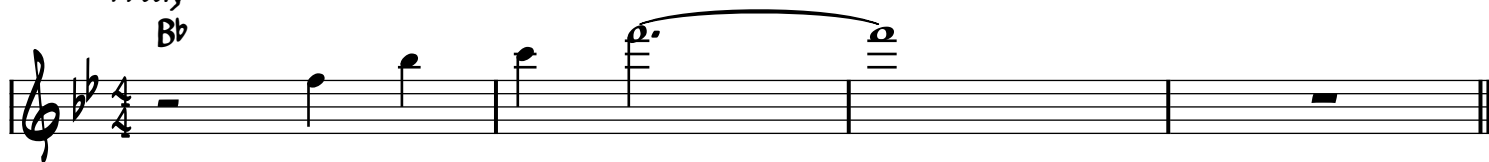
from Final Fantasy XV

Composed by Nobuo Uematsu

Transcribed by Jer Roque & zdmajor7

Freely

B \flat



March ♩ = 96

A

B \flat

F/A

E \flat /G

D-/F

E \flat

C/E

F $_{sus^4}$

F



C-

G/B

C-

B $^{\circ}7$

C-

C 7

B \flat /F

F



B

E \flat

B \flat /D

C-/E \flat

G 7

C-



F 7 /A

F 7

B \flat /D

G- 7

C- 7

F 7

B \flat



E \flat

B \flat

C-

G 7

C-



D \flat

B \flat

C- 7

B \flat -

G \flat Δ^7

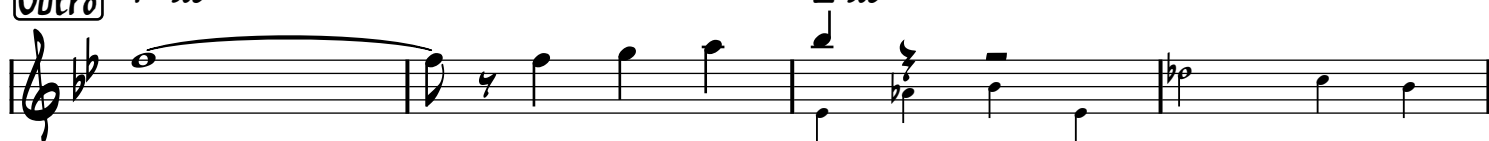
E \flat - 7



Outro

F 7 $_{sus^4}$

E \flat $_{sus^4}$



A \flat $_{sus^4}$

B \flat



Up for the Challenge

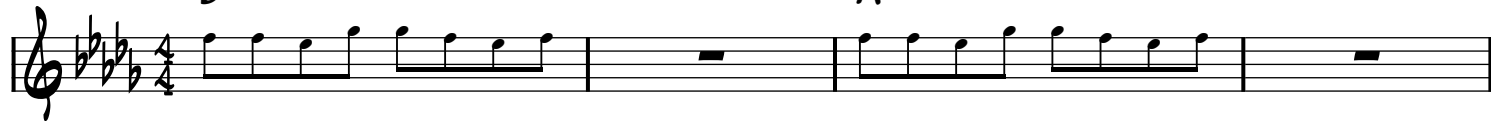
from Final Fantasy XV

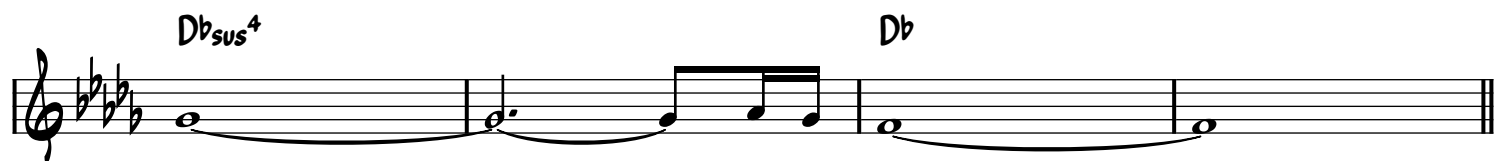
Composed by Yoko Shimomura

Transcribed by AarekMG

♩ = 176
Bb-

Ab





Loop to top

Valse di Fantastica

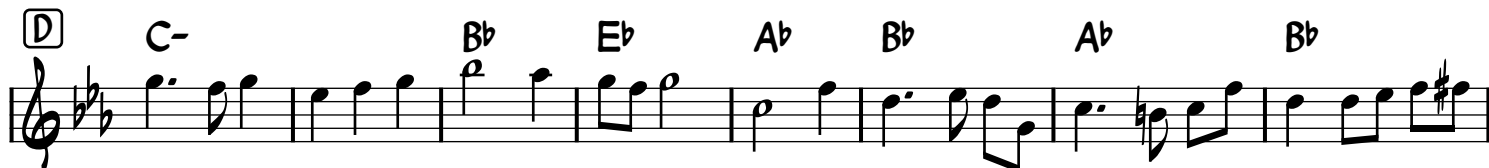
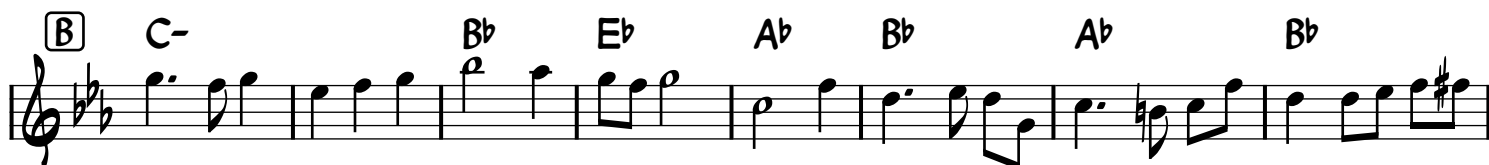
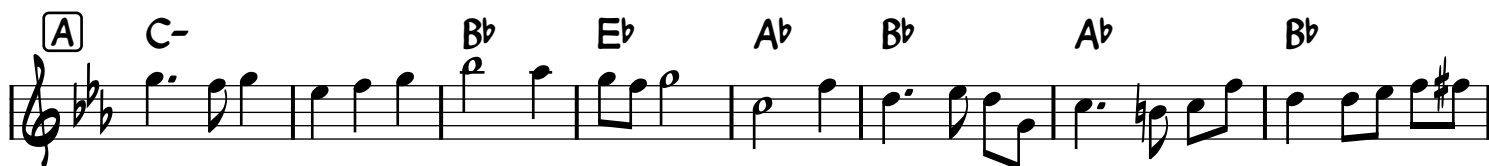
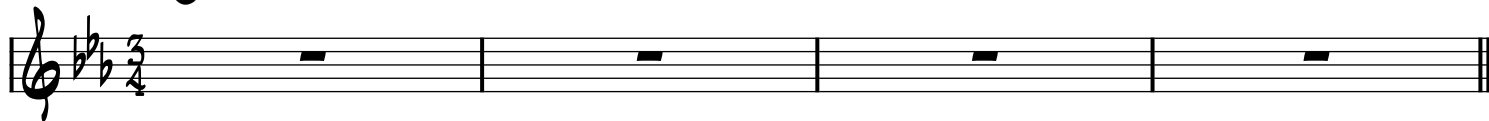
from Final Fantasy XV

Composed by Yoko Shimomura

Transcribed by Jer Roque

Waltz $\text{♩} = 65$

C-



E C- Bb Ab Bb

C- Bb Ab Bb

F C- Bb Ab Bb C- Bb Ab Bb

C- Bb Ab Bb C- Bb Ab Bb

C-

Loop to [A]

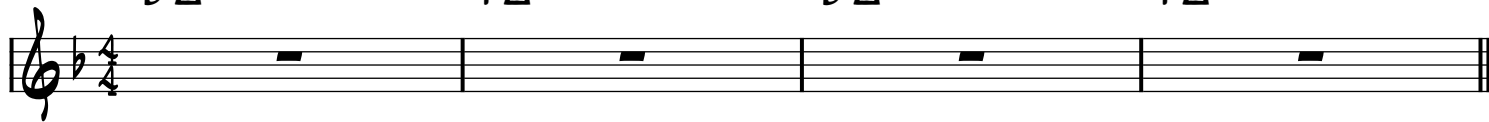
Our Terms

from Final Fantasy XVI

Composed by Masayoshi Soken

Transcribed by Ross Kirsling

♩ = 84

B \flat Δ ⁹F Δ ⁹B \flat Δ ⁹F Δ ⁹

[A]

B \flat Δ ⁹F Δ ⁹B \flat Δ ⁹F Δ ⁹C Δ ⁹G Δ ⁹

B-7

C

Dadd⁹

B-7

C

Dadd⁹F Δ ⁹C Δ ⁷/ED7_{sus}⁴C Δ ⁷F Δ ⁹C Δ ⁷/ED7_{sus}⁴C Δ ⁷

[C]

F Δ ⁹

G-7

A-7

G-7

F Δ ⁹

G-7

A-7

G-7

F Δ ⁹

G-7

A-7

G-7

F Δ ⁹

G-7

A-7

G-7



Loop to top

Town Theme

from The Final Fantasy Legend

Composed by Nobuo Uematsu

Transcribed by David Chihlas

♩ = 82 [A] C D-/C E-/C D-/C C D-/C E-/C D-/C

C D-/C E-/C D-/C C D°/C C

[B] A- E- F G C

A- E- F D- E♭ G

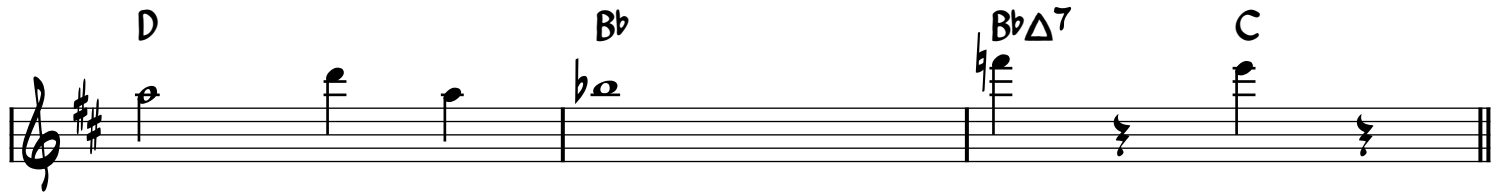
Loop to [A]

Exotic Town

from Final Fantasy Legend III

Composed by Ryuji Sasai
Transcribed by John Bergan

♩ = 86



Loop to top

Battle 1

from Final Fantasy Mystic Quest

Composed by Ryuji Sasai
Transcribed by Mikhail Ivanov

Rock ♩ = 163

E- D C

D E- A⁵ G⁵ F#⁵ E-

[A] (E-) F#⁵ G C F#⁵ D

E- F#⁵ G C F#⁵ D

[B] E- D C D/A D E- D C G⁵ A⁵ G⁵ F#⁵ D⁵

[C] E- D C / / / D

E- D C D

E- D C D

E- D C D

Loop to top

Tutorial

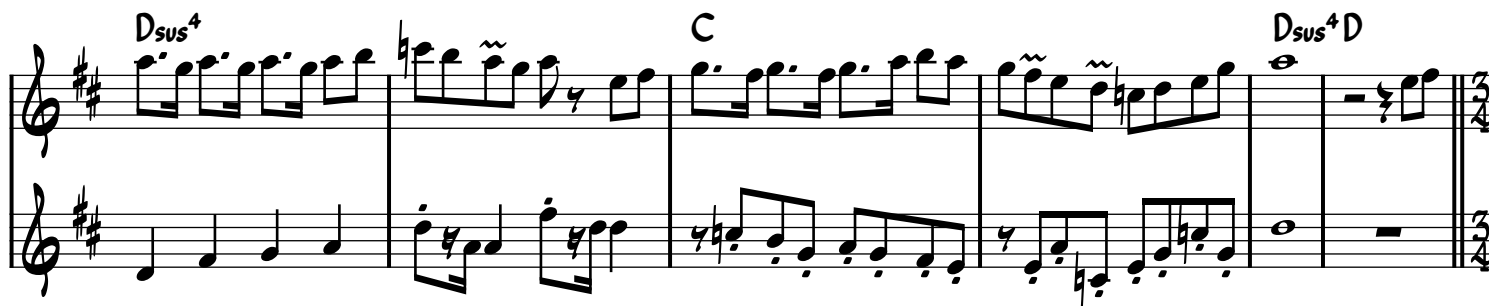
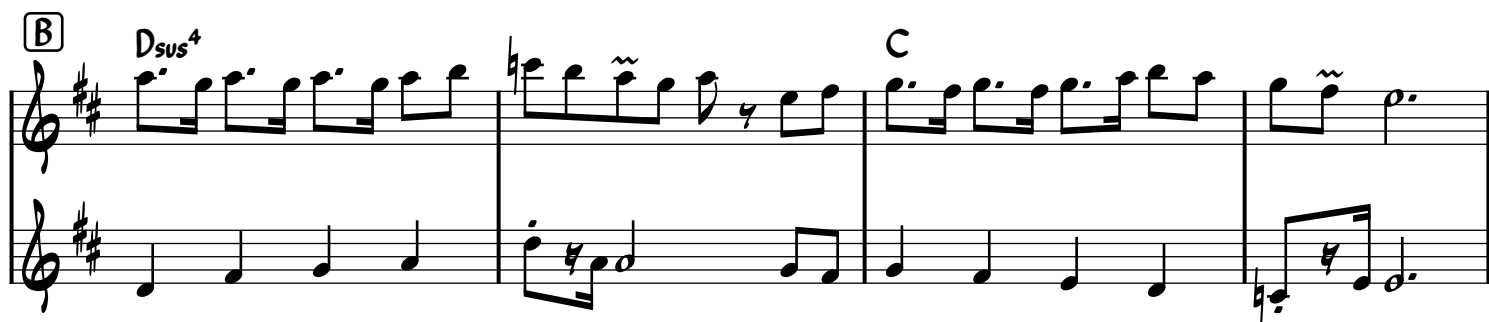
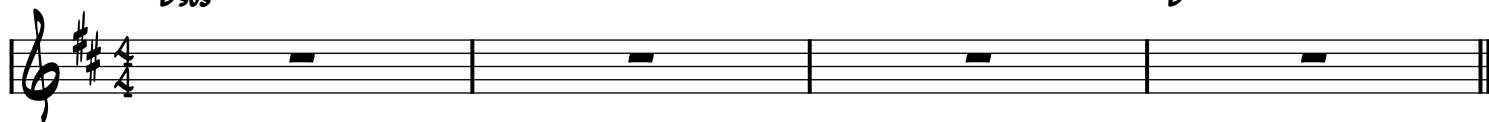
from Final Fantasy Tactics

Composed by Hitoshi Sakimoto

Transcribed by AarekMG

♩ = 130
D_{sus}⁴

D



Loop to [A]

Battle Map 3 - Victory Nears (Player)

from Fire Emblem: Shadow Dragon & the Blade of Light

Composed by Yuka Tsujiyoko

Transcribed by Chombey

♩ = 160

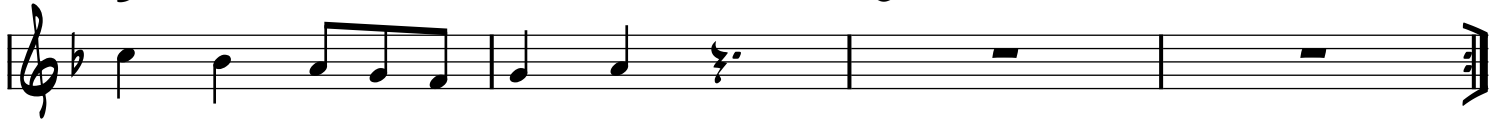
A F

D-



B \flat

C



B E \flat

B \flat /D



B \flat -/D \flat

C $^7_{sus^4}$



Loop to top

Together, We Ride

from Fire Emblem

Composed by Yuka Tsujiyoko

Transcribed by JohnStacy

♩ = 214

D⁵E^b5F⁵E^b5D⁵D⁵E^b5F⁵E^b5D⁵

A

G-

E^b

C-

D7^b9

G-

E^b

C-

D7^b9

G-

E^b

F

G-



Loop to top

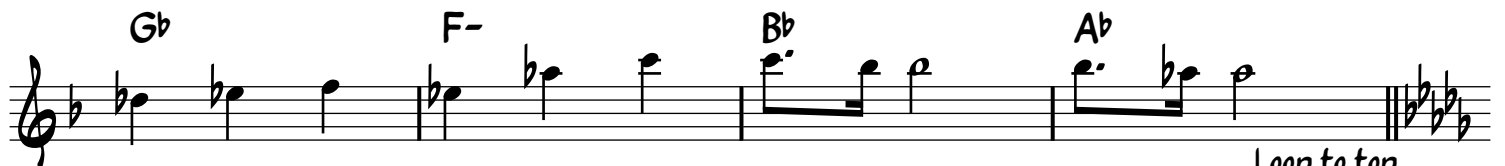
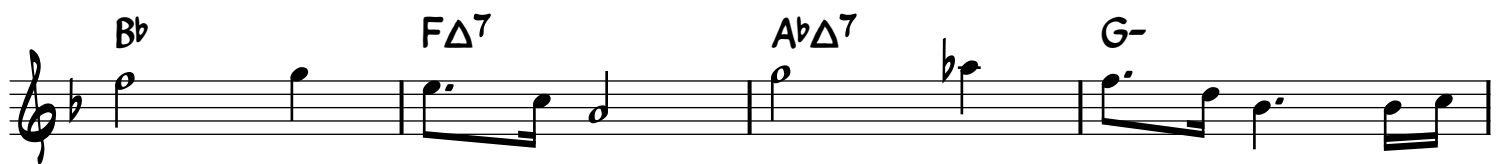
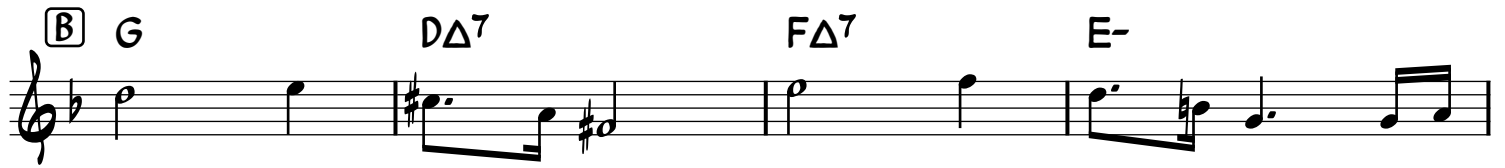
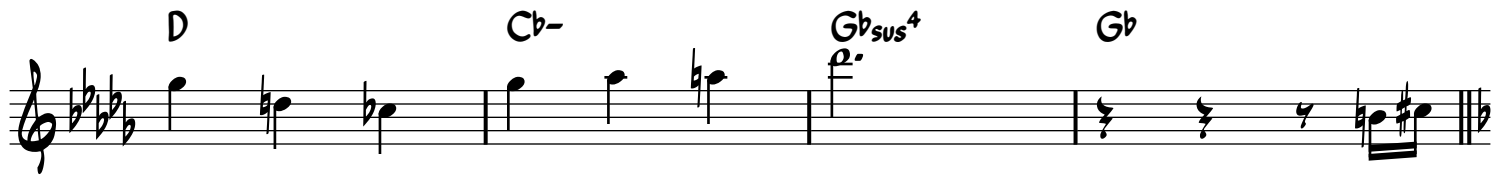
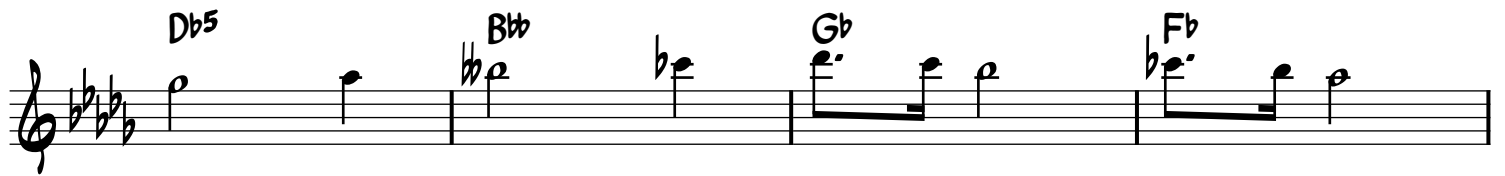
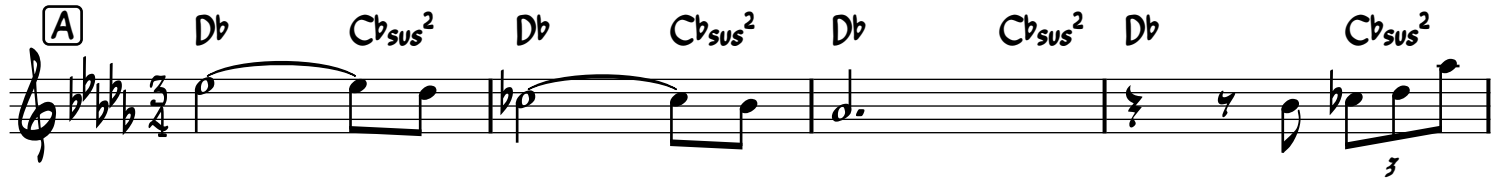
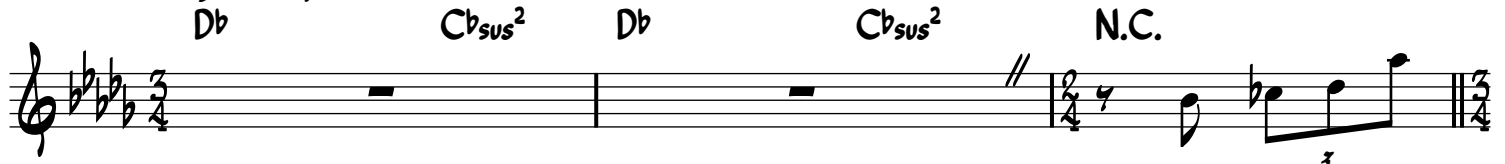
Id ~ Serenity

from Fire Emblem: Awakening

Composed by Hiroki Morishita and Rei Kondoh

Transcribed by Ashanti Mills

Adagio, freely



Loop to top

You May Call Me Marth

from Fire Emblem: Awakening

Composed by Hiroki Morishita

Transcribed by Ashanti Mills

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

Freely

A \flat B \flat G- A \flat B \flat G- A \flat G

B G \flat /B \flat F A \flat - E \flat /B \flat

C \flat Δ Δ Δ D Δ Δ Δ /E C \sharp /D

C C \flat /D \flat

(C \flat /D \flat)

C/D

(C/D)

Loop to top

Lost In Thoughts All Alone

from Fire Emblem: Fates

Composed by Hiroki Morishita

Transcribed by Ashanti Mills

Intro

♩ = 120 F#-



A F#- A/E D C#- B- C#- D B/C# C#7 /

Rhythm simile

F#- A/E D C#- B- C#- F#_{sus}⁴ F#

B DΔ⁷ D#-⁷ E/F# G#-⁷ GΔ⁷ F#-⁷

B-⁷ C#-⁷ DΔ⁷ C#⁷_{sus}⁴ C#⁷ D#⁷_{sus}⁴ D#⁷

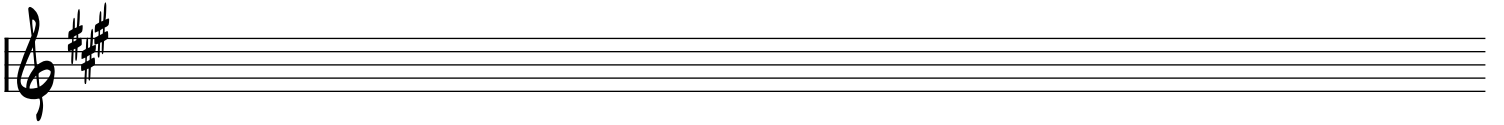
C G#-⁷ BΔ⁷/F# EΔ⁷ D#-⁷ C#-⁷ BΔ⁷ A#-⁷ D#¹³ / D#⁷^{#5}

G#-⁹ F#-⁷ B⁷ F-⁷^{b5} E C#-⁷ D#-⁷ EΔ⁷

D C#-⁹ D#-⁷ A#-⁷

AΔ⁷^{#11} D⁶₉ C#⁷_{sus}⁴ C#⁷

Loop to [A]



Lost In Thoughts All Alone

from Fire Emblem: Fates

Composed by Hiroki Morishita

Transcribed by Ashanti Mills

Rubato ♩ = 72

Intro

G#-7 GΔ7 F#sus² D#-7^{b5} E7/D B/C#
 D/C B-7 A^{add9}/C# F#-7/E DΔ7 D^{sus4}/F#

♩ = 120 F#-

F#- A/E D C#- B- C#- D B/C# C#7 /

Rhythm simile

F#- A/E D C#- B- C#- F#sus⁴ F#

DΔ7 D#-7 E/F# G#-7 GΔ7 F#-7

B-7 C#-7 DΔ7 C#7sus⁴ C#7 D#7sus⁴ D#7

G#-7 BΔ7/F# EΔ7 D#-7 C#-7 BΔ7 A#-7 D#13 / D#7#5

G#-9 F#-7 B7 F-7^{b5} E C#-7 D#-7 EΔ7

To Coda

D C#-9 D#-7 A#-7

AΔ7#11 D⁶ C#7_{sus}⁴ C#7

E G#-7 F# E⁶ AΔ7

B C#7_{sus}⁴ C#7 ^{1.}AΔ7

F ^{2.}F#- E D C#- B-7 C#-7 D B/C# C# /

F#- E D C#- B-7 C#-7 F#_{sus}⁴

G D D#- E/F# G#- GΔ7 F#-7

B-7 C#-7 DΔ7 C#_{sus}⁴ C# D#_{sus}⁴ D#

H G#- BΔ7/F# EΔ7 D#-7 C#-7 BΔ7 A#-7 D#13 / D#7#5

G#-7 F#-7 B7 F-7b5 EΔ7 C#-7 D#-7 G#_{sus}⁴ E7

D.S. al Coda

The image shows a guitar score in D major. It consists of several systems of music. Each system typically includes a line of chords above a line of melody. The chords are: C#-9, D#-7, A#-7, AΔ7#11, D⁶, C#7_{sus}⁴, C#7, AΔ7, G#-7, F#, E⁶, B, C#7_{sus}⁴, C#7, ^{1.}AΔ7, ^{2.}F#-, E, D, C#-, B-7, C#-7, D, B/C# C#, F#-, E, D, C#-, B-7, C#-7, F#_{sus}⁴, D, D#-, E/F#, G#-, GΔ7, F#-7, B-7, C#-7, DΔ7, C#_{sus}⁴, C#, D#_{sus}⁴, D#, G#-, BΔ7/F#, EΔ7, D#-7, C#-7, BΔ7, A#-7, D#13 / D#7#5, G#-7, F#-7, B7, F-7b5, EΔ7, C#-7, D#-7, G#_{sus}⁴, E7. The score includes a key signature of two sharps (F# and C#), a time signature of 4/4, and a 'D.S. al Coda' instruction at the end of the second system.

575

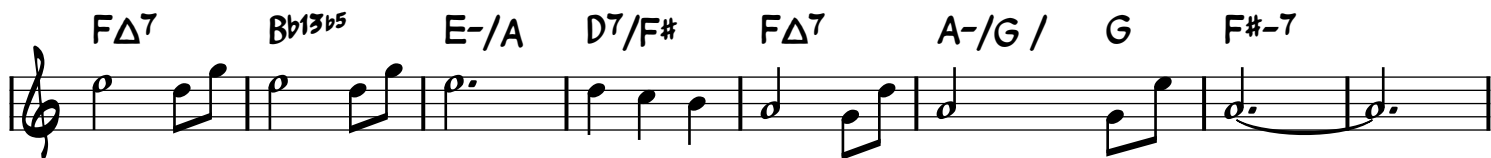
I

A- C/G FΔ7 E-7 D-7 CΔ7 B-7 E13 / E7#5



The first line of music consists of eight measures. The notes are: G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5. The chords are: A- (measures 1-2), C/G (measures 3-4), FΔ7 (measures 5-6), E-7 (measures 7-8), D-7 (measures 9-10), CΔ7 (measures 11-12), B-7 (measures 13-14), and E13 / E7#5 (measures 15-16).

FΔ7 Bb13b5 E-/A D7/F# FΔ7 A-/G / G F#-7



The second line of music consists of eight measures. The notes are: G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5. The chords are: FΔ7 (measures 1-2), Bb13b5 (measures 3-4), E-/A (measures 5-6), D7/F# (measures 7-8), FΔ7 (measures 9-10), A-/G / G (measures 11-12), and F#-7 (measures 13-14).

F G Asus4



The third line of music consists of four measures. The notes are: G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5, G4, A4, B4, C5. The chords are: F (measures 1-2), G (measures 3-4), and Asus4 (measures 5-6).

The Theme of Fire Emblem

from Fire Emblem: Mystery of the Emblem

Composed by Yuka Tsujiyoko

Transcribed by JohnStacy and Chombey

Intro $\text{♩} = 117$

Eb-7 Ab/Eb Ab7/Gb Db/F Db-/Fb Ab/Eb

Bb-7 C-7 Ab/Db Eb7 Bb-7 C-7 Ab/Db Eb7

$\text{♩} = 122$

Ab Gb/Ab Ab Gb/Ab

A Ab Db Bb-7 Eb7sus^4 Eb7

Ab Db Bb-7 Eb7

Ab Db Bb-7 Eb7sus^4 Eb7

Ab/C Db/F Bb-7 Eb7 Ab

B Bb-7 Eb C- F- Db Eb C

Db Eb Ab/C F- Db D° Eb^{sus^4} Eb7

D.S. twice, then move on

C A^b A^b7/G^b G^b G^b/A^b A^b G^b A^b7/G^b

A^b7/D^b D^b A^b B^b-7 E^b7 $A^b_{sus}^{2/4}$ A^b

D A^b B^b/A^b A^b B^b/A^b

A^b B^b/A^b E^b/G $F-/A^b$ $B^b_{sus}^4$ B^b7 E^b

A Gentle Breeze

from Fire Emblem: Three Houses

Composed by Rei Kondoh
Transcribed by Reil Deil Neil

Breezin' ♩ = 100

B \flat sus 2 / 4

A \flat 6 / 9



D \flat Δ 9

G \flat Δ 9 #11

F7sus 4

F7



A B \flat sus 2

F/B \flat

A \flat /B \flat

B \flat sus 2



1. A \flat add 9

F

A \flat

F



2. A \flat

F

D \flat add 9

B \flat /D



B

D \flat

A \flat /C

B \flat -

F-/A \flat

G-7

C7#5

C7



F

D \flat sus 2

F-/C

B \flat -

E \flat



A \flat 6 / 9

A \flat /B \flat



Loop to top

As Fierce As Fire

from Fire Emblem: Three Houses

Composed by Takeru Kanazaki, Rei Kondoh, & Hiroki Morishita

Transcribed by Chombey

♩ = 164

Intro N.C./Ab

A N.C.

B N.C./Ab

Ab-

D N.C. Db^{add4} N.C. Db-9 N.C. Db-⁶/₉ N.C. Db-7

(Bass)
N.C. Db^{add4} N.C. Db-9 N.C. Db-⁶/₉ N.C. Db-7

Bass simile

N.C. Eb^{add4} N.C. Eb-9 N.C. Eb-⁶/₉ N.C. Eb-7

N.C. Eb^{add4} N.C. Eb-9 N.C. Eb-⁶/₉ N.C. Eb-7

E Cb Db

Eb-

Fb Gb

F

(Bass)

N.C. Ab^{add4} N.C. Ab-9 N.C. Ab-⁶/₉ N.C. Ab-7

Loop to top

Fódlan Winds (Rain)

from Fire Emblem: Three Houses

Composed by Takeru Kanazaki

Transcribed by AarekMG & Chombey

Battle ♩ = 172

A

F-

Db

E^b

1.

2.



C $D\flat\Delta 7$ $F-7$ $C-7$ |1. |2.

$D\flat\Delta 7$ $F-7$ $C-7$

1. $D\flat\Delta 7$ $F-7$ $C-7$

2. $D\flat\Delta 7$ $F-7$ $C-7$

$B\flat-7$ $F-7$

$B\flat-7$ $C7\#5$

D.S. al Coda (take repeats)

D $D\flat\Delta 7$ $C-7$

$B\flat-7$ $F-7$

$D\flat\Delta 7$ $C-7$ $F-7$

$B\flat-7$ $C7\flat 9$ $C7$

Loop to top

Life at Garreg Mach Monastery

from Fire Emblem: Three Houses

Composed by Takeru Kanazaki, Rei Kondoh, & Hiroki Morishita

Transcribed by Chombey

♩ = 112

§

A D AΔ7

D AΔ7/C#

B-7 E7 ^{1.} A-7 D7

To Coda

GΔ7 N.C.

^{2.} A-7 D7 C#/D# N.C.

B EΔ7 BΔ7

D C#-

C-7 F7 Bb-7 Eb7

D/E N.C.

The musical score is written for guitar in the key of D major (two sharps) and 3/4 time. It consists of 16 measures. The first measure is marked with a tempo of 112 and a section symbol §. The score is divided into two main sections, A and B. Section A (measures 1-10) includes chords such as D, AΔ7, AΔ7/C#, B-7, E7, A-7, and D7. A 'To Coda' instruction is placed below measures 7-8. Section B (measures 11-16) includes chords such as GΔ7, N.C., A-7, D7, C#/D#, N.C., EΔ7, BΔ7, D, C#-, C-7, F7, Bb-7, Eb7, and D/E. The score concludes with a double bar line and repeat signs.

[C] F/E \flat B \flat Δ 7
 F/E \flat E-7 \flat 5 E \flat -6
 B \flat /D G-7 C-7 A \flat
 G N.C.
 ⊕ A-7 D7 G Δ 7 D.S. al Coda
 [D] C Δ 7 G/B A-7 G Δ 7
 F-7 B \flat 7 B-7 E
 [E] B-7 E7 C \sharp -7 F \sharp 7
 B-7 E7 C \sharp -7 F \sharp 7
 D C \sharp -7 B-7 A Δ 7
 G Δ 7 N.C.
 Loop to [A]

The image shows a musical score for guitar, consisting of ten staves of music. The first staff is in the key of B-flat major (one flat) and starts with a common time signature (C). The chords are F/E-flat, B-flat-Delta-7, F/E-flat, E-7-flat-5, E-flat-6, B-flat/D, G-7, C-7, and A-flat. The second staff continues with F/E-flat, E-7-flat-5, and E-flat-6. The third staff has B-flat/D, G-7, C-7, and A-flat. The fourth staff starts with G and ends with N.C. (No Chords). The fifth staff is marked with a double bar line and a circled cross symbol, indicating a key change to D major (two sharps). The chords are A-7, D7, G-Delta-7, and D.S. al Coda. The sixth staff is marked with a square D and has C-Delta-7, G/B, A-7, and G-Delta-7. The seventh staff has F-7, B-flat-7, B-7, and E. The eighth staff is marked with a square E and has B-7, E7, C-sharp-7, and F-sharp-7. The ninth staff has B-7, E7, C-sharp-7, and F-sharp-7. The tenth staff has D, C-sharp-7, B-7, and A-Delta-7. The eleventh staff has G-Delta-7 and N.C. The final instruction is 'Loop to [A]'.

Good Morning

from Gimmick!

Composed by Masashi Kageyama

Transcribed by Tristan H

♩ = 100

A FΔ7 B♭Δ7 FΔ7 B♭Δ7 A-7 D-7

(D-7) B♭Δ7 C F/C D-/G C

♩ = 95

B FΔ7 B♭Δ7 G-7 C7 FΔ7

FΔ7 B♭Δ7 G-7 C7 FΔ7

C D-7 A-7 A-7b5 B♭

B♭-7 F B♭Δ7 C7

♩ = 100

D B♭Δ7 A-7 D-7 B♭Δ7 A-7 D7

B♭Δ7 A-7 D-7 G-7 C7 FΔ7 FΔ9

Born to be Bone

from Gitaroo Man

Composed by Tomohiro Harada

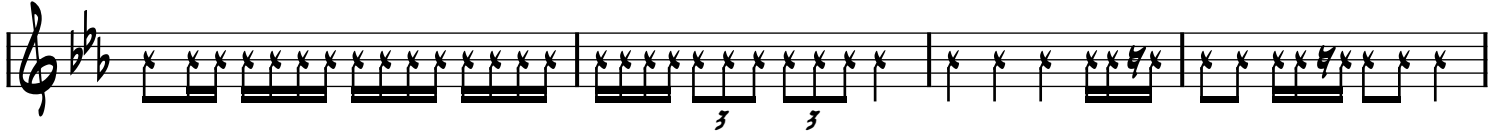
Transcribed by DoubleMark

♩ = 140

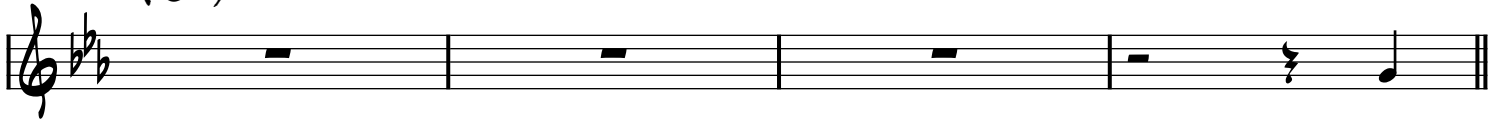
Intro N.C.



C-



(C-)



Verse C-



C-



C



C-



C-



C

Db

C

Db



Chorus

C Db C Db

C Db / / Eb C Db Eb

C Db Eb C Db Eb

Fight!

C- Db

C- Db

C Db C Db

Trade dueling solos (1x only)

Finisher

C Db C Db

C Db C Db

C Db C Db C

(As duet between soloists)

Flyin' to Your Heart

from Gitaroo Man

Composed by Tomohiro Harada

Transcribed by DoubleMark

Eurobeat J-pop ♩ = 153

Intro

G#-

F#



G#-



Verse

E

F#

D#-

G#- F#



1st time: Soloists trade fours behind vocals

2nd time: Soloists trade twos, run over each other

E

F#

D#-

G#-



(G#-)

F#

E

F#



G#-

~ F#

C#-

D#-



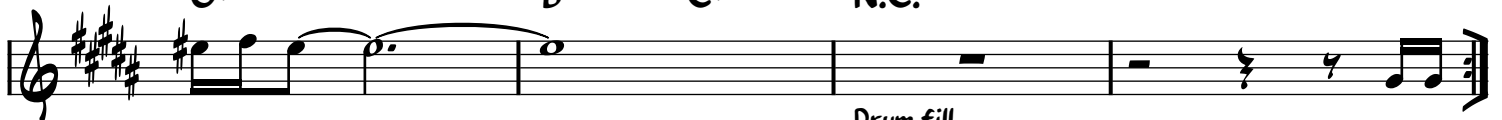
End solos, opt. unison

G#-6

B5

C#5

1. N.C.



Drum fill

2. G#-



Fight! G#- B

Trade dueling solos

G#- B

G#-

Repeat until someone's health is low

Bridge G#-

Drum breakdown

(G#-)

Finisher E G#sus4 G#- F#

E F# G#- G#-/A# G#-/B

E F# G#-

E F# G#- F#/A# B C#

G#-6

G#-

The Legendary Theme

from Gitaroo Man

Composed by COIL
Transcribed by DoubleMark

♩ = 80

AΔ7 D AΔ7 D

AΔ7 D AΔ7 D

A AΔ7 D AΔ7 D

C#- F# B-7 D- E

AΔ7 D AΔ7 D

C#- F# B-7 D- E

B A7 DΔ7 D-

C#- F# B-7 D- E

C A Δ 7 D/A A Δ 7 D/A

Solo freely over melody

A Δ 7 F# B-7 D- E

D A7 D Δ 7 D-

C#- F# B-7 D- E

A7 D C# C#/E#

F#- B B- E

End soloing

E A Δ 7 D/A A Δ 7 D/A

A Δ 7 D/A A Δ 7 D/A A Δ 7

Password

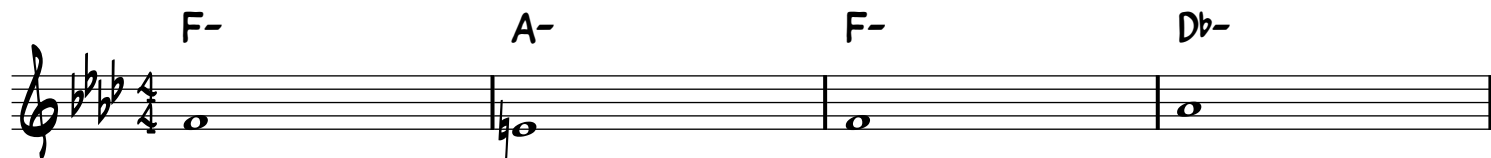
from *Godzilla: Monster of Monsters*

Composed by Masatomo Miyamoto

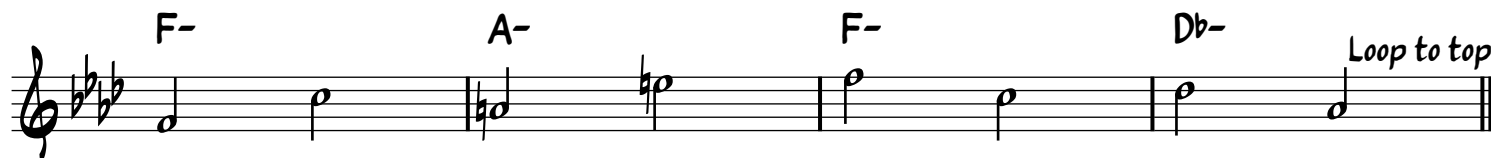
Transcribed by GUIM

♩ = 109

F- A- F- Db-



F- A- F- Db- Loop to top

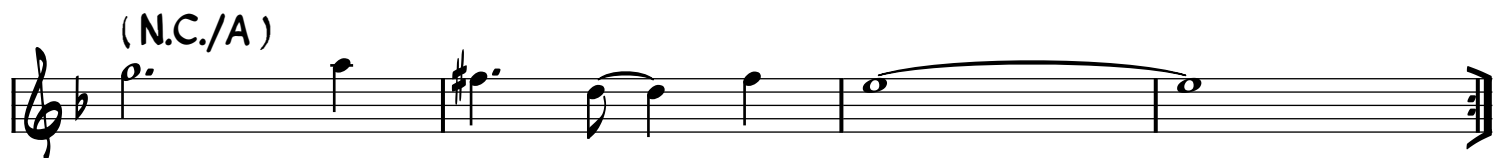
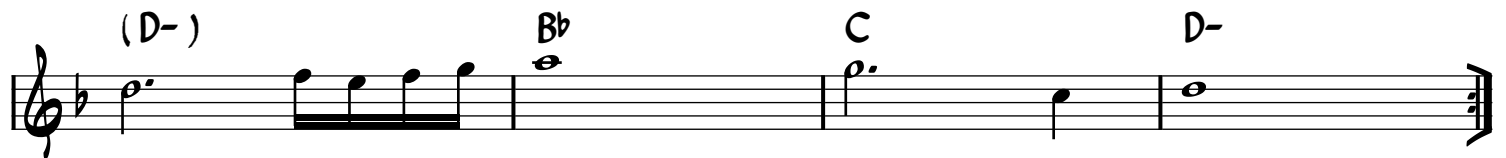
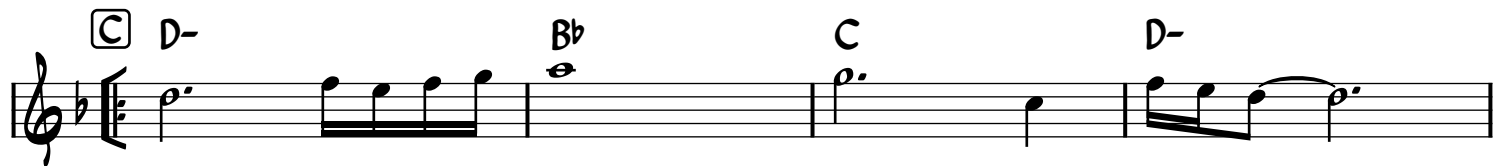
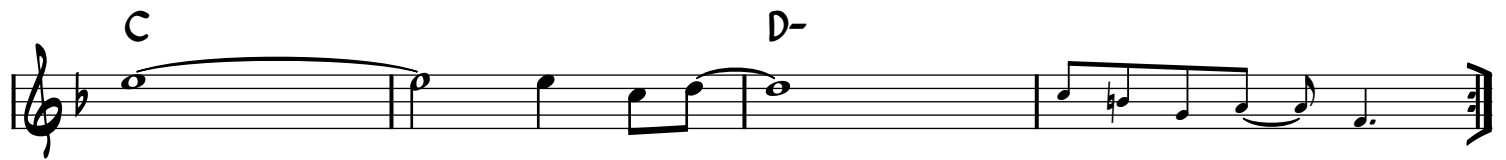
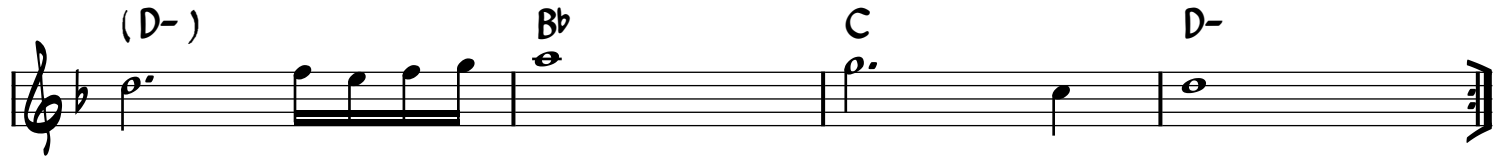
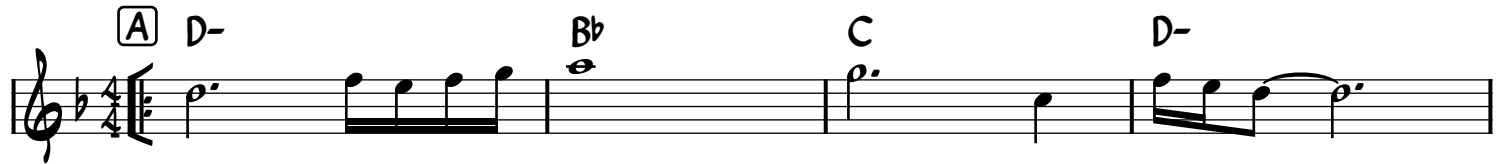


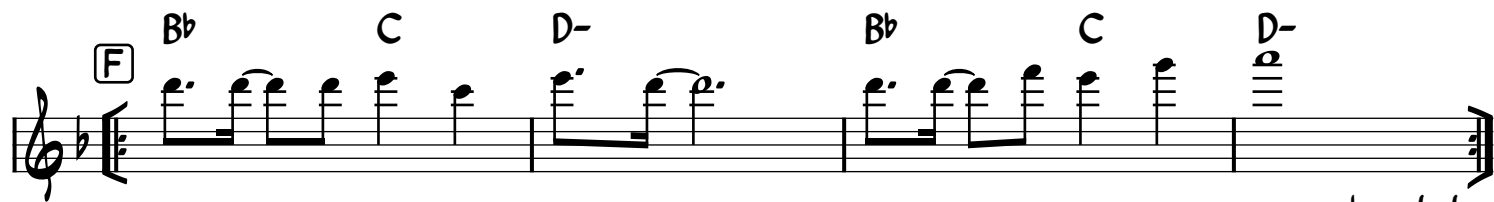
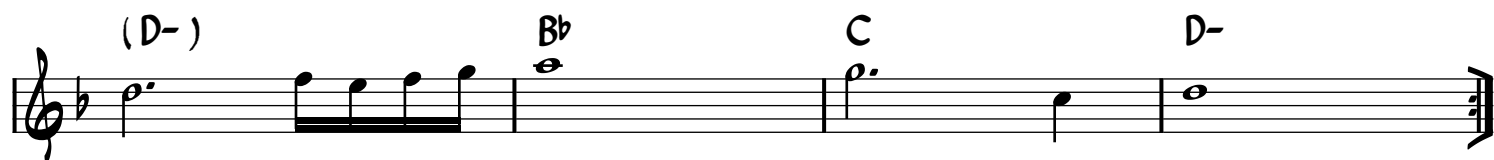
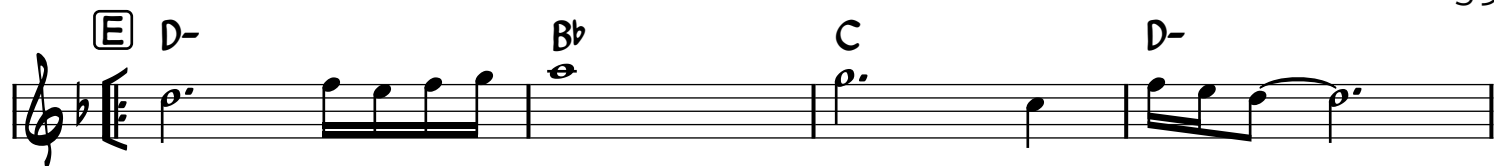
Wilderness

from Golden Axe

Composed by You Takada
Transcribed by Gregory Orosz

♩ = 130





Loop to top

Kolima Forest - Mogall Woods

from Golden Sun

Composed by Motoi Sakuraba

A $\text{♩} = 90$
D-

C B° Bb

D- C B° Bb

F E- D-

F E- D- D/F# G- G#°

A- E- F G A-

B *Waltz*
D-

A/C# D- G/D

G-/D C/E F C/E

D- A/C# D- G/D

G-/D C/E F C/E

Loop to top

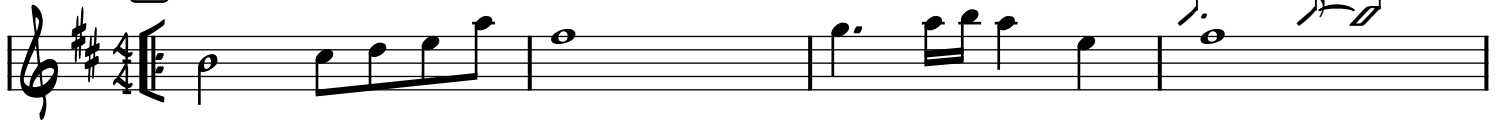
Venus Lighthouse

from Golden Sun

Composed by Motoi Sakuraba
Transcribed by Mike Matarazzo

Rock ♩ = 128

A B⁻ C[#]/B B⁻ A/B G A B⁻ F[#]

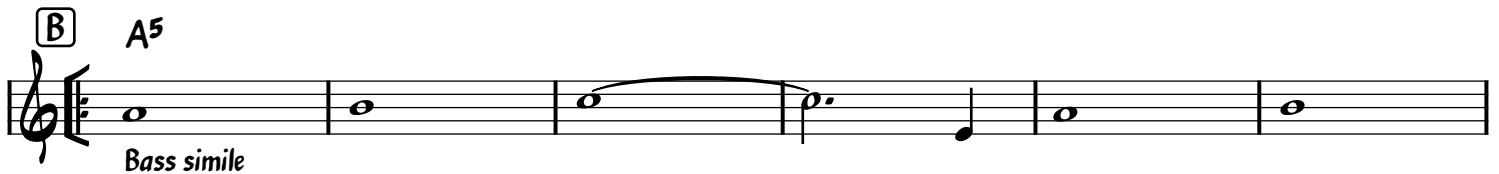
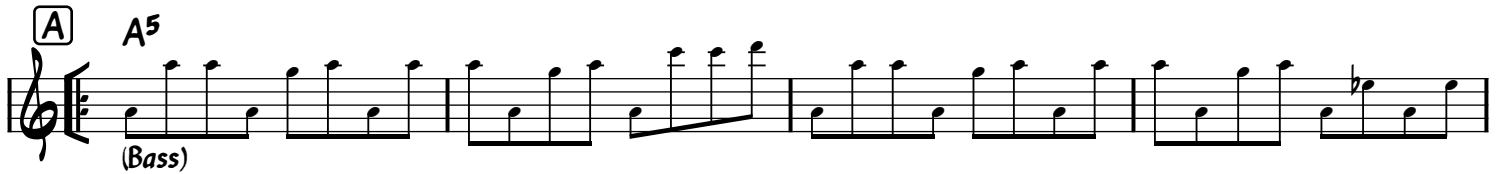
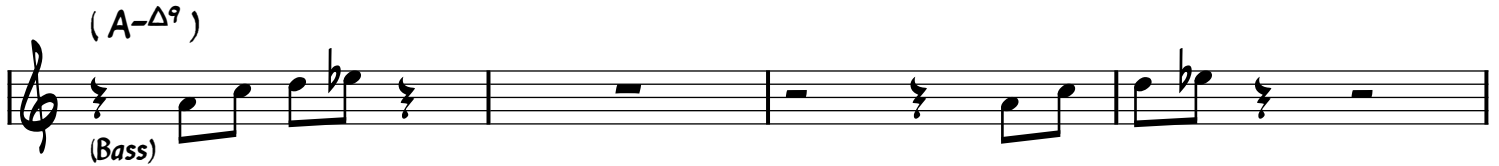
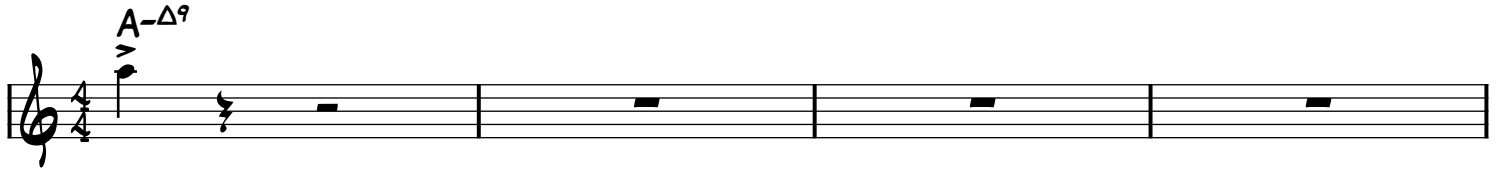


Cradle

from GoldenEye 007

Composed by Grant Kirkhope
Transcribed by Nicholas Pinelli

Very fast rock ♩ = 190



C B- B-#5

B-6 B-#5

D B- B-#5

Layer over previous

1. B-6 B-#5

2. B-6 B-#5

Loop to top

Burning Heat

from *Gradius II*

Composed by Motoaki Furukawa

Transcribed by Mike Matarazzo

A ♩ = 160

F Db/F Eb/F F Db/F Eb/F

F7/Eb Bb/D Ab Bb7

B Eb Eb7/Db Cb Bb7

Eb Eb7/Db C- Gb/Db Ab/Eb

Loop to top

Heavy Blow

from *Gradius II*

Composed by Hidenori Maezawa & Yukie Morimoto

Transcribed by Mike Matarazzo

♩. = 172

Intro C Eb/C D/C Db/C C Eb/C F/C Ab/C Bb/C

A C Bb Ab Bb

1. C C7/Bb FΔ7/A F-/Ab Csus4

B Ab Bb/Ab C-/Ab F-/Ab Bb5

C5 Bb5 A5 N.C.

Bass in unison

Ab Bb/Ab C-/Ab F-/Ab

Bbsus4 Bb7 Gsus4 G7

C C C/Bb C-/Ab

1. F7 G7 2. F7 G7

Loop to top

Sand Storm

from *Gradius III*

Composed by Konami Kukeiha Club

Transcribed by Mike Matarazzo

A ♩. = 162
C B \flat /C

C B \flat /C

B C B \flat /C

C B \flat /C

C F Δ 7 E-7 D-7 G7

F Δ 7 E-7 A \flat B \flat C5

Bass

D C G/B A- F G

C G/B A- F G

Loop to top

Smoker's Lament

from Gran Turismo 5

Composed by Ryo Sonoda

Transcribed by GuitarJoe48

Funk, swing 16ths ♩ = 90

A B \flat /C D \flat /E \flat E \flat /F B \flat /C D \flat /E \flat E \flat /F B \flat /C D \flat /E \flat E \flat /F B \flat /C D \flat /E \flat E \flat /F

Swing

B \flat /C D \flat /E \flat E \flat /F % % %

B \flat /C D \flat /E \flat E \flat /F

Rhythm simile

% % %

% % %

B \flat /C D \flat /E \flat E \flat /F

B G \flat Δ 7 F-7 E \flat -7 D \flat Δ 7 G \flat Δ 7 F-7 E \flat -7 D \flat Δ 7

G \flat Δ 7 F-7 F \flat Δ 7 E \flat -7 D7 \flat 5 C \flat /D \flat

D.C., solo over [A] (no repeat)

Outro B \flat /C D \flat /E \flat E \flat /F % % %

B \flat /C D \flat /E \flat E \flat /F

% % %

B \flat /C D \flat /E \flat E \flat /F % % % % %

Drums out

Kazuma Asogi - Samurai on a Mission

from *The Great Ace Attorney: Adventures*

Composed by Hiromitsu Maeba

Transcribed by Mikhail Ivanov

With dignity ♩ = 95

N.C. [A] E-

C



A-

B-



E-

CΔ7



A-7

B-7



[B] E-

CΔ7

A-7

B-7



E-

CΔ7

A-7

B-7



[C] E-

G



E-

CΔ7



E-

N.C.



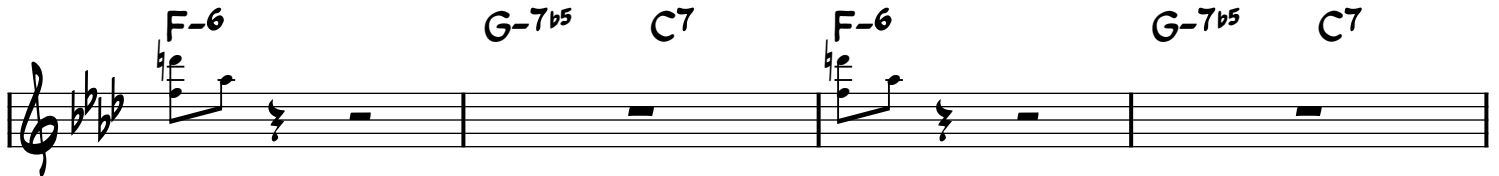
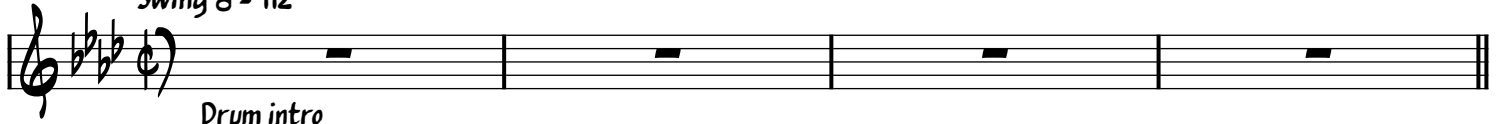
Loop to [A]

Casino Calavera

from Grim Fandango

Composed by Peter McConnell

Transcribed by Juan D. Cruz

Swing $\text{♩} = 112$ 

B Eb7 AbΔ7 F°7 Eb7 Ab/Gb F°7

Eb7 AbΔ7 F-7b5 F-7b5/Cb C7b13

C F-6 Db7

C7 F-6 G-7b5 C7

D.S. for solos
After solos, to coda

F-6 G-7b5 C7 F-6 G-7b5 C7

F-6 G-7b5 C7 F-6 G-7b5 C7 F-6

Manny & Meche

Grim Fandango

Composed by Peter McConnell

Transcribed by zdmajor7

Tango ♩ = 94

A A- E7/B E7/G# Bb7 E7/G#

Freely

A7 D- F° C- B- B/D# E7

B A7 D- D B E7b9 E7

A- D- F° N.C. A-/C

E7/D N.C. Fadd2 N.C.

C A A7 D- D7 B7 B7b9 E7sus4 E

A- D- F° N.C. A-/C E7/D N.C.

D A D-6 A-/C E7/B A- (Bass)

(Bass)

Holy Orders (Be Just or Be Dead)

from Guilty Gear X

Composed by Daisuke Ishiwatari

Transcribed by DoubleMark & musicalmoose

Intro ♩ = 238

A- E F A-/C E/B E/G# A-

Melody and bass only

(A-) A-/G F A-/C B_{sus}⁴ E

A N.C./A

F E- C#^o D- F/C E

Drums enter

B A-

(A-)

C A- E/G#

F A/E D-7 E

A- E/B A-/C A/C#

Blue Water, Blue Sky

from Guilty Gear XX

Composed by Daisuke Ishiwatari

Transcribed by DoubleMark

Intro

Half time ♩ = 196

B- C#-

Let chords ring

D E B-

Fast rock, chug away

A B- C#- D

Background continue simile

D E D B-

B- C#- D

Cont. background simile

D E C#- D

B D E F#-

(F#-) D E D D C#- B-

C B- C#- D

D E C#- E B- D

D D C#- F#- D

D C#- F#5 E5 D5 C#5 D

D C#- F#- F+

F+ E D5 E5 D5 C#5 B-

Loop to [A]

Final Expense

from Hades

Composed by Darren Korb

Transcribed by Ben Horkley

$\text{♩} = 68$

D- E^o D-/F G- E7/G#

[A] D- E^o D-/F G-7 E7/G#

D-/A B^o D_{sus}⁴/C G-7 E7/G#

Background simile

[B] D- G⁵/D D-/F E7/G#

[C] D- E^o D-/F G-7 E7/G#

[D] D- E^o D-/F G-7 E7/G#

D- E^o D-/F G-7 E7/G#

D-/A B^o D_{sus}⁴/C G-7 E7/G#

Good Riddance

from Hades

Composed by Darren Korb

Transcribed by Mikhail Ivanov and Songs of Healing

Ballad ♩ = 76

A F- Eb Bb- Ab Eb Db

F- Eb Bb- Ab Eb Db

F- Eb Bb- Ab Gb F- Eb Db

To Coda

C- Db C7/Bb

B F- Eb Bb- Ab Eb Db

F- Eb Bb- Ab Eb Db

F- Eb Bb- Ab Gb F- Eb Db

C- Db C7/Bb

C F- G° Ab G° F- G° Ab G°

F- G° Ab G° F- G°

Ab E°

2/4 4/4

D.C. al Coda

⊕ Eb Db C7/Bb F-

No Escape

from Hades

Composed by Darren Korb
Transcribed by Ben Horkley

Slow rock groove ♩ = 89

A F⁵ Db N.C. F⁵ Db N.C.

Bass unison with N.C. sections Drums in

F⁵ N.C. F⁵ N.C.

B F- F F/A F

C F⁵ Db⁵ N.C. F⁵ N.C.

F⁵ N.C. F⁵ N.C.

D F- F

Drums go increasingly wild

Db/F F

Musical score for the first system, measures 1-4. The key signature is three flats (B-flat, E-flat, A-flat). The first staff (treble clef) contains a melody with notes G4, A4, Bb4, C5, D5, E5, F5, G5, A5, Bb5, C6, D6, E6, F6, G6, A6, Bb6, C7. Chords are indicated above the staff: Db/F (measures 1-2), F (measure 3), and F (measure 4). The second staff (treble clef) contains a bass line with notes G3, A3, Bb3, C4, D4, E4, F4, G4, A4, Bb4, C5, D5, E5, F5, G5, A5, Bb5, C6.

Musical score for the second system, measures 5-7. The key signature is three flats (B-flat, E-flat, A-flat). The first staff (treble clef) contains a melody with notes G4, A4, Bb4, C5, D5, E5, F5, G5, A5, Bb5, C6, D6, E6, F6, G6, A6, Bb6, C7. Chords are indicated above the staff: Db/F (measures 5-6), and F (measure 7). The second staff (treble clef) contains a bass line with notes G3, A3, Bb3, C4, D4, E4, F4, G4, A4, Bb4, C5, D5, E5, F5, G5, A5, Bb5, C6.

I Am Gonna Claw

(Out Your Eyes then Drown You to Death)

from Hades II

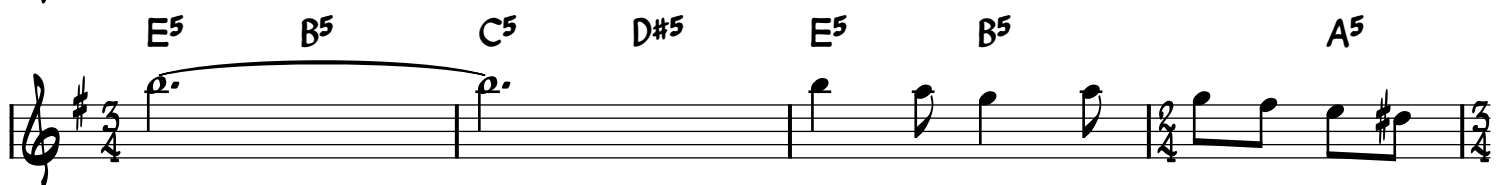
Composed by Darren Korb

Transcribed by DoubleMark

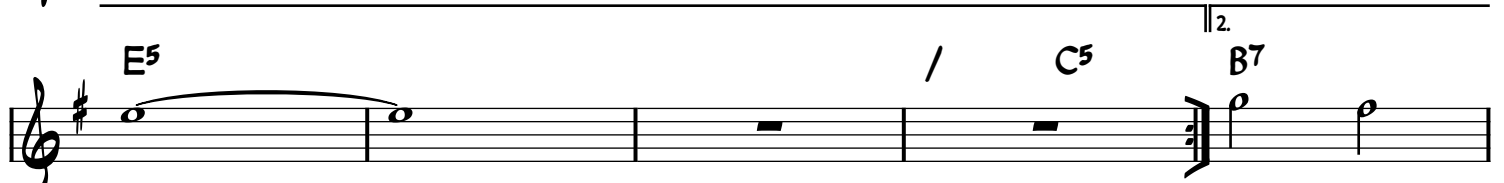
Metal ♩ = 146



Rhythm simile



Half-time feel



4/4 feel



Half-time feel

Bridge

E- E-#5 E-6 E-7 E-Δ7

E- E-#5 E-6 E-7 E-Δ7

E- E-#5 E-6 E-7 E-Δ7

E- E-#5 E-6 E-7 E-Δ7

E- E-#5 E-6 D#5

(D#5) N.C.

Bridge 2

E5 C5 E5 Bb5

Chorus 3

E- C B B7 E- C° E-/B B7

4/4 feel

E- C B B7 E- C° E-/B B7 D#° E-

Dirtmouth

from Hollow Knight

Composed by Christopher Larkin

Transcribed by AarekMG

A ♩ = 90

A-add9 A-⁶/₉ A-add9 G^{add9} F

A-add9 A-⁶/₉ F CΔ⁷/G B^b C

A-add9 A-⁶/₉ F^{add9} E-^{add9} CΔ⁷ D

B A-add9 F^{add#11} D-⁶ A-/C A-add9 FΔ^{7#11} D⁶ A-/C

B^bΔ⁷ C⁶ B^bΔ⁷/D E^b F

To Coda *rall.* D.C. al Coda

⊕ E^b F A-add9

rall.

Hornet

from Hollow Knight

Composed by Christopher Larkin
Transcribed by Travis Salim

♩ = 145

Intro D⁵

B^b5

C



D⁵

C

B^b



G⁵

E^b5



A D⁵

B^b

B^bΔ⁷ G-7

A^{sus}⁴

A



Rhythm simile

D-

G/B

G-/B^b



D/F#

D°/G#

G/B

E°/B^b

D/F#

D°/G#

G/B

E°/B^b



A/C#

D/C

C

B/D#

E/D

B^bΔ⁷



D⁵

E^bΔ⁷

B



D⁵

E^bΔ⁷



C D-

(D-) B \flat

(B \flat) G-

D G-/D D- G-/D D- G-/D D-

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

E D/F# D(\flat 5)/G# B \flat Δ 7 D/F# D(\flat 5)/G#

E $^{\circ}$ /B \flat A

D.C. al Coda

⊕ D- C-/G G- D/F# D-/F

B \flat Δ 7 D/F# D $^{\circ}$ /G# G/B E $^{\circ}$ /B \flat A/C# D/C C

B/D# E/D B \flat Δ 7 D 5

rit.

Take the Journey

from Honkai: Star Rail

Composed by Yifan Lin

Transcribed by EmeraldArcana

♩ = 74

A A⁵ A-/C D_{sus}² A-/C A_{sus}²/B

A⁵ A-/C D_{sus}² D

B A⁵ A-/C D_{sus}²

A⁵ A-/C D_{sus}² N.C. A-

The Last General

from Hyper Light Drifter

Composed by Disasterpeace

Transcribed by Hyper Light Drummer

Slow and majestic ♩ = 98

A B-7 C#7 D6 F#-9

G F#5 E7/G# F#7sus4

B- D- FΔ7/C F# B- A AΔ7/C# D-add9

(D-add9) D#-/G# AΔ9

D#-/G# A A6 E

B G-7 EbΔ7#11 Esus2

G-7 EbΔ7#11

C G- 3

(G-) 3

Loop to top

Title

from Ice Climber

Composed by Akito Nakatsuka

Transcribed by JohnStacy

Swing ♩ = 172

F7



Bb7

F7



C7

Bb7

F7

C7



Lullaby for a Witch - Title Screen

from Ikenfell

Composed by aivi & surasshu

Transcribed by Ashanti Mills

Freely

Lullaby ♩ = 80

Intro $D_{sus}^{2/4}$ $G-9$ D^{add9}

A D^{add9} $G-/D$ D^{add9} C^6 G/B

$B^b\Delta^7$ D/A $E^7/G\#$ $E-7/G$

B D^{add9} $G-/D$ D^{add9} C^6 G/B

$B^b\Delta^7$ D/A $G\#-7^b5$ $G-$ D

C $D/F\#$ $G-/D$ $G-/B^b$ D^{add9}

Loop to [A]

Drifting Endlessly

from Illusion of Gaia

Composed by Yasuhiro Kawasaki
Transcribed by DoubleMark

A Ballad ♩ = 88
DΔ7

B G-Δ7 F#-7

D7/C GΔ7

B E-7 E-7b5

Loop to top

Taneo Dance Fever

from Incredible Crisis

Composed by Tokyo Ska Paradise Orchestra

Transcribed by DoubleMark

Half-time swing feel ♩ = 90

A $Bb7$ $Eb7$

$Bb7$ $Eb7$ Play 3x

$Bb-9$ $Cb-6$

Straight funk ♩ = 180

B $Bb-7$ $Eb7$

$Bb-7$ $Eb7$ N.C. $Eb7$

1. 2. 3.

Drum fill, others out

Drum fill, others out

$Bb-9$

Drums and bass out, rhythm big swell Drums in w/fill

C $Eb7$

All in $Bb-9$

$Bb-9$

$Bb-9$ $Cb-9$ $Bb-9$

Loop to top

Tondemo Crisis! Theme #1 (We Are One)

from Incredible Crisis

Composed by Tokyo Ska Paradise Orchestra

Transcribed by DoubleMark

Intro Ska ♩ = 180
D E- D E- D E- D E-

(Bass)

A D G A D G A

D G A D G A

B D G A D G A

D G A D G A

D G A D G A

D G A D G A

C B G B G B G

A

(A)

D D G A D G A

D G A D N.C. D7

C A- G F D-7

E-9 C G

D E- B-7/E E- B-7/E

E- A- G D

E- A- G B-/D D

E B- G D E- G₂ D

A^{add9} A⁷ E-7 B-7/A A⁶ D/A

B-

F E- G C G D7

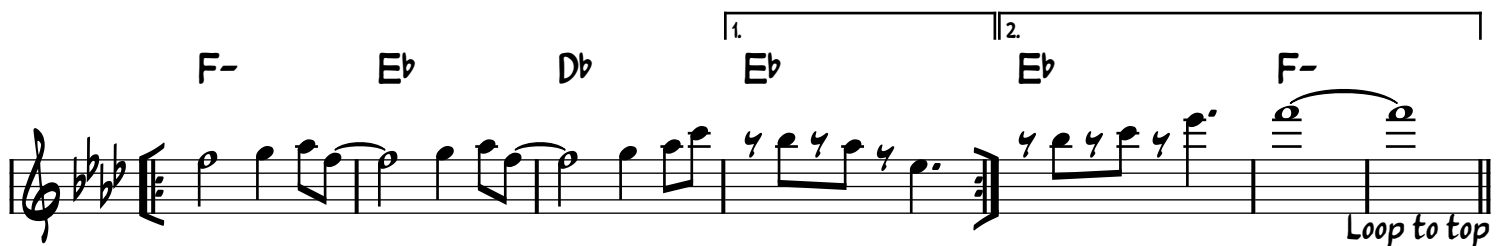
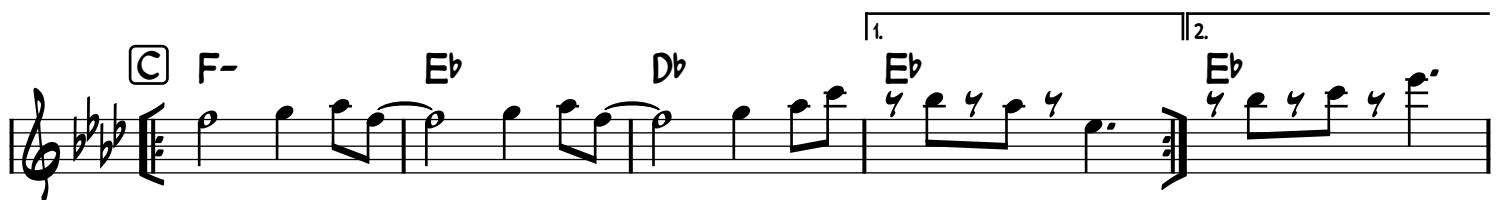
C B-7 D

Stage 1

from *Journey to Silius*

Composed by Naoki Kodaka
Transcribed by Gregory Orosz

Rock ♩ = 180
F-



Stage 2

from *Journey to Silius*

Composed by Naoki Kodaka
Transcribed by Gregory Orosz

♩ = 112

A E-

C

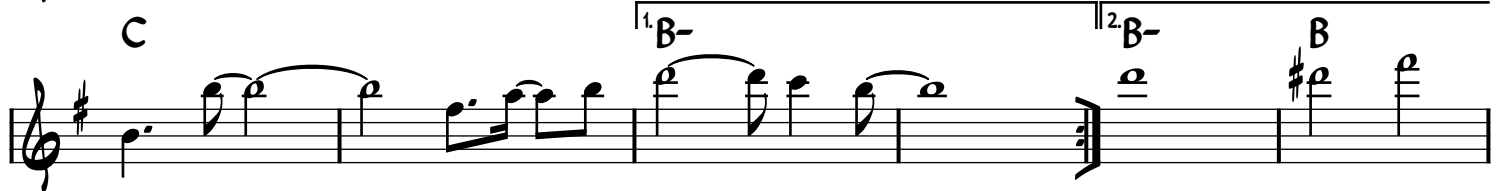


Rhythm simile



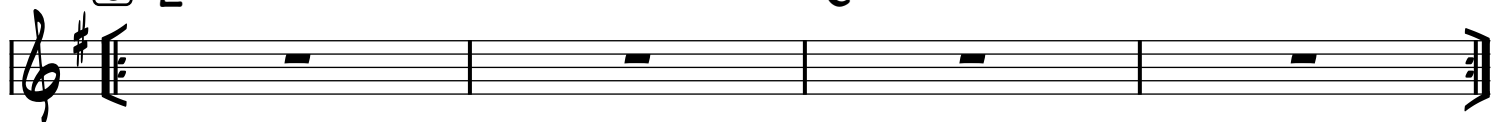
B E-

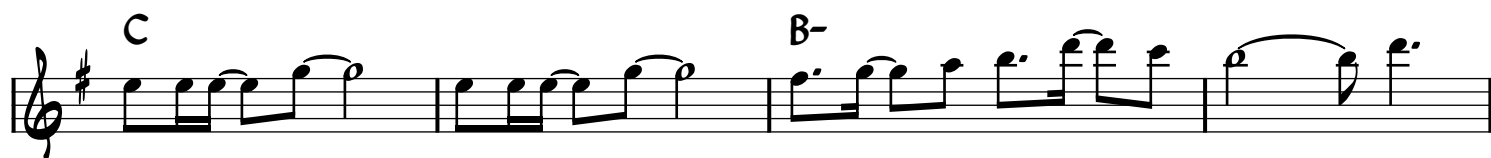
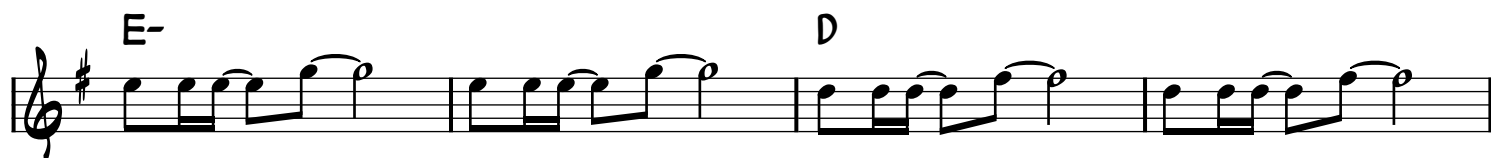
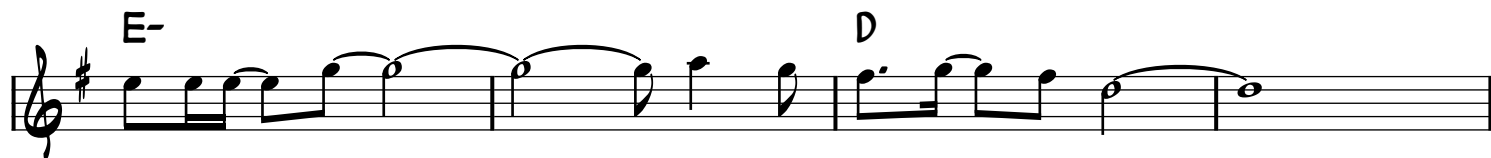
C



C E-

C



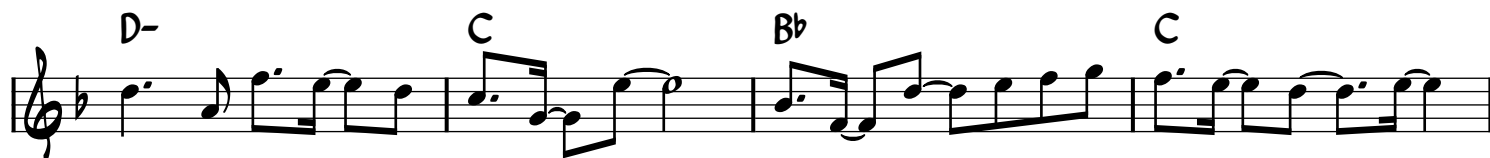
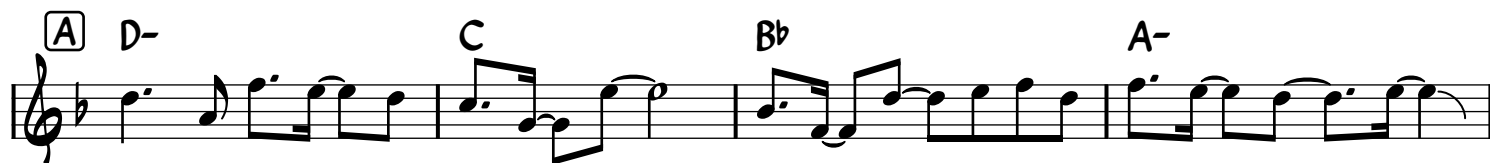
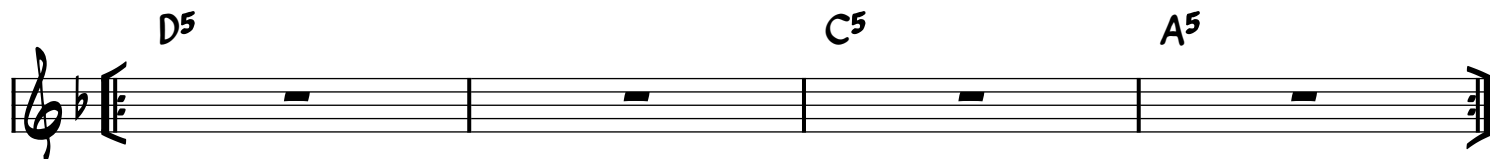


Stage 4

from *Journey to Silius*

Composed by Naoki Kodaka
Transcribed by Gregory Orosz

♩ = 150 N.C.



Loop to top

Katamari on the Rocks

from Katamari Damacy

Composed by Yuu Miyake

Transcribed by DoubleMark & musicalmoose

$\text{♩} = 160$

A E D E D

B E D B E D B

C E D B E D B A G C

D N.C. E D B E⁶

E7 D6 DΔ7
 E AΔ7 A7 AΔ7 A7
 DΔ7 D-6 DΔ7 D-6
 E7
 F E D B E
 D B A G C
 E D B
 G E D B
 Comp with [B]
 E D B
 A G C
 E D B E6
 Loop to top

The musical score is written in E major (three sharps) and 4/4 time. It consists of four systems of music, each with a guitar-specific notation (E, F, G) and a corresponding chord diagram. The notation includes various rhythmic values (quarter, eighth, and sixteenth notes), rests, and accidentals. The chord diagrams show fingerings for chords such as E7, AΔ7, A7, DΔ7, D-6, E, D, B, G, C, and E6. The score concludes with a 'Loop to top' instruction.

Katamaritaino (Roll Me In)

from Katamari Damacy

Composed by Hideki Tobeta

Transcribed by Iandrum

Samba ♩ = 126

(Rhythm)

[A] **[B]** **[C]** **[D]**

Play 3x

No repeat on solo

D.S.

2x: Solo through [A],[B], melody in at [C]

3x: Play through form, on [D] repeat and fade

2., 3.

Db- Eb7 Ab Eb/G Gb / F7

Db Db- Gb7

Ab Eb- F7 DbΔ7 Eb^{sus}4 Eb7b9

To Coda

Bridge

C-7 F7 Bb-7 Eb7 C-7 F7 Bb-7 Eb7

Bridge 2

Db/F Db/Ab Eb Eb/Db Db/F Db/Ab Eb Eb/Db AbΔ7

Db/F Db/Ab Eb Eb/Db Db/F Db/Ab Eb Eb/Db C-7

A° Bb-7 Eb7/G Eb-7 Ab7 DbΔ7 Bb-7 Eb7

D.S. to [Chorus] at Coda

Top part on 1x only

Ab Gb / F7

1. Db- 2. Db- Eb Db Ab

D-7 F/G CΔ7 C FΔ7/G CΔ7/G

FΔ7/G CΔ7/G FΔ7/G CΔ7/G

FΔ7/G CΔ7/G FΔ7/G CΔ7/G

To Coda on 3x

(Background vocals)

FΔ7/G CΔ7/G FΔ7/G CΔ7/G

Background vocals simile

D FΔ7/G CΔ7/G FΔ7/G CΔ7/G

Solo (comp as in [Intro])

FΔ7/G CΔ7/G FΔ7/G CΔ7/G

1. 2.

D.S. al Coda

E FΔ7/G CΔ7/G FΔ7/G CΔ7/G

FΔ7/G CΔ7/G FΔ7/G CΔ7/G

F FΔ7/G CΔ7/G FΔ7/G CΔ7/G

Play 6x

Scat solo

G FΔ7/G CΔ7 FΔ7/G CΔ7

Play 4x N.C.

(Background), continue scat solo

Underworld

from Kid Icarus

Composed by Hirokazu Tanaka

Transcribed by John Bergan

♩. = 150

N.C.

Bass

A Db C7 Db Cb Gb

Db pedal (bass simile)

B Db Ab/C Db7/Cb Gb/Bb AΔ7 ^{1.} DbΔ7 ^{2.} DbΔ7

C Ab-/Cb F°/Cb Cb Gb/Bb Db/Ab Eb7/G Gb Ab7

D Db Ab-/Cb Gb/Bb Db/Ab Ab7 Gb

Db/F Eb-7 Ab⁹_{sus}⁴

Loop to top

Dark Pit's Theme

from *Kid Icarus: Uprising*

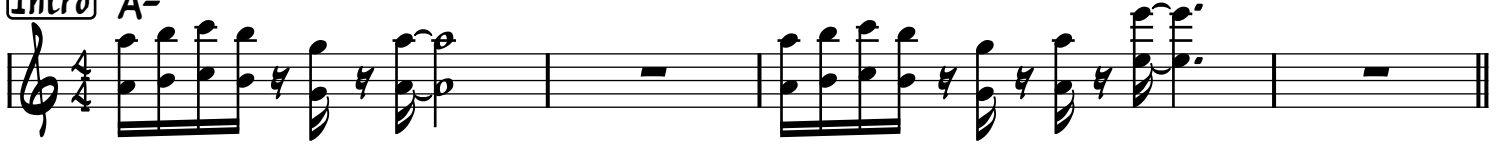
Composed by Motoi Sakuraba

Transcribed by Ashanti Mills

♩ = 126

Intro

A-



A

A-

G

F

G



B

F

G

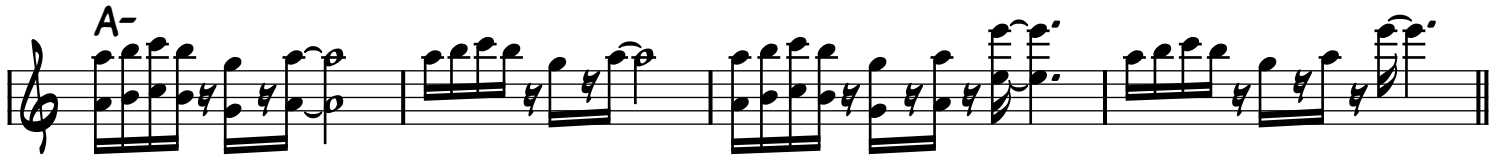
A-

E

F

G

E



C

D-

E

F

E



D-

E

F

E



F

E

D-

E

D-

E E7



D

A-

E^b07

A-

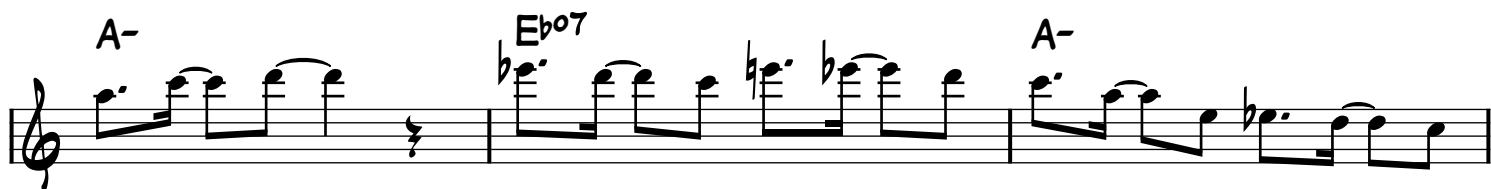
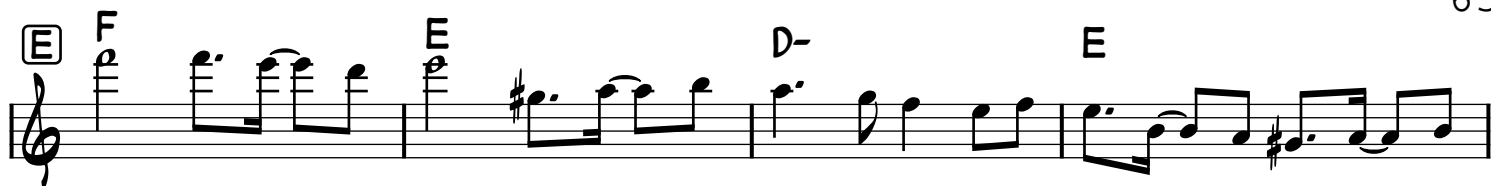
E^b07

E7

A-

A





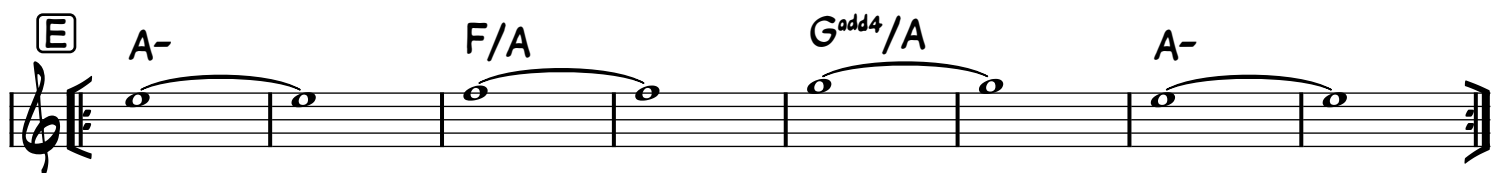
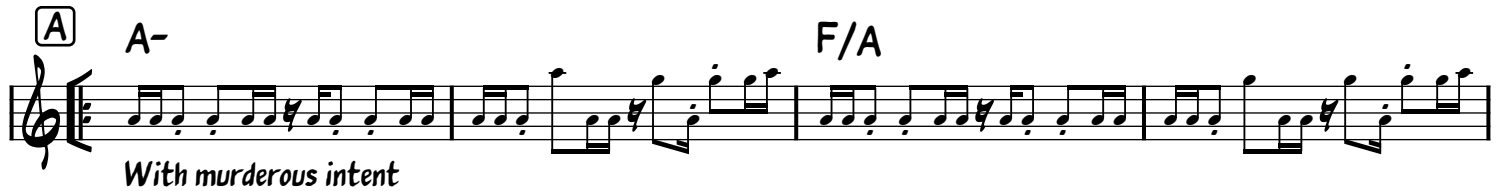
The Instinct

from Killer Instinct

Composed by Robin Beanland

Transcribed by sigmabeta

♩ = 116



[Viciousness Intensifies]

D.S. al Coda

⊕ A- F/A G^{add4}/A 1. A- 660

2. A- A-

Stormy Saxophone

from The King of Fighters '95

Composed by SNK Sound Team

Transcribed by sigmabeta

Funk ♩ = 122

A D-11

Drum intro

Solo

(D-11)

B D-11

(D-11)

1. 2.

C D-11

Solo

(D-11)

D B \flat Δ ⁹

A \flat ⁹ G-7 G Δ ⁹/A

3

Loop to [A]

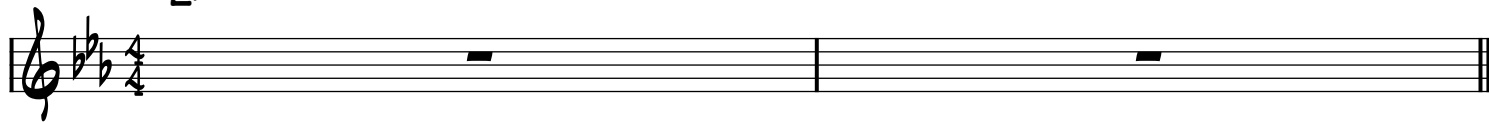
Blast Away! - Gummi Ship I-

from Kingdom Hearts

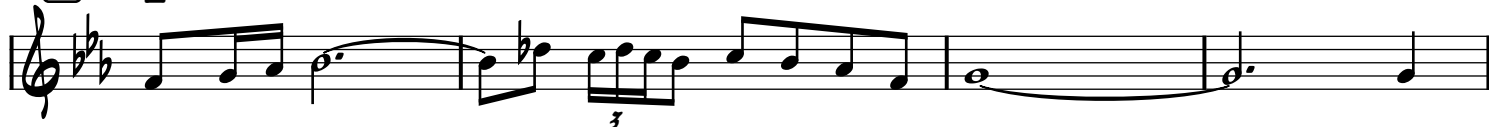
Composed by Yoko Shimomura

Transcribed by SonofHolland

♩ = 130
E \flat



[A] E \flat



D \flat 6



[B] C \flat Δ 7



B \flat -

C \flat Δ 7



D \flat

B \flat 7/D

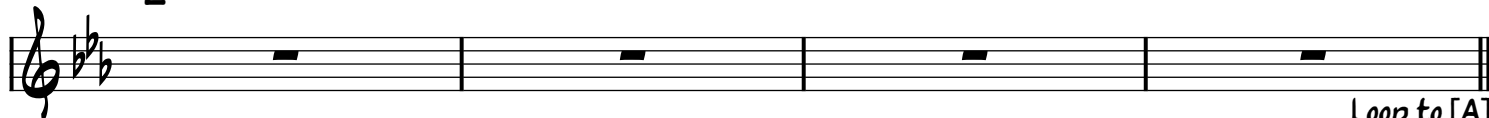
[C] E \flat



D \flat



E \flat

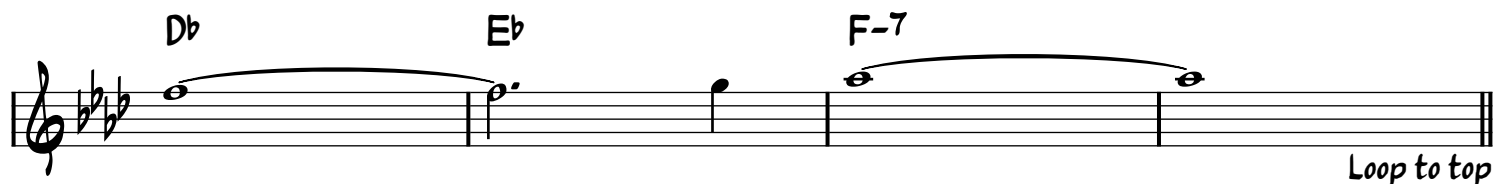
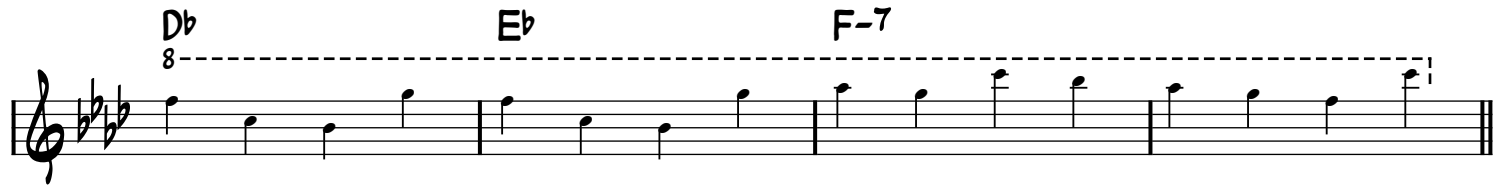


Loop to [A]

Dearly Beloved

from Kingdom Hearts

Composed by Yoko Shimomura
Transcribed by DoubleMark



Hikari

from Kingdom Hearts

Composed by Hikaru Utada

Transcribed by Amy Hsieh

A ♩ = 88
 Ab C- F- Eb

C- Bb Ab Ab/Bb Bb N.C.

B F- Eb

F- Eb

C Db C7 F-

Db C7 Db Eb C_{sus}⁴ C

D Ab C- F- Eb

C- Bb Ab Ab/Bb Bb N.C.

E F- Eb

F- Eb

F Db C7 F-

Db C7 Db Eb C_{sus}⁴ C

G Ab C- F- Eb

C- Bb Ab Ab/Bb Bb

H Ab C- F- Eb

C- Bb Ab Ab/Bb Bb

I Ab C- F- Eb

C- Bb Ab Ab/Bb Bb Play 4x

Melody 1st time only

Hollow Bastion

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by DoubleMark

$\text{♩} = 180 (3 + 3 + 2 + 2)$

A E_{-add9}

B E_{-add9}

E_{-add9}

E_{-add9}/B

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

D E_{-add9}

E_{-add9}

$F_{add\#11}$

Loop to top

Kairi I

from Kingdom Hearts

Composed by Yoko Shimomura
Transcribed by SonofHolland

$\text{♩} = 64$

$A^{\flat}\Delta^7$ $D^{\flat}\Delta^7$ $A^{\flat}\Delta^7$ $D^{\flat}\Delta^7$

[A] $A^{\flat}\Delta^7$ $D^{\flat}\Delta^7$ $E^{\flat}7$ $A^{\flat}\Delta^7$ $B^{\flat}-7$ $C-7$ $D^{\flat}\Delta^7$ $E^{\flat}6$

$F-11$ $B^{\flat}-6$ $F-11$ $B^{\flat}-6$ $A^{\flat}\Delta^7$ $D^{\flat}\Delta^7$ $A^{\flat}\Delta^7$ $D^{\flat}\Delta^7$

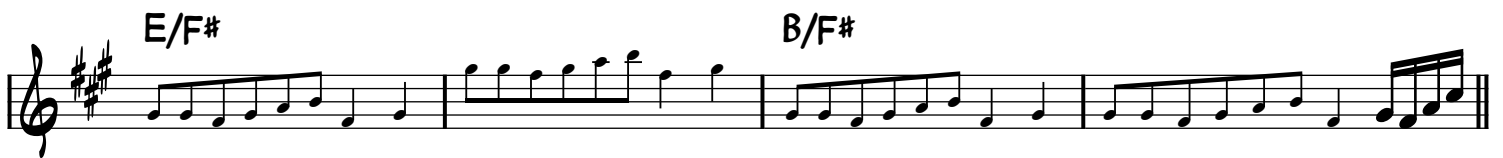
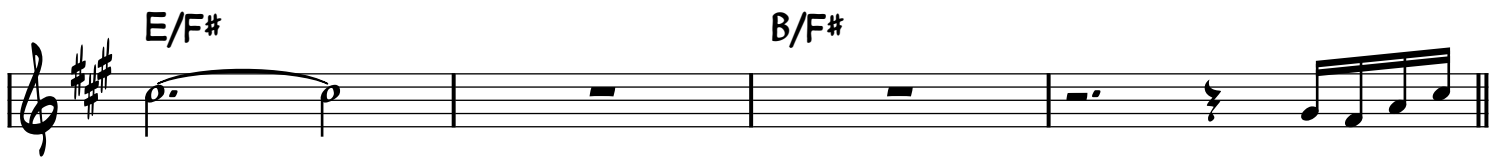
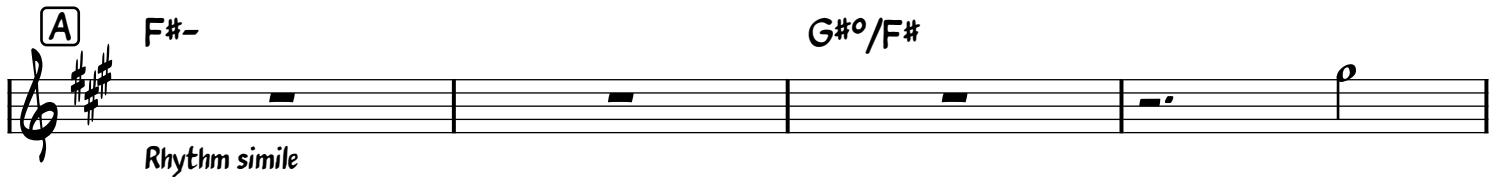
Loop to [A]

Night of Fate

from Kingdom Hearts

Composed by Yoko Shimomura
Transcribed by SonofHolland

Intense ♩ = 172
F#-



Loop to [A]

Scherzo Di Notte

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by David Chihlas

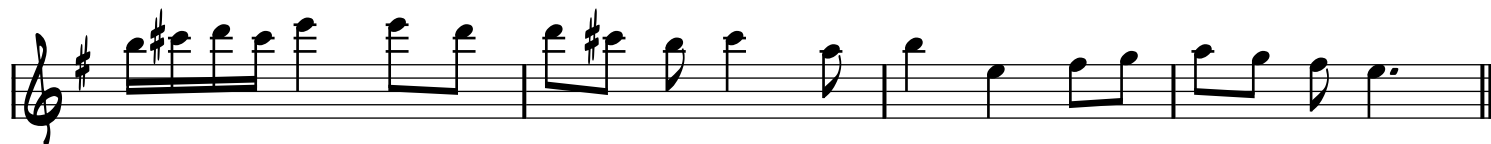
♩ = 140

E-

[A] E-



D6



[B] CΔ7

D6

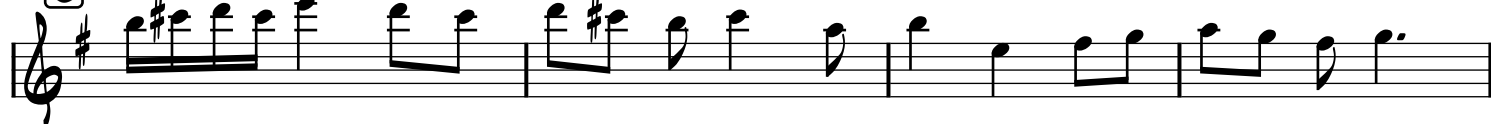
BbΔ7

D

B/D#



[C] E-



D6



[D] CΔ7

BbΔ7

A-7

AbΔ7



Ab7



G

[E] E-

E-

F-

E-

F-



Loop to [A]

Shipmeisters' Humoresque

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by SonofHolland

♩ = 97

G^b C^b G^b C^b

(Piano)

[A] G^b C^b G^b C^b G^b C^b G^b C^b G^b C^b

Rhythm simile

A^b- G^b D^b

[B] G^b C^b G^b C^b G^b C^b G^b C^b A^b- D^b

Loop to [A]

Simple and Clean

from Kingdom Hearts

Composed by Hikaru Utada

Transcribed by Amy Hsieh

A ♩ = 88
 Ab C- F- Eb

C- Bb Ab Ab/Bb Bb N.C.

B F- Eb

F- Eb

C Db C7 F-

Db C7 Db Eb C_{sus}⁴ C

D Ab C- F- Eb

C- Bb Ab Ab/Bb Bb N.C.

E F- Eb

F- Eb

F Db C7 F-

Db C7 Db Eb C^{sus4} C

G Ab C- F- Eb

C- Bb Ab Ab/Bb Bb

H Ab C- F- Eb

C- Bb Ab Ab/Bb Bb

I Ab C- F- Eb

C- Bb Ab Ab/Bb Bb Play 4x

Melody on 1x only

Traverse Town

from Kingdom Hearts

Composed by Yoko Shimomura

Transcribed by AarekMG

Laid back swing ♩ = 111

A B E F# E F#

B E F# E F#

B G A B-

G A B

Loop to top

Lazy Afternoons

from Kingdom Hearts 2

Composed by Yoko Shimomura

Transcribed by mkafie

$\text{♩} = 74$

C F⁶/C C F/C C F⁶/C C F/C

[A] C G/B B^b A- F-/C C / F/C FΔ⁷/C

C⁷ F C D/A G/B

[B] E-7^{b5}/B^b A⁷ D- F/C B^o B^o/D

A- E/G# A-⁷/G D⁷/F# F F/C G E⁷^{b9}

[C] A- E/G# A-⁷/G D⁷/F# F G

C F⁶/C C F/C C F⁶/C C F/C

Loop to [A]

Magical Mystery

from Kingdom Hearts II

Composed by Yoko Shimomura

Transcribed by Nathan Ford

♩ = 70

A G-Δ7 Eb7#5#11

Eb7#5#11/G F#07

Loop to top

02 Battle

from Kirby 64: The Crystal Shards

Composed by Jun Ishikawa

Transcribed by Garrett Hoffman

♩. = 168

D- D-7 B \flat Δ 7/D G-/D C/D

(Choir)

D- D-7 B \flat (#11)/D B \flat /D G-6/D G-/D

A D- D-7 B \flat /D G-/D C/D

D- D-7 B \flat /D G-6/D C/D

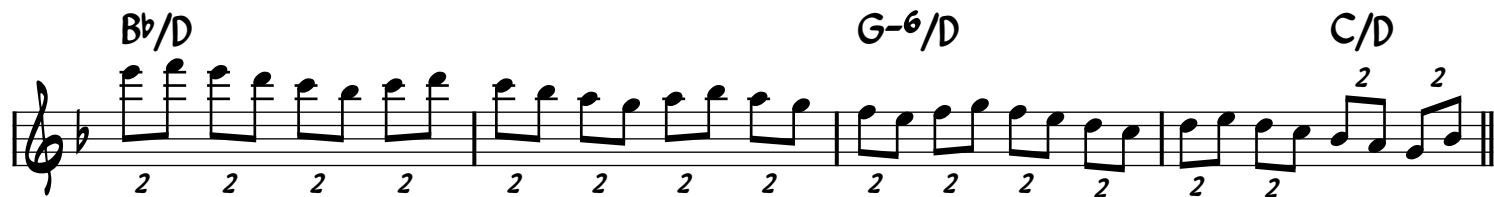
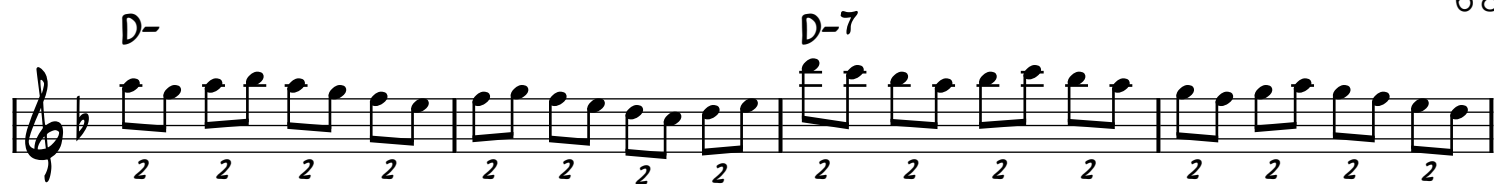
D- D-7 B \flat /D G-/D C/D

D- D-7 B \flat /D G-6/D C/D

B D- D-7 B \flat /D

G-6/D C/D D- D-7

B \flat /D G-6/D C/D



Shiver Star

from Kirby 64: The Crystal Shards

Composed by Jun Ishikawa

Transcribed by Ben Horkley

♩ = 144

A B \flat Δ 7

C-7

E \flat /FB \flat Δ 7

C-7

E \flat /FB \flat Δ 7

C-7/F

B \flat Δ 7

C-7/F



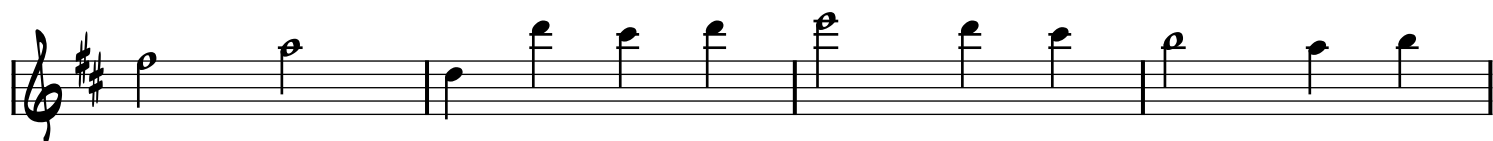
B B-7

E-7



B-7

E7



B-7

E-7



B-7

E7

C-7

F



Loop to top

Celestial Valley

from Kirby Air Ride

Composed by Hirokazu Ando

Transcribed by Ashanti Mills

$\text{♩} = 156$

G- B \flat D7sus 4 D7

[A] G- E \flat Δ 7 D-7

G- E \flat Δ 7 C-7 D-7

G- E \flat Δ 7 D-7

E \flat Δ 7 C-7 A \flat Δ 7 A7sus 4 D-

[B] E \flat Δ 7 D-7 C Dsus 4 D-

E \flat Δ 7 D-7 A \flat Δ 7 D7sus 4 D7

[C] G- F/G C/G E \flat F G- G 5 F G 5 C G 5 E \flat F

G- E \flat F

Loop to [A]

City Trial

from Kirby Air Ride

Composed by Hirokazu Ando
Transcribed by David Chihlas

$\text{♩} = 155$
N.C.

Asus⁴ A [A] D- B \flat Δ 7

G-7 A⁷sus⁴ A⁷ D- B \flat Δ 7

C A-7 D- B \flat C A

[B] F- D \flat Δ 7 B \flat -7 C-7

F- D \flat Δ 7 B \flat -7 C-7

F- B \flat F- B \flat F- B \flat F-

Bass in unison

[C] F^{sus}⁴/D \flat F^{sus}⁴/E \flat F^{sus}⁴ F- D \flat Δ 7 B \flat -7 G⁷sus⁴ G \flat 7 \flat 5

F- E \flat /F D \flat /F C-7 F-

D F- C- Bb- C- F- C-

Bb- C- F-

E C_{sus}²/F D_b_{sus}²/F E_b_{sus}²/F C/F

C_{sus}²/F D_b_{sus}²/F D_b/F C

F Bb-7 Eb7 F- Bb C_{sus}⁴

Bb-7 Eb7 G-7 Ab/Gb

G F_bΔ⁷ G_b6 F_bΔ⁷ G_b6 GΔ⁷ A⁶ B_bΔ⁷ C⁶

D-7 G7 D-7 G7 D-7 G7 D-7 A-7

Bass in unison

Loop to [A]

Forest/Nature Area

from Kirby and the Amazing Mirror

Composed by Hironobu Inagaki & Atsuyoshi Isemura

Transcribed by David Chihlas

♩ = 143

A B F#7 F#7/A# F#7/C# B

C $\text{Db}\Delta^7$ $\text{Bb}-7$

$\text{Gb}\Delta^7$ Gb/Ab Ab^7

$\text{Db}^{\text{add}9}/\text{F}$ $\text{Gb}\Delta^7$ Cb^7 $\text{Bb}-$ $\text{G}-7^{\text{b}5}$ Ab^7

D Db Gb/Db Cb Fb

$\text{D}\Delta^7$ $\text{G}\Delta^7$ $\text{B}-7$ $\text{E}-7^{\text{b}5}/\text{Bb}$ G^7 C^7

Original feel (but with wicked drum fills)

$\text{F}\Delta^7$ $\text{Bb}\Delta^7/\text{F}$ $\text{F}\Delta^7$ $\text{Bb}\Delta^7/\text{F}$

Loop to top

Moonlight Canyon

from Kirby and the Forgotten Land

Composed by Yuki Shimooka
Transcribed by David Chihlas

$\text{♩} = 140$
G-

A G- C/G E \flat F G-

(G-) C/G E \flat E-7 \flat 5 A

B D- C B \flat C F

E \flat Δ 7 D-7 B \flat Δ 7 D-/A F7

C B \flat - E \flat /B \flat G \flat A \flat B \flat -

(B \flat -) E \flat /B \flat G \flat Δ 7 A \flat 6

D G- D- C- F B \flat

C- G-/B \flat E \flat F G- C/G

G-7 C/G G- C/G G-7 C/G

[E] G- C/G Eb F G-

(G-) C/G Eb E-7b5 A

[F] D- C Bb C F

EbΔ7 D-7 BbΔ7 D-/A F7

[G] Bb- Eb/Bb Gb Ab Bb-

(Bb-) Eb/Bb GbΔ7 Ab6

[H] G- D- C- F Bb

C- G-/Bb Eb F G- C/G

G-7 C/G G- C/G G-7 C/G G- C/G G-7 C/G

Rhythm simile

Loop to [A]

Welcome to the New World!

from Kirby and the Forgotten Land

Composed by Tadashi Ikegami

Transcribed by David Chihlas

Rock/pop ♩ = 132



E A7

Solo

(A7) G C

F D D+ D6 D+ D D+ D6 D+

D D+ D6 D+ C D

Half time feel 1x
4/4 feel 2x

D.S. al Coda

G D A-/C G/B G-/Bb

D pedal 2x

1. 2.

D A-/C G/B G- C7 G/B G- C7

H D A-/D G/D G-/D

Solo

D A-/C G/B G- C7

D C/D D C/D D C/D D C/D

I D C D C D

Yearning for Yellow (Vroom!)

from Kirby: Planet Robobot

Composed by Hirokazu Ando

Transcribed by DK

Driving ♩ = 188

F Δ 7 E-7 D-7 G7

[A] F Δ 7 E-7 F Δ 7 E-7

D-7 E-7 F/G G7

[B] A b Δ 7 G-7 F-7 C-7

A Δ 7 B7 C Δ 7 D7

[C] G b Δ 7 F-7 G b Δ 7 F-7

E b -7 F-7 G b /A b A b 7

D Δ 7 E7 B b Δ 7 E b Δ 7

Loop to [A]

Friendly Field

from Kirby Star Allies

Composed by Jun Ishikawa
Transcribed by David Chihlas

$\text{♩} = 154$
F7

A B \flat E \flat /B \flat B \flat Δ 7 E \flat /B \flat

B \flat E \flat /B \flat B \flat Δ 7 E \flat /B \flat

B B \flat F E \flat B \flat

(B \flat) F E \flat B \flat

C F F7 B \flat C- E \flat /F B \flat B \flat 7

E \flat C-7 \flat 5 D- G- C F sus^4 F

D B \flat F G- D-7

E \flat C-7 \flat 5 D-7 G- C F F7



King Dedede

from Kirby Super Star

Composed by Jun Ishikawa

Transcribed by Jer Roque

$\text{♩} = 166$

C^5 $C7\#9$ F^-

A F^- $E^b7_{sus^4}$

D^b $C7\#9$

B $D^b\Delta^7$ E^b7 F^-7 $D^b\Delta^7$ E^b7 F^-7

$D^b\Delta^7$ E^b7 F^-7 $D^b\Delta^7$ E^b7 F^-7

C C^-9 B^b-9 C^-9 F

B^b-7 E^b7 $A^b\Delta^7$ D^b6 $C7_{sus^4}$ $C7\#9$

Marshmallow Castle

from Kirby Super Star

Composed by Jun Ishikawa

Funk, swing 16ths ♩ = 103

A

F-7 B \flat F-7 B \flat

F-7 B \flat F-7 B \flat

F-7 B \flat F-7 B \flat

F-7 B \flat F-7 B \flat

B

D \flat Δ 7 C-7 C \flat Δ 7 B \flat -7

A \flat -7 G \flat Δ 7 F \flat 7 E \flat

Loop to top

Boarding the Halberd

from Kirby Super Star

Composed by Jun Ishikawa

Transcribed by musicalmoose & DoubleMark

$\text{♩} = 166$

A A^5 C^5 $D-7$ G^5 F^5 $D-7$ G^5

$D-7$ G^5 F^5 $D-7$ $E7^{\#9}$

B $A-7$ $B^b\Delta^7$ $A-7$ $B^b\Delta^7$

$A\Delta^7$ $A^b\Delta^7$ $G^b\Delta^7$ $F-$ $D^b\Delta^7$ E^b7

C $D-7$ E^b-7

D B^b-7 $C^b\Delta^7$ B^b-7 $C^b\Delta^7$

$B^b\Delta^7$ $A\Delta^7$ $G\Delta^7$ G^b- $D\Delta^7$ E^7 A^5 C^5

Loop to [A]

Staff Roll

from Kirby Super Star

Composed by Jun Ishikawa
Transcribed by David Chihlas

$\text{♩} = 86$

Intro G^b $G^b\text{add}^9$ G^b

No bass

$\text{♩} = 160$

C^b A^b D^b G^7 **N.C.** C

rit.

A C $E-7$ $A-7$

F C $D-7$ G^7

C $E-7$ $A-7$

F C $D-7$ $D-7/G$ C

F $E-7$ F $E-7$ $E^{\circ}7$

$D-7$ C $A-7$ $D-$ G^7 $D-$ G^7

5

B F D-7^{b5} C A-7

D-7 E-7 F F#o7 G7 F D-7^{b5} C

C F E-7

F E-7

E^bΔ7 D-7

D^bΔ7 G^bΔ9 F C7

D F-7 B^b7 E^bΔ7 A^bΔ7 F-7 B^b7 E^bΔ7 A^bΔ7

F-7 B^b7 E^bΔ7 A^bΔ7 F-7 B^b7

D-7 G7 F D-7^{b5} C

Loop to [A]

Havoc Aboard the Halberd

from Kirby Super Star

Composed by Jun Ishikawa
Transcribed by David Chihlas

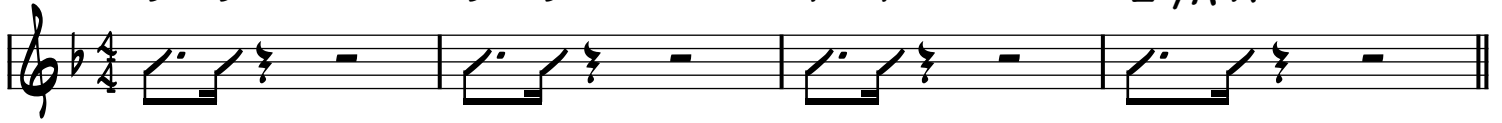
$\text{♩} = 166$

D- D- Δ^7

D-7 D-6

F- F- Δ^7

E⁷/A A⁷



D- D- Δ^7

D-7 D-6

F- F- Δ^7

F-7 F-6



D- D- Δ^7

D-7 D-6

F- F- Δ^7

F-7 F-6



D \flat Δ^7

C-7

D \flat Δ^7

C-7

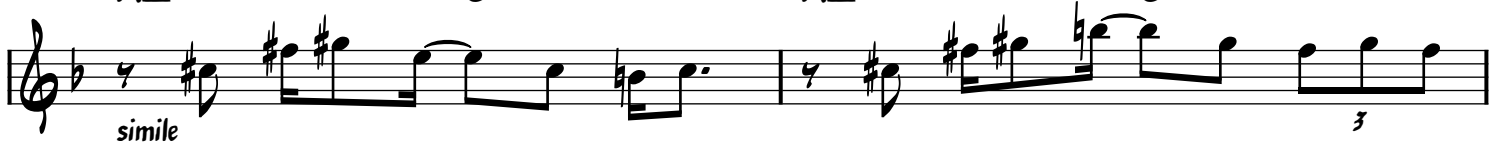


A Δ^7

G \sharp -7

A Δ^7

G \sharp -7



A Δ^7

B \flat -7

C-7

D-7

E^o7 / /

A⁷



D- D- Δ^7

D-7 D-6

F- F- Δ^7

F-7 F-6



D- D- Δ^7

D-7 D-6

F- F- Δ^7

F-7 F-6



D $\text{D}\flat\Delta^7$ $\text{C}-7$ $\text{D}\flat\Delta^7$ $\text{C}-7$

$\text{A}\Delta^7$ $\text{G}\#\text{-}7$ $\text{A}\Delta^7$ $\text{G}\#\text{-}7$

$\text{F}-7$ $\text{G}-7$ $\text{A}\flat-7$ $\text{B}\flat-7$ $\text{C}\flat-7$ $\text{D}\flat-7$ $\text{E}\flat 7$

E $\text{D}-$ C/D $\text{B}\flat/\text{D}$ $\text{D}-$ C/D $\text{F}-$

$\text{B}\flat-7$ $\text{E}\flat 7$ $\text{A}\flat\Delta^7$ $\text{D}\flat\Delta^7$ $\text{C}^7_{\text{sus}^4}$ C^7

$\text{B}\flat-7$ $\text{E}\flat 7$ $\text{A}\flat\Delta^7$ $\text{D}\flat\Delta^7$ $\text{C}^7_{\text{sus}^4}$ C^7 N.C.

Loop to top

Gourmet Race

from Kirby Super Star

Composed by Jun Ishikawa

Transcribed by Jer Roque

♩ = 187

Bb-

C-

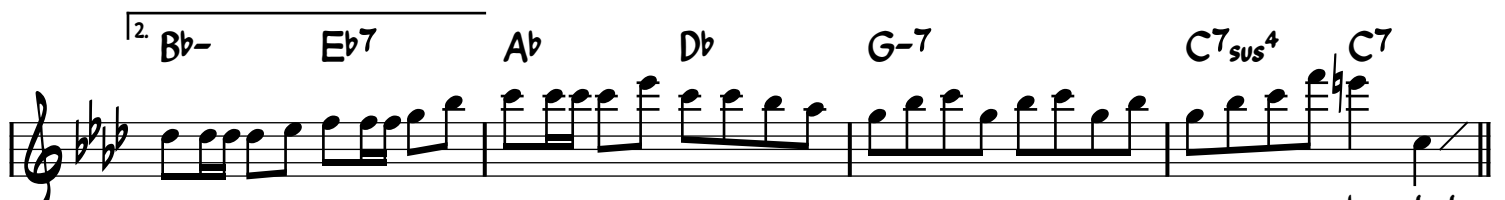
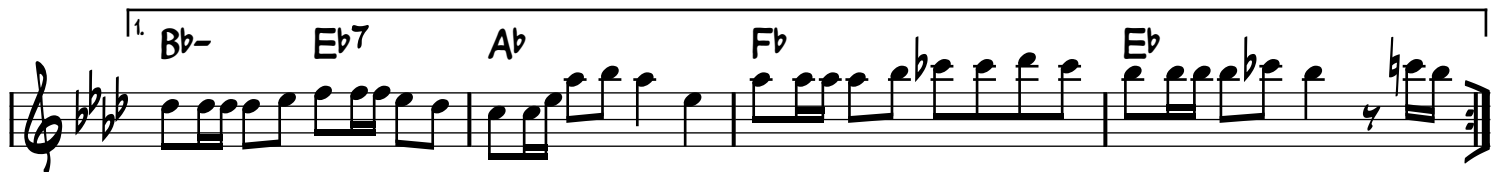
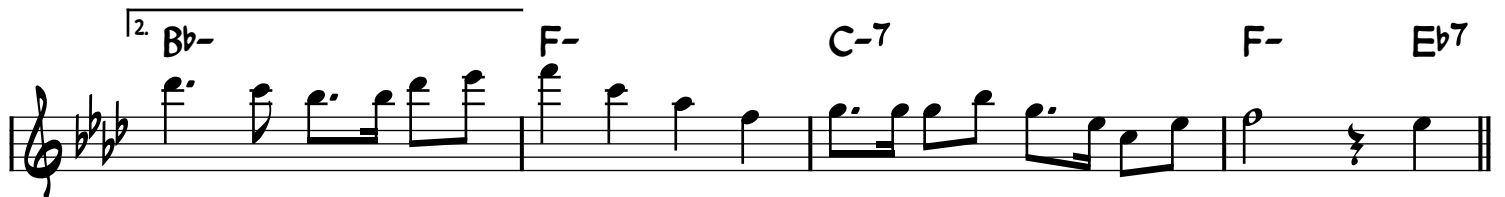
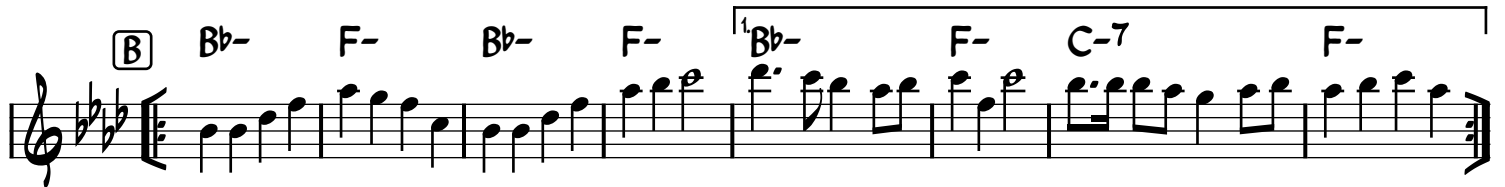
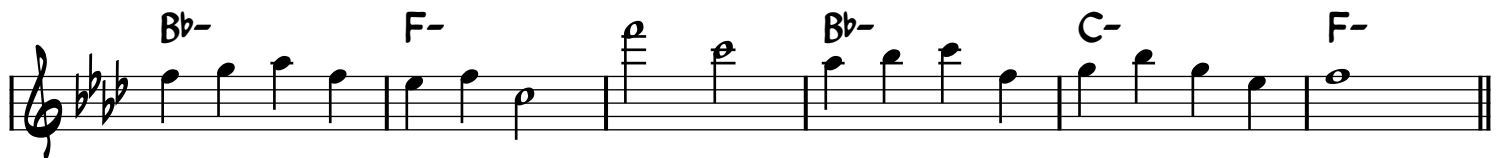
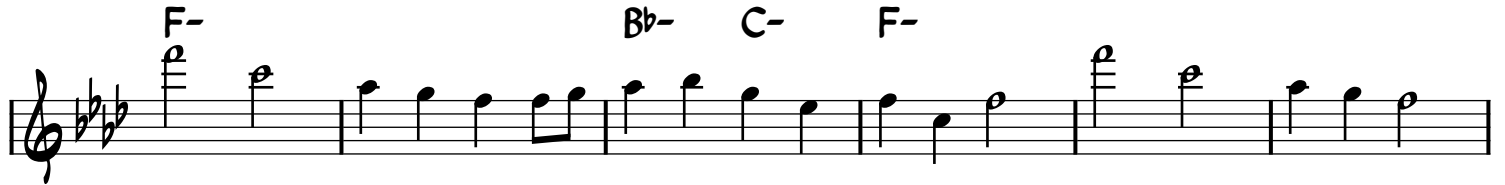
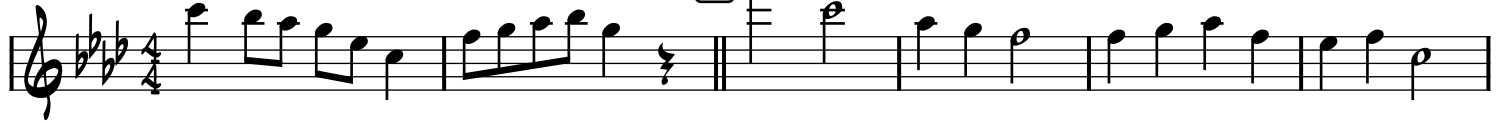
Db

C7

A F-

Bb-

F-



Loop to top

The Beginner's Room

from Kirby Super Star

Composed by Jun Ishikawa and Dan Miyakawa

Transcribed by Chombey

♩ = 166
B^badd2



[A] B^badd2



E^badd2

E^b

B^badd2



B^badd2



E^badd2

E^b-add2

E^b-

B^badd2



[B] D-7

G-7

D-7

G-7



C7

F7^{sus}4

F7



Loop to [A]

Vs. Marx

from Kirby Super Star

Composed by Jun Ishikawa
 Transcribed by 8-bit Music Theory
 Lead sheet by DoubleMark

♩ = 187

A $Db-\Delta^7$ $C^{\circ 7}$

A $Bb-\Delta^7$ $A\Delta^7$ $Ab\Delta^7$

$Bb-\Delta^7$ $A\Delta^7$ $Ab\Delta^7$

G^- B^-

$Ab-9$ Eb^- D $B^{\circ 7}$

B $C-7$ $Db\Delta^7$ $Ab-7$ $Eb-7$

$Bb-7$ $A\Delta^7$ $Ab\Delta^7$ $G-7$ $Csus^4$ C

C $Db\Delta^7$ $C-7$ $Db\Delta^7$ $C-9$

$Bb-7$ Eb^9 Ab $Db\Delta^7$

$G-add2$ C^7

Loop to top

The Cave in the Sky

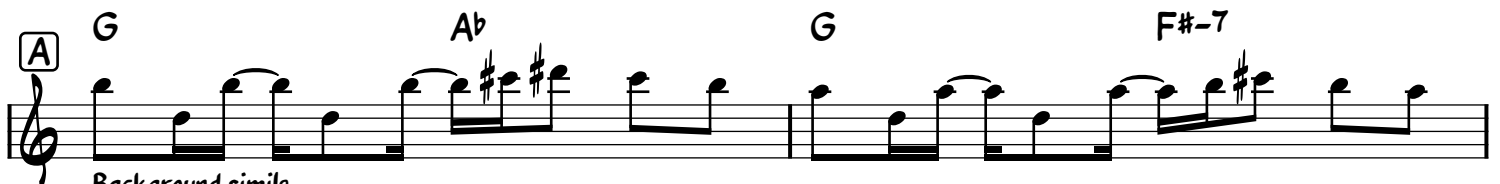
from Kirby Triple Deluxe

Composed by Hirokazu Ando

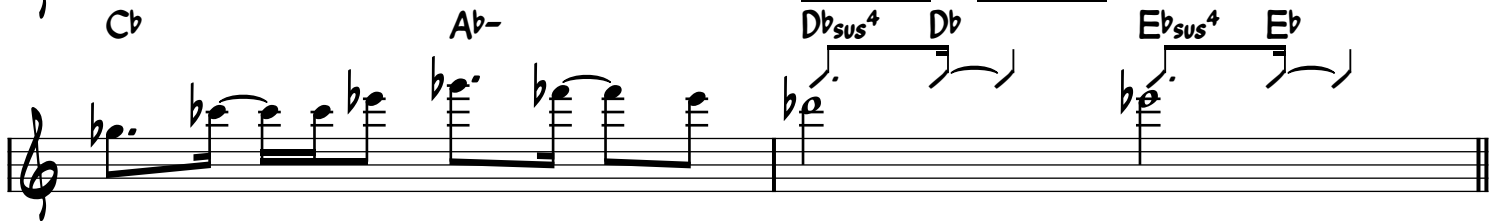
Transcribed by Jonathan Aldrich

♩ = 132

Intro



Background simile



C F-7 Bb7 EbΔ7 Eb-7 Ab7 DbΔ7

Db-7 Gb7 CbΔ7 Ab-7 Db7 Fb/Gb Gb7

B A/B G/B C/B B GΔ7b5 E7 C7/Bb F#7b5

Rhythm: stop time

B C B Bb G Ab G D7

Original groove

Loop to [A]

Butter Building

from Kirby's Adventure

Composed by Hirokazu Ando
Transcribed by JohnStacy

Intro ♩ = 160
B-7 E7 AΔ7 A6 B-7 E7

A AΔ7 B-7 E7

AΔ7 B-7 E7

B DΔ7 C#-7

B-7 AΔ7

DΔ7 C#-7

B-7 D/E E7

Loop to [A]

Grape Garden

from Kirby's Adventure

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

Waltz ♩ = 164

Intro N.C. B \flat Δ 7 A-7 G-7

(Bass)

A-7 B \flat Δ 7 A-7 G-7 C

A F E \flat D \flat A \flat B \flat - E \flat 7 F C7

F E \flat D \flat A \flat B \flat - C-7 F7sus4 F7

B B \flat Δ 7 A-7 G-7 F Δ 7 F7

B \flat Δ 7 A-7 G-7 C7sus4 C

Loop to [A]

Grape Garden

from Kirby's Adventure

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

Waltz ♩ = 164

Intro

N.C. B Δ 7 A $\#$ -7 G $\#$ -7

(Bass)

A $\#$ -7 B Δ 7 A $\#$ -7 G $\#$ -7 C $\#$

[A] F $\#$ E D A B- E7 F $\#$ C $\#$ 7

F $\#$ E D A B- C $\#$ -7 F $\#$ 7_{sus4} F $\#$ 7

[B] B Δ 7 A $\#$ -7 G $\#$ -7 F $\#$ Δ 7 F $\#$ 7

B Δ 7 A $\#$ -7 G $\#$ -7 C $\#$ 7_{sus4} C $\#$

Loop to [A]

Ice Cream Island

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by David Chihlas

♩ = 150

N.C

Ab7 Db

Eb-

/

Ab7

(Bass)

[A]

Db

Cb

Db

Cb

[B]

^{1.} A

Cb

Ab7

Db

Eb

Eb7

Ab7

[C]

^{2.} Ab7

A7

Bb7

(Bass)

A7

Ab7

A7

Bb7

Ab7

Loop to [A]

Orange Ocean

from Kirby's Adventure

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

♩ = 112

Intro A^b B^b- E^b7 A^b B^b- E^b7

A A^b $G^b\Delta^7$ A^b

(A^b) G^b6 A^b

B $D^b\Delta^7$ $C-7$ E^b-7 $A^b7_{sus^4}$ A^b7

$D^b\Delta^7$ $C-7$ B^b-7 $E^b7_{sus^4}$ E^b7

8

Loop to [A]

Rainbow Resort

from Kirby's Adventure

Composed by Hirokazu Ando

Transcribed by Jonathan Aldrich

Waltz ♩ = 164

Intro Db GbΔ7 Ab7/Gb GbΔ7 Ab7/Gb

GbΔ7 Ab7/Gb GbΔ7 Ab7/Gb

Rhythm simile

A GΔ7 A7/G GΔ7 A7/G GΔ7 A7/G GΔ7 A7/G

GΔ7 A7/G GΔ7 A7/G GΔ7 A7/G F#-7 B7

B E- A/E E- A/E D^{add2}/F# G⁶ A^{7sus4} A⁹

F- Bb/F F- Bb/F E^{badd2}/G Ab⁶ Bb^{7sus4} Gb⁹

Loop to [A]

Yogurt Yard

from Kirby's Adventure

Composed by Hirokazu Ando
Transcribed by David Chihlas

♩ = 180

Intro E7



(E7)



[A] A E/A A E/B E



A D E F#- A Asus⁴



[B] GΔ⁷ F#-⁷ E-⁷ A⁷ DΔ⁷



A^bΔ⁷ G-⁷ C-⁷ B⁷ E⁷



[C] A E/A A E/B E



A D E F#-



D E7_{sus4} E7 E7_{sus4} E7 D7_{sus4} D7 D7_{sus4} D7

E7_{sus4} E7 E7_{sus4} E7 D7_{sus4} D7 N.C.

A E

Loop to [A]

I'm a Hungry Pink Puffball

from Kirby's Dream Buffet

Composed by Yuuta Ogasawara
Transcribed by Jonathan Aldrich

Ska ♩ = 200

Intro Eb Eb7

A Ab Eb F-7 C- Bb-7 C-7 DbΔ7 Eb7

B Db C-7 Bb-7 Eb7 Ab Ab7 Db C-7 Bb-7 Eb7 Ab

C Ab Db Eb F- Ab Db Eb

To Coda D.S. al Coda

⊕ Eb N.C.

Loop to [A]

Float Islands

from Kirby's Dream Land

Composed by Jun Ishikawa
Transcribed by Jonathan Aldrich

♩ = 128

Intro B \flat Δ 7 C-7 D-7 C-7 B \flat Δ 7 C-7 D-7 C-7 E \flat /F

A B \flat Δ 7 C-7 D-7 C-7 B \flat Δ 7 C-7 D-7 C-7

B \flat Δ 7 C-7 D-7 C-7 B \flat Δ 7 C-7 D-7 C-7

B E \flat Δ 7 D-7 E \flat Δ 7 D-7

G \flat Δ 7 F-7 G \flat Δ 7 F7 F7_{sus}⁴

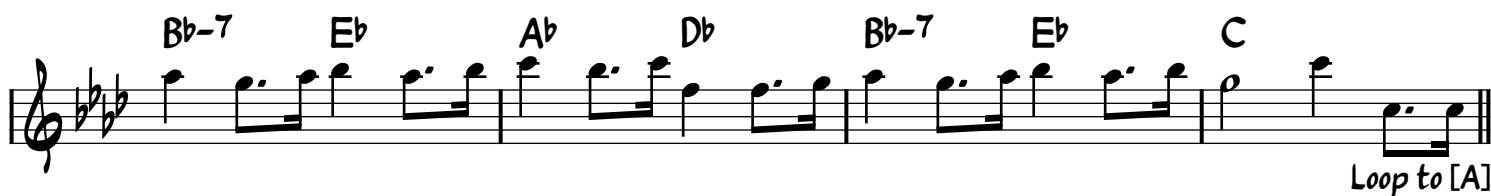
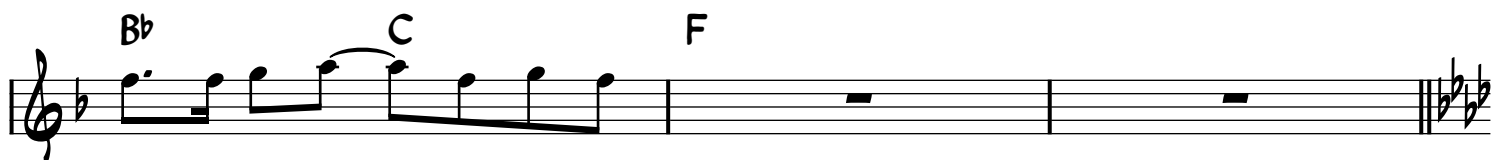
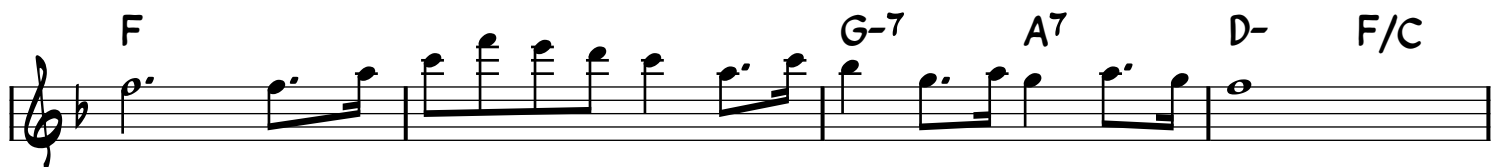
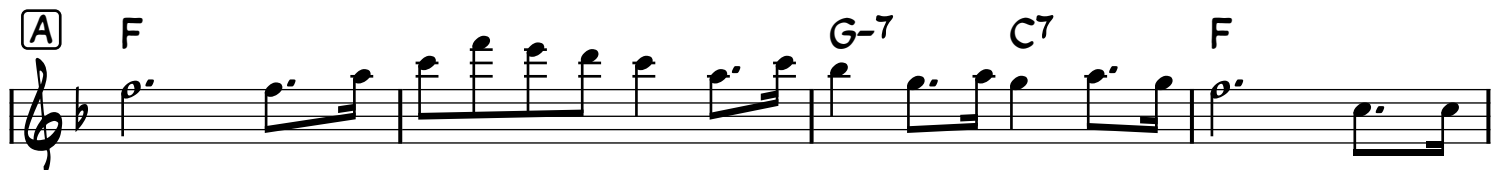
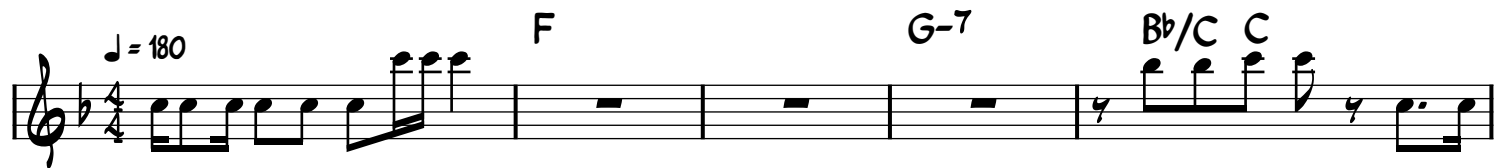
Loop to [A]

Green Greens

from Kirby's Dream Land

Composed by Jun Ishikawa

Transcribed by Jer Roque



Coo the Owl

from Kirby's Dream Land 2

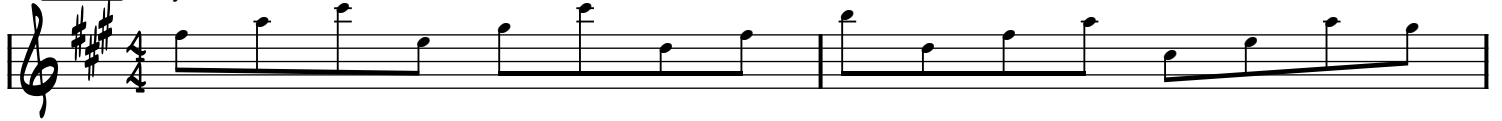
Composed by Hirokazu Ando, Tadashi Ikegami

Transcribed by Chombey

♩ = 180

Intro

F#-



Kine the Fish

from Kirby's Dream Land 2

Composed by Hirokazu Ando & Tadashi Ikegami

Transcribed by Chombey

♩ = 112

Intro

Db Ab7sus⁴/Db Db Ab7sus⁴/Db

A

Db Cb Bbb Ab7

Db Cb Bbb Ab7

B

Gb Db Eb- Db Db7

Gb Db Gb Ab7

Loop to [A]

Rick the Hamster

from Kirby's Dream Land 2

Composed by Hirokazu Ando & Tadashi Ikegami

Transcribed by Chombey

$\text{♩} = 150$

The musical score is written in treble clef with a 4/4 time signature. It consists of three staves of music. The first staff begins with a tempo marking of quarter note = 150. The first measure is a whole rest, followed by a double bar line. The second measure has a G chord. The third measure has an A chord in a box, followed by a C chord. The fourth measure has a D- chord. The fifth measure has a G chord. The second staff starts with a C chord, followed by a D- chord, and ends with a G7 chord and a C chord. The third staff starts with an F chord, followed by C/E, G7/D, C, F, C/E, Eb07, Ab7, and G7. The piece ends with the instruction 'Loop to [A]'.

Chords: G, A, C, D-, G, C, D-, G7, C, F, C/E, G7/D, C, F, C/E, Eb07, Ab7, G7

Loop to [A]

Ripple Field 1

from Kirby's Dream Land 3

Composed by Jun Ishikawa
Transcribed by Garrett Hoffman

♩ = 153

A B \flat Δ 7

A-7



B \flat Δ 7

A-7



G-7

B \flat /C

F Δ 7



D \flat Δ 7

G-7

B \flat /C

C7 \flat 9



B B \flat Δ 7

A-7



B \flat Δ 7

A-7



G-7

B \flat /C

F Δ 7



D \flat Δ 7

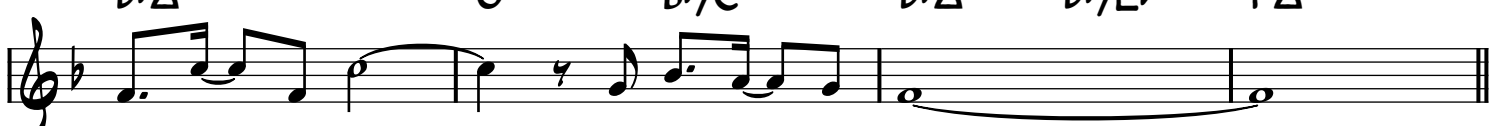
G-7

B \flat /C

D \flat Δ 7

D \flat /E \flat

F Δ 9



Patch Castle

from Kirby's Epic Yarn

Composed by Tomoya Tomita
Transcribed by xXChickyChuXx

♩ = 145

A D^{\flat}/A^{\flat} A^{\flat}/C D^{\flat} F°/C^{\flat}

G^{\flat}/B^{\flat} D^{\flat} $D^{\flat 7}$ A^{\flat}/C

B D^{\flat}/A^{\flat} A^{\flat}/C D^{\flat} $D^{\flat 7sus^4}$ $D^{\flat 7}$

G^{\flat}/D^{\flat} D^{\flat} $B^{\flat 7}$ $E^{\flat-}/B^{\flat}$ $A^{\flat 7}$ D^{\flat}

C A A/B E/B A A/B E/B

$E^{\flat-}/B^{\flat}$ $E^{\flat-}/A^{\flat}$ D^{\flat} $C^{\flat 7}$ $E^{\flat-7}$ G^{\flat}/A^{\flat}

Loop to [A]

Sunny with a Chance of Oasis

from Kirby's Return to Dream Land

Composed by Hirokazu Ando

Transcribed by Jonathan Aldrich

♩ = 135

F

[A]

F

G-

C7

F

C-7 F7



1. Bb

A-7

D

G-7

G7

Bb/C

C7



2. Bb

A-7

D

G-7

Bb/C

DbΔ7 Eb

F



[B]

DbΔ7

C-7

Bb-7

Eb7

Ab

Ab7



DbΔ7

C-7

F7

Bb-7

Db/Eb

Eb7



Abadd2

DbΔ7

Abadd2

G-7

C7

F



Loop to [A]

Sky Tower

from Kirby's Return to Dream Land

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

Intro

♩ = 160
F5



A Unison
F^{sus4}/C B^b/D E^b F7 B^bΔ7 F^{add9}/A G-7 C^{sus4} C

B-7^{b5} B^b-7 A-7 D-7 G-7 C D^b E^b

F^{sus4} F F^{sus2} F F^{sus4} F F^{sus2} F

B B^bΔ7 A-7 G-7 C7 FΔ7

B^bΔ7 F/A G-7 C7^{sus4} C7 C^b7^{b9}

C B^bΔ7 A-7 B^b-7 E^b7 A^bΔ7

D^bΔ7 C-7 B^b-7 C-7

F^{sus4} F N.C.

Loop to [A]

Sky Tower

from Kirby's Return to Dream Land

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

♩ = 160

Intro

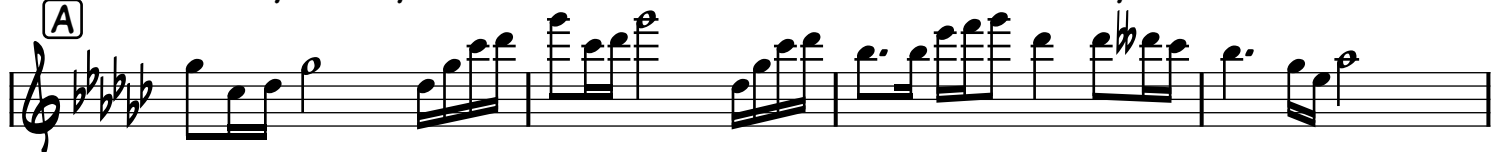
G^b5



Unison

G^bsus⁴/D^b C^b/E^b F^b G^b7 C^bΔ⁷ G^badd⁹/B^b A^b-7 D^bsus⁴ D^b

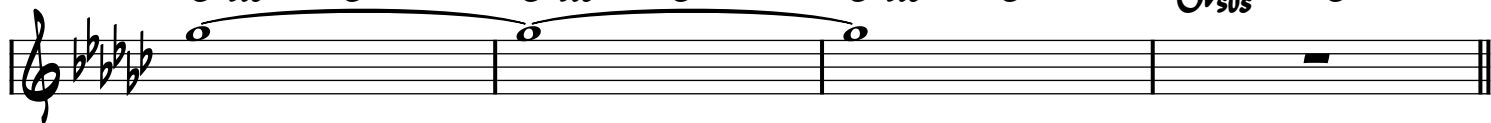
A



C-7^b5 C^b-7 B^b-7 E^b-7 A^b-7 D^b D E



G^bsus⁴ G^b G^bsus² G^b G^bsus⁴ G^b G^bsus² G^b



B

C^bΔ⁷ B^b-7 A^b-7 D^b7 G^bΔ⁷



C^bΔ⁷ G^b/B^b A^b-7 D^b7sus⁴ D^b7 C7^b9



C

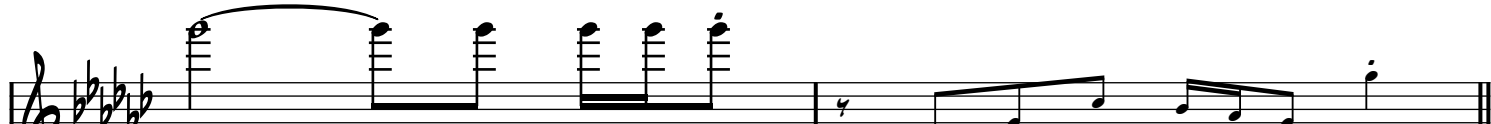
C^bΔ⁷ B^b-7 B-7 E7 AΔ⁷



DΔ⁷ D^b-7 C^b-7 D^b-7



G^bsus⁴ G^b N.C.



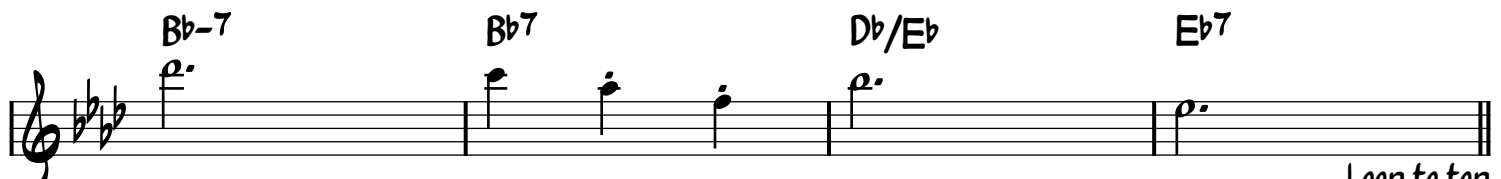
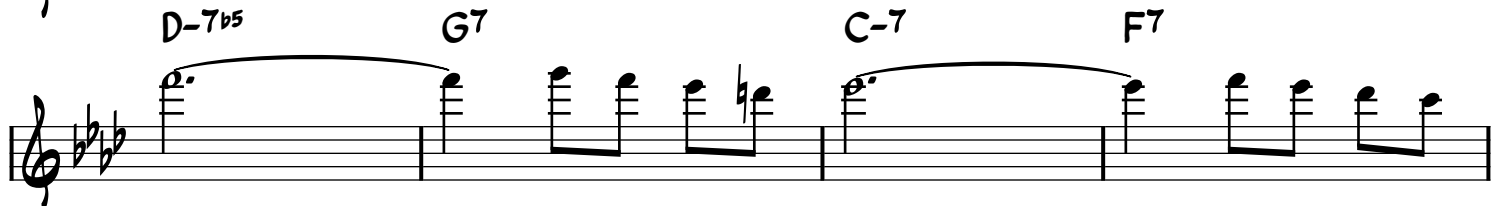
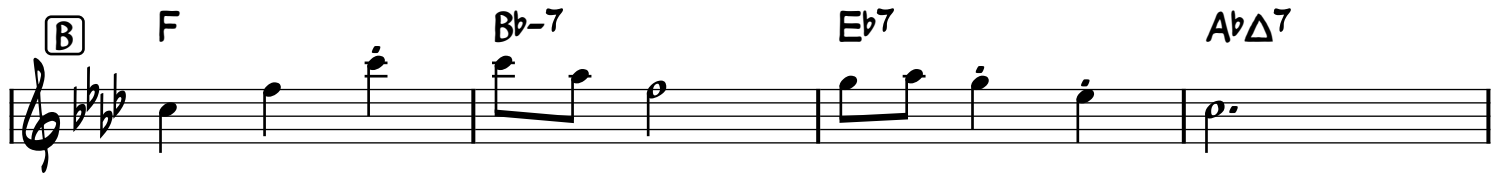
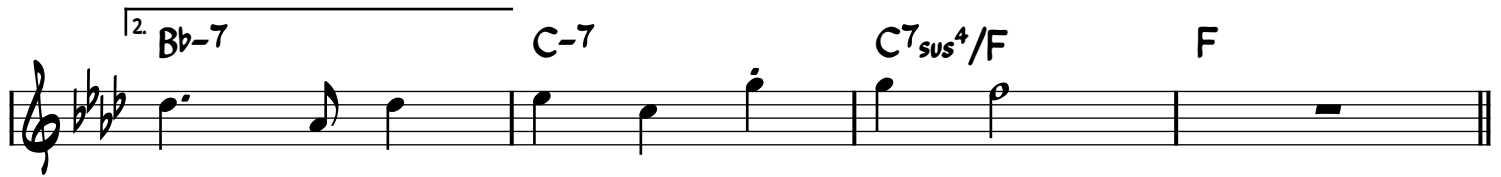
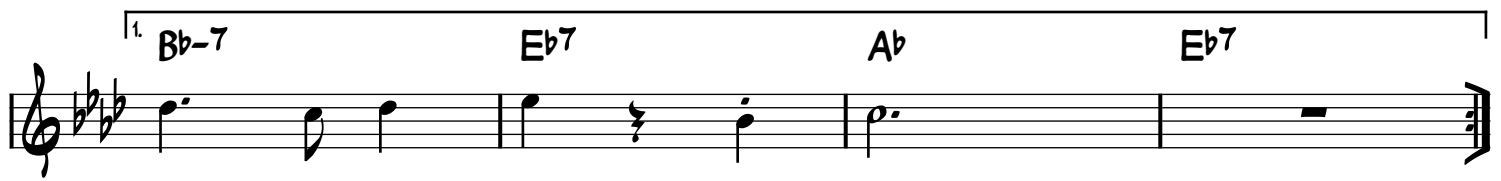
Loop to [A]

Sky Waltz

from Kirby's Return to Dream Land

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

Waltz ♩ = 220



Loop to top

Snowball Scuffle

from Kirby's Return to Dream Land

Composed by Jun Ishikawa
Transcribed by Jonathan Aldrich

$\text{♩} = 145$ [A] $F\Delta^7$

$Bb\Delta^7$ $Bb-\Delta^7$

[B] $Ab\Delta^7$ $Gb\Delta^7$
 $Fb\Delta^7$ $Eb\Delta^7$

[C] $Db\Delta^7$ $C-7$

$Bb-7$ $Eb7$ $Ab\Delta^7$

$Bb-7$ $Eb7$ $Ab\Delta^7$ $Db\Delta^7$

$Gb\Delta^7$ $G-7$ $C7$

Loop to [A]

Untamed Heart

from Klonoa: Door to Phantomile

Composed by Eriko Imura
Transcribed by Nathan Ford

$\text{♩} = 70$

Intro $B/D\#$ $C\#-/E$ $D\#-/F\#$ $G\#-7/D\#$ $E\flat_6$ $A\flat_6$

N.C.

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

$F\Delta^7$ $F-7$ $B\flat_6$ $B\flat7\#5$ $E\flat\Delta^9$ $D-7$ $C-7$ $D-7$

$E-9$

B $F\Delta^{13}$ $A-11$ $F\Delta^{13}$ C_6

$F\Delta^{13}$ $A-11$ $F\Delta^{13}$ $A-9$ $A\flat-9$

C $G-7$ $B\flat\Delta^7/C$ $F\Delta^7$ $F\#07$ $B\flat\Delta^7 / / A-7$

$G-7$ $B\flat\Delta^7/C$ $C\Delta^7/D$ C_6/D **N.C.**

Loop to [A], no melody until B

Door Into Summer

from Knuckles' Chaotix

Composed by Junko Shiratsu

Transcribed by 8-bit Music Theory

Lead Sheet by DoubleMark

♩ = 129

$Bb\Delta 7$ C/Bb $Bb\Delta 7$ C/Bb

A F C/F Bb/F C/F

F C/F Bb/F C/F Bb/F C/F

1. 2.

B $Bb\Delta 7$ $A7\#9$ $D-7$ $C-$ $F7$ $Bb\Delta 7$ $A7\#9$ $D-7$

$Bb\Delta 7$ $A7\#9$ $D-7$ $C-$ $F7$ $Bb\Delta 7$ $A7$ $G-7$ $A-7$ $D7b9b13$

C $Bb\Delta 7$ C/Bb $Bb\Delta 7$ C/Bb

$D-7$ $A7/C\#$ F/C $G9/B$ $G9/B$

1. 2.

Loop to top

Evening Star

from Knuckles' Chaotix

Composed by Junko Shiratsu & Mariko Nanba

Transcribed by Ashanti Mills

Funk; swing 16ths ♩ = 109

AbΔ7 G7 C-7

[A] AbΔ7 G7 C-7

AbΔ7 G7 C-7

Loop to [A]

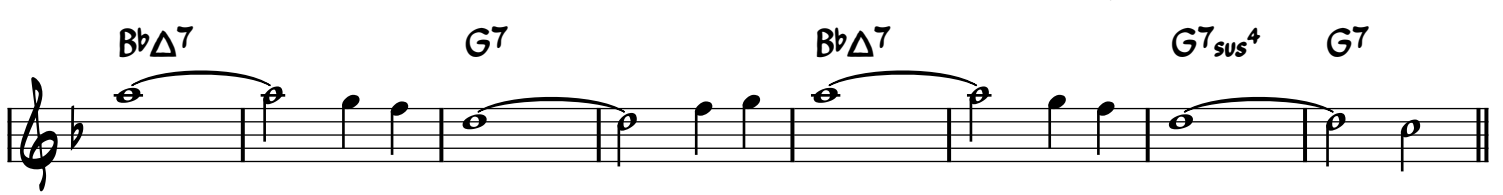
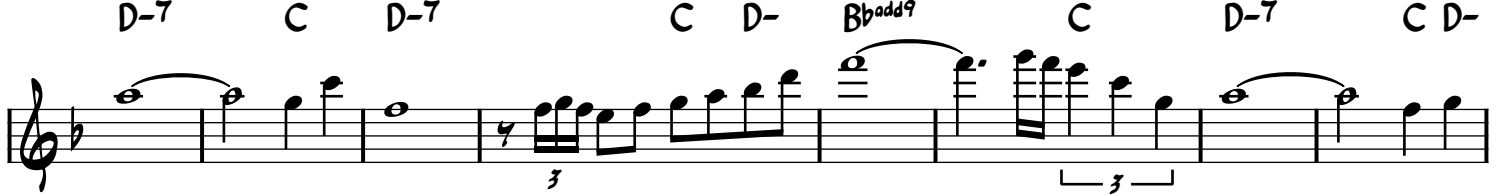
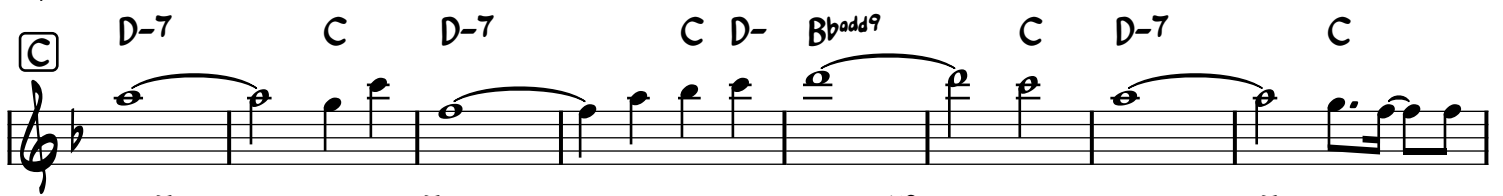
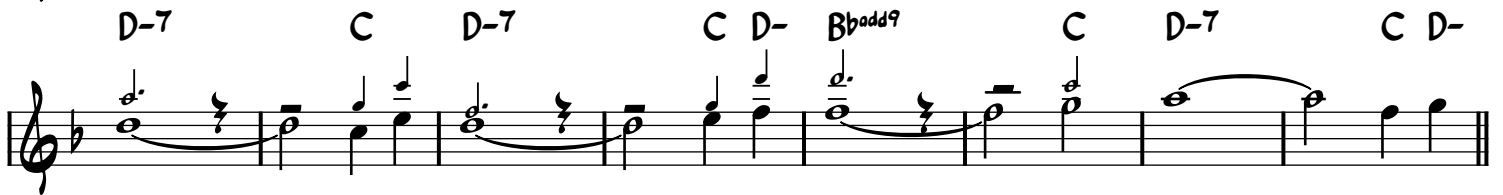
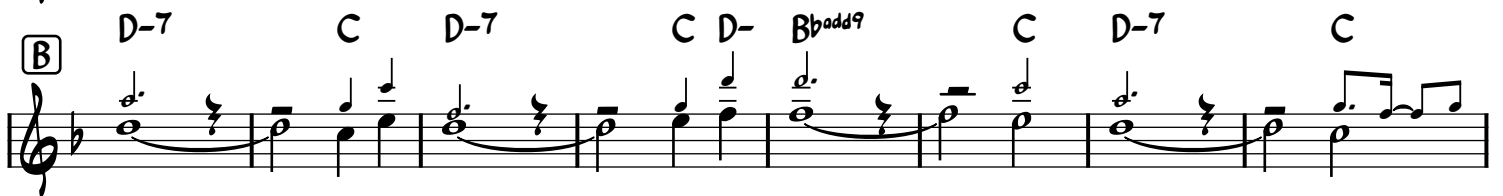
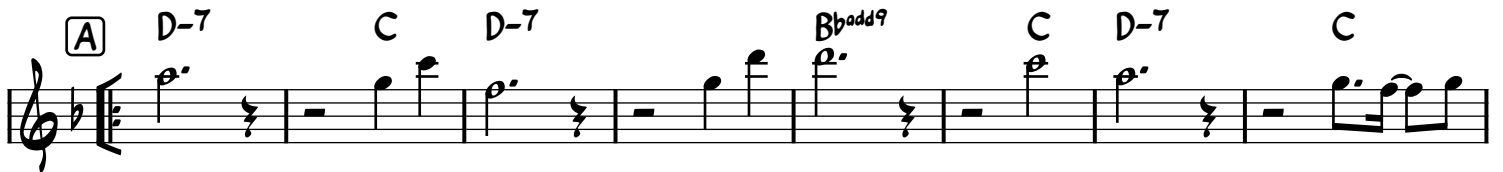
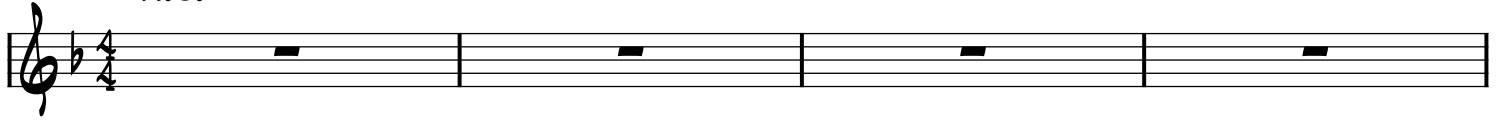
Waterfall

from Koudelka

Composed by Hiroki Kikuta

Transcribed by AarekMG

♩ = 120
N.C.



D D-7 N.C.

G#-7b5/D

^{1.} N.C.

E ^{2.} G Ab

G F-

N.C.

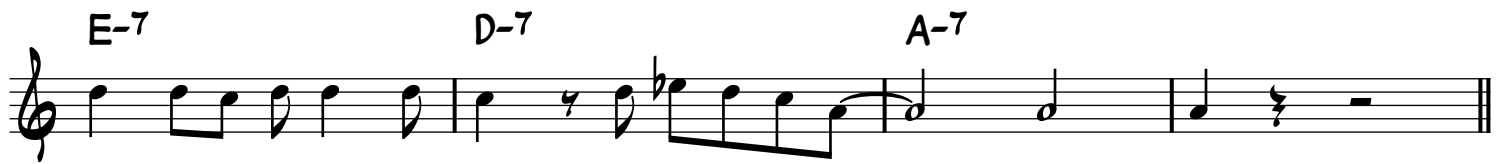
Loop to [A]

Alligator Blues

from Later Alligator

Composed by 2 Mello
Transcribed by AarekMG & mkafie

Blues ♩ = 172
A-7



Loop to top

Silver Will

from The Legend of Heroes: Trails in the Sky

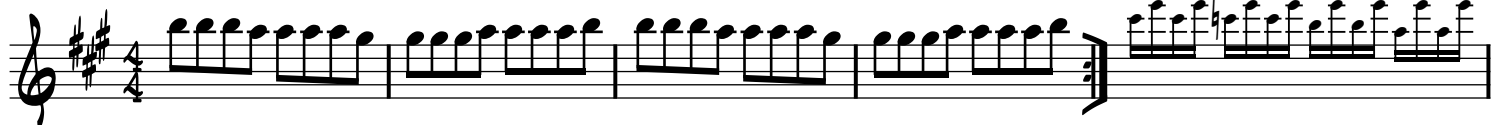
Composed by Wataru Ishibashi

Transcribed by AarekMG

♩ = 144
F#-

DΔ7

DΔ7

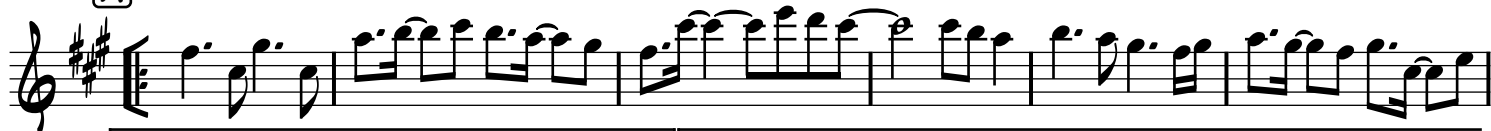


A F#-

DΔ7

C#-7

B-7 C#-7



1.

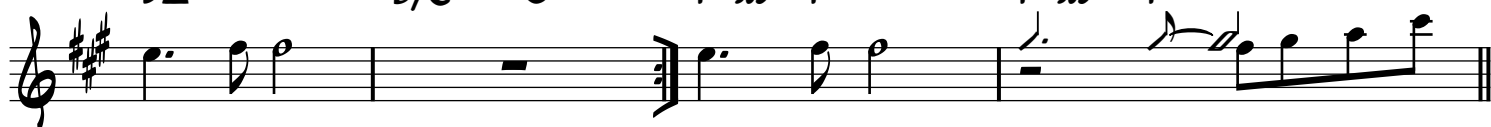
DΔ7

B/C#

C#7b9

F#sus4 F#-

F#sus4 F#-



B

A

DΔ7

C#-7

F#-

F#-/E



D#0

G#7

C#sus4

D#



C

G#-

E



F#

G#-

D#7



G#-

EΔ7



F#

G#-

G#-

A-



Loop to top

Sophisticated Fight

from The Legend of Heroes: Trails in the Sky

Composed by Wataru Ishibashi

Transcribed by Ross Kirsling

$\text{♩} = 141$

A-9 B7#9 E-9 A9 A-9 B7 E-9

(E-9) A-9 CΔ7 D13

Ride bell, it's your time to shine.

A E-9 F/G CΔ9 F#-7 B7b9

E-9 CΔ7/D F/G CΔ9 F#-7b5 B7sus4 B7

B CΔ9 D7 E-9 B7/D# GΔ7/D A9/C#

CΔ7 B7 1. A-9 B7b9

2. A-7 B-7 CΔ7 D EbΔ7 BbΔ7 FΔ7 B

To Coda

C E-9 A-9 CΔ7 D13

E-9 F#-9 CΔ9 Dsus2/4 Dadd9 Play 4x

sempre staccato

Loop to top

Song of MANA ~Opening Theme~

from Legend of Mana

Composed by Yoko Shimomura

Transcribed by Travis Salim

♩ = 120

Intro

B⁷_{sus}⁴



(B⁷_{sus}⁴)



Rhythm simile until [Verse]

Verse

B⁷_{sus}⁴



(B⁷_{sus}⁴)



B^{add}2

A^{sus}4/B

B^{add}2

A⁶/C#

A⁶



B^{add}2

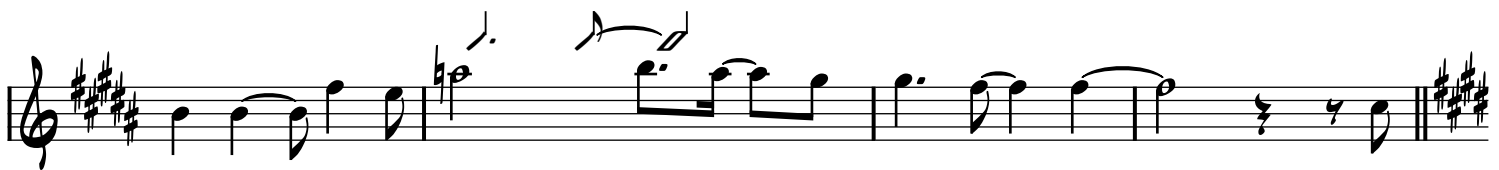
A⁶/C#

A⁶

B^{add}2

/A

/F#



Prechorus

A

B^{add}2

E

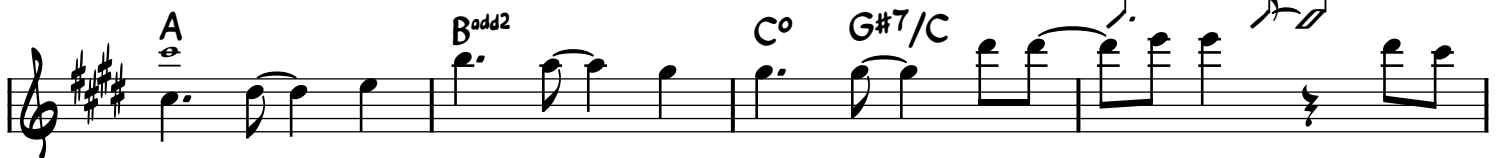
E⁷/D

E⁷/B



C#-7

B



A

B^{add}2

C^o

G#7/C

B

AΔ7

F#-7

B

/

N.C.

B

C^o



Chorus 1

C#-7 F#7sus4 B EΔ7 B/D#

A G#- F#-7 B EΔ7 B/D#

C#-7 F#7 B C°7 C#-7 B

A B

Bridge

DΔ7 E7/D

C#7 F#-7 B7 C°

Chorus 2

C#-7 F#7sus4 B EΔ7 B/D#

A B C#-

Outro

B7sus4 /C# /A

B7sus4 /C# /A

B7sus4

No bass Repeat and fade

Dark World

from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 136

F- B \flat /F F- B \flat /F F- B \flat /F F- B \flat /F

[A] F- B \flat D \flat Δ 7 E \flat

F- 1. 2.

[B] A \flat B \flat D \flat Δ 7 E \flat

A \flat B \flat A \circ 7 G C-

[C] D \flat C- B \circ B \flat -

A A \flat G7 B \flat /C C7

Loop to top

Death Mountain

from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by AarekMG

March ♩ = 136

F- Ab- F- Ab- F- Ab- F- Ab-

A F- F-/Ab F- F-/Ab Gb F- F-/Ab

Rhythm simile

F- F-/Ab F- F-/Ab Db C7/E F- F-/Ab

B F/A Bb- Eb Ab

Bb-/Db G° C/E C+

Loop to top

Hyrule Castle

from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 100
N.C.

A ♩ = 136
C-

C-



B

C-

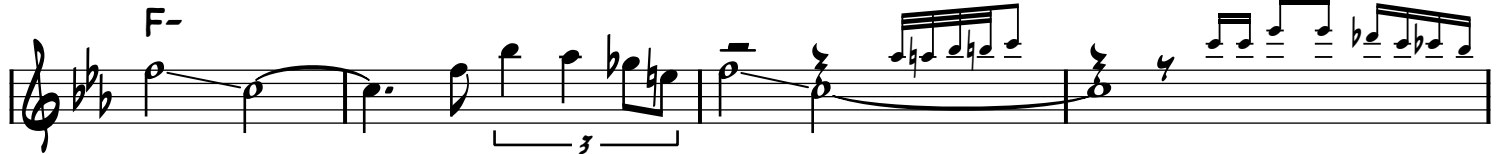


Background simile

C-



F-



C-



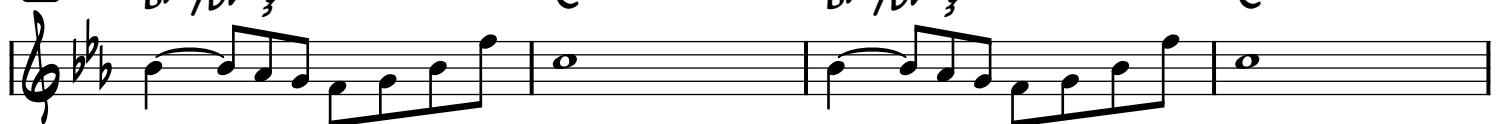
C

B \flat -/D \flat 3

C

B \flat -/D \flat 3

C



E \flat 3

D \flat

D-7 \flat 5

G7sus⁴

G7



Kakariko Village

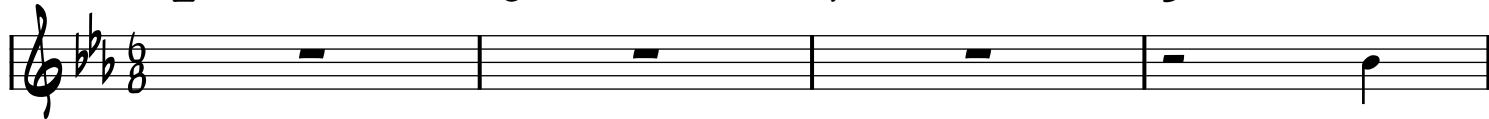
from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by Jer Roque

♩. = 68
E^b

C-

F-

B^b

[A]

E^b

C-

F-

B^bE^b

C-

F-

B^b

1.

2.

A^bB^bE^b

C-

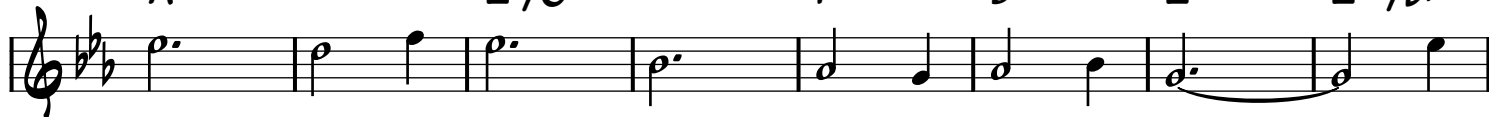
F-

B^bE^bE^b

[B]

A^bE^b/G

F-

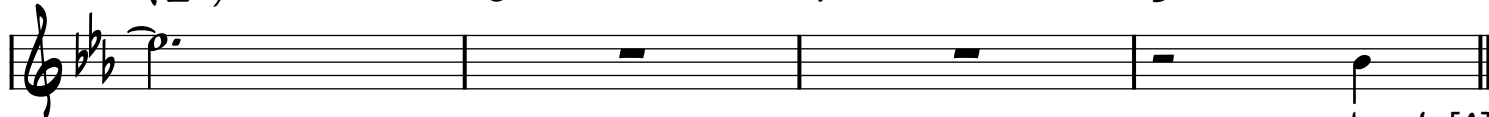
B^b7E^bE^b7/D^bA^bE^b/G

F-

B^bE^b(E^b)

C-

F-

B^b

Loop to [A]

Opening Demo

from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 144
F-

F-#5

F-6

F-7

F-

F-#5

F-6

F-7



[A]

B \flat Δ 7

E \flat Δ 7

A \flat Δ 7

D \flat Δ 7

D-7

G7

C Δ 7



[B]

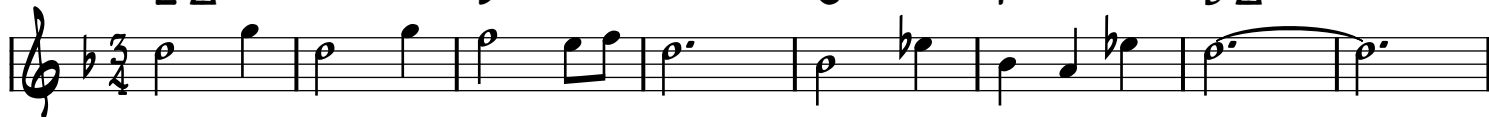
E \flat Δ 7

D-7

C-7

F7

B \flat Δ 7



E \flat Δ 7

D-7

D \flat Δ 7

C Δ 7

C \flat 11 \flat 9



Loop to [A]

Princess Zelda's Rescue

from *The Legend of Zelda: A Link to the Past*

Composed by Koji Kondo
Transcribed by Jer Roque

N.C. Db Eb CΔ7

Intro

A ♩ = 104 FΔ7 G/F FΔ7 G/F

CΔ⁹/E C-7^{b5}/Eb D-7 G7 D-7 G7

B B^bΔ7 FΔ7/A G-7 FΔ7

B^bΔ7 FΔ7/A A^b7 G-7 / C7

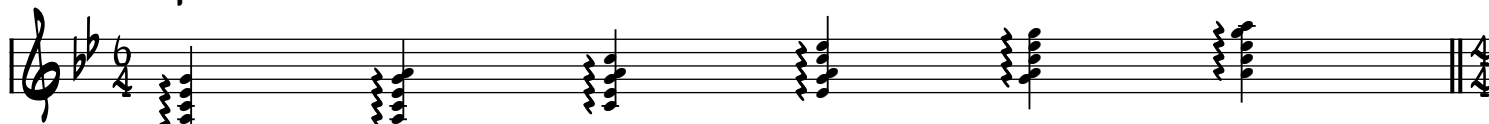
Loop to [A]

The Goddess Appears

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo
Transcribed by Garrett Hoffman

Freely F9

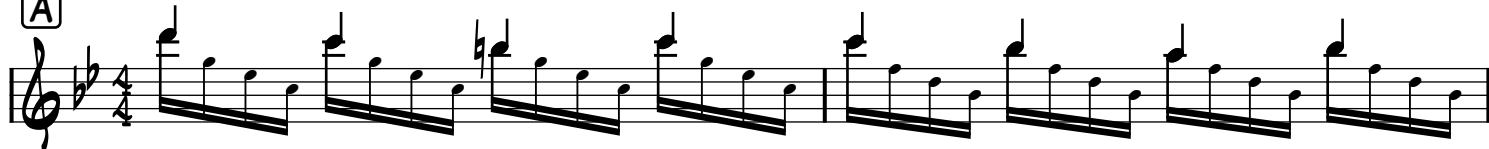


$\text{♩} = 80$

E \flat Δ 7

B \flat add9/D

[A]



C-7

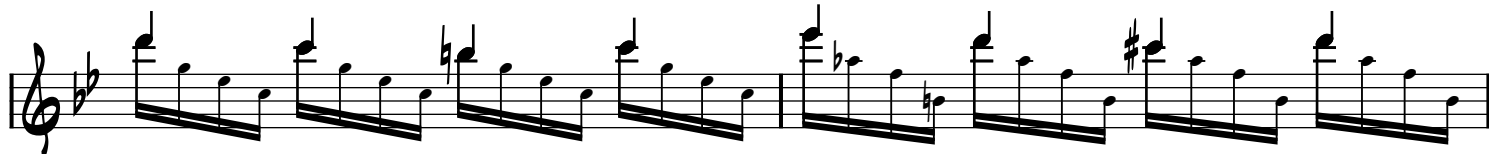
B \flat Δ 7



E \flat Δ 7

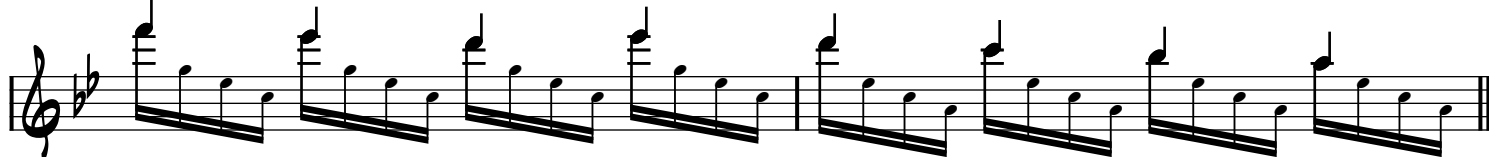
D \circ 7

G7 \flat 9



C-

F7



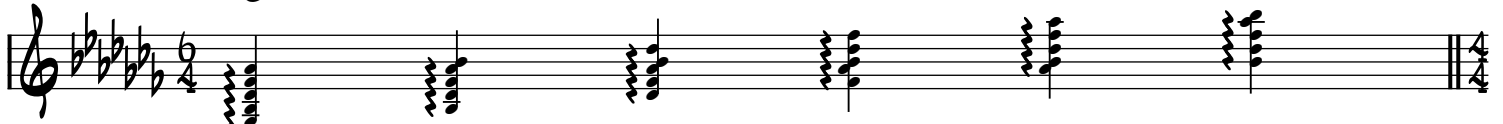
Loop to [A]

The Goddess Appears

from The Legend of Zelda: A Link to the Past

Composed by Koji Kondo
Transcribed by Garrett Hoffman

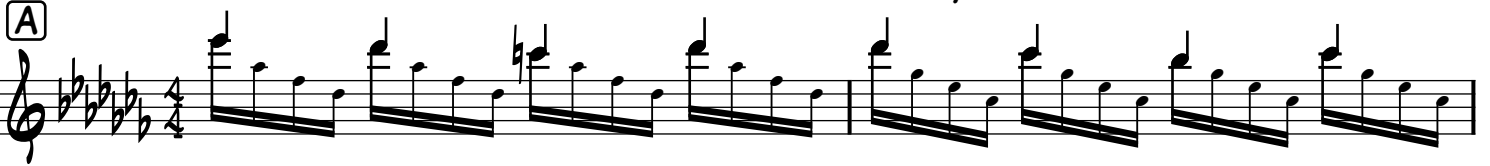
Freely $G\flat 9$



$\text{♩} = 80$

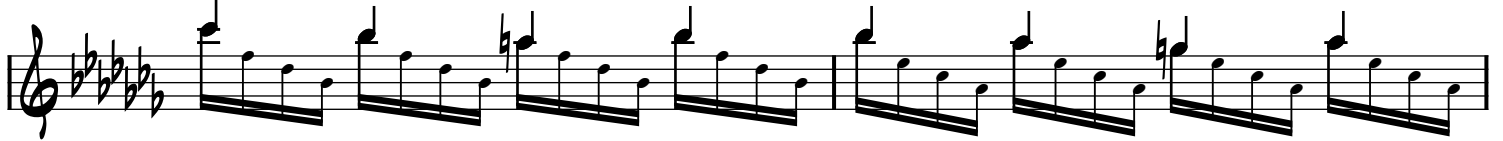
$F\flat\Delta 7$

$C\flat\text{add}9 / E\flat$



$D\flat-7$

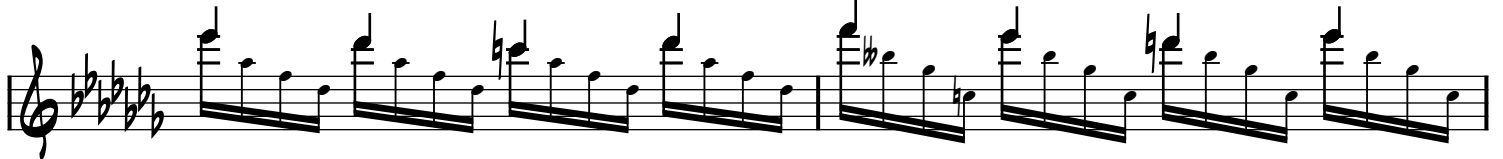
$C\flat\Delta 7$



$F\flat\Delta 7$

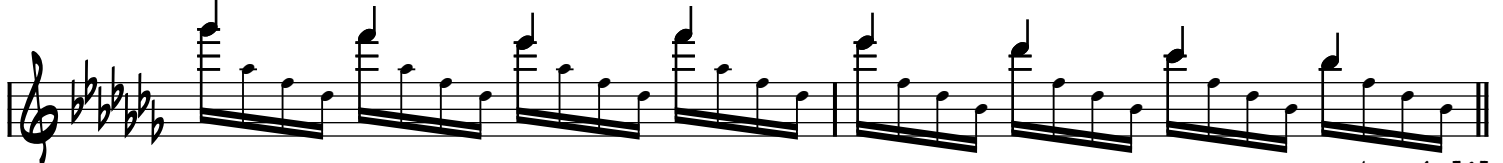
$E\flat\text{o}7$

$A\flat 7\flat 9$



$D\flat-$

$G\flat 7$



Loop to [A]

Goron City (Day)

from *The Legend of Zelda: Breath of the Wild*

Composed by Yasuaki Iwata

Transcribed by Tristan H

♩ = 90

Intro

F Eb F Eb F Eb F F

1.

2.



A

F Eb F Eb F Eb F



Bb Ab Bb Ab Bb Ab Bb Cb



B

C Cb Bb Cb

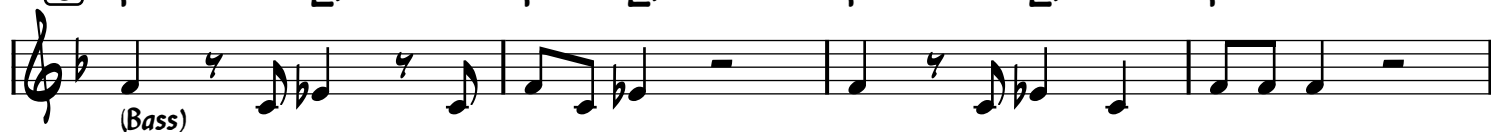


C Bb Ab Gb7 F#



C

F Eb F Eb F Eb F



Bb Ab Bb Ab Bb Ab Bb



Loop to [A]

Hateno Village (Day)

from *The Legend of Zelda: Breath of the Wild*

Composed by Yasuaki Iwata
Transcribed by Jonathan Aldrich

A ♩ = 58
A-7 B-7 A-7 B-7

C-7 D-7 E^bΔ7 F^{sus}4 G^{add}2

B C^{add}9 G^{add}9/B E-/A E-

CΔ7 G/B G-/B^b A- D^{sus}4 E-7

Kass's Final Song

from The Legend of Zelda: Breath of the Wild

Composed by Manaka Kataoka

Transcribed by AarekMG

♩ = 172
N.C.

A E^o A⁷ D- D⁷ G-/B^b C F

F E^b D- D-/C B^b7 A⁷ D- / N.C. /

B D G- C⁷/E C⁷ F

B^b F/A C[#]7 D- B^b A⁷

C D D⁷/C B^b C^{add9} A-7^{b5} D⁷

E^o7 A⁷/C[#] D- D-/C B^b7 A⁷ D- G/D D- D-^{add2}

rit.

Reunion: Revali

from *The Legend of Zelda: Breath of the Wild*

Composed by Manaka Kataoka

Transcribed by Iandrum

Folk $\text{♩} = 54$

A Db F-7 Gb Gb/Ab Db F7

Bb- F-/Ab Gb Db/F Eb- F- Bb-

B $\text{Cb}\Delta^7$ $\text{Cb}\Delta^7$ Bb-7 Eb-7

$\text{D}\Delta^7$ $\text{G}\Delta^7$ $\text{Gb}\Delta^7$

C *Rubato* Fb Eb- D Ab7/C

D Db F- Gb Ab7 Db F7/C

Bb- F-/Ab Gb Db/F

Eb-7 F-7 Gb Gb/Ab Ab Bb_{sus^4} Bb

Reunion: Urbosa

from *The Legend of Zelda: Breath of the Wild*

Composed by Yasuaki Iwata

Transcribed by Hyper Light Drummer

♩ = 72

A Bb^- $Ab-/Cb$ Bb $Ab-/Cb$

Freely

♩ = 80

B $Bbsus^4$ Ab Gb Ab

$Bbsus^4$ $F-/Ab$ Gb $F-7$

Eb^- Db Cb $Fsus^4$ $Ebsus^4$ Eb **N.C.**

♩ = 72

C Bb^- $Ab-/Cb$ Bb $Ab-/Cb$

Freely

Bb^- $Ab-/Cb$ Bb $F-7b5/Cb$ Bb $Bb7/Ab$

Gb $F-7$ $Ebsus^4$ Bb

rit.

Sidon's Theme

from The Legend of Zelda: Breath of the Wild

Composed by Yasuaki Iwata

Transcribed by 88bit

Serene ♩ = 150

Intro A- E-/G F E

A A- E-/G F E

Background simile to [B]

A- D9 FΔ7 E-7

B Asus⁴ A A- Asus²

Asus⁴ A A- Esus⁴ E

Loop to [A]

Dungeon

from The Legend of Zelda

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

♩ = 90
C-

The first system of music consists of two staves. The top staff is in treble clef with a key signature of three flats (B-flat, E-flat, A-flat) and a 4/4 time signature. It begins with a whole note chord of C- (C3, E-flat3, G3) and continues with a melody of quarter notes: C4, D4, E-flat4, F4, G4, A-flat4, B-flat4, C5. The bottom staff is in bass clef with the same key signature and time signature, playing a steady eighth-note accompaniment: C3, D3, E-flat3, F3, G3, A-flat3, B-flat3, C4.

G/B

G°/Bb

F/A

The second system of music consists of two staves. The top staff continues the melody from the first system, with a half-note chord of G°/Bb (G3, B-flat3, D-flat4) under the first two notes, and a half-note chord of F/A (F3, A3, C4) under the last two notes. The bottom staff continues the eighth-note accompaniment.

F-/Ab

Csus⁴/G

The third system of music consists of two staves. The top staff continues the melody, with a half-note chord of F-/Ab (F3, A-flat3, B-flat4) under the first two notes, and a half-note chord of C⁴/G (C4, G3, B-flat4) under the last two notes. The bottom staff continues the eighth-note accompaniment.

G7b9

The fourth system of music consists of two staves. The top staff continues the melody, with a half-note chord of G7b9 (G3, B-flat3, D-flat4, F4, A-flat4) under the first two notes. The bottom staff continues the eighth-note accompaniment.

Loop to top

Dungeon

from The Legend of Zelda

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

$\text{♩} = 90$
C-

G/B

The first system of music is in 4/4 time with a tempo of 90 beats per minute. It features a melody in the treble clef and a bass line in the bass clef. The key signature has two flats (B-flat and E-flat). The first measure has a C- chord, and the second measure has a G/B chord. The melody consists of quarter notes, and the bass line consists of eighth notes.

G°/Bb

F/A

The second system of music continues the melody and bass line. The first measure has a G°/Bb chord, and the second measure has an F/A chord. The melody features a half note followed by quarter notes, and the bass line continues with eighth notes.

F-/Ab

Csus⁴/G

The third system of music continues the melody and bass line. The first measure has an F-/Ab chord, and the second measure has a C⁴/G chord. The melody features quarter notes and eighth notes, and the bass line continues with eighth notes. The system ends with a 5/4 time signature change.

G7b9

The fourth system of music continues the melody and bass line. It features a G7b9 chord. The melody consists of eighth notes, and the bass line consists of eighth notes. The system ends with a 5/4 time signature change.

Loop to top

Ballad of the Wind Fish

from *The Legend of Zelda: Link's Awakening*

Composed by Kazumi Totaka, Minako Hamano, Kozue Ishikawa

Transcribed by Jonathan Aldrich

♩ = 130

Intro GΔ⁷ A A-⁷ GΔ⁷

A-⁷ GΔ⁷

B E- A-/E E- A-/E

D-⁷ D^{o7} CΔ⁷ C^{o7} GΔ⁷

Inside a House

from *The Legend of Zelda: Link's Awakening*

Composed by Kazumi Totaka, Minako Hamano & Kozue Ishikawa

Transcribed by DK

A ♩ = 112
CΔ7 D-7 E-7 A-7

D-7 D-7^{b5} D-7^{b5}/G G

B CΔ7 D-7 E-7 A7^{sus4} A7

D-7 G7 FΔ7 E-7

D-7 D-7^{b5}/G G

Loop to top

Mabe Village

from The Legend of Zelda: Link's Awakening

Composed by Kazumi Totaka
Transcribed by JohnStacy

$\text{♩} = 100$

Chords: C, D-/C, CΔ7, D-/C, C, C+

Chords: D-, G, F, B°/F, E-7, A-

Chords: D-, D°, G, F, E-, G/D

Loop to top

Overworld

from *The Legend of Zelda: Link's Awakening*

Composed by Kozue Ishikawa & Koji Kondo

Transcribed by Jonathan Aldrich

♩ = 150

Intro

C B \flat A \flat B \flat C 5 G- C 5

[A]

C B \flat A \flat E \flat

1.

D \flat C- D G

2.

D \flat C- G/B E \flat /B \flat A $^{\circ}$ G 7 C-

[B]

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

A \flat D \flat G 7 _{sus4} G

Loop to [A]

Tal Tal Heights

from *The Legend of Zelda: Link's Awakening*

Composed by Yuichi Ozaki

Transcribed by mkafie

Intro ♩ = 150
C- F/C

C-7 F/C

C- F/C C-7 F/C

A C- F/C C-7 F

A \flat Δ 7 B \flat E \flat F G

B C- D \flat C- C-/B \flat A-7 \flat 5

D \flat G7sus4 N.C. C- B \flat A \flat B \flat

C C- F/C C-7 F/C

Loop to [A]

Tal Tal Heights

from The Legend of Zelda: Link's Awakening

Composed by Yuichi Ozaki

Transcribed by mkafie

Intro ♩ = 150
C- F/C

C-7 F/C

C- F/C C-7 F/C

A C- F/C C-7 F

A \flat Δ 7 B \flat E \flat F G

B C- D \flat C- C-/B \flat A-7 \flat 5

D \flat G7 $_{sus^4}$ N.C. C- B \flat A \flat B \flat

C C- F/C C-7 F/C C \sharp - F \sharp /C \sharp C \sharp -7 F \sharp /C \sharp

D C#- F#/C# C#-7 F#

AΔ7 B E F# G#

E C#- D C#- C#-/B A#-7b5

D G#7sus4 N.C. C#- B A B

F N.C. C- F/C C-7 F/C C- F/C C-7 F/C

Loop to [A]

Astral Observatory

from The Legend of Zelda: Majora's Mask

Composed by Koji Kondo
Transcribed by JohnStacy

$\text{♩} = 92$

[A] $B\flat$ $E\flat\Delta^7$ $B\flat$ $E\flat\Delta^7$

$A\flat\Delta^7\#11$ $A-7\flat^5$ $D7$ $G-$

C/E $C7$ $F7_{sus^4}$ $F7$

Loop to [A]

Boat Cruise

from *The Legend of Zelda: Majora's Mask*

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 100 [A] C F G⁷ C F G⁷ C

C F G C F G C

[B] C/E F G⁷/D C

C/E F G/B C

[C] C D- C/E C/G C D- C/E D- C/E F G/B D- C/E F⁶

G/B A- G F⁶ G-/D G/B G⁷ C

Loop to [A]

Clock Town (Day 1)

from The Legend of Zelda: Majora's Mask

Composed by Koji Kondo
Transcribed by AarekMG

♩. = 110

Drum intro

[A] G D7/F# C/E D7/F# G D7/F# C/E D7/F# G

G D7/F# D/E G/F# G D7/F# D/E D/F# G

[B] G D7/F# C/E D7/F# G D7/F# C/E D7/F# G

G D7/F# D/E G/F# G D7/F# D/E D/F# G

[C] C B- A- G C B- A- G F#°

C B- G/D F#°/C F°/Cb E°/Bb E°/G

Loop to [A]

Horse Race/Horse Race Goal

from The Legend of Zelda: Majora's Mask

Composed by Koji Kondo

Transcribed by JohnStacy & mkafie

$\text{♩} = 156$ **F**

A **Bb** **Eb** **Bb** **F**

Bb **Eb** **Bb** **F** **Bb**

B **Bb** **Eb** **Bb** **F**

Bb **Eb** **Bb** **F** **Bb**

To Coda

C **Bb** **Eb** **Bb** **F**

Bb **Eb** **Bb** **F**

D.S. al Coda

Bb **F7/A** **Bb**

Milk Bar

from *The Legend of Zelda: Majora's Mask*

Composed by Koji Kondo
Transcribed by JohnStacy

A ♩ = 140

Ab Bb Eb C7

Ab Bb Eb C7sus4 C7

B Ab Bb Eb C7

Ab Bb Eb Bb Eb Bb Eb

C G7 C-

F7/A F7 Bb

D G7 C-

F-7 Bb Eb C7

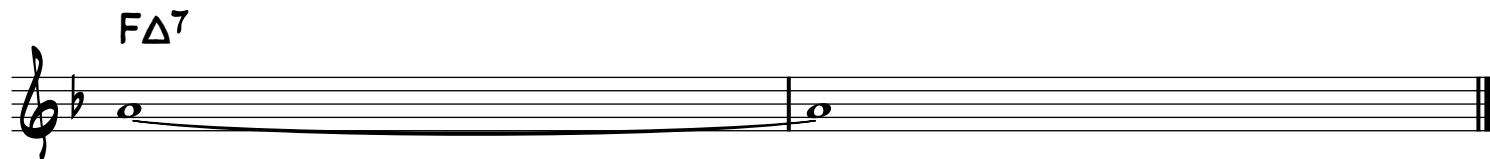
Loop to top

New Wave Bossa Nova

from *The Legend of Zelda: Majora's Mask*

Composed by Koji Kondo
Transcribed by Tristan H

New Wave/Bossa ♩ = 140



Song of Healing

from *The Legend of Zelda: Majora's Mask*

Composed by Koji Kondo
Transcribed by Jer Roque

$\text{♩} = 96$

Staff 1: $B\flat\Delta 7^{\#11}$ $A-7$ $B\flat\Delta 7^{\#11}$ $A-7$

Staff 2: $G-7$ $F\Delta 7$ $G-7$ $F\Delta 7$

Staff 3: $E\flat\Delta 7$ $D-7$ $C-7$ $B\flat\Delta 7$

Staff 4: $E\flat\Delta 7$ $D-7$ $E\flat$ $E-7^{\flat 5}$ $A7$

Loop to top

Gerudo Valley

from The Legend of Zelda: Ocarina of Time

Composed by Koji Kondo
Transcribed by JohnStacy

Intro $\text{♩} = 120$
N.C.

Percussion intro Rhythm in

A

B

C

Loop to [A]

Hyrule Field

from The Legend of Zelda: Ocarina of Time

Composed by Koji Kondo

Transcribed by Tristan H

Intro $\text{♩} = 150$

A C Bb C Bb C Bb C Bb

B C Bb C Bb C Bb C Bb

C C Bb C Bb Ab G- Gb $\text{G}^7_{\text{sus}^4}$ G^7

D C F/C C F/C

E/B E A- C/G F $\text{D}^7/\text{F}\#$ G_{sus^4} G

E C Bb F/A F-/Ab C/G D-7 A-/G G

F F G/F F G/F E- A- F^6 $\text{G}^7_{\text{sus}^4}$ G^7

G F G/F F G/F E A- F^6 G

Play sections in any order

H B \flat /C C B \flat /C C

I C E \flat G \flat A

C B \flat C B \flat

J D \flat / / E \flat F sus^4 / / G sus^4

B \flat sus^4 / / C sus^4 C

$\text{♩} = 138$

K F G/F F G/F E- A- F 6 G 7 sus^4 G 7

L C B \flat F/A F-/A \flat C/G D 7 sus^4 F/G G 7

M F G/F F G/F E- A- F 6 G 7

N C B \flat F/A F-/A \flat C/G D 7 sus^4 F/G G 7

Kokiri Forest

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo
Transcribed by John Stacy

Slow

C B \flat /C C D \flat /C E \flat /C

$\text{♩} = 146$

F E \flat F E \flat

[A] F E \flat F E \flat F E \flat F E \flat

F E \flat F E \flat F E \flat F E \flat

[B] B \flat C B \flat C B \flat C D \flat E \flat F E \flat F E \flat

[C] F E \flat F E \flat F E \flat F E \flat

F E \flat F E \flat F E \flat F E \flat

Loop to [A]

Lon Lon Ranch

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo
Transcribed by AarekMG

Swing 8ths ♩ = 84

G C G C

Melody straight 8ths

A G G^{b+} B^o/F C/E E^{b+} G/D C D⁷

G G^{b+} B^o/F C/E E^{b+} G/D C D⁷ G

B E^b F⁷ B^b G- C-7 F⁷ B^b6 B^b7

E^b F⁷ B^b G- C- E^b/B^b A-7^{b5} D⁷

C G G^{b+} B^o/F C/E E^{b+} G/D C D⁷

G G^{b+} B^o/F C/E E^{b+} G/D C D⁷ G

G C G C

Market

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo

♩. = 146

A C⁵ D⁵ C/E F C⁵ D⁵ F⁵ G⁵ C⁵

C⁵ D⁵ C/E F C⁵ D⁵ F⁵ G⁵ C⁵

B G⁵

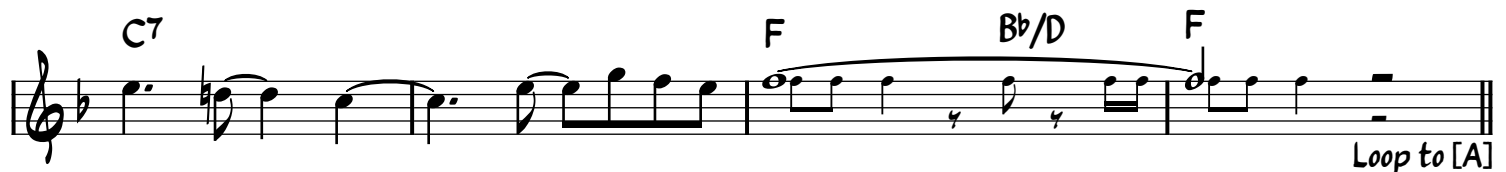
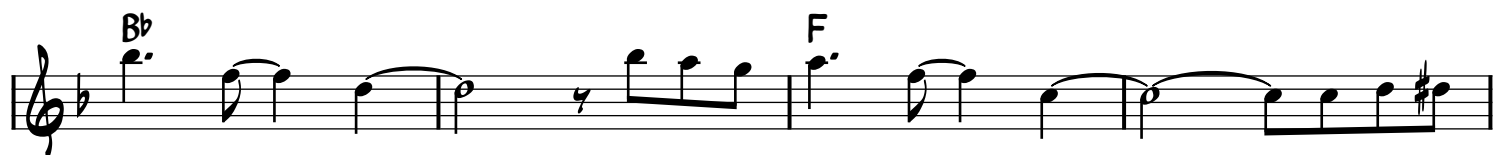
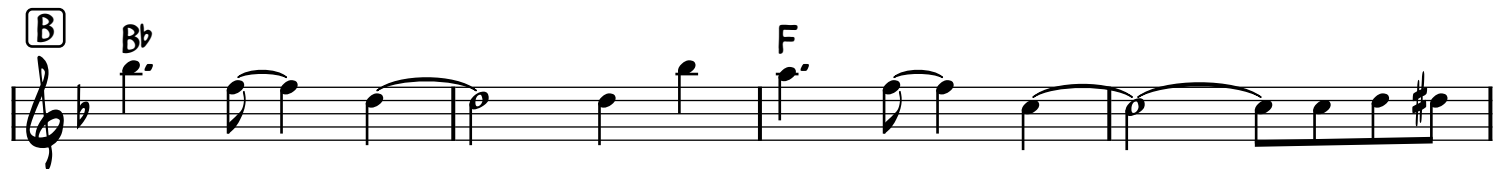
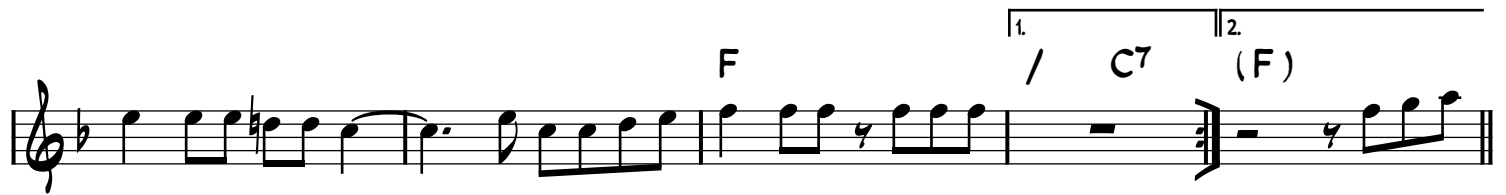
(G⁵) N.C.

Loop to top

Shop

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo
Transcribed by JohnStacy



Loop to [A]

Song of Storms

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo
Transcribed by DoubleMark

$\text{♩} = 66$
G- A- B \flat A- G- A- B \flat A-

[A] G- A- B \flat A-

E \flat Δ 7 B \flat E \flat Δ 7 D

G- A- B \flat A-

E \flat Δ 7 D G- A- B \flat A- G- A- B \flat A-

Loop to [A]

Title

from *The Legend of Zelda: Ocarina of Time*

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 74

B \flat Δ 7 **F Δ 7** **[A] B \flat Δ 7** **F Δ 7**

[B] **B \flat Δ 7** **F Δ 7** **B \flat Δ 7** **F Δ 7**

B \flat Δ 7 **F Δ 7** **B \flat Δ 7** **F Δ 7**

[C] **B \flat Δ 7** **C** **B \flat Δ 7** **C**

B \flat Δ 7 **C** **D \flat Δ 7** **E \flat 6**

Loop to [A]

Zora's Domain

from The Legend of Zelda: Ocarina of Time

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 80

C B \flat A \flat G

A C Δ 7 D-7

C Δ 7 D-7

C Δ 7 D-7

C Δ 7 D-7

B E-7 E \flat -7 \flat 5 D-7 G7

E-7 E \flat -7 \flat 5 D-7 G7

Loop to [A]

Horon Village

from *The Legend of Zelda: Oracle of Seasons & Ages*

Composed by Minako Adachi

♩ = 115

E B E B

E C#- F#- B

F#- B G#- C#-

F#-/A B/D# B/E B/F B/F#

Loop to top

House

from *The Legend of Zelda: Oracle of Seasons & Ages*

Composed by Minako Adachi

♩ = 80

F Δ 7 E \flat Δ 7 F Δ 7 E \flat Δ 7

D \flat Δ 7 C- B \flat C

Loop to top

Tarm Ruins

from *The Legend of Zelda: Oracle of Seasons & Ages*

Composed by Minako Adachi

♩ = 110

Intro Dsus⁴



A Dsus⁴



BbΔ⁷

A-



B G#o7



A-

Bb

FΔ⁷

3

E-7

A-7^{b5}/Eb



Overworld

from The Legend of Zelda

Composed by Koji Kondo
Transcribed by Jer Roque

♩ = 150

E^b **D^b** **C^b** **B^b**

A **E^b** **D^b** **C^b** **G^b**

F^b **E^b-** **F⁷** **B^b7**

B **E^b** **D^b** **C^b** **B^b7**

C^b/A **B^b** **C^b/A** **B^b**

F^b **E^b-** **F⁷** **B^b7**

Loop to [A]

Linebeck

from *The Legend of Zelda: Phantom Hourglass*

Composed by Kenta Nagata and Toru Minegishi

Transcribed by Tristan H

♩ = 112

$A\flat 7$ G N.C./ G

[A] C^- $C\flat+$ $E\flat/B\flat$ A° $A\flat$ G^- N.C. C^-

C^- $C\flat+$ $E\flat/B\flat$ A° $A\flat$ G^- N.C. C

[B] F^- $F^-/B\flat$ $E\flat$ $D\flat$ $D\flat 7$ C^-

F^- $F^-/B\flat$ $E\flat$ $E^\circ 7$ F^- D G

Loop to [A]

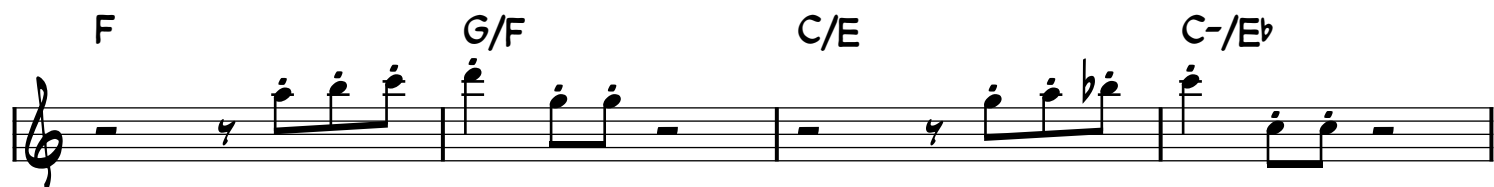
Mercay Island

from *The Legend of Zelda: Phantom Hourglass*

Composed by Kenta Nagata & Toru Minegishi

Transcribed by Jeffrey March

♩ = 108
G7



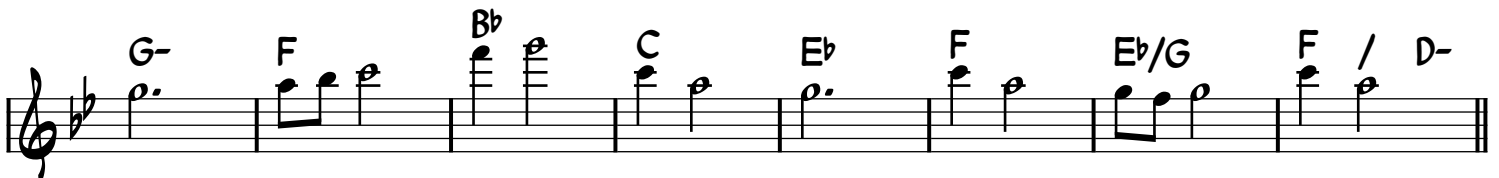
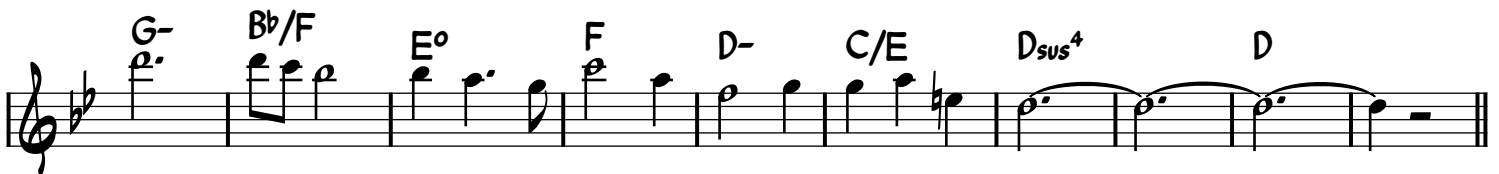
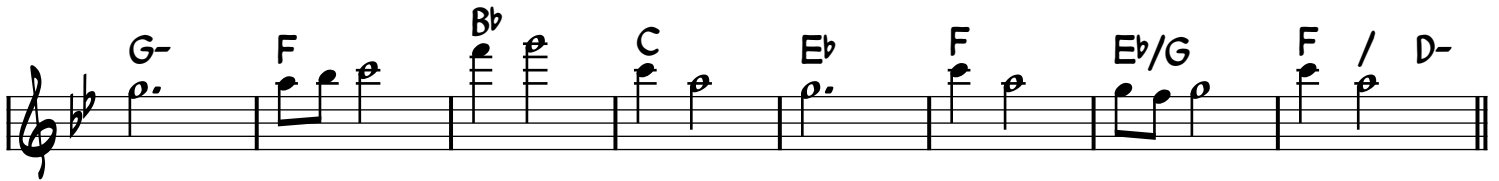
Ballad of the Goddess

from The Legend of Zelda: Skyward Sword

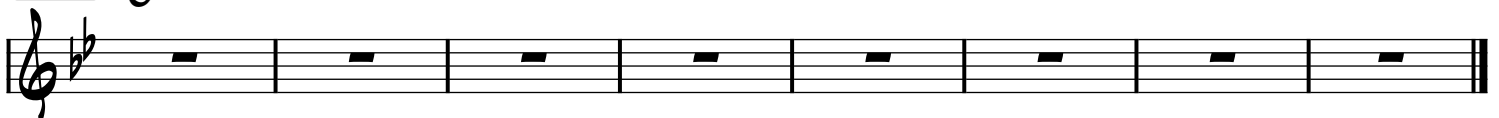
Composed backwards by Hajime Wakai & Takeshi Hama

Transcribed by Jer Roque

Intro $\text{♩} = 130$
G-



Outro G-



Crimson Loftwing

from The Legend of Zelda: Skyward Sword

Composed by Mahito Yokota

Transcribed by Tristan H

♩ = 150

Intro G \flat C \flat -/G \flat

A G \flat C \flat /G \flat G \flat / / G \flat /B \flat
cues on loop

C \flat A \flat -7 D \flat

B C \flat D \flat _{sus}⁴ D \flat B \flat -7 E \flat -7

A \flat -7 F \flat C \flat /D \flat D \flat

C G \flat C \flat /G \flat G \flat C \flat -/G \flat
Loop to [A]

Groose's Theme

from The Legend of Zelda: Skyward Sword

Composed by Takeshi Hama
Transcribed by Tristan H

♩ = 86
N.C.

F E/C F E/C

A F E/C F E/C F E/C F E/C

Rhythm simile

F E/C F E/C F E/C F E/C

B F E/C F E/C F^{tr} E/C F E/C

F E/C F E/C F^{tr} E/C F E/C

Opt. ending

Lake Floria

from The Legend of Zelda: Skyward Sword

Composed by Shiho Fujii
Transcribed by John Bergan

Sweetly ♩ = 98

Ab/Eb

Eb



[A]

Ab

Bb^o7/Ab

Ab

Bb^o7/Ab

Ab

Bb^o7/Ab

Ab

Bb^o7/Ab



[B]

Ab/C

Bb^o7

F-/Ab

F/Eb

Bb-/Db

Ab/C

Db

Ab/C



F-

Bb-/Db

Ab/Eb

Eb7

Ab

Bb^o7/Ab

Ab

Bb^o7/Ab



[C]

Db

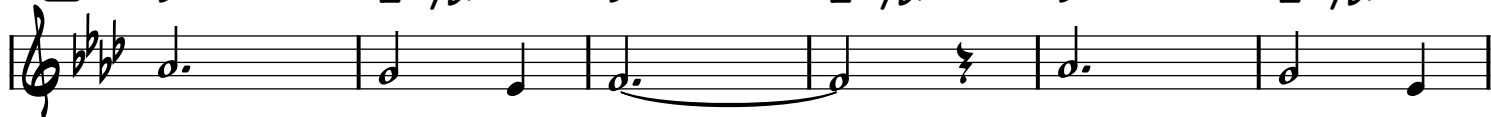
Eb7/Db

Db

Eb7/Db

Db

Eb7/Db



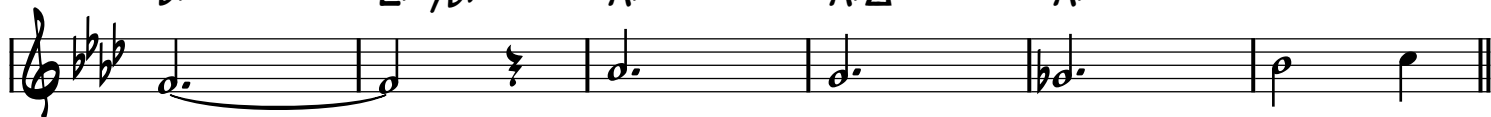
Db

Eb7/Db

Ab

AbΔ7

Ab7



[D]

Db

Eb7/Db

Db

Eb7/Db

Db

Eb7/Db

Db

Eb7/Db



Ab

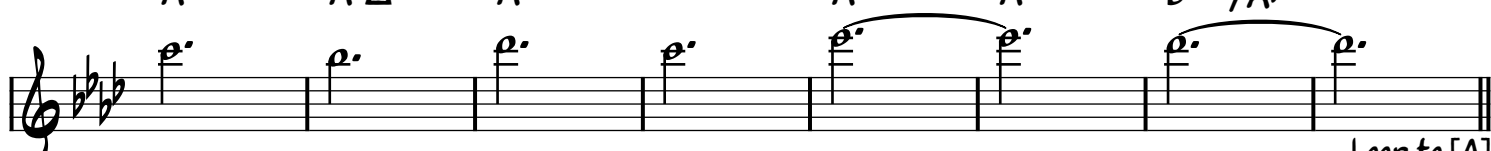
AbΔ7

Ab7

Ab^oadd4

Ab^oadd2

Bb^o7/Ab



Loop to [A]

Skyloft

from The Legend of Zelda: Skyward Sword

Composed by Shiho Fujii
Transcribed by Tristan H

Intro

♩ = 100
N.C.

Chords for Section A:

- G_{sus^2}
- $G\Delta^7$
- $C\Delta^7/G$
- D^7/G
- $G\Delta^7$
- $G\Delta^7/B$
- $C\Delta^7_{sus^2}$
- $B-7$
- $E-7$
- $A-7$
- $D^7_{sus^4}$
- D^7
- $G\Delta^7$
- $C\Delta^7/G$
- D^7/G
- $G\Delta^7$
- $G\Delta^7/B$
- $C\Delta^7_{sus^2}$
- $B-7$
- $E-7$
- F^6
- $A-11$
- D^7
- $G\Delta^7$

Chords for Section B:

- $C\Delta^9$
- $G\Delta^9$
- $G\Delta^7$
- C^6/G
- G
- $C\Delta^9$
- $D^7_{sus^4}$
- $A-7$
- G/B
- $C\Delta^7$
- $A-7$
- G/B
- C
- $D-7$
- $G^7_{sus^4}$
- C/G
- $C^{add\#11}/G$
- G

Loop to [A]

Overworld Adventure

from The Legend of Zelda: Spirit Tracks

Composed by Toru Minegishi

Transcribed by mkafie

♩ = 140

DΔ7 E FΔ7 G A-

[A] A- C

A- E-

A- C A-

[B] F C E A-

GΔ7 D B-/F# F#7

[C] GΔ7 D A7 B-7

GΔ7 D C D

[D] Esus4 E Esus2 E Esus4 E Esus2 E

Loop to [A]

Hyrule Town

from The Legend of Zelda: The Minish Cap

Composed by Mitsuhiro Takano

Transcribed by Jeffrey March

♩ = 140

Intro F



[A] F Eb F / / / Eb



F Eb F / / / Eb F



[B] Bb C Bb C



Bb C Db Eb



F Eb F Eb F Eb F Eb



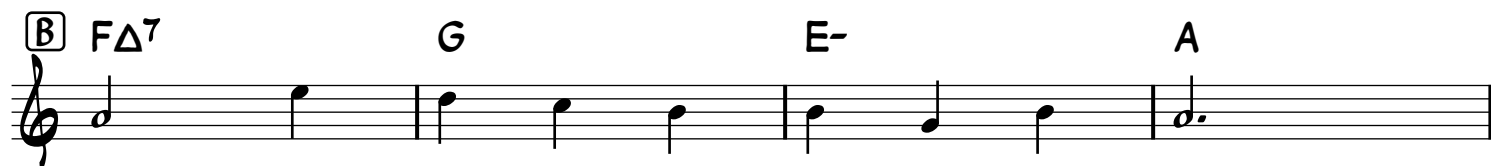
Loop to [A]

Minish Village

from The Legend of Zelda: The Minish Cap

Composed by Mitsuhiro Takano

♩ = 140



Loop to [A]

Dragon Roost Island

from *The Legend of Zelda: The Wind Waker*

Composed by Kenta Nagata
Transcribed by Jer Roque

♩. = 57

G N.C. C- Bb C- Bb

No bass on 1x

[A] C- Bb C- Bb C- Bb Eb

Db C- Bb ^{1.}Ab C- Bb C- Bb

Bass in

^{2.}Ab F7 Db

[B] C- Bb C- Bb C- Bb C- Bb

[C] Ab G-7 F-7 G-7

Ab G-7 F7 Db

C- Bb C- Bb C- Bb C- Bb

Loop to [A]

Grandma's Theme

from The Legend of Zelda: The Wind Waker

Composed by Koji Kondo
Transcribed by JohnStacy

A ♩ = 100
B \flat

F/A G- D-/F

E \flat B \flat /D C- F7

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

E \flat D- G-7 C-7 F7sus 4 F7 B \flat

B G- C- F B \flat sus 4 B \flat

G7 $^{\flat 9}$ C- A $^{\circ}$ Dsus 4 D7

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

E \flat B \flat /D G-7 C-7 F7sus 4 F7 B \flat

D E \flat B \flat /D C-7 F7sus 4 F7

Loop to top

rit.

Inside the Pirate Ship

from *The Legend of Zelda: The Wind Waker*

Composed by Kenta Nagata, Hajime Wakai, Toru Minegishi, and Koji Kondo

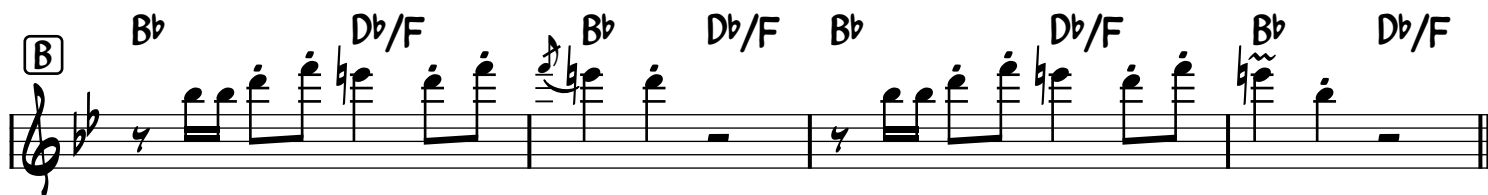
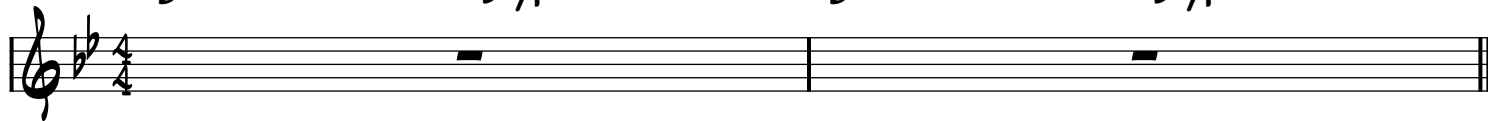
Transcribed by Ben Horkley

♩ = 92
B \flat

D \flat /F

B \flat

D \flat /F



Loop to top

Outset Island

from *The Legend of Zelda: The Wind Waker*

Composed by Kenta Nagata, Hajime Wakai, Toru Minegishi, & Koji Kondo

Transcribed by mkafie

♩ = 118

G \flat

A \flat -

D \flat

D \flat 7

G \flat

Intro

(Bass)

A

G \flat

G \flat /B \flat

C \flat

D \flat

B \flat -

E \flat -

A \flat -

D \flat

Bass simile

G \flat

G \flat /B \flat

C \flat

D \flat

B \flat -

E \flat -

A \flat -

D \flat

B

C \flat

G \flat /F \flat

G \flat /B \flat

E \flat -

A \flat -

D \flat ^{sus4}

D \flat

C

G \flat

(G \flat)

D

G \flat

G \flat /B \flat

C \flat

D \flat

B \flat -

E \flat -

A \flat -

D \flat

G \flat

G \flat /B \flat

C \flat

D \flat

B \flat -

E \flat -

A \flat -

D \flat

E C^b G^b/F^b G^b/B^b E^b-

A^b- $D^b_{sus^4}$ D^b

F G^b

(G^b)

Repeat sections in desired order

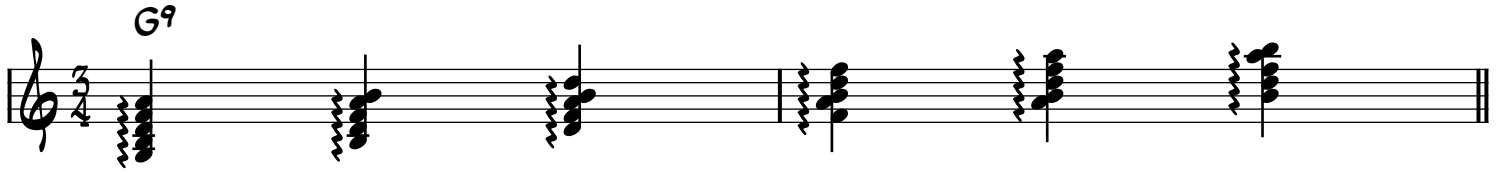
The Fairy Queen

from *The Legend of Zelda: The Wind Waker*

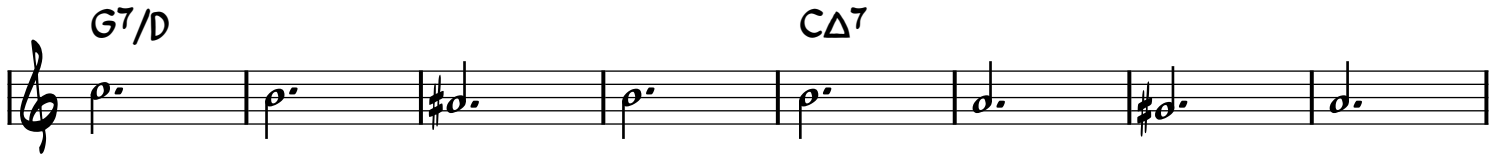
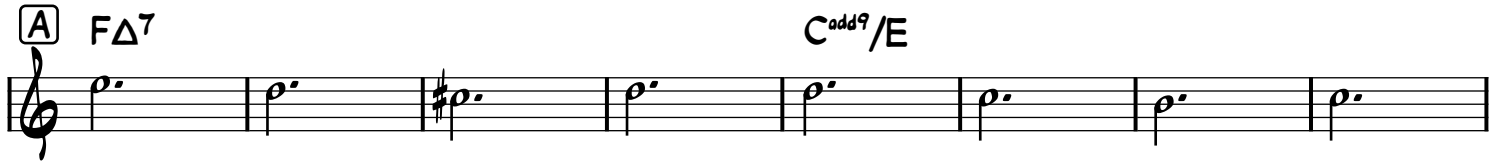
Composed by Koji Kondo & Kenta Nagata

Transcribed by DK

Freely



Waltz ♩ = 180



The Great Sea

from The Legend of Zelda: The Wind Waker

Composed by Kenta Nagata

Transcribed by mkafie

$\text{♩} = 140$

G D/G D-/G C/G G D/G A°/G F/G

[A] G G^{add9}/B G/B C D^{sus4} D

1. C G/B A- C/D D7

2. C G/B E-7 Eb Eb/F F

[B] G A/G G D/G

[C] G D/F# D-/F G/F C/E

1. C B-7 E-7 A-7 C/D D7

2. C B-7 E-7 Eb Eb/F F

[D] G A/G G D/G

Loop to [A]

Title Theme

from *The Legend of Zelda: The Wind Waker*

Composed by Kenta Nagata

Slip jig ♩. = 120

Intro D_{sus^4}

A D_{sus^4}

Rhythm simile

(D_{sus^4})

B D_{sus^4}

Rhythm simile

(D_{sus^4})

Outro $D^7_{sus^4}$ D_{sus^4} $D^7_{sus^4}$ D

Loop to [A]

Title Theme

from *The Legend of Zelda: The Wind Waker*

Composed by Kenta Nagata

Slip jig ♩. = 120

Intro $D\flat_{sus^4}$

A $D\flat_{sus^4}$

Rhythm simile

($D\flat_{sus^4}$)

B $D\flat_{sus^4}$

Rhythm simile

($D\flat_{sus^4}$)

Outro $D\flat_{7sus^4}$ $D\flat_{sus^4}$ $D\flat_{7sus^4}$ $D\flat$

Loop to [A]

Hyrule Field

from The Legend of Zelda: Twilight Princess

Composed by Toru Minegishi
Transcribed by Tristan H

$\text{♩} = 142$

A- B-7/A A- B-7/A A-7

[A] A-7 D/A A-7 D/A

A- B \flat E \flat E

A-7 D/A A-7 D/A

E- D C B-

C C \sharp 07 D D \sharp 07 E-

[B] E- A/E E- A/E

A- B-/A A- D/A

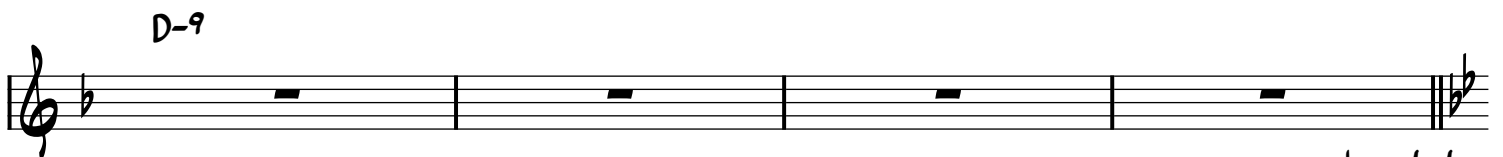
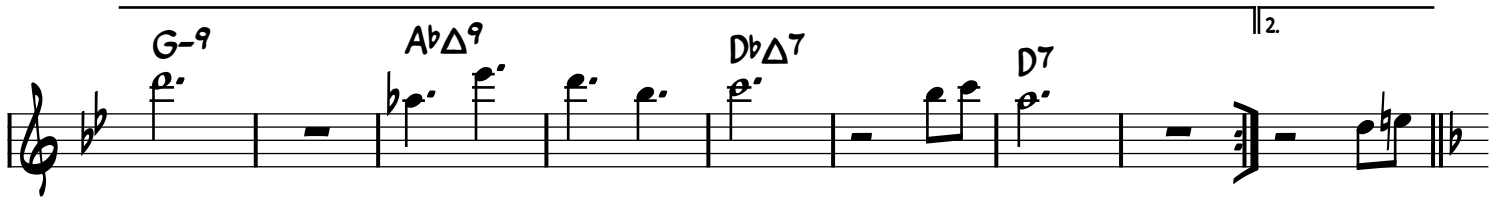
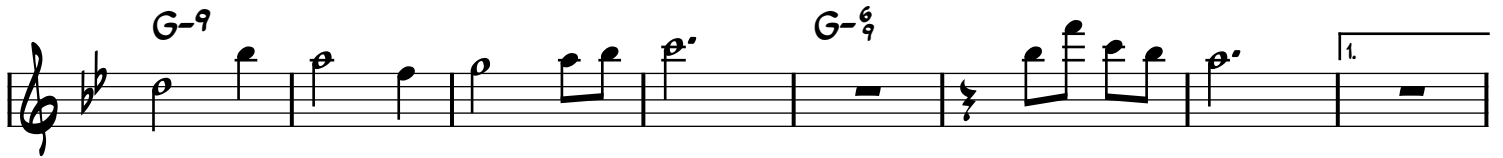


Midna's Lament

from The Legend of Zelda: Twilight Princess

Composed by Toru Minegishi
Transcribed by AarekMG

♩ = 133
G-9



Loop to top

Nightmare Land

from *Little Nemo: The Dream Master*

Composed by Junko Tamiya

Transcribed by AarekMG

♩ = 200

A D-9 EbΔ9 D-9

(D-9) EbΔ9

BbΔ7 A-7 G-7

(G-7) A-7 D-

B BbΔ7 A-7

G-7 A7

C D- G- C F D-

(D-) G- A-7 Dsus4 D / /

Loop to top

The Earth

from Lufia & the Fortress of Doom

Composed by Yasunori Shiono

Transcribed by DoubleMark

A ♩ = 116

D- C Bb A-

Bb C Bb A

D- C Bb A-

G-7 A-7 D_{sus}⁴ D- C

B

Bb C D- C

Bb C D- A-7/C Bb Δ 7

(Bb Δ 7) A

Loop to top

Battle #2

from Lufia 2

Composed by Yasunori Shiono

Transcribed by DoubleMark

♩ = 177

A C E- D6

C D E-

C E- D6

C D E- D5

B C B- A- C/B B

C B- A- B

C E- Eb+ G/D C#-7b5 C B- A- Bsus4 B

E- Eb+ G/D C#-7b5 C D E

Loop to [A]

Final Battle

from *Lufia II: Rise of the Sinistrals*

Composed by Yasunori Shiono

Transcribed by DoubleMark

$\text{♩} = 146$

A

G-
(on loop)

G- EbΔ7

G- EbΔ7 (G-) EbΔ7

B

G-

EbΔ7 F G-

EbΔ7 F G-

EbΔ7 F G- EbΔ7 F

Loop to top

Gate of Journey

from Lufia II: Rise of the Sinistrals

Composed by Yasunori Shiono

Transcribed by GUIM

♩ = 110

[A] E- A E- A

The first line of music is in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It begins with a tempo marking of quarter note = 110. The melody consists of quarter notes: E4, F#4, G4, A4, B4, C5, B4, A4, G4, F#4, E4. Above the staff, a box labeled [A] is positioned above the first measure. Chord symbols E-, A, E-, and A are placed above the second, third, fourth, and fifth measures respectively. The piece ends with a double bar line.

E- A A-7 B_{sus}⁴ B

The second line of music continues the melody from the first line. The notes are: E4, F#4, G4, A4, B4, C5, B4, A4, G4, F#4, E4. Chord symbols E-, A, A-7, B_{sus}⁴, and B are placed above the first, second, third, fourth, and fifth measures respectively. The piece concludes with a double bar line and the instruction "Loop to [A]" written below the staff.

Professor E. Gadd's Laboratory

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Nagata

Transcribed by Ashanti Mills

Funk ♩ = 90

G^b5

[A] Eb- F7/Eb F-7^b5/Eb N.C.

(Bass)

Eb- F7/Eb F-7^b5/Eb N.C.

Bass simile

[B] F°7 Eb-/Gb Ab°7 Gb/Bb A°/C Bb-/Db F7/Eb Bb/D

Bb Db

Loop to [A]

Staff Credits

from Luigi's Mansion

Composed by Kazumi Totaka & Shinobu Tanaka

Transcribed by David Chihlas

$\text{♩} = 112$
A-11

(A-11) B^b/C C/D N.C.

[A] $G\Delta^7$ G^b7 G $D-7$ G^7

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

$G\Delta^7$ G^b7 G $D-7$ G^7

C^7 E^b/F F/G [B] $C\Delta^7$ E^b/F F/G

$C\Delta^7$ $D-7$ G^7 $F\#-7^b5$ B^7 $E-7$ A^7 C/D

(C/D) N.C.

Unison

C N.C.

N.C. D7^{b9} N.C.

D GΔ⁷ G^{b7} G D-⁷ G⁷

8va first time

C⁷ CΔ⁷ B-⁷ A-⁷ C/D

E GΔ⁷ G^{b7} FΔ⁷ E⁷ A⁷

C/D E^b/F C-⁷ D-⁷ F/G C-⁷ C/D

F $\text{♩} = 72$ N.C. C/D N.C. G13^{#11}

(Fade in) *tr* *rit.* *(Bass)*

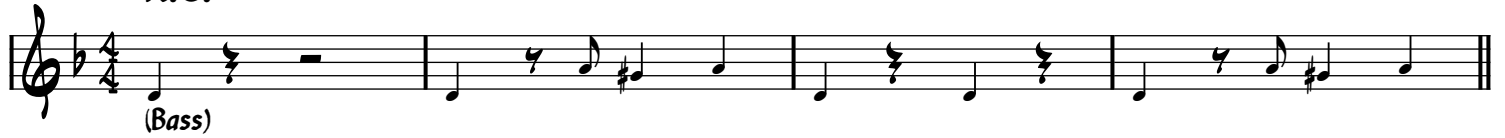
Luigi's Mansion

from Luigi's Mansion Composed by Shinobu Nagata & Kazumi Totaka

Transcribed by 8-Bit Music Theory

Lead Sheet by Ashanti Mills

♩ = 100
N.C.



E. Gadd's Shopping Network

from Luigi's Mansion 3

Composed by Chad York and Darren Radtke

Transcribed by Ben Wallace

$\text{♩} = 160$

Ab/Bb Ab/C Db Δ 7 Db/Eb N.C.

A Ab C-7 F-7 C-7

Bb-7 Ab/C Db/Eb N.C.

B D D/F# / / G6

B-7 F#-7 E-7 D/F# G/A

C F F/A 3 / / Bbadd2

D-7 A-7 G-7 F/A Bb/C

D B B/D# E^{add2}

G#-7 / / D#-7 C#-7 B/D# E/F#

E A^b A^b/C D^badd2

F-7 C-7 Bb-7 A^b/C D^b/E^b

F D D/F# G^{add2}

B-7 F#-7 E-7 D/F# G/A N.C.

Loop to [A]

Library Piano

Luigi's Mansion: Dark Moon

Composed by Chad York, Darren Radtke, & Mike Peacock

Transcribed by Dr.C

♩ = 128

A C- Eb D G7 C- Eb D G7 C- Eb D G7 C-

F- Ab G C7 F- Ab G C7 F- Ab G C7 F-

B Db7 C7 F- D7b9 G7

C- Eb D G7 C- Eb D G7 D° G7 C- A° D G7 C-

C C- Bb Ab G C- Bb Ab G C- Bb Ab G C- F7 D° G7

Loop to top

City of Magic

from Lunar: Silver Star Story

Composed by Noriyuki Iwadare
Transcribed by Mike Matarazzo

Slow Rock ♩ = 120

Intro

E F#- G#- F#- B7

7 No bass Bass in

A

E F#- B

E F#- B

B

A G#- F#- E

A G#- F#- B^{sus4} B

C

E F#- B

E F#- B

E F#-/E G#-/E F#-/E B7

Loop to [A]

Wind Nocturne

from Lunar: Silver Star Story

Composed by Noriyuki Iwadare

Transcribed by Jer Roque

♩ = 85

D E-7 F#- B E-7 A7 D

A DΔ7 A7/C# B-7 A7

GΔ7 A7 F#-7 B-7 GΔ7 E-7 A7

B A-7 D7 GΔ7 G-7 DΔ7

E-7 A7 F#-7 B-7 GΔ7 E-7 F#7

C CbΔ7 Eb7(b9) Ab-7 Gb7 Db7/F

^{1.} FbΔ7 Gb7 Eb-7 Ab-7 FbΔ7 Db7 Gb_{sus}⁴ Gb7

^{2.} FbΔ7 Gb7 Eb-7 Ab-7 FbΔ7 Db7 Gb_{sus}⁴ CbΔ7

Wind Nocturne

from Lunar: The Silver Star

Composed by Noriyuki Iwadare

Transcribed by Jer Roque

♩ = 85

D E-7 F#- B E-7 A7 D

A DΔ7 A7/C# B-7 A7

GΔ7 A7 F#-7 B-7 GΔ7 E-7 A7

B A-7 D7 GΔ7 G-7 DΔ7

E-7 A7 F#-7 B-7 GΔ7 E-7 F#7

C CbΔ7 Eb7(b9) Ab-7 Gb7 Db7/F

1. FbΔ7 Gb7 Eb-7 Ab-7 FbΔ7 Db7 Gb_{sus}4 Gb7

2. FbΔ7 Gb7 Eb-7 Ab-7 FbΔ7 Db7 Gb_{sus}4 CbΔ7

Overworld

from The Magic of Scheherazade

Composed by Akinori Sawa
Transcribed by John Bergan

♩ = 112

A

F-7

F-6

F-b6

C-/F



D \flat Δ 7

E \flat 7_{sus}⁴

E \flat 7

A \flat Δ 7/E \flat

D-7 \flat 5

D \flat 7

C7 \sharp 5



F-7

F-6

F-b6

C-/F



B \flat 7

C7 \sharp 5

F-7

B \circ /D

B \flat -/D \flat

F/A



B

B \flat -7

E \flat 7

C-7

D \flat Δ 7



B \flat -7

E \flat 7

C7

B \flat /D

C-7 \flat 5/E \flat

C7/E



Loop to top

Puffoon

from *Magical Starsign*

Composed by Tsukasa Masuko

♩ = 120

[A] G F G

1. Eb F

2. Eb F G F G N.C.

[B] Eb F Bb G-/Bb Eb F Bb F/A G-/Bb F/A

G-/Bb F7/A EbΔ7/G F D/F# A-7b5 D7

Loop to [A]

The Boys Are Still Back (Dave's Theme)

from Maniac Mansion

Composed by David Hayes

Transcribed by Nick Marinelli

Rock shuffle ♩ = 190

A D E-7 C D

(D) E-7 C

D E-7 C D

(D) E-7 C

D E-7 C D

(D) E-7 C

D E-7 C D

(D) E-7 C

B A-7

(A-7)

(A-7)

Cavi Cape

from Mario & Luigi: Bowser's Inside Story

Composed by Yoko Shimomura

♩ = 125

Intro E-

G-



A G-



Grasslands, All the Way

from Mario & Luigi: Bowser's Inside Story

Composed by Yoko Shimomura
Transcribed by xXChickyChuXx

♩ = 204

Intro

N.C.

(Bass)

A

E^b

A^b-/C^b A^b-6

E^b

Bass simile

(E^b)

A^b-/C^b A^b-6

E^b

B

A^b

B^b/A^b

A^b

B^b/A^b

C-

B^b/C

C-

B^b/C

A^b

B^b/A^b

A^b

B^b/A^b

B^b

C-/B^b

B^b

C-

F-/C B^b7/D

B^b7

C

E^b

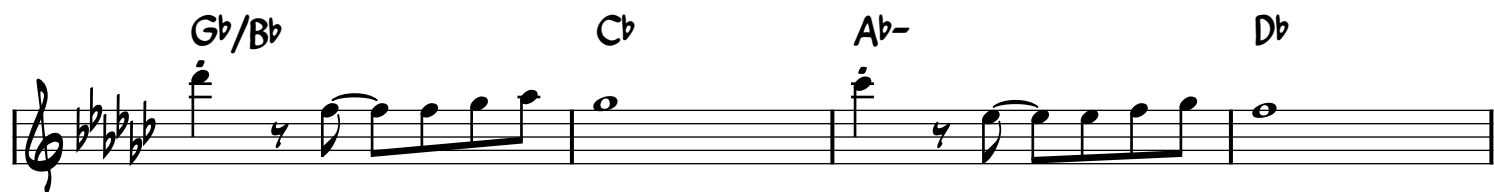
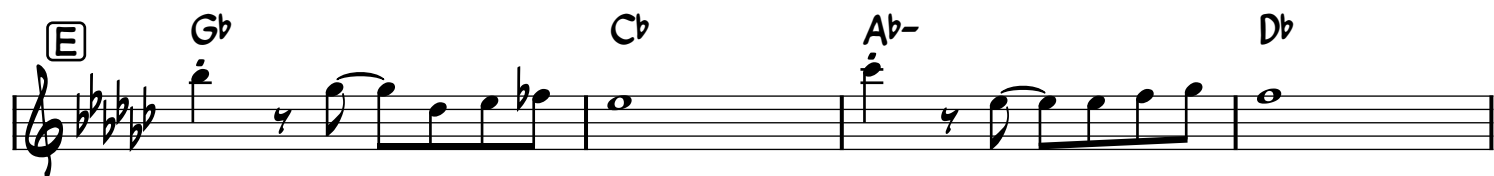
A^b-/C^b A^b-6

E^b

(E^b)

A^b-/C^b A^b-6

E^b



Loop to [A]

Teehee Valley

from Mario & Luigi: Superstar Saga

Composed by Yoko Shimomura

♩ = 95
C-



D C#- G#-/B A#-7^{b5} AΔ⁷ B

F#/A# B G#7/C

C#- G#-/B A#-7^{b5} AΔ⁷ B

F#/A# B G#7/C

E C#- B A G#7

C#- B A G#7

C#-

Loop to [A]

Ziggies!

from Mario + Rabbids Kingdom Battle

Composed by Grant Kirkhope

Transcribed by Reil Deil Neil

♩ = 150

A C F

1. A^b B^b C

2. A^b B^b C

B F C E^b B^b

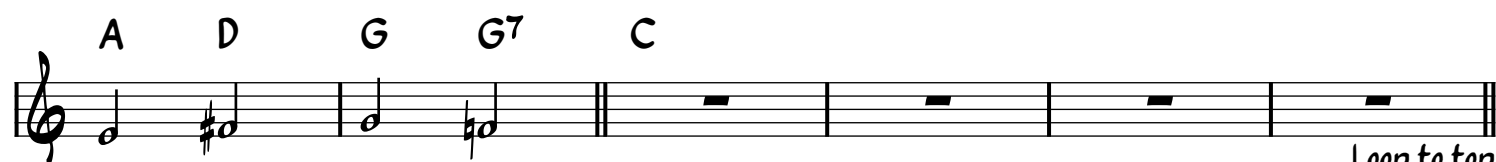
D^b A^b G_{sus^4} G

C C F

A^b D^b G C

D F E

F A



Loop to top

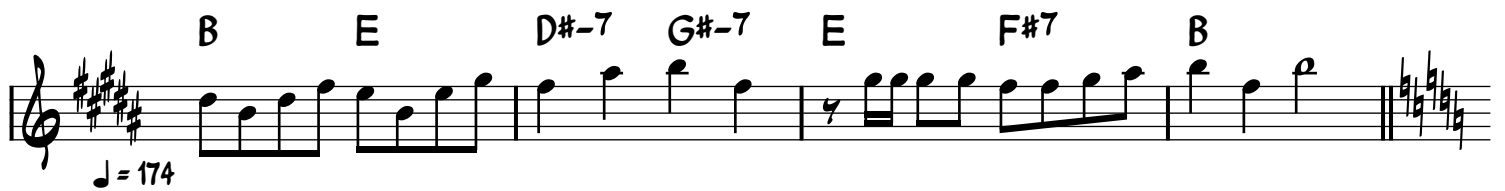
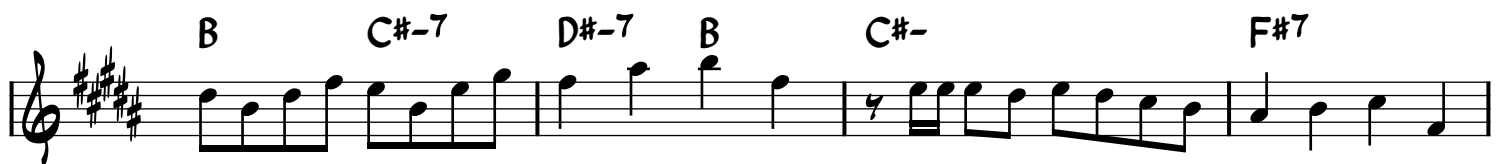
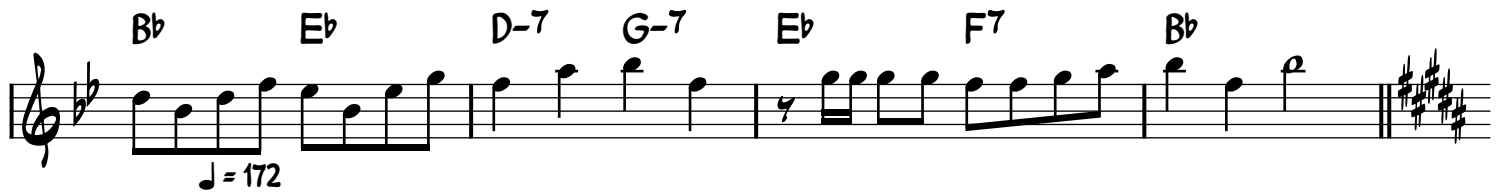
Baby Park

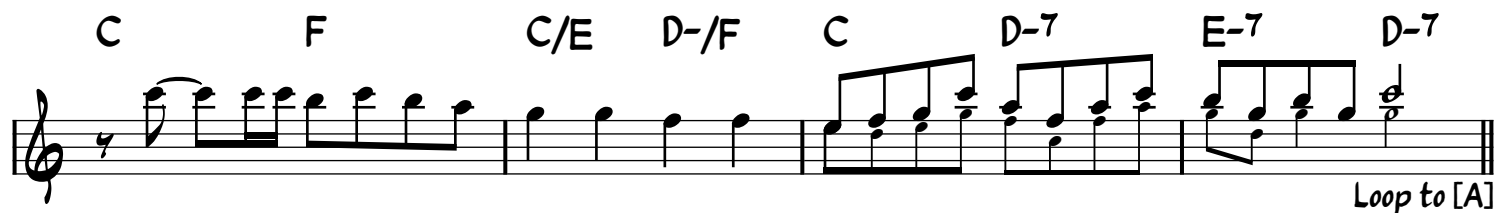
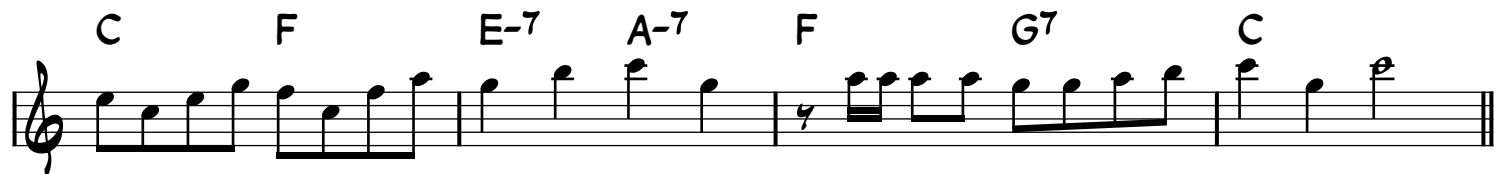
from Mario Kart: Double Dash!!

Composed by Kenta Nagata and Shinobu Nagata

Transcribed by Ben Horkley

Bouncy polka feel ♩ = 170





Loop to [A]

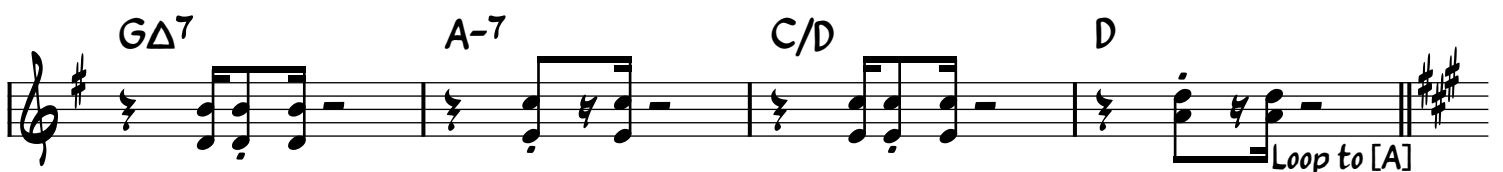
Koopa Troopa Beach

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by musicalmoose & DoubleMark

♩ = 118
N.C.



Choco Mountain/Battle Arenas

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 148

A C G C G C G F

1. C G/B B \flat F D G

2. C G/B B \flat F G C

B F C G C F C G C

F C G C F C G

C C

D C G C G C G C G F

C G F G F

G F G

Loop to top

Frappe Snowland/Sherbet Land

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Ashanti Mills & mkafie

$\text{♩} = 124$

F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

[A] F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

Rhythm simile

F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

F G-7 F Δ^9 /A G-7 A-7 A \flat 7 G 7_{sus^4} C

[B] B $\flat\Delta^9$ E $^{\circ}7$ A-7 D-11 G-7 C 13 F Δ^9 / C 6 B-7 \flat^5

B $\flat\Delta^9$ E $^{\circ}7$ A-7 D-11 G-7 B \flat /C C7

Vamp F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

F G-7 F Δ^9 /A G-7 F G-7 F Δ^9 /A G-7

Loop to [A]

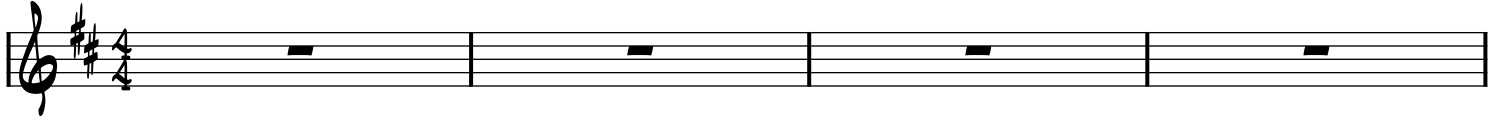
Bowser's Castle

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 120
B-



[A] B- Bb+ D G#-7b5 G#07

B pedal

[B] Ab-7

(Ab-7)

(Ab-7)

Loop to [A]

Mario Kart 64 Theme

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Jer Roque

Jazz fusion ♩ = 135

Intro $F\Delta^9$ G^9/F $B^b\Delta^7/F$ $F\Delta^9$

Drums keep time, bass ring out

A $F\Delta^9$ G^9

Drums & bass in

B^b/C $F\Delta^9$ E^b E

$F\Delta^9$ G^9

B^b/C $F\Delta^9$ D^b/E^b $C^b\Delta^7/D^b$

B $C^b\Delta^7/D^b$ N.C.

Bass riff on D^b Bass continues

(N.C.)

Bass riff on A^b Bass out Bass riff on A^b Bass out

Moo Moo Farm/Yoshi Valley

from Mario Kart 64

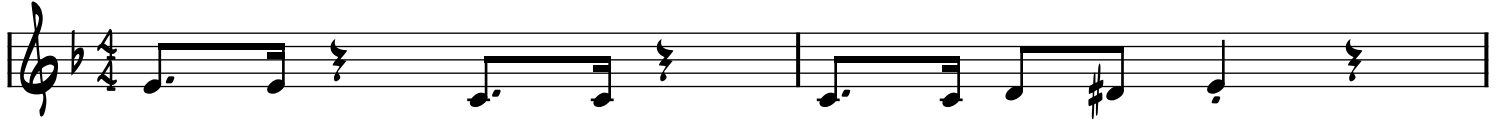
Composed by Kenta Nagata

Transcribed by mkafie

♩ = 137

C

C7



[A]

F

C



F

Bb



1.

C

2.

C

F



[B]

Bb



(Bb)



[C]

Eb

Bb/D

F7

Bb

Eb

Bb/D

G-7



F7

Bb

Eb

Bb/D

F7

Bb



Eb

Bb/D

C-

C



Loop to [A]

3 Raceways/Wario Stadium

from Mario Kart 64

Composed by Kenta Nagata
Transcribed by Mike Matarazzo

♩ = 140

Chord progression: $A\flat\Delta^7/B\flat$ | $A\Delta^7/B$ | $B\flat\Delta^7/C$

A F^9

(Bass)

(F^9) N.C.

Bass simile (Bass)

B F^9

(F^9)

C F^9

(F^9)



Rainbow Road

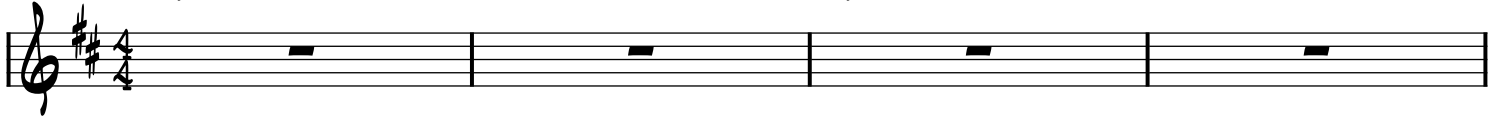
from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Jer Roque

♩ = 138
Asus⁴

A



[A]

Asus⁴

A

Asus²

A

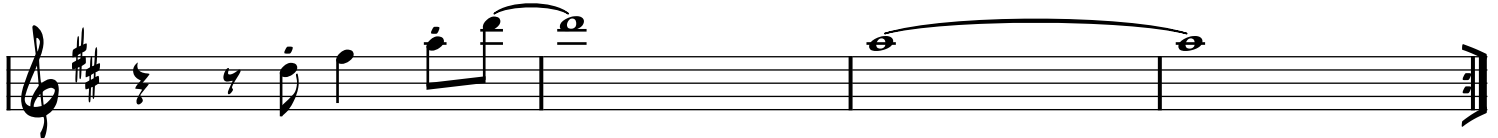


GΔ⁷

GΔ⁷#¹¹

GΔ¹³

GΔ⁹



[B]

D

E-⁷

DΔ⁷/F#

G



D/A

Asus⁴

A



D

E-⁷

DΔ⁷/F#

G

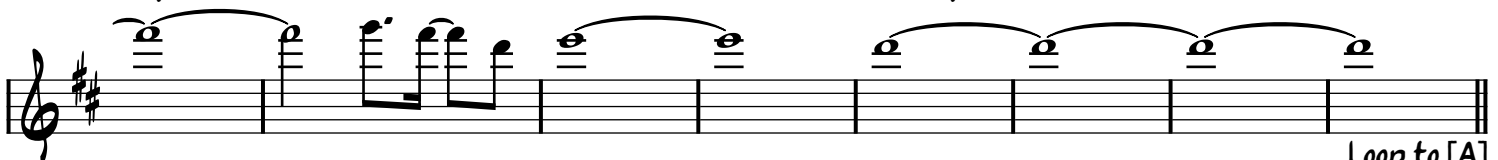


D/A

Asus⁴

A

B^bΔ⁷/A



Loop to [A]

Toad's Turnpike

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 135

G \flat Δ 7/A \flat

(Bass)

A

A \flat 11

Bass simile

(A \flat 11)

B

A \sharp 11

(A \sharp 11)

C

G Δ 7/E A \flat Δ 7/E A Δ 7/E B \flat Δ 7/E G Δ 7/E A \flat Δ 7/E A Δ 7/E B \flat Δ 7/E

Loop to top

Victory Lap

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by mkafie

♩ = 130

A E/A G/A D/A

A E/A G/A D/A

A E/A G/A D/A

B C#-7 DΔ7 D/E F#- E/G#

C#-7 DΔ7 D/E F#- E/G#

C A E/A G/A D/A

A E/A G/A D/A

E/G# C#-7 DΔ7 D/E F#- E/G#

A

Winning Results

from Mario Kart 64

Composed by Kenta Nagata

Transcribed by Zack Wong

Intro

Driving funk ♩ = 160 2+2+3+2+2

F⁹_{sus⁴} F⁹ F⁹_{sus⁴} F⁹

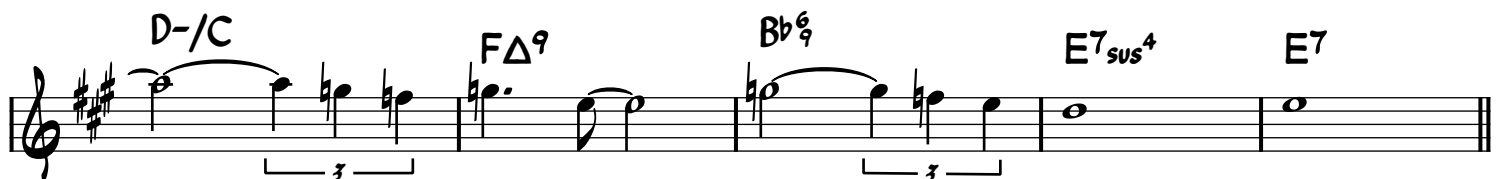
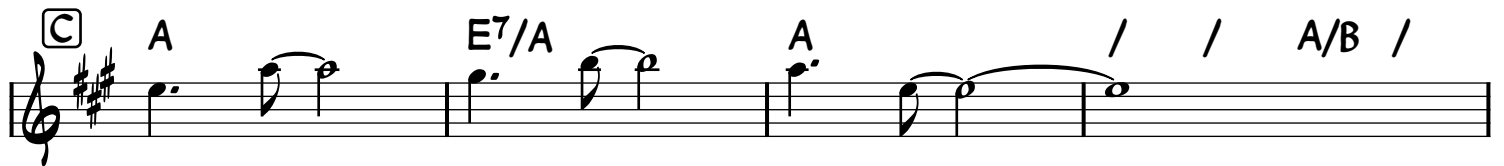
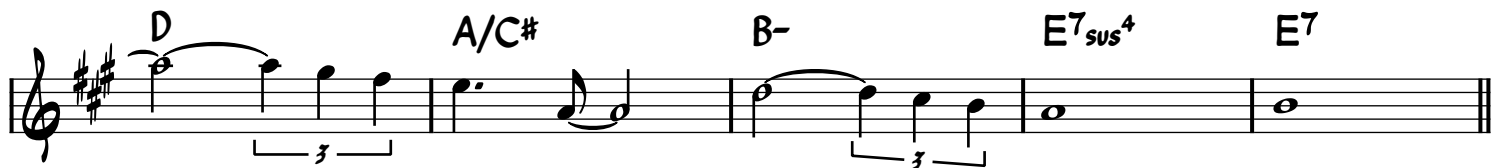
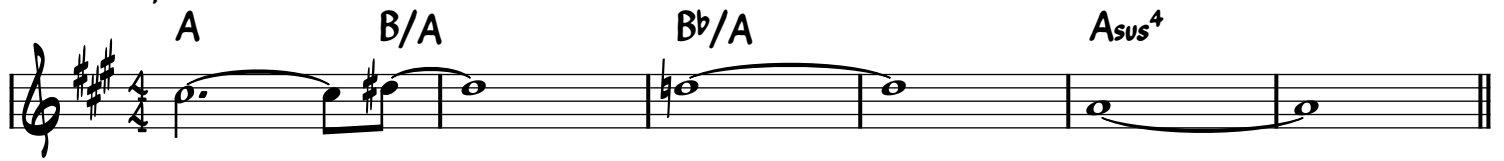
Rainbow Road

from Mario Kart 7

Composed by Kenta Nagata & Satomi Terui

Transcribed by sigmabeta

Pop ♩ = 136



Chord progression: E, A, B-, A/C#, D

Chord progression: A/E, E7sus4, E7

Chord progression: A, B-, A/C#, D

Chord progression: A/E, Esus2, E, F, G

Dolphin Shoals

from Mario Kart 8

Composed by Atsuko Asahi

Transcribed by 8-bit Music Theory

Lead Sheet by DoubleMark

A $\text{♩} = 140$
 $\text{Ab}\Delta^7$ Bb-7 C-7 Db/Eb

$\text{Ab}\Delta^7$ Bb-7 C-7 Db/Eb

B Bb-7 Db/Eb B-7 D/E

Bb-7 C-7 Db/Eb Bb-7 C-7 Db/Eb

C $\text{Ab}\Delta^7$ $\text{Db}\Delta^7/\text{Ab}$

$\text{Ab}\Delta^7$ $\text{Db}\Delta^7/\text{Ab}$

Loop to top

Mario Kart 8

from Mario Kart 8

Composed by Atsuko Asahi
Transcribed by Ashanti Mills

$\text{♩} = 140$
N.C.

Unison Bass solo, A Dorian

G \flat /A \flat

[A] D \flat 7

(D \flat 7) F \flat 7

D \flat 7

(D \flat 7) F \flat 7

[B] C \flat -9 B \flat Δ 7 D-7

E \flat -7 F7#5#9 C \flat 9 F \flat 13

D \flat -7 G \flat 7sus 4 G \flat 7 \flat 9 A/B D-7

E \flat /F A \flat Δ 7/B \flat N.C.

Solo to [C]

C F-7 Bb7 Eb7 Ab F-7 Bb7 Eb7 Ab⁸⁷⁴

Db Ab/C Bb-7 Ab Fb Cb/Eb Bb-7 Eb

F-7 Bb7 Eb7 Ab F-7 Bb7

Ab/Eb Eb Fb Gb N.C.

Drum break Loop to [A]

Rainbow Road

from Mario Kart 8

Composed by Shiho Fujii
Transcribed by Travis Salim

Fast rock ♩ = 164

Intro G D-7/G G D-7/G G D-7/G C-7 D-7

A G_{sus}⁴ G F/G

CΔ⁷ G/B A-7 D_{sus}⁴

G_{sus}⁴ G F/G

B^b E^bΔ⁷ A-7 D_{sus}⁴

B B^b B^b/D E^b D G-

(G-) C⁷ G^b A^b7

C D^b D^b/F G^b B^b-/F F⁷

Bb- Db/Eb Gb-7 Ab-7

BbbΔ7 Cb7

D Db Ab-7/Db BbbΔ7/Db Ab-7/Db

CΔ9 Dsus4

Loop to [A]

Mushroom Bridge & Mushroom City

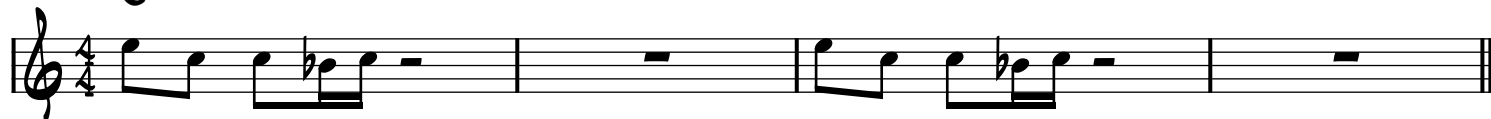
from Mario Kart: Double Dash!!

Composed by Kenta Nagata & Shinobu Nagata

Transcribed by Jonathan Aldrich

♩ = 150

C7



A C7 F7 C7 F7



C7 F7 G7 F7



B F7



C7



C C7 F7 C7 F7



C7 F7 G7 F7



D C7 F7 C7 F7



C7 F7 G7 F7



Loop to top

Rainbow Road

from Mario Kart: Double Dash!!

Composed by Shinobu Nagata & Kenta Nagata

Transcribed by Jer Roque

$\text{♩} = 145$

A

F G A \flat B \flat /C F E \flat Δ 7

F B \flat C sus^4 C

F E \flat Δ 7

B \flat B \flat /C F B \flat /C

B

E \flat Δ 7 F Δ 7

E \flat Δ 7 B \flat C7

C

F G-7 A-7 B \flat F/C C sus^4 C

F G-7 A-7 B \flat F/C C sus^4 C

D \flat Δ 7

The musical score is written in 4/4 time with a tempo of 145 beats per minute. It features a key signature of one flat (Bb). The score is divided into three main sections: A, B, and C. Section A consists of four staves of music. Section B consists of two staves of music. Section C consists of two staves of music. The score includes various chords and melodic lines. The final staff of section C has a long note with a slur over it, indicating a loop back to the top.

Loop to top

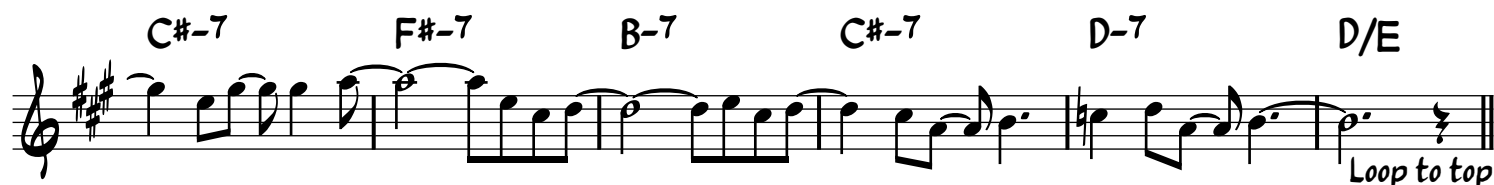
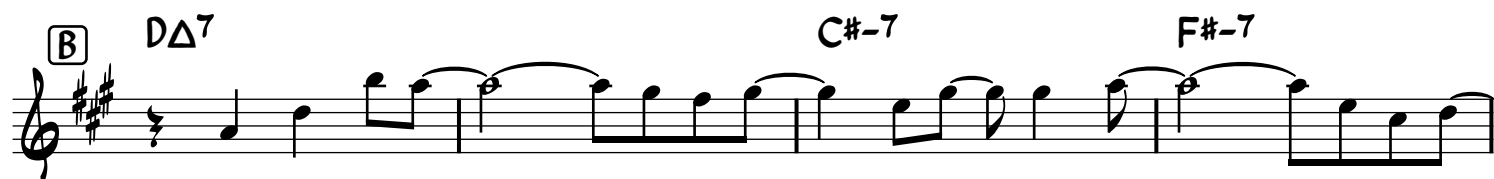
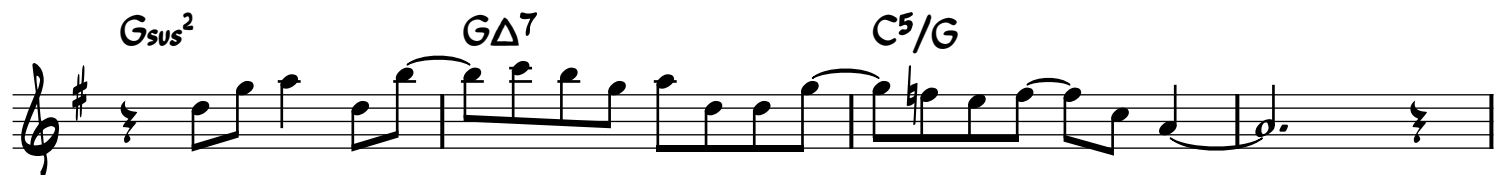
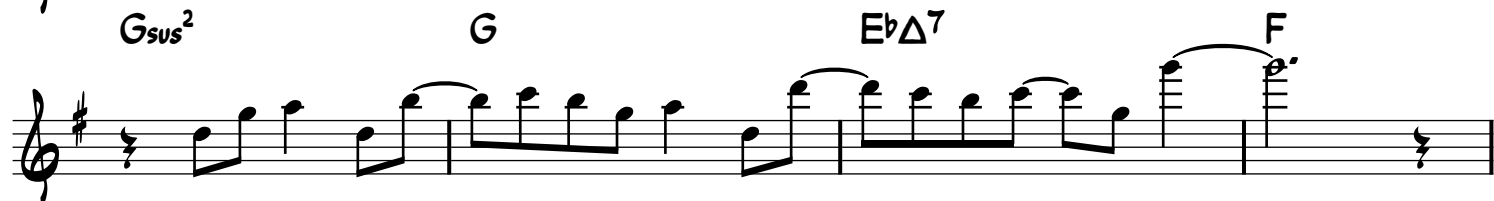
Rainbow Road

from Mario Kart DS

Composed by Shinobu Nagata

Transcribed by Jonathan Aldrich

♩ = 152



Loop to top

Shroom Ridge

from Mario Kart DS

Composed by Shinobu Nagata

Transcribed by Jonathan Aldrich

Intro ♩ = 135

Db Gb/Db Db Gb/Db

A Db Gb/Db Ab/Db A5 Gb/Cb

Db Gb/Cb A Gb/Ab

Db Gb/Db Ab/Db Gb/Ab

Gb Gb/Ab A6 B6

B Db Db/F Gb Ab Gb Db/F Eb7sus4 Gb/Ab

Db Db/F Gb Db/Ab A6 Db/Ab Fb6 Gb/Db

C Db Gb/Db Db Cb/Db

Db Gb/Db Db-7 Gb/Ab

Loop to [A]

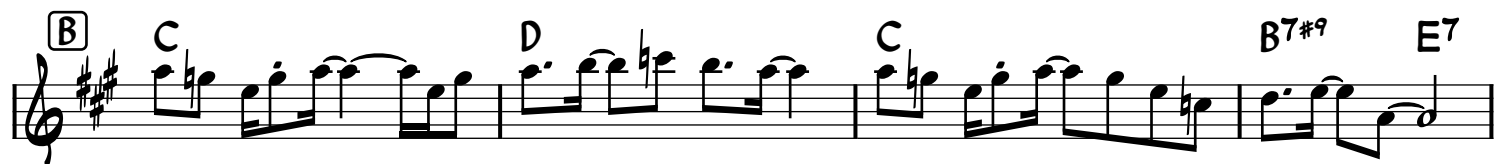
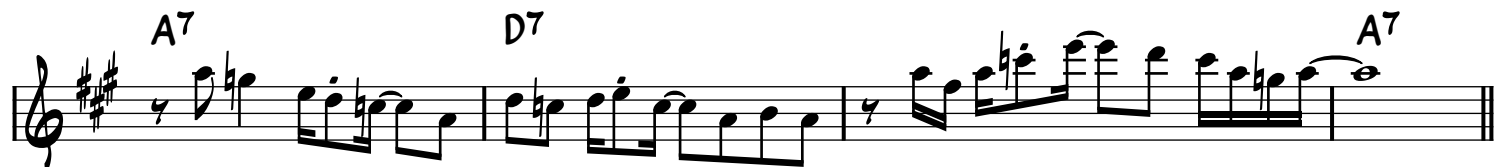
Waluigi Pinball, Wario Stadium

from Mario Kart DS

Composed by Shinobu Nagata

Transcribed by Bao Vuong

Funk ♩ = 135



Loop to top

Rainbow Road

from Mario Kart: Super Circuit

Composed by Taro Bando
Transcribed by Travis Salim

♩ = 152

Intro G A/G B \flat C^{add2}

D^{sus4} N.C. Rock ♩ = 176 F^{sus2}/D F \sharp ^{sus2}

[A] G F^{sus4} F G

(G) F G

(G) F^{sus4} F G

(G) F/C C G

[B] F G F G

F G F D N.C.

(Bass)

Ribbon Road

from Mario Kart: Super Circuit

Composed by Masanobu Matsunaga

Transcribed by Mike Matarazzo

Bossa with a rock beat ♩ = 140

B E E E7

A E E7

B A E A E D D# E

(E)

C E D

Rhythm simile

E D

D E

E/B D B+ E

Loop to [A]

Coconut Mall

from Mario Kart Wii

Composed by Asuka Hayazaki & Ryo Nagamatsu

Transcribed by Jonathan Aldrich

$\text{♩} = 132$

Intro

$\text{Bb}\Delta^7/\text{F}$

$\text{C}-7/\text{F}$

Bb/F

$\text{F}-7$



$\text{Bb}\Delta^7/\text{F}$

$\text{C}-7/\text{F}$

Bb/F

N.C.



(Ding)

(Drum fill)

Swing 8ths

A

$\text{C}-7$

F

Bb^6

$\text{C}-7$

F

Bb^6



$\text{C}-7$

F

Bb^6

$\text{C}-7$

F

Bb



$\text{C}-7$

F

Bb^6

$\text{C}-7$

F

Bb^6



Eb

F/E

Bb^6/F

G^7

$\text{C}-$

F

Bb



B

$\text{C}\#-7$

$\text{F}\#$

B^6

$\text{C}\#-7$

$\text{F}\#$

B^6



$\text{C}\#-7$

$\text{F}\#$

B^6

$\text{C}\#-7$

$\text{F}\#$

B



C A B7 A B7

G A7 G A7 BbΔ7 C6

BbΔ7 C6

AbΔ7 Bb6 AbΔ7 Bb6

D G-9 C13b9

F-9 Bb13

G-9 C13b9

Eb/F D-/F C-7/F BbΔ7/F

Eb7/F Db7/F Cb7/F Bb7/F

N.C.

Loop to [A]

Maple Treeway

from Mario Kart Wii

Composed by Asuka Hayazaki & Ryo Nagamatsu

Transcribed by Jonathan Aldrich

♩ = 144

N.C.

[A] Ab Db-/Ab Eb- Db Ab Db-/Ab Ab



(Ab) Db-/Ab Eb- Db Ab Db-/Ab Ab



[B] C- F-/C Db- Ab Eb/G F- C-/Eb Db Eb



C- F-/C Db- Ab Ab/G F- Eb Bb C



[C] F Bb/F C/F F Bb/F F



(F) Bb/F C/F F Bb/F F



D- Bb/C F/A G-7 Bb/C C



F Bb/F C/F F Bb/F F



(F) Bb/F C/F F Ab Db Ab Ab/Eb Eb7



Loop to [A]

Moonview Highway

from Mario Kart Wii

Composed by Asuka Hayazaki & Ryo Nagamatsu

Transcribed by Cyrus Paul

♩ = 144

N.C.

E^b9

E9

F9

F#9

G9

A^b9

A9



[A] F-



[B] D^b7

C7

F-7



D^b7

C7

F-7



[C] F-



D^b7

C7

F-7



D^b7

C7



[D] A^b-7

G-7

A^b-7

A-7



A^b-7

G-7

A^b-7

A-7



Drums only

Loop to [A]

Rainbow Road

from Mario Kart Wii

Composed by Asuka Hayazaki

Transcribed by Travis Salim

Fast pop ♩ = 162

Intro G A/G B \flat /G C/G

G F/G E \flat /G C/G D

A G C/G C D

G C 7 D

B G G Δ^7 C C/D C-

B-7 B \flat 7 A-7 D sus^4 D

C B \flat Δ^7 C D sus^4 D D sus^4 D

$B\flat\Delta^7$ C^6 $E\flat$ F^7 $F\flat/G\flat$

D $C\flat\Delta^7$ $D\flat/C\flat$ $E\flat-7$ $D\flat-$ $F\flat/G\flat$

$C\flat\Delta^7$ $D\flat/C\flat$ $E\flat-7$ $D\flat-$ $G\flat^7$

E $C\flat\Delta^7$ $D\flat/C\flat$ $G\flat/B\flat$ $E\flat-7$ $E\flat^7$

$A\flat-7$ $G\flat/B\flat$ $B-7$ E^7

Loop to top

Creative Exercise

from Mario Paint

Composed by Hirokazu Tanaka, Ryoji Yoshitomi, & Kazumi Totaka

Transcribed by Jonathan Aldrich

Polka ♩ = 132

A

E^b-7

A^b7 D^bΔ⁷

E^b-7

A^b7 D^bΔ⁷



B

A^b-7

D^b7

G^bΔ⁷

G^b6

F-7^b5

B^b7

E^b-7

E^b-6



A^b-7

D^b7

G^bΔ⁷

E^b-7

C-7^b5

F7

B^b-7

A7

A^b-7 D^b9



C

A^b-7 D^b7

A^b-7 D^b7

A^b-7 D^b7

A^b-7 D^b7

G^bΔ⁷

C^b9

B^b-7 E^b7



A^b-7 D^b7

A^b-7 D^b7

G^bΔ⁷

E^b7

A^b7

D^b7

G^bΔ⁷ E^b7



A^b7

D^b7

G^bΔ⁷

A^b-7 D^b7

A^b-7 D^b7

G^bΔ⁷

A^b-7 D^b7

A^b-7 D^b7



Loop to top

Monkeys

from Mario Paint

Composed by Hirokazu Tanaka, Ryoji Yoshitomi, Kazumi Totaka

Transcribed by Jonathan Aldrich

Samba ♩ = 128

A A-7 D7 GΔ7 G⁶ G-7 C7 FΔ7 F⁶

F#-9 B+ E-9 A+ D-7 Db7 CΔ7 E-7b5/Bb A7

1. D-7 Db7 CΔ7 N.C. 2. D-7 Db7 CΔ7

B D- D-Δ7 G7sus4 G7 C CΔ7 E°/Bb A7

D- D-Δ7 F#-7b5 B7 E- G7 C

D-7 D-Δ7 G7sus4 G7 CΔ7 F7 E-7b5 A7

D- E- A7 D-7 DbΔ7 CΔ7

C F/G F-/G C/G F/G F-/G C/G

Eb/F Eb-/F Bb E-7 A7b9 D-7 G7b9 CΔ7 B7 E7

Loop to [A]

Faster Than All

Mario Party

Composed by Yasunori Mitsuda

Transcribed by Dr.C

♩ = 158
G⁵



Rainbow Castle

from Mario Party

Composed by Yasunori Mitsuda

Transcribed by Ashanti Mills

Jazz waltz ♩ = 196

A $A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$

$A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$ $A\flat_{sus^4}$ $D\flat_{sus^2}$

B $D\flat$ $A\flat/C$ $B\flat-7$ $A\flat_{sus^4}$ $A\flat$

$D\flat$ $A\flat/C$ $B\flat7$ $E\flat_{sus^4}$ $E\flat$

C $A\flat$ $D\flat_{sus^2}$

$A\flat$ $D\flat_{sus^2}$ $E\flat7$

$A\flat$ $D\flat_{sus^2}$ $E\flat7$

$A\flat$ $D\flat_{sus^2}$ $E\flat7_{sus^4}$ G° $A\flat$

Loop to top

Good Luck!

from Mario Party 3

Composed by Ichiro Shimakura
Transcribed by Jonathan Aldrich

Swing ♩ = 105

D B7 E7 A7 D B7 E7 A7

[A] D D/F# G G/A D B7/D# E7 A7

D D/F# G G/A D B7/D# E7 A7

D D/F# G G/A D B7/D# E7 A7

D D/F# G G/A D G D N.C.

[B] E7 A7 D6 B7/D#

E7 A7 DΔ7

G G#07 D/A F#7/A# B7 E7 G/A

Vamp D B7 E7 A7 D B7 E7 A7

Loop to [A]

Woody Woods

from Mario Party 3

Composed by Ichiro Shimakura
Transcribed by Jonathan Aldrich

Swing 16ths ♩ = 102

A G / C D⁷ G / C D G C B⁻⁷ B^{b07} A⁻⁷ A^{b7} G C/D

^{1.} G C B⁻⁷ B^{b07} A⁻⁷ D^{7b9} G C/D

^{2.} G C B⁻⁷ B^{b07} A⁻⁷ D⁷ C G

B C G/B A⁷ D⁷ G G⁷

C G/B E⁷ A⁻⁷ C A⁷/C[#] C/D D

G B⁰ C C^{#0} G/D D^{#0} E⁻ A⁻⁷ D⁷ E^b A^b G

Loop to top

Jin's Theme

from *Marvel vs. Capcom: Clash of Super Heroes*

Composed by Masato Kouda and Yuko Takehara

Transcribed by Mike Matarazzo

March ♩ = 150

F-

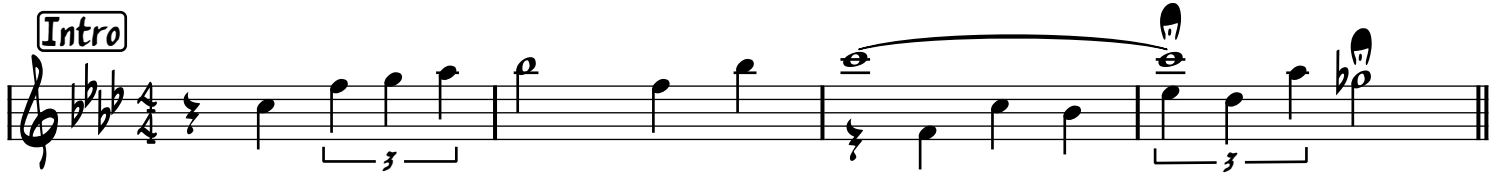
Bb-

Gb

G⁵

Gb⁵/C

Intro



Rock ♩ = 232

F⁵



A

F-

Bb-6/Db



C⁷

E^{o7}

F-

E^b



DbΔ⁷

F-/C

Bb-

Gb



G-7

C⁷

F-

N.C.



Half-time feel

B Bb- G7

Ab/C Db° D°7

4/4 feel

C Bb- C7 F- Eb

DbΔ7 C7 F-

D Fb+/Gb

F5

Loop to [A]

Uncharted Worlds

from Mass Effect

Composed by Sam Hulick

Transcribed by Mikhail Ivanov

New age ♩ = 120

[A] N.C. C-

Background simile

[B] C-

[C] C- Ab

Background from [A] & [B] Continue simile

[D] C- Ab

Background from [A], [B], & [C]

[E] C- Ab

Background from [A] & [C]

Outro N.C.

Bass out, background from [B] Loop to top

Suicide Mission

from Mass Effect 2

Composed by Jack Wall

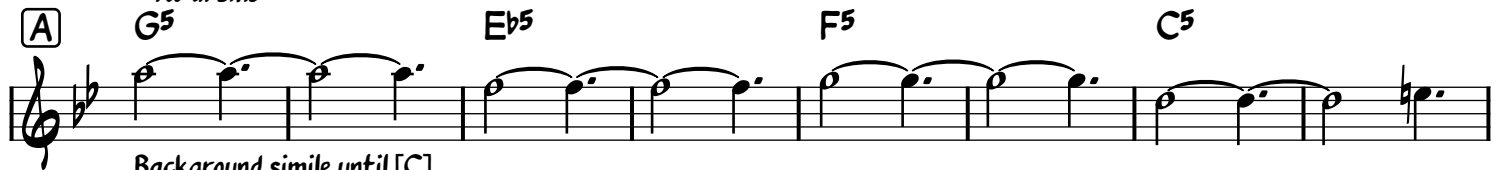
Transcribed by Mikhail Ivanov & Jonathan Aldrich

Epic rock ♩ = 117

N.C.



No drums



Background simile until [C]



Background simile



Drums in

E^b

Background simile



Background simile



Bomb Man

from Mega Man

Composed by Manami Matsumae

Transcribed by John Bergan

♩ = 129

Intro G^b F^b/G^b G^b D^b

A G^b F^b G^b F^b

G^b A C D E

B B⁻ A

B⁻ C^o N.C./C[#]

C G^b F^b-

F G F^{add#4} D^{b7}

Loop to [A]

Cut Man

from Mega Man

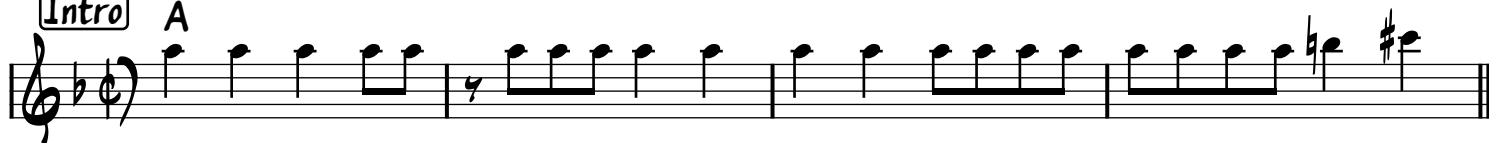
Composed by Manami Matsumae

Transcribed by John Bergan

♩ = 150

Intro

A



A

D-7



(D-7)



G-7

D-7



1.

E7/B

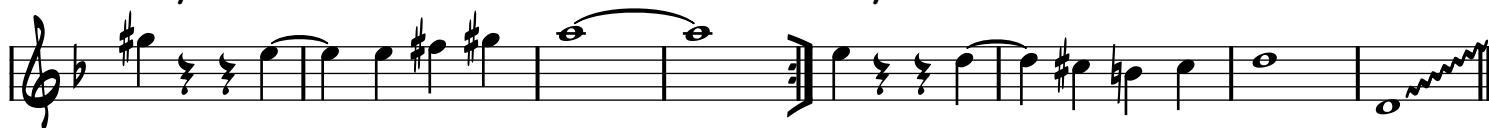
A7

2.

E7/B

A7

D-7



B

Bb

C

F

G-

C/E

F



Bb

C

A-

D-

G-

G#0

Asus4

A



Loop to [A]

Nitro Rider

from Mega Man 10

Composed by Manami Matsumae

Transcribed by Jamin Morden

Double-time feel ♩ = 108

A Eb- Bb-/Db Cb Gb

Ab- Eb- F Bb7

B Cb Bb- Ab-7 Db7 Gb7 Cb Cb-

Gb/Bb A°7 Ab- A°7 F-7/Bb N.C. (Bass)

C Eb- Bb/D Eb7/Db Ab7/C Cb Eb-/Bb A°7 Bb7

Eb- Bb/D Eb7/Db Ab/C Ab-7 Bb-7 CbΔ7

(CbΔ7) Bb-7 CbΔ7 Bb-7 Db/Eb Eb Db/Eb Eb Db/Eb Eb Db/Eb Eb

Loop to top

Air Man

from Mega Man 2

Composed by Takashi Tateishi & Manami Matsumae

Transcribed by AarekMG

A $\text{♩} = 180$
 $\text{E}^{\flat}-$ $\text{C}^{\flat}\Delta 7$ $\text{B}^{\flat}-$ $\text{E}^{\flat}-$

$(\text{E}^{\flat}-)$ $\text{C}^{\flat}\Delta 7$ $\text{B}^{\flat}-$ $\text{E}^{\flat}-$

$(\text{E}^{\flat}-)$ $\text{D}^{\flat}/\text{C}^{\flat}$ D^{\flat} $\text{E}^{\flat}-$

B $\text{E}^{\flat}-$

D^{\flat}

$\text{E}^{\flat}-$

D^{\flat} C^{\flat}

C C^{\flat} D^{\flat} C^{\flat}

(C^{\flat}) D^{\flat}

Loop to top

Bubble Man

from Mega Man 2

Composed by Takashi Tateishi

Transcribed by AarekMG

♩ = 180

Intro

A^b

E^b/G

C7(no³)



A

F-/A^b

E^b/G



F-/A^b

E^b/G

C7/G



B

A^b

E^b/G



A^b

C7/G



C

F-

E^b

D^b

E^b

D^bΔ⁷

C7/E



F-

E^b

D^b

E^b

D^bΔ⁷

C7



Loop to [A]

Crash Man

from Mega Man 2

Composed by Takashi Tateishi

Transcribed by AarekMG

♩ = 150
C

(C)

Bass simile

[A] C

[B] C

(C)

(C)

(C)

[C] C

[D] B \flat Δ 7

C

B \flat

C

1.

B \flat Δ 7

C

B \flat

C

2.

B \flat Δ 7

C

Loop to [A]

Dr. Wily Stage 1

from Mega Man 2

Composed by Takashi Tateishi
Transcribed by Jer Roque

♩ = 180

A F#- D

Hi-hat gallop

E F#- 1. 2.

B GΔ7 F#-7 GΔ7 E C#/E#

C F#- D E F#-

(F#-) D E F#-

D GΔ7 F#-7

GΔ7 E C#/E# D

E D E F#- D

(D) E C#/E# F#-

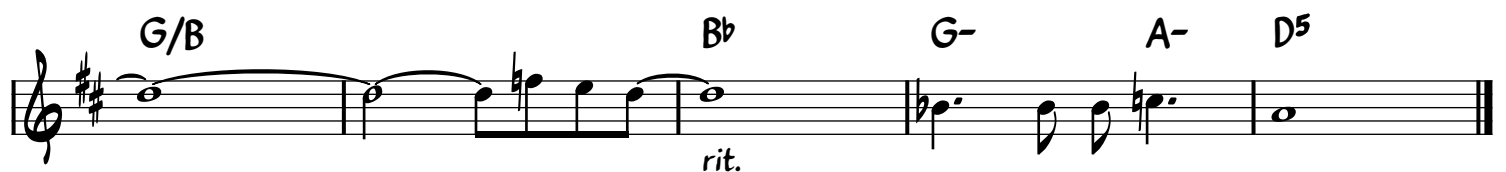
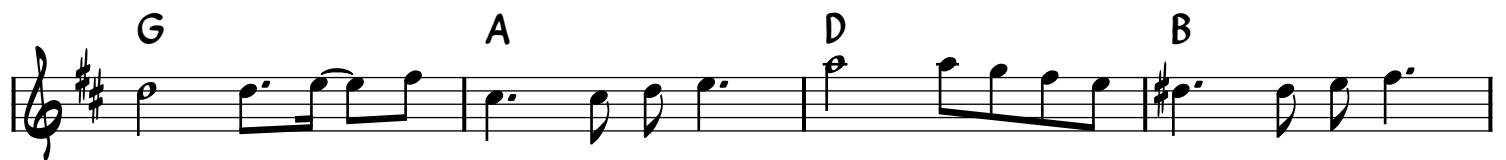
Loop to top

Ending

from Mega Man 2

Composed by Takashi Tateishi
Transcribed by Mikhail Ivanov

Ballad ♩ = 113



Flash Man

from Mega Man 2

Composed by Takashi Tateishi

Transcribed by AarekMG

Intro ♩ = 150

A-

1.,2.,3. 4.

A A- G A-

A- G A-

B C Cb Bb A-

C Cb Bb A- E7

Loop to [A]

Heat Man

from Mega Man 2

Composed by Takashi Tateishi
Transcribed by AarekMG

$\text{♩} = 150$ G^- F/G

(Bass)

G^- F/G F G^- F G^-

A G^- F/G

Bass simile

G^- F/G

G^- F/G

G^- F G^- F G^-

Loop to top

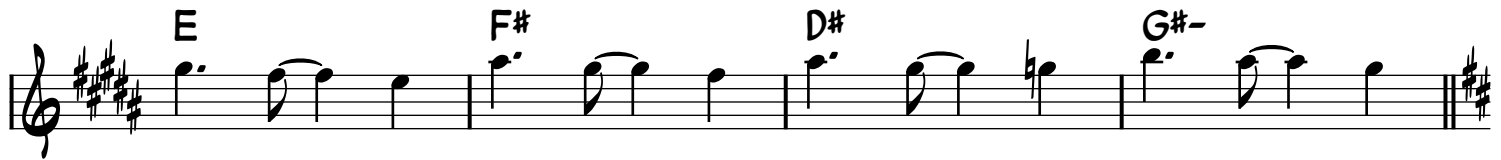
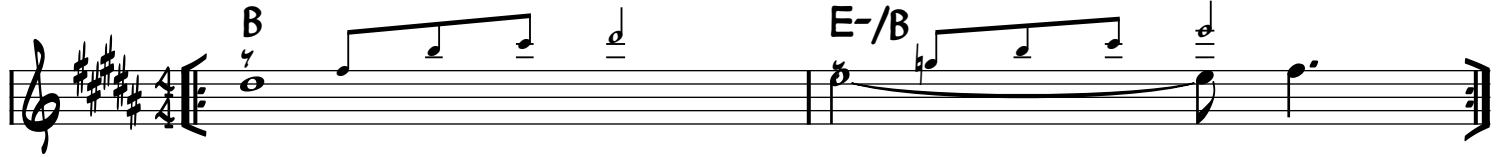
Opening & Title

from Mega Man 2

Composed by Manami Matsumae & Takashi Tateishi

Transcribed by Mikhail Ivanov

Half-time feel ♩ = 113



♩ = 113



♩ = 150



Rock ♩ = 180



Password

from Mega Man 2

Composed by Takashi Tateishi
Transcribed by AarekMG

♩. = 151

$D\Delta^7$ B°/D $C\#-7$ $F\#-$

The first staff of music is in treble clef with a key signature of two sharps (F# and C#) and a time signature of 12/8. It begins with a tempo marking of a quarter note equal to 151. The first measure contains two eighth notes, F#4 and F#4, with a $D\Delta^7$ chord above. The second measure contains a quarter note G#4, a quarter note A5, and a quarter note G#4, with a B°/D chord above. The third measure contains a quarter note F#4, a quarter note E5, and a quarter note D5, with a $C\#-7$ chord above. The fourth measure contains a quarter note C#5, a quarter note B5, and a quarter note A5, with an $F\#-$ chord above. The staff ends with a double bar line.

$D\Delta^7$ B°/D $C\#-7$ $F\#$

The second staff of music is in treble clef with a key signature of two sharps (F# and C#) and a time signature of 12/8. It begins with two eighth notes, F#4 and F#4, with a $D\Delta^7$ chord above. The second measure contains a quarter note G#4, a quarter note A5, and a quarter note G#4, with a B°/D chord above. The third measure contains a quarter note F#4, a quarter note E5, and a quarter note D5, with a $C\#-7$ chord above. The fourth measure contains a quarter note C#5, a quarter note B5, and a quarter note A5, with an $F\#$ chord above. The staff ends with a double bar line and the instruction "Loop to top" written below.

Loop to top

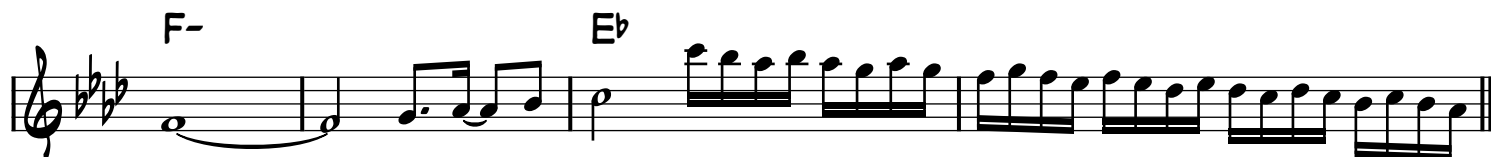
Quick Man

from Mega Man 2

Composed by Takashi Tateishi

Transcribed by AarekMG

♩ = 150
F-



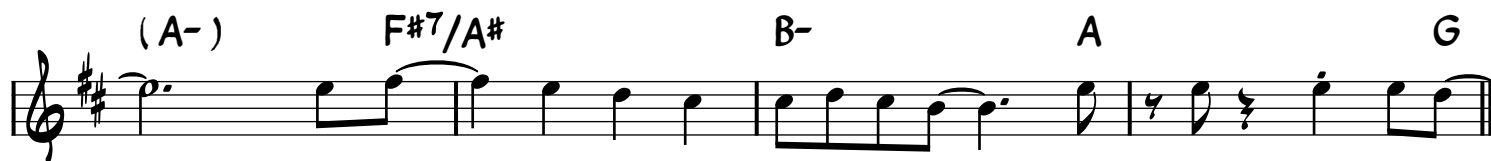
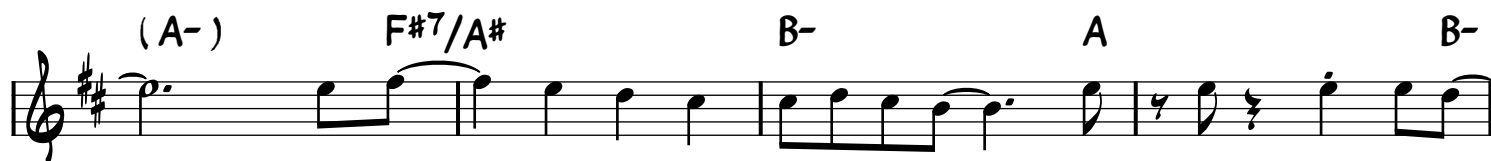
Wood Man

from Mega Man 2

Composed by Takashi Tateishi

Transcribed by Ashanti Mills

♩ = 180
N.C.



Loop to [A]

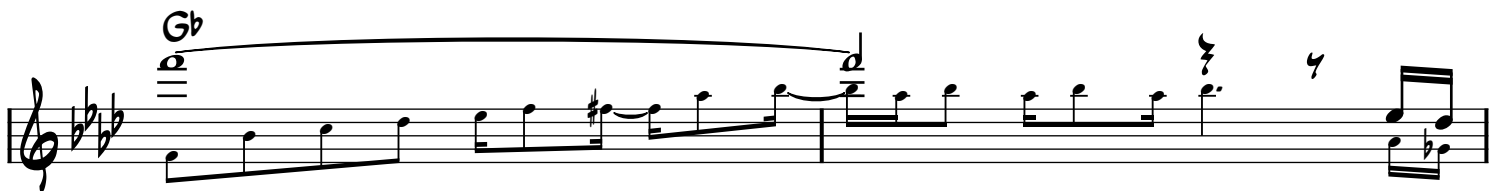
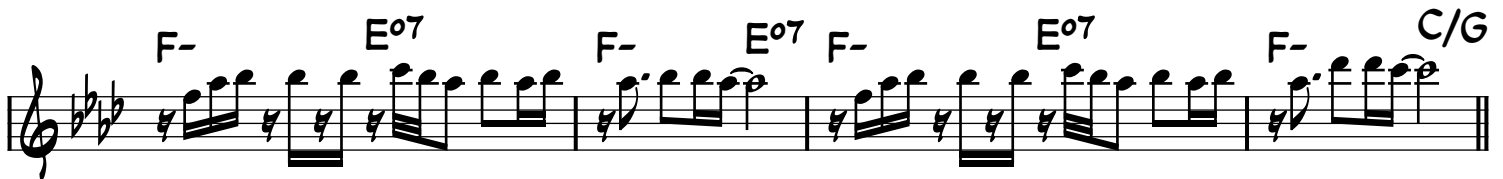
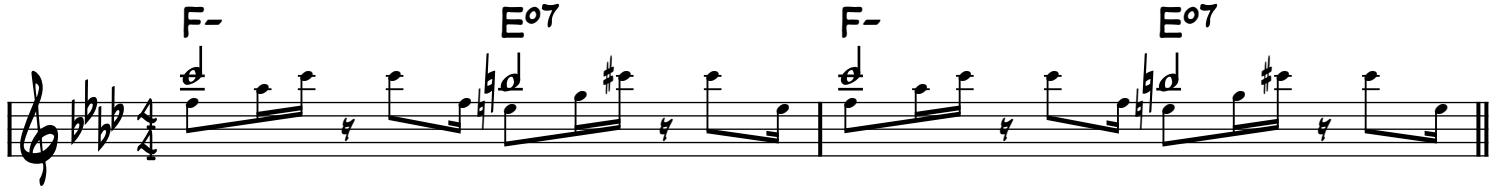
Gemini Man

from Mega Man 3

Composed by Harumi Fujita

Transcribed by Ashanti Mills

♩ = 112



Loop to top

Get a Weapon

from Mega Man 3

Composed by Yasuaki Fujita
Transcribed by Mikhail Ivanov

Rock ♩ = 150

A B- G / / / G/A

B E- F# B- E- F# B-

E- F# B- G A B-

Loop to top

Intro

from Mega Man 3

Composed by Yasuaki Fujita
Transcribed by Jonathan Aldrich

Rock, half-time feel ♩ = 164

A B- F#-/A B-/A E G / E-6/G

No drums

B- B-/A G7 A7

4/4 feel

B B- D/A E7 F#-7 F#7

B- D/A GΔ7 F#7

C GΔ7 B-/A

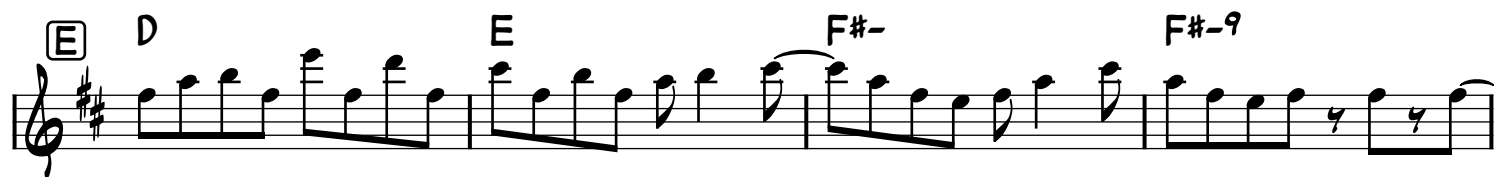
Drums in

G/B A/C# B-/D E- F#

The first measure is commonly played as C# F# C# B (concert pitch).

The NSF shows that Square 1 plays what is written here.

Square 2 plays A F# C F# at a lower volume.



Magnet Man

from Mega Man 3

Composed by Yasuaki Fujita

Transcribed by John Bergan

Rock ♩ = 144

Intro

B^{sus4} D^{sus2} E^{sus2} B⁷B⁷

A

B

E⁻F[#]

B

E⁻E⁻⁶B/D[#]C^{#-}F[#]

B

B

E^{sus4}

E

G^{#-}

E

F^{#sus4}

B

E

F^{#7sus4}G^{#-}

C

B^{-7/D}B^{-7/E}B⁻⁷

Loop to [A]

Needle Man

from Mega Man 3

Composed by Harumi Fujita

Transcribed by Hyper Light Drummer

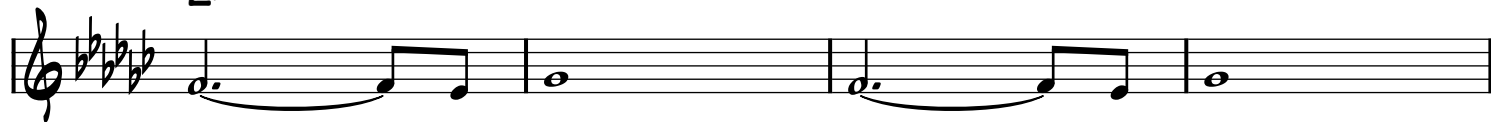
♩ = 144

Intro

N.C.

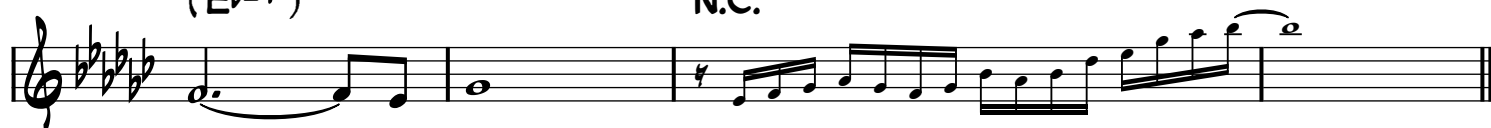


E^b-7



(E^b-7)

N.C.



A

E^b-7

E^b-7/B^b B^b0



C^bΔ7

F^bΔ7

B^b7#9



E^b-7

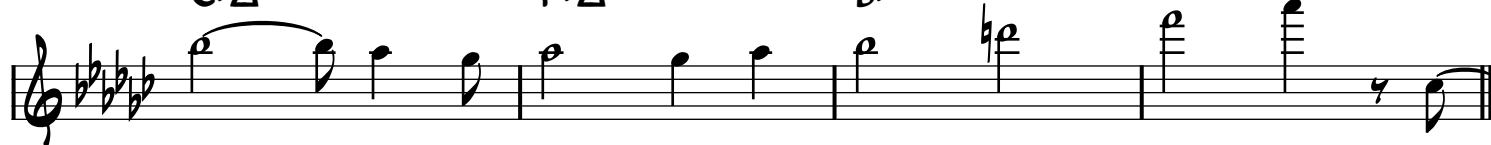
E^b-7/B^b B^b0



C^bΔ7add13

F^bΔ7

B^b7#9



B $C\flat\Delta 7$ $B\flat-7$ $F\flat\Delta 7$

$C\flat\Delta 7$ $B\flat-7$

C $E\flat-7$ $C\flat\Delta 7$ $D\flat$ $B\flat 7$ $E\flat-7$ $C\flat\Delta 7$ $D\flat$ $B\flat 7$

$E\flat-$ $D\circ$ $E\flat-7/D\flat$ $D\flat 7/C\flat$ $B\flat-$

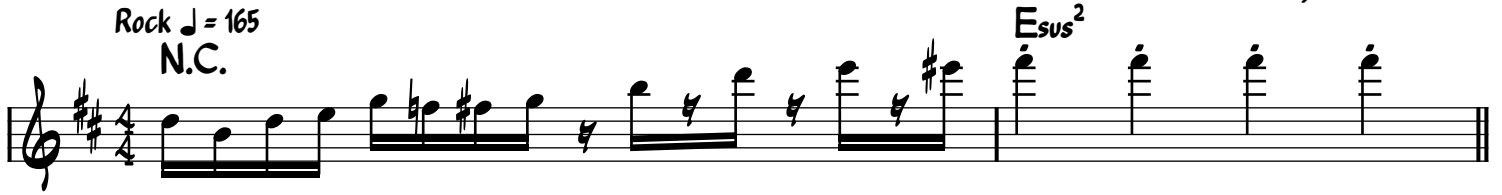
Loop to [A]

Shadow Man

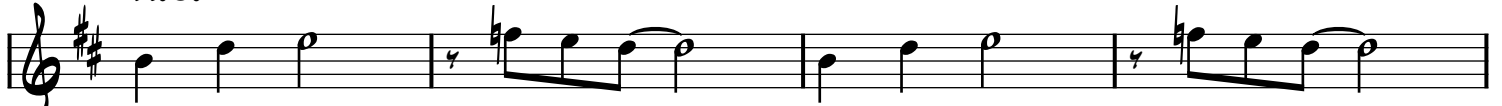
from Mega Man 3

Composed by Yasuaki Fujita
Transcribed by Ashanti Mills

Rock ♩ = 165
N.C.



A N.C.



(Bass)

B-add4



(Bass simile)

(B-add4)



B E7/B

B-add4

E7/B

D7



E7/B

B-add4

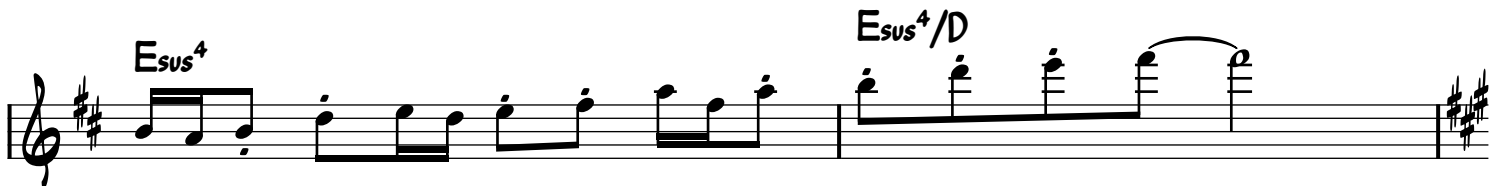
B7sus4

B-



Esus4

Esus4/D



C

A

A/G

A

A/G



A/D

A/E

F

G



Loop to top

Snake Man

from Mega Man 3

Composed by Yasuaki Fujita

Transcribed by AarekMG

♩ = 150

N.C.



A

B \flat -7

E \flat 7

G \flat

A \flat



B \flat -7

E \flat 7

G \flat

A \flat



B

B \flat -

G \flat



A \flat

B \flat -



C

F-7

B \flat -

A \flat

D \flat



F7/C

B \flat -

A \circ

D \flat /A \flat

G-7 \flat 5

G \flat

F7



Loop to [A]

Spark Man

from Mega Man 3

Composed by Yasuaki Fujita

Transcribed by John Bergan

Rock ♩ = 150

Intro C-7 F7 Ab Bb

A C-7 Db

B F- Bb G- C

F- Ab/Eb ^{1.} Bb-7/Db C7 ^{2.} Eb5 E5

Loop to [A]

Staff Roll

from Mega Man 3

Composed by Yasuaki Fujita & Harumi Fujita

Transcribed by Garrett Hoffman

♩ = 134

Intro G B \flat 7/A \flat G B \flat 7/A \flat

G A \flat G N.C.

A D- G7 E- E-/D# E-/D C# \circ 7

F G7 C7

B F F#-7 A- A-/G# A-/G F#-7 \flat 5

F F# \circ G \flat A7sus \flat A7

C D D7 C#-7 C# \circ 7

C-7 F7 B \flat Δ 7



Dust Man

from Mega Man 4

Composed by Minae Fujii
Transcribed by John Bergan

Rock ♩ = 150

Intro

Chords: Eb- Db Cb Db

Chords: Eb- Db Cb Bb

A

Chords: Eb- Db Cb Bb Eb- Db

Chords: Cb Bb Ab- Gb F°/Ab Bb/F

Chords: Eb-/Gb Eb/G Ab- F Bb/D

B

Chords: Eb- Cb F°/Cb Bb

Chords: Eb- Eb-/Db Eb-/Cb Db

Loop to [A]

Gravity Man

from Mega Man 5

Composed by Mari Yamaguchi
Transcribed by Ross Kirsling

♩ = 139

Intro B7_{sus4} B7 E F#7#9

A B-7 E7 GΔ7 CΔ7 C#7 F#7 GΔ7 G#-7b5 GΔ7 G#-7b5

B GΔ7 G/C C#7_{sus4} 1. F#7 2. C#7

C F#7_{sus4} (F#7_{sus4}) F#7

Loop to [A]

Wave Man

from Mega Man 5

Composed by Mari Yamaguchi

Transcribed by AarekMG

♩ = 134

Intro

C-7

B \flat

B



C-7

B \flat

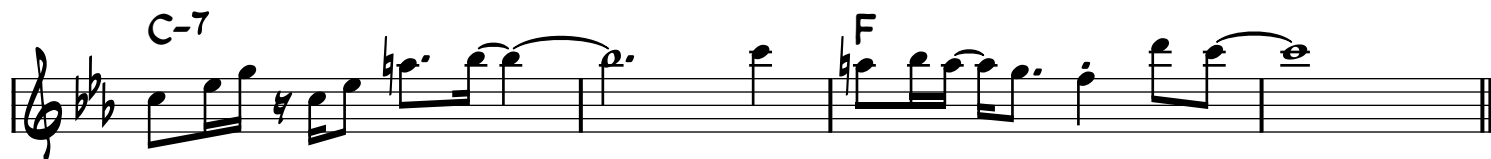
B

A



C-7

F



B

E \flat

D-7



E \flat

G7

C \sharp



C

A-7

D7



A-7

D7



D

G7 sus^4

C Δ 7

F7 sus^4

D \sharp

G



Loop to [A]

Flame Man

from Mega Man 6

Composed by Yuko Takehara
Transcribed by Ross Kirsling

♩ = 116

Intro Db Cb A Cb

♩ = 134

Db Cb7

A Db Cb Db Ab5

Db Cb Ab7

B Db Cb Db Cb

Db Cb A Cb

C Db- Cb A Cb

Db

Loop to [A]

Knight Man

from Mega Man 6

Composed by Yuko Takehara
Transcribed by AarekMG

♩. = 63

Intro C#- B AΔ7 G#7 ♩ = 150

No drums rit. Drums in

A C#- F#/C# C#- F#/C# A G#sus⁴ G#

C#- F#/C# C#- F#/C# A G# G#7

B A B A B G#

C D C#- D C#- G#

D C#- B AΔ7 B C° C#- B G#

C#- B AΔ7 B G# G#7

Loop to [A]

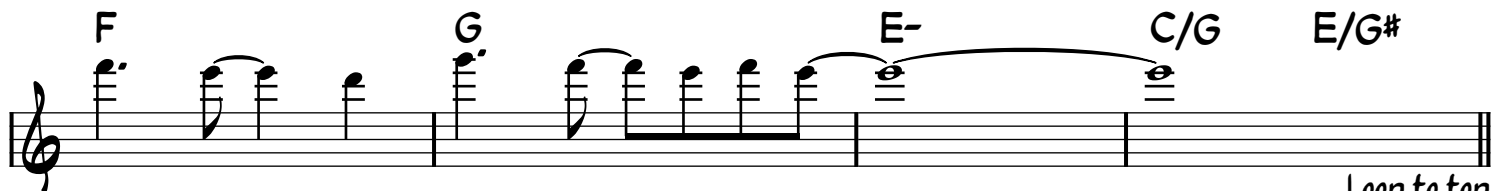
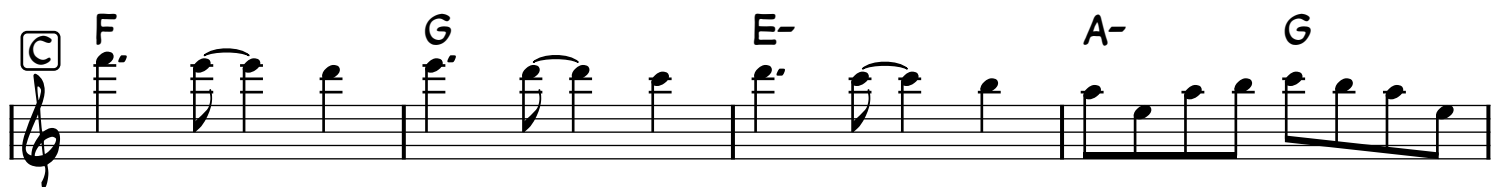
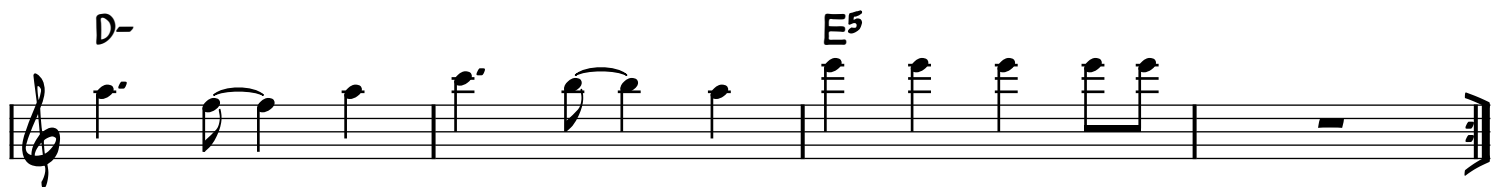
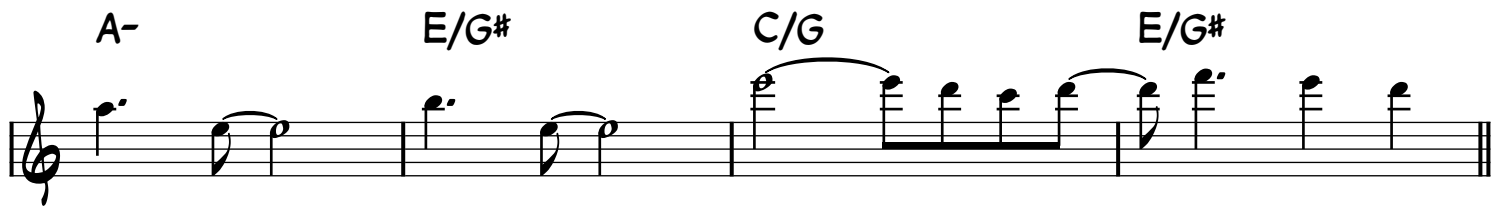
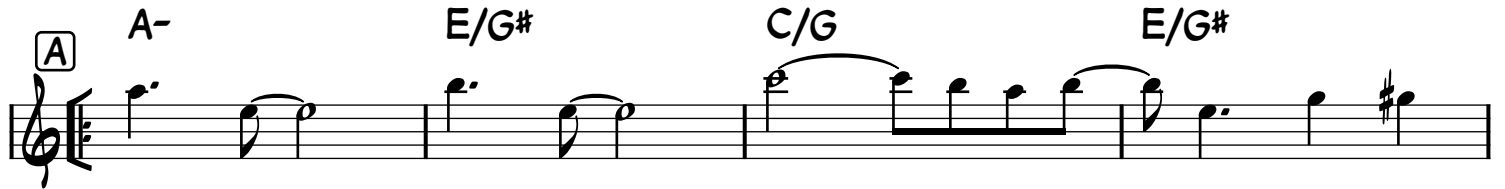
Opening Stage

from Mega Man 7

Composed by Yuko Takehara, Toshihiko Horiyama, & Makoto Tomozawa

Transcribed by Chombey

♩ = 208
N.C.



Loop to top

Shade Man

from Mega Man 7

Composed by Yuko Takehara, Toshihiko Horiyama, & Makoto Tomozawa

Transcribed by Ross Kirsling

♩ = 193

Intro

E^b-

B^b



B^b-

C^b

1.
D^b

2.
D^b



A

E^b-

D^b

C^b

B^b



E^b-

D^b

C^b

B^b



B

E^b-

B^b



B^b-

C^b

D^b



E^b-

B^b



B^b-

C^b

D^b



Loop to [A]

Splash Blue

from Mega Man 9

Composed by Hiroki Isogai

Transcribed by Garrett Hoffman

A ♩ = 140
Bb-

Ab GbΔ7 F- F/A

Bb- Ab GbΔ7 F- Ab

B Bb- Ab GbΔ7 F

Bb- Ab GbΔ7 1. F F/A 2. F

C Bb- Bb-/Ab Eb-/Gb F-

Bb- Bb-/Ab Eb-/Gb F

Bb- Ab Gb F-

Loop to top

We're the Robots (Dr. Wily Stage 2)

from Mega Man 9

Composed by Yu Shimoda

Transcribed by Garrett Hoffman

Rock ♩ = 150

A B- A G F#-/A

B- A G ^{1.}F#-/A

B- A B- A ^{2.}F#-/A

B G A

E/G# A F#/A#

C G A B- G

A B- ^{1.} ^{2.}

D B⁵ C⁵ C#⁵ C⁵ N.C. C⁵ N.C.

Loop to [A]

Home Town

from Mega Man Battle Network

Composed by Akari Kaida
Transcribed by Iandrum

Rock ♩ = 120

A A D A D

A D A D

B C#- F#- B- E

C#- F#- B- E

C D C#- B- E A

D C#- F#- B- E A

Loop to top

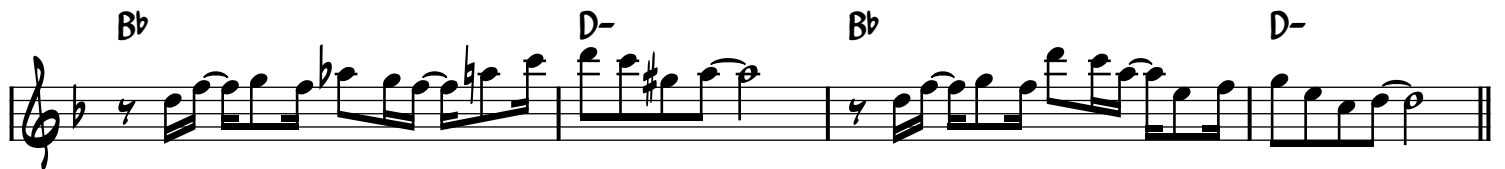
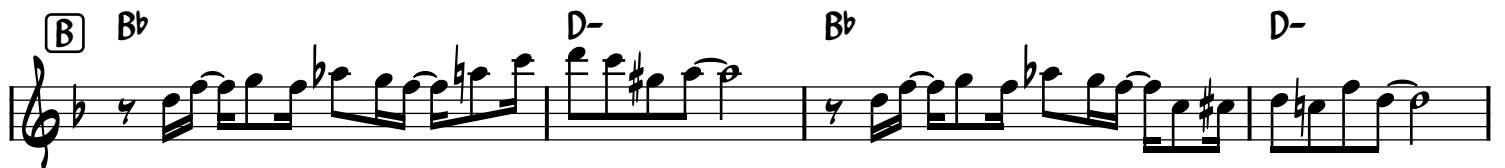
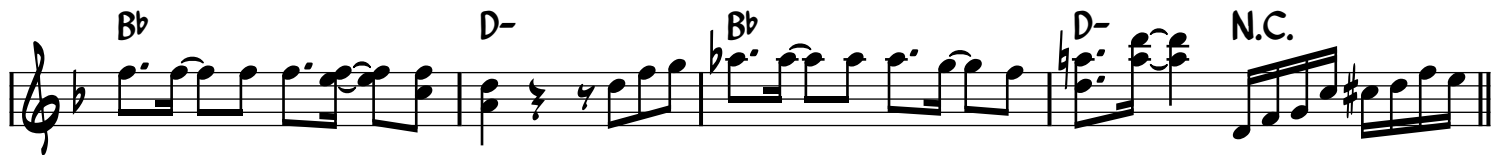
Armored Armadillo

from Mega Man X

Composed by Setsuo Yamamoto

Transcribed by Ross Kirsling

Double-time feel ♩ = 139



Opening Stage

from Mega Man X

Composed by Setsuo Yamamoto

Transcribed by Jer Roque

A $\text{♩} = 179$
F-

B Db C- Bb- C-

C F- Bb- Eb/Db Ab C-7

Loop to top

Spark Mandrill

from Mega Man X

Composed by Makoto Tomozawa

Transcribed by DoubleMark

$\text{♩} = 163$
N.C.

A A- D- G

B \flat - D- 1. G 2. G

B E7 A- B C C \sharp -7 \flat 5 C \sharp 0

D- G E- E

C F G E- A- G

F E- N.C. A-

N.C.

Percussion fill

Loop to [A]

Spark Mandrill

from Mega Man X

Composed by Makoto Tomozawa

Transcribed by DoubleMark

♩ = 163
N.C.

A Ab- Db- Gb

Ab- Db- Gb Gb

B Eb7 Ab- Bb- Cb C-7b5 C°

Db- Gb Eb- Eb

C Fb 8 Gb Eb- Ab- Gb

8 Fb Eb- N.C. Ab-

N.C.

Percussion fill

Loop to [A]

Bubble Crab

from Mega Man X2

Composed by Yuki Iwai
 Transcribed by AarekMG

♩. = 133

Intro

E- D#+

G/D A7/C#

♩ = ♪ (♩ = 197)

C B

C B

A E- D C D E-

C D E- C B E-

B E- A/E E-7 A/E E- A/E E-7 A/E

Loop to top

Boomer Kuwanger

from Mega Man X

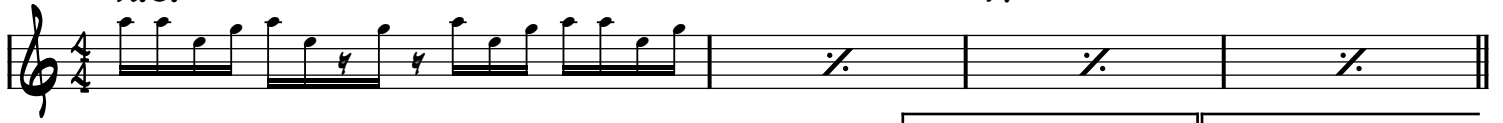
Composed by Yuko Takehara

Transcribed by sigmabeta & Ross Kirsling

Prog rock ♩ = 150

N.C.

A-



[A] A- E-/B A-/C D^{sus}² E- D^{sus}² E-

Rhythm simile

[B] A- E-/B A-

C⁶ D^{add9} E^{7sus}⁴

[C] D- G E⁷ A-

D- E⁷

[D] A- G F G

A- G F G

A-

Loop to [A]

D C- B \flat D \flat C- B \flat

C- B \flat D \flat C-/E \flat B \flat /D G 5

Synth solo Bells

E N.C.

Bells

N.C.

Bells

G C- F- G G- G $^{\circ}$ F $^+$ /G A 7 /G

Bells

C 5 G F- C- A \flat Δ^7 /C F G

F C/E F G A- D/F# G

C C/B \flat A- 7 A \flat Δ^7

C E7 F#7

E7 F#7

D GΔ7 F#-7

E7 F#-7

GΔ7 F#-7

E-7 F#-7 B- B-#5

B-7 E7/B GΔ7 F#7 B- B-Δ9

(B-Δ9) N.C.

(Whispering) Snake eat - er

Stage 1

from Metal Slug

Composed by Takushi Hiyamuta

Transcribed by Travis Salim

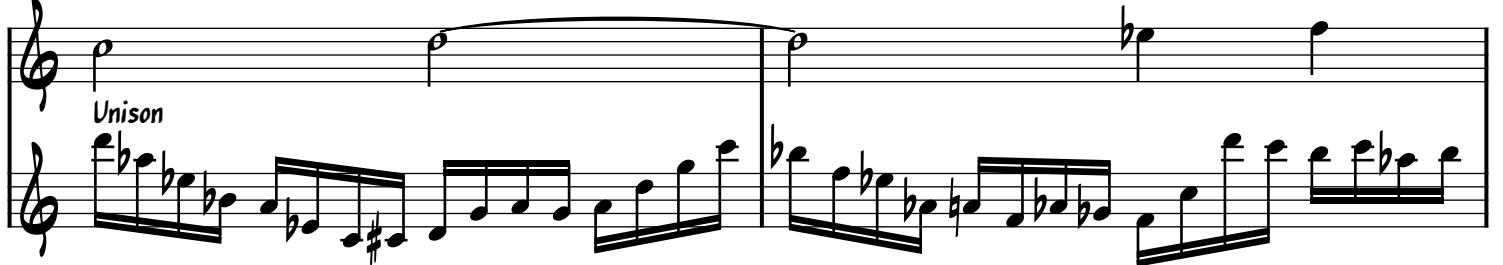
In a military style ♩ = 128

C^{o7}

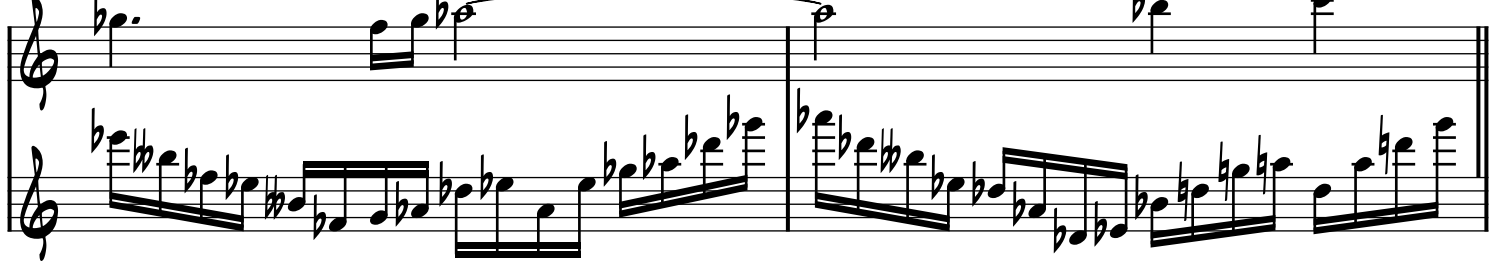
N.C.

A D⁵F⁵ D⁵G⁵ A^{b5}D⁵F⁵D⁵G⁵A^{b5}

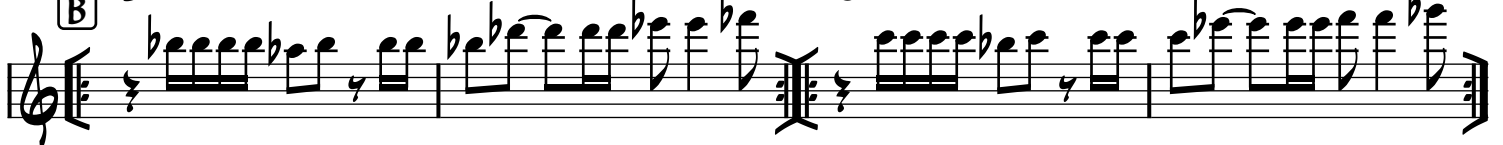
N.C.



(N.C.)



B

B^{b5}C⁵

N.C.



C N.C. F G Asus⁴ Bb⁵ C⁵ Db⁵ Eb^{sus}² 1. Gb F-

Fb⁶ Eb- Bb-/Db CbΔ⁷ Db

2. Gb F-/Ab F- G- Bb C

D D⁵ F⁵ D⁵ G⁵ Ab⁵ E⁵ G⁵ E⁵ A⁵ Bb⁵

E Rock D⁵

(D⁵)

F Disco BbΔ⁷ Bb-Δ⁷ Bb-6 Bb-7

Open for solos

AbΔ⁷ GbΔ⁷

G G-7 A-7

DbΔ⁷ Db-Δ⁷ CΔ⁷b⁵

Loop to [B]

Main Theme

from Metro-Cross

Composed by Nobuyuki Ohnogi

Transcribed by Jonathan Aldrich

Swing 8ths ♩ = 180

Intro N.C.

Unison

A D- D-/C BbΔ7 A D- D-/C BbΔ7 A

(Bass)

D- D-/C BbΔ7 A7 D- D-/C BbΔ7 A7

Bass simile

D- D-/F G- Bb7/Ab¹ N.C. A7 N.C. D- C D-

B A7 D- C F F#°

G-7 F N.C. A7

C D- D-/C BbΔ7 A7 D- D-/C BbΔ7 A7

D- D-/F G- Bb7/Ab N.C. D- A7 D-

Loop to [A]

Brinstar

from Metroid

Composed by Hirokazu Tanaka

Transcribed by JohnStacy

♩ = 152

C Eb C Eb

A C Eb C Eb

C Eb C

B F Eb/F F Eb/F

F Eb/F F

C Bb/Ab Eb/G Bb/Ab Eb/G

C Db AbΔ9 G/D

Loop to top

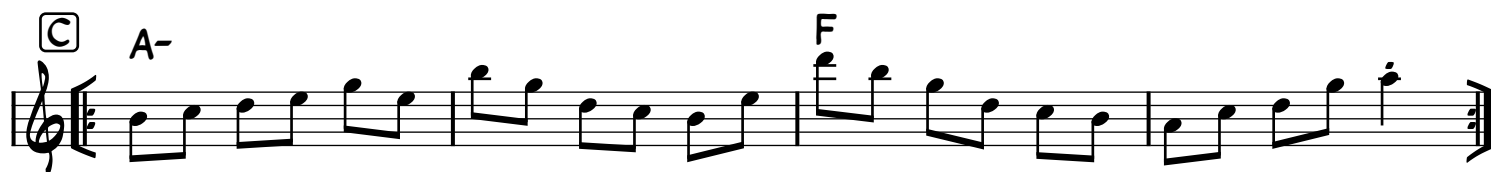
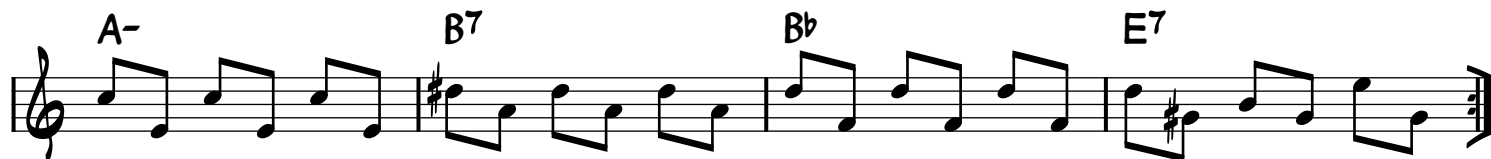
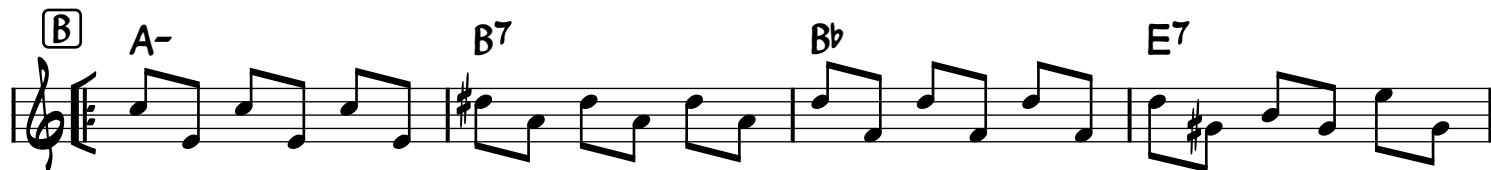
Kraid's Lair

from Metroid

Composed by Hirokazu Tanaka

Transcribed by AarekMG

$\text{♩} = 60$



Loop to top

Title BGM

from Metroid

Composed by Hirokazu Tanaka

Transcribed by Jer Roque

$\text{♩} = 65$

Chords: G^5 , B^b , B , G^5 , B^b , B , G^5 , B^b , B , G^5 , B^b , B

A

Chords: G , G^7/F , C/E , $C-/E^b$, G/B , G^7/F , $C-/E^b$, C^-

B

Chords: G , G^7/F , C/E , $C-/E^b$, G/B , G^7/F , $C-/E^b$, C^-

Chords: G , G^7/F , C/E , $C-/E^b$, G/B , G^7/F , $C-/E^b$, C^-

C

$\text{♩} = 86$

Chords: $G\Delta^9$, $E^b\Delta^9$, $G\Delta^9$, $E^b\Delta^9$, $G\Delta^9$, $E^b\Delta^9$, $G\Delta^9$

Chords: $A^b\Delta^7$, A_{sus^4} , A

Loop to top

Surface of SR388

from Metroid II: Return of Samus

Composed by Ryoji Yoshitomi
Transcribed by Mike Matarazzo

A Bb^5 Ab^5 Bb^5 Ab^5

Bass

B Bb Ab Bb Ab

Bb Ab Bb Ab

C Bb Ab Bb Ab

Bb Ab Bb Ab

D Bb Ab_{sus^2} Bb Ab_{sus^2}

Bb Ab_{sus^2} Bb Ab_{sus^2}

Loop to [A]

Ice Valley

from Metroid Prime

Composed by Kenji Yamamoto & Kouichi Kyuma

Transcribed by Ashanti Mills

Ambient ♩ = 120

N.C.

A

N.C.

Rhythm simile

(N.C.)

(N.C.)

(N.C.)

B

N.C.

N.C.

C

Bb⁹sus⁴

Bb-11

Bb⁹sus⁴

C-11/Bb

Bb⁹_{sus⁴} **Bb-11**

Bb⁹_{sus⁴} **C-11/Bb**

D **F7_{sus⁴}**

F7_{sus⁴} **F7_{sus⁴}**

E **F7_{sus⁴}** **Db6**

F7_{sus⁴} **C-11**

F7_{sus⁴} **Db6**

F7_{sus⁴} **Db6** **C-11**

F **F_{sus⁴}** **F_{sus⁴}/Eb**

F_{sus⁴}/Db **F_{sus⁴}/Eb** **F_{sus⁴}/Bb** **F_{sus⁴}/Ab** **F_{sus⁴}/G** **Loop to top**

Menu Select

from Metroid Prime

Composed by Kenji Yamamoto

Transcribed by AarekMG

♩ = 169
N.C.



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



D- B \flat /D G-/D C sus^4 /D C/D



B G-/D D-7 G-/D A-/D



G-/D D-7 E $\flat\Delta^7$ F7



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



G-/D D-7 E $\flat\Delta^7$ A-



Loop to top

Sweden

from Minecraft

Composed by C418

Transcribed by Garrett Hoffman

$\text{♩} = 44$
A- C^{add9} B-/D D/G A- C Δ^9 B-/D D/G

(Bass)

A A- C Δ^9 B-/D D/G A- C Δ^9 B-/D D/G

Bass simile

A- C Δ^9 B-/D D/G A- C Δ^9 B-/D D/G

A- C Δ^9 B-/D D/G A- C Δ^9 B-/D D/G

B E- A D C Δ^7 E- A D C Δ^7

C A- C Δ^9 B-/D D/G A- C Δ^9 B-/D D/G

Staccato

A- C Δ^9 B-/D D/G A- C Δ^9 B-/D D/G

A- C Δ^9 B-/D D/G

Wet Hands

from Minecraft

Composed by C418

Transcribed by xXChickyChuXx

$\text{♩} = 74$
D G Δ 7 D G Δ 7

[A] D G Δ 7 D G Δ 7

C Δ 9 D

[B] E-9 C Δ 9 D

[C] A C Δ 9 D

A

Main Theme

from Mom Hid My Game!

Composed by hap inc.
Transcribed by Amy Hsieh

♩ = 142



C C D E C

D E

D A A7 D A E7

A A7 D A E7 A

A A7 D A E7

A A7 D A E7 A

E A D A E A D A E7

D.S. al Coda

⊕

Heart of Icegrave

from Monster World IV

Composed by Jin Watanabe

Transcribed by Tristan H

♩ = 125
N.C.

(Bass)

Background simile

A D#-/G# B F#

Rhythm simile

D#-/G# B C#sus⁴

D#-/G# B F#

D#-/G# B C#sus⁴ C#

B B E C#-7 F#

B E A

Loop to top

Gentle Rain

from Mother 3

Composed by Shogo Sakai

Transcribed by xXChickyChuXx

♩ = 120

A

F B \flat Δ 7 C7/B \flat A-9

D- F/C B-7 \flat 5 C7

F B \flat Δ 7 C7/B \flat A-7

D- F/C B-7 \flat 5 E7 A-7 D G-7 C \sharp 13 F \sharp 13

B

C-7 D7 G- E \flat 9

D- B-7 \flat 5 C7 F+/B

C

B \flat C F F+/B

B \flat C F F7

B \flat Δ 7 A-7 G-7 F Δ 7 E \flat Δ 7

D \flat Δ 7 E \flat Δ 7 F Δ 7

3

Loop to top

Name These Children

from Mother 3

Composed by Shogo Sakai
Transcribed by JohnStacy

A ♩ = 80

G B-7 E- A-7

D F#°/C G/B G°/Bb A-7 A-7/G F#° D7

G B-7 E- A-7

D F#°/C G/B G°/Bb A- D7 G

B C G A-7 D7 GΔ7

F#-7b5 B7 E-7 A D D7

Loop to top

Mind of a Thief

from Mother 3

Composed by Shogo Sakai
Transcribed by Radiak488417

Rock ♩ = 128

Intro N.C.

Drum intro (Bass)

A B \flat G-7 C7 A D-7

G-7 B \flat /C B \flat /F F C/F F

B A D-7 G7 C7 A-7 D-7

A-7 A \flat Δ 7 G-7 C7

C C-7 D7 G-7 B \flat -7 E \flat 7

D-7 / / F/C B-7 \flat 5 C7 A

B \flat (Bass) Loop to [A]

Monkey's Delivery Service

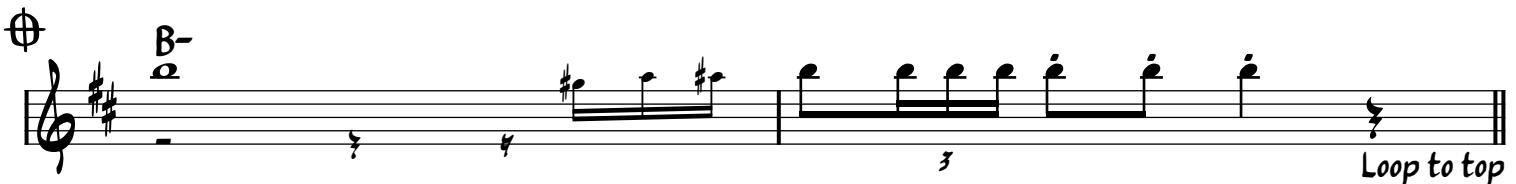
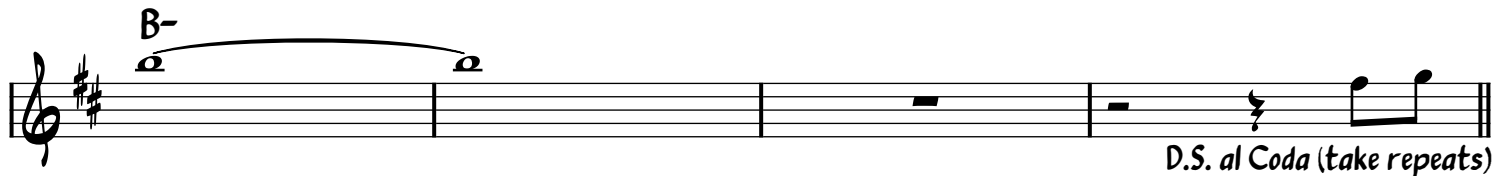
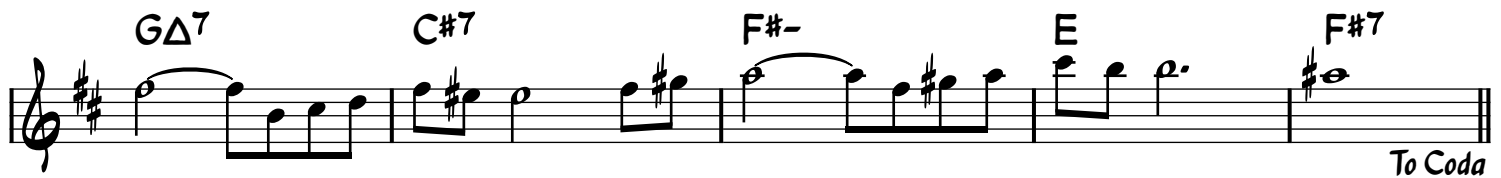
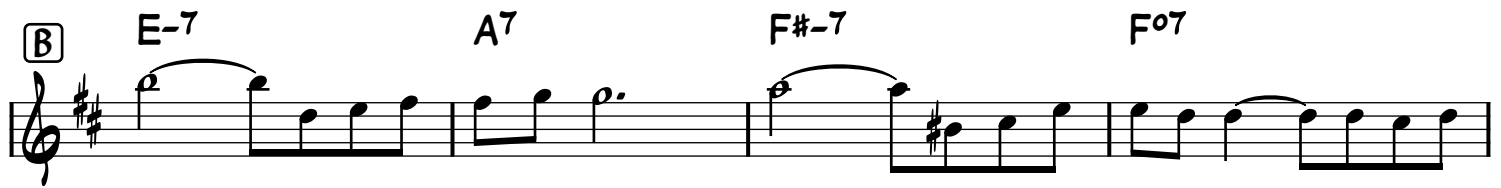
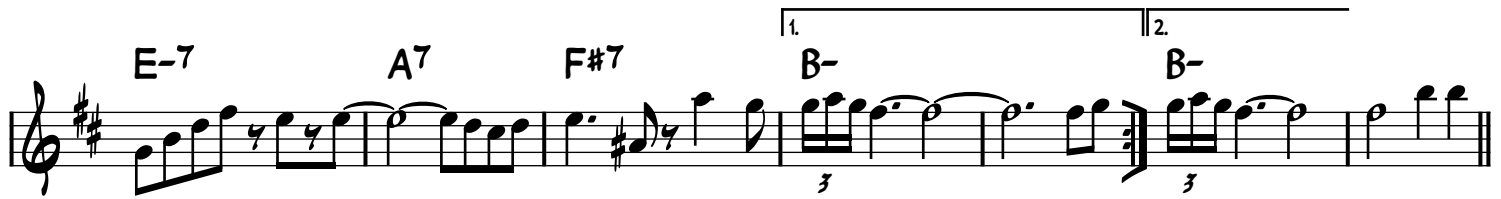
from Mother 3

Composed by Shogo Sakai
Transcribed by JohnStacy

♩ = 138
B-



♩



To Sunshine Forest

from Mother 3

Composed by Shogo Sakai

Transcribed by Reil Deil Neil

Rock ♩ = 132

A-Δ⁷ **A** A-Δ⁷ GΔ⁷

A-Δ⁷ GΔ⁷

FΔ⁷ CΔ⁷

B⁷ E 1. 2.

B FΔ⁷ C

FΔ⁷ C

F#-7^{b5} F CΔ⁷/E E^b0⁷

D- G E A-Δ⁷

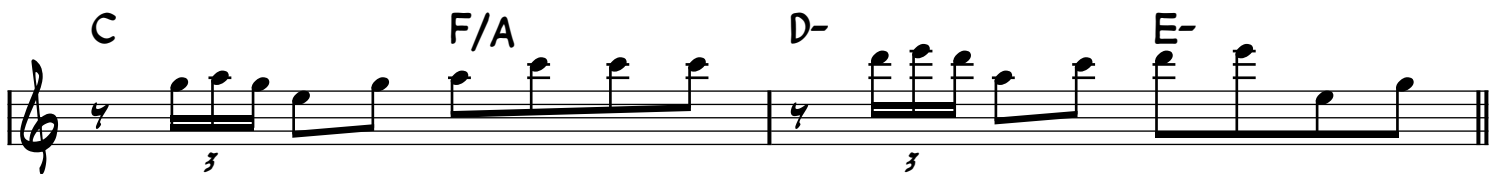
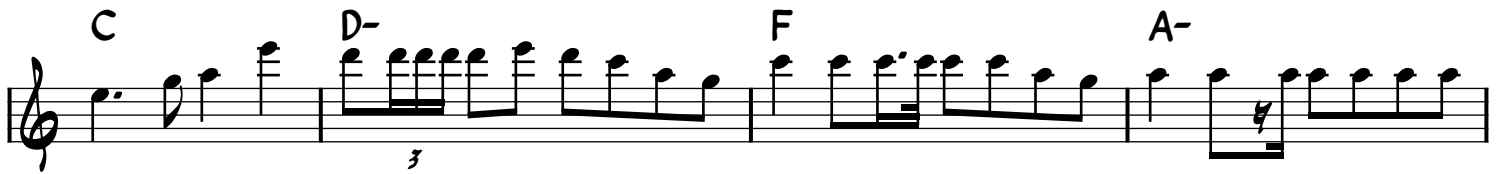
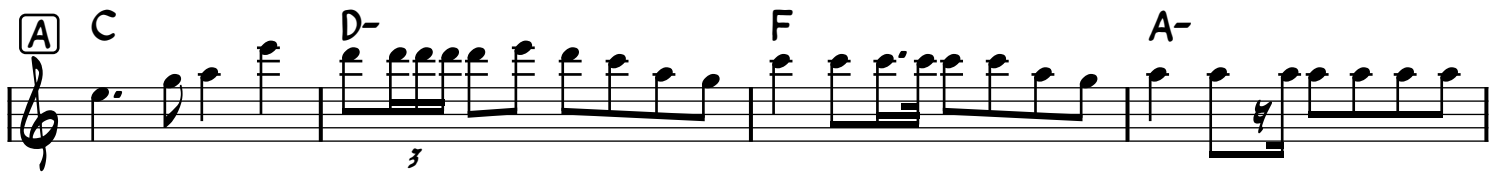
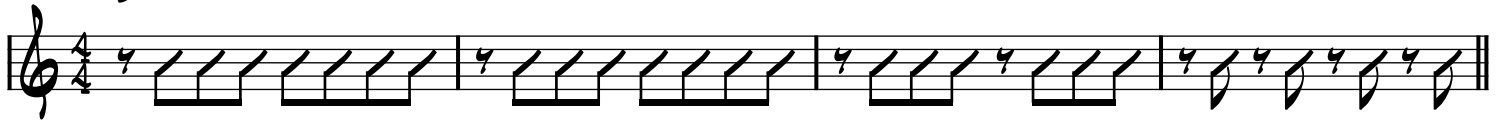
6 Loop to top

Castle Town

from *The Mysterious Murasame Castle*

Composed by Koji Kondo
Transcribed by Ashanti Mills

♩ = 164
D⁵



Festival Temple Castle (Part 3)

from *Mystical Ninja Starring Goemon*

Composed by Goemon Production Committee

Transcribed by Ross Kirsling

Swing 16ths ♩ = 117

F7 Bb7

F7 Bb7

A F7 Bb7 F7 Bb7

Rhythm simile

F7 Bb7 F7 Bb7

DbΔ7 Eb6 6

B F7 Bb7 3

F7 Bb7

F7 Bb7 3

F7 Bb9 A9#5 Ab6 Gbadd9 F9

Drum break

Loop to top

Team Select

from NBA Jam

Composed by John Hey
Transcribed by Jer Roque

$\text{♩} = 123$
C-7 D- A-7 Ab Δ 7 C-7 D- A-7 Ab Δ 7

C-7 D- A-7 Ab Δ 7 C-7 D- A-7 Ab Δ 7

A G-7 C7

G-7 C7

G-7 C7

G-7 C7

C-7 D- A-7 Ab Δ 7 C-7 D- A-7 Ab Δ 7

C-7 D- A-7 Ab Δ 7 C-7 D- A-7 Ab Δ 7

B G-7 C7

G-7 C7

G-7 C7

G-7 C7

C-7 D- A-7 AbΔ7 D- A-7 AbΔ7

C-7 D- A-7 AbΔ7 D- A-7 AbΔ7

C G-7 C7

G-7 C7

G-7 C7

G-7 C7

Loop to top

Baden National Golf Course

from Neo Turf Masters

Composed by Takushi Hiyamuta

Transcribed by DoubleMark & musicalmoose

A ♩ = 148
G-9 A- G-9 A-

G-9 A- B \flat Δ 7 A-

B G-9 A- G-9 A-

G-9 A- B \flat Δ 7 A-

C G-9 A- G-9 A-

G-9 A- B \flat Δ 7 A-

D G-9 A- G-9 A-

G-9 A- B \flat Δ 7 A-

E G-9 A- G-9 A-

G-9 A- BbΔ7 C C#o7 D-

F C-7/Eb BbΔ7 Db7

Bb-7 Eb7b9 AbΔ7

Ab-7 Db7 GbΔ7

G BbΔ7 A-7 G-7 A-7 D-7 C7 BbΔ7 C7

Percussion fill Loop to top

Overworld

from New Super Mario Bros.

Composed by Koji Kondo

Transcribed by Mike Matarazzo

$\text{♩} = 100$

F F/A B \flat C7 [A] F F \sharp G-7 C7

Wah!

Wah! Wah!

[B] F Δ 7 C7

(C7) F

F Δ 7 F7 B \flat

(B \flat) B \flat -6 A-7 D7

G-7 C7 F Δ 7 C \sharp C \sharp

1. 2.

Wah! Wah! Wah! Wah!

[C] F Δ 7 C7

Wah! Wah! Wah!

(C7) F

Wah! Wah! Wah!

F Δ 7 F7 B \flat

Wah! Wah! Wah!

B \flat - B \flat -6 A-7 D7

G-7 C7 F Δ 7 C \sharp

Wah! Wah! Loop to [A]

Overworld (Versus Mode)

from New Super Mario Bros.

Composed by Asuka Hayazaki

Transcribed by Jonathan Aldrich

Swing $\text{♩} = 132$

Intro

F F^o G-7 C7

A

F G

C7sus⁴/G C7 A-7 Ab7 G-7 C

F G

C7sus⁴/G C7 Db6 Eb F

B

G-9

A-7 C/D D D9

BbΔ7 Bb-6 A-7 C/D D7

B-7b5 E A-7 D7#9 G9 C7#5

C F

C⁷_{sus⁴}/G C⁷ D^b6 E^b F

N.C.

Loop to [A]

Staff Credit Roll

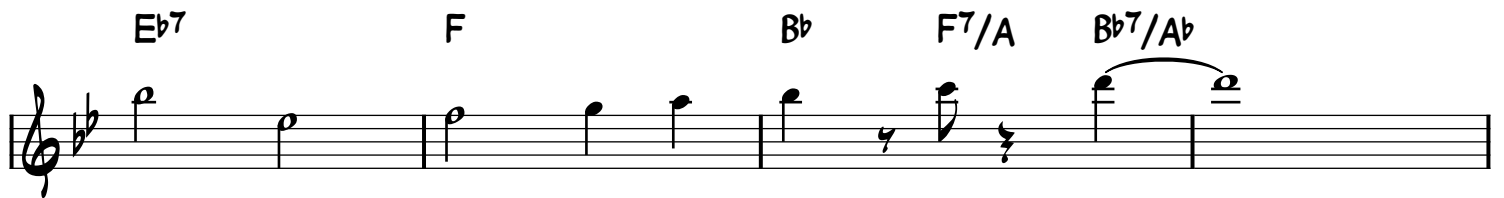
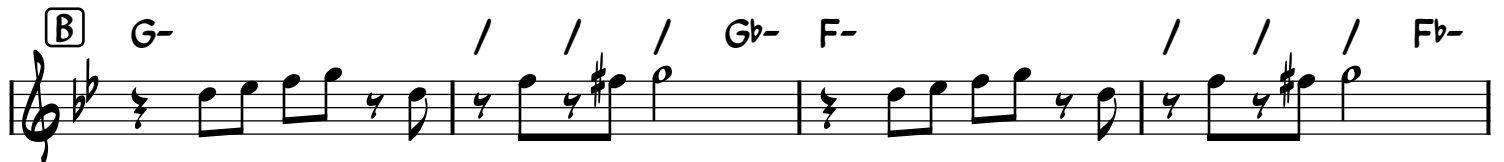
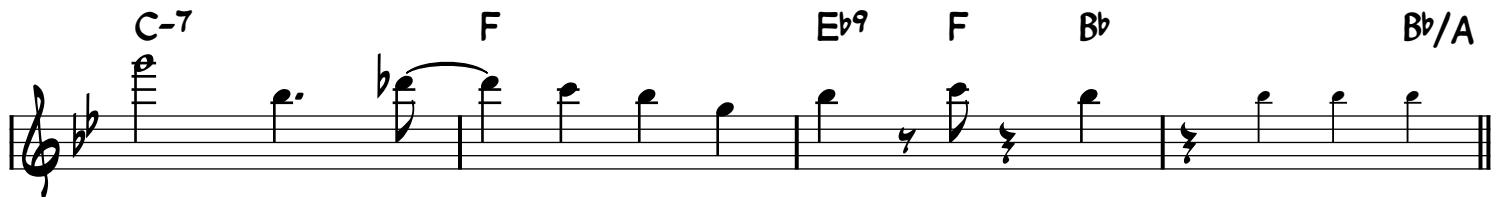
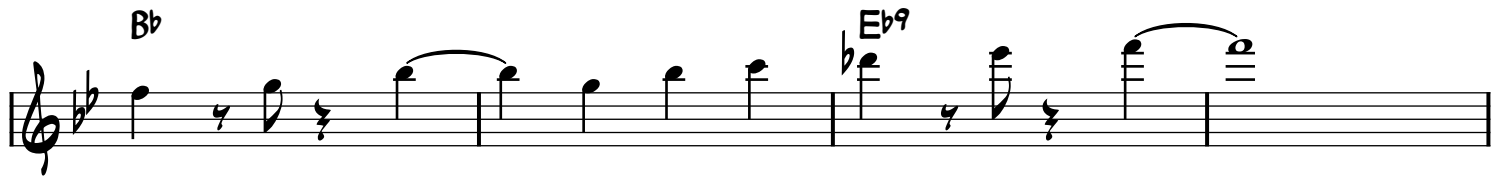
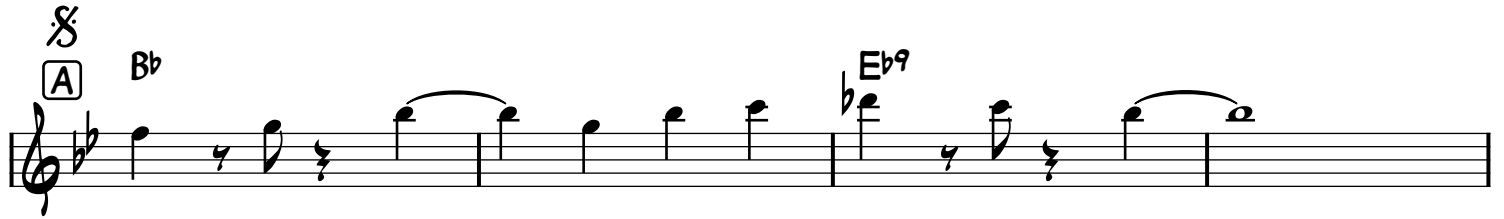
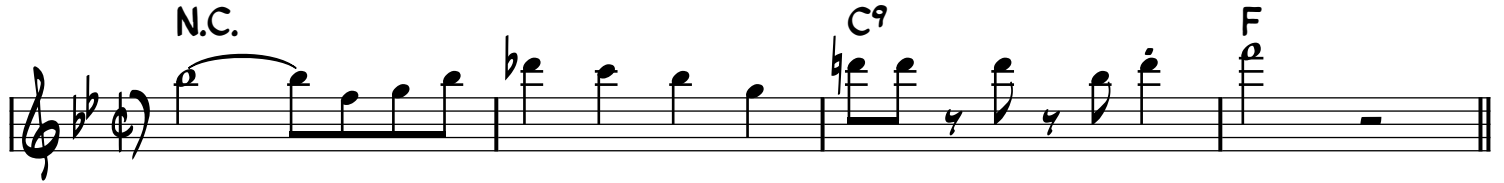
from New Super Mario Bros. Wii

Composed by Ryo Nagamatsu

Transcribed by Cyrus Paul

Swing $\text{♩} = 112$

N.C.



C B \flat C- C \sharp ° B \flat /D E \flat F G- B \flat /F F

Chord changes outlined by background melody

B \flat C- C \sharp ° B \flat /D E \flat F G- B \flat /F F

B \flat C- C \sharp ° B \flat /D E \flat F G- F \sharp ° F \sharp °

G- E°7 E \flat /F F B \flat

To Coda

D N.C.
(Bass)

B \flat A \flat A B \flat A \flat A

Bass simile

B \flat A \flat A B \flat A \flat A

B \flat A \flat A B \flat A \flat A

B \flat A \flat A B \flat A \flat A

E C- F B \flat

G \flat A \flat B \flat

G-7 B \flat /F C 7 /E F 7 /E \flat D- G- N.C.

(N.C.)

D.S. al Coda

(Bass)

F B \flat F/B \flat

G \flat /B \flat A \flat /B \flat

B \flat F/B \flat A \flat /B \flat E \flat /B \flat

G \flat /B \flat D \flat /B \flat D \flat _{sus 4} /B \flat F_{sus 4} N.C.

G B \flat C- C \sharp ° B \flat /D B \flat C- C \sharp ° B \flat /D

Rhythm only

B \flat C- C \sharp ° B \flat /D B \flat C- C \sharp ° B \flat /D

B \flat C- C \sharp ° B \flat /D B \flat C- C \sharp ° B \flat /D

Rhythm simile

B \flat C- C \sharp ° B \flat /D B \flat C- C \sharp ° B \flat /D

N.C. B \flat /D D \flat °7 F7/C B \flat 7

Song of the Ancients ~ Devola

from NieR

Composed by Keiichi Okabe

Transcribed by DoubleMark

A

$\downarrow = 54$ $F-9$ $Db\Delta^9$

$F-9$ $Db\Delta^9$

$Bb-add^9$ C^7 $F-9$ Ab/Eb

$Db\Delta^7$ Ab/C $Bb-add^9$ $^1.C_{sus}^4$ C $^2.C$

B

$F-9$ C^7/G Ab F/A

$Bb-$ $Bb-7/Ab$ $G-7b5$ C

$F-9$ C^7/G Ab F/A

$Bb-$ $G-7b5$ C^7 $Db\Delta^7$ $^1.C^7$ $^2.G-7b5$ C^7

Loop to top

A Beautiful Song

from NieR:Automata

Composed by Keiichi Okabe

Transcribed by DoubleMark & musicalmoose

♩ = 148

Intro G- Eb/G

G- Eb^badd11/G G-

A G- F7/G F F-7 G7

C- G-/Bb EbΔ7 G-/D D7

B G-7 A-7^b5/G D/G

G-7 A-7^b5/G F^{add}9/G A-7^b5/G D7^{sus}4/G

EbΔ7 F^{add}9/Eb EbΔ7 EbΔ⁹b5

EbΔ⁹ A-7^b5/Eb F^{add}9/Eb A-7^b5/D D7

C C-add9 G-/Bb

A-7b5 G-

C-add9 G-/Bb

A-7 AbΔ7 EbΔ7/Ab Abadd#11

D G- D7sus4/G EbΔ7#11/G Eb/G

G7sus4 G- EbΔ7#11/G

G- D7sus4/G EbΔ7#11 Eb6

F7 G-11/F G7sus/F D-7

E G- A-7b5/G

G- A-7b5/G

Loop to [A]

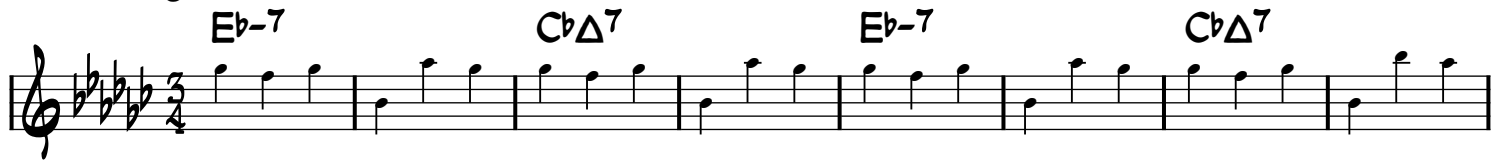
City Ruins - Rays of Light

from NieR:Automata

Composed by Keiichi Okabe

Transcribed by DoubleMark

♩ = 100



C Eb-7 CbΔ7 Eb-7 Ab/Eb

CbΔ7 Bb-7 Ab-9 Bb-7 Eb-7

D CbΔ7 Bb-7 Ab-9 GbΔ7

FbΔ7 Eb-7 C-7b5 F7b9 Bb7sus4 Bb7

E Eb-7 CbΔ7 Eb-7 Ab/Eb

CbΔ7 Bb-7 Ab-9 Bb-7 Eb-9

1. Eb-7 CbΔ7 Eb-7 CbΔ7

F 2. CbΔ7 Bb-7 Ab-9 GbΔ7

FbΔ7 Eb-7 C-7b5 F7b9 Bb7sus4 Bb7

Loop to top

(F7sus4)

E

F7sus4

DbΔ7

F7sus4

DbΔ7

No drums

Bb-7

C-7

F7sus4

Bb-7

C-7

F7sus4

F

F7sus4

Drums in

G

F-7

DbΔ7

H

F7sus4

(F7sus4)

Rhythm section except drums, fade out

N.C.

Remark: In-game track loops on A-B-C structure

Vague Hope - Cold Rain

from NieR:Automata

Composed by Keigo Hoashi
Transcribed by DoubleMark

$\text{♩} = 46$

E-7 **CΔ7** **A-11** **A**

[A] **E-** **D** **CΔ7** **A-add9** **D⁹_{sus4}** **GΔ7**

F#-7 **B7** **E-** **E-9/D** **C#-7b5** **F#7#9** **B_{sus4}** **B**

E- **D** **CΔ7** **A-add9** **D⁹_{sus4}** **GΔ13**

F#-7 **B7** **E-** **E-9/D** **CΔ7** **B_{7sus4}** **B7** **E-9**

[B] **CΔ7** **D** **E-7** **G** **A** **B_{sus4}** **B**

CΔ7 **D** **B-11** **E-7** **A7/C#** **CΔ7** **A-7** **B-7** **CΔ7** **D⁶**

[C] **E-7** **CΔ9** **A-11** **B-7**

E-7 **CΔ9** **A-11** **A/B**

Loop to [A]

Tower of Lahja

from *Ninja Gaiden II: The Dark Sword of Chaos*

Composed by Ryuichi Nitta & Mayuko Okamura

Transcribed by Gregory Orosz

Rock ♩ = 180

Intro D-

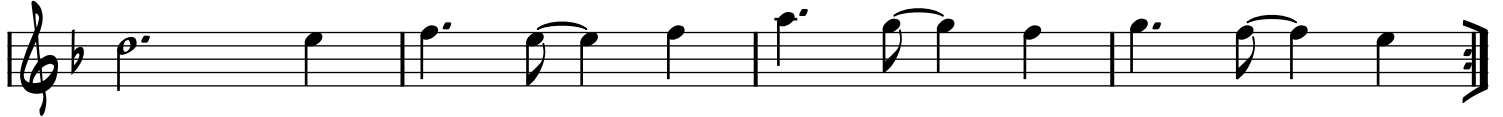


A D-



B \flat

A-

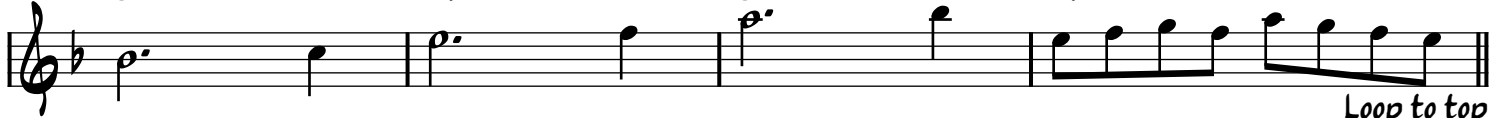


B B \flat

A-

B \flat

A-



Loop to top

Shop

from Nintendo DSi System Music

Composed by Kazumi Totaka
Transcribed by Tristan H

Bossa ♩ = 150

CΔ7 A7b9 D-7 N.C. / / N.C./G
 [A] CΔ7 A7b9 D-7 G7
 Cadd9/E Eb07 D-7 G7
 D-7 G7 E-7 A7sus4 A7
 F#-7b5 B7sus4 B7 E-7 Eb7b5 D-7 N.C. N.C./G
 [B] CΔ7 A7b9 D-7 D-7/G G7
 G-9 C13 Gb9 FΔ9
 F#-9 B7#5 E-9 A7
 D-7 Bb7b5 A7
 D13 Ab9b5 G9 N.C. / / Bb9 Ab9
 [C] CΔ9 A7b9 D-7 G6 N.C. N.C./G
 Loop to [A]

A Sea Breeze Blows

from Octopath Traveler

Composed by Yasunori Nishiki
 Transcribed by mkafie

♩ = 146
 DΔ7



B A-7 D7 GΔ7

G-7 C7 FΔ7

F-7 Bb7 EbΔ7 AbΔ7

DbΔ7 Csus4 C

C DΔ7 B7b9

E-7 A7 G-/D D

Loop to top

A Settlement in the Red Bluffs

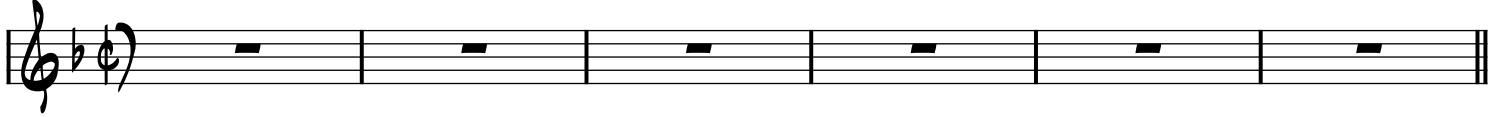
from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by DoubleMark

Hornpipe (swing 8ths) $\text{♩} = 90$

D-



A

D-



(D-)

B \flat

C

D-



B

D-



B \flat

C

D-

B \flat

C

D-



C

G-



G-

E \flat

F



G-



E \flat

F

E \flat

F



D D-

B \flat C D- B \flat C D-

(D-) / N.C. / /

Loop to top

Alfyn, the Apothecary

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 74

A G^{add9} G^{add9}/B CΔ⁷ G/B

A-⁷ G^{add9} F^{add9} D^{sus4} D

B G^{add9} G^{add9}/B CΔ⁷ B⁷

E- B-⁷ CΔ⁷ GΔ⁷

FΔ⁷ E-⁷ E^{badd9} D^{sus4} D

C C^{add9} G/B C^{add9} G/B

A^{7sus4} G/B C^{add9} D^{sus4} D N.C.

Loop to [A]

Battle I

from Octopath Traveler

Composed by Yasunori Nishiki
Transcribed by mkafie

Intro

Rock ♩ = 155

N.C.



A

C-

Bb/C

C-

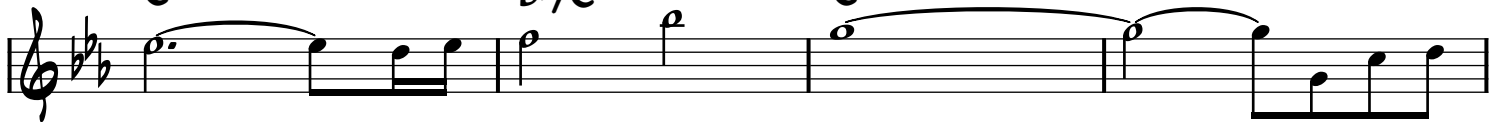


B

C-

Bb/C

C-



AbΔ7

G-7

F#07

G7

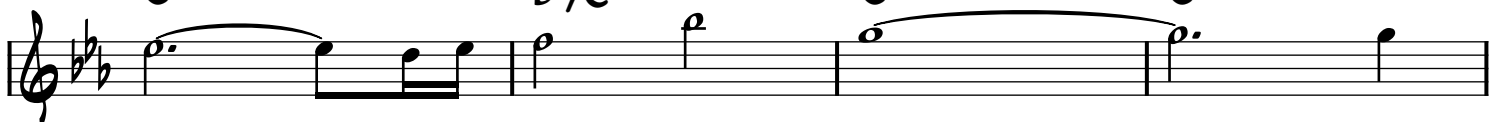


C-

Bb/C

C-add9

C-7



Gb

F-

G7

C-



C

F-7

C-

Bb/D

Eb

Bb/D



C#07

F-

Gb

G7sus4



D C- B \flat /D E \flat C/E F- D/F# G sus^4 G

A \flat B \flat B $^\circ$ C- F- G7 C-

C- B \flat /D E \flat C/E F- D/F# G sus^4 G

A \flat B \flat B $^\circ$ C- F- G-7 B \flat /C C-

E C- D $^\circ$ E \flat D $^\circ$ /F C-/G G/B C- D $^\circ$

C- D $^\circ$ E \flat D $^\circ$ /F F-7 G F- G

A \flat G-7 F# $^\circ$ G7 sus^4 G7

Loop to [A]

Battle II

from Octopath Traveler

Composed by Yasunori Nishiki
Transcribed by mkafie

Rock ♩ = 167
N.C.

G-



A

G-

Bb



F-7

G-

F



G-

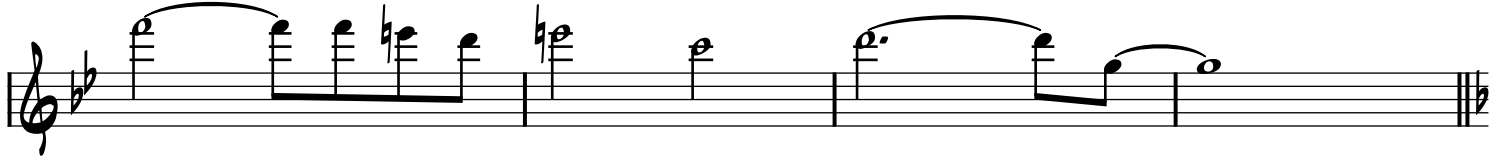
Bb



D-

A-

G



B

D-

G



D-

Bb



D-

A-

C-

G-



Gb

Fsus⁴

F



[C] Bb- Ab/C Db Eb

Gb Ab Db F7

Bb- Ab/C Db Eb

F- Bb F- Bb

Gb Ab G- C

Loop to [A]

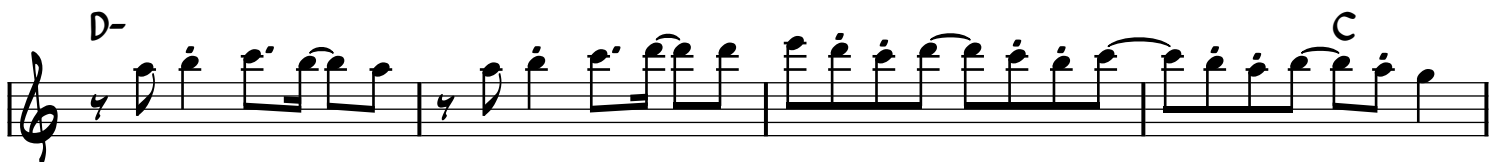
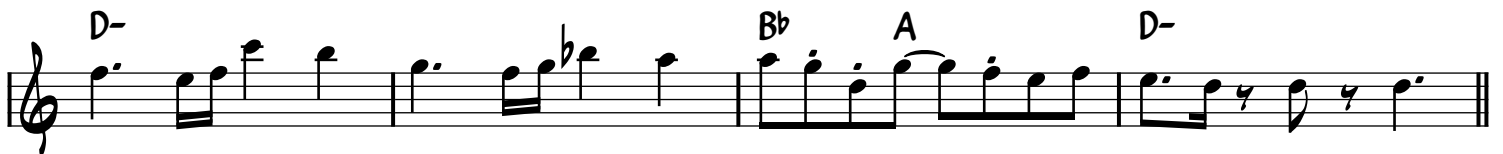
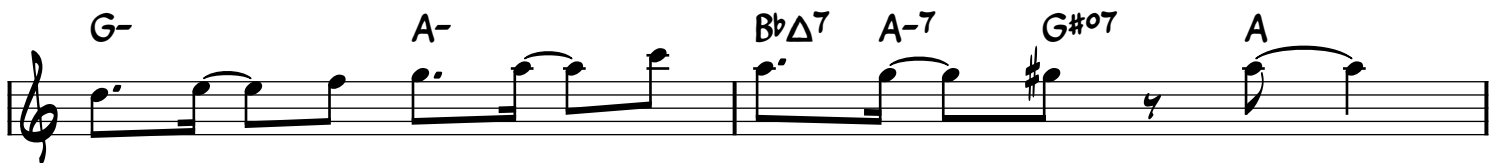
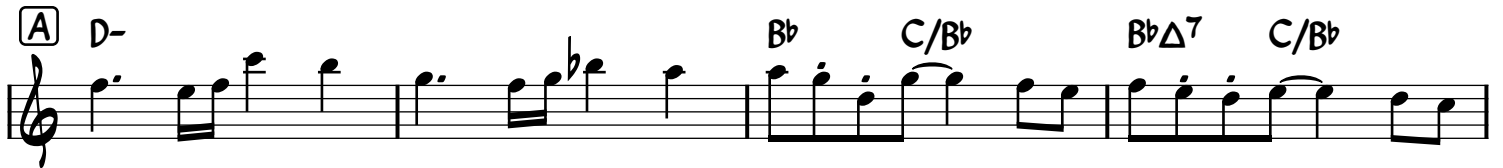
Battle III

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

Rock ♩ = 157



C D- C/E F- Eb/G Ab- Gb/Bb Cb Ab/C

Db- Bb/D Eb^{sus4} Eb

G#- F#/A# B^{sus4} B- A/C# D^{sus4} D

E- B-/F# F# B-

A- G/B C^{sus4} C- Bb/D Eb^{sus4} Eb

F- C-/G G7 C-

D Bb C/Bb BbΔ7 C/Bb Bb C

Db Eb/D DbΔ7 Eb/D Db Eb/D

G/D C^{sus4} C

Loop to top

Beneath the Surface

from Octopath Traveler

Composed by Yasunori Nishiki
Transcribed by Ross Kirsling

♩ = 66
C-

A^bB^b

C-



[A]

C-

A^bB^b

C-



Rhythm simile

1.

2.

(C-)

A^bB^b

C-

C-



[B]

F-

C-

F-

G

C-

A^bΔ⁷

C-

G⁷

N.C./G



[C]

C-

A^bB^b

C-



(C-)

A^bB^b

C-



Loop to [A]

Cyrus, the Scholar

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

Waltz ♩ = 192

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

B \flat - A \flat /B \flat B \flat - F B \flat

E \flat - A \flat D \flat F- C7 F

B \flat - A \flat /B \flat B \flat - F B \flat

B E \flat - A \flat D \flat G \flat

C $^\circ$ F B \flat - F7/C D \flat B \flat 7 \flat 9

E \flat - A \flat D \flat G \flat

C $^\circ$ F B \flat - A \flat /B \flat B \flat - A \flat /B \flat B \flat - A \flat /B \flat B \flat - A \flat /B \flat

Loop to top

Determination

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Steven Higbee

Intro $\text{♩} = 74$
 G- G-/F

E \flat F sus^4 F

A G- E \flat B \flat F G- E \flat B \flat F
 Rhythm simile

G- E \flat B \flat F E \flat C- D sus^4 D

B G- E \flat B \flat F G- E \flat B \flat F

C- A \flat E \flat D- C G-/D D

C G- G-/A

G- E \flat F sus^4 F
 Loop to [A]

Discord

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Doug Perry & Songs of Healing

♩ = 76

Intro

B \flat -

(2x only)

Flamesgrace, Guiding Light

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Chombey

♩ = 89

A AΔ⁷ D/A AΔ⁷ D/A

A/C# DΔ⁷ E⁷ F#- D#^o D- E

AΔ⁷ D/A AΔ⁷ D/A

F#-⁷ C#⁷/E# A/E D#^{o7} E_{sus}⁴ E

B F B^b/F F E-^{7b5} A⁷

D G-/D B- F#⁷ B_{sus}⁴ B

N.C.

C E B⁷/F[#] E/G[#] A E/G[#] B⁷/F[#] E

A B C^{#-add9} C^{#-}/B F^{#7}/A[#] B_{sus}⁴ B B/D[#]

E B⁷/F[#] E/G[#] A E/G[#]

A B C^{#-} D E DΔ⁷ E⁷

Loop to top

H'aanit, the Hunter

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

A ♩ = 57

B

Chords for Section A:

- Measures 1-2: Bb-
- Measures 3-4: GbΔ7
- Measures 5-6: Db
- Measures 7-8: Ab
- Measures 9-10: Bb-
- Measures 11-12: GbΔ7
- Measures 13-14: Eb-7
- Measures 15-16: F-7, Gb, Fsus4

Chords for Section B:

- Measures 1-2: EbΔ7
- Measures 3-4: F
- Measures 5-6: G-
- Measures 7-8: D-
- Measures 9-10: Eb
- Measures 11-12: F
- Measures 13-14: G-
- Measures 15-16: F-7, Bb7

Chords for Section B (continued):

- Measures 17-18: EbΔ7
- Measures 19-20: F
- Measures 21-22: G-
- Measures 23-24: F/A
- Measures 25-26: Eb-7
- Measures 27-28: Fsus4
- Measures 29-30: F

Loop to top

Main Theme

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Iandrum

$\text{♩} = 132$
F_{sus}²

A **F_{sus}²**

A-7

F_{sus}²

A-7

B **A^b** **B^b/A^b** **E^b/G** **E^b-/G^b** **F** **B^b-**

(B^b-) **A^o** **D^b/A^b** **G^b** **D^b/F** **F^b** **E^b_{sus}⁴** **E^b**

C **A^b** **A^b/C** **D^b** **E^b**

F- **A^b/C** **D^b** **A^b/C**

B^b_{sus}⁴ **B^b** **C^b** **D^b**

(Bass)

D G^b $G^b_{sus^2}$ $E^b_{sus^4}$ E^b-

B^b- A^b

1. G^b $G^b_{sus^2}$ $E^b_{sus^4}$ F^7

B^b- A^b7

2. G^b $G^b_{sus^2}$ $E^b_{sus^4}$ F^7

B^b- A^b- D^b7

$G^b\Delta^7$ G^b-7 $C^b_{sus^4}$ C^b

E E F#/E G/E A/E E F#/E G/E A/E

E

Olberic, the Warrior

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

A $\text{♩} = 85$
 G- F/A B \flat C D- A-

C- G- E \flat D- C- D G- F7

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

E \flat - B \flat - G \flat F- E \flat - F B \flat -

C G- E \flat B \flat D- B \flat F G

C- G- E \flat D sus^4 D

G- C G- C

Loop to top

Ophilia, the Cleric

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

A B^{\flat} F/A G-7 $\text{B}^{\flat}/\text{F}$

$\text{J} = 70$

C/E C-/Eb $\text{B}^{\flat}/\text{D}$ $\text{B}^{\flat}-/\text{D}^{\flat}$ $\text{C}^{\flat}\Delta 7^{\#11}$ $\text{B}^{\flat}\text{sus}^4$ B^{\flat}

B A^{\flat} B^{\flat} C- A^{\flat} $\text{G}7^{\flat 13}$ C- / $\text{B}^{\flat}-7$ $\text{E}^{\flat}7$

A^{\flat} B^{\flat} B° C- D^{\flat} $\text{B}^{\flat}\text{sus}^4$ B^{\flat}

A^{\flat} B^{\flat} C- A^{\flat} $\text{G}7^{\flat 13}$ C- B^{\flat}

A^{\flat} G^{\flat} $\text{F}^{\text{sus}4}$ F

Loop to top

The Cliftlands

Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Riley Zielinski

♩ = 80

N.C.

[A] C-

A^bΔ⁷

B^b

C-

A^bΔ⁷

B^b

G-



C-

A^bΔ⁷

B^b

C-

A^b

B^b

C-



[B]

F-

A^b

G-



A^b

C-

A^bΔ⁷

G



[C]

C-

B^b

A^bΔ⁷

G-7

F-

B^b

E^b

G



C-

B^b

A^b

G-7

F-

G-

C-



(C-)

B^b

A^b

G-7

F-

D/F#

G_{sus}⁴

G



Loop to [A]

Therion, the Thief

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩. = 85
A- G/A D-/A A-

A A- G/A D-/A A-

(A-) G/A D-/A E

B FΔ7 E-7 G- D-

A^b C- D7 A^b7 G^{7sus4} G⁷

Loop to top

Tressa, the Merchant

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by mkafie

♩ = 120

D G-/D D G-6/D

A D G-/D D B- A E/G# E-/G

D/F# B- E- A D E Asus4 A

B D G-/D D B- A E/G# E-/G

D/F# G A B- E- A D D7/C

C G C-/G G E- D G G7

C G/B A- B/D# E- G/D A/C# D

D G A- G/B B E- A D G7

C- F7 Bb EbΔ7Ab Asus4 A D G-/D D G-6/D

Loop to top

Victory Fanfare

from Octopath Traveler

Composed by Yasunori Nishiki

Transcribed by Chombey

♩. = 128

E^b F/E^b D_{sus}⁴ D

[A] G G/B CΔ⁷ D

E-7 B-7 C D E^b F

Loop to [A]

A Sensational City (Day)

from Octopath Traveler II

Composed by Yasunori Nishiki

Transcribed by Travis Salim

Swing 8ths ♩ = 100

F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9

A F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9

Rhythm simile

F-9 B♭Δ9 F-9 B♭Δ9 A♭-9 D♭Δ9 A♭-9 D♭Δ9

^{1.} F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9 F-9 B♭Δ9

B ^{2.} C-9 D-/C C-9 D-/C

C-9 D-/C C-9 D-/C

E♭-9 F-/E♭ E♭-9 F-/E♭

E♭-9 F-/E♭ E♭-9 F-/E♭

C F-7 Bb7 EbΔ7

Musical staff for section C. Chords: F-7, Bb7, EbΔ7. Notes: F4, G4, Ab4, Bb4, C5, Bb4, Ab4, G4, F4.

Eb-7 Ab7 DbΔ7

Musical staff for section D. Chords: Eb-7, Ab7, DbΔ7. Notes: Eb4, F4, G4, Ab4, Bb4, C5, Bb4, Ab4, G4, F4.

D C-7 F7/C C-7 F7/C

Musical staff for section E. Chords: C-7, F7/C, C-7, F7/C. Notes: C4, D4, E4, F4, G4, F4, E4, D4, C4.

D-7 G7/D Eb-7 Fsus4 F

Musical staff for section F. Chords: D-7, G7/D, Eb-7, Fsus4, F. Notes: D4, E4, F4, G4, Ab4, Bb4, C5, Bb4, Ab4, G4, F4.

E C-7 F6/C C-7 F6/C

Musical staff for section G. Chords: C-7, F6/C, C-7, F6/C. Notes: C4, D4, E4, F4, G4, F4, E4, D4, C4.

C-7 F6/C C-7 F6/C

Musical staff for section H. Chords: C-7, F6/C, C-7, F6/C. Notes: C4, D4, E4, F4, G4, F4, E4, D4, C4.

Loop to [A]

Cait's Theme

from Octopath Traveler II

Composed by Yasunori Nishiki

Transcribed by Laney

Half-time feel, klezmer ♩ = 150

[A] C- B \flat C- B \flat C- B \flat C- B \flat

C- B \flat C- B \flat C- B \flat C- B \flat C- B \flat C- B \flat C- B \flat A \flat G 7 C- B \flat C- B \flat

C- B \flat C- B \flat C- B \flat C- B \flat C- B \flat C- B \flat N.C. C-

To Coda on 3x

[B] F- C- B \flat E \flat C 7 /E

F- C- G A \flat 7 /G \flat F $^\circ$ A \flat 7 /G \flat G 7

Slightly faster

[C] C G \flat C G \flat C G \flat C G \flat

[D] F- C- B \flat E \flat C 7 /E

F- C- G D 7 /F \sharp G 7 /F D 7 /F \sharp G 7

Loop to [A]

Castti, the Apothecary

from Octopath Traveler II

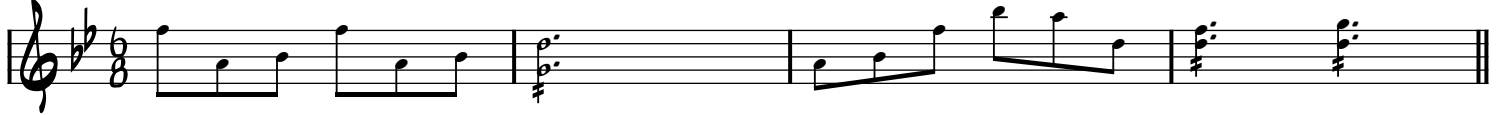
Composed by Yasunori Nishiki

Transcribed by Riley Zielinski, Chombey, GameroftheWinds

♩ = 52

Intro

G- F Eb G- F Eb



A

G- Eb Fadd9 G-



(G-) Eb Fadd9 G-



(G-) Eb Fadd9 G-



C- D- Eb D



B

C- F7 BbΔ7 EbΔ7



A-7b5 D G-7 F-7 Bb7



C-7 F7 BbΔ7 EbΔ7



A-7b5 D EbΔ7 Fsus4 F Gsus4 G



♩ G- F⁶ E^bΔ⁷ G- F E^bΔ⁷ F

G- F E^bΔ⁹ G- F E^bΔ⁷

For the Dawn

from Octopath Traveler II

Composed by Yasunori Nishiki
Transcribed by Nicholas Pinelli

Rock ♩ = 164



G^b A^b A-7^{b5} D7

[C] G- A^b A B^b

G pedal to [D]

G- A^b D7

[D] E^b D-/F G- D-

E^b F G^{sus4} G

G^b F-/A^b B^b- F-

G^b A^b E^b

[E] G- F

E^b

F D

G^{sus2} F^{sus2}/G G^{sus2} F^{sus2}/G

Loop to [A]

Osvald, the Scholar

from Octopath Traveler II

Composed by Yasunori Nishiki
Transcribed by SongsOfHealing

Adagio ♩ = 80

F-

(Bass)

A

F-

C-

Bb-

F-

(F-)

C-

Bb-

F-

B

F-

C-

Ab

Eb

Bb-

F-

Db

Csus⁴

C

F-

C-

Ab

Eb

Bb-

F-

Db

Eb

Eb/F

F-

Loop to top

Partitio, the Merchant

from Octopath Traveler II

Composed by Yasunori Nishiki

Transcribed by Nicholas Pinelli

Jazz fusion ♩ = 84

Intro C-11 B^b_{sus}⁴ A^b₆⁹ B^b_{sus}⁴

C-11

A C-11 B^b_{sus}⁴ A^b₆⁹ B^b_{sus}⁴

Rhythm simile

C-11 B^b_{add}⁹/D E^b- F_{sus}⁴ G

B C- A^b E^b B^b/D C- A^b E^b B^b/D

Rhythm: end simile

C- A^b E^b B^b/D C- A^b E^b B^b/D

C- B^b/D E^b F⁷ A^b B^b B^b/C C⁵

Guitar solo

C C-11 B^b_{sus}⁴ A^b₆⁹ B^b_{sus}⁴

Rhythm: [Intro] simile

C-11 B^b_{sus}⁴ A^b₆⁹ B^b_{sus}⁴ C-11

Loop to [A]

Song of Hope

from Octopath Traveler II

Composed by Yasunori Nishiki
Transcribed by Nicholas Pinelli

Jaunty ♩. = 110

A A- G F G

A- G F G

A- G F G

A- G F G

B A- G F G

A- G F G

A- G F G

A- G F G

□ C Gsus⁴/D C/E F G

A- C/E F G

C Gsus⁴/D C/E F G

D- D-/C D-/B^b D-/A G⁵ Gsus⁴ G

Loop to [A]

Temenos, the Cleric

from Octopath Traveler II

Composed by Yasunori Nishiki

Transcribed by Chombey

Swing ♩ = 90

A A- F7

A- F7 A- F7

A- F7

A- F7 A- F7

B D- B E- D-

(D-) B Bb A

C D- B E- Eb-

Rhythm straight 8ths

D- A- D-/F A-/E E

(E)

Swing 8ths Unison Loop to top

Throné, the Thief

from Octopath Traveler II

Composed by Yasunori Nishiki

Transcribed by Chombey

♩ = 180

D-

B \flat Δ 7

A D-

B \flat Δ 7

1. F

A-/E

A Δ /E

2. F

E-7 \flat 5

A sus^4

A

B B \flat

C

D-

C/E

C

F-

E \flat /G

A \flat

G

e \cdot

A-

C B \flat

C

D-

C/E

e \cdot

F-

C/G

A sus^4

A

e \cdot

Loop to top

Dragon Palace

Okami

Composed by Rei Kondoh
Transcribed by Gregory Orosz

A ♩ = 90

B

Loop to top

Okikurmi the Hero

from Okami

Composed by Hiroshi Yamaguchi

Transcribed by Analilia Fierro & Gregory Orosz

A ♩. = 90

F_{sus4} F- Eb_{sus4} Eb Db6 Eb_{sus4} C7

F_{sus4} F- Eb/G Ab Bb- Db Db/Eb C7/E

B *Eb Db F- Ab/Eb*

Db G°/Db Eb F- C7

Loop to top

Orca's Theme

from Okami

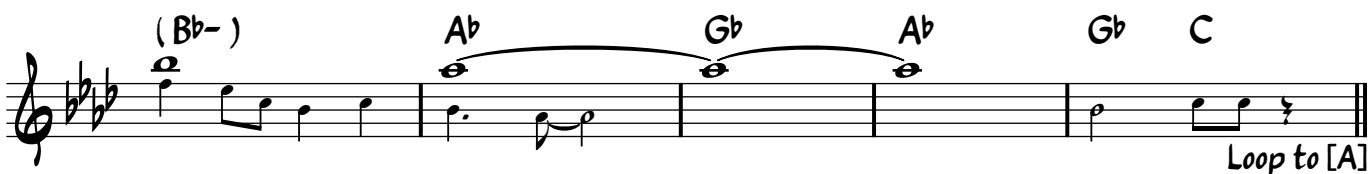
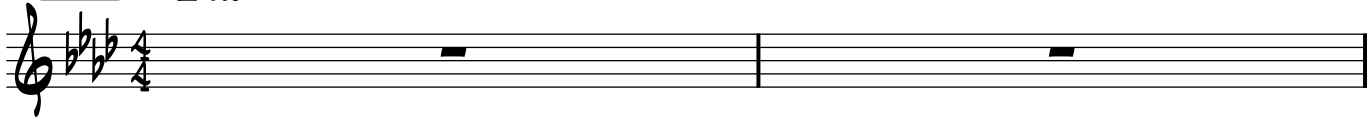
Composed by Rei Kondoh

Transcribed by Gregory Orosz

♩ = 140

Intro

$E^b_{sus^4}$



Loop to [A]

Tribe of Heavenly Kami

Okami

Composed by Rei Kondoh

Transcribed by Analilia Fierro & Gregory Orosz

A ♩ = 77 F#-11

B DΔ7 F#-7 DΔ7 F#-7 / E A7/E

DΔ7 C#-7 B-7 C#- F#sus4 F#

C DΔ7 C#-7 DΔ7 F#-7

DΔ7 C#-7 CΔ7 B-7

Loop to top

Main Theme

from One Must Fall: 2097

Composed by Kenny Chou
Transcribed by AarekMG

Dance ♩ = 128

F- Db Eb C- Eb F- Db

1. Eb C- / / Eb 2. C- / / Eb

§ [A] F- Db

1. F- Db 2. Db

[B] F- Db Eb F-

1. Db Eb 2. Db Eb

[C] F- Db Eb C- C- Eb

D.S., then loop to top

Hotel Moon Forest

from Opoona

Composed by Noriyuki Kamikura

Transcribed by David Chihlas

♩ = 70

Intro

Db

Ab^{sus}4

Ab

Light piano improv

Gb

A

Db

Ab/C

Bb-7

F-7

Gb

F-7

Bb-7

1.

Eb-7

Gb/Ab

Ab7

2.

Eb-7

Ab

Db^{sus}4

Db

B

GbΔ7

Db/F

Fb9b5

Eb-7

Gb/Ab

Db

GbΔ7

Db/F

Bb7

Eb-7

Gb/Ab

Db

Loop to top

Twilight Town

from Opoona

Composed by Noriyuki Kamikura
Transcribed by DoubleMark & musicalmoose

♩ = 150

Intro $G^b\Delta^9$ $F^9\#5$ B^b-9 C^b/D^b

$G^b\Delta^9$ $F-11$ B^b-9

Bb- F7#5/A Db/Ab Eb/G

Gb F-7 Eb-7 Ab7

C GbΔ7 Ab11 Bb-7 Ab7

GbΔ7 Ab11 Bb-7 Ab-7 Db7/Ab

G-7b5 C7 F-7b5 Bb7#5 Bb7

Eb-7 Eb7/F F7b9

D Bb-11 N.C. Drum break Loop to [A]

Main Theme

from Ori and the Blind Forest

Composed by Gareth Coker
Transcribed by Analilia Fierro

♩ = 100

A D- A- D- A-

D- A- E- 1. B \flat 2. B \flat

B G- D-/F A $^7_{sus^4}/E$

D-

Loop to top

Passing Breeze

from Out Run

Composed by Hiroshi Kawaguchi

Transcribed by Tristan H & Jonathan Aldrich

Samba / jazz fusion ♩ = 125

Intro DΔ⁹ A⁶₉ B^bΔ⁹ B^b₉/F

B-/A A

A DΔ⁹ B-⁹ E-⁹ E-/A A⁷

B GΔ⁹ DΔ⁹ GΔ⁹ DΔ⁹ GΔ⁹ DΔ⁹ D^bΔ⁹ G⁶/B

^{1.} GΔ⁹ DΔ⁹ D^bΔ⁹ G⁶/B

^{2.} GΔ⁹ DΔ⁹ D^bΔ⁹ G⁶/B

(G⁶/B) A B N.C.

C GΔ⁹ A⁶ B-⁷ GΔ⁹ A⁶ B-⁷

GΔ⁹ A⁶ B-⁷

GΔ⁹ A⁶ B N.C.

D.S.

D G-7 A-7 G-7 A-7

G-7 A-7 G-7 A-7

E G-7 A-7 G-7 A-7

G-7 A-7 G-7 A-7

GΔ9 A6 B-7

F GΔ9 A6 B-7 GΔ9 A6 B-7

GΔ9 A6 B-7

GΔ9 A6 B-7

Repeat and fade

End Times

from Outer Wilds

Composed by Andrew Prahlow

Transcribed by Jamin Morden

Intro ♩ = 64
N.C.

A D- C_{sus}⁴ F/C B^b G-7

Bass simile

D- C_{sus}⁴ F B^bΔ⁷ C¹³

D- G-7/D C F/C B^b G-7

D- G-7/D C F B^bΔ⁷ N.C./D

Travelers

from Outer Wilds

Composed by Andrew Prahlow
Transcribed by Jamin Morden

$\text{♩} = 92$
C/F C/G

C/A C/G C C/D

Loop to top

World Map

from Overcooked! 2

Composed by Oli Wood
Transcribed by Ashanti Mills

♩ = 115

A F D B \flat C F C

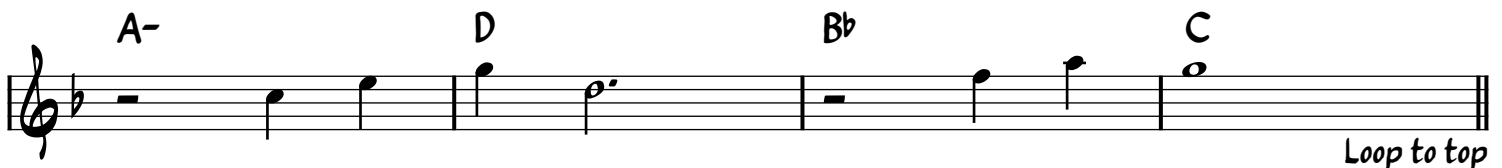
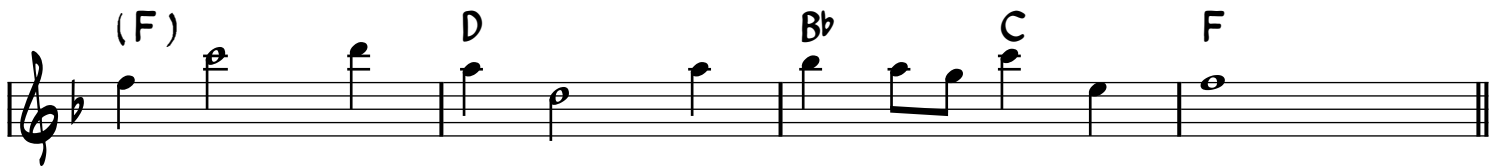
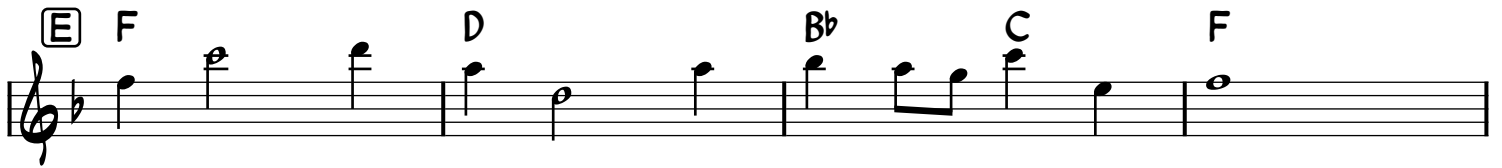
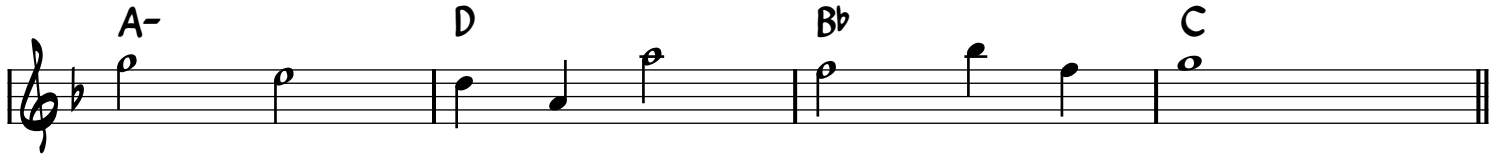
F D B \flat C F F7

B B \flat F B \flat B \flat 7 C

B \flat F G C

C F D B \flat C ^{1.}F

(F) D B \flat C F ^{2.}F F7



Loop to top

Block Town

from Pac-Mania

Composed by Junko Ozawa

Transcribed by Jonathan Aldrich

A ♩ = 162
B \flat

Ab G \flat Ab

B \flat Ab E \flat

G \flat Ab B \flat G \flat Ab B \flat

G \flat Ab B \flat G C-

B B \flat Ab B \flat Ab

C Solo
B \flat Ab G \flat F7

(Counter-melody)

B \flat Ab E \flat 7

Chords: Gb Ab Bb Gb Ab Bb / / Ab

Chords: Gb Ab Bb G C-

Section D: Chords Bb Bb7 Ab

(Bass)

Chords: Bb Ab

Section E: Chords Gb Ab Bb

Chords: Gb Ab Bb

Chords: Gb Ab N.C.

Loop to top

(Drum fill)

Red Streamer Battle

from Paper Mario: The Origami King

Composed by Yoshito Sekigawa, Shoh Murakami,
Yoshiaki Kimura, Hiroki Morishita, & Fumihiko Isobe

Transcribed by sigmabeta

Upbeat funk ♩ = 130

N.C./C G-7 [A] C7 F/A C7 F/A G^b/B^b G/B

C7 G7#9

[B] C E^b7 D-7 F-7 E-7 A-7 B^b F G

A-7 F#^o D-7 F-7 E-7 A-7 B^b A^b7

[C] C7

(C7) 1. G7#9 2. G7#9

[D] N.C.

(Bass)

(N.C.) B^b G7#9

Bass simile Loop to [A]

Peaceful Petalburg

from Paper Mario: The Thousand Year Door

Composed by Yoshito Hirano and Yuka Tsujiyoko

Transcribed by Tristan H

$\text{♩} = 80$

Ab Db Ab Db

(Bass)

[A] Ab Db Ab Db Ab Db Ab Db

Rhythm simile

(Db) Gb Db/F Eb- CbΔ7

[B] Ab Db Ab Db Ab Db Ab Db

[C] Ab Db Ab Db Ab Db Gb

DbΔ7 C-7 Ab Ab-/Cb DbΔ7 C-7

N.C.

Loop to top

Rogueport, Town of Thieves

from Paper Mario: The Thousand Year Door

Composed by Yoshito Hirano & Yuka Tsujiyoko

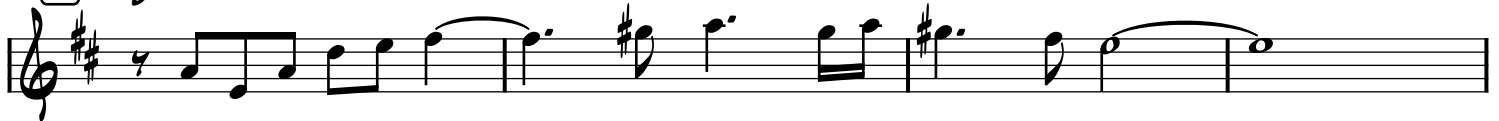
Transcribed by Tristan H

♩ = 145

CΔ7/D



A D



DΔ9#11



D

D/C# D/A G

B

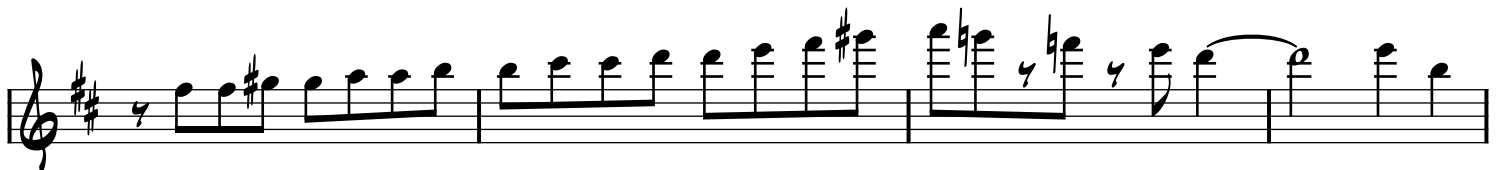


D

D/C# D/A

Bb

E7



A

Bb



C A5



(A5)



D A⁵ C⁵ A⁵

(A⁵) C⁵ A⁵

E⁵ G⁵ E⁵

E E⁵ G⁵ E⁵

D_{sus}² E⁵ G⁵ E⁵

A⁵ N.C.

F D

(D)

Loop to [A]

Title Screen

from Paper Mario

Composed by Yuka Tsujiyoko
Transcribed by JohnStacy

Dixieland swing ♩ = 103

A

B \flat C7

F7 B \flat

B \flat C7

F7 B \flat

B

D7 G-7

C7 F7

B \flat G7

C-7 F7 B \flat G7

C-7 F7

Loop to top

Wish of the Princess

from Paper Mario

Composed by Yuka Tsujiyoko

Transcribed by JohnStacy

A ♩ = 120
C

E-/B A- C/G

A-7 E/G# C/G C/F#

B F G/F C/G A-

D- G A- E-/G

C F G E- A-

D7 G

Loop to top

Bloo Bay Beach

from Paper Mario: Color Splash

Composed by Takeru Kanazaki, Shigemitsu Goto, & Fumihiko Isobe

Transcribed by Jonathan Aldrich

Samba $\text{♩} = 103$

Intro D^{13} $D7^{\#5}$

A $G\Delta^9$ G^9

$C\Delta^7$ $F7$ $B-7$ $Bb-7$ $A-7$ $D7$

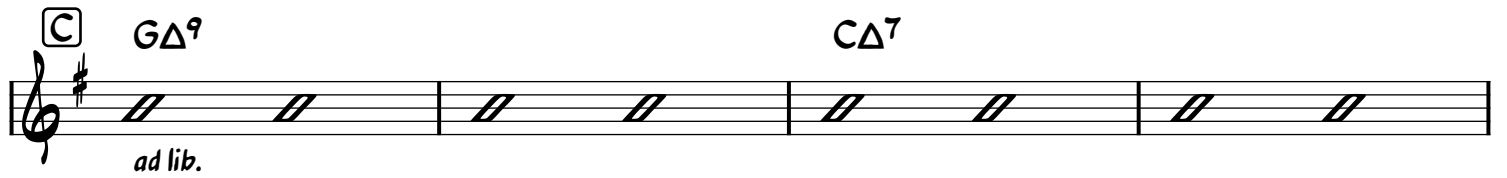
$G\Delta^9$ G^9

$C\Delta^7$ $F7$ $B-7$ $E7$

$A-7$ D^{13} $G\Delta^9$ C/D C/D $C^{\#-7b5}$

B $C\Delta^7$ $F7$ $B-7$ $E7$

$A-7$ $D7$ $B-7$ $Bb7^{add13}$



Main Theme

from Paperboy

Composed by Hal Canon
Transcribed by Guitar Joe48

Funk ♩ = 120

Intro

Cowbell Drums in

N.C.

Bass solo

(N.C.)

(N.C.)

A

F7

Bb7

F7

Bb7

Bass simile

Ab7

Bb7

Ab7

Ab/Bb Bb/C B/C# C/D

G-7

C7

G-7

Bb/C C7 F#-7 B7

Repeat for solos

Theme

from Papers, Please

Composed by Lucas Pope
 Transcribed by jPseudo

March ♩. = 120

A

G-

Bb6 Bb G- D- G- D-

G- D- G- D- G- D- G- D-

Bb6 F Bb F Bb F Bb F

B

G- D7/A

Bb C-/Eb D/F#

C

G- D7/A

Bb C-/Eb D/F#

G- D-/A Bb C-/Eb D/F# G-

Paradise (Stay Forever)

from Paradise Killer

Composed by Barry Topping

Transcribed by DoubleMark

City pop ♩ = 100

Intro D-9 C D-9 CΔ7 E-7 FΔ7

Sparse, aux percussion only *All in*

Chorus FΔ7 E-7 A-11 FΔ7

(FΔ7) E-7 A-11 FΔ7

Verse FΔ7 E-7 A-11 FΔ7

(FΔ7) E-7 A-11 DΔ7/F#

§

Prechorus DΔ7/F# D-7/F C/E F-9 C/G

(C/G) D/F# D- G FΔ7

Chorus FΔ7 E-7 A-11 FΔ7

Horns comp with first chorus

(FΔ7) E-7 A-11 FΔ7

FΔ7 E-7 A-11 FΔ7

2nd time ad lib.

(FΔ7) E-7 A-11 FΔ7

Bridge N.C. FΔ7 E-7

(E-7) D-7 FΔ7

(FΔ7) G6 A-7 E-7 FΔ7

(FΔ7) G6 F#6 G#6 N.C./Bb F

Solo

(F) Esus4 FΔ7

Solo FΔ7 E-7 A-11 FΔ7 DΔ7/F#

Repeat for solos Last time

D.S. al Coda

FΔ7 E-7 A-11

No bass/percussion

The Lemegeton Bop

from *Paradise Killer*

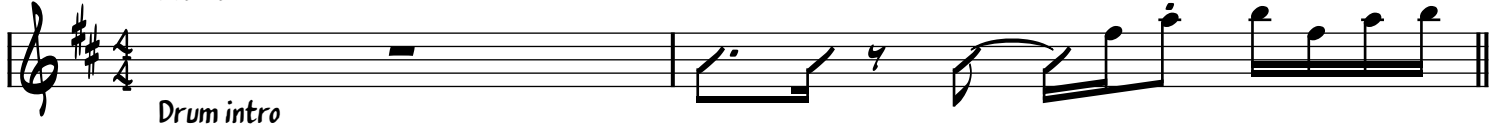
Composed by Barry Topping

Transcribed by musicalmoose & DoubleMark

New jack swing (swing 16ths) ♩ = 108

N.C.

F#7#9



Drum intro

A

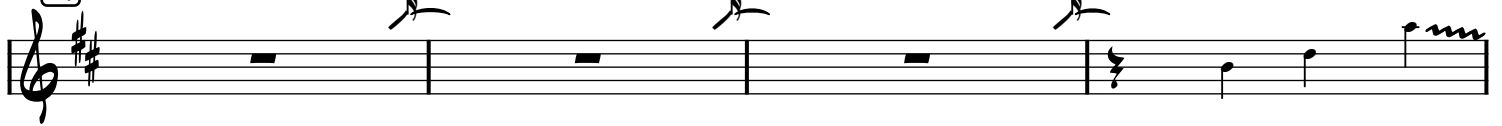
GΔ7

F#7

B-11

A-9

D7sus4 Ab9



GΔ7

B/C#

F#7#9

F#-11

B-11

F#Δ7 A-9

D7



B

GΔ7

F#7

B-11

A-9

D7sus4 Ab9



GΔ7

B/C#

F#7#9

F#-11

B-11

F#Δ7 A-9

D7



GΔ7

F#7

B-11

A-9

D7sus4 Ab9



GΔ7

B/C#

F#7#9

F#-11

B-11

F#Δ7 A-9

D7



C B-7 B-7/G B-7/A B-7 B-7/E B-7/F#

D GΔ7 E-7 GΔ7 F#7#9

E GΔ7 F#7 B-11 A-9 D7sus4 Ab9

(2nd time)

GΔ7 B/C# F#7#9 F#-11 B-11 F#Δ7 A-9

1. (A-9) D7 2. (A-9) D7

F GΔ7 F#7 B-11 A-9 D7sus4 Ab9

Play backgrounds from [B]

GΔ7 B/C# F#7#9 F#-11 B-11 F#Δ7 FΔ7 F#-7b5 CΔ7 D7b13

G GΔ7 F#7 B-11 A-9 D7sus4 Ab9

Drums and bass only
Groove simile

GΔ7 F#7 B-11 N.C. B-7

(Bass)

Kimi no Kioku (Memories of You)

from Persona 3

Composed by Shoji Meguro

Lyrics by Yumi Kawamura

Transcribed by AarekMG

Stylish ♩ = 112

CΔ⁷ B-⁷ CΔ⁷ B-⁷ E-⁷ N.C.

§

Verse A/C# CΔ⁷ B-⁷ E-⁷

A/C# CΔ⁷ B-⁷ E-⁷

A/C# CΔ⁷ B-⁷ E-⁷

A/C# CΔ⁷ B-⁷ E-⁷

Prechorus CΔ⁷ GΔ⁷ CΔ⁷ GΔ⁷

To Coda

Chorus 1 CΔ⁷ B-⁷

A-⁷ GΔ⁷

CΔ⁷ B-⁷

A-7 GΔ7

Bridge 1 CΔ7 B-7 A-7 GΔ7 1. 2. D.S. al Coda

⊕ Chorus 2 CΔ7 B-7

A-7 GΔ7

CΔ7 B-7

A-7 GΔ7

Bridge 2 CΔ7 B-7 A-7 GΔ7

CΔ7 B-7 A-7 GΔ7

Play [Chorus 1], [Chorus 2], then fade out on [Bridge 2]

Mass Destruction

from Persona 3

Composed by Shoji Meguro
Transcribed by David Chihlas

♩ = 119
C#-

F#-7 G#-7 AΔ7 G#-7 F#-7 G#-7 G#-7/C# C#- G#-7/C# ¹¹⁰²

First time only

F#-7 G#-7 AΔ7 G#-7 G#-7/C# C#- G#-7/C# C#- G#-7/C#

F#-7 G#-7 AΔ7 G#-7 F#-7 G#-7 G#-7/C# C#- G#-7/C#

F#-7 G#-7 AΔ7 G#-7 G#-7/C# C#- G#-7/C# C#- G#-7/C#

Loop to top

D E-7 A-7 D7 GΔ7

CΔ7 C#-7b5 D7 B7

E-7 A-7 D7 GΔ7

CΔ7 C#-7b5 D7 B7 B7/D# E-

1. 2.

To Coda

E-7 E-7/D CΔ7 E-7 E-7/D CΔ7 E

D.S. al Coda (take repeats)

Alone

from Persona 4

Composed by Shoji Meguro

Transcribed by DoubleMark & musicalmoose

♩ = 96

FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b

[A] FΔ⁷ A⁷

C-⁷ F^{add9} B^bΔ⁹ A-⁷ G-⁹ B^b/C

FΔ⁷ A⁷

G-⁷ C-⁷ B^b-⁷ C-⁷

Vamp FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b

FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b FΔ⁷ B^b

Loop to [A]

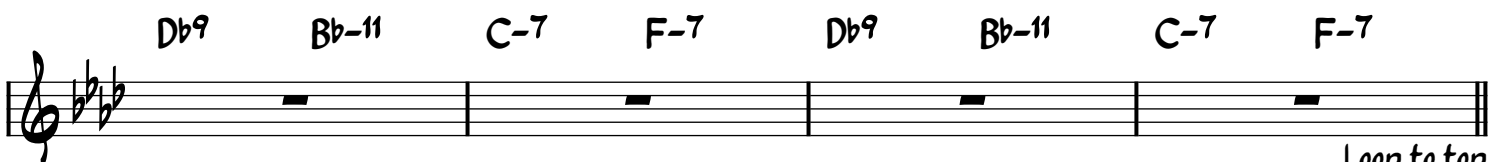
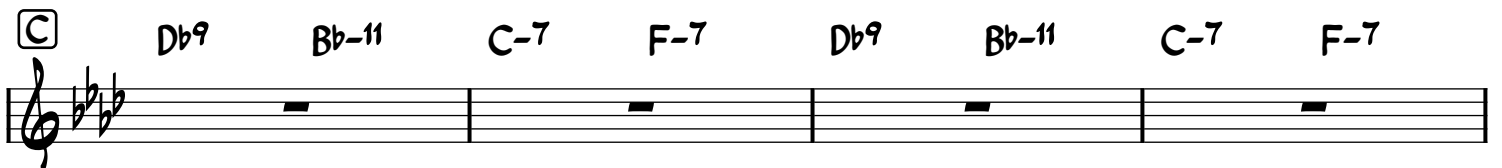
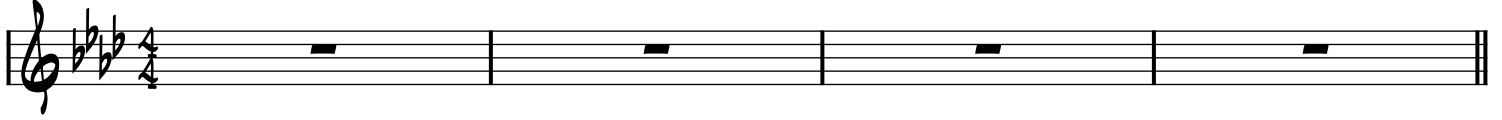
Heartbeat, Heartbreak

from Persona 4

Composed by Shoji Meguro

Transcribed by DoubleMark & musicalmoose

♩ = 100
F-9



Loop to top

Heaven

from Persona 4

Composed by Shoji Meguro

Transcribed by DoubleMark & musicalmoose

$\text{♩} = 123$

E^b-7 D^b-7 $C^b\Delta^7$ E^b-7 D^b-7 $C^b\Delta^7$

E^b-7 D^b-7 $C^b\Delta^7$ E^b-7 D^b-7 $C^b\Delta^7$ B^b7

A Half-time feel

A^b-9 E^b-9 A^b-9 E^b-9

A^b-9 E^b-9 $C-7^b5$ $C^b\Delta^7$ B^b7

B 4/4 feel

E^b-7 A^b-9 D^b13 $F-7^b5$ B^b7

E^b-7 G^b7/D^b $C^b\Delta^7$ $F-7^b5$ B^b7

E^b-7 A^b-9 D^b13 $F-7^b5$ B^b7

E^b-7 G^b7/D^b $C^b\Delta^7$ $F-7^b5$ B^b7

Loop to top

Junes Theme

from Persona 4

Composed by Shoji Meguro

Transcribed by mkafie

Corporate jingle, swing 8ths ♩ = 105

F G- C F

[A] F G- C F G- C F

[B] F G-7 C F

Rhythm simile

(F) G-7 C F

(F) G-7 C F

(F) G-7 C F

[C] F F#° G- C

A- A-7b5 D G-7 C

Loop to top

New Days

from Persona 4

Composed by Shoji Meguro
Transcribed by Nathan Ford

♩ = 123
Db Eb/D^b Db Eb/D^b A^bΔ⁹

A Db Eb/D^b Db Eb/D^b A^bΔ⁹

Db Eb/D^b Db Eb/D^b A^bΔ⁹ A^b- B^b-

B E^b_{sus}² B^b-7 F-7 C-7 B^b-7 E^b7_{sus}⁴

Db Eb/D^b Db Eb/D^b A^bΔ⁹

Loop to top

The Wandering Wolf

from Persona 4 Arena

Composed by Shoji Meguro

Transcribed by David Chihlas

Rock, half-time feel ♩ = 195

A D-

First line of musical notation for section A, featuring a melody in D minor with eighth and quarter notes.

Unison
4/4 feel
(D-)

Second line of musical notation for section A, continuing the melody.

B D-

Musical staff for section B, featuring a melody in D minor.

Bass simile
(D-)

Second line of musical notation for section B, consisting of a whole rest.

Half-time feel
D- A- G- A- D- C B \flat Δ 7

C

Musical staff for section C, featuring a melody in D minor with a B \flat Δ 7 chord at the end.

4/4 feel

D

Musical staff for section D, featuring a melody in D minor.

G- A- D- B \flat G- A-

B \flat

C sus^4

A-

D-

Second line of musical notation for section D, featuring a melody in D minor.

G-

A-

D-

Third line of musical notation for section D, featuring a melody in D minor.

Half-time feel

E

Musical staff for section E, featuring a melody in D minor.

B \flat Δ 7 E \flat Δ 7 D- G-7 A-7

Loop to top

Alleycat

from Persona 5

Composed by Shoji Meguro
Transcribed by Ross Kirsling

$\text{♩} = 60$

A D- E-7 D- E-7

D-7 E-7 D-7 E7

B A- G- C F E-7 E \flat Δ 7 D-7 G7sus⁴ A-7

A- G- C F E-7 E \flat Δ 7 D-7 G7sus⁴ A-7

C F⁶ A-7 F⁶ A-7

F⁶ A-7 B-7 \flat 5 E7

D A- G- C F E-7 E \flat Δ 7 D-7 G7sus⁴ A-7

A- G- C F E-7 E \flat Δ 7 D-7 G7sus⁴ A-7

E A- G- C F E-7 EbΔ7 D-7 G7sus4 A-7

Solo

A- G- C F E-7 EbΔ7 D-7 G7sus4 A-7

F F6 A-7 F6 A-7

F6 A-7 B-7b5 E7

G A- G- C F E-7 EbΔ7 D-7 G7sus4 A-7

A- G- C F E-7 EbΔ7 D-7 G7sus4 A-7 Loop to [A]

Beneath the Mask

from Persona 5

Composed by Shoji Meguro

Transcribed by 8-bit Music Theory

Lead Sheet by DoubleMark

Swing 16ths ♩ = 74

F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

A F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

F7_{sus}⁴ C-7 F7_{sus}⁴ C-9

B F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

C F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

F7_{sus}⁴ C-9 F7_{sus}⁴ C-9

D F7sus4 C-9 DbΔ7 G7#5 C-11 Bb-6

A-7 AbΔ7 G-7 GbΔ7 F-7 G-7

E F7sus4 C-9 F7sus4 C-9

F7sus4 C-9 F7sus4 C-9

F F7sus4 C-9 F7sus4 C-9

Repeat forever and fade

Last Surprise

from Persona 5

Composed by Shoji Meguro

Transcribed by 8-bit Music Theory

Lead Sheet by DoubleMark

Intro

$\text{♩} = 123$ G-7



G-7



(Bass)

A



G-9

C7

G-9

C7



Play intro as background

G-9

C7

G-9

C7



G-9

C7

G-9

N.C.



To Coda

B

E \flat Δ 7

D-7

D \flat Δ 7

C-7

E \flat Δ 7

D-7

D \flat Δ 7

C-7



E \flat Δ 7

D-7

D \flat Δ 7

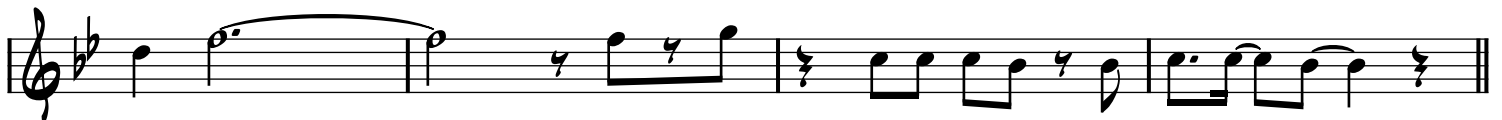
C-7

E \flat Δ 7

D-7

D \flat Δ 7

C-7



E \flat Δ 7

D-7

D \flat Δ 7

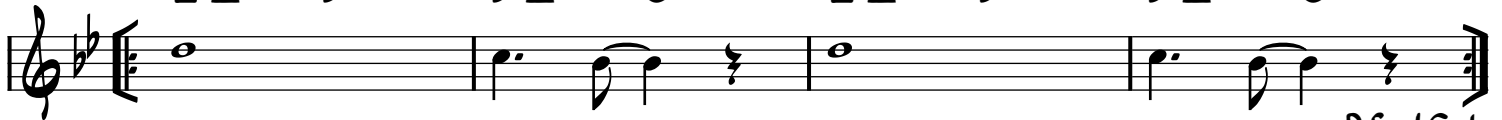
C-7

E \flat Δ 7

D-7

D \flat Δ 7

C-7



D.S. al Coda

⊕ EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7

EbΔ7 D-7 DbΔ7 C-7 ¹EbΔ7 D-7 DbΔ7 C-7

²EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7

ⓐ EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7

EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7

ⓓ EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7

EbΔ7 D-7 DbΔ7 C-7 ¹EbΔ7 D-7 DbΔ7 C-7

²EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7 EbΔ7 D-7 DbΔ7 C-7

Repeat and fade

B A-7 B-7 CΔ7 D7 E-9

Musical staff in treble clef with a key signature of one sharp (F#). The staff contains a sequence of notes: A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter), E4 (half). Above the staff are chord symbols: A-7, B-7, CΔ7, D7, and E-9.

A-7 B-7 CΔ7 D7 E-9 1. E-9 2. E-9

Musical staff in treble clef with a key signature of one sharp (F#). The staff contains notes: A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter), E4 (half). Above the staff are chord symbols: A-7, B-7, CΔ7, D7, E-9. The staff ends with a first ending bracket over a whole note E4, followed by a double bar line and a second ending bracket over another whole note E4.

Solo B A-7 B-7 CΔ7 D7 E-9

Musical staff in treble clef with a key signature of one sharp (F#). The staff is filled with diagonal slashes. Above the staff are chord symbols: A-7, B-7, CΔ7, D7, and E-9.

A-7 B-7 CΔ7 D7 E-9

Musical staff in treble clef with a key signature of one sharp (F#). The staff is filled with diagonal slashes. Above the staff are chord symbols: A-7, B-7, CΔ7, D7, and E-9. The staff ends with a double bar line and the text "Loop to [A]".

Life Goes On

from Persona 5

Composed by Shoji Meguro

Transcribed by DoubleMark

Funk ♩ = 110

Intro

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-11b9 B-11

(Bass)

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-9

Mordents simile

A E-9 F#7 B7sus4 B-11 E-9 F#-7 B-11b9 B-11

Groove simile

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-9

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-11b9 B-11

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-9

B B-11 FΔ7 F6/G B-11

G-7 E-9 F#-7 A-13 FΔ9

A-13 FΔ9 F#-7

C E-9 F#7 B7sus4 B-11 E-9 F#-7 B-11b9 B-11

Bass solo. This is your time. Do not let anyone take it from you. Fight other instruments for it if necessary.

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-9

E-9 F#7 B7sus4 B-11 E-9 F#-7 B-11b9 B-11

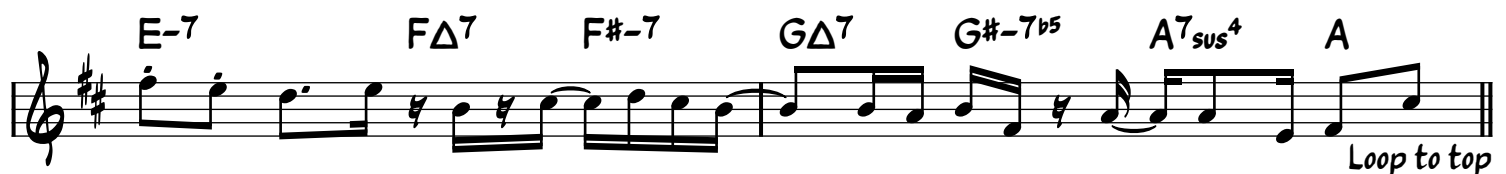
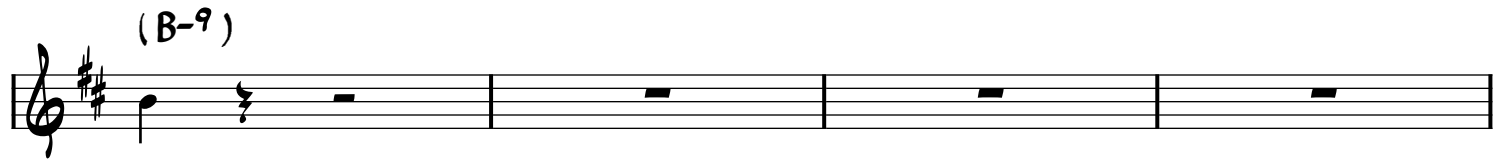
E-9 F#7 B7sus4 B-11 E-9 F#-7 B-9

Loop to [A]

Price

from Persona 5

Composed by Shoji Meguro
Transcribed by DoubleMark



Loop to top

Price

from Persona 5

Composed by Shoji Meguro
Transcribed by DoubleMark

♩ = 92

Intro

B-9



(B-9)



A

B-9

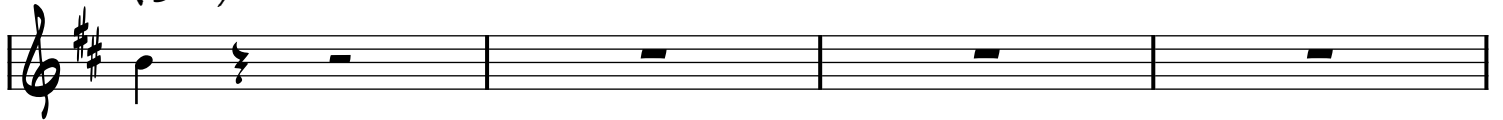


(B-9)



Double-time feel

(B-9)



B

B-7

GΔ7

E-7

F#-7



E-7

F#-7

GΔ7

A6



GΔ7

E-7

F#-7

B-11

GΔ7

E-7

F#-7

B-11



E-7

FΔ7

F#-7

GΔ7

G#-7b5

A7sus4

A



C B-9
(Bass); 1x N.C.

(B-9)

D B-9
2x: Layer [Intro] melody

(B-9)

Loop to [A]

Rivers in the Desert

from Persona 5

Composed by Shoji Meguro

Transcribed by DoubleMark

Intro $\text{♩} = 128$ C^5 E^b5 C^5 E^b5 Play 4x

Verse C^5 E^b5 C^5 E^b5

Comp as [Intro]

C^5 E^b5 C^5

Chorus C^- B^b A° B^b C^-

C^- B^b A° B^b

Verse C^5 E^b5 C^5 E^b5

C^5 C^5 E^b5 C^5 B^b5 $A^b\Delta^7$

$F-7$ $F-7$ C^- B^b C^- B^b

Chorus C^- B^b A° B^b $F-7$ $G-7$ A°

A° Bb C- Bb A° Bb

F-7 G-7 A° Bb To Coda

C- Bb A° Bb C- Bb A° Bb

C- Bb A° Bb C- Bb A° Bb D.S. al Coda

C- Bb A° Bb C- Bb A° Bb

Bridge Half-time feel

AbΔ7 C-7 AbΔ7 EbΔ7

F-7 G-7 Ab Bbsus4 N.C.

Chorus

C- Bb A° Bb F-7 G-7 A°

A° Bb C- Bb A° Bb

F-7 G-7 A° Bb

Outro

C- Bb A° Bb C- Bb A° Bb

Comp as [Intro], melody 1x only

Sunset Bridge

from Persona 5

Composed by Shoji Meguro

Transcribed by DoubleMark

Swing 16ths ♩ = 76

E-7 F#-7 B-9 E-7 F#-7 B-7

E-7 F#-7 B-9 E-7 F#-7 B-9

A E-9 F#-7 B-9 F#-/A E-11 F#-7 B-9

E-9 F#-7 B-11 A E-7 F#-7 B-9

GΔ7 E-7 F#-7 B-9

B E-9 F#-7 B-9 E-11 F#-7 B-7

E-7 F#-7 B-9 E-9 F#-9 B-9

GΔ7 E-7 F#-7 B-7

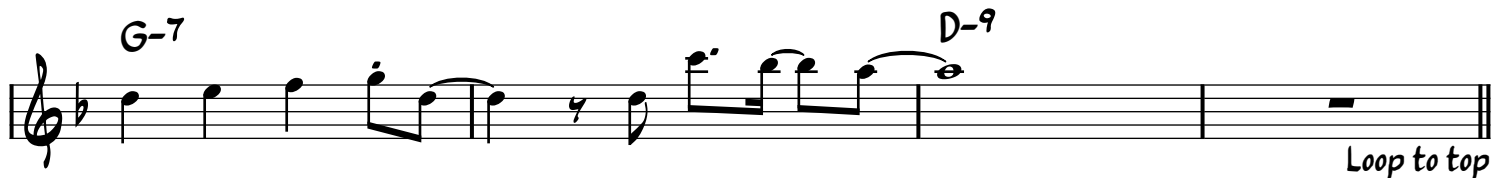
Loop to top

The Days When My Mother Was There

from Persona 5

Composed by Shoji Meguro

Transcribed by DoubleMark



The Whims of Fate

from Persona 5

Composed by Shoji Meguro

Transcribed by sigmabeta, AarekMG & mkafie

Disco funk ♩ = 126



Verse 1



Chorus 1



Vamp



Verse 2

G-7

D-9

G-7

D-9

Musical staff for Verse 2, line 1. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

G-7

D-9

G-7

F

E \flat Δ 7

Musical staff for Verse 2, line 2. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

Chorus 2

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Musical staff for Chorus 2, line 1. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Musical staff for Chorus 2, line 2. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Musical staff for Chorus 2, line 3. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Musical staff for Chorus 2, line 4. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

Outro

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Musical staff for Outro, line 1. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

(E \flat Δ 7)

D-9

G-7

E \flat Δ 7

Play 3x

Musical staff for Outro, line 2. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

G-7

D-7

Musical staff for Outro, line 3. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

G-7

D-7

Musical staff for Outro, line 4. The staff contains a melodic line in 4/4 time with a key signature of two flats. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, E4, D4, C4.

Tokyo Daylight

from Persona 5

Composed by Shoji Meguro
Transcribed by DoubleMark

$\text{♩} = 128$
 $E\Delta^9$ $D\Delta^7/E$ $E\Delta^9$ $D\Delta^7/E$

$E\Delta^9$ $D\Delta^7/E$ $E\Delta^9$ $D\Delta^7/E$ $E-7$

A $E-7$ $B\flat\Delta^7$ $A-7$ $E-9$

$E-7$ $B\flat\Delta^7$ $A-7$ $D-/G$ $E-7$

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

C $E-7$ $B\flat\Delta^7$ $A-7$ $E-9$

$E-7$ $B\flat\Delta^7$ $A-7$ $E-9$

$E-7$ $B\flat\Delta^7$ $A-7$ $E-9$ **Play 4x**

Loop to top

Wake Up, Get Up, Get Out There

from Persona 5

Composed by Shoji Meguro

Transcribed by DoubleMark

$\text{♩} = 128$ $\text{E}^{\flat}\text{add}2$ F C- F/C $\text{E}^{\flat}\text{add}2$ F $\text{E}^{\flat}\Delta7/\text{F}$ ($\text{E}^{\flat}\Delta7/\text{F}$)

E^{\flat} F C- F/C E^{\flat} F C-9 (C-9)

A $\text{C}\Delta7$ C-9 $\text{C}\Delta13$ G/C

$\text{C}\Delta7$ C-9 $\text{C}\Delta13$ G/C

B G-7b5 C7#5b9 G-7b5 C7#5b9 To Coda

G-7b5 C7#5b9 G-7b5

C C-7 $\text{D}^{\flat}\Delta7$

C-7 $\text{D}^{\flat}\Delta7$ F-7

1. A-7b5/G Bb-7/Ab $\text{D}^{\flat}\Delta7$ G7b9 2. C-7 $\text{D}^{\flat}\Delta7$ C-7 $\text{D}^{\flat}\Delta7$

Play 6x

D.C. al Coda

D C7sus4 F/C C7sus4 F/C

G-7b5 C7#5b9 G-7b5 C7#5b9

1. G-7b5 C7#5b9 G-7b5 C7#5b9

2. G-7b5 C7#5b9 G-7b5

E C-7 DbΔ7 C-7 DbΔ7

F-7 A-7b5/G Bb-7/Ab DbΔ7 G7b9

C-7 DbΔ7 C-7 DbΔ7

1. F-7 C-7 DbΔ7 C-7 DbΔ7

2. C-7 DbΔ7 C-7 DbΔ7 C7sus4 F/C

Mori no Miyako

from Persona 5 Strikers

Composed by Gota Masuoka

Transcribed by musicalmoose & DoubleMark

Funky disco ♩ = 120

Intro CΔ⁷ B^bΔ⁷ CΔ⁷ CΔ⁹/D E-⁷

(E-⁷) D-⁷ G⁷^{b9} CΔ⁷ A-⁷ B⁷

A E-⁷ D-⁷ G⁷ CΔ⁷ A-⁷ D⁷^{b9}

E-⁷ D-⁷ G⁷ CΔ⁷ A⁷

B FΔ⁷ E-⁷ E^bΔ⁷ D-⁷

^{1.} GΔ⁷/B B^bΔ⁷ D_{sus}⁴ D C/D

^{2.} GΔ⁷/B D-⁷^{b5} B-⁷/E / E⁷

Classic disco

C F#Δ7 EΔ7 B-7 C#-7 DΔ7 E7b9

F#Δ7 EΔ7 B-7 C#-7 DΔ7 E7b9 FΔ7

Funky

D E-7 A7 E-7 A7

E-7 A7 E-7 A7

E-7 A7 E-7 A7

E-7 A7 E-7 A7

Bass out, drums chill to end

Loop to [A]

Corn Dog

from *Persona Q: Shadow of the Labyrinth*

Composed by Atsushi Kitajoh

Transcribed by DK

Swing 16ths ♩ = 95

[A]

B \flat Δ 7 G-7 A-7 D-7

B \flat Δ 7 G-7 A-7 D7 A-7 D7

[B]

B \flat Δ 7 A-7 D-7 B \flat Δ 7 A-7 D-7

Solo

B \flat Δ 7 A-7 D-7 B \flat Δ 7 A-7 D-7

Loop to [A]

Invitation to Freedom

from Persona Q2: New Cinema Labyrinth

Composed by Atsushi Kitajoh

Transcribed by DoubleMark and musicalmoose

$\text{♩} = 145$

D-9

E \flat -9

D-9

F-9

E \flat -9



On D.C. only

D-9

E \flat -9

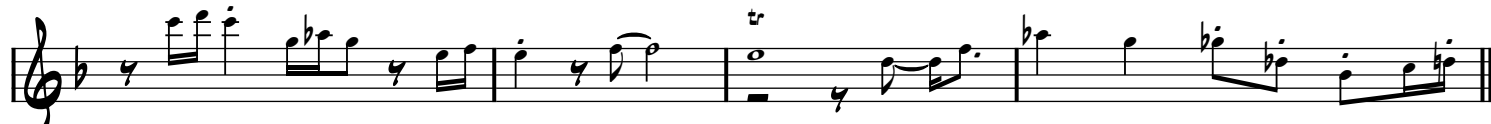
D-9

F-7

E-7

E \flat -7

C-7



D-9

E \flat -9

D-9

F7_{sus}²

E \flat -9



D-9

E \flat -9

D-9

F-7

E-7

E \flat -7

C-7



D-9

E-7 \flat 5

A7 \sharp 5 \flat 9

D-7

D \flat ⁺

F/C

B-7 \flat 5



B \flat Δ ⁹

G-7

C7

F Δ ⁹

E-7 \flat 5

A7 \sharp 9



B

D-7

E-7 \flat 5

A7 \sharp 9

D-7

B \flat 7

A7



D-7

G-7

C13

F Δ ⁹

E-7 \flat 5

A7 \sharp 9



D.C. (take repeats)

C D-9 Eb-9 D-9 F-9 Eb-9

Solo

D-9 Eb-9 D-9 F-7 E-7 Eb-7 C-7

D BbΔ7 A-7 G-7 F/A

BbΔ7 A-7 G-7 A7 A7#9

E D-7 Eb-7b5 A7#9 D-7 Bb7 A7

D-7 G-7 C13 FΔ9 E-7b5 A7#9

F D-9 Eb-9 D-9 F-9 Eb-9

D-9 Eb-9 D-9 F-7 E-7 Eb-7 C-7

Loop to [A] (but take D.C.)

Dungeon 2

from Phantasy Star

Composed by Tokuhiro Uwabo
Transcribed by Gregory Orosz

♩ = 140

A F-

Db

Eb



F-

1.

Db

C

2.

Db

Eb



B

C

Ab



Bb-

G°

Ab



C

C

Ab



G°

Db

Eb



Loop to top

Dungeon 1

from Phantasy Star

Composed by Tokuhiro Uwabo
Transcribed by Gregory Orosz

A ♩ = 145
E-

Secret Ways

from Phantasy Star II

Composed by Tokuhiro Uwabo
Transcribed by AarekMG

A ♩ = 135

C#-7 B C#-7 B

C#-7 B C#-7 / / D#°/AB

B G#-7 / F#-7 G#-7 C#-/E

G#-7 F#-7 B⁷/A E F#7

Loop to top

Opening Theme

from *Phantasy Star III: Generations of Doom*

Composed by Izuho Numata
Transcribed by Gregory Orosz

♩ = 80

Intro N.C.

[A]

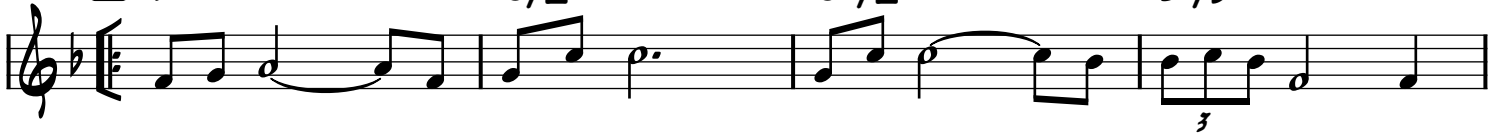


[B] F

C/E

C-/E \flat

B \flat /D

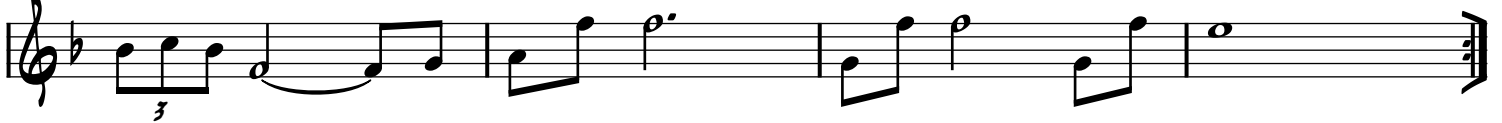


B \flat -/D \flat

F/C

G 7 /B

C

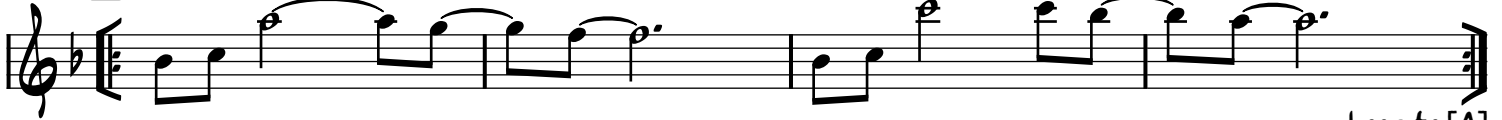


[C] B \flat Δ 7

F

B \flat Δ 7

F



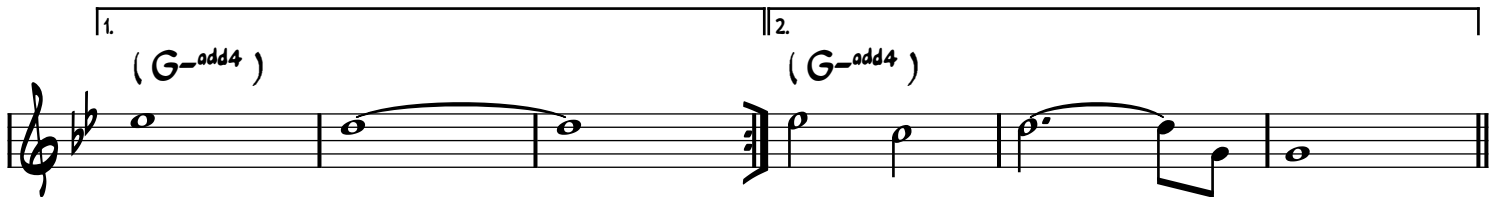
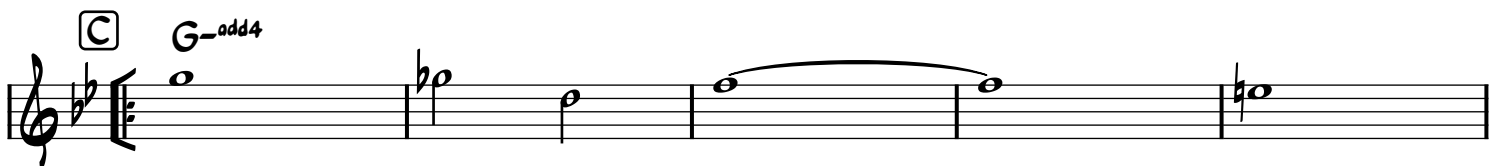
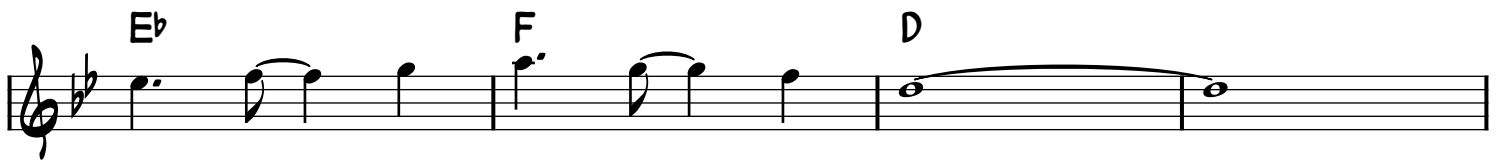
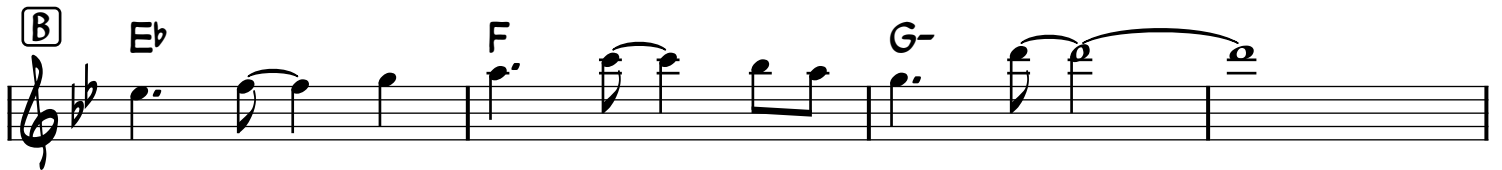
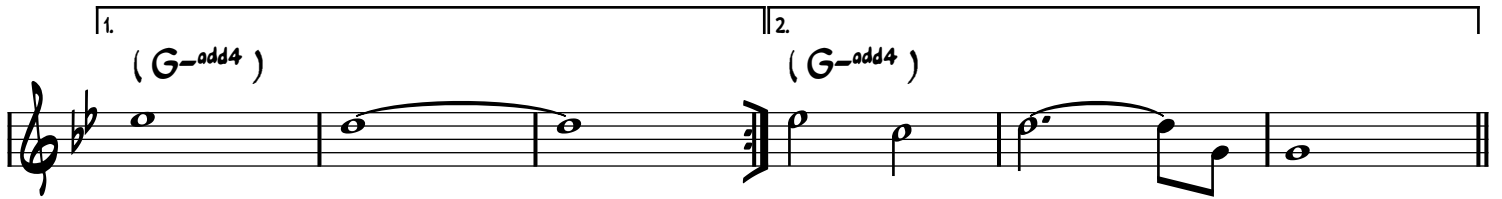
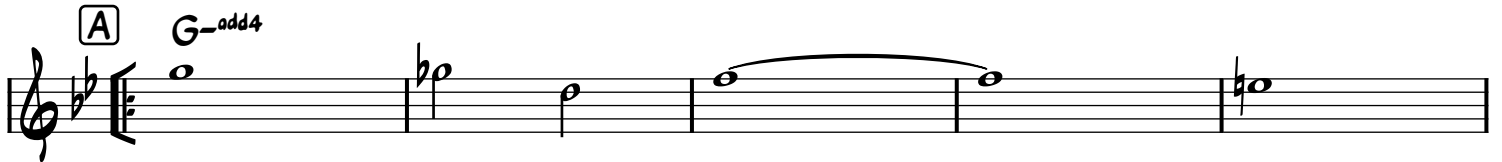
Loop to [A]

The End of The Millennium

from Phantasy Star IV: The End of the Millennium

Composed by Izuho Takeuchi
Transcribed by Gregory Orosz

Intro ♩ = 140
G-add4



Outro G-add4



Pioneer 2

from Phantasy Star Online

Composed by Hideaki Kobayashi

Transcribed by Chombey

♩ = 96 $G/C\#$ $G\#/C\#$ $E/C\#$ $G/C\#$ $G\#/C\#$ $E/C\#$

(Bass)

A $C\#-7$ G/E $G\#/C\#$ G/E

$C\#-9$ G/E $G\#/C\#$

B N.C.

C $C\#-7$ $D\#/C\#$

$C\#-7$ $D\#/C\#$ $A/C\#$

D N.C./ $C\#$

Loop to top

Simple Folk

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori
Transcribed by Jer Roque

Upbeat pop ♩ = 140

A F F/A F/B \flat C C sus^4 / C

F F/A F/B \flat C 7

B D-7 G-7 C 7 F D- B \flat C sus^4 C

D-7 G-7 C 7 F D- B \flat C

Loop to top

k Gumshoe - That's "Detective Gumshoe," Pal!

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by Reil Deil Neil

Funk ♩ = 110

A F^{-add9}



Loop to [A]

Pursuit - Corner the Culprit

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by mkafie

♩ = 135
Bb-



Maya Fey - Turnabout Sisters 2001

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by Jer Roque

$\text{♩} = 104$ [A] F-7 G $\flat\Delta^7$ A \flat^7 B $\flat-7$

F-7 G $\flat\Delta^7$ A \flat^7 B $\flat-7$ F-7 G $\flat\Delta^7$ A \flat^7 B $\flat-7$

1. F-7 G $\flat\Delta^7$ A \flat^7 B $\flat-7$ 2. F-7 G $\flat\Delta^7$ A \flat^7 B $\flat-7$

[B] F-7 B $\flat-7$ A \flat^7 D $\flat\Delta^7$ F-7 B $\flat-7$ A \flat^7

F-7 B $\flat-7$ A \flat^7 D $\flat\Delta^7$ F-7 B $\flat-7$ A \flat^7

C \flat B $\flat-$ C \flat B $\flat-$

A B

Loop to [A]

The Steel Samurai - Warrior of Neo Olde Tokyo

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by Jer Roque

♩ = 140

[A] N.C. C-7

[B] F-

[C] F- Eb Db Eb Ab C7

F- Eb Db Eb F-

Eb Ab Bb- C_{sus}⁴ C7 F- Db Bb- C_{sus}⁴ C7

F- Eb Db Eb F-

Loop to [A]

Victory! - Our First Win

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by Jer Roque

♩ = 80

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

B \flat C sus^4 C

F F/E D- D-/C B \flat C sus^4 C

[B] B \flat C F F/A B \flat C F F/A

B \flat C D- D-/A B \flat C sus^4 C

Loop to [A]

Pursuit - Confront the Culprit

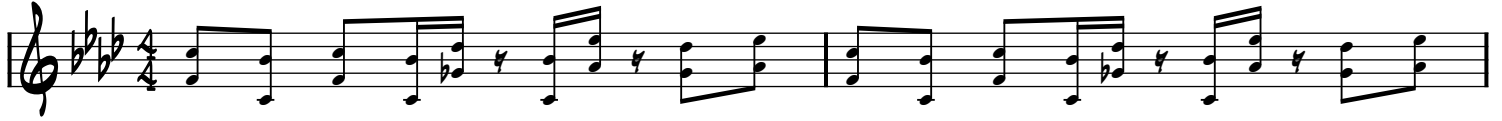
from Phoenix Wright: Justice for All

Composed by Naoto Tanaka

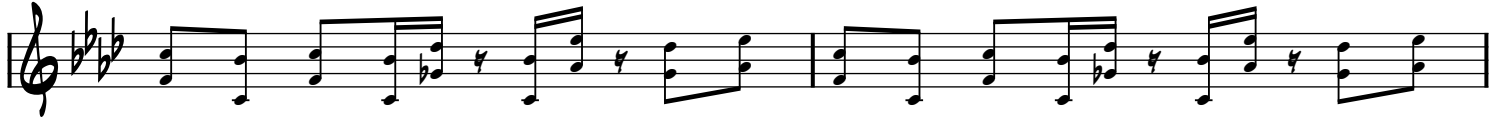
Transcribed by mkafie

Intro

♩ = 140
F-



F-



A

F-



E-



B

A-



E^b-



F-



Loop to [A]

Godot ~ The Fragrance of Dark Coffee

from Phoenix Wright: Trials and Tribulations

Composed by Noriyuki Iwadare

Transcribed by Jer Roque

♩. = 72

A E-7 A7 D7 GΔ7

C-7 F7 BbΔ7 D7 D#-7b5

E-7 A7 D7 GΔ7 C-7 F7 BbΔ7

E-7b5 A7 D-7 G7 BbΔ7 A7 Dsus4 D7

B E-7 A7 D7 GΔ7 C-7 F7 BbΔ7

E-7b5 A7 D-7 Db7 C-7 Cb7

G-7 A7 C-7 B7

Loop to [A]

Pursuit - Catch the Culprit

from Phoenix Wright: Trials and Tribulations

Composed by Noriyuki Iwadare

Transcribed by mkafie

♩ = 145

F- F-7 F-9

[A] F- DbΔ7 Eb Ab Eb/G

F- DbΔ7 Eb

F- DbΔ7 F-

F- DbΔ7 Eb F-7

[B] A-7 FΔ7 G7

A-7 FΔ7 A-7

Bb-7 GbΔ7 Ab7 Bb-7 C-7

Loop to top

Investigation - Opening 2001

from Phoenix Wright: Ace Attorney

Composed by Masakazu Sugimori

Transcribed by John Bowler

Relaxed funk ♩ = 100

A $C^{\flat}\Delta^7$ $B^{\flat}-7$ $C^{\flat}\Delta^7$ $B^{\flat}-7$

Always staccato

$C^{\flat}\Delta^7$ $B^{\flat}-7$ $C^{\flat}\Delta^7$ $B^{\flat}-7$

B $A^{\flat}-7$ $B^{\flat}-7$ $C^{\flat}\Delta^7$ $A^{\flat}-7$ $B^{\flat}-7$ $C-7$

C $E^{\flat}-/G^{\flat}$ D^{\flat}/F $B^{\flat}-$ $E^{\flat}-/G^{\flat}$ D^{\flat}/F E^{\flat}

$E^{\flat}-/G^{\flat}$ D^{\flat}/F $B^{\flat}-$ $E^{\flat}-/G^{\flat}$ D^{\flat}/F E^{\flat}

Loop to top

D ^{A⁵}

(A⁵)

(A⁵)

(A⁵)

(A⁵)

(A⁵)

E ^{A⁵}

Rhythm simile, layering in

(A⁵)

F ^{A⁵ C/G D/F# F⁷ E⁵ G⁵ A⁵ C/G D/F# F⁵ E⁵ G⁵}

^{A⁵ G⁵ F#⁵ F⁵ E⁵ G⁵ A⁵ N.C.}

Forest of Hope

from Pikmin

Composed by Hajime Wakai

Transcribed by Tristan H

♩ = 112

A B \flat 6/F F B \flat 6/F F B \flat 6/F F

1. D \flat Δ 7 2. D \flat Δ 7 B \flat 7

B F7 E \flat Δ 7 D-7 G-9 E \flat Δ 9 G \flat Δ 7#11

F Δ 7 E \flat Δ 7 D \flat Δ 7 \flat tr

B \flat 7 A \flat Δ 7 D \flat Δ 9 B \flat -7 E \flat 7 \flat tr

C F Δ 7 G-7

F Δ 7 G-7

Loop to top

Light Plane

from Pilotwings

Composed by Soyo Oka
 Transcribed by Ashanti Mills

♩ = 136

F-7 G-7 F-7 Bb/F F-7 G-7 F-7 Bb/F

[A] F-7 G-7 F-7 Bb/F F-7 G-7 F-7 Bb/F

Rhythm simile

Eb-7 F-7 Eb-7 Ab/Eb Eb-7 F-7 Eb-7 Ab/Eb

[B] D-7b5 Db-6 C-7 F- Ab7/Eb

D-7b5 Db-6 C-7 F- G7b9 C7 C+/Bb A-7 Bb7/Ab

G-7 C-7 F-7 G7b9 Bb-7 Eb7

D-7b5 Db-6 C-7 F- Ab7/Eb

D-7b5 Db-6 C-7 F- Ab7/Eb

B-7b5 Bb-Δ7 A-7 Ab07 G-9 Esus4 E

Loop to [A]

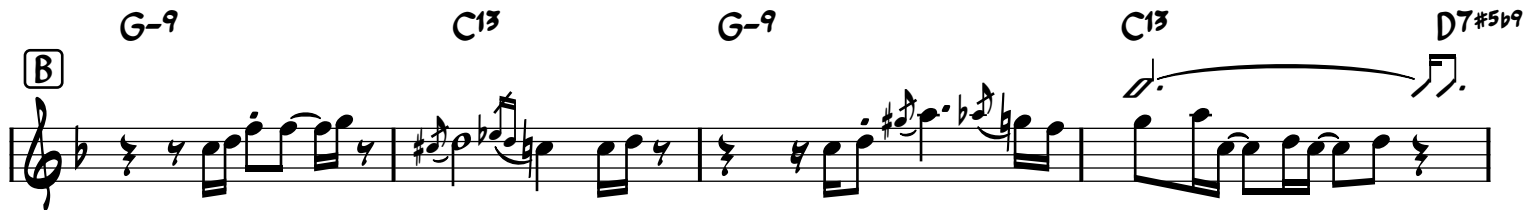
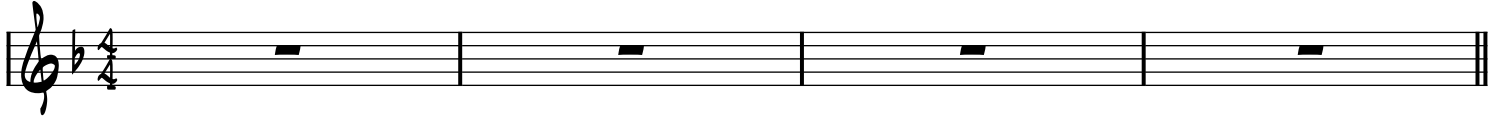
Birdman

from Pilotwings 64

Composed by Dan Hess
 Transcribed by 8-bit Music Theory
 Lead sheet by DoubleMark

♩ = 72

D-9



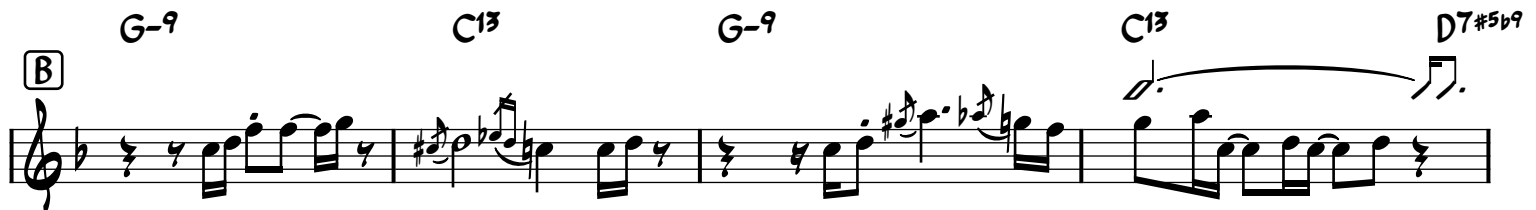
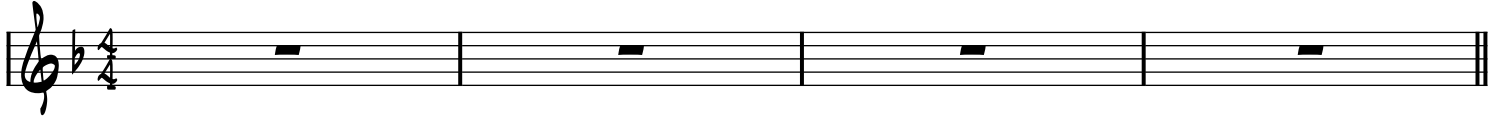
Birdman

from Pilotwings 64

Composed by Dan Hess
 Transcribed by 8-bit Music Theory
 Lead sheet by DoubleMark

♩ = 72

D-9



Solo

D-9 F7 B \flat Δ 7 A7_{sus4} A7

D-9 F7 B \flat Δ 7 A7_{sus4} A7

G-9 C \sharp G-9 C \sharp D7 \sharp 5 \flat 9

G-9 A-7 B \flat Δ 7 B \flat /C

F Δ 7 B \flat Δ 7 F Δ 7 A7_{sus4} A7

Solo 2

D-9 F7 B \flat Δ 7 A7_{sus4} A7

D-9 F7 B \flat Δ 7 A7_{sus4} A7

D-9 F7 B \flat $\frac{6}{9}$ B-7 \flat 5 F D- G-7 B \flat -6/C

F B \flat /F F B \flat -6/F F B \flat -6/F F

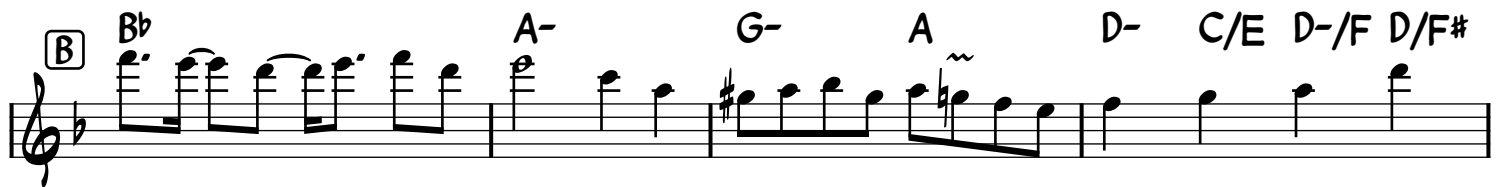
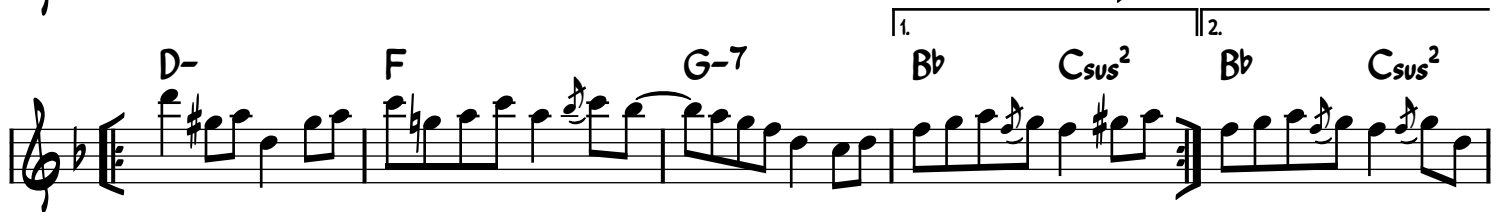
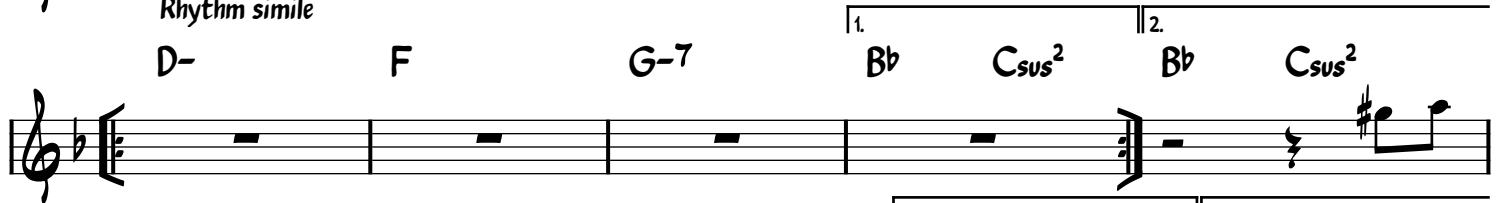
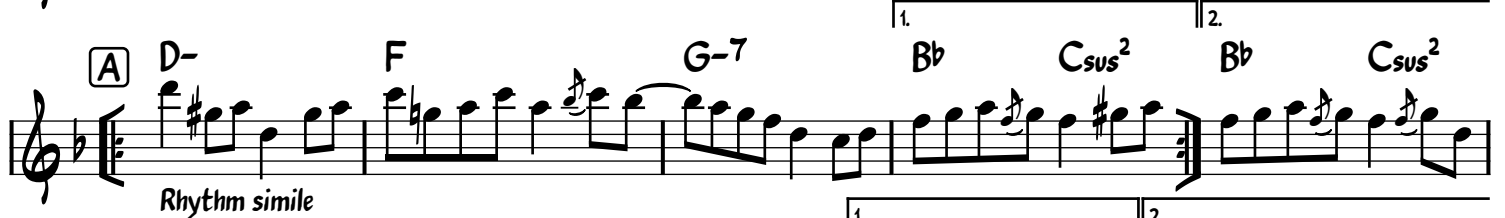
Loop to top

Graze the Roof

from Plants vs. Zombies

Composed by Laura Shigihara
Transcribed by xXChickyChuXx

♩ = 120
N.C.





Main Theme

from *Plants vs. Zombies: Garden Warfare*

Composed by Peter McConnell

Transcribed by Travis Salim

$\text{♩} = 126$

C- N.C. C- N.C.

No bass (Drum roll)

A Dance $\text{♩} = 134$ N.C. C-7

Drums tap off Bass simile

B C-7 (Bass) N.C.

Drum fill

C- F- G

C C Bb/C N.C. C Bb/C N.C.

Background simile

C Bb/C C Bb/C C Bb/C

F/C Bb G7 C Bb/C C Bb/C

D C- N.C. C-7

Bass and drums out (Drum roll)

E N.C. C- N.C. C- N.C. C-

(Bass)

F C-7

(C-7)

C- F- G

G N.C. N.C./G G- C- D G-

(G-) C- D G-

H N.C.

(Bass)

(N.C.)

Loop to top

Zombies On Your Lawn

from *Plants vs. Zombies*

Composed by Laura Shigihara

Transcribed by Amy Hsieh

♩ = 105

The musical score is written in 4/4 time with a key signature of two flats (Bb and Eb). It consists of several systems of music, each with a treble clef and a key signature of two flats. The score includes various musical notations such as eighth notes, quarter notes, and rests, along with chord symbols (F-, Bb, G-, C-, N.C., F-9) and section markers (A, B, C). The tempo is marked as quarter note = 105. The score concludes with a 'To Coda' instruction.

Chord symbols: F-, Bb, G-, C-, F-, Bb, G-, C-, N.C., F-, Bb, G-, C-, F-, Bb, G-, C-, F-, Bb, G-, C-, F-9, Bb, C-, F-9, Bb, C-, F-9, Bb.

Section markers: A, B, C.

Tempo: ♩ = 105.

Instruction: To Coda.

D F- Bb G- C- F- Bb G- C-

F- Bb G- C- F- Bb G- C-

E F- Bb G- C- F- Bb G- C-

F- Bb G- C- F- Bb G- C-

F F-9 Bb C- F-9 Bb C-

F-9 Bb C- F-9 Bb

D.S. al Coda

⊕ G- C- F- Bb G- C-

F- Bb G- C-

Anville Town

from Pokémon Black & White

Composed by Go Ichinose
Transcribed by Jonathan Aldrich

♩ = 75
C-7

F7#5

[A] Bb6 G7#9 C-7 F13 Bb6 Eb-6 D-7 G7

C-9 Ab7 Ab7 D-7 G7b9 C-7 F13 D-7 Db7 C-7 Cb7

[B] Bb6 G7#9 C-7 F13 BbΔ7 Eb7add13 D-7 G7

C-9 Ab7 Ab7 D-9 G7b9 C-11 F7#5 BbΔ7 C-7 D-7 C-7

[C] Bb-7 Eb7 Ab6

G-9 C9 Eb/F F7#5b9

Loop to [A]

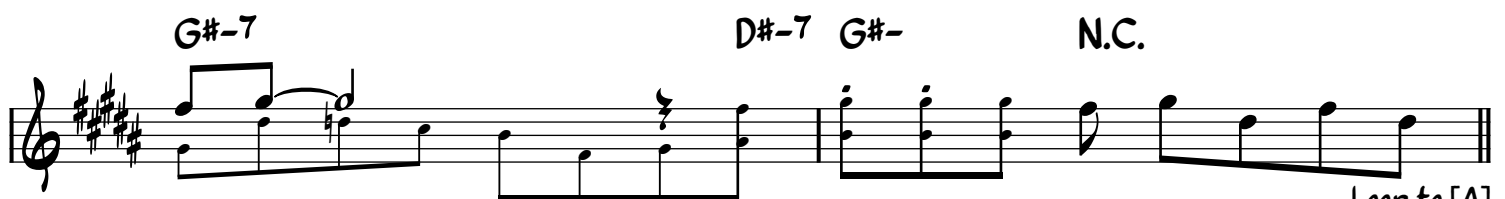
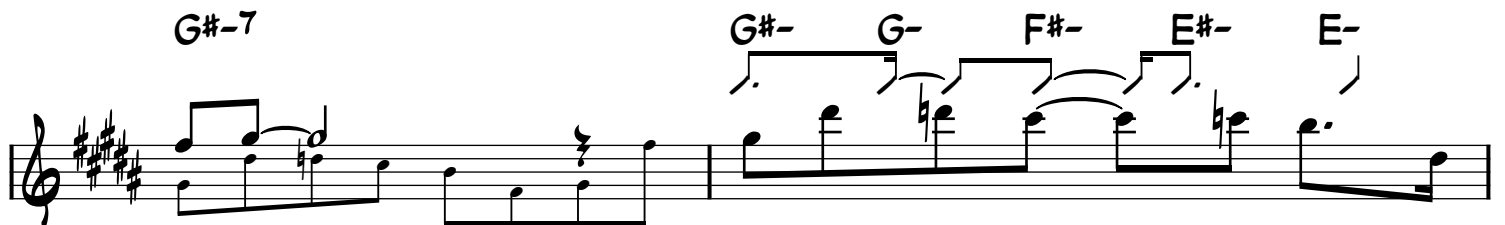
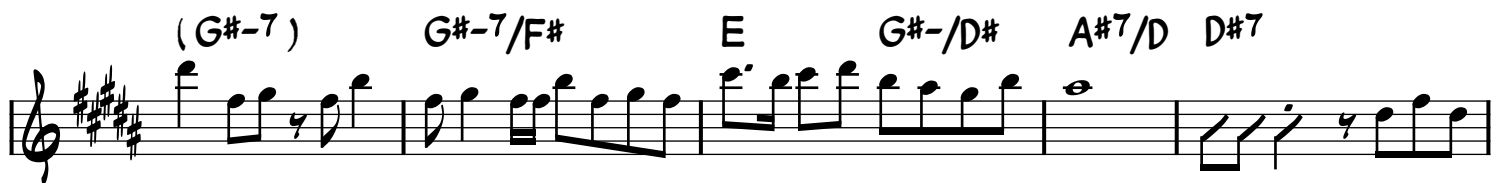
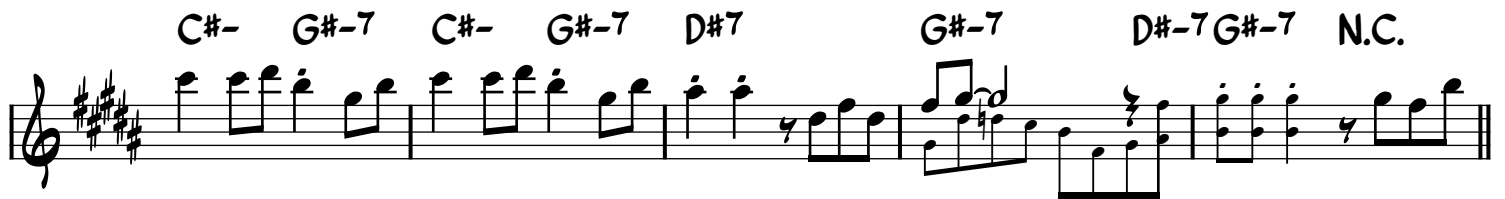
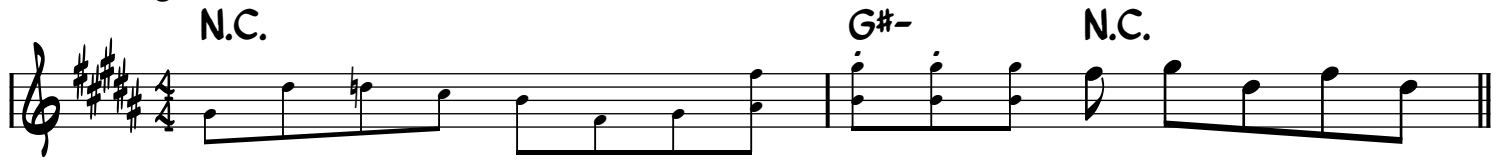
Driftveil City

from Pokémon Black & White

Composed by Junichi Masuda

Transcribed by Ashanti Mills

♩ = 135
N.C.



Loop to [A]

Route 10

from Pokémon Black & White

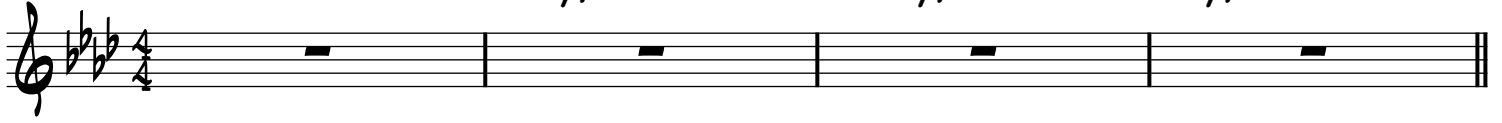
Composed by Shota Kageyama
Transcribed by xXChickyChuXx

♩ = 140
F-

E^b6/F

D^bΔ⁷/F

E^b/F



[A]

F-

E^b6

D^bΔ⁷

A^badd⁹/C



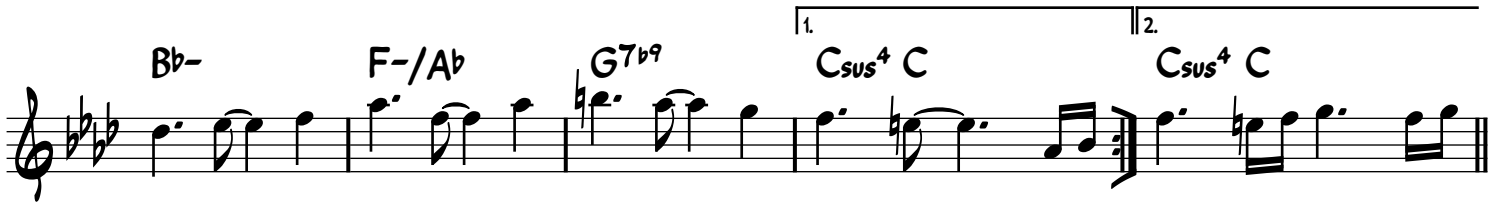
B^b-

F-/A^b

G⁷^b⁹

C_{sus}⁴ C

C_{sus}⁴ C



[B]

B^b-

E^b

A^b

D^b6



B^b-

E^b

A^b

C_{sus}⁴

C



B^b-

E^b

A^b

D^b6

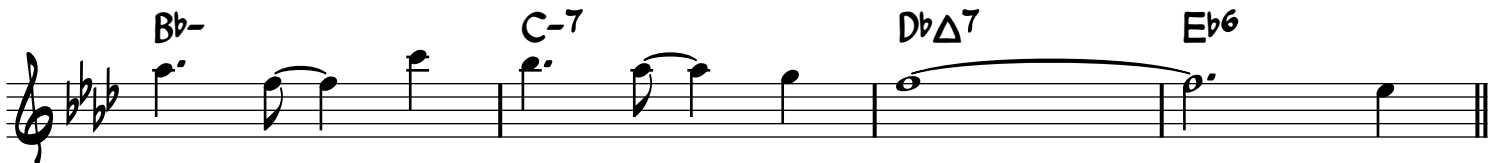


B^b-

C-7

D^bΔ⁷

E^b6

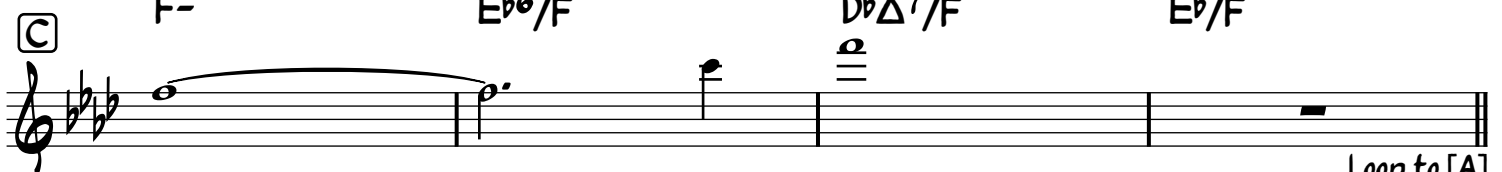


F-

E^b6/F

D^bΔ⁷/F

E^b/F



Loop to [A]

The Dreamyard

from Pokémon Black & White

Composed by Go Ichinose

Transcribed by Ashanti Mills

Bossa nova ♩ = 134

B⁹ A EΔ⁹ D#7#9

No bass and drums All in

DΔ7 C#7

CΔ7 F#sus⁴ B⁹

G#sus⁴ C# F#-7 B7b9

B EΔ⁹ D#7#9

DΔ7 C#7#9

CΔ7 F#sus⁴ B⁹

G#sus⁴ C# F#-7 B7 EΔ7 A7 EΔ9 A7

EΔ9 A7 EΔ9 A7

No bass and drums Loop to [A]

Humilau City

from Pokémon Black 2 & White 2

Composed by Go Ichinose
Transcribed by Jonathan Aldrich

$\text{♩} = 120$

The musical score is written in G major (one sharp) and 4/4 time. It consists of ten staves of music. The first two staves are the main melody, with chords B-7, E7, C#-7, and F#7. The third and fourth staves are marked with a circled 'A' and feature a more rhythmic melody with chords B-7, DΔ7/E, E13, C#-9, and F#7#5. The fifth and sixth staves continue the melody with chords FΔ7, B-7b5/F, E-7, G07, and A7b9. The seventh and eighth staves are marked with a circled 'B' and feature a melody with chords DΔ7, E/D, C#-7, and F#-7. The ninth and tenth staves conclude the piece with chords B-7, E7, AΔ7, F#7b9, DΔ7, E/D, C#-7, F#7, B-7, D-/E, D-6/A, and E7#5b9.

Chords: B-7, E7, C#-7, F#7, B-7, E7, C#-7, EΔ7/F#, F#9#5, B-7, DΔ7/E, E13, C#-9, F#7#5, FΔ7, B-7b5/F, E-7, G07, A7b9, D-7, E-7, FΔ7, E7b9, DΔ7, E/D, C#-7, F#-7, B-7, E7, AΔ7, F#7b9, DΔ7, E/D, C#-7, F#7, B-7, D-/E, D-6/A, E7#5b9

Loop to top

Marine Tube

from Pokémon Black 2 & White 2

Composed by Go Ichinose
Transcribed by nestedcrow

Half-time feel ♩ = 74

A

AbΔ7 Ab°7

Bb-7 Eb7

AbΔ7 A°7

Bb- Bb-7b5 Eb7

B

C-7 F7

Db6 Db-6 Eb7

C-7 F7

Db6 Db-6 Eb7

Db/Ab Db- Ab N.C.

(Bass) Loop to top

Mt. Battle

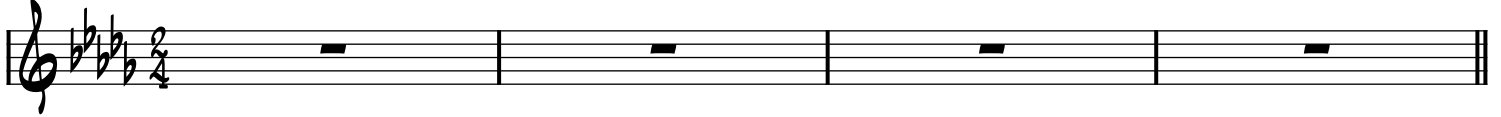
from Pokémon Colosseum

Composed by Tsukasa Tawada

March ♩ = 105

Intro

Bb-



[A]

Bb-

Gb

Ab

Bb-



Bb-

Gb

Ab

Bb



[B]

Bb-



Loop to [A]

Battle! (Champion)

from Pokémon Diamond & Pearl

Composed by Junichi Masuda

Transcribed by Tristan H

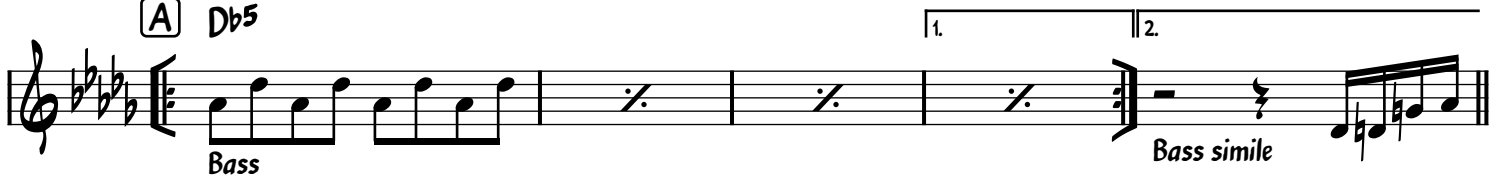
♩ = 155

DΔ7^{b5}/G#



♩ = 187

A D^{b5}



B D^{b5}

C^{b5}

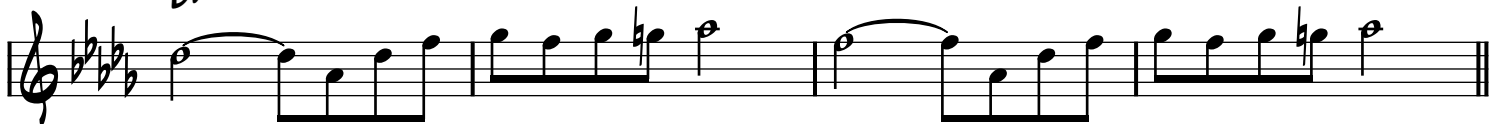


B^{bb}

C^b



D^b



C

D^b

C^b

G^b/B^b

G^b/D^b



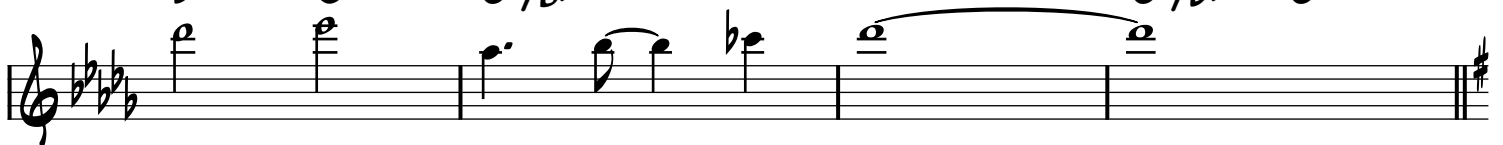
D^b

C^b

G^b/B^b

G^b/D^b

G^b



D E⁵

(Bass)

E E⁵

Bassline continues until the loop

F⁵/E

F E⁵

(E⁵)

G E⁵

No drums

Loop to [A]

Bicycle

from Pokémon Diamond & Pearl

Composed by Go Ichinose
Transcribed by Tristan H

♩ = 177
B⁺

A EΔ⁹

C#^{-add2} B^{add2}

A⁶ A⁶₉ A⁶

B⁷ A/B B^{sus}⁴ B⁺

B EΔ⁹

C#^{-add2} B^{add2}

A⁶ A⁶₉ A⁶

B⁷ A/B B^{sus}⁴ B⁺

Eterna Forest

from Pokémon Diamond & Pearl

Composed by Hitomi Sato
Transcribed by Ashanti Mills

♩ = 152

CΔ7 **F**Δ7^{b5}

(**F**Δ7^{b5}) **C**Δ7 **A**-7 **G**#07

Rhythm simile

A **F**Δ7 **F**07 **F**Δ7^{b5} **C**Δ7 **A**-7 **C**7/**G**

FΔ7 **F**07 **F**Δ7^{b5} **C**Δ7 **A**-7 **C**7/**G**

B **D**-7 **E**-7 **A**-7 **G**-7

D-7 **E**-7 **D**-7 **E**-7 **F**Δ7 **G**7 **F**Δ7 **F**Δ7^{b5}

E7^{sus4} **D**-7 **E**-7 **F**Δ7 **F**07

FΔ7^{b5} **C**Δ7 **F**Δ7^{b5}

Loop to top

Jubilife City (Day)

from Pokémon Diamond & Pearl

Composed by Hitomi Sato

Transcribed by Jonathan Aldrich

Swing 8ths ♩ = 140

A

$C\Delta^9$ $B-7$

$A-7$ $B-7$ $E-7$ $E\flat^{\circ}7$

B

$C\Delta^9$ $B-7$ $E-$ $E\flat^+$

$C\Delta^9$ $D13$ $G\Delta^9$ $D7$ $E\flat7$

C

$G\flat\Delta^9$ $D\flat\Delta^7/F$ $B\flat-7$ $A\flat-7$

$G\flat\Delta^9$ $F-$ $D\flat7/A\flat$ $B\flat-7$ $D\flat7/A\flat$

$G\flat\Delta^9$ $F-7$ $B\flat-7$ $F\Delta^9$ $E-7$ $D-7$

Loop to top

The musical score is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It is divided into three sections: A, B, and C. Section A consists of two staves of music. Section B consists of two staves. Section C consists of three staves. The music features a swing feel with eighth notes. Chord symbols are placed above the notes. Trills are indicated by a '3' under a bracket. The score ends with a double bar line and a sharp sign, with the instruction 'Loop to top' below it.

Route 201

from Pokémon Diamond & Pearl

Composed by Hitomi Sato
Transcribed by xXChickyChuXx

Bouncy ♩ = 120

Intro F B \flat /F C/F B \flat /F

A F F/A B \flat F B \flat F B \flat C

B \flat F C F B \flat F C F

B B \flat C F/A F B \flat F B \flat C

Rhythm only: 12/8 feel

4/4 feel
F B \flat /F C/F B \flat /F

Loop to [A]

Route 203 (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Tristan H

♩. = 128

Intro N.C. Ab/Eb Eb

Ab/Eb Eb D5 D7

A C D/C D#° B7 E- D

C D E E7

B C D E A-7 GΔ7 E7

A-7 B-7 C-7 D7sus4 F7

C Bb D-/A D°/Ab Eb/G Eb F Gb Ab

Bb F-/C F°/Cb Gb/Bb Gb Ab Gb Ab Bbb Cb

Staff 1: Treble clef, key signature of three flats (Bb, Eb, Ab). Chord **D** is in a box. Chords **Db** and **Eb** are indicated above the staff. The staff contains a melodic line with a wavy line at the beginning and a double bar line at the end.

Staff 2: Treble clef, key signature of three flats. Chords **Ab⁶/Eb** and **Eb** are indicated above the staff. The staff contains a melodic line with a double bar line at the end.

Staff 3: Treble clef, key signature of three flats. Chords **Ab⁶/Eb** and **Eb** are indicated above the staff. The staff contains a melodic line with a double bar line at the end.

Staff 4: Treble clef, key signature of three flats. Chords **Ab⁶/Eb**, **Eb**, **D⁵**, and **D⁷** are indicated above the staff. The staff contains a melodic line with a double bar line at the end. Below the staff, the text "Loop to [A]" is written.

Route 209 (Day)

from Pokémon Diamond & Pearl

Composed by Hitomi Sato

Transcribed by David Chihlas

♩ = 86

D/A A D D/C# D/B D/A

No bass Bass in

D/G D/F# Bb C7

D G/D D G/D

[B] DΔ7 F#-7 GΔ7 A7sus4 DΔ7 F#-7 GΔ7 F#7sus4

B- Bb+ D/A Ab-7b5 G A Bb C

D BbΔ7/D CΔ7/G D G/D

[C] DΔ7 F#-7 GΔ7 A7sus4

DΔ7 F#-7b5 GΔ7 A7sus4

D E-/D

No bass

Loop to [A]

Route 216 (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Garrett Hoffman

$\text{♩} = 94$

Intro

$G\Delta^9$ $G-9$ C/G $F\Delta^9$ $E\flat/F$

(Bass) (Bass simile)

A $G\Delta^9$ $G-9$

C/G $E\flat/F$ $E\flat/D$ $D-7$

Swing 8ths $\text{♩} = 94$ ($\text{♩} = \text{♩}$)

B $G\Delta^9$ $G-9$

C/G $E\flat/F$

$G\Delta^9$ $G-9$

C/G $E\flat/F$

C $G\Delta^9$ $G-9$

C/G $E\flat/F$

GΔ⁹ G-⁹

C/G Eb/F D7#5

D CΔ⁷ F#7/A# B-7 G#o7

A-7 C-7/Eb D7

CΔ⁷ F#7/A# B-7 E7

CΔ⁷ D7 GΔ⁹ C-Δ⁷ D7

Loop to [B]

Route 225 (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Iandrum

Rock ♩ = 141

N.C./C [A] F B \flat -/D \flat E \flat C7 \flat 9

(Drum solo)

F B \flat -/D \flat E \flat C7 \flat 9

[B] D- B-7 \flat 5

G-7 B \flat Δ 7 1. C A/C# 2. C C7#5

[C] F C/E E \flat B \flat /D B \flat -/D \flat F/C D \flat B \flat -/D \flat C7 sus^4

D- D \flat + F/C B-7 \flat 5 B \flat G-7 1. B \flat /C C7 2. B \flat /C G-7

(G-7) G-7 \flat 5 F N.C./C

(Drum solo)
Loop to [A]

Solaceon Town (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Jonathan Aldrich

♩. = 84

D7#5b9 **D7** **D7#5**

[A] **GΔ7** **F#7** **A-7** **D7** **D7#5**

GΔ7 **F#7** **A-7** **D7** **C-7** **F7**

[B] **E♭Δ7** **A7/C#** **D-7** **B07**

C-7 **E♭/F** **F7b9** **B♭Δ7** **A♭6** **B07**

E♭Δ7 **A7** **D-7** **G7#5** **G7b9** **C-7** **E♭/F** **F7b9**

G-6 **F** **D7#5b9** **D7** **D7#5**

Loop to [A]

C D D/C

G/B Bb A7

D D/C

G/B Bb C

Dsus4 D A7

Loop to [A]

C **Bb-7** **Eb7/Db** **A^bΔ7** **F7**

Bb-7 **Db07** **C-7** **F#07** **F7**

Bb-7 **Bb07** **G-7** **C7#9**

Loop to [A]

Twinleaf Town (Day)

from Pokémon Diamond & Pearl

Composed by Hitomi Sato

Transcribed by Tristan H

Ballad ♩ = 80

A F F/A D7 D7/C G- F#+ Bb/F E°7

F F/A F+/A D- Db+ G-7 G7/B C7

B F Ab°7 F F7

Bb F/A G-7 C7

C F F7/Eb Bb Bb-

F/C Bb- Bb-/F Bb-/C C7sus4 / / N.C.

Loop to top

Veilstone City (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Garrett Hoffman

Swing ♩ = 120

A A7 F#7 B-7 E7 A7 F#7 B-7 E7

(Rhythm in)

B A7 D7 A7 D7 D#07 A7/E C#-7 F#7 B-7 E7 A7 C7 B-7 Bb7

C A7 D7 A7 D7 D7 D7b9 A7/E C#-7 F#7 B-7 E7 A7 F#7 B-7 E7

Stop time Normal time

D **A7** **D7** **D#07**

A7

D7 **D7b9** **A7/E** **C#-7** **F#7**

B-7 **E7**

Eterna City (Day)

from Pokémon Diamond & Pearl

Composed by Go Ichinose

Transcribed by Steven Higbee & Jonathan Aldrich

♩. = 88

G **[A]** **G** **A-** **B-** **E-**

C **A-** **B-** **E⁷** **A-** **C-** **D^{sus⁴}** **D**

[B] **G** **A-** **B-** **A-** **B-** **B⁷** **E-** **E-/D E-/C# /**

C **D⁷/C** **D⁷** **D^{#07}** **E-⁷** **A⁷** **C** **C-** **G** **G⁷**

[C] **C-⁶** **C⁰⁷** **G** **G⁷/F** **C-⁶** **C⁰⁷** **G** **G⁷/F**

C-⁶ **C⁰⁷** **G** **G^{#07}**

A-⁷ **C-⁶** **C⁶** **D^{sus⁴}** **D**

rit.

[D] ♩. = 64, *accel* to 88

G **A-** **C** **C-**

(♩. = 88)

G

rit.

Loop to [A]

Azalea Town

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

♩ = 120

Intro

G^bΔ⁹

G^b

G^bΔ⁷

G^b

A

G^b

B^b- / / B^b

E^b- D⁺

G^b/D^b

C-7^{b5}

1.

C^b

C^o

D^b

D^b_{sus}⁴

D^b

2.

C^b

C^o

D^b

D^b_{sus}⁴

D^b

B

B^b-7

B^b7

E^b- D⁺

B^b-7

B^b7

E^b-

A^b7

C^b

C-7^{b5}

D^b_{sus}⁴

D^b

Loop to [A]

Cherrygrove City

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

♩ = 128
F7

[A] B \flat F7

E \flat /G B \flat E \flat /G F7

E \flat /G B \flat E \flat -7 B \flat

Loop to [A]

The image shows a musical score for the song 'Cherrygrove City' from Pokémon Gold & Silver. It consists of three staves of music in 4/4 time, with a tempo of 128 beats per minute. The key signature has two flats (B-flat and E-flat). The first staff begins with a treble clef, a key signature of two flats, and a 4/4 time signature. It contains a sequence of eighth and quarter notes, followed by a double bar line and a section marked with a circled 'A'. Above the first staff are the chords F7, [A], B-flat, and F7. The second staff continues the melody with chords E-flat/G, B-flat, E-flat/G, and F7. The third staff concludes the piece with chords E-flat/G, B-flat, E-flat-7, and B-flat, ending with a double bar line and the instruction 'Loop to [A]'.

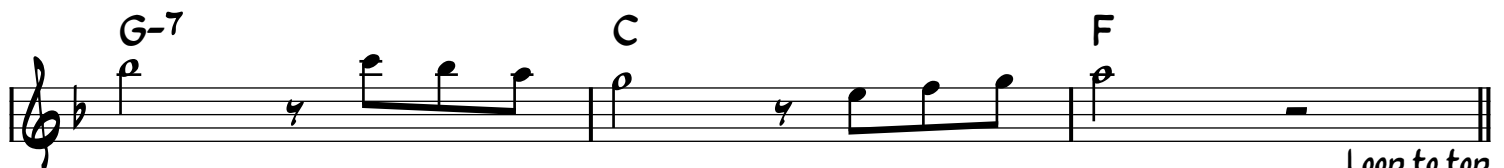
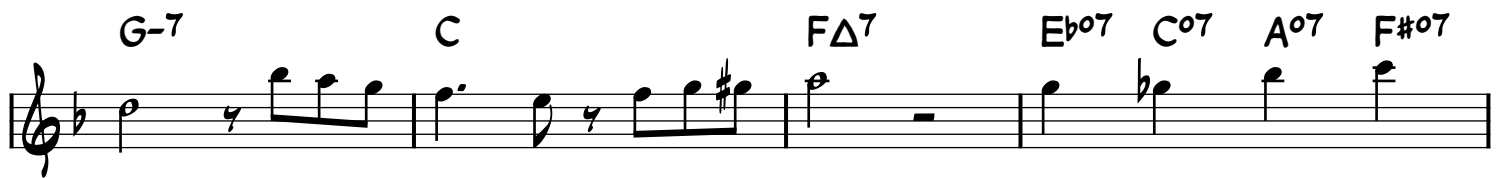
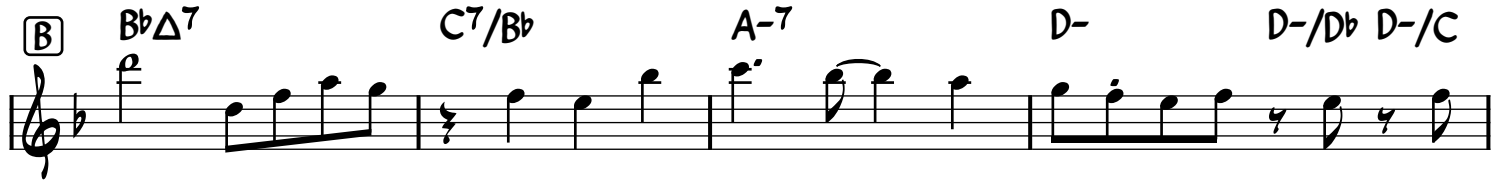
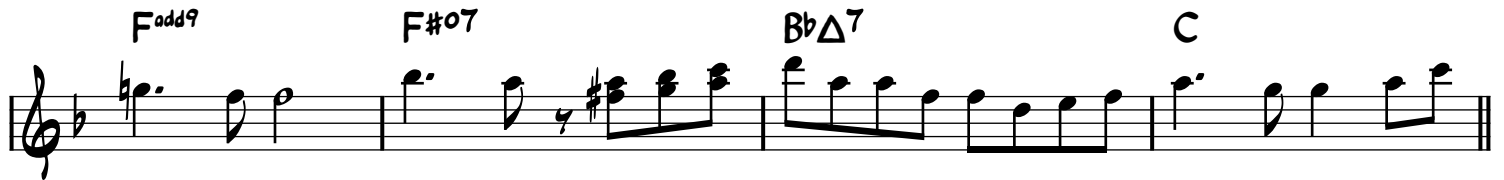
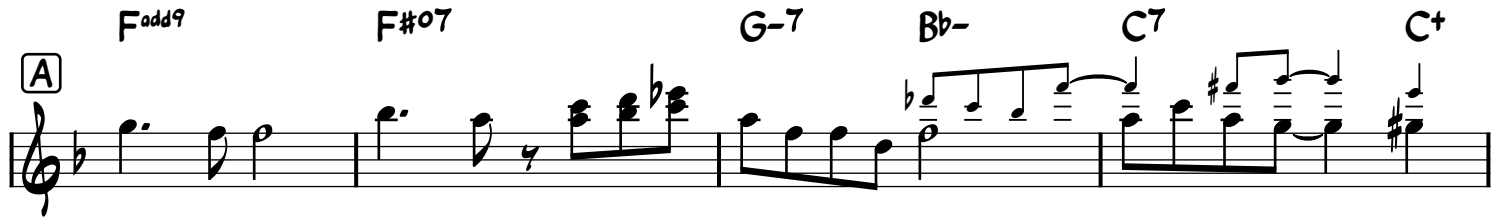
Ecru Peak City

from Pokémon Gold & Silver

Composed by Go Ichinose

Transcribed by Bao Vuong

♩ = 98



Loop to top

Ending Theme

from Pokémon Gold & Silver

Composed by Go Ichinose

Transcribed by Iandrum & Jonathan Aldrich

$\text{♩} = 138$

C_{sus^4} C **A** F C/E F⁷/E^b B^b/D

B^b-/D^b F/C G/B C ^{1.} C ^{2.} C_{sus}⁴ C

B B^bΔ⁷ C⁷ A-⁷ D- D^{b+}

B^b C A-⁷ D-

B^bΔ⁷ C⁷ A-⁷ D- D^{b+}

B^b G⁷/B C_{sus}⁴ C D

C G D/F[#] G⁷/F C/E

C-/E^b B-/D A/C[#] D_{sus}⁴ D

CΔ7 D7 B-7 E- Eb+

C A7/C# Dsus4 D

D G B- C C- D

G B- C D D7

G F G F G

Goldenrod City

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by xXChickyChuXx

♩ = 110

A G^b D^b/F E^b- D^b C^b A^b- D^b_{sus}⁴ D^b7

G^b D^b/F E^b- D^b C^b A^b- D^b_{sus}⁴ D^b7

B G^b D^b7/F C^b/E^b D^b7

G^b D^b7/F C^b/E^b D^b7

Loop to top

Ice Path

from Pokémon Gold & Silver

Composed by Junichi Masuda

Transcribed by Ashanti Mills

♩ = 76
F-

(Bass)

A Db/F C-/F Eb-/F F-7

Bass simile

Db/F C-/F Eb-/F F-7 Db/F C-/F Eb-/F F-7

Rhythm simile

B Db/F C-/F Eb-/F F-7 Db/F C-/F Eb-/F F-7

Rhythm out

Db/F C-/F Eb-/F F-7 Db/F C-/F Eb-/F F-7

Rhythm in

C F-

Rhythm out

Db/F C-/F Eb-/F F-7

Db/F C-/F Eb-/F F-7

Loop to [A]

Lavender Town

from Pokémon Gold & Silver

Composed by Go Ichinose

Transcribed by xXChickyChuXx

♩ = 61
N.C.



[A] F G- A- A^{o7} B^b B^o C^{sus4} C⁷

Rhythm simile

F G- A- A^{o7} B^b C^{sus4} F^{sus4} F

[B] B^b F B^b F B^b B^o C^{7sus4} C⁷

Loop to [A]

National Park

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by JohnStacy

♩ = 100 **A** G^bΔ⁷ C^b-/G^b G^bΔ⁷ C^b-/G^b

C^bΔ⁷ C^b-Δ⁷ B^b-7 E^b7

C^bΔ⁷ C^b-Δ⁷ B^b-7 E^b7 E^b7

1. 2.

B C^bΔ⁷ C^b-Δ⁷ B^b-7 E^b7

C^bΔ⁷ C^b-Δ⁷ B^b-7 E^b7

Loop to [A]

New Bark Town

from Pokémon Gold & Silver

Composed by Go Ichinose
Transcribed by Zack Wong

Easygoing ♩ = 103

[A] G G⁺ G⁶ G⁷ C A⁷/C[#] D⁷

G G⁺ G⁶ G⁷ C A⁷/C[#] D⁷

[B] CΔ⁷ D⁷ CΔ⁷ D⁷

CΔ⁷ D⁷ CΔ⁷ D⁷

Loop to [A]

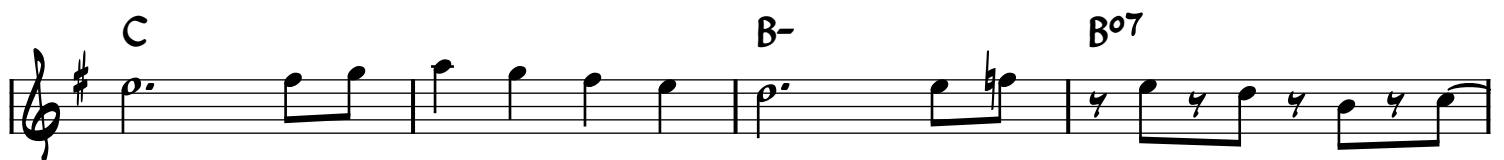
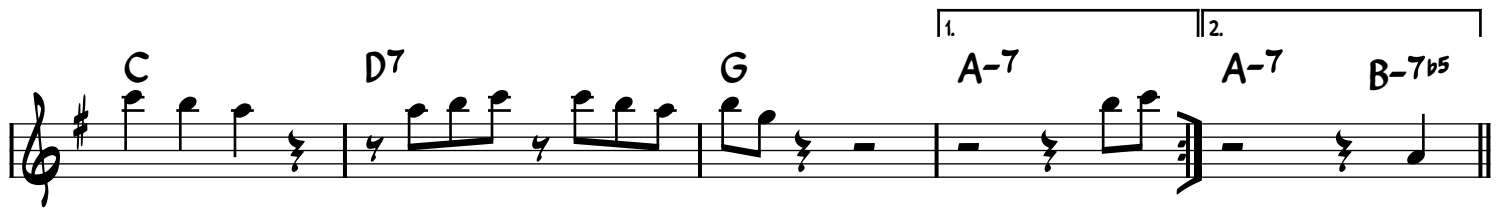
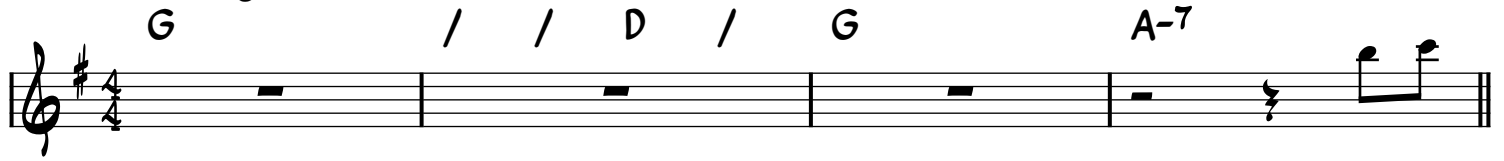
Pewter City

from Pokémon Gold & Silver

Composed by Junichi Masuda & Go Ichinose

Transcribed by David Chihlas

Bossa nova ♩ = 122



Loop to [A]

Route 29

from Pokémon Gold & Silver

Composed by Junichi Masuda
 Transcribed by xXChickyChuXx

♩ = 131 [A] F B \flat G 7 /B C $_{sus}^4$ C F B \flat C F

F B \flat G 7 /B C $_{sus}^4$ C F C $_{sus}^4$ C F

[B] B \flat F C 7 D D 7

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

Loop to [A]

Violet City

from Pokémon Gold & Silver

Composed by Go Ichinose
 Transcribed by Ashanti Mills

Intro ♩ = 120
 AΔ7#11 G#-7 C#-7 F#-7 F#7/A# E/B B

A E F#- B7 E

C#- G#/B# E/B F#7 A E/B B7 A/E E

B C D B- E- C8 D B- E-

A A#0 Bsus4 B

Loop to [A]

Pokégear Radio: Poké Flute

from Pokémon HeartGold & SoulSilver

Composed by Junichi Masuda

Transcribed by Jer Roque

♩ = 78 [A] F B \flat C 7 F F/A B \flat C 7 F

[B] B \flat B \flat - F/A D- F/G G 7 /B C $_{sus^4}$ C Loop to [A]

Barren Valley

from Pokémon Mystery Dungeon: Explorers of Sky

Composed by Arata Iiyoshi

♩ = 110

A G- C G- C F A F A

G- C G- C F A F A G- C G- C

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

B C-7 Eb

AbΔ7 Bb C- G-/C C G-/C

C Ab G- Ab C-7

Ab C-7 Ab C-7

D **A^b** **C⁻** **A^b** **C⁻**

A^b **C⁻** **A^b** **C⁻**

E **G**

D_{sus}⁴ **G** **D_{sus}⁴** **G**

Loop to top

Dark Wasteland

from Pokémon Mystery Dungeon: Explorers of Sky

Composed by Arata Iiyoshi
Transcribed by xXChickyChuXx

♩. = 57

Intro

N.C.



Bb_{sus}⁴ Bb-7

Bb_{sus}⁴ Bb-7

Bb-



Bb_{sus}⁴ Bb-7

Bb⁷_{sus}⁴/Ab Bb-7/Ab

A



Gb⁶ Gb^{add9}

F-7 F-

N.C.



Rhythm unison

Bb_{sus}⁴ Bb-7

Db^{add9} Db



Gb⁶

Gb^{add9}

F-7

F-



N.C.



Rhythm unison

B F_{sus^4} E^b/F B^b/F $F-7$

E^b $F-7$ E^b $F-7$

$G^b\Delta^7$ $F-7$ E^b-7 F_{sus^4} F

C B^b G^b6 B^b G^b6

$F-7$ E^b-7 $D^b\Delta^7$ $C^b\Delta^7$ B^b

(B^b) G^b6 B^b G^b6

$F-7$ E^b-7 $F-7$ $B^b_{sus^4}$ B^b

$B^b_{sus^4}$ B^b-7

Loop to [A]

In the Morning Sun

from Pokémon Mystery Dungeon: Explorers of Sky

Composed by Arata Iiyoshi
 Transcribed by xXChickyChuXx

♩ = 152

C Δ 7 D6 E-7 D6 C Δ 7 D6 E-7 D6

A

C Δ 7 D6 E-7 D6

C D7 D/F#

B

E-7 D6 C Δ 7 G/B

C Δ 7 D6 E-7 D6

E-7 D6 C Δ 7 G/B

C Δ 7 D6 E-7

C EbΔ7 Bb/D

C-7 F G_{sus}²

C-/Eb Bb/F G_{sus}⁴ C

Ab F-

G_{7sus}⁴ G₇ G

D CΔ7 D6 E-7 D6

CΔ7 D6 E-7 D6

CΔ7 D6 E-7 D6

CΔ7 D6 E-7 D6

CΔ7 C#-7^{b5} D6 F#⁰

CΔ7 D6 E-7 D6

CΔ7 D6 E-7 D6

Loop to [A]

Treasure Town

from Pokémon Mystery Dungeon: Explorers of Time & Darkness

Composed by Arata Iiyoshi

Jig, swing 8ths ♩ = 170

A G

The musical score is written in treble clef with a key signature of one sharp (F#) and a 7/8 time signature. It consists of ten staves of music. The first staff is marked with a boxed 'A' and a 'G' chord. The second staff has '(G)' above it. The third staff is marked with a boxed 'B' and has a slur over the first two measures. The fourth staff has '(G)' above it and 'N.C.' at the end. The fifth staff is marked with a boxed 'C' and has chords G, C, G, and D above it. The sixth staff has chords E-, D, C, D, G, and G above it, with first and second endings indicated. The seventh staff is marked with a boxed 'D' and has chords C, G/B, C, D/C, and G/B above it. The eighth staff has chords C, D, E-, G/B, C, and A/C# above it. The ninth staff has a 'D_{sus}⁴' chord above it and a slur over the first two measures. The tenth staff ends with the instruction 'Loop to top'.

B

C

D

1. 2.

Loop to top

In the Hands of Fate

from Pokémon Mystery Dungeon: Explorers of Time & Darkness

Composed by Arata Iiyoshi

Transcribed by xXChickyChuXx

Lullaby ♩ = 78

[A] F/B \flat G-/B \flat F/A N.C.

F/B \flat C 7 /B \flat A-/C D- 7 N.C.

F/B \flat G-/B \flat F/A D 5

B \flat Δ^7 A- 7 /C A- N.C.

Loop to [A]

The musical score is written in treble clef with a key signature of one flat (Bb) and a 3/4 time signature. It consists of four staves of music. The first staff begins with a tempo marking 'Lullaby ♩ = 78' and a repeat sign. Above the first four measures are chords: [A] F/Bb, G-/Bb, F/A, and N.C. The second staff has chords F/Bb, C7/Bb, A-/C, D-7, and N.C. above its measures. The third staff has chords F/Bb, G-/Bb, F/A, and D5. The fourth staff has chords BbΔ7, A-7/C, A-, and N.C. The piece ends with a double bar line and the instruction 'Loop to [A]'.

Sympathy and Sincerity

from Pokémon Mystery Dungeon: Gates to Infinity

Composed by Keisuke Ito & Yasuhiro Kawagoe

A $\text{♩} = 75$ $F-7$ $F-7/Eb$ $Db\Delta^9$ $F-7$ $F-7/Eb$ $Db\Delta^9$

Ab/C $Eb7/Db$ $Eb7$ $F-7$ $Gb\Delta^7$ $F7sus^4$ F

B $Bb-$ Ab Gb $F-$ $Eb-$ Db $Csus^4$ F

$Bb-$ Ab Gb $F-$ $Eb-$ Db $C-$ $Csus^4$ $F7sus^4$ F

C Db $Db6$ $Db\Delta^7$ Db Ab/C $Ab6/C$ $F-9$ $F-$

Db $Db6$ $Db\Delta^7$ Db Ab/C Eb/F F/G $G7$

D C F $A-$ C/F $G7$ C F

$A-$ $G7sus^4$ $G7$ $F\Delta^7$ $G6$ $A-7$ C^{add2}

E Gb $Bb-/F$ F

Loop to [A]

Friend Area - Swamp

from Pokémon Mystery Dungeon: Red & Blue Rescue Team

Composed by Arata Iiyoshi

Jig ♩. = 100

Dsus⁴



Friend Area - Swamp

from Pokémon Mystery Dungeon: Red & Blue Rescue Team

Composed by Arata Iiyoshi

Jig ♩. = 100

C#sus⁴



Awakening

from Pokémon Mystery Dungeon: Red & Blue Rescue Team

Composed by Arata Iiyoshi

Transcribed by xXChickyChuXx

Waltz ♩ = 144

A C D- G/B C

F C/E D- C/G G/B

C D- G/B C

F C/E A-7 D- G7 C

B C G7/F C/E A-

D- G/B C C7

D- G/B C A-

D- D G7sus4 G7b9 G7sus4 G7b9 rit. Loop to top

Great Canyon

from Pokémon Mystery Dungeon: Red & Blue Rescue Team

Composed by Arata Iiyoshi

Transcribed by xXChickyChuXx

♩ = 100

Intro B^5 $C\#5$ N.C. B^5

A $C\#-$ E

$F\#-$ A B

$C\#-$ E

$F\#-$ A B

B $C\#-$ E

$F\#-$ $C\#-/F\#$ $F\#-/A$ B

$C\#-$ E

$F\#-$ $C\#-/F\#$ $D\#^0$ $G\#$

Loop to [A]

D C/F C/E



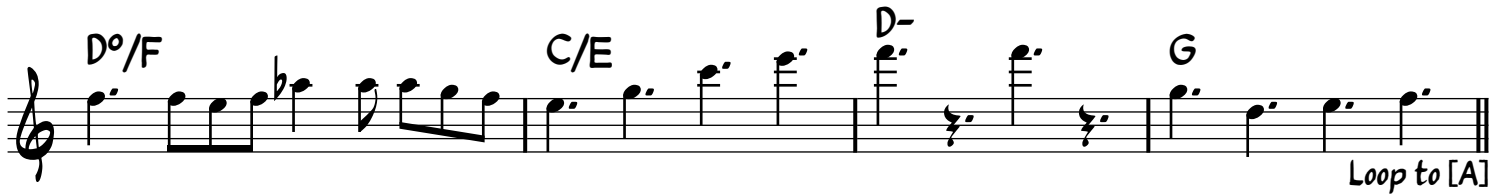
C/F C/E



E Bb F/A F-/Ab C/G



D°/F C/E D- G



Loop to [A]

Celadon City

from Pokémon Red & Blue

Composed by Junichi Masuda

Transcribed by Dylan R

♩ = 130

Intro G A C G C

(C) G

B C G7

C G7

Loop to [A]

Pallet Town

from Pokémon Red & Blue

Composed by Junichi Masuda
 Transcribed by Riley Zielinski

♩ = 120

A C F/A G/B C F/A B° F/A C D- G

C F/A G/B C F/A G/B G/D C F/A G

B F G C A- F G C

D-/A G⁷/B F/A G⁷/B

Loop to top

Pokémon Center Theme

from Pokémon Red & Blue

Composed by Junichi Masuda

Transcribed by mkafie

A ♩ = 130

G D7 G

G D7 G

B

G A- D7 G

G A- D7 G Loop to top

Pokémon Gym

from Pokémon Red & Blue

Composed by Junichi Masuda
Transcribed by Ben Horkley

♩ = 136

F Eb D- C7

[A] F Eb F Eb

F Eb F Eb

[B] F Eb F Eb

F Eb F Eb

Loop to [A]

Route 1

from Pokémon Red & Blue

Composed by Junichi Masuda
 Transcribed by xXChickyChuXx



Dive

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Ashanti Mills

♩. = 172

$C\Delta^7$ $Bb\Delta^7$

$C\Delta^7$ $Dbb\Delta^7$

Rhythm simile

A $C\Delta^7$ $Bb\Delta^7$

$C\Delta^7$ $Dbb\Delta^7$

B $Abb\Delta^7$ $G\Delta^7$

(Bass)

$Bb-7$ $C\Delta^7$

Lilycove City

from Pokémon Ruby & Sapphire

Composed by Go Ichinose

Transcribed by Garrett Hoffman

Waltz ♩ = 180

E E⁶ EΔ⁷ E⁶ E E⁶ EΔ⁷ E⁶

A A A- G#-7 C#7

A A- G#-7 EΔ⁷ E⁶^{b5}

B E G#- C#- F#-7 F#7 B7

E G#- C# F#-7 F#7 B7

C AΔ⁷ B/A G#-7 E⁷/G# F#-7 B⁷/F# EΔ⁷ E#^o7

AΔ⁷ B/A G#-7 G#^o7 F#-7 F#^o7 FΔ⁷

Loop to top

Littleroot Town

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Jonathan Aldrich

$\text{♩} = 108$

F **A** B \flat D- D7 G- G \flat \sharp B \flat /F E-7 \flat 5

E \flat /B \flat E \flat C-7 F sus^4 F7/A F7

B \flat D- D7 G- G \flat \sharp B \flat /F E-7 \flat 5

E \flat /B \flat E \flat C-7 F sus^4 F7/A F7

B D-/F D/F \sharp G-/D E-7 \flat 5 E \flat C-7 F sus^4 F7/E \flat

D- D/F \sharp G-/B \flat E-7 \flat 5 E \flat E $^{\circ}$ F sus^4 F7

Loop to [A]

Poké Mart

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Garrett Hoffman

Swing (2-feel) ♩ = 170

[A] E E⁺ E⁶ E⁷

Swing

A F#- B

[B] E E⁺ E⁶ E⁷

A F#- B

[C] G# C#- C#-/B# C#-/B C#-/A#

G# C#- C#-/B# C#-/B C#-/A#

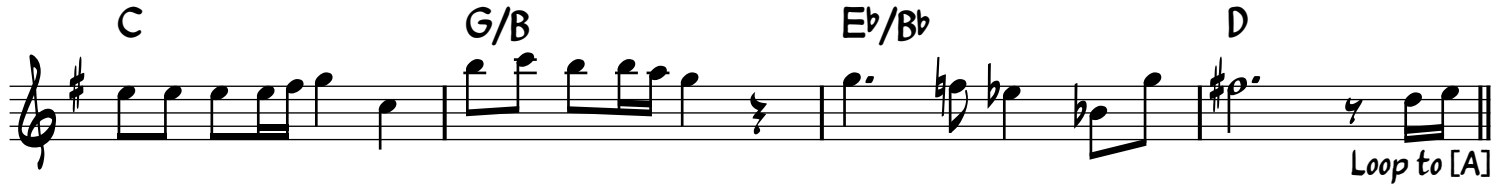
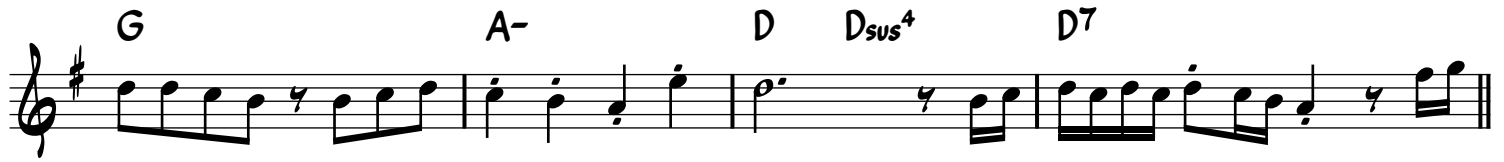
A B^b B^{sus4} B

Loop to [A]

Route 101

from Pokémon Ruby & Sapphire

Composed by Morikazu Aoki
 Transcribed by xXChickyChuXx



Rustboro City

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by nestedcrow

Bossa nova ♩ = 128

A Eb F-7

Bb7 CbΔ7 GbΔ7 F-7 FbΔ7

Eb F-7

Bb7 CbΔ7 GbΔ7 F-7 Bb7

B AbΔ7 Ab-Δ7 G-7 G-7b5

F-7 Bb7 Eb Db°7 C7b9

AbΔ7 Ab-Δ7 G-7 G-7b5 E°7

F-7 F-7b5 Eb N.C.

Loop to [A]

Slateport City

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Jonathan Aldrich

$\text{♩} = 124$

G D/F# E- D C G/B A- C D

A A-7 D7 B-7^{b5} E7/B

A-7 D7/A D7 E^bΔ7 A-7 D7

B A-7 D7 D7/C B-7^{b5} E7/B

FΔ7 F#-7^{b5} C/D D7

C G D/F# E- G/D C G/B C/D D

^{2.} A- C D A- C D A- C#^o D

D E^b D- D^b CΔ7

E^b F D- G7/D G7

E A E/G# F#- E D A/C# B- C D

The musical score is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It consists of five systems of music, each with a lettered section (A-E). Section A is the first system, B is the second, C is the third, D is the fourth, and E is the fifth. Each system contains a main melody line and one or two accompaniment lines. Chord symbols are placed above the notes. The score ends with a 'Loop to top' instruction.

Loop to top

Verdanturf Town

from Pokémon Ruby & Sapphire

Composed by Go Ichinose

Transcribed by Jonathan Aldrich

♩ = 84

A G B-7 E- Eb+ E-7/D C#-7b5

C A7 D7sus4 D7

G B-7 E- Eb+ E-7/D C#-7b5

CΔ7 A7 D7

B C F#° B- E-7 C D E- G

C F#° B- E-7 A-7 D7sus4

Loop to [A]

Ever Grande City

from *Pokemon Ruby & Sapphire*

Composed by Go Ichinose

Transcribed by Jer Roque & Jonathan Aldrich

Shuffle ♩ = 130

A

Chords: F-7, Bb7, Eb, Bb/D, Eb7/Db, C7, Ab-/Cb, Eb/Bb, F7/A, Ab-, Bb7, Eb, Bb/D, Eb7/Db, C7, Ab-/Cb, Eb/Bb, F7/A, Ab-, Bb7

B

Chords: CbΔ7, Bb-7, Ab-7, Ab-7b5, GbΔ7, Db7, Fb7, CbΔ7, Fb7, Bb-7, Eb7, Ab-7, Fb7, Db^{sus}4, Db, Db^{sus}2, Db

Loop to [A]

Sootopolis City

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Ashanti Mills

♩. = 136

A F- B \flat /F E \flat /F B \flat /F B \flat 7/F

F- B \flat /F E \flat /F F $^{\circ}$

B F- C/E C $^{\circ}$ /E \flat B \flat /D

B \flat -/D \flat A \flat /C A \flat $^{\circ}$ /C \flat C

F- C/E C $^{\circ}$ /E \flat B \flat /D

B \flat -/D \flat F-/C G7/B C

C A \flat E \flat /G E \flat -/G \flat F7 F \flat 7 A \flat /E \flat

B \flat /D E \flat 7 D \flat G $^{\circ}$ /B \flat A \flat E \flat /G E \flat -/G \flat F7

F \flat 7 A \flat /E \flat B \flat /D E \flat C7

Loop to [A]

Sootopolis City

from Pokémon Ruby & Sapphire

Composed by Go Ichinose
Transcribed by Ashanti Mills

♩. = 136

A E- A/E D/E A/E A⁷/E

E- A/E D/E E^o

B E- B/D[#] B^o/D A/C[#]

A-/C G/B G^o/B^b B

E- B/D[#] B^o/D A/C[#]

A-/C E-/B F[#]7/A[#] B

C G D/F[#] D-/F E⁷ E^b7 G/D

A/C[#] D⁷ C F[#]0/A G D/F[#] D-/F E⁷

E^b7 G/D A/C[#] D B⁷

Loop to [A]

Terminal

from Pokémon Rumble

Composed by Miki Obata
Transcribed by Parracodea

♩ = 95
G-7 C

rit.

[A] F Bb

a tempo

G- A- A/C#

[B] D- G-/Bb C F

G- C

Loop to [A]

Area Zero

from Pokémon Scarlet & Violet

Composed by Toby Fox
Transcribed by Nicholas Pinelli

Grave ♩ = 60

N.C.



$G\#sus^2$ $Asus^2$ $G\#sus^2$ $Asus^2$ $G\#sus^2$ $F\#sus^2$ $Dsus^2$ ¹²⁶⁶

Layer with previous

$G\#sus^2$ $Asus^2$ $G\#sus^2$ $Esus^2$ $F\#sus^2$ N.C.

Loop to top

Hau'oli City (Night)

from Pokémon Sun & Moon

Composed by Minako Adachi

Transcribed by Jonathan Aldrich

Straight-ahead jazz ♩ = 120

Intro C-7 Ab-/Cb CbΔ7 Cb^oΔ7

A EbΔ7 F9/A Ab-Δ7 G-7 C- Cb+

F9/A AbΔ7 A-7b5 Ab-Δ7 AbΔ7 ^{1.} CbΔ7#11

^{2.} CbΔ7#11 Ab-6 EbΔ7 / Eb7/Db

B AbΔ7 G-7 DbΔ7 CbΔ7 C7 F-7

Rhythm: stop time Rhythm: normal 3

CbΔ7 BbbΔ7 F-7 EbΔ7 AbΔ7 F9/A B^o7 CbΔ7

Rhythm: stop time Rhythm: normal Loop to [A]

Air Continent: Baram Town

from Pokémon Super Mystery Dungeon

Composed by Keisuke Ito

Slip jig ♩. = 115

A C

First staff of music for section A, starting with a treble clef and a common time signature. The melody begins with a quarter note C, followed by a quarter note D, and continues with eighth notes.

(C) G/C F/C

Second staff of music for section A, continuing the melody with various note values and rests.

B C F/C C

First staff of music for section B, starting with a treble clef and a common time signature. The melody begins with a quarter note C, followed by a quarter note D, and continues with eighth notes.

(C) F G C

Second staff of music for section B, continuing the melody with various note values and rests.

C G F C G

First staff of music for section C, starting with a treble clef and a common time signature. The melody begins with a quarter note G, followed by a quarter note A, and continues with eighth notes.

F C G F C D

Second staff of music for section C, continuing the melody with various note values and rests.

D G

First staff of music for section D, starting with a treble clef and a key signature of one sharp (F#). The melody begins with a quarter note G, followed by a quarter note A, and continues with eighth notes.

C D G

Second staff of music for section D, continuing the melody with various note values and rests.

(G)

Third staff of music for section D, continuing the melody with various note values and rests.

Loop to top

Serene Village

from Pokémon Super Mystery Dungeon

Composed by Keisuke Ito

Swing 8ths ♩ = 120

A C D-7 C/E G

C D-7 C/E G

C C7 F

C/G G C C^{sus}^{2/4} C

B C D-7 C/E G

C D-7 C/E G

Loop to top

Battle Tower Battle Theme

from Pokémon Sword & Shield

Composed by Toby Fox
Transcribed by AarekMG

Double-time rock ♩ = 130

N.C.



A-

F

N.C.



All in



A

A-

D

F

G/D

E-7

A7



A-

D

F

D-7

G

G#°

Asus⁴

A



B

FΔ⁷

G

D-

A

FΔ⁷

G

A7



FΔ⁷

G

G/D

A

FΔ⁷

G

A



C

F

G

E-

A

F

G

Asus⁴

A



F

G

E-

A-

G

F

G



D A⁵ B^{b5} A⁵ B^{b5}

A⁵ B^{b5} A⁵ F⁵ N.C.

D.S. al Coda

F G E- A F G G/A A

1st time no bass & drums
2nd time all in

F G E- A- F G G/A A

F G E- A F G G/A A

F G E- A- F G G/A A

D.C.
Loop to top

Normal Duel

from Pokémon Trading Card Game

Composed by Ichiro Shimakura

Transcribed by Iandrum

♩ = 130

Intro G

(G)

**A**

G

F/G

G



G

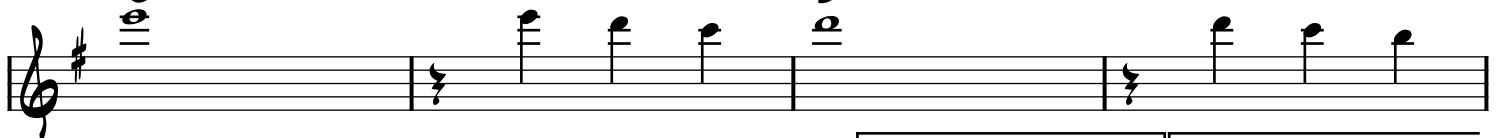
D-/G

G



C

B-



A-

C/D

G

(G)

**B**

F

G



F

A-7

Dsus⁴

D



6

6

Chord: C

G A- B- C

G E- A-7 D

2.

A-7 D

Gsus⁴ G Gsus⁴ D7sus⁴

Loop to top

Snowbelle City

from Pokemon X & Y

Composed by Shota Kageyama

Transcribed by Jonathan Aldrich

♩ = 62

A A⁵

Piano intro

A- E/G# C/G D/F# FΔ⁷ E- A-

A- E/G# C/G D-/F D- B-7^{b5} E^{sus4} E

B D-7 G⁹ CΔ⁹ FΔ⁷

D-7 E⁷ A-7 G/B C C#^{o7}

D- A-7 FΔ⁷ CΔ⁷

D-7 E^{7sus4} E⁷ FΔ⁷ E^{7sus4} E⁷

Loop to top

Still Alive

from Portal

Composed by Jonathan Coulton

Transcribed by Amy Hsieh

♩ = 120

A G/D E- G/D E- G/D E- G/D E-

A-/E D7 G/D E- G/D E-

G/D E- G/D E- G/D E- G/D E-

A-/E D7 E♭Δ7 N.C.

B B♭/F F E♭ B♭/F F E♭ B♭/F

C-/E♭ F B♭/F G- E♭ D7

C G E- G E- G E- G E-

G E- G E- G E- G E-

A-7 D7 G E- G E-

G E- G E- G E- G E-

A-7 D7 EbΔ7

D Bb F Eb Bb F Eb Bb

Eb F Bb G- Eb D7

E G E- G E- G E- G E-

G E- G E- G E- G E-

G E- G E- G E- G E-

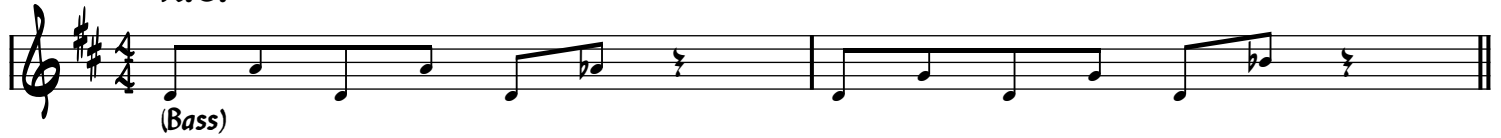
Want You Gone

from Portal 2

Composed by Jonathan Coulton

Transcribed by David Chihlas

♩ = 100
N.C.



A N.C./D



N.C./D



N.C./F#

B B B/C# B/D# E B B/C# B/D# E



B B/C# B/D# E E- A N.C./D



3. D B- G6 A D B- G6 A D



The Unwound Future

from Professor Layton and the Unwound Future

Composed by Tomohito Nishiura

Transcribed by DoubleMark

$\text{♩} = 96$
D- C_{sus}⁴/D D-

8-----

C_{sus}⁴/D D-

8-----

A D_{-add9} C B \flat A⁷

D- A-/C B \flat Δ ⁷ A⁷

B D_{-add9} B \flat Δ ⁷ A⁷

D_{-add9} B \flat Δ ⁷ A⁷

C B \flat Δ ⁷ C \sharp ^{o7} D- A-7 G-7 C \sharp ^{o7} D- A-/C

B \flat Δ ⁷ C \sharp ^{o7} D-7 B \flat Δ ⁷ A⁷ D-

D D-

E D- C

B \flat Δ 7 A7

D- C B \flat Δ 7 A7

F D- C B \flat Δ 7 A7

Solo

G D- C B \flat Δ 7 A7

D-

Professor Layton's Theme

from Professor Layton and the Curious Village

Composed by Tomohito Nishiura

Transcribed by DoubleMark

♩ = 108

F_{-add2}



A

F_{-add2}



Background continue simile

(F_{-add2})



B

F_{-add2}



(F_{-add2})



(F_{-add2})

F₋₇/E_b



D_bΔ⁷

C⁷/G

C⁷/F F₋₇



C

D_bΔ⁷

A_b/C

F₋₇

C⁷



B_b-₇

C⁷

F₋₇

C⁷



DbΔ7 Ab/C F-7 C7

Bb-7 C7 F-7

D DbΔ7 Ab/C

F-7 F-7/Eb

DbΔ7 Ab/C F-7 C7

Bb-7 C7 F-7 C7sus4 C7

E F-add2

F-add2 Csus4/F

D.S. for solos

F F-7

F-7

F-11

Folsense

from Professor Layton and the Diabolical Box

Composed by Tomohito Nishiura

Transcribed by nestedcrow

Ballad ♩ = 63

A \flat Δ 7

G-7



F-7

E \flat Δ 7



F-7

D7



G-7

F-7



A \flat Δ 7

G-7

F-7

E \flat Δ 7



A \flat Δ 7

G-7

G \flat Δ 7

F

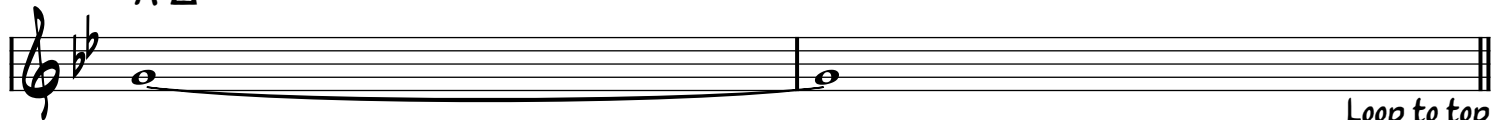


B \flat Δ 7

E \flat Δ 7



A \flat Δ 7



Loop to top

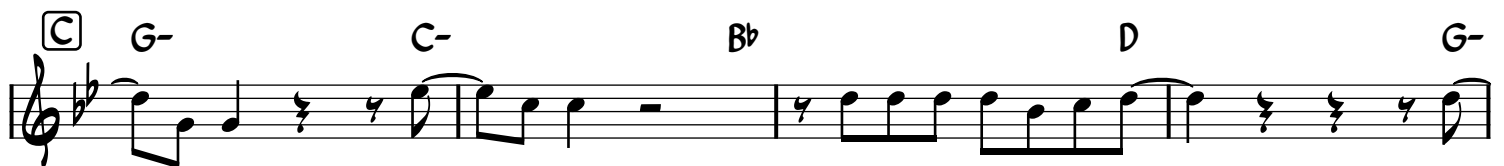
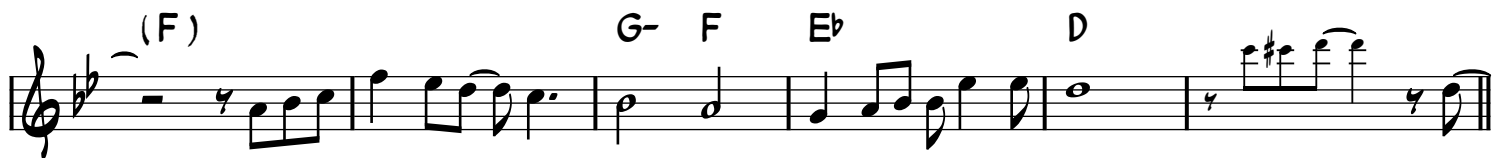
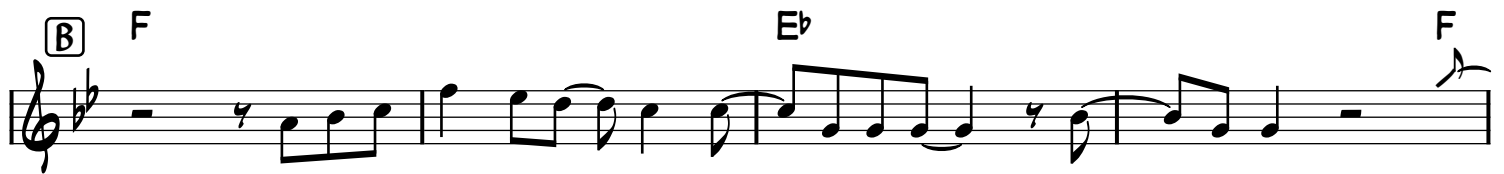
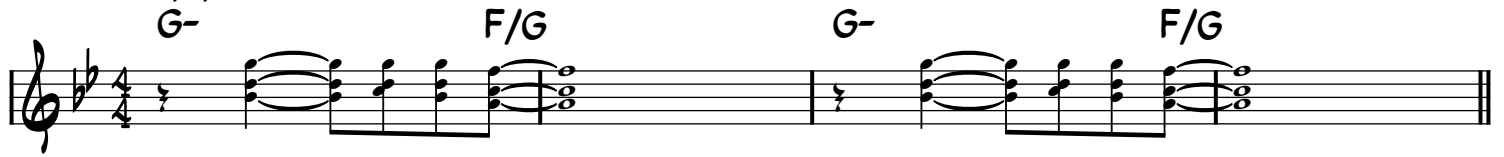
Psycho Soldier Theme

from Psycho Soldier

Composed by Eikichi Kawasaki

Transcribed by Nicholas Pinelli

Fast pop ♩ = 167



Boxing

from *Punch-Out!!*

Composed by Yukio Kaneoka,
Akito Nakatsuka, and Kenji Yamamoto
Transcribed by Jer Roque

♩ = 156

D- C B \flat C D-

A D- C

D- A 7

D- C

B \flat A 7

Loop to top

Training

from Punch-Out!!

Composed by Yukio Kaneoka,
Akito Nakatsuka, and Kenji Yamamoto
Transcribed by Jer Roque

♩ = 180
D- C

Bb A7

G- A7

D- C

Bb A7

Loop to top

Harmony

from Rayman

Composed by Rémi Gazel
Transcribed by Reil Deil Neil

Pop/rock ♩ = 120

A D C E- G-/Bb

D A-7 E-7 G-/Bb

D A-7 E-7 G-/Bb

B DΔ7 D7 D6 G-6

DΔ7 A-7 CΔ7/G G-/Bb

C D A-7 E-7 G-/Bb

D A-7 E-7 G-/Bb

D A-7 E-7 G-/Bb

Lum King

from *Rayman: Origins*

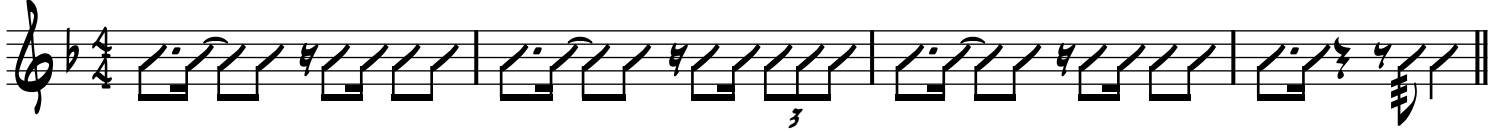
Composed by Christophe Héral

Transcribed by Ashanti Mills

♩ = 117

Intro

F B \flat F C F B \flat F C 7 F



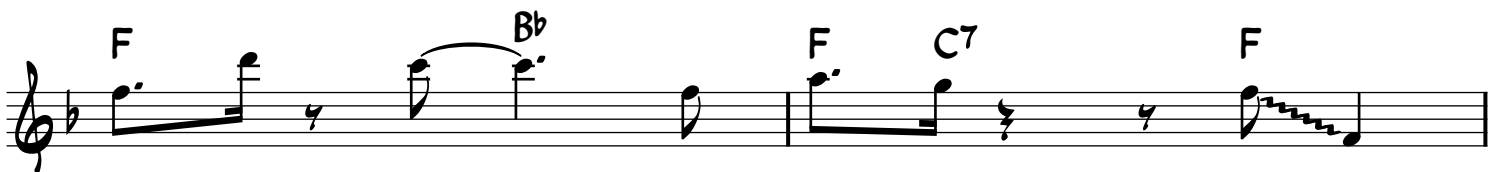
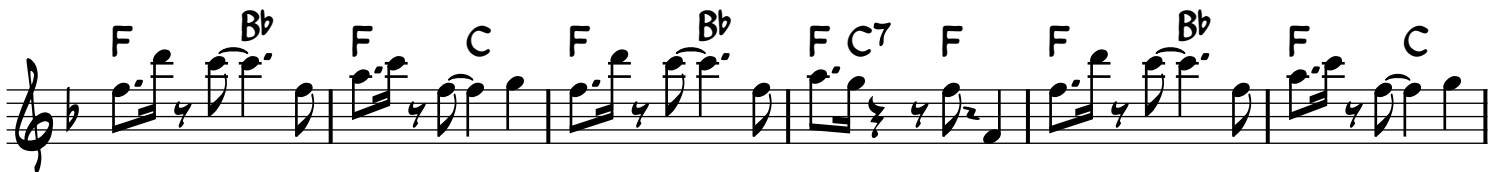
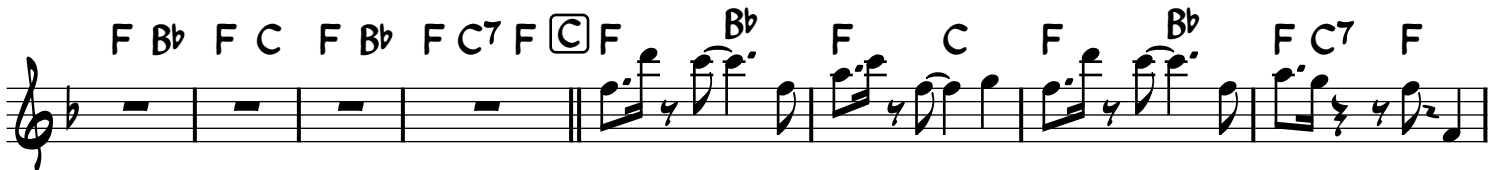
A

F B \flat F C F B \flat F C 7 F



B

F B \flat F C F B \flat F C 7 F



Cruel World (by Willie Nelson)

from Red Dead Redemption 2

Composed by Daniel Lanois
Transcribed by Ashanti Mills

Country blues ♩ = 162

B \flat E \flat B \flat /F E \flat /G B \flat

A B \flat E \flat B \flat F F7

B \flat B \flat 7 E \flat E \flat 7 B \flat F B \flat Fine

B 1. B \flat E \flat B \flat F F7

B \flat B \flat 7 E \flat E \flat 7 B \flat F B \flat

C 2. B \flat E \flat B \flat F F7

B \flat B \flat 7 E \flat E \flat 7 B \flat F B \flat

D B \flat E \flat B \flat F F7 B \flat B \flat 7

E \flat E \flat 7 B \flat F B \flat

D.S. al Fine

Mansion Basement

from Resident Evil: Director's Cut

Composed by Takashi Niigaki

Transcribed by Jonathan Aldrich

♩ = 144

A

B

C

Loop to [A]

Glee Club

from *Rhythm Heaven*

Composed by Tsunku♂
Transcribed by Chombey

Medium swing ♩ = 124

Chord progression: $Db\Delta^7/Eb$ $Db-7/Eb$ Ab^{add4}/Eb Eb^{13}

(Bass and drums)

Section A: $Ab\Delta^7$ $Db\Delta^7$

Section A: $Ab\Delta^7$ $Db\Delta^7$ $Bb-7$ $Eb7$ $Ab\Delta^7$ $F7$ $Cb\Delta^7$

1. $Db\Delta^7$ $Cb-7$

2. $(Db\Delta^7)$ $Cb-7$

Section B: $Bb-7$ $Eb7$ $Ab\Delta^7$ $Cb\Delta^7$

Section B: $Bb-7$ $Eb7$ $Ab\Delta^7$

Section C: $Ab\Delta^7$ $Db\Delta^7$

Section C: $Ab\Delta^7$ $Db\Delta^7$

1.

Section C: 2. $(Db\Delta^7)$ $Ab\Delta^7$

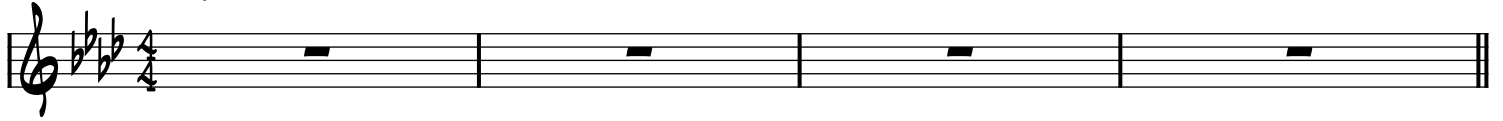
Thrilling! Is this Love?

from Rhythm Heaven

Composed by Tsunku♂
Transcribed by Chombey

♩ = 142
Ab

Db Eb



8

A Ab Eb F- Bb- Db Eb_{sus}⁴ Eb



Bb- Eb Ab F- Bb- Eb Ab C7



Db C- F-7 Bb- Eb Ab Ab7



Db C-7 F7 Bb-7 Db- Eb_{sus}⁴ Eb



B Ab Eb/G F- Ab/Eb Db Eb F7_{sus}⁴ F7



Bb- Eb Ab F- Bb- Eb Ab F7



Bb- Eb Ab_{sus}⁴ Ab Ab7



To Coda

C Db Ab



Db F-7 G^b_{sus}² Ab/C

Db C- F-

Db Bb- Eb Ab Eb Db Eb

D.S. al Coda

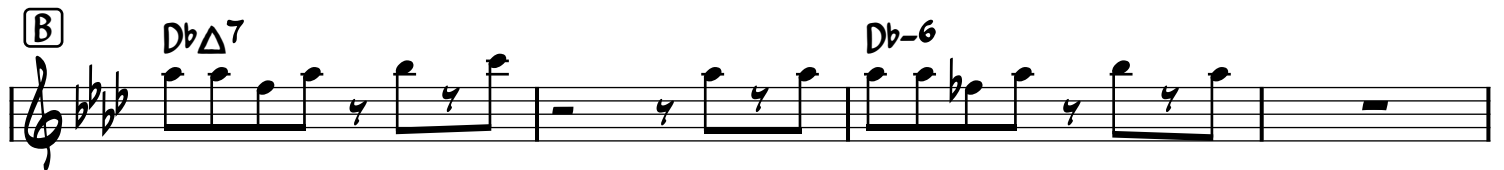
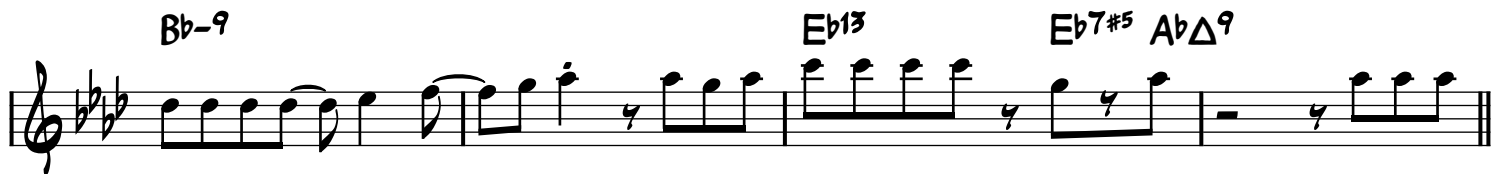
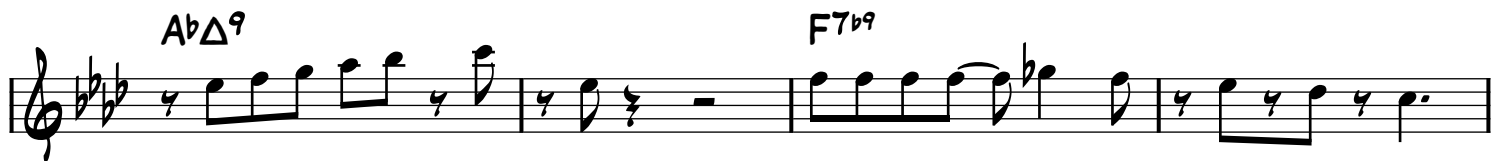
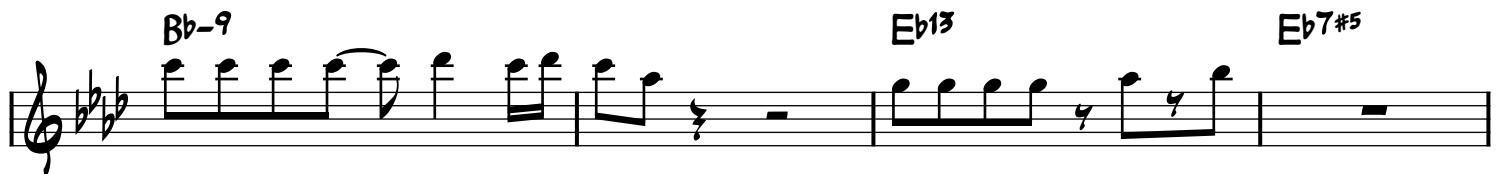
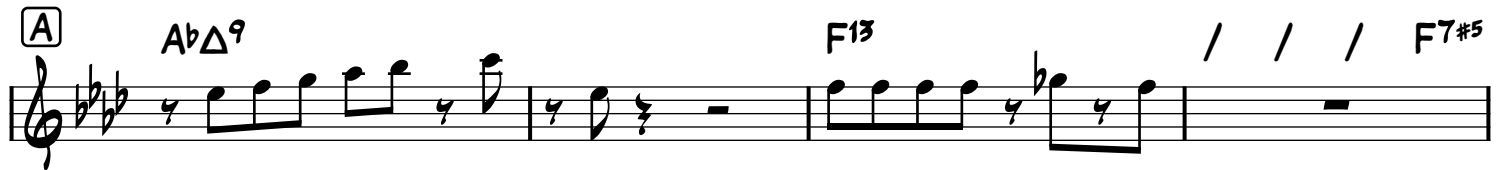
⊕ Ab Eb Db Eb Ab Eb Db Eb Ab

Tunnel

from Rhythm Heaven

Composed by Masami Yone
Transcribed by mkafie

Samba $\text{♩} = 102$
 $\text{A}^{\flat}\Delta^9$



Loop to [A]

C A^b F^- B^b^- E^b

F^-7 E^b B^b/D D^b

B^b^- C^7 A^b F^7

B^b^- E^b7 F^- F^7/A

B^b-7 E^b A^b F^7 B^b^- E^b

D N.C.

A^b D^b E^b N.C.

Unison 3

Flock Step

from Rhythm Heaven Fever

Composed by Tsunku♂
Transcribed by Chombey

A ♩ = 130
B \flat

G- E \flat F

B \flat G- E \flat F

B B \flat G-7 E \flat F

B \flat G-7 E \flat F

G-7 F G-7 F

C B \flat F E \flat G-7

E \flat D7 B \flat G-7 C-7 F N.C.

D B \flat G- E \flat F

B \flat G- E \flat F B \flat add2 B \flat B \flat Δ 7 B \flat

Hole in One

from Rhythm Heaven Fever

Composed by Tsunku♂
Transcribed by Chombey

Swing 8ths ♩ = 114

Drum intro

A $A7_{sus^4}$ N.C.

$D\Delta^7$ $E-7$

$D\Delta^7$ $E-7$

B $F\#-7$

$B-7$

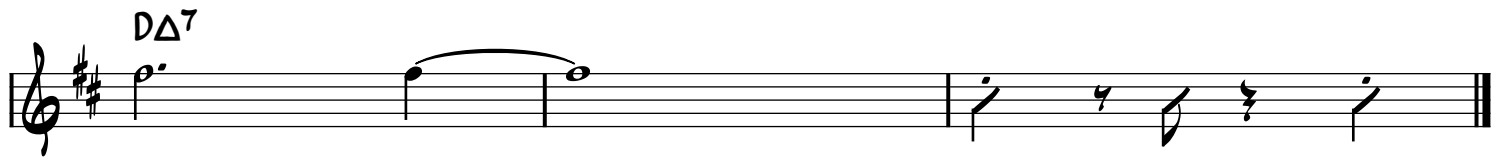
$E-7$ A^7 $D\Delta^7$ $B-7$

$E-7$ $Asus^4$ A^7

C D $F\#7$ $B-7$

$E-7$ $E\flat^+$ $E-7$ $A^7_{sus^4}$ A^7

D $F\#7$ $B-7$ $A-7$ D^7



Monkey Watch

from Rhythm Heaven Fever

Composed by Masami Yone, Shinji Ushiroda, & Asuka Ito

Transcribed by Chombey

♩ = 160

N.C.

A

B G#-7 E F# D#- G#- E F#



Drum intro

B G#-7 C#-7 F#7 D#- G#- E F#



B G#-7 E F# D#- G#- E F#



B G#- C#-7 F#7 D#- G#7



B

E D#- G#-7 C#-7 F# B B7



EΔ7 D#- C#-7 F# B B7



E D#- G#-7 C#-7 F# B C°7



C#-7 D#- G#- E E- F#7



C B A B D C# D

B A B C C# D

E D E G F# G

E D E D# D C# C

D B G#-7 E F# D#- G#- E F#

B G#-7 C#-7 F#7 D#- G#- E F#

B G#-7 E F# D#- G#- E F#

B G#- C#-7 F# G#- D#- E F#

E B G#- C#- F# B

Dojo - Temple 2

from Ring Fit Adventure

Composed by Shinji Ushiroda, Maasa Miyoshi, Shiho Fujii, & Asuka Hayazaki

Transcribed by Ben Wallace & Ben Horkley

♩ = 140

Intro

A-7

B-/A

A-7

B-/A



A

A-7

B-/A

A-7

B-/A

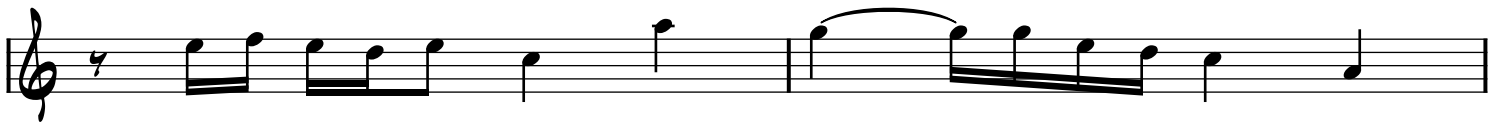


G-9

C13

FΔ7

E♭13♭5



D-7

C6

1. B♭7♭5

E7sus4

2. B7#9

E7#9

N.C.



B

A-

B/A

F/A

G/A

A-

B/A

F/A

G/A



A-

B/A

F/G

G

FΔ7

E♭7♭5

D-7

E-7



C

A-7

B-/A

A-7

B-/A



A-7

B-/A

A-7

N.C.

B7

E7♭9 A7



D D-7 G7 CΔ7 FΔ7 B-7b5 E-7 A-7 Eb13b5

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: D4, F#4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: D-7, G7, CΔ7, FΔ7, B-7b5, E-7, A-7, Eb13b5.

D-7 G7 CΔ7 FΔ7 B-7b5 E-7 BbΔ7

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: D4, F#4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: D-7, G7, CΔ7, FΔ7, B-7b5, E-7, BbΔ7. The BbΔ7 chord is played with a grace note on Bb5.

E A-9 Cadd9 D-9 E-9

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: E4, G4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: A-9, Cadd9, D-9, E-9. The notes are grouped into four measures.

A-9 Cadd9 D-9 E-9

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: E4, G4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: A-9, Cadd9, D-9, E-9. The notes are grouped into four measures.

A-7 B-/A A-7 B-/A

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: E4, G4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: A-7, B-/A, A-7, B-/A. The notes are grouped into four measures.

A-7 B-/A A-7 B-/A

A musical staff in treble clef with a key signature of one sharp (F#). The notes are: E4, G4, A4, B4, D5, F#5, A5, B5. Chords are placed above the staff: A-7, B-/A, A-7, B-/A. The notes are grouped into four measures. The text "Loop to [A]" is written at the end of the staff.

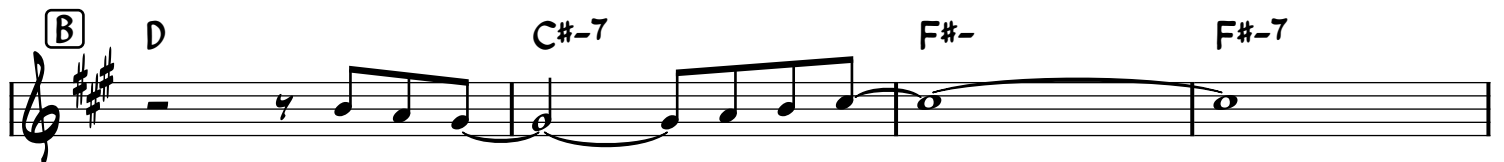
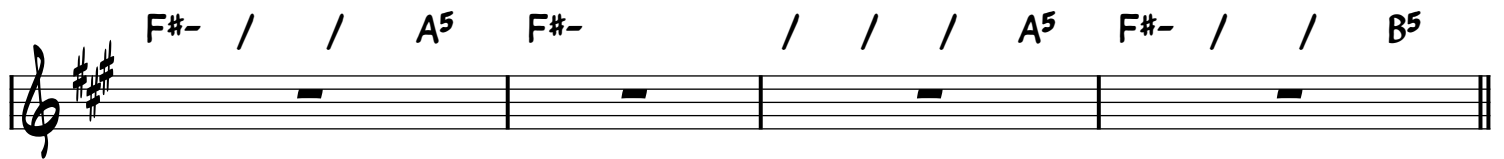
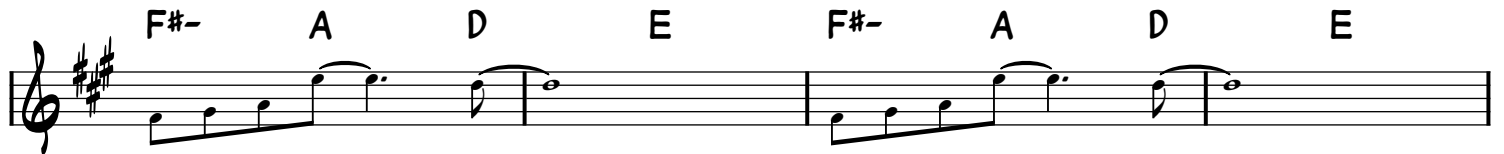
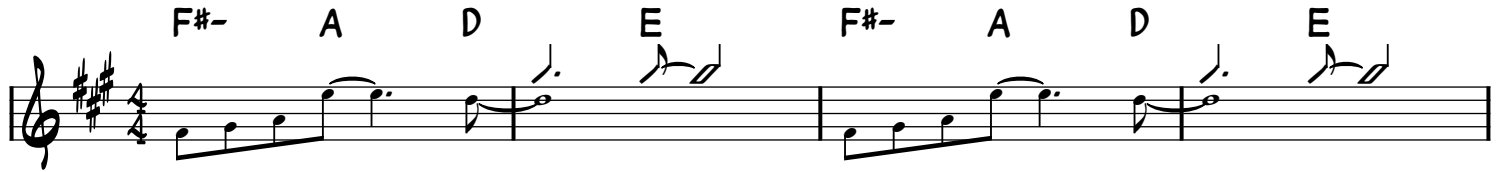
On the Rooftop of Taiyo High School

from *Rival Schools: United by Fate*

Composed by Setsuo Yamamoto

Transcribed by Nicholas Pinelli

Fast rock ♩ = 146



Musical staff 1: Treble clef, key signature of two sharps (F# and C#), 4/4 time signature. Chords: D, C#-7, F#-, F#-7. The melody consists of eighth and quarter notes with various rests and ties.

Musical staff 2: Treble clef, key signature of two sharps (F# and C#), 4/4 time signature. Chords: D, C#-, F#-. The melody consists of quarter and eighth notes. Ends with a double bar line and the text "Loop to top".

We're the River City Girls (Intro)

from River City Girls

Composed by NateWantsToBattle

Transcribed by Ashanti Mills

Rock ♩ = 185

A D-

Running Around the City

from River City Ransom

Composed by Kenzuo Sawa

Transcribed by AarekMG

Blues shuffle ♩ = 208

Intro

Chords: E⁵, A⁵ G⁵ F^{#5} D⁵ E⁵, E⁵, E⁵₃ F^{#5} G⁵ A⁵, E⁵, A⁵ G⁵ F^{#5} D⁵ E⁵, D⁵

A

Chords: E⁷, A⁷, E⁷, B⁷, A⁷, E⁷

B

Chords: E⁷, A⁷, E⁷, B⁵ A⁵, A⁵ G⁵, B⁵ A⁵, B⁵, B⁵ A⁵, A⁵ G⁵, B⁵ A⁵ G⁵, E⁵

C E7

A7 E7

B7 A7 E7

D E7

A7 E7

B7 A7 E7

E E7

A7 E7

B7 A7 E7

Loop to top

Title

from Robocop (GB)

Composed by Jonathan Dunn
Transcribed by Mikhail Ivanov

Half-time feel ♩ = 128

D F#-/B

No drums

D/G A⁶

[A] D F#-/B D/G A⁶

Drums in, rhythm simile

[B] D F#-/B

D/G A⁶

[C] D F#-/B

D/G A⁶

D F#-/B D/G A⁶

Play 4x, then loop to top

Ground Man

from Mega Man & Bass

Composed by Akari Kaida
Transcribed by Ross Kirsling

Fusion ♩ = 150

A-7 Dadd9/F# C/F C/D Bb9

A-7 Dadd9/F# C/F C/D Bb9

Rhythm simile

A A-7 Dadd9/F# C/F C/D Bb9

A-7 Dadd9/F# C/F C/D Bb9

D-7 Bb9 A-add9 D/F# FΔ7

B

(FΔ7) A-/D F#-7/B E7b13

C A-7 Dadd9/F# C/F C/D Bb9

A-7 Dadd9/F# FΔ7 G A-7

Loop to top

D $A\flat/B\flat$ $B\flat 9$ $A\flat/B\flat$ $B\flat 9$

$A\flat/B\flat$ $B\flat 9$ $A\flat/B\flat$ $B\flat 9$

$B\flat/C$ $C 9$ $B\flat/C$ $C 9$

$B\flat/C$ $C 9$ $B\flat/C$ $C 9$

E $A\flat\Delta 9$

$F-11$

$B\flat\text{add}9/D$

$B\flat-7$ $B\flat/C$

Loop to top

Palace of Dorago

from Rygar

Composed by Michiharu Hasuya
Transcribed by John Bergan

♩ = 150

A N.C.

Loop to top

Another Winter

from *Scott Pilgrim vs. the World: The Game*

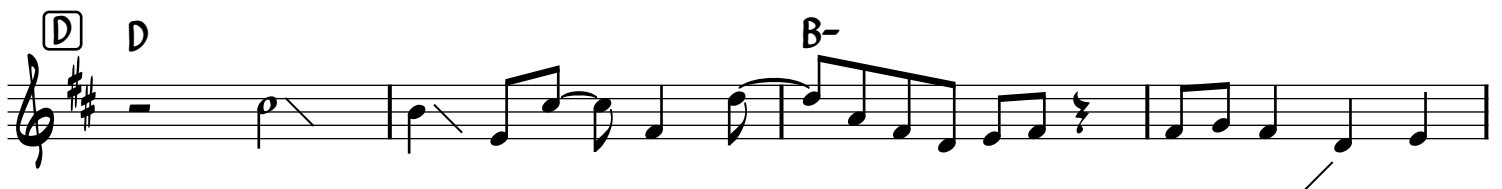
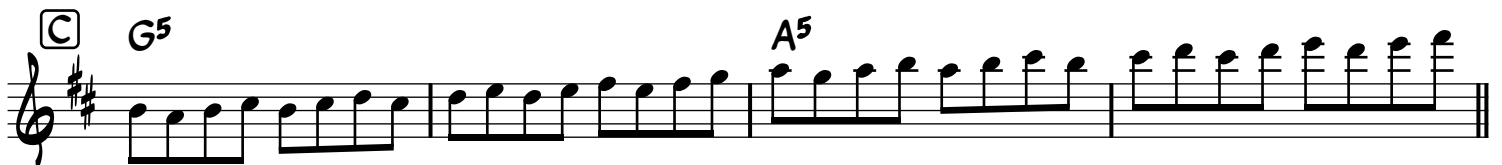
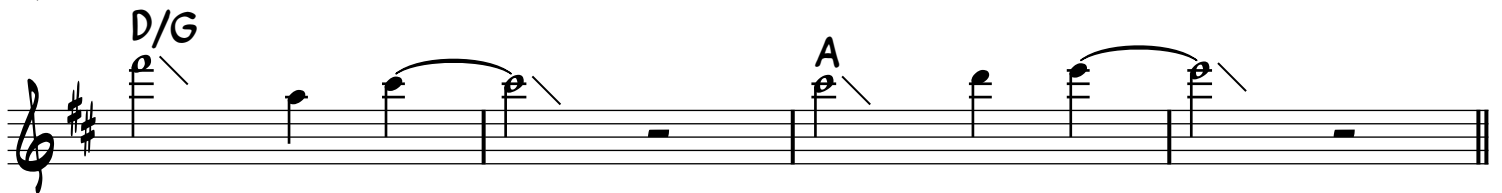
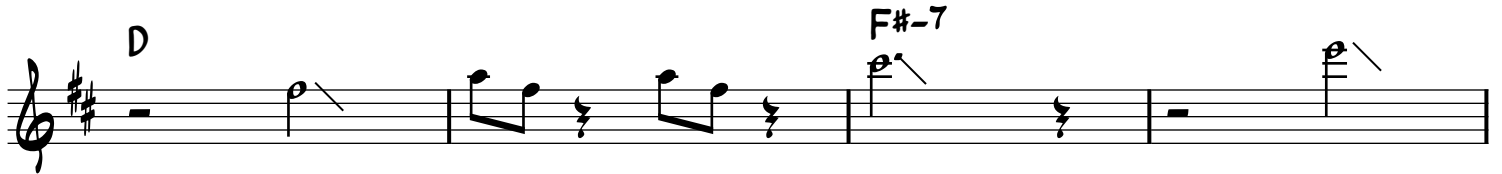
Composed by Anamanaguchi

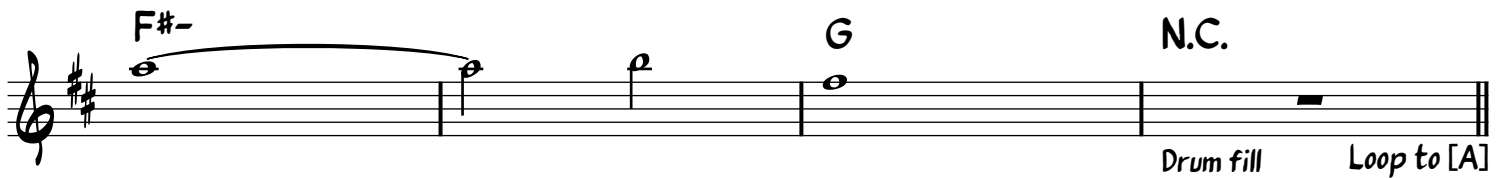
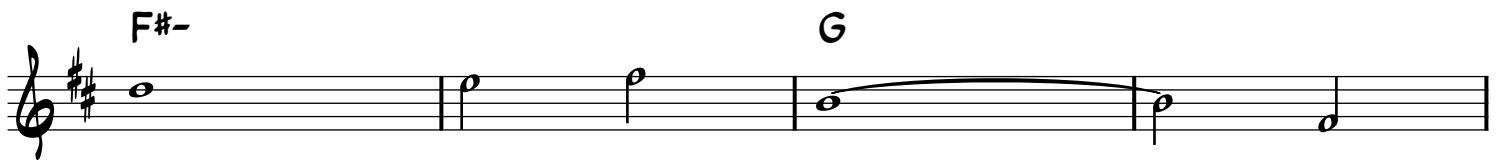
Transcribed by DoubleMark & musicalmoose

Rock ♩ = 190

A D

F#-7





Cheap Shop

from *Scott Pilgrim vs. the World: The Game*

Composed by Anamanaguchi

Transcribed by Tristan H

Bossa/rock fusion ♩ = 100

A

B Δ 7 C#-7 F#7

B Δ 7 C#-7 F#7

B Δ 7 C#-7 F#7

B Δ 7 C#-7 F#7 G \circ 7

B

G#-7 E Δ 7

C#-7 F#7 B Δ 7 F#7 G \circ 7

G#-7 E Δ 7

(E Δ 7) E#-7 \flat 5 B/F# F# N.C.

C

C#-7 F#7 B Δ 7 E Δ 7

A#-7 \flat 5 D#7 B Δ 7 A G#

A Curious Tale

from Secret of Mana

Composed by Hiroki Kikuta

Transcribed by mkafie

♩ = 140

G F E^b D- C- G

[A] G F E^b D- G

1. G F E^b D- G

2. G F E^b D- G

[B] F E^b

F E^b D-7 C^{sus}₂

E^b B^b-7

A-7 D⁷/A D^{sus}₄ D⁷

Loop to [A]

Fear of the Heavens

from Secret of Mana

Composed by Hiroki Kikuta

Transcribed by DoubleMark

♩ = 79

A

D- G/D D- Eb

Bb/D F/C Db Bb-7 C

D- G D- Eb

Bb/F F Db C-/Eb F

B

Bb C/Bb Bb C/Bb

D- G/D D-7 G/D

Bb C/Bb Bb C/Bb

D- E-7/D D-7 E-7/D

6 6 6 6 6 6 6

C Bb A-7 G-7 G-7/C FΔ7 EbΔ9/G D-9

6

Into the Thick of It

from Secret of Mana

Composed by Hiroki Kikuta

Transcribed by Tristan H

♩ = 141

Intro G-



A G-7



(G-7)



B

Ab-7

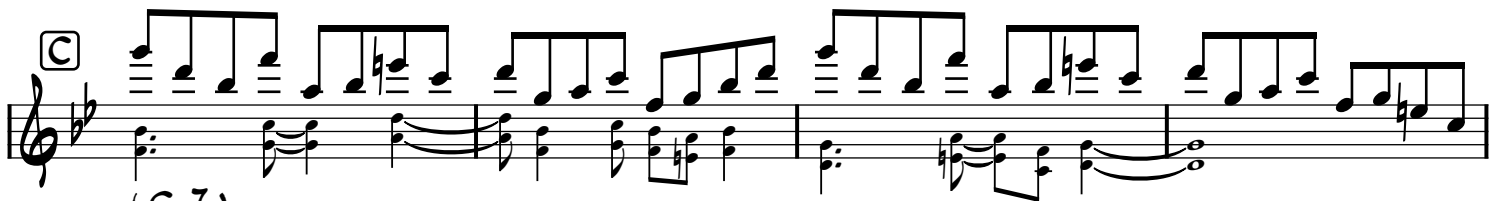


(Ab-7)

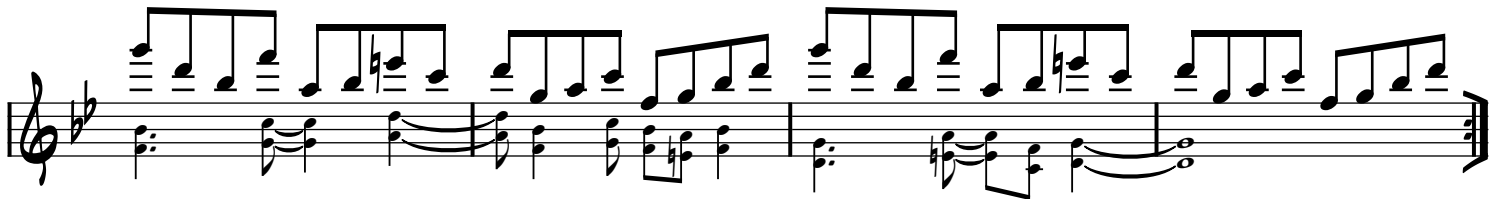


G-7

C



(G-7)



D

(G-7)



(G-7)



Loop to [A]

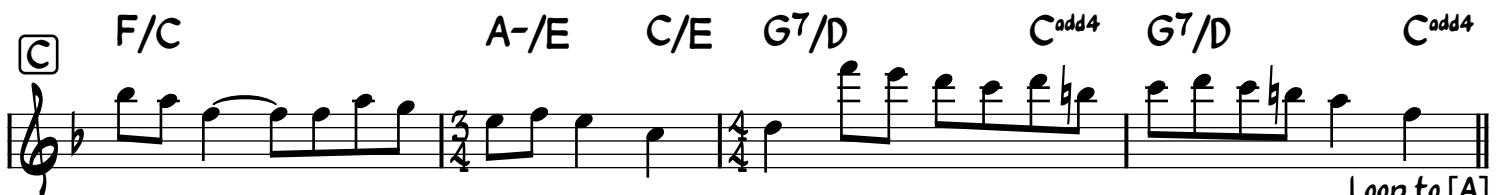
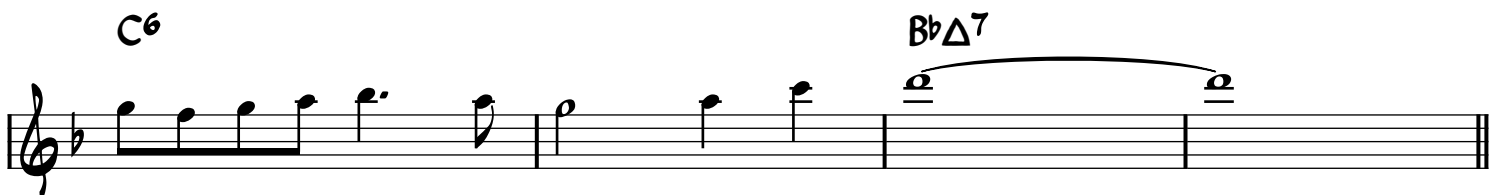
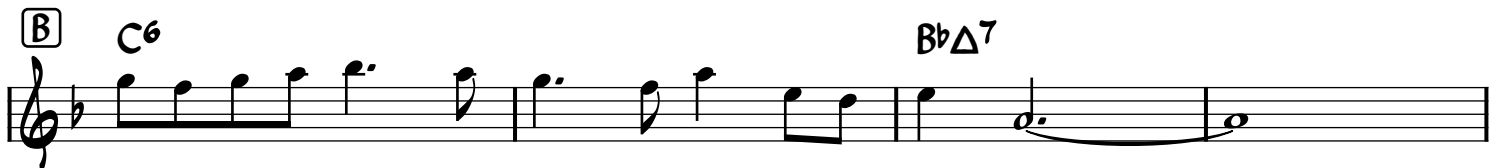
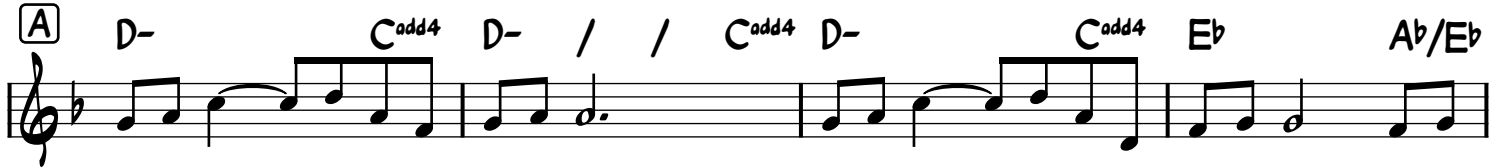
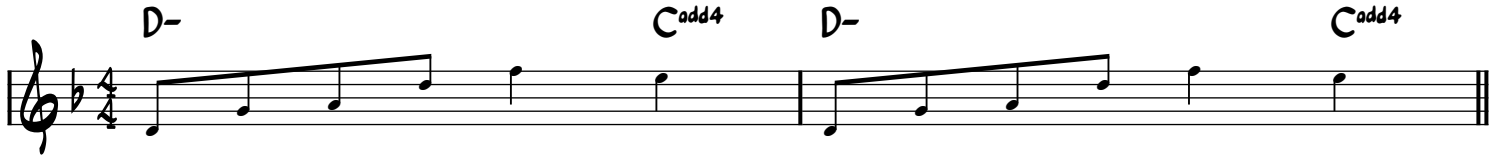
Phantom and a Rose

from Secret of Mana

Composed by Hiroki Kikuta

Transcribed by DoubleMark

♩ = 88



Loop to [A]

Prophecy

from Secret of Mana

Composed by Hiroki Kikuta
Transcribed by DoubleMark

♩ = 240

A G- Eb F C

G- Eb F C

B Eb F

G-

Loop to top

The Color of the Summer Sky

from Secret of Mana

Composed by Hiroki Kikuta

Transcribed by AarekMG

Rock ♩ = 124

B \flat F/B \flat G-7/B \flat F/B \flat B \flat F/B \flat G-7/B \flat F/B \flat

[A] B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

Background simile, drums in

B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

[B] B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

B \flat C-7 D-7 C-7 B \flat C-7 D-7 C-7

[C] B \flat E \flat /B \flat B \flat E \flat /B \flat

Drums out

B \flat E \flat /B \flat B \flat E \flat /B \flat F7

Loop to [A]

Opening Theme

from *The Secret of Monkey Island*

Composed by Michael Land
Transcribed by David Chihlas

Rubato ♩ = 60

A-add9 /C /D /C /B /G

Let ring until [A]

♩ = 88

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

(F) C D- G C E/G# A- G C E

A- G F C D- A- / G A- / G

[B] F C G A-

Bb A- F- G

[C] A- G F C D- A- G F

(F) C D- G C E A- G C E

A- G F C D- A- G F G F G A-

Naked Arms

from *Sengoku Basara: Samurai Heroes*

Composed by Daisuke Asakura

Lyrics by Akio Inoue

Transcribed by AarekMG

Rock ♩ = 155

N.C.

Guitar only⁶

N.C.

Unison

A

Ab

Bb

G-

C-

All in

Ab

Bb

G-

C-

F-

G-

Ab

Bb

Csus⁴

C

Csus⁴

C

Csus⁴

C

Csus⁴

C

B

F-

(F-)

(F-)

(F-)

Bb- Db

Bb- Db Eb

N.C.

Unison

C

Ab Bb G- C-

All in

Ab Bb G- C-

F- G- Ab Bb

Csus⁴ C Csus⁴ C Csus⁴ C Csus⁴ C

Revived Power

from *Shadow of the Colossus*

Composed by Kow Otani
Transcribed by Jer Roque

$\text{♩} = 70$

Db/G Eb/G Db/G Eb/G Db/G $\text{Bb}_{\text{sus}^4}/\text{G}$ G_{sus^4}

A G F $\text{D-}/\text{A}$ Bb C D_{sus^4} D

G F Eb F Eb F

B G Db/G G Db/G Db

G Db/G G Db/G Bb/Db A/Db Ab/Db G/Db

C G^5/D $\text{Eb}^0(\text{no}^3)$ G^5/D $\text{Eb}^0(\text{no}^3)$

G^5/D $\text{Eb}^0(\text{no}^3)$ G^5/D Eb F

D G Eb/G

G Eb/G

D-/G G D-/G Eb/G

D-/G G D-/G Eb/G G

tr

E D- G

D- G

D- G

D- G

F Eb G Eb F/G Eb/G G

Loop to [A]

Dance Through the Danger

from *Shantae: Half-Genie Hero*

Composed by Jake Kaufman

Transcribed by AarekMG

$\text{♩} = 180$

D Eb/D D7 D Eb/D D7 D Eb/D D7 D

[A] D Eb/D D Eb/D D

G- C G- Ab Db G7sus4 G7

[B] C Bb-7/C C Bb-7/C C

F- Bb F- Bb C AbΔ7 Db G7

C Bb-7/C C Bb-7/Db C

F- Bb F- Bb Ab

Bb Dsus4/A A

[C] D Eb/D D7 D Eb D

Solo

Eb D

C-7 Cb-7 BbΔ7 EbΔ7

G- Dsus4 D Eb D

N.C.

Unison

N.C./E

D Eb/D D Eb/D D

G- C G- C D BbΔ7 EbΔ7 A7

D Eb/D D Eb/D D

G- C G- C Bb G-/C Asus4 A

E D Eb/D D Eb/D D G-

C G- 1. C Bb A

2. C Bb G-/C Asus4 A Repeat forever

Shenhua ~Sedge Flower~

from Shenmue

Composed by Ryuji Iuchi
Transcribed by Jer Roque

$\text{♩} = 77$

A B \flat C D sus^4 D- B \flat C F

B \flat C D sus^4 D- B \flat C D sus^4 D- D sus^4 D-

B B $\flat\Delta^9$ D-7/A B $\flat\Delta^9$ D-7/A D \flat C- F sus^4 F

B $\flat\Delta^9$ D-7/A B $\flat\Delta^9$ D-7/A D \flat C- F sus^4 F

C E $\flat\Delta^9$ D-7 E $\flat\Delta^9$ D-7 D \flat C- F C/D D7

D B \flat C D sus^4 D- B \flat C F

B \flat C D- B \flat C D-

C \flat D \flat E $\flat\text{sus}^4$ E \flat - C \flat D \flat G \flat

C \flat D \flat E \flat - C \flat D \flat E $\flat\text{sus}^4$ E \flat

The musical score is written in 4/4 time with a tempo of 77. It consists of four main sections labeled A, B, C, and D. Section A is in B-flat major and features a melody of eighth notes with a chord progression of B-flat, C, D-sus4, D-, B-flat, C, and F. Section B is in B-flat major and features a melody of quarter notes with a chord progression of B-flat-delta9, D-7/A, B-flat-delta9, D-7/A, D-flat, C-, F-sus4, and F. Section C is in B-flat major and features a melody of quarter notes with a chord progression of E-flat-delta9, D-7, E-flat-delta9, D-7, D-flat, C-, F, and C/D D7. Section D is in B-flat major and features a melody of quarter notes with a chord progression of B-flat, C, D-sus4, D-, B-flat, C, and F. The score concludes with a key signature change to C-flat major, with a final chord progression of C-flat, D-flat, E-flat-sus4, E-flat-, C-flat, D-flat, and E-flat.

Ruins

from Shin Megami Tensei

Composed by Tsukasa Masuko
Transcribed by Gregory Orosz

♩ = 180



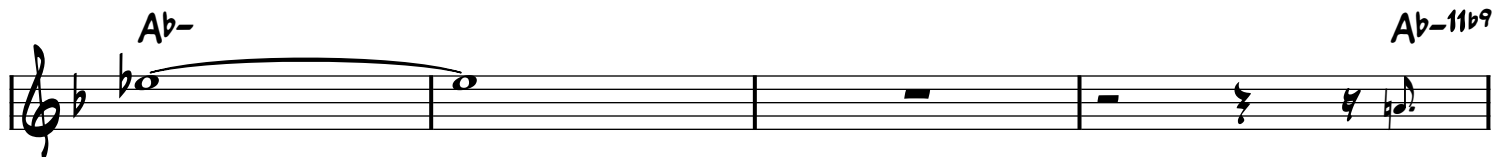
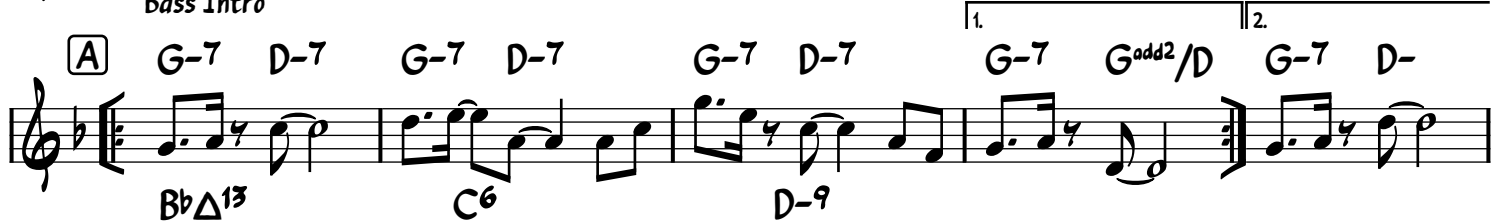
Title Loop 2

from Shin Megami Tensei III: Nocturne

Composed by Shoji Meguro

Transcribed by DoubleMark, musicalmoose, & AarekMG

♩ = 102
N.C.



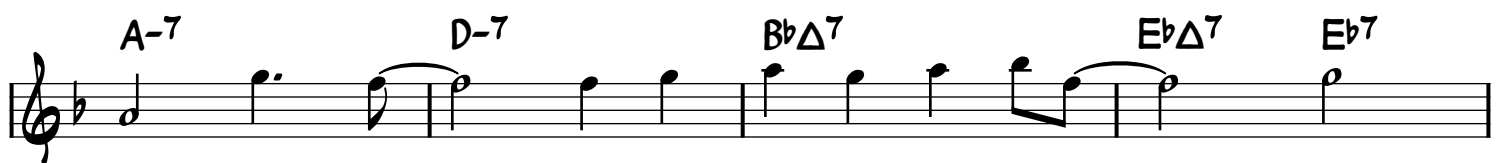
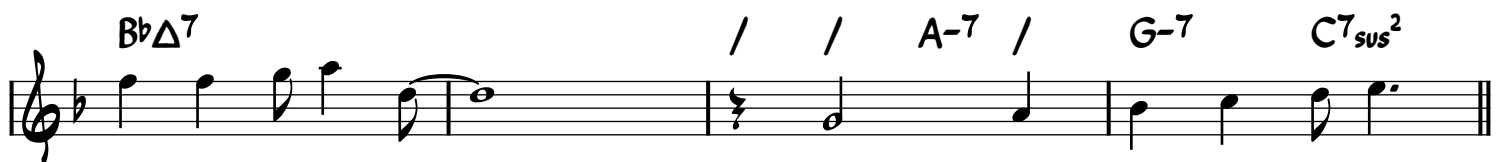
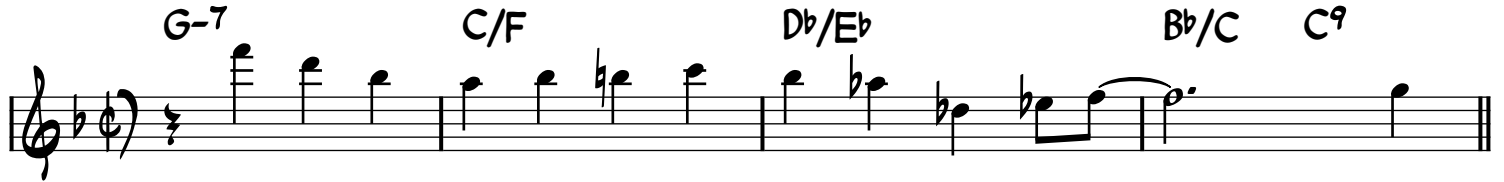
Lively Town

from *Shining Force 2*

Composed by Motoaki Takenouchi

Transcribed by Jamin Morden

$\text{♩} = 120$



G-7 FΔ7 BbΔ7 CΔ7sus4 C7 To Coda

FΔ7 F D.S. al Coda

⊕ DbΔ7 GbΔ7 FΔ7 BbΔ9

GbΔ7 Eb/Ab Ab/Db A-7

G-7 A-7 BbΔ7 DbΔ7

E AΔ7

D GΔ7 G6

C9 FΔ7 Bb A-7 Loop to top

An Underlying Problem (The Lost City)

from Shovel Knight

Composed by Jake Kaufman

Transcribed by Ben Wallace & Jonathan Aldrich

$\text{♩} = 129$
B-11



B-11

B-11/C# B-11/D



A

G⁶

B-11

G⁶

B-11



A

G⁶

B-7

A/C#

D

E



F#-7

B/F#

F#-7

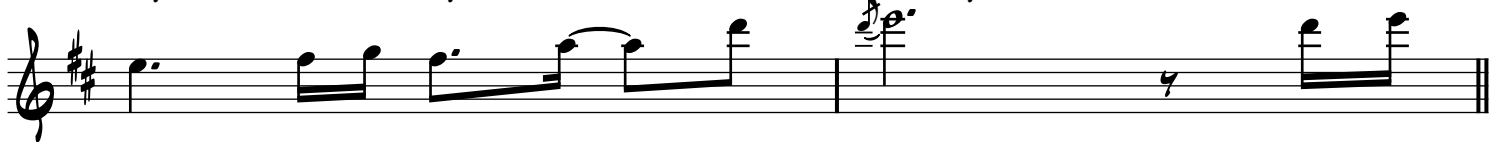
B/F#



C/G

D/A

E^{add#11}/B



B-7

B-7/F# G⁶

A

B-7

B-7/F# G⁶

A



B-7

B-7/F# G⁶

A

E

F#^{7sus4}



B-7 B-7/F# G⁶ A B-7 B-7/F# G⁶ A

B-7 B-7/F# G⁶ A E F#7_{sus}⁴

C B-7 B-7/F# G⁶ A B-7 B-7/F# G⁶ A

B-7 B-7/F# G⁶ A E

F#7_{sus}⁴ B-7 B-7/F# G⁶ A

B-7 B-7/F# G⁶ A G#-7^{b5} G⁶ F#7^{#9}^{b13}

D B-11 GΔ⁷ A

B-11 GΔ⁷ A

Loop to top

Courage Under Fire (Armorer Village)

from Shovel Knight

Composed by Jake Kaufman

Transcribed by DoubleMark and musicalmoose

♩ = 90

A

F- C7sus4/F C/F

F- C7sus4/F C/F

F7/A Bb-/F Eb7/G Ab

Db/F G-7b5/F Db/F G7/F C7/E C7

² F-/C G7/C C7

B

Db7/Cb C7 Bb- / / B°7

C7 C7b9 C7/Bb F-/Ab C7/G

C F- Db-6 Eb7 AbΔ7

DbΔ7 Gb7 C7 C7/F F-

F- Db-6 Eb7 AbΔ7

DbΔ7 Gb7 C7 C7/F F-

Bb- G-7b5 C7

Bb- Bb-/Ab Gb7#11

D Bb-7 C Bb-7 C Bb-7 C C7b9

F- C7sus4/F C/F F- C7sus4/F C/F

Play melody from [A] in background

Loop to top

High Above the Land (The Flying Machine)

from Shovel Knight

Composed by Jake Kaufman

Transcribed by DoubleMark & musicalmoose

♩ = 150

The musical score is written in G major (one sharp) and 4/4 time. It consists of ten staves of music. The first staff begins with a tempo marking of ♩ = 150 and a key signature of one sharp. The first three staves are marked with a common time signature of 4/4. The fourth staff is marked with a common time signature of 3/4. The fifth through seventh staves are marked with a common time signature of 3/4. The eighth staff is marked with a common time signature of 3/4. The ninth and tenth staves are marked with a common time signature of 3/4. The score includes various guitar chords and a final flourish.

Chords: G, D/F#, E-9, G, D/F#, E-9, N.C., E-, F, E-, C, B⁷_{sus}⁴/F#, B, E-, F, G, C, A⁷/C#, D, B⁷/D#, E-, F, E-, C, B⁷_{sus}⁴/F#, B, E-, F, G, C, A⁷/C#, D, G, D/F#, E-, B-7, A-7, D, B/D#, E-, C, G/B, A-7, D⁷, G, D/F#, E-, B-7

A-7 D B/D# E- CΔ7 FΔ7add#11

C E- F E- F

E- F G C A7/C# D B7/D#

E- F E- C B7sus4/F# B

E- F G C A7/C# D

D G D/F# E- B-7

A-7 D B/D# E- C G/B A-7 D7

G D/F# E- B-7

A-7 D B/D# E- CΔ7 FΔ7add#11

Loop to top

Main Theme

from Shovel Knight

Composed by Jake Kaufman
 Transcribed by John Bergan

Rock ♩ = 150

Intro N.C.

Chords: D- G/D D- G/B Bb/F F D-/A D-7 Eb N.C.

[A] D-7 G/D D-7 G/D Bb/D F/C D-7/A G

Chords: D- G D- G Bb F D-7 Eb EbΔ7 A7

[B] D-7 G D-7 G Bb F/A D-7 G

Chords: F Bb A7 D- C/E F G E-7 Asus4 A

[C] D- G D-7 Bb F C- G- C- G-

Chords: D- G D-7 Bb F- C- G- C- G-

Drums maintain 4/4

Chords: D- G D-7 Bb F- C- G- C- G-

Loop to [A]

Strike the Earth! (Plains of Passage)

from Shovel Knight

Composed by Jake Kaufman

Transcribed by DoubleMark & musicalmoose

♩ = 180

Intro

G-



(G-)

E^b/G C/G N.C.



A

G-

C/G

E^b/G

F/G

G-

C/G

E^b

F

G-



(G-)

C/G

E^b/G

F/G

G-

C/G

B^b

F

G-



B

C

G-

D-

G-

F/G

B^b



(B^b)

F

F#07

G-



C

G-

D-

E^b

F/E^b

B^b



(B^b)

D-7

A-11

C-11

(C-11)



C $A\flat\Delta^9_{add\#11}$ $G-9$ $A\flat\Delta^9_{add\#11}$

$(A\flat\Delta^9_{add\#11})$ $G-9$ $E\flat$

$(E\flat)$ $A-9$ $C-7$ $G-$ $C7$

$E\flat$ $D7_{sus^4}/A$ $D7_{sus^4}$ Loop to [A]

C G- C/G Eb/G F/G G- C/G Eb F G-

(G-) C/G Eb/G F/G G- C/G Bb F G-

D C G- D- G- F/G Bb

(Bb) F F#o7 G-

C G- D- Eb F/Eb Bb

(Bb) D-7 A-11 C-11

E AbΔ9add#11 G-9 AbΔ9add#11

(AbΔ9add#11) G-9 Eb

(Eb) A-9 C-7 G- C7

Eb D7sus4/A D7sus4

Loop to [A]

Theme of Laura

from Silent Hill 2

Composed by Akira Yamaoka

Transcribed by Jer Roque

$\text{♩} = 100$ **Intro** F G A- G

F G A- G

F G A- G F G A- G

Rhythm simile

A F G A- F G A-

F G A- F G F G

To Coda

B A⁵ A-Δ⁹ A⁵ A-Δ⁹

C D- A-

D- A-

D-7 F D-7 F

D-7 F A

D A- G F E A- G F E

A- G F E A- G F E

A- G F E A- G F E

A- G F E A- G F E

F G A- G F G A- G

E

F G A- G F G A-

A⁵ A-Δ⁹ A⁵ A-Δ⁹ A⁵ A-Δ⁷

1. 2. D.S. al Coda

Waiting for You

from Silent Hill 4: The Room

Composed by Akira Yamaoka

Transcribed by Amy Hsieh

$\text{♩} = 95$

Ab- Fb Cb Eb- Ab- Fb Cb Eb5

Ab- Fb Cb Eb- Ab- Fb Cb Eb5

Ab-9

A Ab-9

Ab-9 Ab-7

B FbΔ7 Ab-9/Gb FbΔ7 Ab-9/Gb

FbΔ7 Ab-9/Gb FbΔ7 Ab-9/Gb

C Ab- Fb Cb Eb Ab- Fb Cb Eb5

Ab- Fb Cb Eb Ab- Fb Cb Eb5 Ab- Ab-

To Coda

D Ab- Fb Cb Eb5 Ab- Fb

Cb Eb5 Ab- Fb Cb Eb5

Ab- Fb Cb Eb5

E FbΔ7 Ab-9/Gb

FbΔ7 Gb Eb5 Ab-

Ab- Fb Cb Eb Ab- Fb Cb Eb5 D.S. al Coda

Small note 2nd time only

Ab- Fb Cb Eb Ab- Fb Cb Eb- x5

Melody 1x

World 1

from Silver Surfer

Composed by Geoff Follin & Tim Follin

Transcribed by Ashanti Mills

Rock ♩ = 150

G# F#/A# E/B A#-7b5

C D# C#-

Unison bass

G#-

(G#-)

D N.C./Eb

Solo

(N.C./Eb)

(N.C./Eb)

(N.C./Eb)

E G#- F# EΔ7 tr

Loop to top

Hi Score

from Silver Surfer

Composed by Geoff Follin & Tim Follin

Transcribed by Ashanti Mills

Funk ♩ = 110

N.C.

Bb-

The first system of music consists of two staves. The top staff is in 4/4 time and features a complex, syncopated melody with many beamed eighth and sixteenth notes. The bottom staff is mostly empty, with a few notes appearing later in the system. A double bar line with repeat dots is used to indicate a section that is repeated three times.

(Bass)

A

Bb-

Section A consists of two staves. The top staff has a melody of eighth notes with some beaming. The bottom staff has a bass line that is described as 'Bass simile', meaning it mimics the style of a bass player. The key signature has two flats.

Bass simile

(Bb-)

This system continues the musical notation for section A, showing the continuation of the melody and bass line across two staves.

B

Bb-

Section B consists of a single staff with a melody of eighth notes. The key signature has two flats.

(Bb-)

This system continues the musical notation for section B, showing the continuation of the melody across a single staff.

(Bb-)

(Bb-)

F7#9 F7b9 F7#9 F7b9

Ⓢ Bb-

Comp as [A]

(Bb-)

(Bb-)

Rhythm simile

(Bb-)

(Bb-)

(Bb-)

Loop to top

Main Menu

from SimCity (SNES)

Composed by Soyo Oka
Transcribed by JohnStacy

♩ = 98

FΔ⁹ G⁹/F Bb-⁹/F FΔ⁹ FΔ⁹/E

D- C-7 F⁹ G⁹ Eb-7 E-7 A⁹

Loop to top

Title Screen

from SimCity (SNES)

Composed by Soyo Oka
Transcribed by JohnStacy

Intro ♩ = 132

D A/C# A-/C G/B

G-/Bb D/A E/G# E°/G

A F C/E C-/Eb Bb/D

Bb-/Db F/C G/B G°/Bb

Loop to [A]

Title Screen

from SimCity (SNES)

Composed by Soyo Oka
Transcribed by JohnStacy

Intro ♩ = 132

D A/C# A-/C G/B

G-/Bb D/A E/G# E°/G

A F C/E C-/Eb Bb/D

Bb-/Db F/C G/B G°/Bb

Loop to [A]

Town

from SimCity (SNES)

Composed by Soyo Oka
Transcribed by John Bergan

Classical ♩ = 117

N.C. **A** F G-7 C7/G F/A B \flat F/A C7/G F C7_{sus}⁴ C7 F

N.C. F $^{\circ}7$ C/E N.C. E $b^{\circ}7$ B \flat /D B \flat Δ ⁷ G 7 /B B \flat /C C7

B F G-7 C7/G F/A B \flat F/A C7/G F C7_{sus}⁴ C7 D_{sus}² G-

F/C C7/B \flat A-7 D7 G-7 G-7/C C7 B \flat -/F F

C C7 C $\sharp^{\circ}7$ B \flat /D E \flat C/E

F/A B \flat Δ ⁷ B-7 b^5 C7

Loop to [A]

Main Theme

from The Sims

Composed by Jerry Martin
Transcribed by Jeffrey March

Stately ♩ = 79

A A F#- B-/F# Esus⁴ E A F#- E A/E

A F#- B- Esus⁴ E A F#- E A N.C.

B D C#- B- A D C#- B-⁷ Esus⁴ E F^{sus4} F G^{sus4} G

C CΔ⁷ A-⁷ D-⁷ G^{7sus4} G⁷ CΔ⁷ A-⁷ G⁷ CΔ⁷

D F E- D- C F E- D-

C^{sus4} C#^{sus4} C# D^{sus4} D E^{sus4} E

E AΔ⁷ F#-⁷ B-⁷ E^{7sus4} E⁷ AΔ⁷ F#-⁷ E⁷ AΔ⁷

(AΔ⁷) F#-⁷ B-⁷ E^{7sus4} E⁷ AΔ⁷ F#-⁷ E⁷ A

F AΔ⁷ F#- E^{7sus4} E⁷ A/E N.C.

Now Entering

from The Sims

Composed by Marc Russo
Transcribed by GuitarJoe48

Swing ♩ = 186

A FΔ⁷ F-⁷ B^bΔ⁷ E^bΔ⁷ E^b-⁷ A^bΔ⁷



Improvise melody 2nd time

D^bΔ⁷ D-⁷^{b5} G7^{#9} CΔ⁷ B^bΔ⁷



Melody as written

CΔ⁷ ^{1.} B^bΔ⁷ D^bΔ⁷ E^bΔ⁷



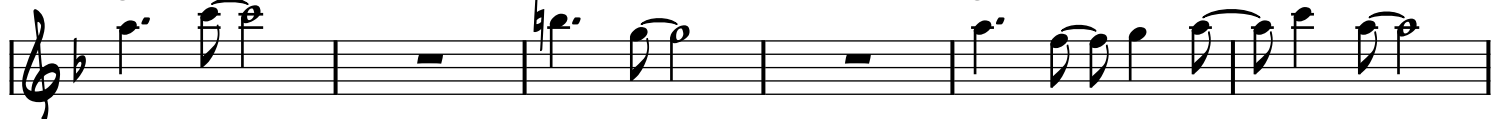
^{2.} D-⁷ E-⁷ F-⁷ G-⁷



B CΔ⁷ B^bΔ⁷ CΔ⁷



B^bΔ⁷ CΔ⁷ B^bΔ⁷



FΔ⁷ G-⁷ A-⁷ B^bΔ⁷



C-⁷ D-⁷ E^bΔ⁷ FΔ⁷



C B \flat Δ 7 A-7

Solos

G-7 F Δ 7 Play 6x

A-7 A \flat Δ 7 G-7 G \flat Δ 7

D G \flat Δ 7 A Δ 7 C Δ 7 D7sus⁴

E \flat Δ 7 F7sus⁴ N.C. 6

E G Δ 7 G-7 C7 F Δ 7 F-7 B \flat 7

Improvise melody 2nd time

E \flat Δ 7 E-7 \flat 5 A7 \sharp 9 D Δ 7 C Δ 7

Melody as written

1. D Δ 7 C Δ 7 E \flat Δ 7 F Δ 7

2. B \flat Δ 7 A \flat Δ 7 G Δ 7

rit. Straight 8ths

In a Moment's Time

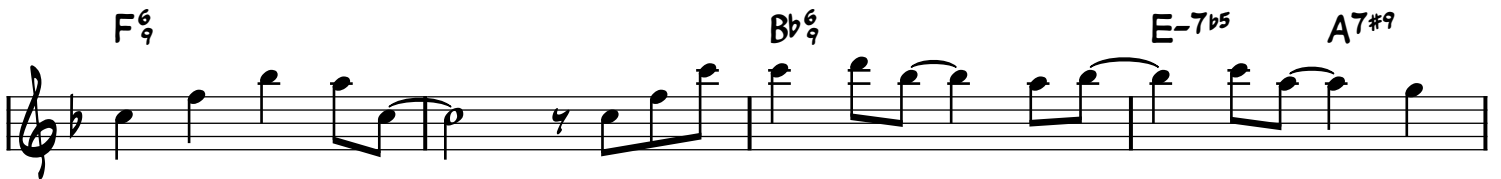
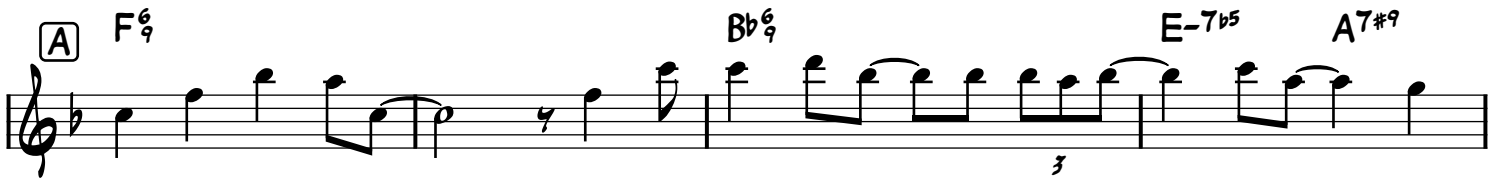
from *Skullgirls*

Composed by Michiru Yamane
Transcribed by Julius Verzosa

Swing ♩ = 148
N.C.



N.C.



B Bb^6 $A-7$ $D7^{\#9}$

$G-9$ $C7^{\flat9}$ $F\Delta^9$

$Bb\Delta^7$ $A7^{\#9}$ $D-$ $D-/C$ $B-7^{\flat5}$ $G-9$ $C13^{\flat9}$

C F^6 Bb^6 $E-7^{\flat5}$ $A7^{\#9}$

$D-$ $D-7/C$ $B-7^{\flat5}$ $Bb\Delta^7$ $G-9$ $C13^{\flat9}$

F^6 Bb $E-7^{\flat5}$ $A7^{\#9}$

$D-$ $D-7/C$ $B-7^{\flat5}$ $Bb\Delta^7$ $G-9$ $C13^{\flat9}$ F^6

D Ab^6 $Db-6/Ab$ Ab^6 $G-7^{\flat5}$ $C7^{\flat9}$

$F-$ $F-/Eb$ Bb/D $Bb-/Db$ $C7sus^4$ C

Cb $Fb-/Cb$ Cb $Bb-7^{\flat5}$ $Eb7^{\flat9}$

$Ab-$ $Ab-/Gb$ Db/F $Db-/Fb$ $Eb7sus^4$ $Eb7$

E $A\flat^{\flat 9}$ $D\flat^{\flat 9}$ $G-7^{\flat 5}$ $C7^{\sharp 9}$
 $F-$ $F-7/E\flat$ $D-7^{\flat 5}$ $D\flat\Delta 7$ $C-7$ $F7^{\flat 9}$
 $B\flat-9$ $E\flat 13^{\flat 9}$ $A\flat 7$ $A\flat 7/C$ $D\flat$ E/D $A\flat/E\flat$ $E\flat 7^{\flat 5\flat 9}$
F $A\flat\Delta 7$ $D\flat 13$ $A\flat\Delta 7$ $C-7$ $F7$
 $B\flat-7$ $E\flat 7$ $C-7$ $C\flat 7$ $B\flat-7$ $E\flat 7$
 $D\flat\Delta 7$ $B\flat-7$ $E\flat 7$ $A\flat\Delta 7$ $C-7$ $F7$
 $B\flat-7$ $E\flat 7$ $C-7^{\flat 5}$ $C\flat 7$ $B\flat-7$ $E\flat 7$
 $A\flat\Delta 7$ $D\flat 13$ $A\flat\Delta 7$ $E\flat-7$ $A\flat 7$
 $D\flat 7$ $B\flat-7$ $A7$ $A\flat\Delta 7$ $F7$
 $B\flat-7$ $E\flat 7^{\flat 9}$ $C-7$ $C\flat 7$ $B\flat-7$ $E\flat 7$

G $A\flat^{\flat 9}$ $D\flat^{\flat 9}$ $G-7\flat 5$ $C7\#9$

$F-$ $F-7/E\flat$ $D-7\flat 5$ $D\flat\Delta 7$ $B\flat-9$ $E\flat 13\flat 9$

$A\flat^{\flat 9}$ $D\flat^{\flat 9}$ $G-7\flat 5$ $C7\#9$

$F-9$ $F-7/E\flat$ $D-7\flat 5$ $D\flat\Delta 7$ $C-7$ $F7\#9$ $B\flat-9$ $E\flat 13\flat 9$

$A\flat^{\flat 9}$ $C\flat\Delta 13$ $B\flat\Delta 13$

rit. -----

Straight ♩ = 120

H $A\flat$ $A\flat/C$ $D\flat$ $G-7\flat 5$ $C7\#9$

Straight
a tempo

$F-$ $F-/E\flat$ $F-/D$ $F-/D\flat$ $D\flat\Delta 7/E\flat$

rit. -----

D FΔ7 B9b5 BbΔ7 Bb-7 A-7 D-7 G-7 C7

Musical staff for section D, first line. Chords: FΔ7, B9b5, BbΔ7, Bb-7, A-7, D-7, G-7, C7. The staff shows a melodic line in G major with a key signature of one flat (Bb).

FΔ7 B9b5 BbΔ7 Bb-7 A-7 D-7 G-7 C7

Musical staff for section D, second line. Chords: FΔ7, B9b5, BbΔ7, Bb-7, A-7, D-7, G-7, C7. Continuation of the melodic line.

D-7 G7 C C+

Musical staff for section D, third line. Chords: D-7, G7, C, C+. The staff ends with a double bar line and a fermata over the final note.

E FΔ9 E7/G# C7sus4/G Bb/C C7sus4/G Bb/C FΔ7 N.C. C+

Musical staff for section E, first line. Chords: FΔ9, E7/G#, C7sus4/G, Bb/C, C7sus4/G, Bb/C, FΔ7, N.C., C+. The staff shows a melodic line in G major with a key signature of one flat (Bb).

FΔ9 E7/G# C7sus4/G Bb/C C7sus4/G Bb/C F N.C.

Musical staff for section E, second line. Chords: FΔ9, E7/G#, C7sus4/G, Bb/C, C7sus4/G, Bb/C, F, N.C. Continuation of the melodic line.

F BbΔ7 Bb-7 A-7 Ab-7 G- C7 F F7

Musical staff for section F, first line. Chords: BbΔ7, Bb-7, A-7, Ab-7, G-, C7, F, F7. The staff shows a melodic line in G major with a key signature of one flat (Bb).

BbΔ7 Bb-7 A-7 Ab-7 G- Bb/C N.C. C+

Musical staff for section F, second line. Chords: BbΔ7, Bb-7, A-7, Ab-7, G-, Bb/C, N.C., C+. The staff ends with a double bar line and a fermata over the final note. Below the staff, it says "Loop to [A]".

Noisy Notebook C

from Snipperclips

Composed by Calum Bowen
Transcribed by Jonathan Aldrich

A ♩ = 115
Ab⁶ Db^Δ7 Eb⁷ Ab⁶ F#-⁷ B⁷

E A B⁷ E⁶ A^Δ7 A-⁶

E/G# E-^{7b5}/G F#-⁷ B E N.C.

B E^Δ7 A A/B E^Δ7 D-⁷ G⁷

C F-/C F#^o/C C⁷ N.C.

C Bb^Δ7 A-⁷ G-⁷ Bb/C Bb/Gb F^Δ7 N.C.

Bb^Δ7 A-⁷ G-⁷ Bb/C Bb/Gb F^Δ7 N.C. / / / C

D FΔ7 Bb Bb/C FΔ7 Eb-7 Ab7

Dbadd2 Gb Gb/Ab Gb/Db Dbadd2 Gb Gb-6

Db/F Fb07 Gb Ab Db N.C.

E AΔ7 EΔ7/G# / / G-7b5 F#-7 B7 A-6 Eodd2/G# C#

F#-7 D7 E N.C. / / / B

F EΔ7 A A/B EΔ7 D-7 F/G

C F-/C F#0/C C7 N.C.

G BbΔ7 A-7 DbΔ7 C-7

BbΔ7 A-7 DbΔ7 DbΔ7/Eb N.C.

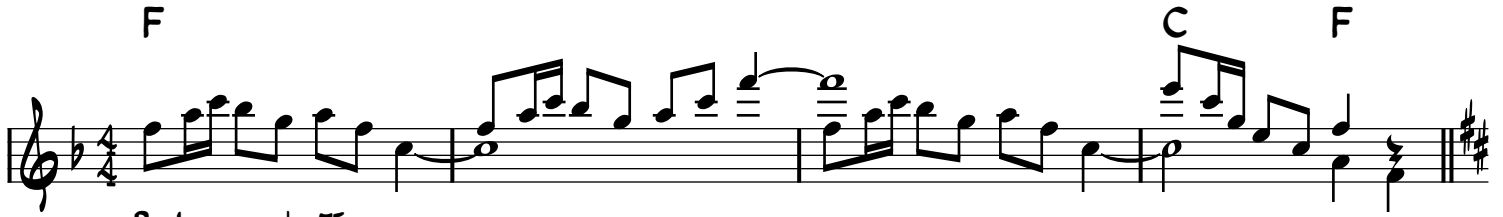
Loop to top

Title

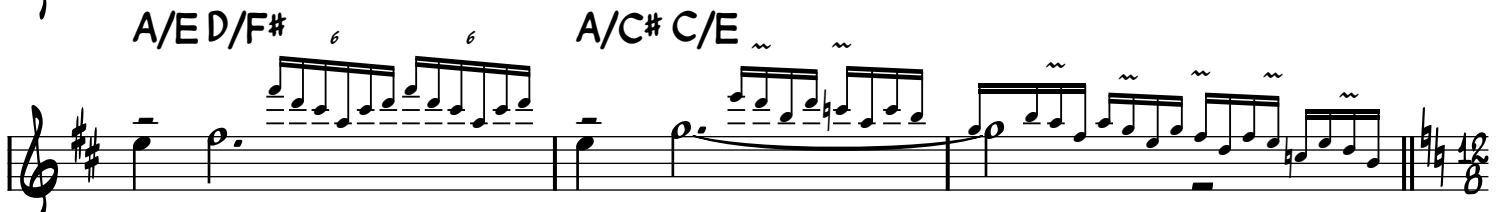
from Solstice

Composed by Tim Follin
Transcribed by Tristan H

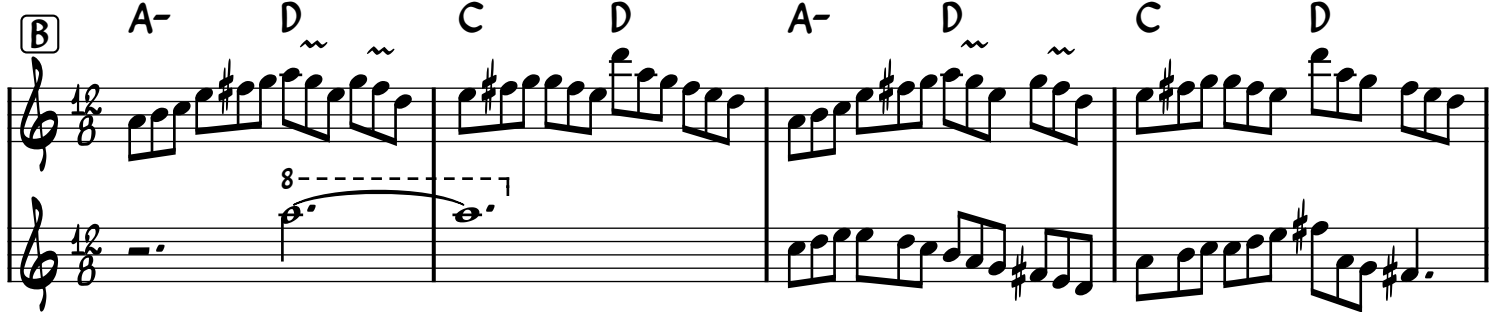
♩ = 112
F



Rock opera ♩ = 75



Fast rock shuffle ♩. = 150



Background simile to [D]

D B-11

(B-11)

E F#7sus² Gsus² N.C. Gsus²

F N.C.

G D/A

(D/A) F#/C# E/G#

(E/G#) D/A C/G

H B

(B) B A

I E- D E-

Background simile

(E-) D E- D

J F#-

(8vb on 2x)

B-

(B-)

K E-

(E-)

Bsus² tr Gsus⁴/A Bsus² tr Gsus⁴/A

Bsus² tr Gsus⁴/A Bsus² tr A-11

Lava Reef Zone (Act 1)

from Sonic & Knuckles

Composed by Howard Drossin

Transcribed by Ashanti Mills

♩ = 128

D- B \flat C D- B \flat C

(Bass)

A D- B \flat C D- B \flat C

Rhythm simile

D- B \flat C D- B \flat C

B B \flat C F D- E $^{\circ}$ /A F/C C

D- G-7 C D- G-7 C D-

Loop to top

Mushroom Hill Zone (Act 2)

from Sonic & Knuckles

Composed by Howard Drossin

Transcribed by Ashanti Mills

Funk ♩ = 122

F N.C.

(Bass)

F N.C.

A F Eb- Cb Eb

Rhythm simile

F Eb- Cb Eb

B Cb Db Eb

Cb Db Eb

C F- Eb Cb Db Eb

(Bass) Loop to top

Diamond Dust Zone (Act 1)

from Sonic 3D Blast (Sega Genesis)

Composed by Tatsuyuki Maeda

Transcribed by sigmabeta

Upbeat pop ♩ = 132

[A] F Db Eb

[B] F Eb/F Bb/F Eb/F

F Eb/F Bb/F Eb/F

[C] F Db^{sus2} Eb

[D] Gb Ab/Gb

Gb Ab/Gb

[E] Gb Ab/Gb Gb Ab/Gb F- Bb-

Gb Ab

[F] Db Eb/Db Db Eb/Db N.C.

Loop to [A]

Neo Green Hill Zone Act 1

from Sonic Advance

Composed by Tatsuyuki Maeda & Yutaka Minobe

Transcribed by Ashanti Mills

♩ = 119

F Eb/F Bb/F C/F

[A] F Eb/F Bb/F C/F F A°/Eb Db C7

Rhythm simile

Bb7 B°7 F/C D

G- C7 N.C. 1. F Eb/F Bb/F C/F

F Eb/F Bb/F C/F 2. F Eb/F F Eb

[C] Ab-7 Db7sus4 GbΔ7

Gb-7 Cb7sus4 FbΔ7 G7 C7

Loop to top

Blue Star ...for Casinopolis

from Sonic Adventure

Composed by Kenichi Tokoi
Transcribed by Nathan Ford

A $\text{♩} = 121$
E-7 C#07 E-7 C#07 C7

E-7 C#07 B7#5

B E-7 C#07 E-7 C#07 C7

Solo

E-7 C#07 B7#5

E-7 C#07 E-7 C#07 C7

E-7 C#07 FΔ7

C E-7 C7

F#-7b5 B7#5 E-7

GΔ7 C-6

F#7 B13

[D] E-7

(E-7) F#-7b5 B7#5

E-7 E-7/G

Solo to [E] F#-7b5/A B7#5

[E] E-7 B7 E-7 B7

E-7 B7 E-7 B7

E-7 B7 E-7 B7

Solo to End E-7 B7 E-7

Loop to top

It Doesn't Matter

from Sonic Adventure

Composed by Jun Senoue

Transcribed by Ashanti Mills

Rock ♩ = 144

Intro

E⁵ D E⁵ D

E⁵ D E⁵ F G

A⁷ F G

Verse 1

A- D⁷/A D-⁷ A- E⁷

A- D⁷/C D-⁷ A- G

Prechorus

E^b F/E^b D- G- A^b B^b_{sus}⁴ B^b G

F G/F G/A A- B^b G/B C_{sus}⁴ C C_{sus}⁴ C

Chorus

F D-

B^b C_{sus}⁴ C

F D-

B \flat C sus^4 C

B \flat D \flat N.C. F G

Postchorus E 5 D E 5 F G

Verse 2 A- D 7 /C D-7 A- G

Prechorus 2 F G/F G/A A-

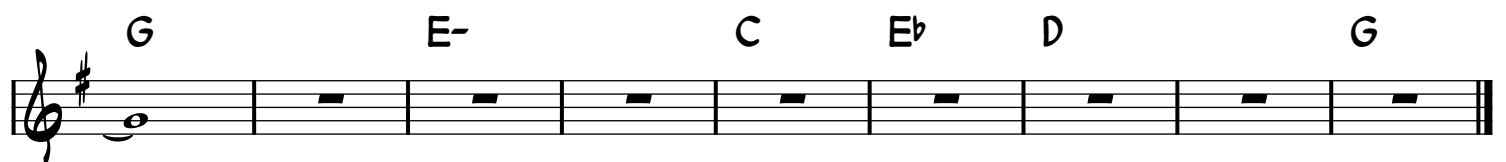
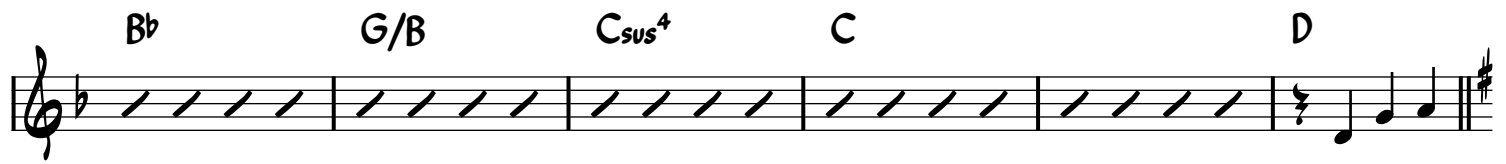
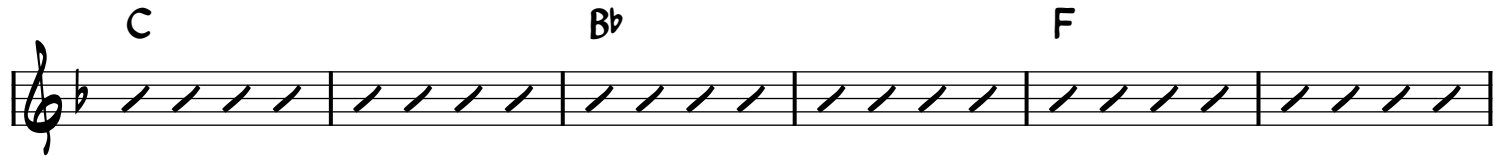
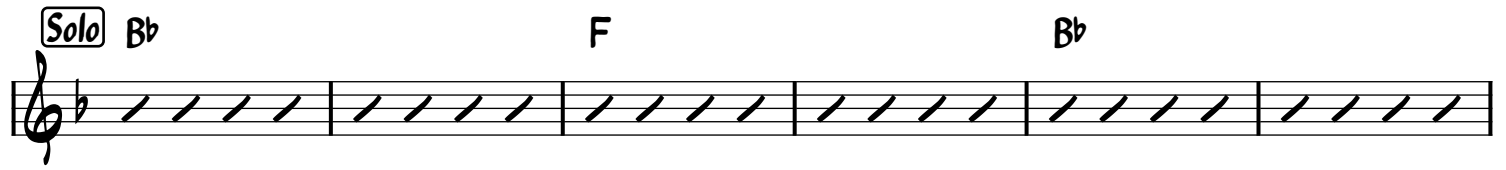
B \flat G/B C sus^4 C C sus^4 C

Chorus 2 F D-

B \flat C sus^4 C

F D-

B \flat C sus^4 C



Lazy Days ~Livin' in Paradise~

from Sonic Adventure

Composed by Jun Senoue

Transcribed by Ashanti Mills

Blues rock ♩ = 156

Intro C7 F7

C7 A7 D-7 G7 C7 G7

Verse C Bb C Bb C

(C) Bb C Bb C C7

F7 G7 C7 G7 Ab Bb C C7

Prechorus F7 C7 F7 C7 A7

F7 C7 F7 C7 A7

D- E- F G7 Ab7 G7

Musical staff with notes and chords: C7, F7, C7, A7

Chorus

Musical staff for Chorus with notes and rests

D-7 G7 C7 G7 Ab Bb C

Musical staff with notes and rests

To Coda (on 4x)

Bridge

C5 Bb5 B5 C5 C5 Bb5 B5 C5 C5 / C7

Musical staff for Bridge with notes and rests

Solo

F7 C7 1. F7 C7

Musical staff for Solo with slanted lines

2. F7 G7 Ab Bb C C7

Musical staff for Solo with slanted lines

D.S. al Coda (take repeats)

Musical staff with notes and chords: C7, A7, D-7, G7, C N.C.

C5 Bb5 B5 C5 C7

Musical staff with notes and rests

My Sweet Passion

from Sonic Adventure

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

Intro

Funk ♩ = 122

C#-7

F#7



C#-7

G#7

F#7

C#-7



Verse 1

C#-7



F#7

C#-7

A6

B6

C#-7



Verse 2

C#-7



F#7

C#-7

A6

B6

C#7



Chorus 1

C#-7

F#7

B6

E6

C#-7

F#7



B6

G#-7

F#7

G#7

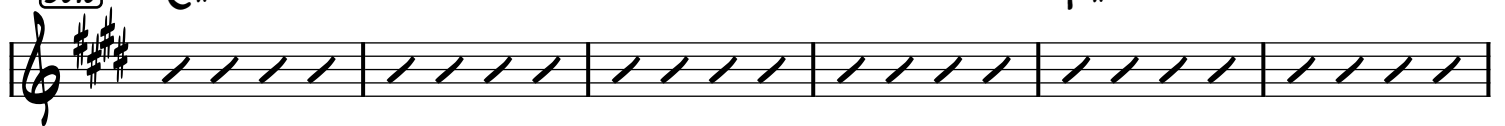
C#7



Solo

C#-7

F#7

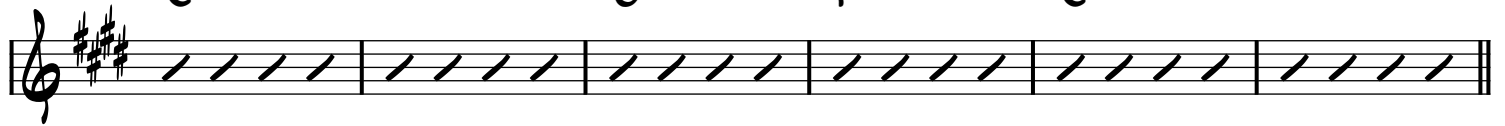


C#-7

G#7

F#7

C#-7



Verse 3 C#-7

F#7 C#-7 A6 B6 C#7

Chorus 2 C#-7

F#7 B6 E6

C#-7 F#7 B6 G#-7

F#7 G#7 C#-7

C#-7 F#7 B6 E6

C#-7 F#7 B6 E6

F#7 G#7 C#7

Solos C#-7

F#7

C#-7 G#7 F#7 C#-7

Repeat for solos and fade

Pleasure Castle ...for Twinkle Park

from Sonic Adventure

Composed by Jun Senoue

Transcribed by Mike Matarazzo

Rock ♩ = 152

A G A G A G A G A

A (A) G D D-/F A/E A

(A) G D D-/F A/E

B E F#- G A F#-

(F#-) G E

E F#- G A F#-

(F#-) B7 E E7

C A E/G# E-/G D D-/F A/E

D F#- F+ A/E B/D# D Esus⁴ E

Loop to top

⊕ F-7 Eb/G Bb-/Db C-7 F-7

Double-time swing

Eb/G Bb-/Db C-7

ⓓ DbΔ7 AbΔ7/C

C-7 Bb-7 Db/Eb

DbΔ7 AbΔ7/C

C-7 Bb-7 Db/Eb

ⓔ DbΔ7 AbΔ7/C C-7 Bb-7 / Db/Eb

Solos until fade out

Unknown from M.E.

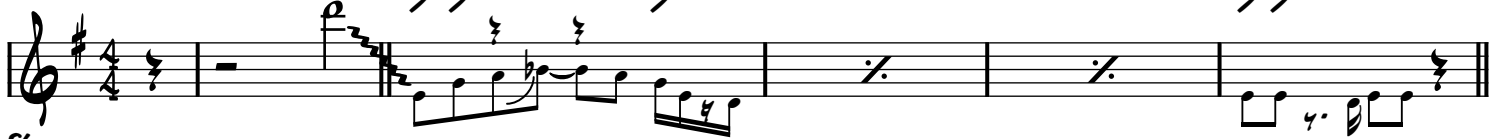
from Sonic Adventure

Composed by Kenichi Tokoi

Transcribed by Ashanti Mills

Hip-Hop/RnB, swing 16ths ♩ = 104

E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7



§

Rap Verse

E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7



Rhythm continuo sim

E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7



Sung Verse

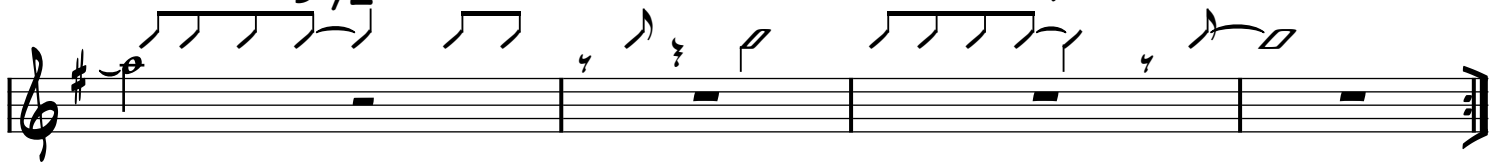
E-7 GΔ7 E-7 GΔ7



E-7 GΔ7 E-7 GΔ7



A- B-/E C_{sus}² A- B-/E C_{sus}⁴



Chorus

E-7 D-7/G CΔ⁹ B⁷alt



E-7 D-7/G CΔ⁹ B⁷alt



To Coda

E-7



D.S. al Coda (ignore repeats)



Solo E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7 F#-/E

Instrumental solo

E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7

Chorus 2 E-7 D-7/G CΔ⁹ B7^{alt}

E-7 D-7/G ¹CΔ⁹ B7^{alt}

²CΔ⁹ B7^{alt} E-7

Bridge E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7

Outro E-7 F#-/E E-7 F#-/E E-7 F#-/E E-7

E-7 F#-/E E-7 F#-/E E-7 F#-/E E-

N.C. E7

Unison

34°N, 12°E... for Mad Space

from Sonic Adventure 2

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

Intro

♩ = 240
C#-9



A

C#-9



C#-9



B

B-9



B-9



C

C#-9



C#-9



D C#-9

C#-9

E C#-9

C#-9

F B-9

B-9

G C#-9

C#-9

Loop to top

Bright Sound... for Dry Lagoon

from Sonic Adventure 2

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

Funk ♩ = 114
N.C.

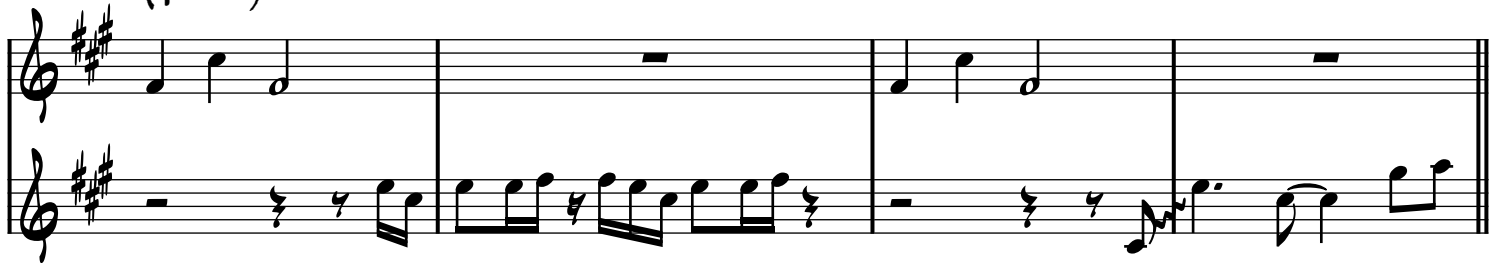
F#-9



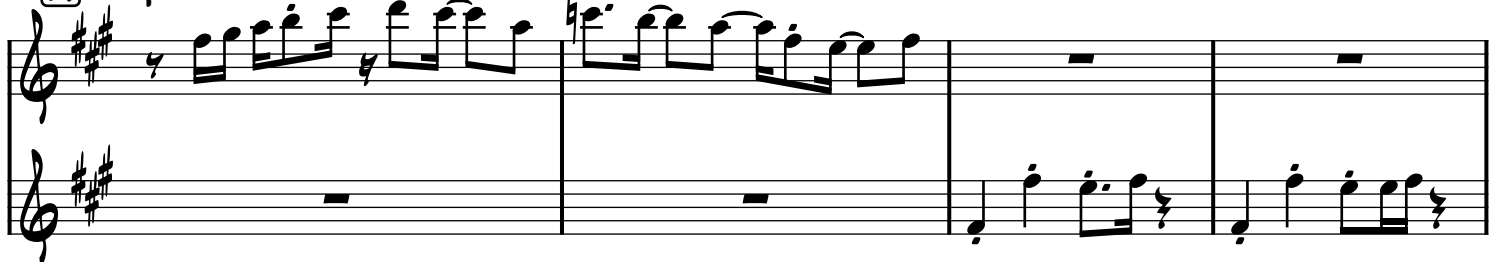
A F#-9



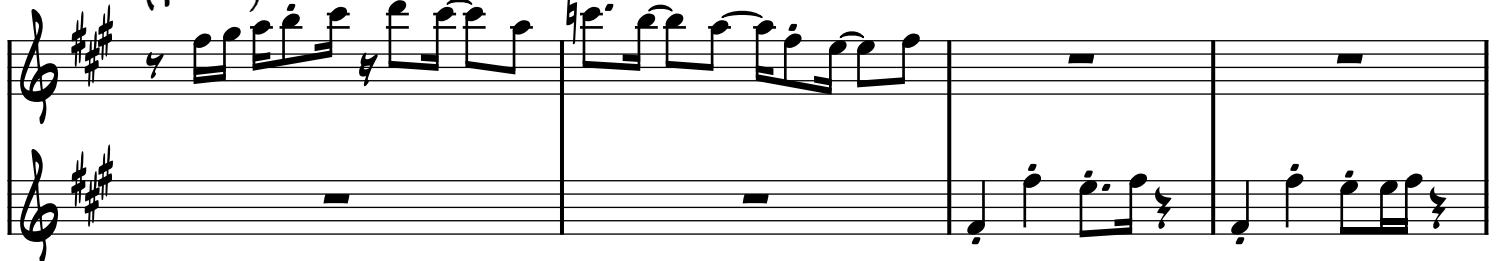
(F#-9)



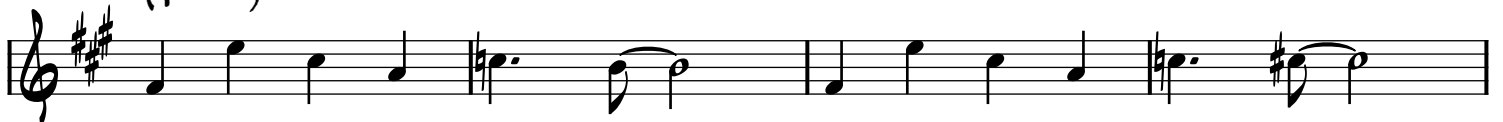
A F#-9



(F#-9)



(F#-9)



(F#-9)

R&B ♩ = ♩

B C#-7 AΔ7 G#7 C#-7 AΔ7 G#7

C#-7 AΔ7 G#7 C#-7 AΔ7 G#7

C C#-7 AΔ7 G#7 C#-7 AΔ7 G#7

C#-7 AΔ7 G#7 C#-7 B-7 C#-7

Loop to [A]

E.G.G.M.A.N.

from Sonic Adventure 2

Composed by Jun Senoue

Transcribed by Ashanti Mills

Vocal ad lib until Verse 1

Rock ♩ = 133

N.C.

D⁵ E⁵ F#-

D⁵ E⁵

(Bass)
Rhythm simile

F#-

G⁵ E⁵ F#-

D⁵ E⁵ F#-

N.C.

Verse 1

F#-

A

B

E

F#-

(F#-)

A

B

E

F#-

Chorus 1

A

F#-

A

F#-

A

F#-

A

E⁵ F#⁵ A⁵

B⁵

N.C.

Verse 2

F#-

A

B

E

F#-

(F#-)

A

B

E

F#-

C#⁵ E⁵

Prechorus 1 F#- E D#° D E

F#- E D#° E C#-

F#- A C D#5 D5 C#5 C5

F#- A C C5 D5 E5 G5

N.C.

Chorus 2 A F#- A F#-

A F#- A E5 F#5 A5 B5 N.C.

Solo F#- A B D E F

F#- A B 1. E C#- 2. E C#-

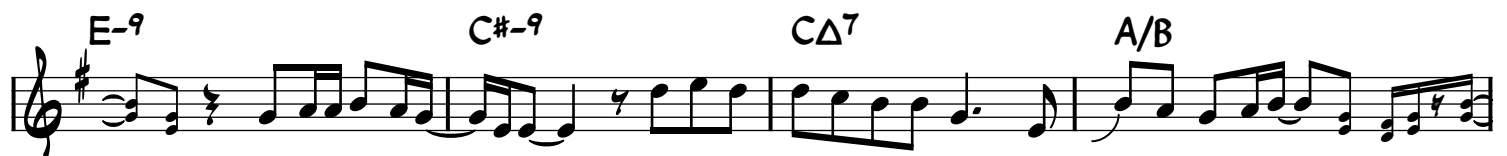
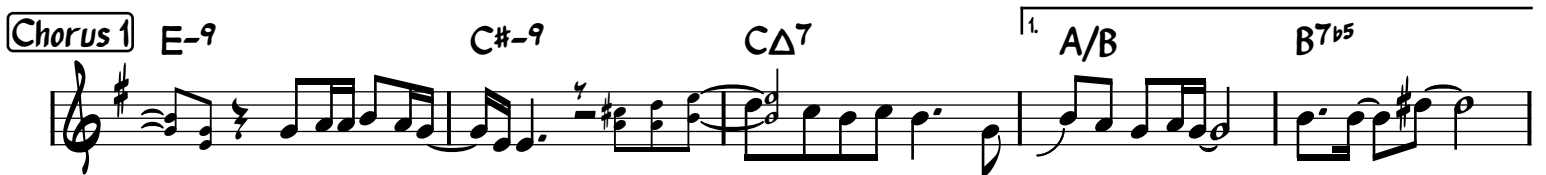
Fly in the Freedom

from Sonic Adventure 2

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

Latin jazz ♩ = 121



E-9 C#-9 CΔ7 A/B

E-9 C#-9 CΔ7 A/B

Bridge E-9 C#-9 CΔ7 A/B

First time only Last time only

Play 4x

Chorus 2 E-9 C#-9 CΔ7 A/B

E-9 C#-9 CΔ7 A/B

E-9 C#-9 CΔ7 A/B

E-9 C#-9 CΔ7 A/B

Outro E-9 C#-9 CΔ7 A/B

Solo under melody

E-9 C#-9 CΔ7 A/B

Repeat until fade out

Live & Learn

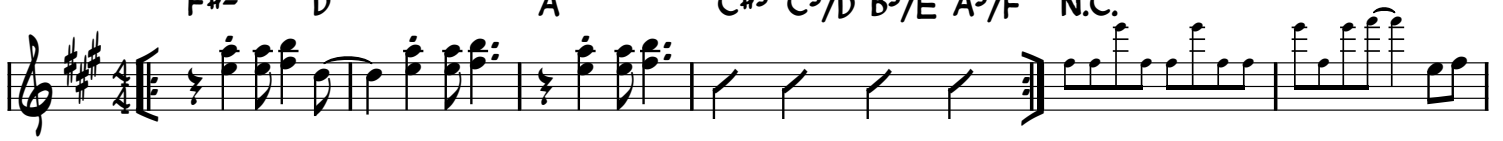
from Sonic Adventure 2

Composed by Jun Senoue

Transcribed by Ashanti Mills

Metal ♩ = 175
F#-

D A C#5 C5/D B5/E A5/F N.C.



Verse

F#-

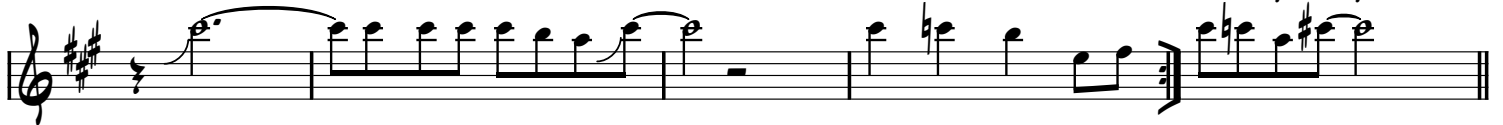
D



A

C#

C#5 C5 B5 A5 C#- / / E



Prechorus

D

E

F#-

A

C#

D

E

F#-

F

G



D

E

F#-

A

C#

D

F

G



Chorus 1

F#-

D

C#-

A

B

B/D#

F#-

D

C#-

A

C# /

C#/D#

C#/E#



F#-

D

C#-

A

B

B/D#

F#-

D

C#-

A

C# /

C#/D#

C#/E#



To Coda

Postchorus

N.C. F#-

E

D

E

N.C.



Guitar riff D.S. al Coda (take 2nd ending)

N.C. F#-

E

D

E

N.C.

F#-

A

B / /

C# E



Solo F#- D A C# C#5 C5 B5 A5

F#- D A C# E

Bridge D E F#- G D E F#- G

D F G N.C.

Chorus 2 F#- D C#- A B B/D#

F#- D C#- A C# / F#- C#

F#- D C#- A B B/D#

F#- D C#- A B B C#- G#- A

F#- E D E N.C.

Outro F#- D A C#5 C5 B5 A5 F#- D A C#5 C5 B5 A5

N.C.

Throw It All Away

from Sonic Adventure 2

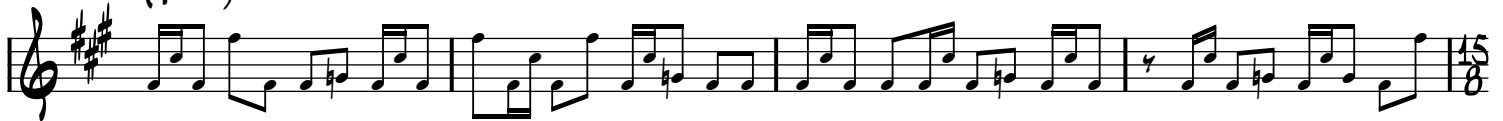
Composed by Fumie Kumatani

Transcribed by Ashanti Mills

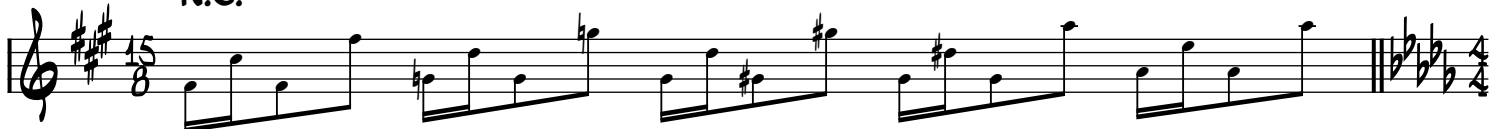
♩ = 142
F#5



(F#5)



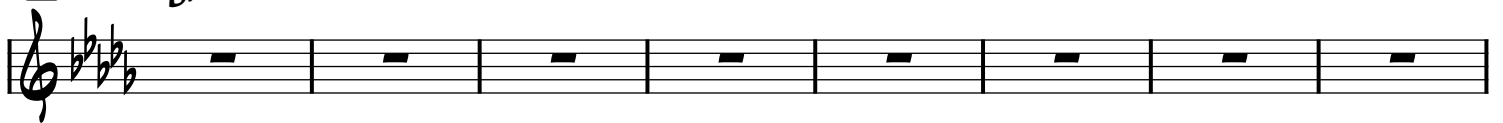
N.C.



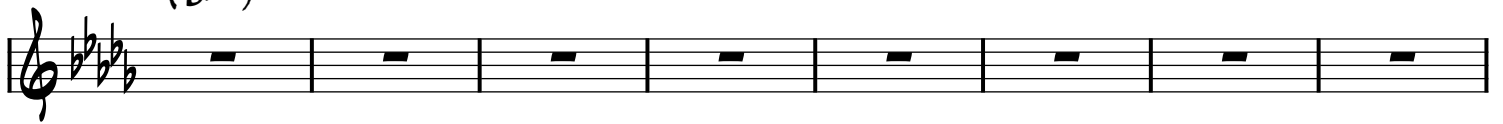
A Bb-



B Bb-



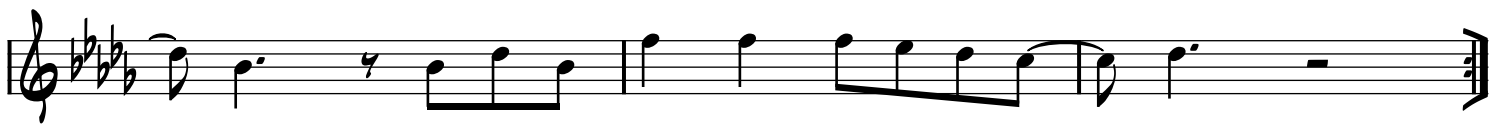
(Bb-)



C N.C.



(N.C.)



(N.C.)



Play 6x

D Bb-

E Bb-7 C/Bb

Gbadd9 Bb-7

F Bb-

(Bb-) N.C.

Bb-

G Bb-7 C/Bb

Gbadd9 Bb-7 Play 4x

Escape From the City... for City Escape

from Sonic Adventure 2

Composed by Jun Senoue

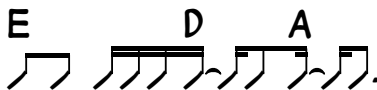
Lyrics by Ted Poley

Transcribed by Ashanti Mills & Bao Vuong

E D A E D A E D A

Rock ♩ = 132

Intro



Verse 1

(Bass) E C#- A C#5 B5

E C#- A B C#5 B5

Prechorus 1

A B E C#- A B E C#-

A B E C#- A C / / D

Chorus 1

E/B C C#- D A C D

E/B C C#- D

A C D5 C5 C#5 D5 D

E D A E D A E D A

Verse 2 E C#- A C#5 B5

E C#- A B C#5 B5

Rhythm simile

Prechorus 2 A B E C#- A B E C#-

A B E C#- A C / / D

Chorus 2 E/B C C#- D A

C D E/B C C#- D

A C D5 C5 C#5 D5 D

E D A E D A E D A

Rhythm simile C D5 C5 C#5 D5 D N.C. E

Flying Battery Zone (Act 1)

from Sonic & Knuckles

Composed by Tatsuyuki Maeda et al.

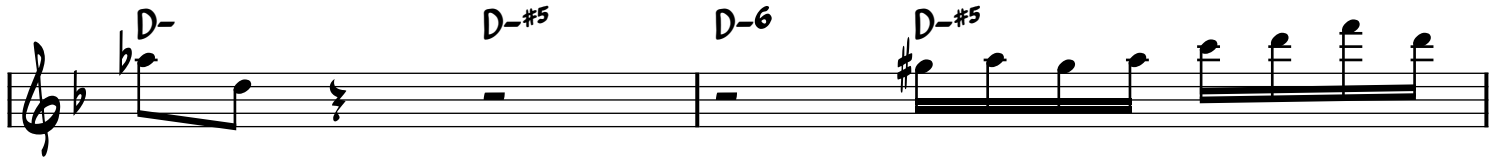
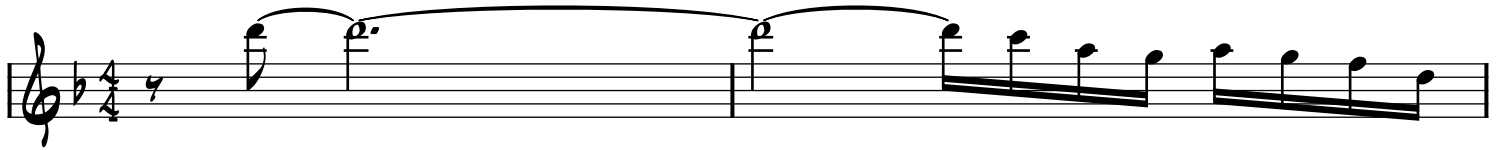
Transcribed by musicalmoose & DoubleMark

♩ = 150
D-

D-/C#

D-/C

D-/C#

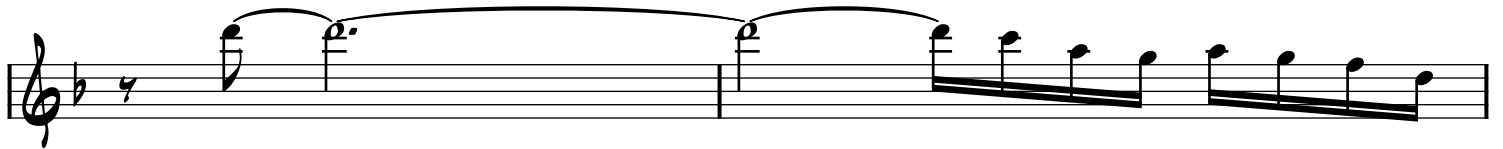


D-

D-/C#

D-/C

D-/C#



A

D-

D-/C#

D-/C

D-/C#

D-

D-#5

D-6

D-#5



D-

D-/C#

D-/C

D-/C#

D-

D-#5

D-6

D-#5



B

Bb

C

C#o

D-

C



Bb

C

C#o

D-



Loop to top

Egg Fleet

from Sonic Heroes

Composed by Jun Senoue

Transcribed by Ashanti Mills & John Bergan

Rock ♩ = 180

A N.C. C^b B^b N.C. C^b C D^b

Unison

N.C. C^b B^b N.C. C^b C D^b

Unison

B E^b- G^b E^b- G^b A^b

E^b- G^b A^b F^b / / G^b F^b A^b B^b C^b

C B^b C B^b C B^b C

(Bass)

A^b B^b C^b D^b N.C.

D C- E^b C- E^b F C- E^b F G

C- E^b C- E^b F C- E^b F G^b A^b

E N.C. Eb-

Unison Drum solo Unison Bass solo

N.C. Eb- Gb Eb- Cb Db

Unison Drum solo Unison

F Eb- Gb Ab

Unison

1. Ab Fb / / Gb Fb 2. Ab Bb Cb

G Bb C Bb C Bb C

(Bass)

Ab Bb Cb Db N.C.

H C- Eb C- Eb F C- Eb F G

N.C. Cb Db Eb- F Gb Ab N.C. Cb Db

Unison Unison Loop to [B]

Ocean Palace

from Sonic Heroes

Composed by Naofumi Hataya
Transcribed by Ashanti Mills

♩ = 160

A F7 Eb/F

(Eb/F) F7

B F7 / Eb

F7 / Eb

C F7 / Eb

F7 / Eb

D F7 / Eb

F7 / Eb

E F7 Eb/F

(Eb/F) F7

F G- A- Bb Bb/C C

G- A- Bb Bb/C C

G- A- Bb Bb/C C

G- A- Bb Bb/C

Db Eb F^{sus4} F

N.C.

Drum break

Loop to top

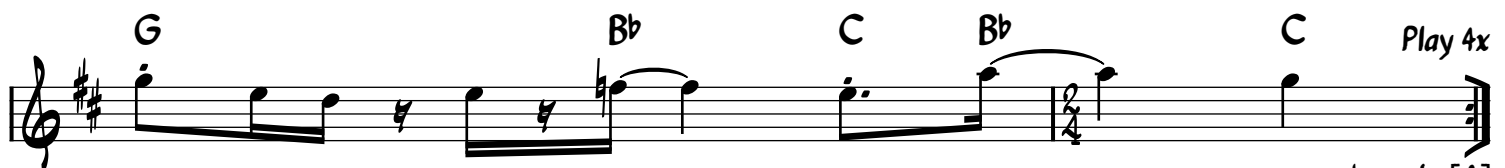
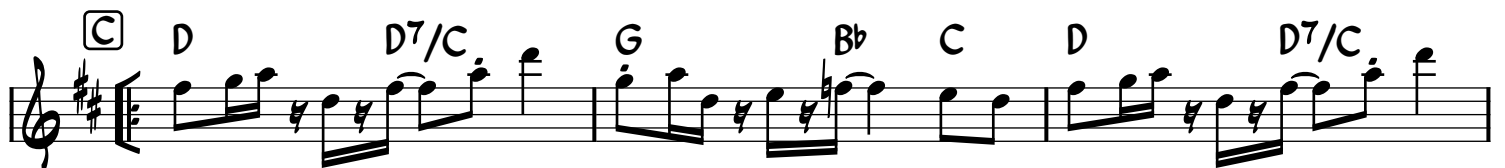
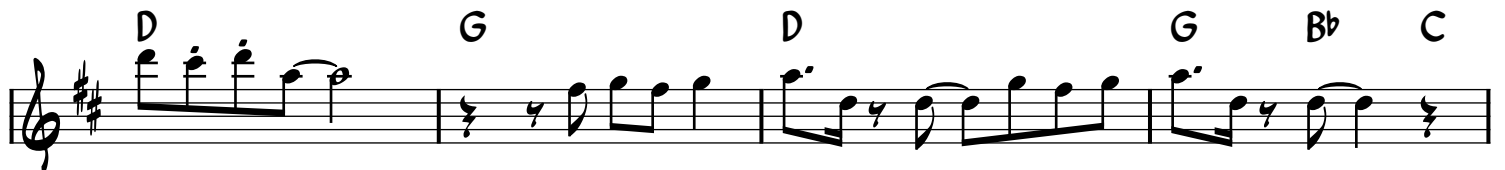
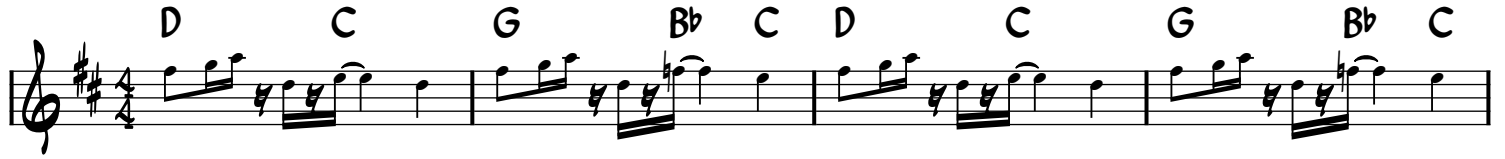
Windy Hill - Zone 2

from Sonic Lost World

Composed by Tomoya Ohtoni

Transcribed by Ashanti Mills

Latin ♩ = 133



Play 4x

Loop to [A]

Stardust Speedway Zone (Act 1)

from Sonic Mania

Composed by Tee Lopes

Transcribed by musicalmoose & DoubleMark

Swing 16ths ♩ = 100

D- D-6 D-7 D-6 A7b9#9

D- D-6 D-7 D-6 A7b9#9

A D- D-6 D-7 D-6 A7b9#9

D- D-6 D-7 D-6 A7b9#9

B D- G7 D-7 D-6 A7b9#9

D- G7 D-7 D-6 A7b9#9

C BbΔ7 A7b9#9 D-9 D-13 BbΔ7 A7b9#9 D-9 / / F°/A

BbΔ7 A7b9#9 D-9 D-13 BbΔ7 A7#9 D-9 Eb13

Loop to top

Stardust Speedway Zone (Act 1)

from Sonic Mania

Composed by Tee Lopes

Transcribed by musicalmoose & DoubleMark

Swing 16ths ♩ = 100

C#- C#-6 C#-7 C#-6 G#7b9#9

C#- C#-6 C#-7 C#-6 G#7b9#9

A C#- C#-6 C#-7 C#-6 G#7b9#9

C#- C#-6 C#-7 C#-6 G#7b9#9

B C#- F#7 C#-7 C#-6 G#7b9#9

C#- F#7 C#-7 C#-6 G#7b9#9

C AΔ7 G#7b9#9 C#-9 C#-13 AΔ7 G#7b9#9 C#-9 / / E°/G#

AΔ7 G#7b9#9 C#-9 C#-13 AΔ7 G#7#9 C#-9 D13

Loop to top

Studiopolis Zone (Act 1)

from Sonic Mania

Composed by Tee Lopes

Transcribed by DoubleMark & musicalmoose

Swing 16ths ♩ = 120

Intro

D- 6

D- 6

A D-7 G-7 A7#9 D-7 G-7 A7#9

D-7 G-7 A7#9 D-7 G-7 A7#9

B D-7 G-7 A7#9

D-7 G-7 A7#9

D-7 G-7 A7#9

D-7 G-7 A7#9 Ab7

C G-7 C7

DΔ7 F7sus4

E13 Eb13

A7#9 B07 C7 A7#9/C#

D D-7 G-7 A7#9

D-7 G-7 A7#9

D-7 G-7 A7#9

1. D-7 G-7 A7#9

D-7 EbΔ7 A7#9

2. D-7 G-7 A7#9

BbΔ7 Eb7

Loop to [A]

Resort Island: Can You Feel the Sunshine?

from Sonic R

Composed by Richard Jacques

Transcribed by Ashanti Mills

Dance-pop ♩ = 158

Intro

CΔ⁷ C-⁷ B^bΔ⁷ F/G CΔ⁷ C-⁷ B^bΔ⁷ F/G

Verse

CΔ⁷ Eb/F B^bΔ⁷ F/G

CΔ⁷ Eb/F B^bΔ⁷ F/G

CΔ⁷ Eb/F B^bΔ⁷ F/G

CΔ⁷ E-⁷ FΔ⁷ F/G E-⁷

Chorus

F-⁷ Eb/G AbΔ⁷ F-⁷ G-⁷ Eb/Bb

F-⁷ Eb/G AbΔ⁷ Ab/Bb C⁷_{sus}⁴ E-⁷

F-⁷ Eb/G AbΔ⁷ F-⁷ G-⁷ Eb/Bb

F-⁷ Eb/G AbΔ⁷ Ab/Bb C⁷_{sus}⁴ DbΔ⁷

To Coda

Postchorus CΔ7 Eb/F BbΔ7 F/G CΔ7 Eb/F BbΔ7 F/G

D.S. al Coda

Bridge CΔ7/D Eb/F BbΔ7 F/G B6/F# F#6 B/F#

F#-7 E/G# AΔ7 F#-7 G#-7 E/B

F#-7 E/G# AΔ7 A/B C#7sus4 E#-7 A/B C#7sus4 E#-7

Chorus 2 F#-7 E/G# AΔ7 F#-7 G#-7 E/B

F#-7 E/G# AΔ7 A/B C#7sus4 E#-7 A/B C#7sus4 DΔ7

Bridge 2 Samba CΔ7 Eb/F BbΔ7 F/G CΔ7 Eb/F BbΔ7 F/G

Chorus 3 Dance-pop F#-7 E/G# AΔ7 F#-7 G#-7 E/B

F#-7 E/G# AΔ7 A/B C#7sus4 E#-7 A/B C#7sus4 DΔ7

1., 3., etc. 2., 4., etc.

Improv and fade out on repeat

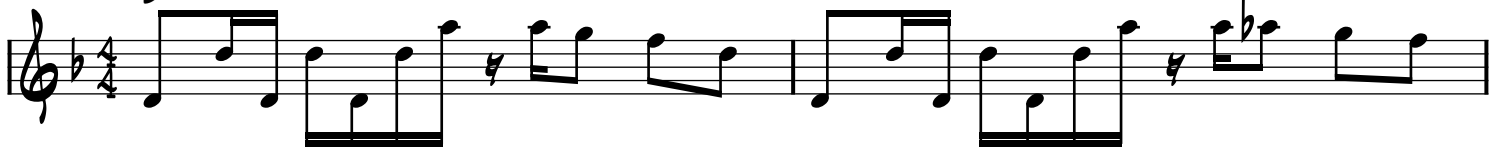
Toxic Caves

from Sonic Spinball

Composed by Howard Drossin
Transcribed by Ashanti Mills

Funk ♩ = 124

D-



(D-)



A

D-



(Bass)

(D-)

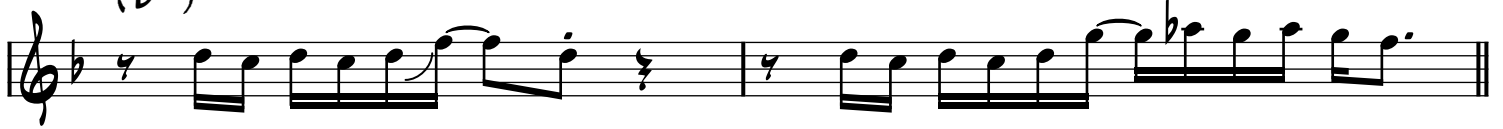


(D-)



Bass simile

(D-)



(D-)



(D-)



B D-

(Bass)

(D-)

(D-)

Bass simile

(D-)

(D-)

N.C.

C D-

(D-)

(D-)

(D-)

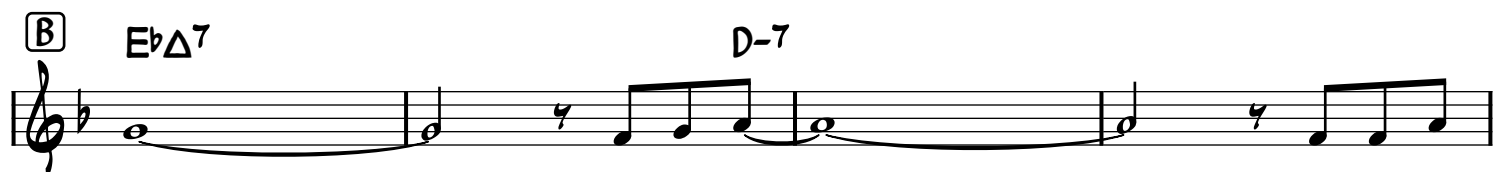
Loop to [A]

Green Hill Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque



Marble Zone

from Sonic the Hedgehog

Composed by Masato Nakamura
Transcribed by Jer Roque

♩ = 134

A D-9 G-9

C7 FΔ7 E-7b5 A7

D-9 G-Δ7

E-7b5 A7 D-7

B D-7 C7 BbΔ7 C7 D-7 C7 BbΔ7 C7

Loop to [A]

Spring Yard Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

Swing $\text{♩} = 100$

A G-9

The musical score is written in treble clef with a key signature of two flats (Bb and Eb) and a 4/4 time signature. It begins with a tempo marking of 'Swing' and a quarter note equal to 100 beats per minute. Section A starts with a G-9 chord and consists of two lines of music. The first line of Section A has a first ending bracketed over the last two measures, which then leads into the second line. Section B consists of four lines of music, each starting with an EbΔ7 chord. The chords for Section B are: EbΔ7, Bb/D, C-7, BbΔ7 in the first line; EbΔ7, Bb/D, C-7, BbΔ7 in the second line; EbΔ7, Bb/D, C-7 in the third line; and BbΔ7, A-7b5, D7#5, D7, G-9 in the fourth line. The score concludes with a 'Loop to [A]' instruction.

A-9

1. D7#5

2. (A-9) D7#5 D7

B EbΔ7 Bb/D C-7 BbΔ7

EbΔ7 Bb/D C-7 BbΔ7

EbΔ7 Bb/D C-7

BbΔ7 A-7b5 D7#5 D7 G-9

Loop to [A]

Star Light Zone

from Sonic the Hedgehog

Composed by Masato Nakamura

Transcribed by Jer Roque

♩ = 126

A FΔ7 C-/Eb D7b9 G-7 F#° Bb/F E°

C7 E° FΔ7 C7

FΔ7 C-/Eb D7b9 G-7 F#° Bb/F E° C7 E°

B F6 G-7 A-7 BbΔ7

F6 G-7 A-7 C7

Loop to [A]

Aquatic Ruin Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

A $\text{♩} = 134$
 G-7 D7 G-7 D7

B C-7 F BbΔ7 EbΔ7 A-7b5 D7 G7

C-7 F BbΔ7 EbΔ7 A-7b5 D7 G G7

C C-7 F7 BbΔ7 EbΔ7 A-7b5 D7 G7

C-7 F7 BbΔ7 EbΔ7 A-7b5 D7 G-7

Loop to top

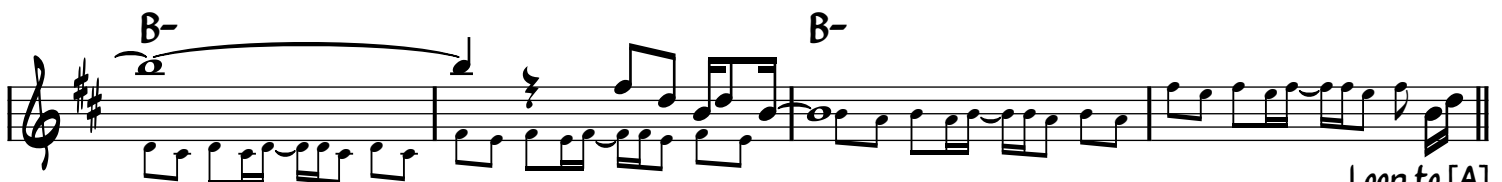
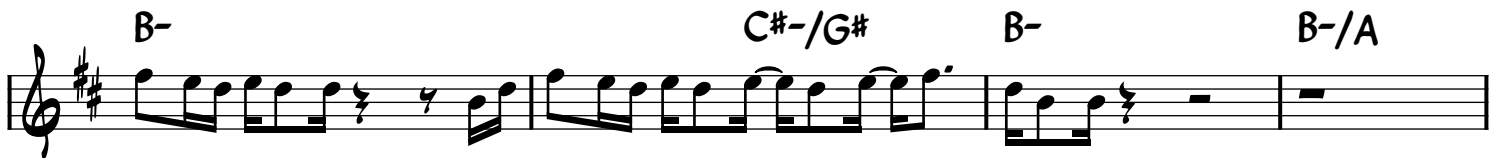
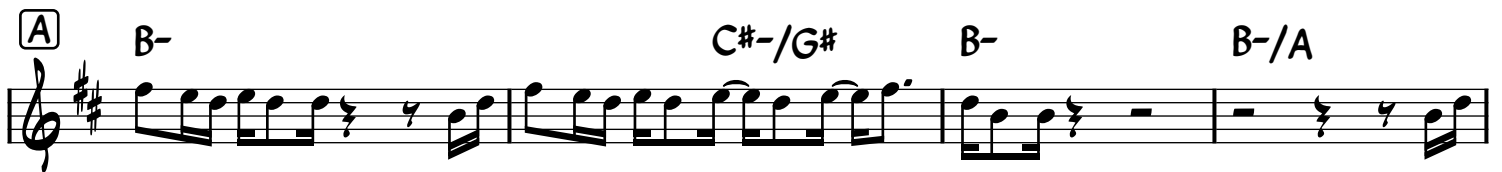
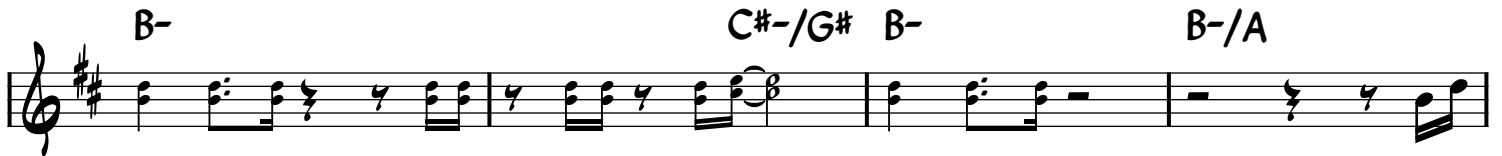
Chemical Plant Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by musicalmoose

Intro ♩ = 140
B-



Loop to [A]

Emerald Hill Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by Jer Roque

♩ = 140

Chords: Eb F D- Eb [A] F G Eb D-

Musical staff 1: Treble clef, 4/4 time signature. The melody starts with a half note Eb, followed by a quarter note F. The second measure has a half note D- and a half note Eb. The third measure has a quarter note F, a quarter note G, and a quarter note F. The fourth measure has a quarter note G, a quarter note F, and a quarter note G. The fifth measure has a quarter note Eb, a quarter note D-, and a quarter note Eb. The sixth measure has a quarter note D-, a quarter note Eb, and a quarter note D-.

Chords: F G Eb D-

Musical staff 2: Treble clef, 4/4 time signature. The melody starts with a quarter note F, a quarter note G, and a quarter note F. The second measure has a quarter note G, a quarter note F, and a quarter note G. The third measure has a quarter note Eb, a quarter note D-, and a quarter note Eb. The fourth measure has a quarter note D-, a quarter note Eb, and a quarter note D-.

Section [B] Chords: F G Eb D-

Musical staff 3: Treble clef, 4/4 time signature. The melody starts with a quarter note F, a quarter note G, and a quarter note F. The second measure has a quarter note G, a quarter note F, and a quarter note G. The third measure has a quarter note Eb, a quarter note D-, and a quarter note Eb. The fourth measure has a quarter note D-, a quarter note Eb, and a quarter note D-.

Chords: F G Eb D-

Musical staff 4: Treble clef, 4/4 time signature. The melody starts with a quarter note F, a quarter note G, and a quarter note F. The second measure has a quarter note G, a quarter note F, and a quarter note G. The third measure has a quarter note Eb, a quarter note D-, and a quarter note Eb. The fourth measure has a quarter note D-, a quarter note Eb, and a quarter note D-.

Section [C] Chords: Bb A- A7 D-

Musical staff 5: Treble clef, 4/4 time signature. The melody starts with a quarter note Bb, a quarter note A-, and a quarter note Bb. The second measure has a quarter note A-, a quarter note G, and a quarter note A-. The third measure has a quarter note A7, a quarter note G, and a quarter note A7. The fourth measure has a quarter note D-, a quarter note C, and a quarter note D-.

Chords: Bb A- C D N.C.

Musical staff 6: Treble clef, 4/4 time signature. The melody starts with a quarter note Bb, a quarter note A-, and a quarter note Bb. The second measure has a quarter note A-, a quarter note G, and a quarter note A-. The third measure has a quarter note C, a quarter note D, and a quarter note C. The fourth measure has a quarter note N.C., a quarter note N.C., and a quarter note N.C.

Loop to [A]

Mystic Cave Zone

from Sonic the Hedgehog 2

Composed by Masato Nakamura

Transcribed by DoubleMark

Swing 16ths ♩ = 107

A D-7

Bass simile to B

D-7

B D-7

D-7

D-7

C D-7

Upper voice continues

D-7

Loop to [A]

Angel Island Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Jun Senoue

Transcribed by Ashanti Mills

♩ = 132 [A] F7

[B] F7 Bbsus4 Bb F7 Bbsus4

F7 Bbsus4 Bb F7 Bbsus4

[C] F7 Bb F7 Bb

F7 Bb F7 Bb

[D] A- D- G- C A- D- G- C

A- D- G- C A- D- G- C

[E] BbΔ7 BbΔ7 EbΔ7 C

Loop to top

Data Select

from Sonic the Hedgehog 3

Composed by Tatsuyuki Maeda, Sachio Ogawa, Masanori Hikichi

Transcribed by sigmabeta & Ashanti Mills

Samba ♩ = 112

N.C. [A] F-7 Bb7 EbΔ7 C7 F-7 Bb7 Eb N.C.



F-7 Bb7 EbΔ7 C7 F-7 Bb7 Eb N.C.



[B] Bb-7 Eb7 AbΔ7 Ab6 Bb-7 Eb7 AbΔ7



C-7 F7 BbΔ7 G- C-7 F7 Bb N.C.



F-7 Bb7 EbΔ7 C7 F-7 Bb7 Eb N.C.



[C] F-7/Bb Bb7 EbΔ7/Bb C-



F-7/Bb Bb7 EbΔ7 C-7



F-7/Bb Bb7 EbΔ7/Bb C-



F-7/Bb Bb7 EbΔ7 N.C.



Loop to [A]

Gumball Bonus

from Sonic the Hedgehog 3

Composed by Jun Senoue
Transcribed by Ashanti Mills

$\text{♩} = 133$

$B\flat$ C D- E $^{\circ}$ F G- N.C.



[A] $B\flat$ D-/A $B\flat 7/A\flat$ G- G \flat $B\flat/F$ G- E $^{\circ}/G$ F



$B\flat$ D-/A $B\flat 7/A\flat$ G- G \flat $B\flat/F$ F $B\flat$



[B] E \flat D- C F7



E \flat D7 G- C7 F7

Loop to [A]



Hydrocity Zone (Act 1)

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by DoubleMark & musicalmoose

Lightly swing 16ths ♩ = 100

F-7

/ / A^b G^o



F-7

/ / A^b G^o



A

D^b7

E^b7



D^b7

E^b7

C7^{b9}



B

B^b-7

C-7

D^bΔ7

E^b



B^b-7

C-7

F-

E^b7

D^bΔ7

C-7



B^b-7

C-7

D^bΔ7

E^b



B^b-7

C7^{sus4}

C



Loop to top

Ice Cap Zone Act 1

from Sonic the Hedgehog 3

Composed by Brad Buxer

Transcribed by AarekMG

♩ = 130

Vamp F- Ab/Eb Db C-7 F- Ab Eb **Play 4x**

A F- Db Eb C- F- Db Eb C-

F- Db Eb C- F- Db Eb

Vamp F- Ab/Eb Db C-7 F- Ab Eb

A' F- Db Eb C- F- Db Eb C-

F- Db Eb C- F- Db Eb

Loop to top

Marble Garden Act 1

from Sonic the Hedgehog 3

Composed by Miyoko Takaoka

Transcribed by Ashanti Mills

Funk, swing 16ths ♩ = 114

F#-7 B7 F#-7 A/B

(Bass)

A F#-7 B7 F#-7 A/B

Rhythm simile

F#-7 B7 F#-7 A/B

F#-7 B7 F#-7 A/B

F#-7 B7 F#-7 A/B

B F#-7b5/E E F#-7b5/E E

F#-7b5/E E F#-7b5/E E / / D-/F

Loop to top

Special Stage

from Sonic the Hedgehog 3

Composed by Yoshiaki Kashima
Transcribed by Ashanti Mills

Latin ♩ = 128
N.C.

[A] D C D C D C D C

B- E- A D B- E- A D

[B] G D G D

G D G D G A D

[C] G D G D

B- Bb+ D/A D C# B- A

[D] D C D C D C D C

D C D C D C D C

Loop to [A]

Apotos Night

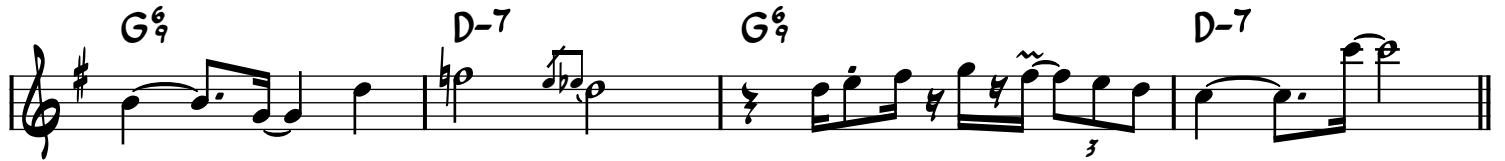
from Sonic Unleashed

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

Bossa ♩ = 86

GΔ⁷ D-7 CΔ⁷ C-7 G/B G-7/B^b A-7 D7_{sus}⁴



[C] G⁶ D-7 CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁹_{sus}⁴

G⁶ D-7 CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁷_{sus}⁴

G⁶ D-7 CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁹_{sus}⁴

G⁶ D-7 CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁹_{sus}⁴

[D] G⁶ CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁹_{sus}⁴

G⁶ CΔ⁷ C-7 B-7 B^b0Δ⁷ A-7 D⁹_{sus}⁴

Loop to [A]

Arid Sands - Night

from Sonic Unleashed

Composed by Kenichi Tokoi
Transcribed by Ashanti Mills

Swing 16ths ♩ = 112

Intro

G#-7

(Bass)

A

G#-7

A#-7/G# D#sus⁴/G#

G#-7

A#-7/G# D#sus⁴/G#

Bass simile

G#-7

A#-7/G# D#sus⁴/G#

G#-7

A#-7/G# D#sus⁴/G#

B

G#-7

A#-7

A7

G#-7

A#-7

A7

G#-7

A#-7

A7

G#-7

A#-7

A7

Spagonia - Day

from Sonic Unleashed

Composed by Kenichi Tokoi
Transcribed by Ashanti Mills

Waltz ♩ = 200

A A⁶ G^{#-7b5} C^{#7}

F^{#-7} E⁻⁷ A⁷

D^{Δ7} C^{#7} F^{#-7}

1. B⁻⁷ D E⁷ B⁻⁷ E⁹ A⁶

2.

B E/B A^{Δ7}

E/B A^{Δ7}

C^{#7} F^{#-7}

B⁻⁹ E⁷ E⁹

The musical score is written in treble clef with a key signature of two sharps (F# and C#) and a 3/4 time signature. It begins with a tempo marking of 'Waltz ♩ = 200'. The score is divided into sections A and B. Section A consists of several lines of music with various chords and melodic lines. Section B is a chord progression consisting of several lines of block chords. The score concludes with a final chord.

Going to Where the Wind Blows

from *Soulcalibur*

Composed by Junichi Nakatsuru

Transcribed by Jer Roque

March ♩ = 82
N.C./F

[A] B^b C D- C B^b C A-7 D-

B^b C_{sus}⁴ C A-7 D_{sus}⁴ D

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

A-7 D B- E- F G/D D

[C] B- C D D#° E- D

C G/D D C/E D/F# G

C D G C/G E^b/F D_{sus}⁴ D

Loop to [B]

Theme From Space Harrier

from Space Harrier

Composed by Hiroshi Kawaguchi
 Transcribed by Jer Roque

$\text{♩} = 154$ F B \flat /F B \flat -/F F

F B \flat /F B \flat -/F B \flat -/F F

[A] F F7/E \flat D- B \flat B \flat -

F F7/E \flat D- B \flat B \flat -

[B] A-7 D7 G-7 B \flat B \flat -

A-7 D7 G-7 B \flat C C

[C] D- B \flat C D-

D- B \flat C D- B \flat C

Loop to [A]

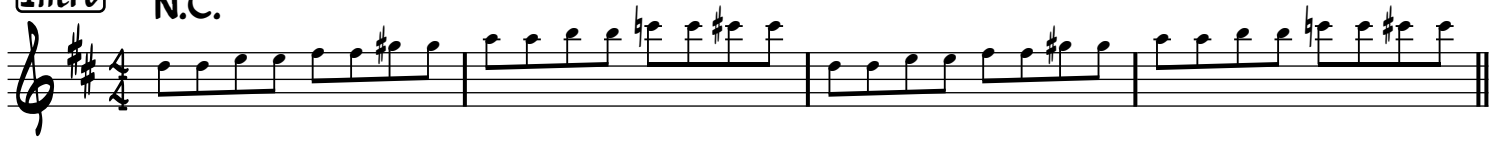
Now or Never!

from Splatoon

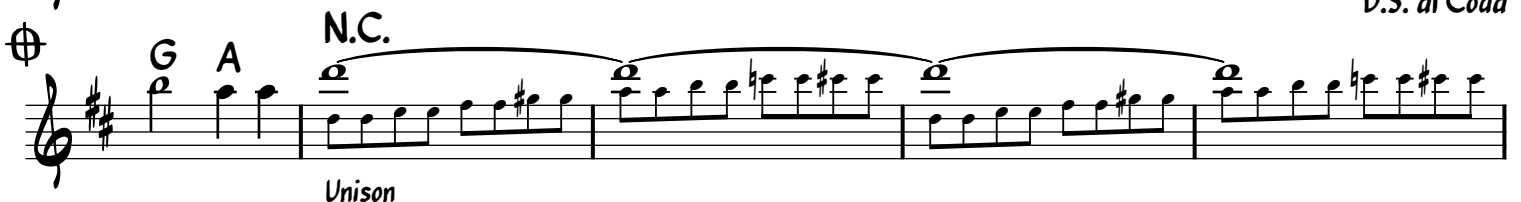
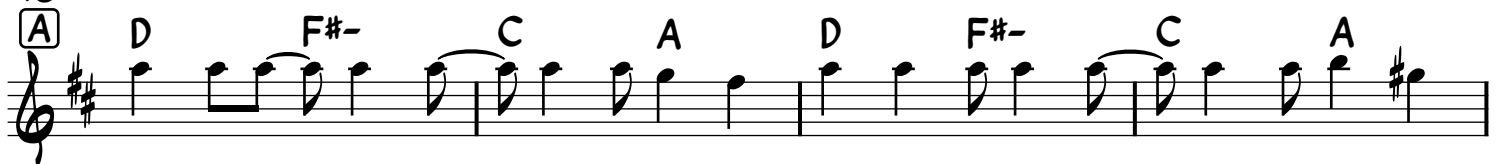
Composed by Toru Minegishi

Transcribed by Ashanti Mills

Intro Rock ♩ = 180
N.C.



A Unison



Splattack!

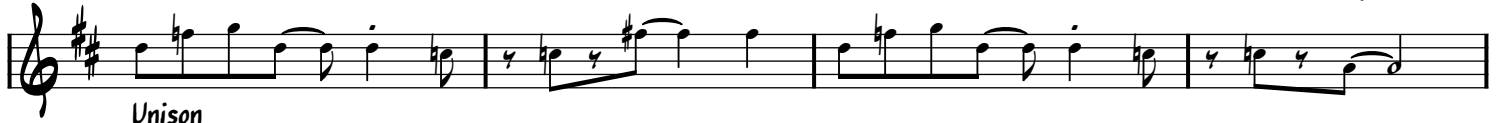
from Splatoon

Composed by Toru Minegishi
Transcribed by Ashanti Mills

Rock ♩ = 174
N.C.



A D_{sus^2} D C^5 $F\#5$ D_{sus^2} D C^5 A^5



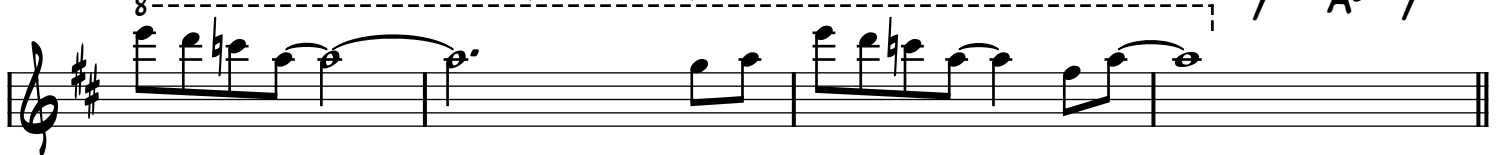
D_{sus^2} D C^5 $F\#5$ D_{sus^2} D C^5 A^5



D_{sus^2} D C^5 / $F\#5$ / D_{sus^2} D C^5 / A^5 /



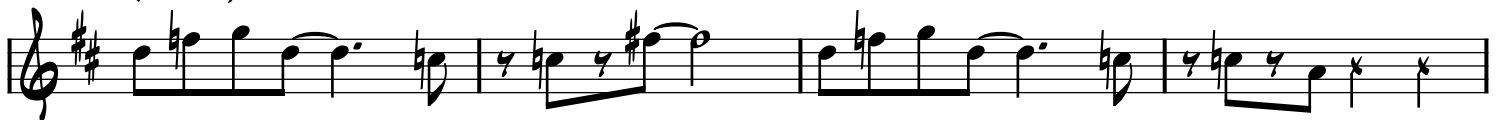
D_{sus^2} D C^5 / $F\#5$ / D_{sus^2} D C^5 / A^5 /



B N.C.



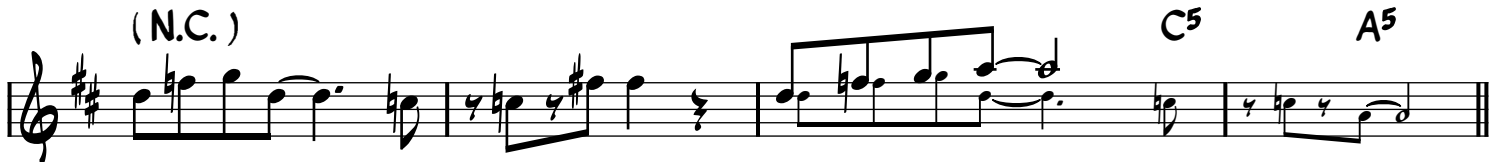
(N.C.)



(N.C.)



(N.C.)



C **D** **F**

C **D_{sus}²** **D** **C⁵** **F#⁵**

D **F**

B^b **C** **D_{sus}²** **D** **C⁵** **D⁵**

D **G** **B-**

A **G** 8-----

8 **(G)** **B-**

B^b **A** **B^b** **A** **N.C.**

D⁵ **C⁵**

Loop to [A]

Anarchy Rainbow

from Splatooon 3

Composed by Toshiyuki Sudo
Transcribed by Nicholas Pinelli

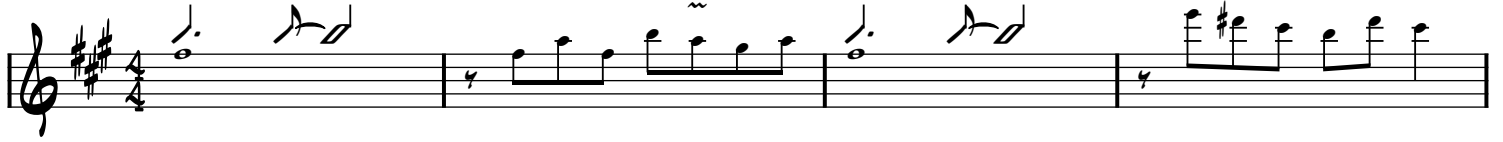
Samba ♩ = 130

B-7 C#-7

B-7/E C#-7/F#

B-7 C#-7

DΔ7/E C#-7/F#

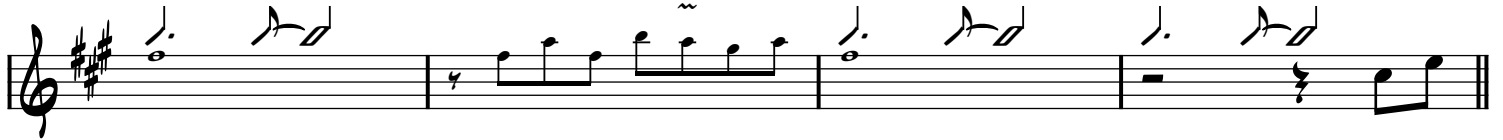


B-7 C#-7

B-7/E C#-7/F#

B-7 C#-7

DΔ7 C#-7



A F#-7

A

B

F#-7

AΔ7

B



F#-7

A

B

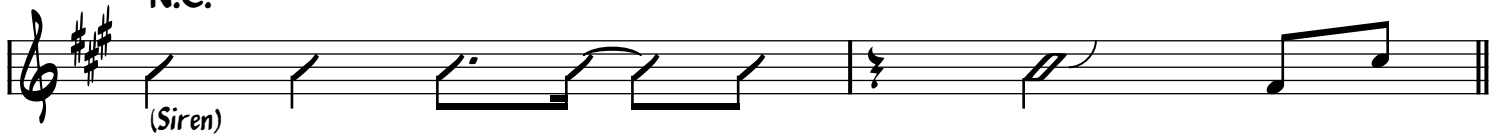
F#-7

AΔ7

B



N.C.



B F#-

A

B

F#-

A

B



F#-

A

B

A/B

C#-7

F#-



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

Ska-BLAM

from Splatoon 3

Composed by Toru Minegishi, Shiho Fujii,
Ryo Nagamatsu, Toshiyuki Sudo,
Yumi Takahashi, & Sayako Doi
Transcribed by Cyrus Paul

Ska ♩ = 230
N.C.

C^{o7}

N.C.

C^{o7}

A

C⁵ B^{b5} C⁵

(Bass)

C⁵ B^{b5} C⁵

Bass simile

C⁵ B^{b5} C⁵

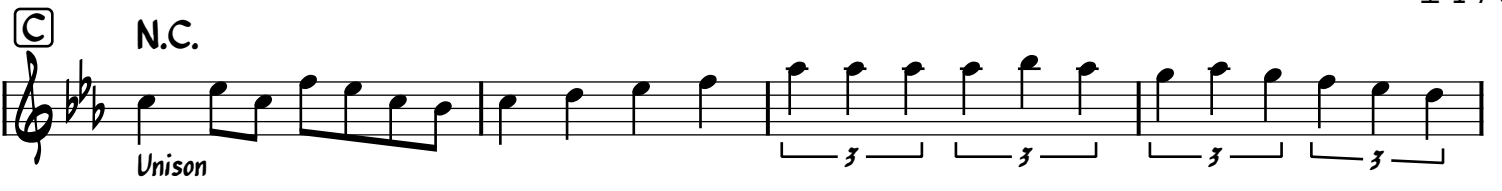
C⁵ B^{b5} C⁵

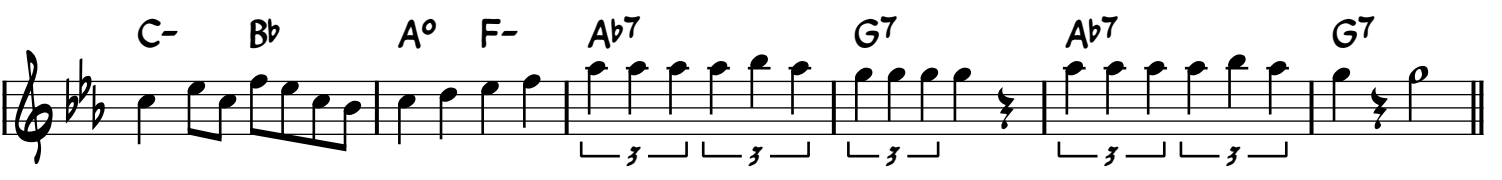
B

C⁵ B^{b5} C⁵ B^{b5}

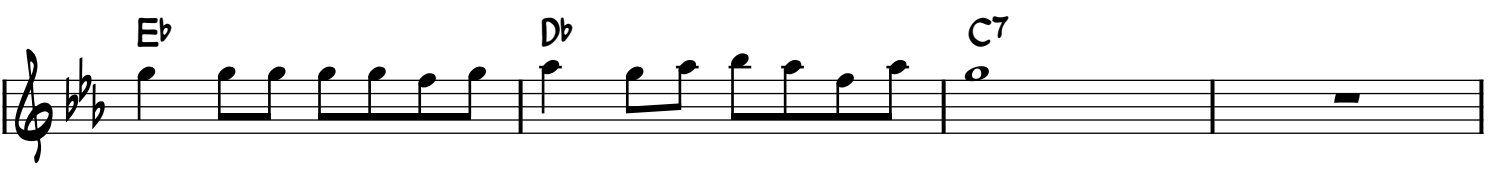
Solo

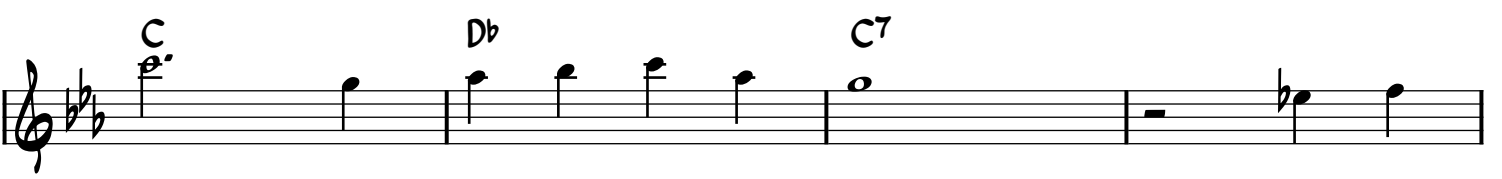
C⁵ B^{b5} C⁵ B^{b5}

C N.C.


C- B \flat A $^\circ$ F- A \flat 7 G7 A \flat 7 G7


D C- D \flat C7


E \flat D \flat C7


C D \flat C7


D \flat F \flat D \flat F \flat


D \flat F \flat N.C.


E N.C.


Rhythm simile


Loop to top

Inkoming!

from Splatton 2

Composed by Toru Minegishi
Transcribed by Ashanti Mills

Rock ♩ = 176
N.C.

C⁵

C⁵

D⁵



Unison

N.C.

D⁵

E⁵

N.C.

C^{#5}

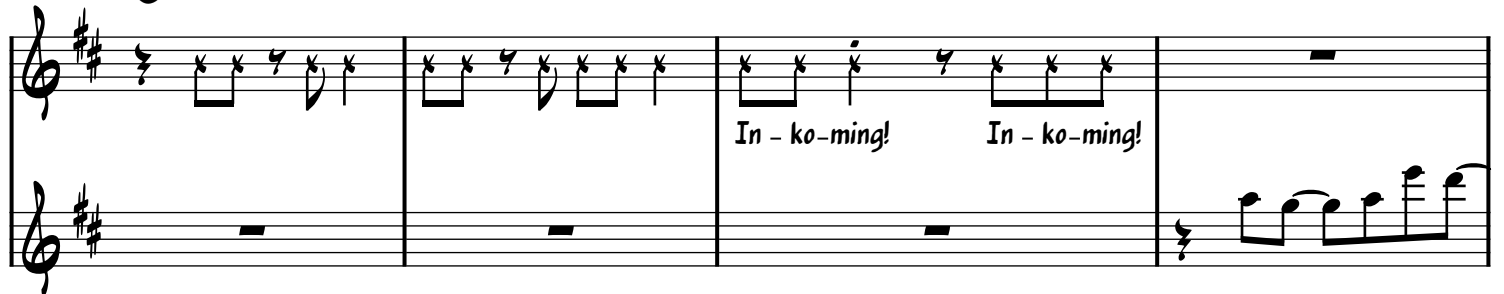


A

D⁵



C⁵



In - ko - ming!

In - ko - ming!

D⁵



C⁵



Unison

B

N.C.

G⁵

N.C.

G⁵



Unison

N.C. G⁵ N.C.

N.C. G^{sus2} N.C. G

N.C. G^{sus4} N.C.

C E⁵ F^{#5}

D⁵ B⁵ C⁵ F⁵

E⁵ F^{#5}

D⁵ D⁵ E D⁵ E D⁵ E

E⁵/D E E⁵/D E E⁵/D E E⁵/D E E⁵/D E

E⁵/D E E⁵/D E N.C.

Loop to [A]

Hyperspace

from Star Control 2

Composed by Riku Nuottajärvi

Transcribed by David Chihlas

Rock ♩ = 125

[A] A G E D

[B] A E- G A

(A) E- G A

[C] A E- G A E- G A

[D] A E- G A

[E] A E- G A E- G A

Rhythm simile

[F] A E- G A

[G] A E- G A

On 4x, comp with [D]

(A) E- G A Play 4x

Loop to top

Melnorme

from Star Control 2

Composed by Eric Berge
Transcribed by Jer Roque

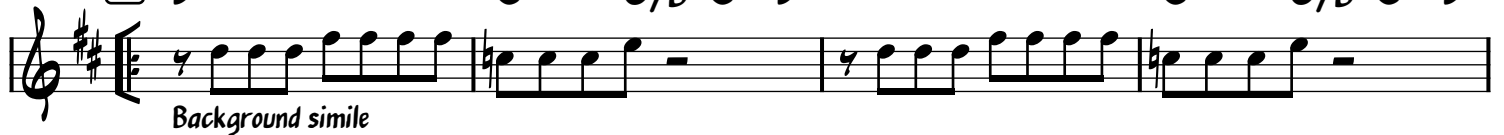
♩ = 188
N.C.



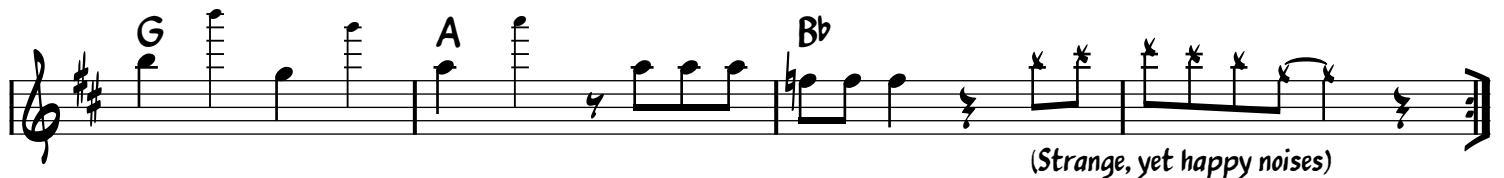
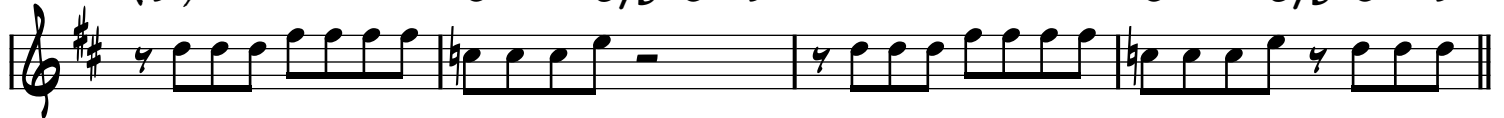
D C G/B C D C G/B C D



[A] D C G/B C D C G/B C D



(D) C G/B C D C G/B C D



[C] N.C.



Half-time feel

[D] N.C.



Common-time feel

[E] D C G/B C D C G/B C D

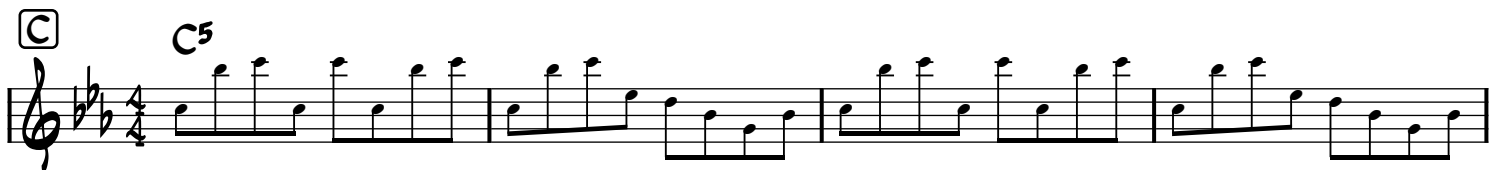
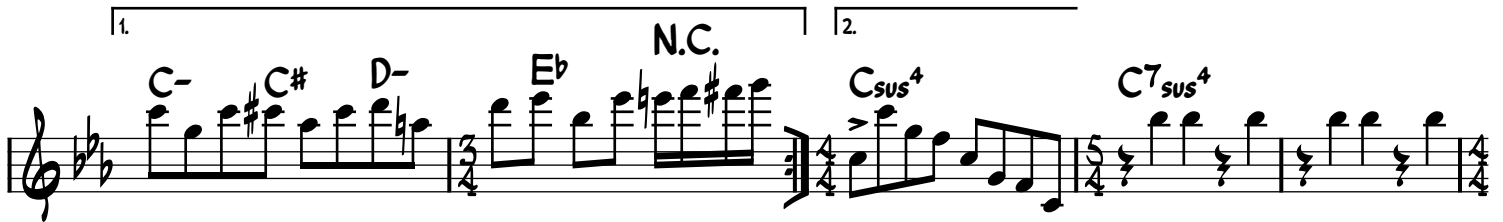
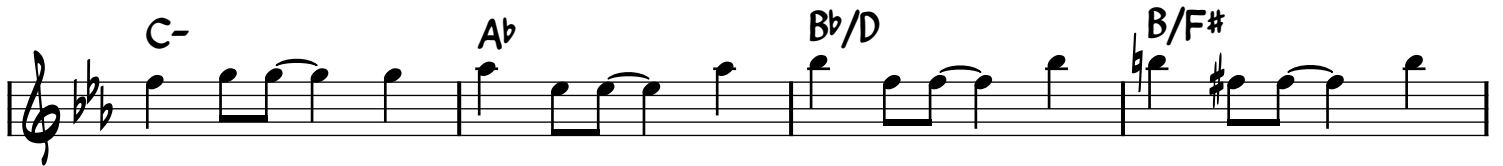


Corneria

from Star Fox

Composed by Hajime Hirasawa
Transcribed by Mike Matarazzo

♩ = 172
C⁵



Loop to top

Credits

from Star Fox

Composed by Hajime Hirasawa

Transcribed by Jamin Morden

♩ = 140

E^b D^b/E^b E^b F N.C.

A E^b F^7/E^b D^- G^-7

$A^b\Delta^7$ G^7no^3 F^-7 A^b6/E^b $D^b\Delta^7$ B^b

E^b F^7/E^b D^- G^-7

$A^b\Delta^7$ G^7no^3 F^-7 A^b6/E^b $D^b\Delta^7$ B^b

B A^b-7 $G^b\Delta^7$

A^b-7 $G^b\Delta^7$

B^-7 $A\Delta^7$

B^-7 $A\Delta^7$ D^b7

C G \flat Ab/G \flat

F-7 B \flat - Eb-7 \flat 5/A B \flat -7/A \flat G-7 \flat 5

G \flat Δ 7 G-7 \flat 5 A \flat

D D \flat Eb7/D \flat C-7 F-9 D \flat Eb7/D \flat C-7 N.C.

E C \flat Δ 7 B \flat -7 A \flat -9 G \flat Δ 7

C \flat Δ 7 B \flat -7

A \flat - B \flat - B- A/C# B

A B A/B B C#

F# B N.C.

Fortuna

from Star Fox

Composed by Hajime Hirasawa
Transcribed by Mike Matarazzo

Funk shuffle, swing 16ths ♩ = 112

A Bb-7

(Bb-7)

(Bb-7)

(Bb-7)

Hit

B Bb-7

(Bb-7)

(Bb-7)

(Bb-7)

(Bb-7)

(Bb-7)

Loop to top

Space Armada

from Star Fox

Composed by Hajime Hirasawa
Transcribed by Mike Matarazzo

A March ♩ = 146
D⁵



D⁵



C-7

B^b-7

C⁵/G

C-7^{b9}



B F^{sus2} N.C.

F^{sus2} F^{#sus2} N.C.

F^{#sus2}



G^{sus2} N.C.

E^b^{sus2} N.C.

N.C.



Loop to top

Area 6

from Star Fox 64

Composed by Hajime Wakai
Transcribed by Mike Matarazzo

♩ = 170

D- Eb F G

A G C

Bb Eb E°

B F- Eb/C Bb/D Eb

Eb/Bb A7b9

C D- Eb/D D-

Eb- F/Eb Bb-/Eb Eb7

D A^b A^b7/C

D^b C

E G/B C/B^b

F/A $F-/A^b$ $G7^b9$

Loop to [B]

Enter Star Wolf

from Star Fox 64

Composed by Hajime Wakai

Transcribed by Jer Roque & Jonathan Aldrich

♩ = 182

F-/C

Ab-/Cb

Bb5

Ab5

Bb5

Ab5



A

Bb-

F-/Ab

Bb-

Eb

F



Bb-

F-/Ab

Bb-

B



B

E

F#-

E/B

C°7

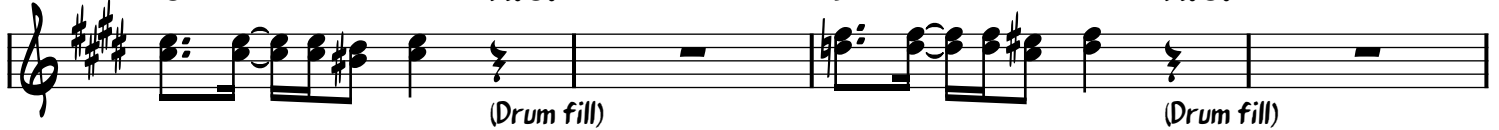


C#-

N.C.

D

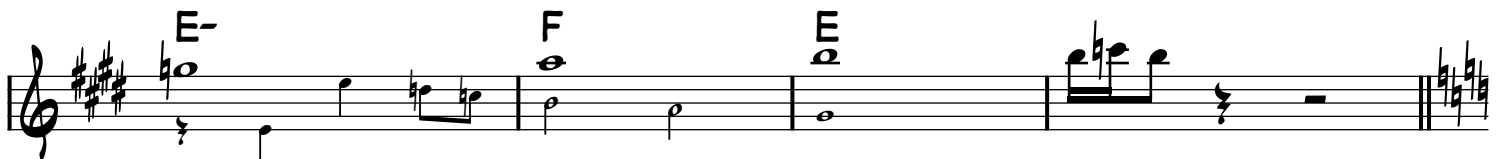
N.C.



E-

F

E



C

A-

G-7

A-

Bb

A-

Bb



A-

G-7

A-

Bb

A-



D **D** **E** **C** **D**

First system of musical notation (measures 1-4). The key signature is two sharps (F# and C#). The first staff contains a melody starting with a dotted quarter note on D4, followed by eighth notes. The second and third staves contain accompaniment. Chords are indicated above the staff: D, E, C, D.

G#-/B **C#** **F#-** **F#7#5**

Second system of musical notation (measures 5-8). The key signature is two sharps. The first staff contains a melody with a dotted quarter note on G#4. The second and third staves contain accompaniment. Chords are indicated above the staff: G#-/B, C#, F#-, F#7#5.

D **E** **C** **D**

Third system of musical notation (measures 9-12). The key signature is two sharps. The first staff contains a melody starting with a dotted quarter note on D4. The second and third staves contain accompaniment. Chords are indicated above the staff: D, E, C, D.

G/B **C-** **F7**

Loop to [A]

Fourth system of musical notation (measures 13-16). The key signature changes to one flat (F major). The first staff contains a melody starting with a dotted quarter note on G4. The second and third staves contain accompaniment. Chords are indicated above the staff: G/B, C-, F7. A double bar line is followed by the instruction "Loop to [A]".

The Venerable Forest

Star Ocean: The Second Story

Composed by Motoi Sakuraba

Transcribed by Gregory Orosz

♩ = 80

[A] F G F

(F) G F

1. *Gsus⁴* G

2. *Gsus⁴* G

[B] F G A- G

F G *Asus⁴*

1. A G

2. A

Loop to [A]

Stardew Valley Overture

from Stardew Valley

Composed by Eric Barone
Transcribed by AarekMG

♩ = 96



Alien Spaceship

from Star Tropics

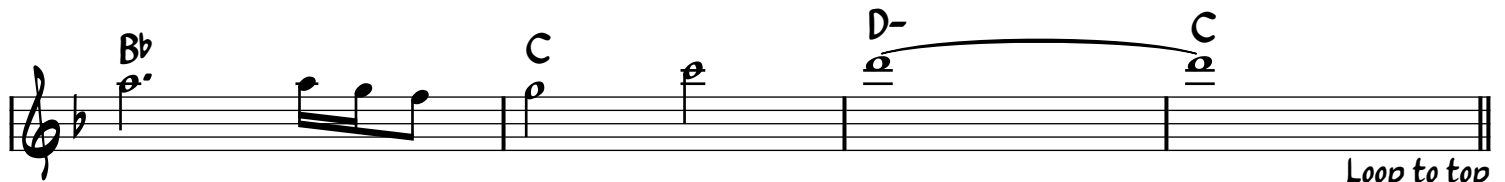
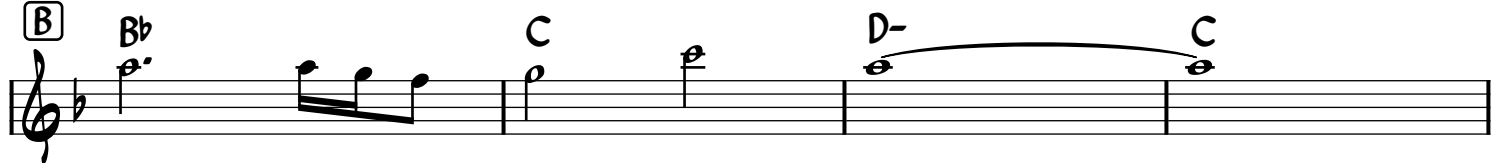
Composed by Yoshio Hirai

A

Latin ♩ = 125



B



Loop to top

Cruising on the Ocean

from Star Tropics

Composed by Yoshio Hirai

♩ = 130

Musical staff 1: Treble clef, 4/4 time signature. Chords: Bb, A-, G-, F, Eb, D-, C-, F. The staff contains a series of chords and rhythmic patterns.

Musical staff 2: Treble clef, 4/4 time signature. Chords: Eb, F, Eb, F. The staff contains a series of chords and rhythmic patterns.

Musical staff 3: Treble clef, 4/4 time signature. Chords: Gb, Ab, Bb. The staff contains a series of chords and rhythmic patterns. The piece ends with a double bar line and the text "Loop to top".

Dungeon

from *Star Tropics*

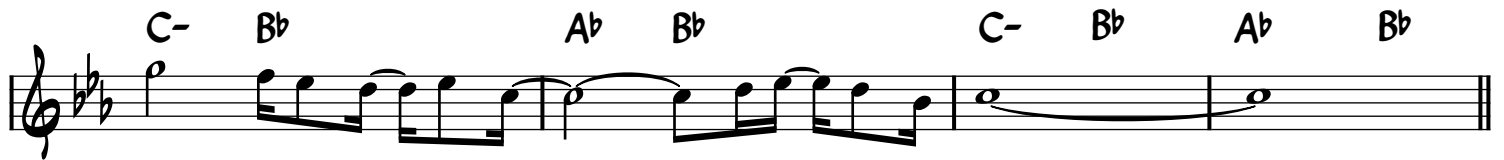
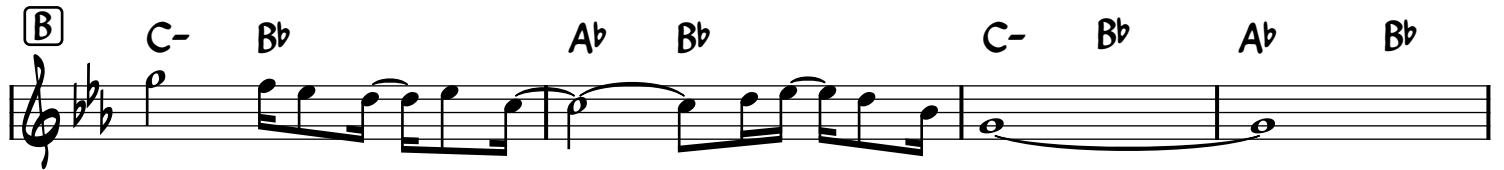
Composed by Yoshio Hirai

A

Merengue ♩ = 130



B



C



Loop to top

Overworld

from Star Tropics

Composed by Yoshio Hirai

♩ = 130

A C F G C G

C F G C

B F G C A- F G C A-

F G C A- D- E- F G

Loop to top

Star Forge

from STRAYLIGHT

Composed by Rob Kovacs
Transcribed by David Chihlas

♩ = 80

A B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b

B B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b

Bass in, background simile Play 3x

C B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b

B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b

D B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b

B^badd⁹ D^badd⁹ ^{1.} G^badd⁹ D^b/E^b || ^{2.} G^badd⁹ D^b/E^b

E B^badd⁹ D^badd⁹ G^badd⁹ D^b/E^b B^badd⁹ D^badd⁹ G^badd⁹ N.C.

Arps Loop to top

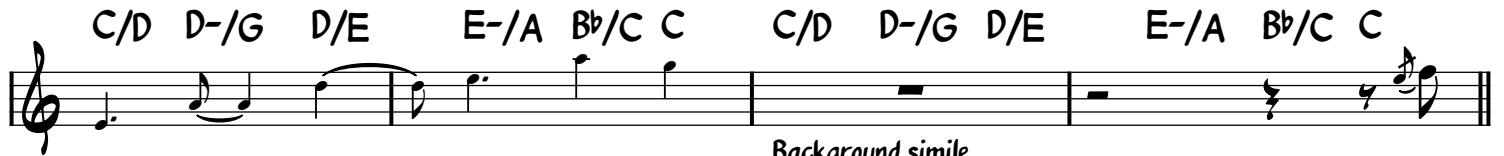
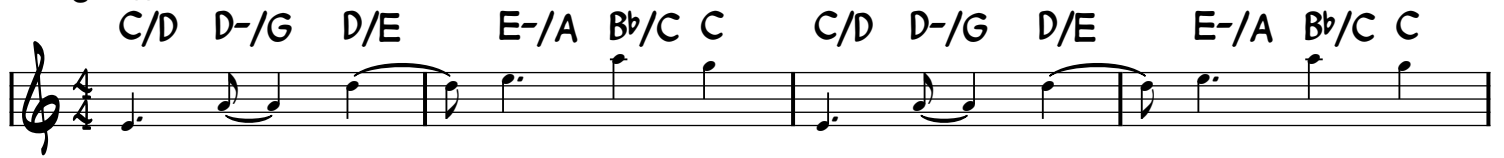
Jazzy NYC '99

from Street Fighter III: 3rd Strike

Composed by Hideki Okugawa

Transcribed by David Chihlas

♩ = 120

*Background simile*

A-7 D7

A musical staff in treble clef containing four measures. The first three measures feature a repeating rhythmic pattern of eighth notes and quarter notes, with a '7' symbol above the notes. The first measure is marked with the chord 'A-7' and the last with 'D7'. The fourth measure contains a sequence of eighth notes.

A-7 D7

A musical staff in treble clef containing four measures, identical to the first staff. The first measure is marked with the chord 'A-7' and the last with 'D7'. The staff concludes with a double bar line and the instruction 'Loop to top'.

Theme of Karin Kanzuki

from Street Fighter V

Composed by Keiki Kobayashi

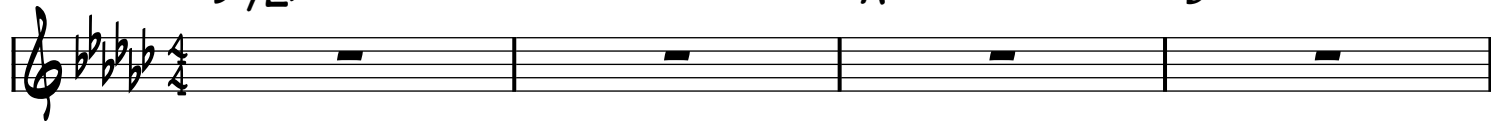
Transcribed by DoubleMark & musicalmoose

Fusion ♩ = 135

Db/Eb

Ab-9

Bb-11



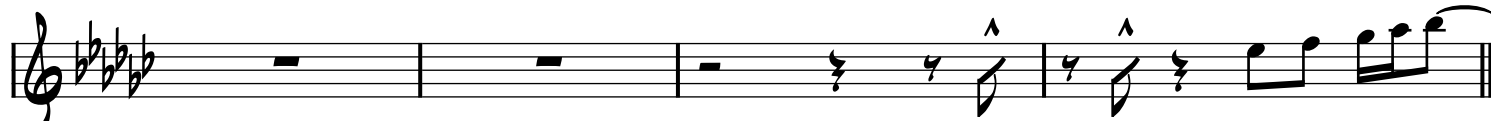
Db/Eb

CbΔ⁹

Ab/Bb

N.C.

Db/Eb



A

(Db/Eb)

Bb-7/F BΔ⁷

Bb11

Db/Eb



(Db/Eb)

GbΔ¹³/F CbΔ⁹

Ab/Bb

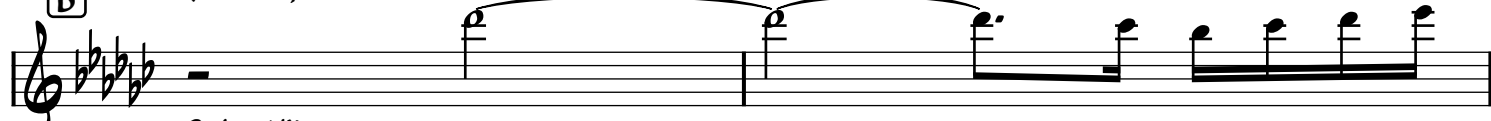
D/A Ab-7



B

(Ab-7)

Eb-9



Opt. ad lib.

(Eb-9)

A^o7

Ab-7



(Ab-7)

Eb-9



(Eb-9)

A^o7

Ab-7



(Ab-7)

Eb-9



(Eb-9) Db C-7b5

(C-7b5) CbΔ7

CbΔ7 Bb7#9 A-11b5 Ab-7

C (Ab-7) Eb-9 Bb7 Ab-7

(Ab-7) Eb-9 Ab-7

(Ab-7) Eb-9 Db C-7b5

(C-7b5) CbΔ7 Bb7sus4 Bb9

D Eb-11 CbΔ7#11/Eb Eb-

Eb-11 CbΔ7#11/Eb Eb- Db[^]_{sus4} N.C. Db/Eb

Loop to [A]

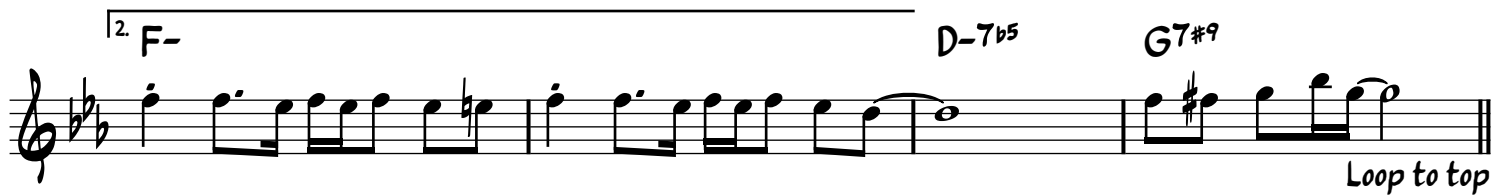
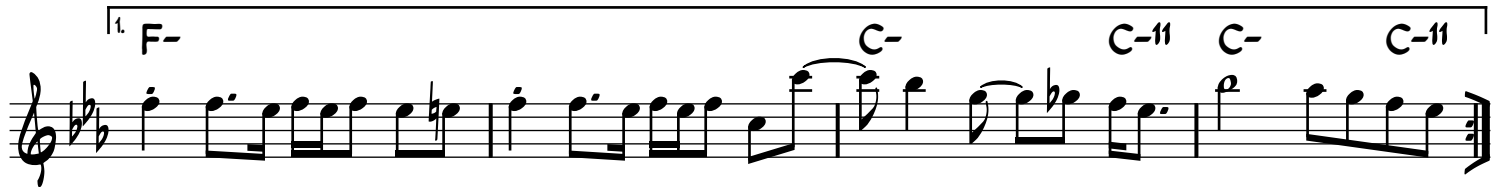
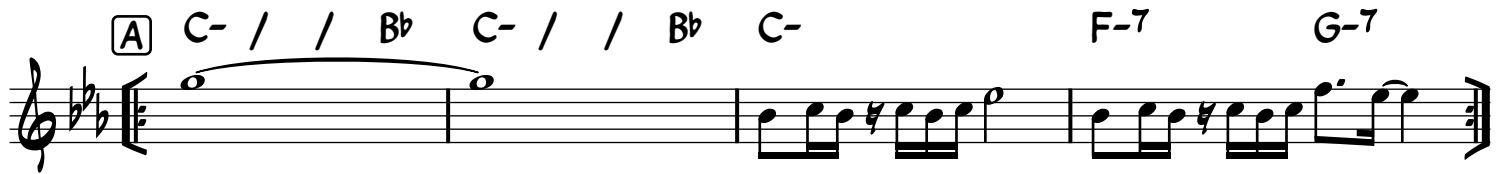
Dreamer

from Streets of Rage 2

Composed by Yuzo Koshiro

Transcribed by Dylan R

♩ = 130



Go Straight

from Streets of Rage 2

Composed by Yuzo Koshiro
Transcribed by Ashanti Mills

Techno ♩ = 128

E^b- B^b- D^b- A^b- E^b- B^b- D^b- A^b-

No bass or percussion

E^b- B^b-/E^b D^b-/E^b A^b-/E^b E^b- B^b-/E^b D^b-/E^b A^b-/E^b

E^b- B^b-/E^b D^b-/E^b A^b-/E^b E^b- B^b-/E^b D^b-/E^b A^b-/E^b

Percussion in

A E^b- B^b-/E^b D^b-/E^b A^b-/E^b

E^b- B^b-/E^b D^b-/E^b A^b-/E^b Play 4x

B E^b-7 A^b-7 B^b-7

E^b-7 A^b-7 B^b-7

C E^b-7 A^b-7 B^b-7 E^b-7 A^b-7 B^b-7

Bass and percussion only

Loop to top

Wave 131

from Streets of Rage 2

Composed by Yuzo Koshiro

Transcribed by Dylan R

Dance ♩ = 130

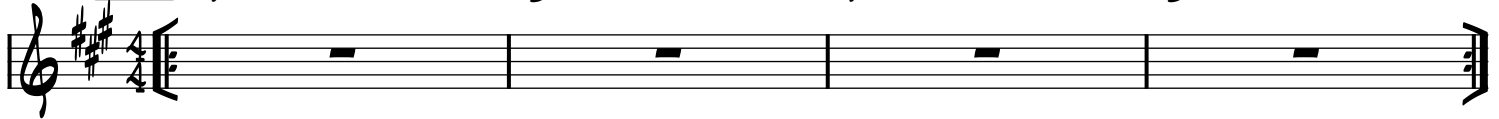
Intro

F#-

B-7

F#-

B-7



A

F#7#9

B-7

F#7#9

B-7



F#7#9

B-7

F#7#9

B-7



F#7#9

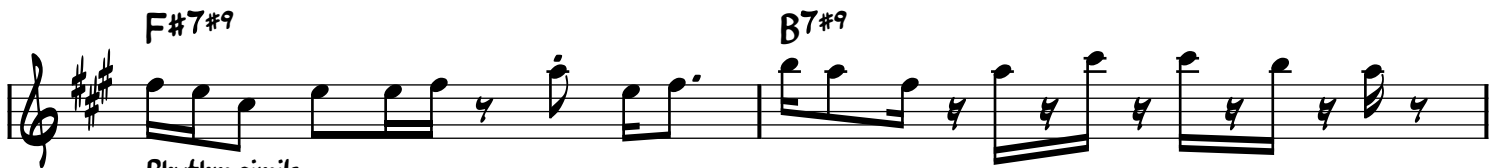
B7#9

B



F#7#9

B7#9



Rhythm simile

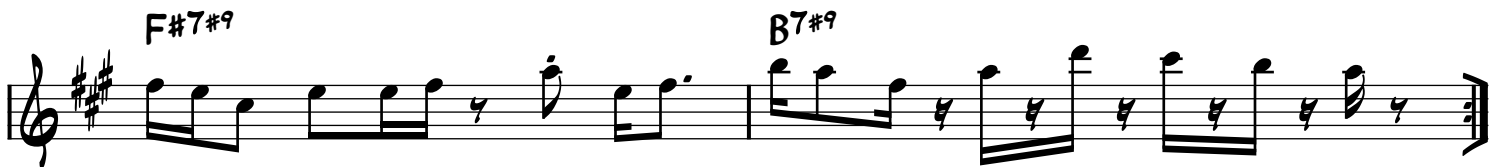
F#7#9

B7#9



F#7#9

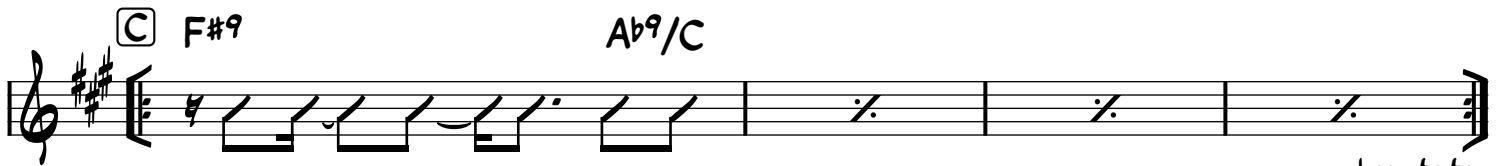
B7#9



C

F#9

Ab9/C



Loop to top

An Old Irish Song

from Suikoden

Composed by Miki Higashino
 Transcribed by Gregory Orosz

♩ = 125

Intro N.C.

The introductory section consists of two staves of music in a 3/4 time signature. The first staff features a melodic line with eighth and quarter notes, while the second staff provides a harmonic accompaniment with chords and eighth notes. The key signature is three flats (B-flat major/D-flat minor).

A Bb- Eb/Bb Bb-

Rhythm simile

(Bb-) Eb/Bb Db/Ab Eb F

Bb- Eb/Bb Bbsus⁴ Bb-

Rhythm simile

(Bb-) Eb/Bb Bbsus⁴ Gb Ab Bb-

Section A is a 32-measure piece in 3/4 time. It is divided into two 16-measure phrases. The first phrase has a melodic line with eighth notes and a bass line with chords. The second phrase is a variation with a similar rhythm. Chord symbols are placed above the notes. The key signature remains three flats.

B Ab Db Eb Ab Db

1. Eb Ab Eb Ab Db Eb Ab

2. Eb Ab Eb Ab Db Eb F^{sus}⁴ F

Loop to [A]

Section B is a 16-measure piece in 3/4 time. It features a melodic line with eighth notes and a bass line with chords. The first ending leads back to the beginning of Section A, and the second ending concludes the section. Chord symbols are placed above the notes. The key signature remains three flats.

Beautiful Golden City

from Suikoden

Composed by Miki Higashino
Transcribed by Gregory Orosz

A Ab^5

$\text{♩} = 170$

$\frac{6(3)}{8(4)}$

(Ab^5)

1. 2.

B Ab^5

1. 2.

$\frac{6(3)}{8(4)}$

C Ab^5

$\frac{6(3)}{8(4)}$

(Ab^5)

D Ab^5

Bass out

N.C./ Ab N.C./ Gb N.C./ F N.C./ Db

Bass in

N.C./ Eb N.C./ Ab N.C./ Db N.C./ Eb

N.C./ Ab N.C.

Loop to [A]

Theme of a Moonlit Night

from Suikoden

Composed by Miki Higashino
Transcribed by Gregory Orosz

$\text{♩} = 80$

Intro E^b $E^b_{\text{sus}}{}^{2/4}$ E^b $E^b_{\text{sus}}{}^{2/4}$ **A** E^b $E^b_{\text{sus}}{}^{2/4}$

E^b $E^b_{\text{sus}}{}^{2/4}$ E^b $E^b_{\text{sus}}{}^{2/4}$ E^b $E^b_{\text{sus}}{}^{2/4}$

B E^b E^b/D A^b/C B^b/D E^b C^- C^-/B^b A^b

E^b E^b/D A^b/C B^b/D E^b F^7/E^b B^b/D C^-7 F^7 B^b

C G^b/B^b C^b A^b-7 D^b7 $G^b\Delta^7$ C^b G^b/B^b A^b7 D^b7

G^b/B^b C^b A^b-7 $B^b7_{\text{sus}}{}^4$ B^b7 E^b- B^b-/D^b C^b

$B^b7_{\text{sus}}{}^4$ B^b7 1. (B^b7) 2.

D F^-7 E^b/G A^b E^b/G F^-7 E^b/G A^b E^b/G

F^-7 E^b/G A^b E^b/G F^-7 E^b/G $A^b\text{add}^9$ A^b/B^b

Sound of People and Birds in a Peaceful Mountain Village

from Suikoden II

Composed by Miki Higashino

Transcribed by Gregory Orosz

$\text{♩} = 68$

A $B\flat$ F G- $E\flat$ $B\flat$ G- F D/F#

G- $E\flat$ C⁵ D⁵ G-

B $B\flat$ F/A G- $E\flat$ D- C⁵ D_{sus}⁴

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

Loop to top

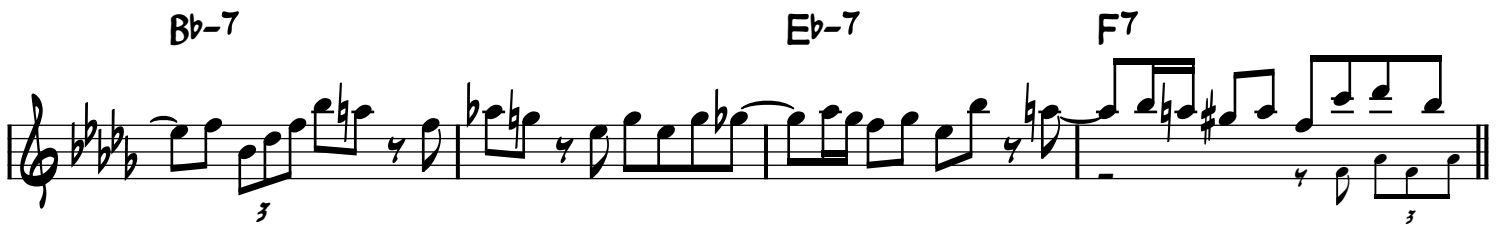
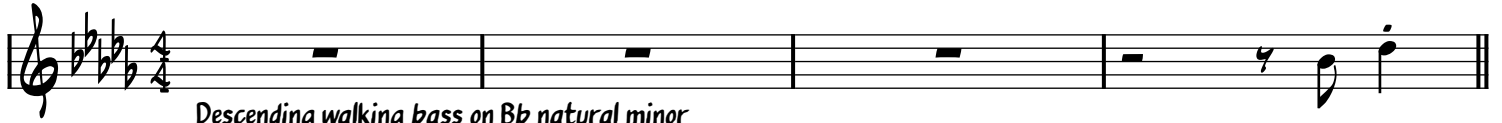
Dandy Richmond

from Suikoden II

Composed by Miki Higashino

Transcribed by Jer Roque

Espionage jazz ♩ = 115



Loop to top

Gothic Neclord

from Suikoden II

Composed by Miki Higashino

Transcribed by Travis Salim

Orchestral rock ♩ = 138

A⁵ B^{b5} G⁵ A⁵ B^{b5} G⁵ A⁵ B^{b5} G⁵ A⁵ B^{b5} G⁵

(Bass)

A A- Play 3x

Bass simile

(A-)

B A- A-/C E A- A-/B A-/C D-7 B/D#

E^{sus4} E / E/D A⁷/C# D- D-/C

G⁷/B C C/B FΔ⁷/A B° E⁷/G# A-

D-/F F⁷ A-/E E 1. E^{sus4} E

2.

C A-

D A⁷/C# D- D-/C G⁷/B C C/B

F Δ ⁷/A B^o E⁷/G# A- D-/F F⁷ A-/E E

E A- C^{#o7}/A D-/A G^{#o7}/A

A C^{#o7}/A D-/A G^{#o7}/A

Loop to top

Homesickness

from Suikoden II

Composed by Miki Higashino
Transcribed by Gregory Orosz

♩ = 140

Intro D E7_{sus}⁴ D E7_{sus}⁴

A D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴

Rhythm simile

D E7_{sus}⁴ D E7_{sus}⁴

B D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴

1. 2.

D E7_{sus}⁴ D E7_{sus}⁴

rit.

C A-/D D7^{b9} G/D G-/D C#°/D D D

a tempo

1. 2.

(D) E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴ D E7_{sus}⁴

Loop to [A]

Imprisoned Town

from Suikoden II

Composed by Miki Higashino
Transcribed by Gregory Orosz

♩ = 124

Intro

A- E- A- E-

A

A- E- A- E-

Rhythm simile

C G A- E- A- E- A- E-

B

A- C D/A A- F/A C/G

No bass

D/A E/B A- C D/A A-

F/C C D/A E/B E

Loop to top

La Mia Tristezza

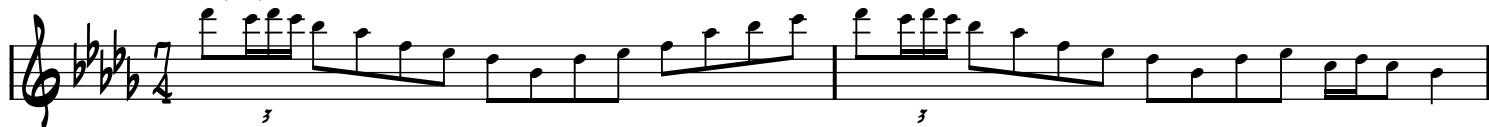
from Suikoden II

Composed by Miki Higashino

Transcribed by Jer Roque

With driving sadness ♩ = 156

N.C.



(N.C.)



§

Verse

Bb-

Eb-7/Bb

F-/Ab



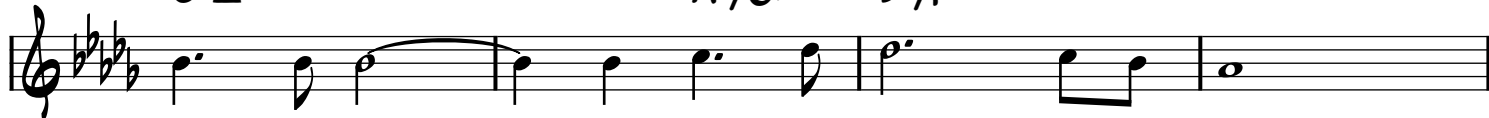
(Instrumental solo on 2x)

Solo on repeat

GbΔ7

Ab/Gb

Db/F



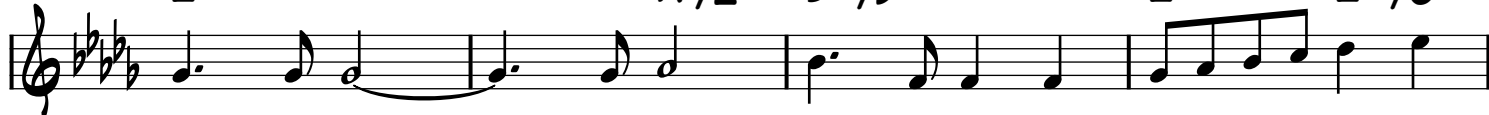
Eb-

Ab/Eb

Bb-/Db

Eb-

Eb-/Gb



F7sus4

C-7b5/Gb

F7sus4

F7

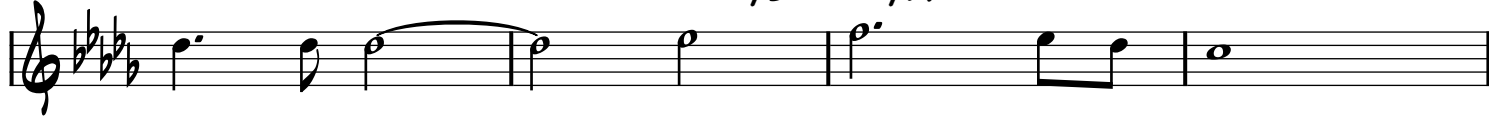


Verse 2

Bb-

Eb-7/Bb

F-/Ab



GbΔ7

Ab/Gb

Db/F



Eb-

Ab/Eb

Bb-/Db

Eb-

Eb-/Gb



F7_{sus}⁴ F7 B^b_{sus}⁴ B^b

Half-time feel
Chorus B^b- F7/A A^bo7 E^b/G

A^b/G^b D^b/F E^b-7 F7_{sus}⁴ F7

B^b- F7/A A^bo7 E^b/G

4/4 feel
 G^b D^b/F E^b-7 D^b/A^b F7/A

To Coda

B^b- / B^b-#5 B^b-

D.S. al Coda

N.C. 3

(N.C.)

Reminiscence

from Suikoden II

Composed by Miki Higashino

Transcribed by Jer Roque

Rubato ♩ = 128

E^b- G^b/D^b C^bΔ⁷ G^b/B^b A^b-7 B^b-7 E^b_{sus}⁴ E^b



A E^b- G^b/D^b C^bΔ⁷ G^b/B^b A^b-7 B^b-7 E^b-



A^b-7 B^b-7 C^bΔ⁷ D^b A^b-7 B^b-7 E^b- E^b-#⁵E^b- E^b-^{add}₄



E^b- G^b/D^b C^bΔ⁷ G^b/B^b A^b-7 B^b-7 E^b-

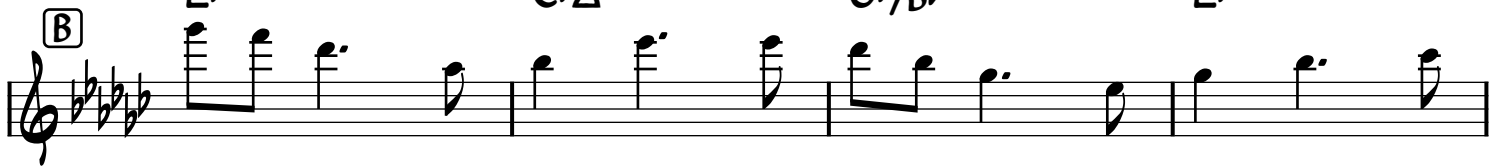


A^b-7 B^b-7 C^bΔ⁷ D^b A^b-7 B^b-7 A^b/C B^b⁷/D



♩ = 100

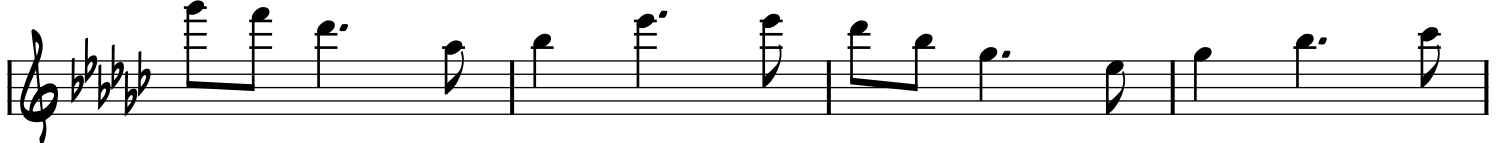
E^b-7 C^bΔ⁷ G^b/B^b E^b-7



A^b-7 D^b⁷ G^b⁺ E^b-/G^b / B^b_{sus}⁴/F B^b/F /



E^b-7 C^bΔ⁷ G^b/B^b E^b-7



A^b-7 B^b-7 C^b N.C. C^bΔ⁹



We Are the Number One!

from Suikoden II

Composed by Miki Higashino
Transcribed by Gregory Orosz

March ♩ = 95

A C- G7/D C- G7/D

C-/Eb G7/D C- Ab7 ^{1.}G7 ^{2.}G7

B FΔ7

(FΔ7)

C GΔ7

(GΔ7) F#7

Loop to top

In Japanese, the pronunciation of the English "one" and the onomatopoeia for a dog barking are the same, so the title of this song is a play on words as this is the theme of the Kobolds.

Town on a River

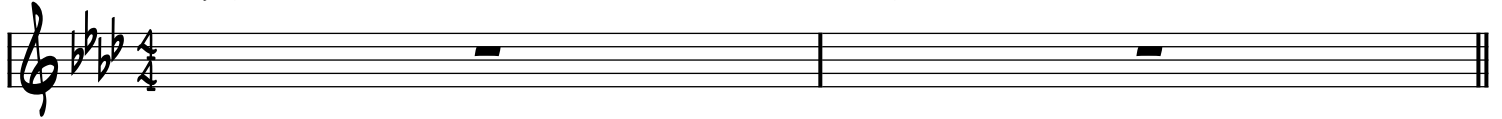
from Suikoden V

Composed by Norikazu Miura
Transcribed by Gregory Orosz

Swing 16ths ♩ = 95

Ab⁶

Gb⁶



A

Ab⁶

Gb⁶

Ab⁶

Gb⁶

Bb-



B

Eb⁵

Db⁵

Eb⁵

Db⁵



Eb

Ab

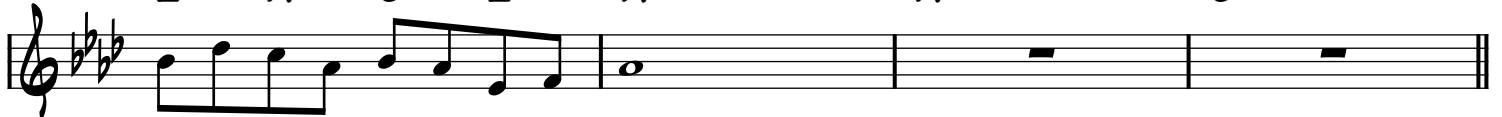
Gb

Eb-

Ab

Ab⁶

Gb⁶



C

Ab⁶

Gb⁶

Ab⁶

Gb⁶

Bb-



D

Eb⁵

Db⁵

Eb⁵



Db⁵

Db⁵/C

Db⁵/Bb

Ab



E

Eb⁵

Db⁵

Eb⁵



Db⁵

Eb

Ab

Gb

Eb-

Ab



Loop to top

Theme of Simon Belmont

from *Super Castlevania IV*

Composed by Masanori Adachi & Taro Kudo

Transcribed by Ben Wallace & Jer Roque

Intro N.C. Rock ♩ = 118 C-/F

(C-/F) A^bΔ⁷ B^b6

A C⁵ B^b F- B^b C- B^b/D A^b

(A^b) B^b/C B^b G- F-7 F-/A^b G⁷ G⁷/B

C⁵ B^b F- B^b C- B^b/D A^b

(A^b) B^b/C B^b G- F-7 F-/A^b G⁷ G⁷/B

B C⁵

(Bass)

(C⁵)

(C⁵) N.C.

C C⁵ B^b5 D^b5 C⁵

A^b5 B^b5 F- G-

C⁵ B^b5 D^b5 C⁵

A^b B^b A^b/C B^b/D

D D^b5 E^b5 B^b5 C- F⁵

Drums out

D^b5 E^b5 B^b_{sus}² C- C-/G F⁵

E C-

(Bass)

Bb

C-

Rhythm simile

Bb

F C5 Bb F- Bb C- Bb/D Ab

(Ab) Bb/C Bb G- F-7 F-/Ab G7 G7/B

C5 Bb F- Bb C- Bb/D Ab

(Ab) Bb/C Bb G- F-7 F-/Ab G7 G7/B

Loop to [A]

Continue

from Super Ghouls 'n Ghosts

Composed by Mari Yamaguchi
Transcribed by GUIM

$\text{♩} = 166$
 $\text{Bb}^{\circ}\Delta^7$

$\text{A}7^{\#11}$

$\text{G}-\Delta^7$

$\text{F}\#7$ $\text{G}^{\circ}7$

Loop to top

Overworld

from Super Mario 3D Land

Composed by Mahito Yokota
Transcribed by Mike Matarazzo

Intro

Swing $\text{♩} = 114$

F G-7 F/A Ab⁶ G-7 C⁺

[A] F⁶ C⁷

C⁷ F⁶ C⁺

F⁶ F⁷ Bb⁶

Bb-⁶ F/A Ab⁷ G-7 C⁷ F

[B] Bb F/A

G-7 F G- G#^o F/A

Bb B^o

G7b⁹ C D- D#^o C/E

Loop to [A]

Snowball Park

from Super Mario 3D World

Composed by Asuka Hayazaki
Transcribed by Jonathan Aldrich

Polka ♩ = 130

Intro

A

B

C

Loop to [A]

Snowball Park

from Super Mario 3D World

Composed by Asuka Hayazaki
Transcribed by Jonathan Aldrich

Polka ♩ = 130

Intro C C^o C

F G- C7 FΔ7 G-7 C7

A A-7 G-7 C7 FΔ7 B-7 E7

B C7_{sus4}/G C7 F6 C7_{sus4}/GE7 AΔ7

D-7 G7 CΔ7 A D Db7b5 C

C G-7 C7 F G- C7 F

Bb Bb-6/Db F/C B-7b5 N.C. C7

F G- C7 F G-7 G^o7

Loop to [A]

Special World 8

from Super Mario 3D Land

Composed by Takeshi Hama
Transcribed by Ashanti Mills

Swing 16ths ♩ = 104

Intro

E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7 E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7

A

E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7 E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7

E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7 C \flat Δ 7 G \flat Δ 7 A \flat 7 D \flat Δ 9

Vamp

E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7 E \flat -9 A \flat 7 D \flat Δ 7 B \flat 7

E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7 E \flat -9 A \flat 7 D \flat Δ 9 B \flat 7

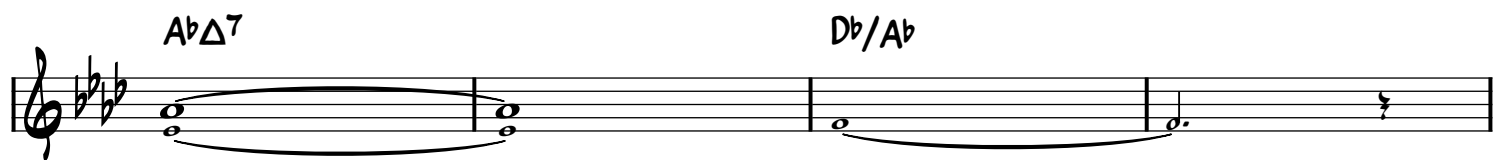
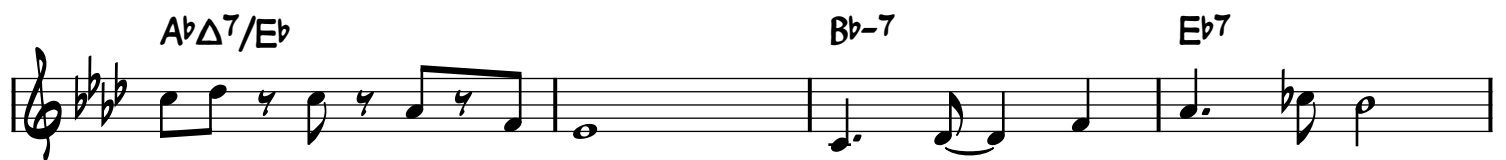
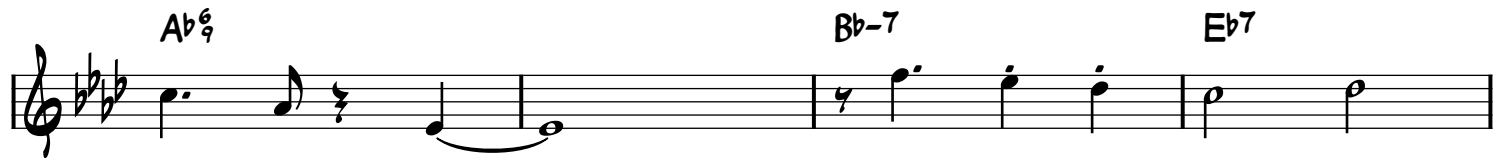
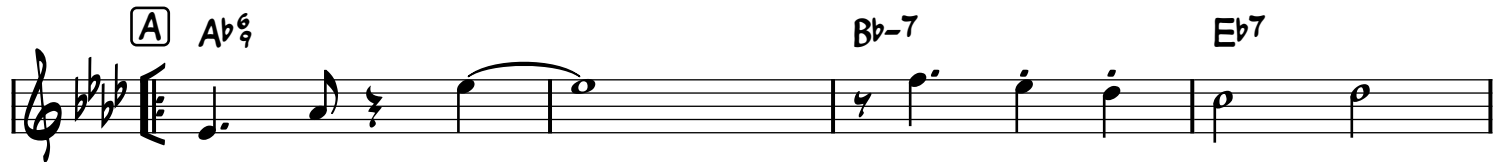
Loop to [A]

Chain-Link Charge

from Super Mario 3D World

Composed by Koji Kondo
Transcribed by Cyrus Paul

Swing $\text{♩} = 120$



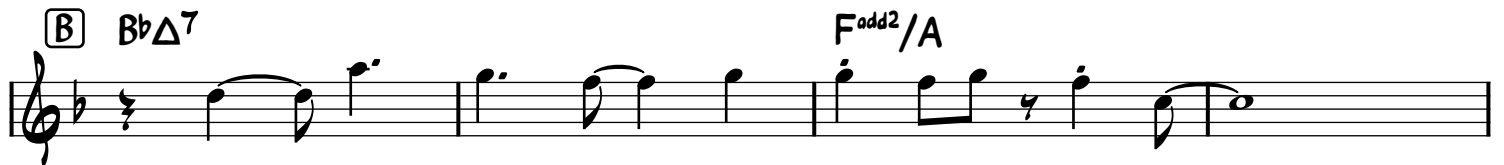
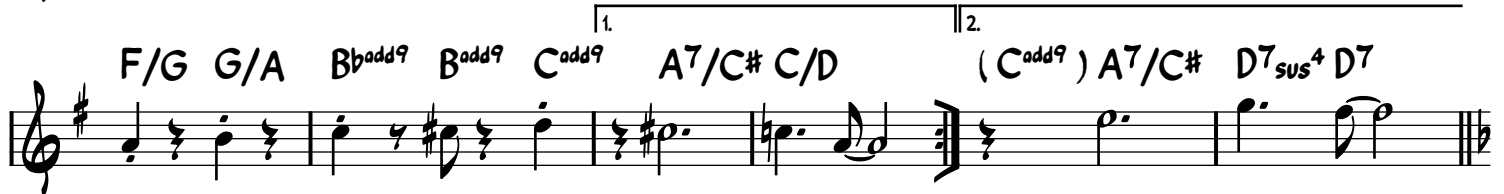
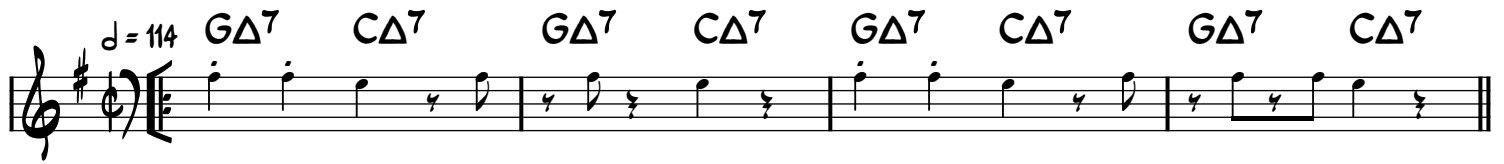
Loop to [A]

Double Cherry Pass

from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jonathan Aldrich



Loop to top

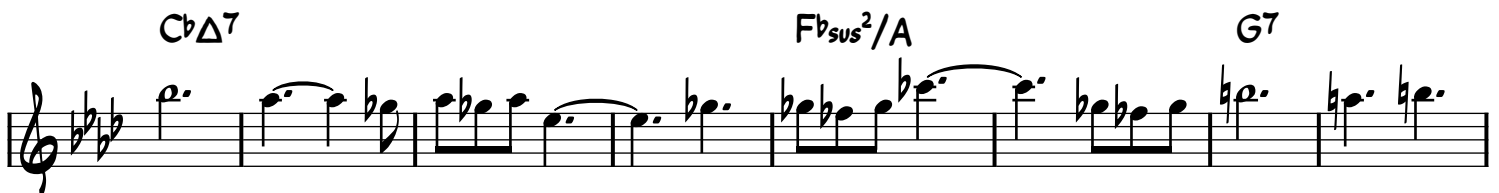
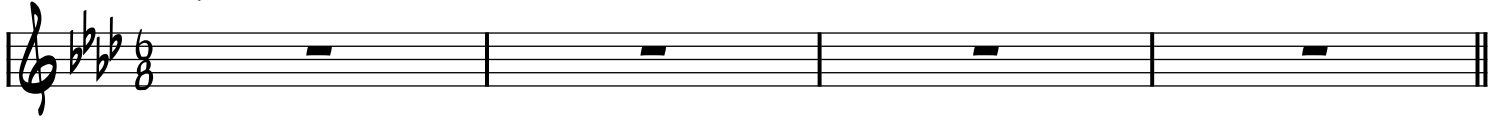
Footlight Lane

from Super Mario 3D World

Composed by Mahito Yokota, Toru Minegishi, & Yasuaki Iwata

Transcribed by Travis Salim

♩. = 86
A^bΔ⁷



Hisstocrat

from Super Mario 3D World

Composed by Toru Minegishi
Transcribed by Jonathan Aldrich

Swing $\text{♩} = 115$

Drum intro

A C- Db9b5 C- Eb9/Db

C- Db9b5 Ab7 G7#9

C- Db9b5 C- Eb9/Db

C-6 Db9b5 Ab7 G7#9

B N.C.
(Bass, unison)
(N.C.)

C-

Rhythm section stabs in time with melody

(C-) Ab9 C-

C C-

Rhythm simile

(C-) Ab9 C-

Eb-

(Eb-) Eb- N.C.

(Bass)

D Bb13 Bb7#9 N.C.

PEQ. (Bass)

Db13 Db7#9 N.C.

PEQ. (Bass)

(N.C.) F7 Gb7 G7

Loop to [A]

Super Bell Hill

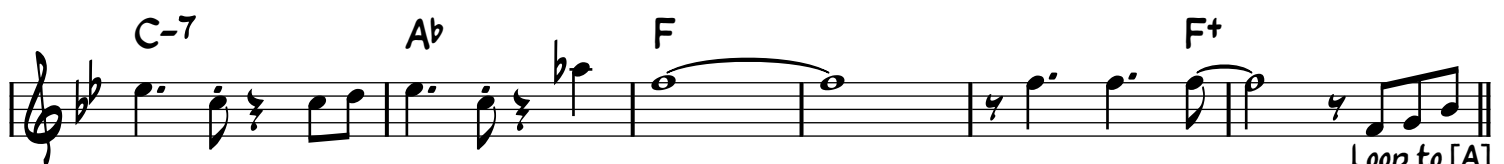
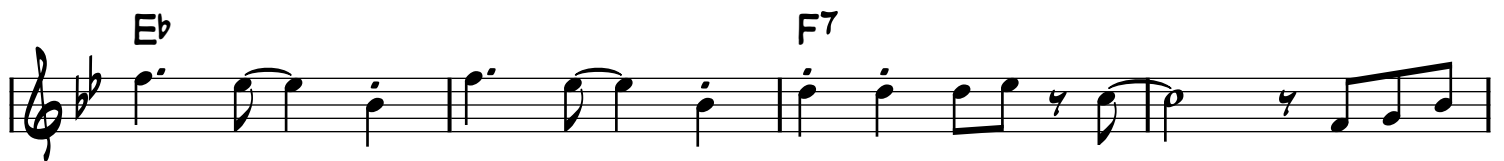
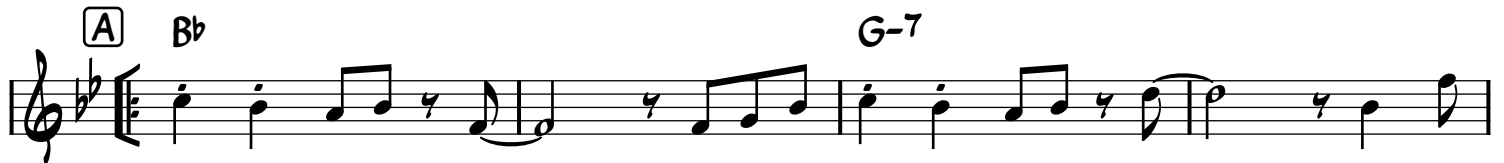
from Super Mario 3D World

Composed by Mahito Yokota

Transcribed by Jer Roque

Swing 8ths $\text{♩} = 112$

N.C.



Loop to [A]

World 8

from Super Mario 3D World

Composed by Mahito Yokota
Transcribed by Zack Wong & Ashanti Mills

Funk; swing 16ths ♩ = 106

A- A°/C B-7^{b5} E7^{#9}

[A] A- F7 E7

A- F7 E7 A-

(A-) F7 E7

A- F7 E7 A-

[B] F7 A-

F7 E-7 E7^{#9}

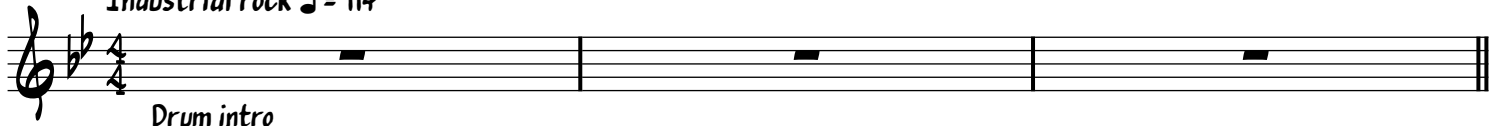
Loop to [A]

Koopa's Theme

from Super Mario 64

Composed by Koji Kondo
Transcribed by Ashanti Mills

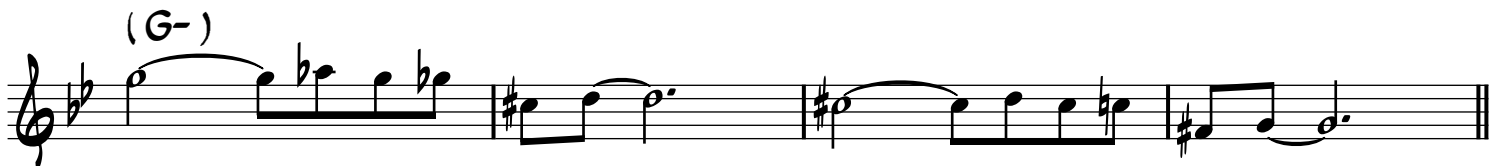
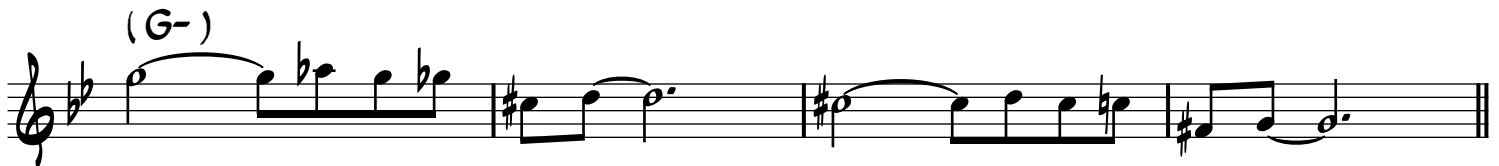
Industrial rock ♩ = 114



Drum intro



Rhythm simile



Loop to [A]

Dire Dire Docks

from Super Mario 64

Composed by Koji Kondo
Transcribed by DoubleMark

$\text{♩} = 138$

C **B \flat** **C**

B \flat **A \flat** **B \flat**

[A] **C** **B \flat** **A \flat** **B \flat** **C**

Rhythm simile

C **B \flat** **A \flat** **B \flat** **C**

[B] **F** **C/E** **D-** **C**

F **C/E** **C-add#11/E \flat** **D-** **G**

[C] **C** **B \flat** **A \flat** **B \flat** **C**

C **B \flat** **A \flat** **B \flat** **C**

D B \flat A \flat

(A \flat) G D-7 \flat /A \flat G7

E C B \flat C

B \flat A \flat B \flat Loop to [A]

Staff Roll

from Super Mario 64

Composed by Koji Kondo
Transcribed by JohnStacy

$\text{♩} = 108$

$F\Delta^7$ $B\flat$ $F\Delta^7$ $B\flat$ C $F\Delta^7$ $B\flat$ C

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

$B\flat$ C $\overset{1.}{A-}$ $D-$ $E\flat$ $G-$ C

$\overset{2.}{A-}$ $D-$ $G-$ C F

B $D-$ $F\Delta^7/C$ $B\flat$ F/A

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

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

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

D.S.

D G^b D^b/F E^b- G^b/D^b C^b G^b/B^b A^b- D^b

G^b D^b/F E^b- G^b/D^b C^b G^b/B^b A^b- D^b

E G^b C^b G^b C^b

G^b C^b C^b- G^b

File Select

from Super Mario 64

Composed by Koji Kondo
Transcribed by AarekMG

♩ = 100

C FΔ7 C FΔ7

C/E D- C/E FΔ7

Loop to top

Inside the Castle Walls

from Super Mario 64

Composed by Koji Kondo

Transcribed by VGLeadSheets.com, live at VGM Con 2019

A ♩ = 148
F C7/E

D- 1. G7

2. D- G7 F Bb5 F

B F F/A Bb Bb/A G- C C/Bb

A- C#+ D- D-/C G7/B

1. G-/Bb F/A G- C

2. G-/Bb F GbΔ7 F C/E

Loop to top

Koopa's Road

from Super Mario 64

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

March ♩ = 135

Intro N.C. G⁵

(G⁵) N.C.

A G⁵ A⁵ B^b5 C⁵

G⁵ A⁵ B^b5 C⁵

B^b7(no³) C7(no³) D^b5 E^b

G7(no³) A7(no³) B^b7(no³) C7(no³)

B D^bΔ⁷ C⁷ D^bΔ⁷ C⁷ D^bΔ⁷ C⁷

G/B B^o7 C⁷

G/B B^o7 C⁷

Loop to [A]

Merry-Go-Round

from Super Mario 64

Composed by Koji Kondo
Transcribed by Ben Horkley

Upbeat waltz ♩ = 200



Slider

from Super Mario 64

Composed by Koji Kondo
Transcribed by JohnStacy

$\text{♩} = 176$

D⁵

[A] **G** **G⁷** **C** **C[#]0⁷**

B-7 **B^b7** **A-7** **D⁷**

G **G[#]0⁷** **A-7** **B^b0⁷**

B-7 **B^b7** **A-7** **A^b7** **G** **E-7** **E^bΔ⁷** **A^bΔ⁷** **G**

[B] **C** **C-** **B-7** **B^b0⁷** **A-7** **A^b7** **GΔ⁹** **C** **C-** **B-7** **B^b0⁷** **A-7** **A^b7** **GΔ⁹**

[C] **G⁷**

C⁷

[D] **G⁷** **C⁷** **G⁷**

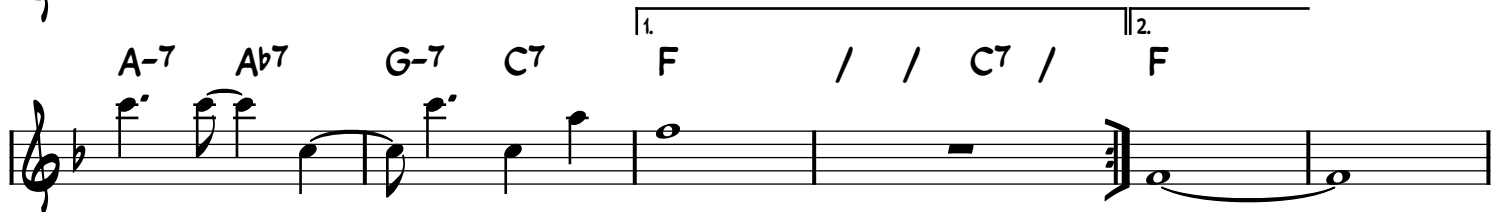
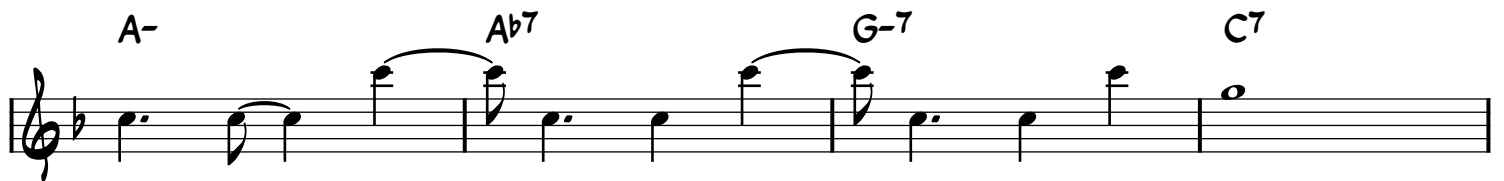
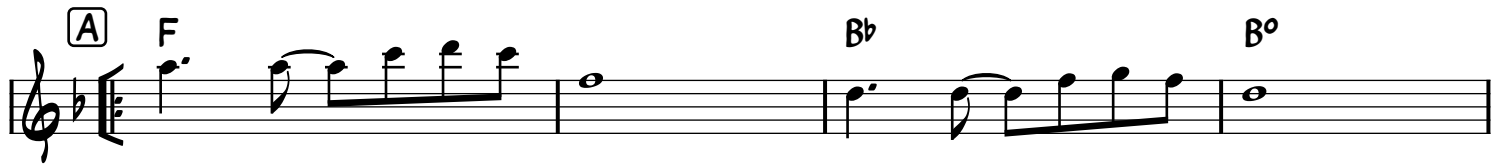
C **D⁹**

Loop to [A]

Snow Mountain

from Super Mario 64

Composed by Koji Kondo
Transcribed by JohnStacy



Loop to [A]

Powerful Mario

from Super Mario 64

Composed by Koji Kondo
Transcribed by Ashanti Mills

♩ = 135

Intro

G-7

FΔ7

G-7

FΔ7

Rhythm simile, forever...

A

G-7

FΔ7

G-7

FΔ7

G-7

FΔ7

G-7

FΔ7

G-7

FΔ7

Loop to [A]

Castle

from Super Mario Bros.

Composed by Koji Kondo
Transcribed by Ross Kirsling

$\text{♩} = 180$
N.C.

The first system of music is in 4/4 time. The upper staff (treble clef) features a complex, fast-paced melody with many beamed eighth notes and various accidentals (sharps, flats, naturals). The lower staff (treble clef) provides a simple bass line with a few notes, including a whole note and a half note.

N.C.

The second system continues the melody from the first system. The upper staff has a similar fast-paced, beamed eighth-note pattern. The lower staff continues with a few notes, including a whole note and a half note.

N.C.

The third system concludes the piece. The upper staff continues the fast-paced melody. The lower staff has a few notes, including a whole note and a half note. The text "Loop to top" is written at the end of the system.

Overworld

from Super Mario Bros.

Composed by Koji Kondo
Transcribed by Jer Roque

$\text{♩} = 100$
G⁹

C7 [A] F B^b F B^b C

F B^b F B^b C

[B] F B^b F F^{sus4}

F B^b D^b E^b F

[C] D^b F/C D^b F/C D^b F/C G⁹ C7

[D] F B^b F B^b C F B^b F B^b C

[E] F B^b C7 F B^b C7 F

[F] D^b F/C D^b F/C D^b F/C G⁹ C7

F B^b C7 F B^b C7 F

Loop to [A]

Underwater

from Super Mario Bros.

Composed by Koji Kondo
 Transcribed by John Stacy

d. = 75
 N.C.

C C7

A

F E F E F

C7/G B7/F# C7/G C7/E F

B

F C7/E C°/Eb D7 G- Gb+ Bb/F C7

F C7 F

Loop to top

Underworld

from Super Mario Bros.

Composed by Koji Kondo
Transcribed by Ashanti Mills

A ♩ = 193
N.C.

Character Select

from Super Mario Bros. 2

Composed by Koji Kondo

Transcribed by Jonathan Aldrich

Uptempo swing ♩ = 150

Intro F F^o B^b/F C⁷

A F G⁷ C⁷ F N.C. (Drum fill)

F G⁷ C⁷ F N.C.

B A⁷ D⁻ G⁷ C E⁻

A⁷ D⁻ G⁷ C C⁷/E Loop to [A]

Underground

from Super Mario Bros. 2

Composed by Koji Kondo
Transcribed by AarekMG

♩ = 129
Bb5

The first system of music consists of two staves. The top staff is in treble clef with a key signature of three flats (Bb, Eb, Ab) and a 4/4 time signature. It contains two measures of music, each starting with a quarter rest followed by a quarter note G4, a quarter note F4, and a quarter note E4. The bottom staff is in bass clef with the same key signature and time signature. It contains two measures of music, each starting with a quarter rest followed by a quarter note G2, a quarter note F2, and a quarter note E2.

(Bass)

Bb-7

The second system of music consists of two staves. The top staff is in treble clef with a key signature of three flats and a 4/4 time signature. It contains four measures of music. The first measure starts with a quarter rest followed by a quarter note G4, a quarter note F4, and a quarter note E4. The second measure starts with a quarter rest followed by a quarter note G4, a quarter note F4, and a quarter note E4. The third measure starts with a quarter rest followed by a quarter note G4, a quarter note F4, and a quarter note E4. The fourth measure starts with a quarter rest followed by a quarter note G4, a quarter note F4, and a quarter note E4. The bottom staff is in bass clef with the same key signature and time signature. It contains four measures of music, each starting with a quarter rest followed by a quarter note G2, a quarter note F2, and a quarter note E2. The text "Loop to top" is written at the end of the system.

Loop to top

Ending (Part 2)

from Super Mario Bros. 3

Composed by Koji Kondo
Transcribed by Jonathan Aldrich

$\text{♩} = 75$
C7

(Bass in unison with melody)

[A] F B \flat C7 F

[B] B \flat - F B \flat - F

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

[C] F C7/E C-7/E \flat B \flat /D

B \flat -/D \flat F/C G/B C7 C

Loop to [A]

Ending

from Super Mario Bros. 3

Composed by Koji Kondo

Transcribed by John Stacy, Jonathan Aldrich & John Bergan

$\text{♩} = 113$

C/E [A] F G- G#- F/A D- G- C7 F C/E C7 F A-/E

[B] A C#07 G-/D C#07 D- Bb Bb- F/C C7/E

Bolero (up-tempo) ♩ = 75

F G- G#- F/A D- G- C7 F C7

(Bass in unison with melody)

[C] F Bb C7 F

Bb- F Bb- F

Bb- F/A F-/Ab C/G C

[D] F C7/E C-7/Eb Bb/D

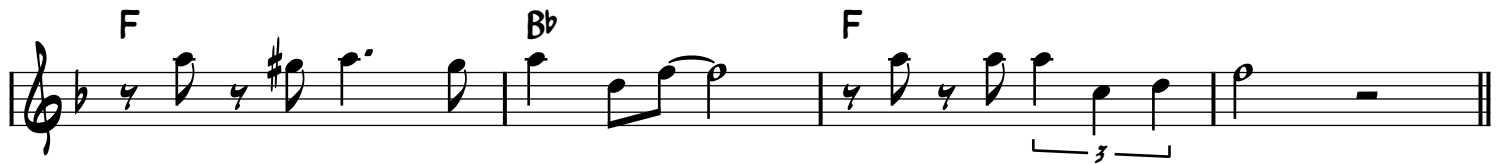
Bb-/Db F/C G/B C7 C

Loop to [C]

Overworld

from Super Mario Bros. 3

Composed by Koji Kondo
Transcribed by JohnStacy & Jer Roque

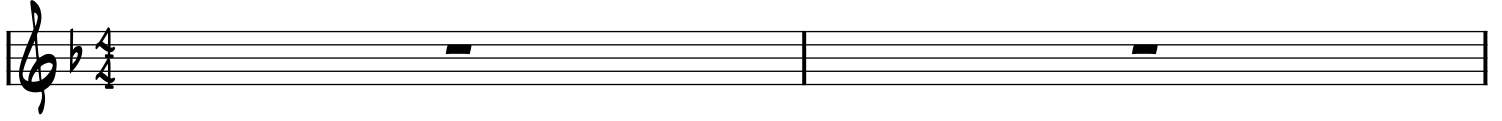


Underground BGM

from Super Mario Bros. 3

Composed by Koji Kondo
Transcribed by Ashanti Mills

♩ = 101
N.C.



Menu

from Super Mario Bros. 35

Composed by Ayako Saso and Takahiro Eguchi

Transcribed by Chombey

♩ = 150

Intro

N.C.

(Bass)

A

Ab

Eb-/Ab

Gb/Ab

Db/Ab

Ab

Eb-/Ab

Gb/Ab

Db/Ab

Ab

Eb-/Ab

Gb/Ab

Db/Ab

Ab

Eb-/Ab

Gb/Ab

Db/Ab

B

Ab

Eb-/Ab

Gb/Ab

Db/Ab

Ab

Eb-/Ab

Gb/Ab

Db/Ab

C

Ab

Eb-/Ab

Gb/Ab

Db/Ab

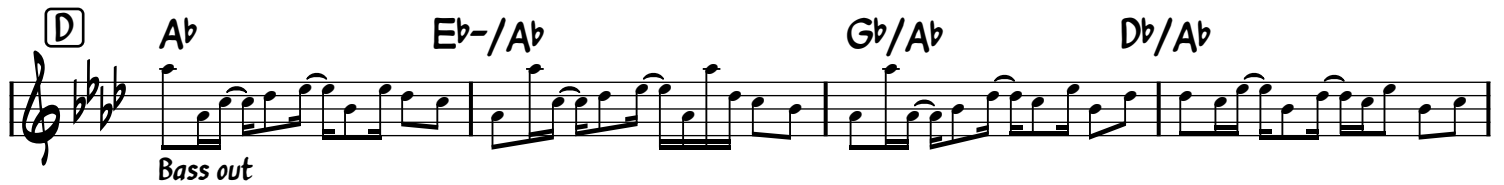
Rhythm simile

Ab

Eb-/Ab

Gb/Ab

Db/Ab



Piranha Plants on Parade

from Super Mario Bros. Wonder

Composed by Koji Kondo, Shiho Fujii,

Sayako Doi, & Chisaki Shimazu

Transcribed by Cyrus Paul

March ♩ = 110

Intro

E7 A A- A

A A E7 A

(A) A7 D B7/D# A/E E7 A A7/C#

B D A E7 A A7/C#

D A/C# F#7 B- E A A- A

Good Egg Galaxy

from Super Mario Galaxy

Composed by Koji Kondo

Transcribed by Jer Roque

Edited by Jonathan Aldrich

♩ = 156

[A] F B \flat /F E \flat /F F B \flat /F F

(F) B \flat /F E \flat /F

1. B/F A/F F

2. B/F A/F F

[B] F G/F F

F G/F B \flat -/F F

B \flat C A-7 D7

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

[C] F F/A B \flat E \flat 7 D-7 D \flat 7 B \flat /C C

F F/A B \flat E \flat 7 D-7 B \flat -/D \flat B \flat /C F

Loop to [A]

Gusty Garden Galaxy

from Super Mario Galaxy

Composed by Mahito Yokota

Transcribed by Jer Roque

Edited by Jonathan Aldrich

♩ = 152

E^b F G A^b/G B^b/G A^b/G

A G G/B C C/B

A-7 D7 G_{sus}⁴ G D/F#

D-/F E7 A- C-

G/D A/C# D_{sus}⁴ D E^b F

B G A7/G

C-/G G_{sus}⁴ G D/F#

D-/F E7 A- C-

G/D D-7 F/C D-7 G

Gusty Garden Galaxy

from Super Mario Galaxy

Composed by Mahito Yokota

Transcribed by Jer Roque

Edited by Jonathan Aldrich

$\text{♩} = 152$

D E F# G/F# A/F# G/F#

A F# F#/A# B B/A#

G#-7 C#7 F#sus⁴ F# C#/E#

C#-/E D#7 G#- B-

F#/C# G#/B# C#sus⁴ C# D E

B F# G#7/F#

B-/F# F#sus⁴ F# C#/E#

C#-/E D#7 G#- B-

F#/C# C#-7 E/B C#-7 F#

C E- F#

E- F#

D A/C# B-7 A

G#-7 D/C# C#-7

D F# F#/A# BΔ7 C#/B

A#-7 D#7 E B/C# C#

F# F#/A# BΔ7 C#/B

A#-7 D#7 EΔ7 C#7sus4

F# G/F# A/F# G/F#

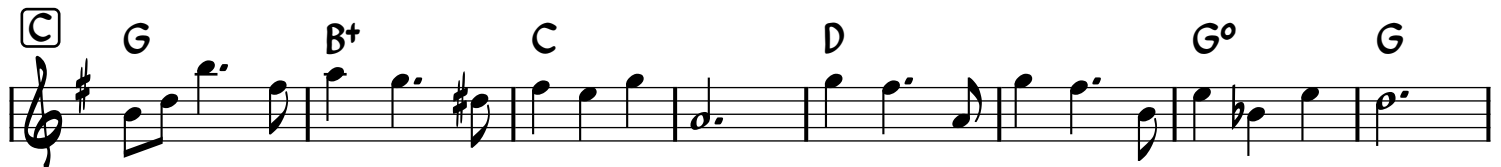
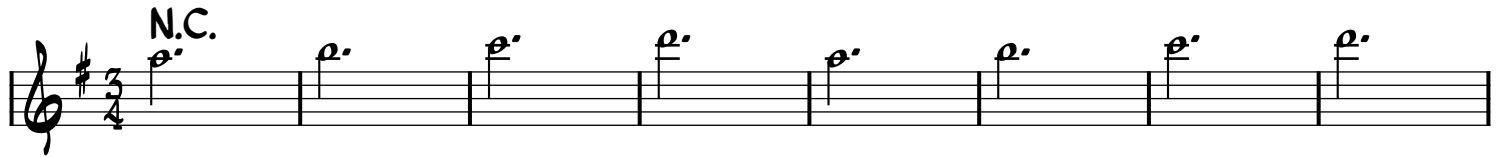
Loop to [A]

Rosalina in the Observatory

from Super Mario Galaxy

Composed by Koji Kondo
Transcribed by Jer Roque

Waltz ♩ = 180



Loop to top

The Honeyhive

from Super Mario Galaxy

Composed by Mahito Yokota
Transcribed by Ashanti Mills

Swing 16ths ♩ = 104

F7



A

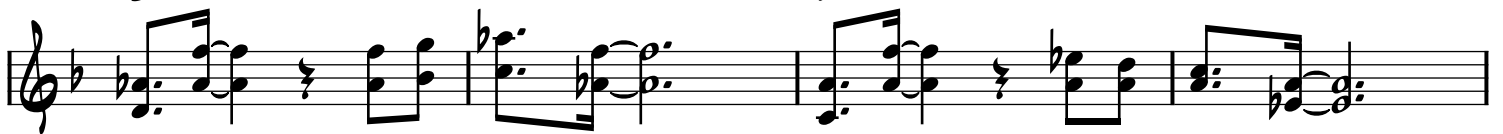
F7



Rhythm simile

Bb7

F7



C7

Bb7

F7



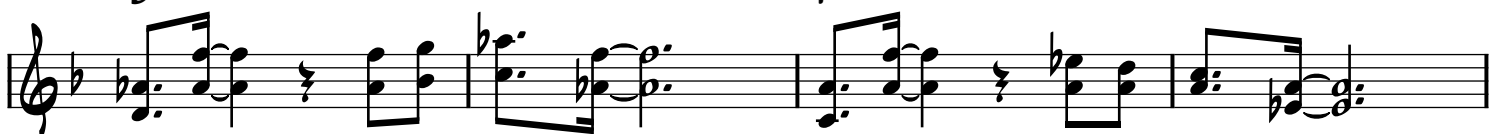
B

F7



Bb7

F7



C7

Bb7



C7

Bb7



F

Gb/Ab

F

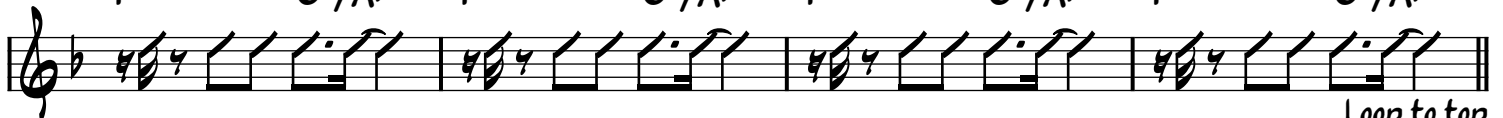
Gb/Ab

F

Gb/Ab

F

Gb/Ab



Loop to top

Waltz of the Boos

from Super Mario Galaxy

Composed by Mahito Yokota

Transcribed by Ashanti Mills

Waltz ♩ = 126

N.C.

A G- D/A G- D/A G- D G-

Background simile

G- D/A G-/Bb D/C G-/Bb D/A G-

B F-7 Ab-9b5 F-7 Ab-9b5

A- E/A E°/A Eb°/A

Bb C Dsus4 D Loop to top

Cloudy Court Galaxy

from Super Mario Galaxy 2

Composed by Mahito Yokota

Transcribed by Jonathan Aldrich

♩ = 142

Intro G \flat

A \flat

B \flat



A

B \flat

F/A

G \flat -7

D-/F B \flat /F

C/E

C-/E \flat

D-7

G7



C-7

F \sharp 07

B \flat /F

E-7 \flat 5

^{1.}E \flat

C-7



E \flat /F

^{2.}

E \flat

C-7

F7 \flat 9

B \flat

E \flat B \flat

F/A



B

A \flat Δ 7

B \flat 7/A \flat

E \flat ^{add2}/G

A \flat 7/G \flat

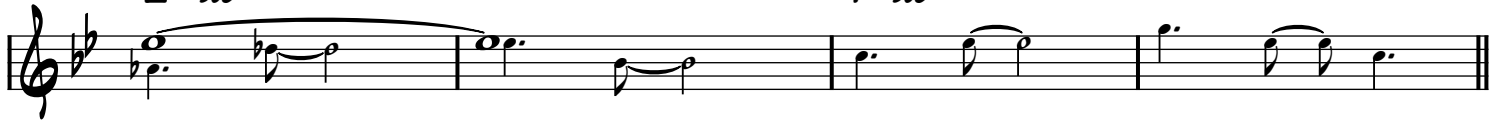
D \flat /F

D \flat -/F \flat



E \flat 7^{sus4}

F7^{sus4}



C

B \flat

E \flat /B \flat

A-7 \flat 5

D7

G-

G \flat ⁺

F

E \circ



E \flat

F7^{sus4} F7

B \flat

E \flat /B \flat

F7/A

F-/A \flat G7



C-7

D-7

E \flat -7

A \flat ^{sus4}

B \flat

B \flat ^{sus2/4}



Loop to [A]

Cosmic Cove Galaxy

from Super Mario Galaxy 2

Composed by Mahito Yokota

Transcribed by Ashanti Mills

♩. = 82
D13

Musical staff with notes and chords: D13, G-6/D, 8-7. The staff shows a sequence of notes in a treble clef with a key signature of two sharps (F# and C#). The rhythm is indicated as quarter notes.

Rhythm simile

[A] D13

Musical staff for section A, starting with chord D13. The staff shows notes in a treble clef with a key signature of two sharps.

G-6/D

D13

Musical staff with chords D13 and EbΔ7. The staff shows notes in a treble clef with a key signature of two sharps.

E^bΔ7

[B] D^bΔ7^{#11}

Musical staff for section B, starting with chord D^bΔ7^{#11}. The staff shows notes in a treble clef with a key signature of three flats (Bb, Eb, Ab).

CΔ9^{#11}

D^bΔ7^{#11}

Musical staff with chords D^bΔ7^{#11}, D13, D[#]-7, and D13. The staff shows notes in a treble clef with a key signature of three flats.

D13

D[#]-7

[C] AΔ7

Musical staff for section C, starting with chord AΔ7. The staff shows notes in a treble clef with a key signature of two sharps.

A⁰7

AΔ7

Musical staff with chords AΔ7, B^bΔ7/A, and B^b. The staff shows notes in a treble clef with a key signature of two sharps.

B^bΔ7/A

B^b

[D] G^b/A^b

Musical staff for section D, starting with chord G^b/A^b. The staff shows notes in a treble clef with a key signature of two sharps.

A^b9

G^b/A^b

A^b9

G^b7

B-/E

Musical staff with chords B-/E, B^b/E^b, and D13. The staff shows notes in a treble clef with a key signature of two sharps.

B^b/E^b

D13

Loop to [A]

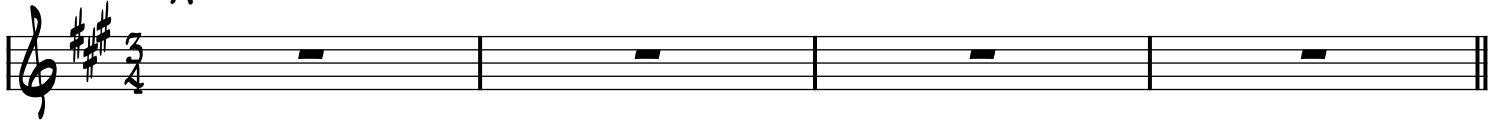
Green Star

from Super Mario Galaxy 2

Composed by Mahito Yokota
Transcribed by Ashanti Mills

Waltz ♩ = 117

A



[A]

A

B⁷/A

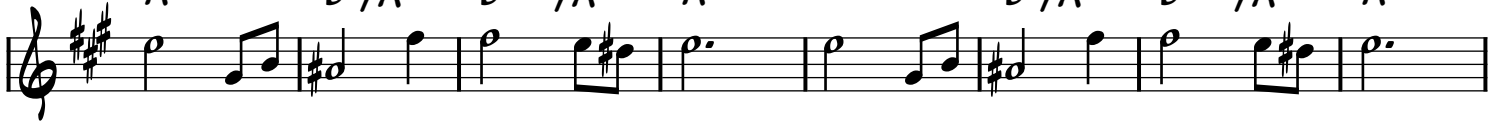
B-^{7b5}/A

A

B⁷/A

B-^{7b5}/A

A



D

E

C#-

F#⁷

B-

D

D-⁷

FΔ⁷



[B]

A

A/C#

D

D-/G

F#-

F

E⁷_{sus⁴}

E⁷



A

A/C#

D

D-/G

F#-

F

E⁷

A



A_{sus²}

A⁷_{sus⁴}

A⁷_{sus²}



Loop to [A]

Sky Station Galaxy

from Super Mario Galaxy 2

Composed by Mahito Yokota
Transcribed by Jonathan Aldrich

♩ = 144

Intro Db Eb Fb Gb Ab Gb Fb Gb

A Ab Db-/Ab Ab Ab/C B^o7 Bb-7 Eb⁷_{sus}⁴

Ab Db- C-7 F7 Bb-7 C-7

Db-7 Eb-7 Ab A/Ab Ab Db-/Ab Ab

B Db Db^o7 C-7 Cb^o7 Bb-7 Eb⁷_{sus}⁴

Ab G-7 C7 F-/Eb Bb/D

Db Ab/C Cb Db^{sus}⁴ Db Eb^{sus}⁴ Eb

Loop to [A]

Starship Mario

from Super Mario Galaxy 2

Composed by Koji Kondo
Transcribed by Jer Roque

$\text{♩} = 110$

C-7 F7

A

Bb C- D- C- Bb C- D- C-

B

Bb Bb/D Eb Bb/D C-7 Bb/D C/E F7

Bb Bb/D Eb Bb/D C-7 Bb/D C/E F7

C

Eb Bb/D F7/C Bb/D Eb Bb/D C/E F7

Bb Bb/D Eb Bb/D C-7 Bb/D C7 C-7 Bb

D

Eb Bb/D C Cb Bb Eb Bb/D C Cb Bb

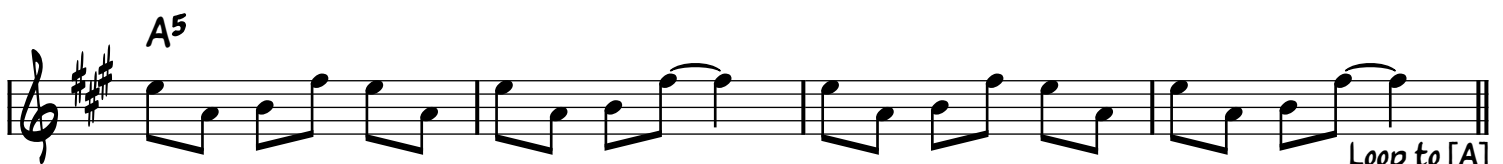
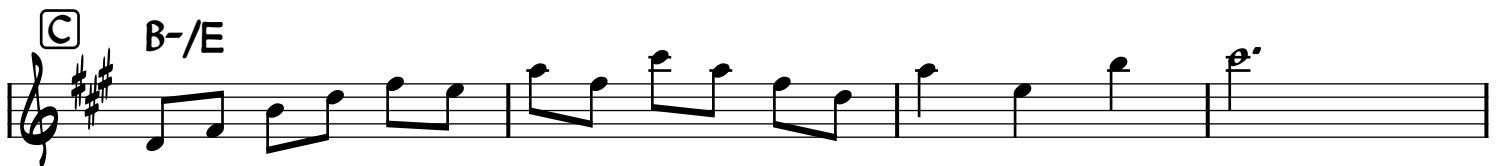
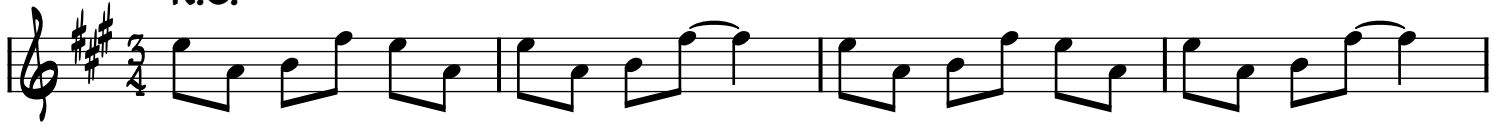
Loop to [A]

World 3

from Super Mario Galaxy 2

Composed by Mahito Yokota
Transcribed by Ashanti Mills

Nocturne ♩ = 110
N.C.



Loop to [A]

Choco Island

from Super Mario Kart

Composed by Soyo Oka
Transcribed by Jonathan Aldrich

$\text{♩} = 120$
 E_b/F

Intro

A B_b $F-7$

B_b $F-7$ B_b $F-7$

(Whistling)

B_b $F-7$

B $E-7b5$ $A7$ $D-$ E_b-7 A_b7 $D_b\Delta7$

$E-7b5$ $A7$ $D\Delta7$ E_b-7 A_b7

$D-/G$ F_{add2}/A $B_b\Delta7$ $B-7b5$ B_b/C

C N.C.

(Pitched Percussion)

Loop to [A]

Donut Plains

from Super Mario Kart

Composed by Soyo Oka
Transcribed by Reil Deil Neil

Latin jazz $\text{♩} = 138$

A

$\text{A}^{\flat}\Delta^7$

$\text{E}^{\flat}7_{\text{sus}^4}$

$\text{A}^{\flat}\Delta^7$

$\text{E}^{\flat}7_{\text{sus}^4}$



$\text{D}^{\flat}\Delta^7$

$\text{A}^{\flat}\Delta^9/\text{C}$

$\text{B}^{\flat}-7$

$\text{E}^{\flat}7_{\text{sus}^4}$



$\text{A}^{\flat}\Delta^7$

$\text{E}^{\flat}7_{\text{sus}^4}$

$\text{A}^{\flat}\Delta^7$

$\text{E}^{\flat}7_{\text{sus}^4}$



$\text{F}-7$

$\text{B}^{\flat}7$

$\text{F}-7$

$\text{B}^{\flat}7$

$\text{E}^{\flat}-7$

$\text{G}^{\flat}/\text{A}^{\flat}$



B

$\text{B}^{\flat}\text{add}2$

$\text{C}-7$

$\text{D}-7$

$\text{E}^{\flat}\Delta^7$



$\text{D}-7$

G^7

$\text{C}-7$

$\text{F}7^{\#9}$

$\text{B}^{\flat}\Delta^7$



$\text{D}-7$

$\text{D}^{\flat}7$

$\text{C}-7$

$\text{F}7$

$\text{D}-7$

G^7



$\text{C}-7$

$\text{F}7$

$\text{G}-7$

$\text{B}^{\flat}/\text{C}$



Loop to [A]

Koopa Beach

from Super Mario Kart

Composed by Soyo Oka
Transcribed by JohnStacy

♩ = 122
N.C.

A G-7 C7 FΔ7 D7

G-7 G7 F⁵/C.N.C.

B G-7 C7 A-7^{b5}/E^b D7

G-7 B^{b-6} A- D7 N.C.

G-7 C7 D-7 G7 F⁵/C.N.C.

Loop to [A]

Rainbow Road

from Super Mario Kart

Composed by Soyo Oka
Transcribed by Jer Roque

♩ = 147

F¹³_{sus⁴} F¹³ F¹³_{sus⁴} F¹³

[A] F¹³_{sus⁴} F¹³ F¹³_{sus⁴} F¹³ F¹³_{sus⁴} F¹³

Rhythm simile

E^b-7 A^b7 E^b-7 A^b7

D-7 G7 D-7 C¹³_{sus⁴} C¹³

[B] FΔ7 G/F A^b/F B^b/F

FΔ7 G/F A^b/F B^b/F

B^bΔ7 C/B^b A-7 A^b7

G-7 B^b-7 E^b13

Loop to [A]

Birabuto Kingdom

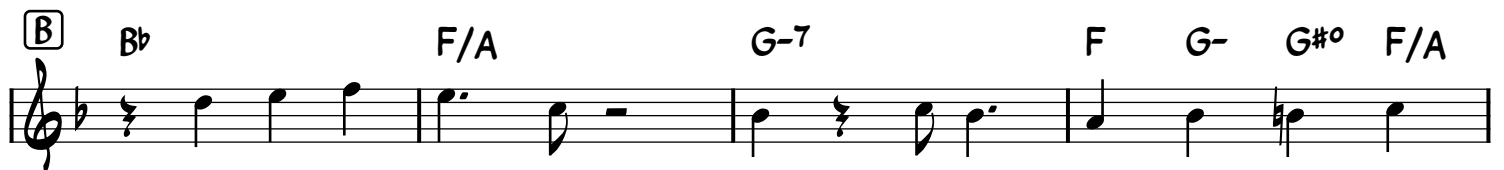
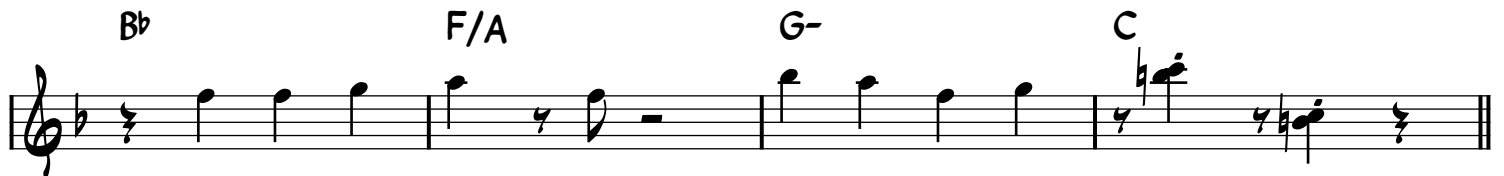
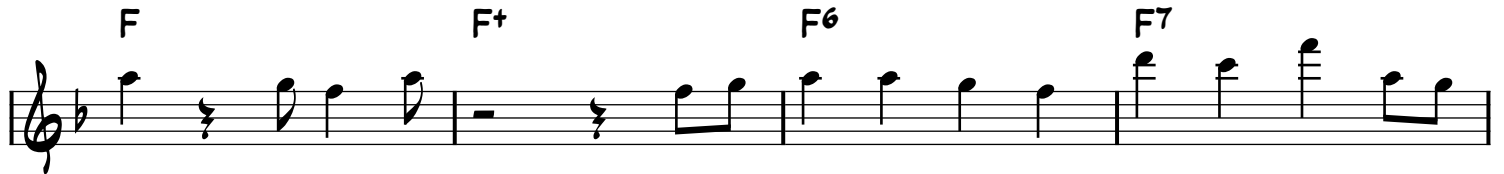
from Super Mario Land

Composed by Hirokazu Tanaka

Transcribed by AarekMG & JohnStacy

Edited by Jer Roque

Swing $\text{♩} = 120$



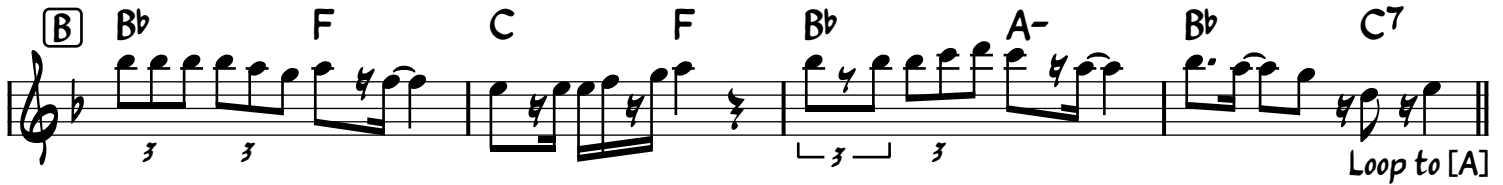
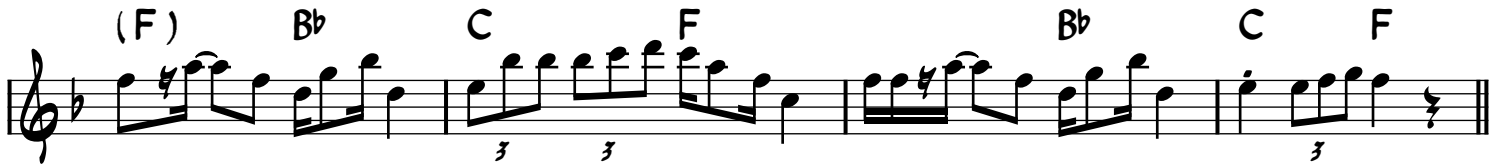
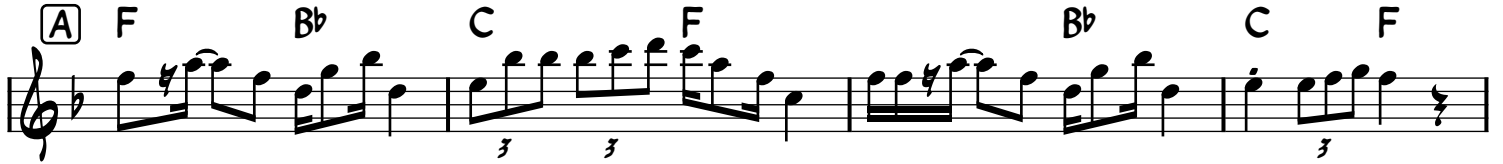
Marine Pop, Sky Pop!

from Super Mario Land

Composed by Hirokazu Tanaka
Transcribed by Mike Matarazzo

♩ = 160
N.C.

C7



Staff Roll

from Super Mario Land 2: 6 Golden Coins

Composed by Kazumi Totaka

Transcribed by JohnStacy

Intro $\text{♩} = 90$ **C** **C#°** **D-**

D- **G7#5/B** **G9** $\text{♩} = 150$

A **CΔ7** **A7** **D-7**

(D-7) **G7#5** **C** **G7#5**

CΔ7 **A7** **D-7**

(D-7) **F-** **C/E** **E^b°** **D-7** **G7#5** **C** **A7/C#**

D-7 **G7** **C** **N.C.**

B **D-** **G** **C** **CΔ7/E** **E^b°7**

D- **G** **CΔ7/E** **E^b** **D-** **G**

Loop to [A]

Treetop

from Super Mario Land 2: 6 Golden Coins

Composed by Kazumi Totaka
Transcribed by Jonathan Aldrich

Intro

Cha cha ♩ = 150

D/F# E^o/G E^{#o}/G# D7/A

[A] G A- D7 A- D7 G

A- D7 G E7 A- N.C. G⁶

[B] A-7 D7 A-7 D7 GΔ7

A-7 D7 A-7 D7 B-7 E7 A-7 D7

Loop to [A]

Desert (Super Mario Bros.)

from Super Mario Maker 2

Composed by Koji Kondo

Transcribed by xXChickyChuXx

♩ = 145

Intro N.C.

(Bass)

A Ab5

Bass simile

(Ab5)

B Ab5

(Ab5)

C Ab5

(Ab5)

Loop to [A]

Bubblaine

from Super Mario Odyssey

Composed by Naoto Kubo
Transcribed by Tristan H

Intro Bossa ♩ = 123

AbΔ⁹ Ab⁶ DbΔ⁷ Bb-⁷ Eb7^{b9} AbΔ⁹ Ab⁶ DbΔ⁷ Gb⁷

A AbΔ⁹ Ab⁶ DbΔ⁷ AbΔ⁹ Ab⁶ DbΔ⁷ Gb⁷

Ab^{add9}/C Cb¹³ Bb-⁷ Eb7^{#11} C-⁷ Cb¹³ Bb-⁷ Eb⁷

B AbΔ⁹ Ab⁶ DbΔ⁷ Bb-⁷ Eb7^{b9} AbΔ⁹ Ab⁶ DbΔ⁷ Gb⁷

Ab^{add9}/CCb^{o7} Bb-⁷ Eb^{13b9} F-⁷ Bb⁷ Bb-⁷/Eb Eb⁷

C FbΔ⁹ AbΔ⁹ FbΔ⁹ DbΔ⁹

Db-⁷ Gb⁹ CbΔ⁷ FbΔ⁹ C-⁷ F7^{b9}

BbΔ⁷ EbΔ⁷ AbΔ⁷ DbΔ⁷ AbΔ⁷ DbΔ⁷

Loop to [A]

Crazy Cap

from Super Mario Odyssey

Composed by Koji Kondo

Transcribed by Nathan Ford & Ben Horkley

Polka ♩ = 135

Theme 1

Chords: F B \flat /D F C/E F

(F) B \flat /D F C/E F

B \flat /D C/E F B \flat /D C/E F

Swing ♩ = 132

Theme 2

Chords: F C 7 F C 7

F D- B \flat C 7

F D- B \flat C 7 F

B \flat F B \flat C 7

F B \flat F/A F C 7

F B \flat F/A C 7 F C 7 F /

Techno ♩ = 65

Theme 3

G F Play 4x

Upbeat ♩ = 150

Theme 4 N.C.

Bass and drums only

Bass simile

F F/A Bb C F F/A Bb C

F F/A Bb C F Bb F

F F/A Bb C F F/A Bb C

F F/A Bb C F Bb C7 F

Loop to [Theme 1]

Fossil Falls

from Super Mario Odyssey

Composed by Naoto Kubo

Transcribed by Tristan H

♩ = 138

Intro

F C/F B \flat /F C sus^4 /F C/F

F C/F B \flat /F tr C sus^4 /F C/F

A F C/F B \flat /F B \flat $\text{sus}^{\#4}$ /F B \flat /F

F C/F F/A A \flat 07 G-7 C

B \flat C7/B \flat A- A \flat 7

G-7 E \flat 9 C sus^4 C

B F B \flat /F F B \flat /F C/F B \flat /F

F G/F F/A A \flat 07 G-7 C

B \flat C7/B \flat A- A \flat Δ 7

G-7 F Δ 7/A B \flat E \flat F

C B \flat A-7 G-7 B \flat -/D \flat F/C

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

D F A-7 B \flat E \flat 9

D- B-7 \flat 5 G-7 A-7 B \flat -7 C-7

F A-7 B \flat E \flat 9

A-7 A \flat o7 G-9 F/A B \flat -7 C-7

F C/F B \flat /F C sus^4 /F C/F

Loop to [A]

Jump Up, Super Star!

from Super Mario Odyssey

Composed by Naoto Kubo

Lyrics by Robert Tunstall

Transcribed by Jer Roque & Jonathan Aldrich

Swing $\text{♩} = 102$

$B\flat\Delta^7/C$ $F-7/E\flat$

$B\flat\Delta^7/C$ N.C. $A\flat\Delta^7$ $D\flat\Delta^7$ $G\flat\Delta^7$

A

$F7$ $B\flat7$ $F7$

$B\flat7$ $A-7$ $A\flat7$ $G-7$ $C7\flat9$

$F7$ $B\flat7$ $F7$ $D7\flat9$

$G-7$ $C7$ F $F7$

B

$B\flat\Delta^7$ $C7$ $A-7\flat5$ $D7\flat9$ $G-7$ $E\flat7$

$C7$ $D-7$ $D\sharp^0$ $C7/E$ $C7$ $C\sharp7$ $D7$ $E\flat7$

The musical score is written in 4/4 time with a key signature of two flats (Bb and Eb). It features a variety of chords including major 7th, dominant 7th, and altered chords. The piece includes two main sections, A and B, and concludes with a double bar line. The tempo is marked as Swing at 102 beats per minute.

C Bb-7 Eb7 AbΔ7 F7 Bb-7 Eb7 C-7b5 F7b9

Bb-7 Eb7 AbΔ7 F7 Bb-7 Eb7 Ab7 G7 Gb7 F7 Bb-7

(Bb-7) Eb7 AbΔ7 F7 Bb-7 Eb7 C-7b5 F7b9

Bb-7 Eb7 AbΔ7 F7 Bb-7 Eb7 C-7 F7

Bb-7 Eb7 BΔ7 EΔ7 AΔ7

To Coda

D Ab7

(Ab7)

Bass, rhythm simile

(Ab7)

(Ab7)

G-7 BbΔ7/C

Original rhythm feel

D.S. to [A] al Coda

Ab Db/Eb D/E

B-7 E7 AΔ7 F#7 B-7 E7 C#-7b5 F#7b9

B-7 E7 AΔ7 F#7 B-7 E7 A7 G#7 G7 F#7 B-7

(B-7) E7 AΔ7 F#7 B-7 E7 C#-7b5 F#7b9

B-7 E7 AΔ7 F#7

B-7 E7 C#-7 F#7 B-7 E7

F G-7 C7 G-7 C7

Ab-7 Db7 Ab-7 Db7

AΔ7 DΔ7 GΔ7 GbΔ7

New Donk City

from Super Mario Odyssey

Composed by Naoto Kubo
Transcribed by Tristan H

Swing ♩ = 236

Intro N.C. F-7 AbΔ7/Bb

Unison

Straight 8ths, samba EbΔ7 DbΔ7 EbΔ7 DbΔ7

Solo to [A]

A EbΔ7 DbΔ7/Eb Eb7 AbΔ7

^{1.} (AbΔ7) CbΔ7 DbΔ7 ^{2.} (AbΔ7) Db13

(Db13) Eb/G Gb7 F-7 Bb7#5

B EbΔ7 DbΔ7 EbΔ7 DbΔ7

Solo to [C]

C EbΔ7 DbΔ7/Eb Eb7

AbΔ7 CbΔ7 DbΔ7

E^bΔ⁷ **D^bΔ⁷/E^b** **E^b7**

A^bΔ⁷ **D^b13**

E^b/G **G^b13** **F-7** **B^b7#5**

E^b6 **D^b6** **C^bΔ⁷** **B^b9**

Solo to [D]
[D] **A^bΔ⁷** **A^b-7** **G-7** **G^b07**

F-7 **B^b7** **CΔ⁹**

F-7 **B^b7** **CΔ⁹**

B^bΔ⁹ **A^bΔ⁹**

G^bΔ⁹ **E^b/F** **B^b7#5**

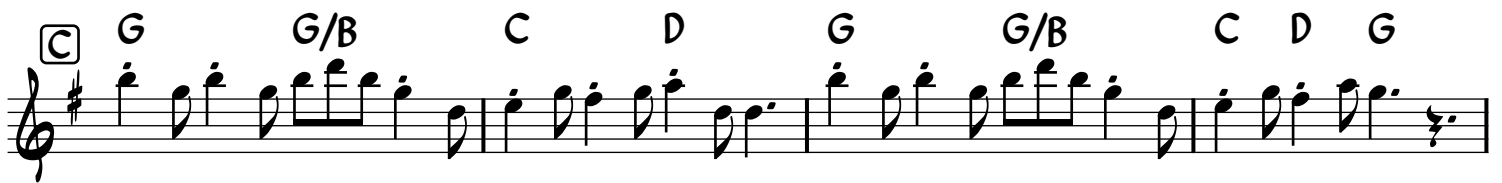
[E] **E^bΔ⁷** **D^bΔ⁷** **E^bΔ⁷** **D^bΔ⁷**
Solo to loop **Loop to [A]**

Shiveria: Town

from Super Mario Odyssey

Composed by Shiho Fujii
Transcribed by Jonathan Aldrich

♩. = 132
N.C.



[D] D C D E-

C G D7 E- A-7 D7 N.C. G D

[E] G C/G D/G G D7 G

(G) C/G D/G G / D7 G /

Steam Gardens

from Super Mario Odyssey

Composed by Koji Kondo
Transcribed by DoubleMark

$\text{♩} = 150$
A-7 C/D B-/D A-7 C/D B-/D

A-7 C/D B-/D B \flat Δ 7/F

[A] A-7 C

F Δ 7 G $\text{add}9$ A-7 1. 2.

[B] F Δ 7 G E-7 A- F Δ 7 G E-7 E

A- G F Δ 7 A- G F Δ 7 A- G F Δ 7 E

[C] A-7 C F Δ 7 G $\text{add}9$ A-7

[D] A-7 C/D B-/D A-7 C/D B-/D

A-7 C/D B-/D A-7 C/D B-/D B \flat Δ 7/F 1. 2.

Loop to [A]

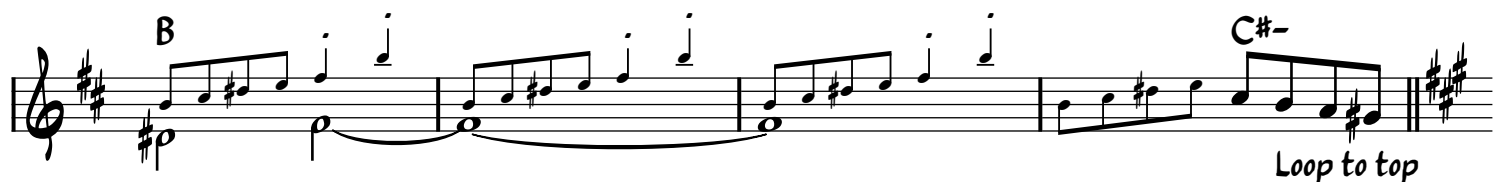
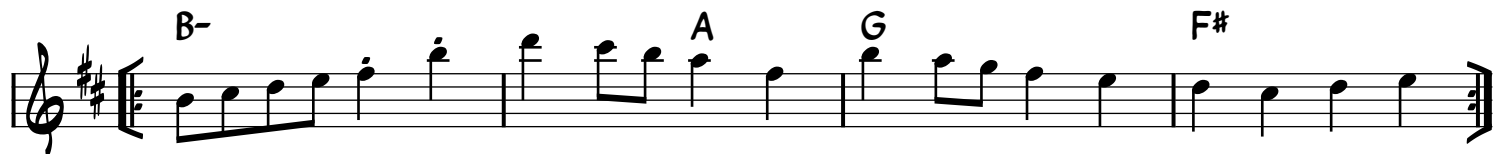
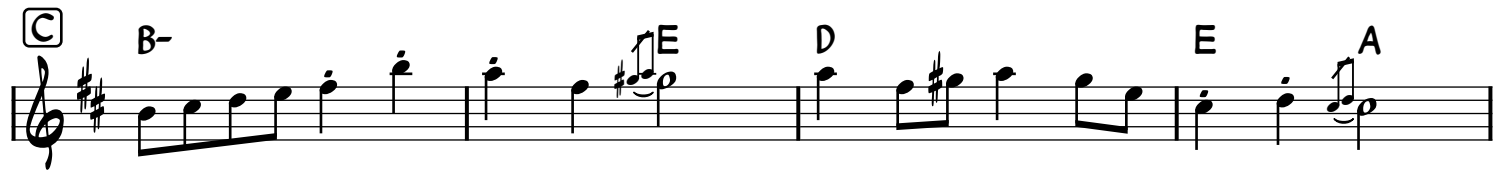
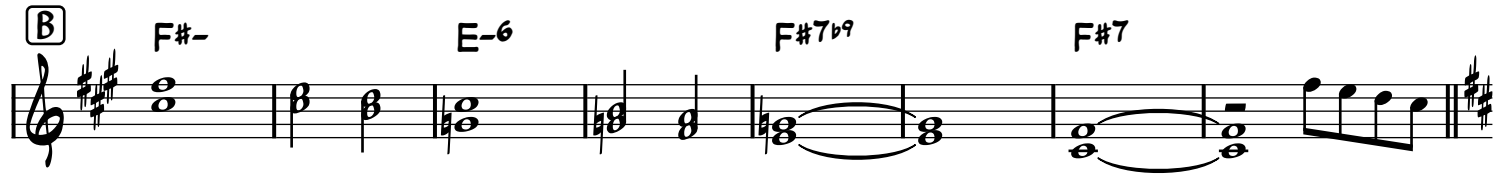
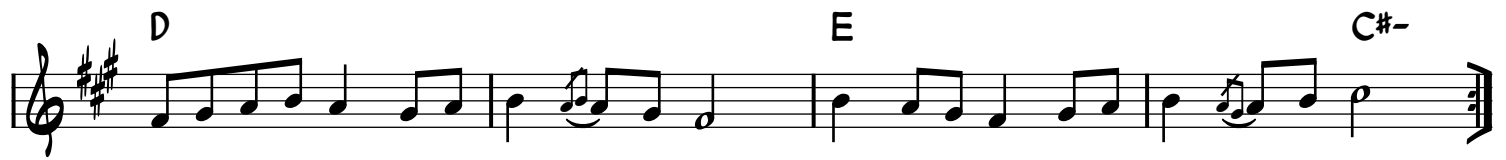
Beware of Forest Mushrooms

from Super Mario RPG: Legend of the Seven Stars

Composed by Yoko Shimomura

Transcribed by Ashanti Mills

♩ = 95



Loop to top

ight Against a Somewhat Stronger Monster

from Super Mario RPG: Legend of the Seven Stars

Composed by Yoko Shimomura

Transcribed by Ross Kirsling

♩ = 121
N.C.

[A] D-

D-

C Db C Db C Db C Db

[B] N.C.

A5

Loop to [A]

Rose Town

from Super Mario RPG: Legend of the Seven Stars

Composed by Yoko Shimomura
Transcribed by Mike Matarazzo

Swing ♩ = 176

Intro A^b A^b D^b/A^b D° E^b7

A A^b D^b A^b/C E^b7

A^b D^b A^b/C E^b7 A^b

B A^b D^b E^b7/B^b A^b

A^b D^b E^b7 A^b

Loop to [A]

This is Booster Tower

from Super Mario RPG: Legend of the Seven Stars

Composed by Yoko Shimomura

Transcribed by Ross Kirsling

Milonga ♩ = 120

A

F- Eb6 Bb-/Db Bb-6

Eb Eb7/G Ab C7

B

F- Eb6 Bb-/Db Bb-6

Eb C7 F- Eb Bb/D

DbΔ7 Eb F- Bb

Loop to top

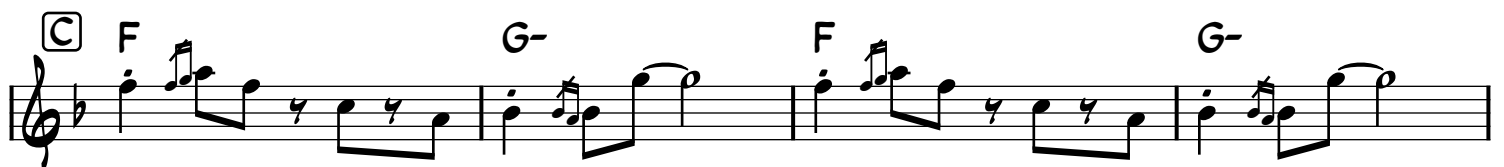
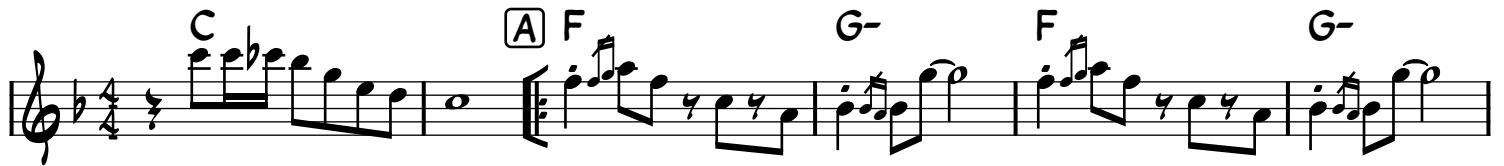
Bianco Hills

from Super Mario Sunshine

Composed by Koji Kondo
Transcribed by David Chihlas

Freely

♩ = 156



Chord: **D** F C-7 F C-7

The first staff of music contains five measures. The notes and rests are as follows: Measure 1: quarter note D4, quarter rest, quarter note E4, quarter rest. Measure 2: quarter note F4, quarter rest, quarter note G4, quarter rest. Measure 3: quarter note A4, quarter rest, quarter note B4, quarter rest. Measure 4: quarter note C5, quarter rest, quarter note B4, quarter rest. Measure 5: quarter note A4, quarter rest, quarter note G4, quarter rest.

Chord: F C-7 DbΔ7 C

The second staff of music contains four measures. The notes and rests are as follows: Measure 1: quarter note D4, quarter rest, quarter note E4, quarter rest. Measure 2: quarter note F4, quarter rest, quarter note G4, quarter rest. Measure 3: quarter note A4, quarter rest, quarter note B4, quarter rest. Measure 4: quarter note C5, quarter rest, quarter note B4, quarter rest. The staff ends with a double bar line. Below the staff, the text "Loop to [A]" is written.

Isle Delfino

from Super Mario Sunshine

Composed by Koji Kondo
Transcribed by Ashanti Mills

Freely

Jazz manouche $\text{♩} = 138$

D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9}

N.C. A7

A D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9}

D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9}

D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9}

D D#°7 E-7 A7^{b9} D

B G D G D

G D A/C# B7 Bb A7

D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9} D D#°7 E-7 A7^{b9} D

C D C/D D D C/D D

F Eb/F F F Eb/F F

B-7 E7 A A7 F#-7#5 B7#9 E-7 A7/C#

D D#07 E-7 A7b9 D D#07 E-7 A7b9 D D#07 E-7 A7b9 D

D D D#07 E-7 A7b9 D D#07 E-7 A7b9

D D#07 E-7 A7b9 D D#07 E-7 A7b9

D D#07 E-7 A7b9 D D#07 E-7 A7b9

D D#07 E-7 A7b9 D D#07 E-7 A7b9

D D#07 E-7 A7b9 D D#07 E-7 A7b9

Loop to [A]

Athletic

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

$\text{♩} = 80$

E-7^{b5} A7 **A** D7 G-

1. C7 F F7 E7 E^b7

2. C7 F

B F F/A B^b B^o F/A F-/A^b G-7 C7

F F/A B^b B^o G-7 C7 F

C B^bΔ7 F/A F-/A^b / G-7 C7 B^bΔ7 F/A F-/A^b / G-7 C7

F F7/E^b B^b/D D^b7 C7 F

Loop to [A]

Ending

from Super Mario World

Composed by Koji Kondo
Transcribed by Jer Roque

Swing $\text{♩} = 72$

G-9 C+ **A** F E+ C-/Eb
 D7 Bb B° ¹F/C D7 G C
²F/C D7 G C7 F
B D7 G7
 C7 F F/A C+
 8va on repeat
C F E+ C-/Eb D7
 Bb B° F/C D7 G-9 C+ C+
 F E+ C-/Eb D7 Bb B° F/C D7
D
 G-9 C+ **Half-time feel** F F/Eb Bb/D Bb-/Db C+
 To Coda

Straight 8ths ♩ = 94

Swing ♩ = 72

1616

E F E+ C-/Eb D7 Bb B° F/C D7

Straight ♩ = 76

G-9 C+ **F** F E+ C-/Eb D7

Bb B° 1. F/C D7 G-7 2. C7 F/C D7 G-7 C7 F

G D7

C7 F 1. A7 2. FΔ7 C+

H F E+ C-/Eb D7

Bb B° 1. F/C D7 G-7 2. C7 F/C D7 G-9 C+

D.S. al Coda, no repeats

Cb C° Gb/Db Eb7 Ab-9 Db7#5

Half-time feel

Gb Gb7/Bb Cb Cb-/C Db Db7#5 Gb9

C A-7^{b5} G^b-7^{b5}

Rhythm and bass break

F-9 G^b6 F-9 G^b6

Rhythm and bass main groove

D F-9 G^b6 F-9 G^b6

F-9 G^b6 F-9 G^b6

D B^b-9 C^b6 B^b-9 C^b6

F-9 G^b6 F-9 G^b6

E A-7^{b5} G^b-7^{b5}

Rhythm and bass break

F-9 G^b6 F-9 G^b6

Rhythm and bass main groove

Loop to [A]

Ghost House

from Super Mario World

Composed by Koji Kondo
Transcribed by Tristan H

♩ = 93

A N.C.

B

Unison

The first system of music consists of two staves. The upper staff is in treble clef and contains a melodic line with a key signature of one flat (Bb) and a common time signature. The line is divided into four measures, each starting with a repeat sign (double slash with a diagonal line). The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The lower staff is in bass clef and contains a dense, wavy accompaniment consisting of many small notes, likely representing a tremolo or a fast-moving bass line. The system ends with a double bar line.

C

The second system is labeled 'C' in a square box. It consists of two staves. The upper staff is in treble clef and contains a melodic line with a key signature of one flat (Bb) and a common time signature. The line is divided into four measures, each starting with a repeat sign. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The lower staff is in bass clef and contains a unison accompaniment consisting of a single line of notes: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The word 'Unison' is written below the lower staff. The system ends with a double bar line.

The third system of music consists of two staves. The upper staff is in treble clef and contains a melodic line with a key signature of one flat (Bb) and a common time signature. The line is divided into four measures, each starting with a repeat sign. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The lower staff is in bass clef and contains a dense, wavy accompaniment consisting of many small notes, likely representing a tremolo or a fast-moving bass line. The system ends with a double bar line.

D

The fourth system is labeled 'D' in a square box. It consists of two staves. The upper staff is in treble clef and contains a melodic line with a key signature of one flat (Bb) and a common time signature. The line is divided into six measures, each starting with a repeat sign. The notes are: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The lower staff is in bass clef and contains a unison accompaniment consisting of a single line of notes: G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4, G4, A4, Bb4, C5, Bb4, A4, G4, F4. The word 'Unison' is written below the lower staff. The text 'Loop to top' is written in the right-hand side of the upper staff. The system ends with a double bar line.

Map 1 (Yoshi's Island)

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 142

F G-

(G-) F F7 E7 Eb7 D7 Db7

Loop to top

Map 2 (Overworld)

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

Swing ♩ = 142

F D- G- C F D- G- Gb7

F D- G- C F D- N.C.

Loop to top

Map 4 (Star World)

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 127

G-7 FΔ7 G-7 FΔ7

(FΔ7) G-7 FΔ7

Loop to top

Map 5 (Forest of Illusion)

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

♩ = 127
D \flat

C D \flat C

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

Loop to top

Map 7 (Special Zone)

from Super Mario World

Composed by Koji Kondo
Transcribed by JohnStacy

Samba ♩ = 102
FΔ7



G-7



FΔ7

G♭Δ7

F



Loop to top

Athletic

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo
Transcribed by Jer Roque

Swing 8ths $\text{♩} = 134$



Loop to [A]

Flower Garden

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo
 Transcribed by sigmabeta

♩ = 122

(Bass)

[A] F D- Bb C F D- Bb C

F D- Bb C F D- Bb C

A-7 Ab7 G7sus4 C7 A-7 Ab7 G7sus4 Gb7

[B] Ebadd9 Bb/D Bb-/Db C7sus4 C7sus4 C7

Vamp F D- Bb C F D- Bb C

Loop to [A]

Intro Music Box Theme

from Super Mario World 2: Yoshi's Island

Composed by Koji Kondo

Transcribed by Riley Zielinski

♩ = 80

F/C C D-7 C/E

♩ = 102

[A] F Bb F G-7 D-7 G C

F Bb F G-7 C7 F

[B] F Bb F G-7 D-7 G C

F Bb F G-7 C7 F

[C] Bb F/A G- F Bb F/A G7 A7

D- C#0 C_{sus}⁴ B-7^{b5} BbΔ⁷ G

1. C 2. C

Loop to [A]

Big Boss Confrontation (Ridley, Draygon)

from Super Metroid

Composed by Minako Hamano

Transcribed by John Bergan

Frenetic ♩ = 229

A Bb_{sus^4}/F Cb_{sus^4}/Gb Ab_{sus^4}/Eb

B $C\Delta^7_{sus^4}$ $D\flat\Delta^7_{sus^4}$ $D\Delta^7_{sus^4}$ $E\flat\Delta^7_{sus^4}$ $E\Delta^7_{sus^4}$

C $D\flat_{sus^4}/Ab$ D_{sus^4}/A $C\flat_{sus^4}/Gb$

Bb_{sus^4}/F Cb_{sus^4}/Gb Ab_{sus^4}/Eb

D $A\flat^{\circ}7$ $F^{\circ}7$ $A\flat^{\circ}7$ $C\flat^{\circ}7$

No drums 3 3 3

$D^{\circ}7$ $C\flat^{\circ}7$ $D^{\circ}7$ $F^{\circ}7$ $A\flat^{\circ}7$ $C\flat^{\circ}7$ $D^{\circ}7$

E Bb_{sus^4}/F Cb_{sus^4}/Gb Ab_{sus^4}/Eb

Drums in Loop to top

Brinstar - Plant Overgrowth Area

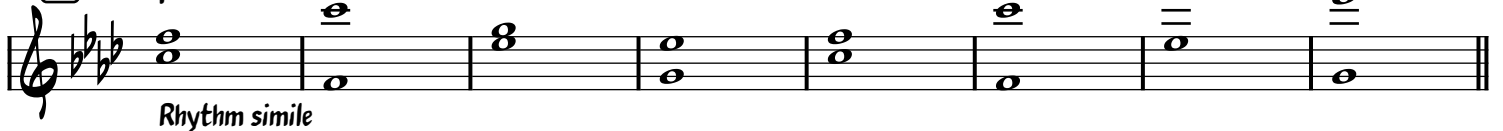
from Super Metroid

Composed by Kenji Yamamoto

Transcribed by Ross Kirsling

♩ = 132
N.C.

[A] F-7

[B] F7^{sus4}

[C] F-

E^b/FG^o/F

F-

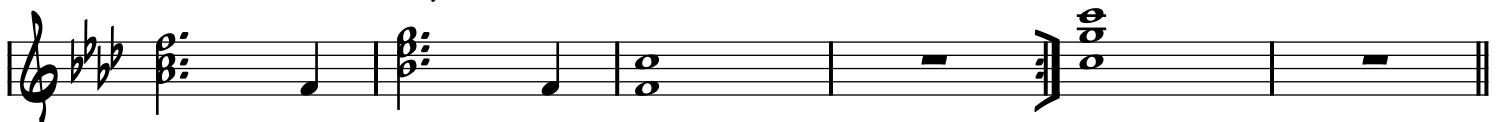


(F-)

E^b/F

1. F5

2. C5



[D] C-

D^b-E^b-

F-



C-



Loop to [A]

Brinstar Red Soil Swampy Area

from Super Metroid

Composed by Kenji Yamamoto

Transcribed by Ashanti Mills

♩ = 75

G#sus⁴ G#sus⁴/A % % %

G#sus⁴ G#sus⁴/A % % %

A G#sus⁴ G#sus⁴/A % % % % %

Rhythm simile

G#sus⁴ G#sus⁴/A % % % % %

G#sus⁴ G#sus⁴/A % % % % %

B G#sus⁴ G#sus⁴/A % % %

G#sus⁴ G#sus⁴/A % % %

Vamp G#sus⁴ G#sus⁴/A % % % % %

G#sus⁴ G#sus⁴/A % % %

Loop to [A]

Galactic Warrior - Theme of Samus Aran

from Super Metroid

Composed by Kenji Yamamoto
Transcribed by Mike Matarazzo

♩. = 76

N.C.

A G⁵ C⁵/G D⁵/G E^{b5}/G G⁵ C⁵/G D⁵/G N.C./G

Timpani

A^{b5}/B^b D^{b5}/B^b E^{b5}/B^b F^{b5}/B^b A^{b5}/B^b D^{b5}/B^b E^{b5}/B^b N.C./F

B F⁵/G B^{b5}/G C⁵/G D^{b5}/G F⁵/G B^{b5}/G C⁵/G A^{b5}/G

A^{b5}/B^b D^{b5}/B^b E^{b5}/B^b F^b/B^b A^{b5}/B^b D^{b5}/B^b E^{b5}/B^b N.C./F

2C

Chords: G \flat , A \flat

Chords: G \flat , A \flat

D

Chords: B $\flat\flat$, C \flat

Chords: B $\flat\flat$, C \flat

Chords: B $\flat\flat$, C \flat

N.C.
Loop to top

Theme of Super Metroid

from Super Metroid

Composed by Kenji Yamamoto
Transcribed by Mike Matarazzo

A ♩ = 108
N.C.

Bass

Timpani

Bass simile

Bass simile

B Ab5

Cb Cb/Bb Ab- Fb Bb Bb7 Eb_{sus}⁴ Eb

C N.C.

Timpani

Loop to top - on loop, play [C] 2x, then [B]

Flipside

from Super Paper Mario

Composed by Naoko Mitome & Chika Sekigawa

Transcribed by Jonathan Aldrich

♩ = 180

A G^b Db^{7sus4} G^b Db^{7sus4} G^b Db^{7sus4} G^b

Ab- Eb^{7sus4} Ab- Eb^{7sus4} Ab- Eb^{7sus4} Db⁷

B G^b Db^{7sus4} G^b G^{b7}/F^b C^b/E^b G^b/D^b C^b

G^b/B^b G^b-/A Db^{sus4}/A^b D^{b0}/G

C Ab- Db⁷ G^bΔ⁷

Ab- Db⁷ DΔ⁷

D DΔ⁷ E⁷/D D^{sus2} C^{b-6}/D

Db

E Db B Ab^{sus4} Db B Ab^{sus4}

A B

F Db B^{add9} Gb^{sus2} Ab-/Cb A B^{sus4}/A

(Counter-melody)

B⁶ Db

Loop to top

Flapper Girl

from Super Robot Wars Alpha

Composed by Daisuke Fujimoto

Transcribed by John Bergan

Rock ♩ = 176



Intro

N.C. E-

A-

C

D

B/D#

E-



(E-)

C

B_{sus}⁴/F#

B



A

E-

A-

D

G

D#^o/F#

E-

A-

C

D

B/D#

E-



C

D

E-

B



C

D

G

G⁷/F

C

D⁷/C

G

E/G#



A-

C/G

F#-7^{b5}B_{sus}⁴

B N.C.

E-



(E-) A-7 D7 D7/C GΔ7 G#07

B

F E- A- C B7sus4 B E-

(E-) A-7 D7 D7/C G G#0

(E-) A-7 D7 D7/C G G#0

A- B/F# Esus4 E-/D

A- B/F# Esus4 E-/D

C D E- B/D# C D Bsus4 B

C D E- B/D# C D Bsus4 B

C E- A- D G D#0/F#

2nd time D.S. and loop as written

E- A- D G D#0/F#

C D E- B

C D E- B

C D G G7/F

C D G G7/F

C D7/C G E/G#

C D7/C G E/G#

A- C/G F#-7b5 Bsus4 B N.C. E-

A- C/G F#-7b5 Bsus4 B N.C. E-

Character Select

from Super Smash Bros.

Composed by Hirokazu Ando
Transcribed by Steven Higbee

$\text{♩} = 158$ [A] F-9

(Bass)

The first system of music consists of two staves. The top staff is in treble clef with a key signature of three flats (B-flat, E-flat, A-flat) and a 4/4 time signature. It features a series of chords, each followed by a quarter rest, with a tempo marking of quarter note = 158. The bottom staff is in bass clef with the same key signature and time signature, featuring a melodic line with eighth and sixteenth notes. A circled 'A' and 'F-9' are written above the first measure of the top staff. The word '(Bass)' is written below the first measure of the bottom staff.

F#-9

Bass simile Loop to [A]

The second system of music consists of a single staff in treble clef with a key signature of two sharps (F-sharp, C-sharp) and a 4/4 time signature. It features a series of chords, each followed by a quarter rest. The word 'F#-9' is written above the first measure. The words 'Bass simile' are written below the first measure, and 'Loop to [A]' is written below the final measure.

Super Smash Bros. Brawl Main Theme

from Super Smash Bros. Brawl

Composed by Nobuo Uematsu

Transcribed by David Chihlas

♩ = 150
A⁵

a tempo

F#- E F#- E F#- E F#- E

F#- E F#- E F#- B- C#7 F#-

B G#-7b5 C#7 F#- F#7

G#7/D# D-6 C#7 C#7/E# F#-

C E A

G#7 C#- C#-/B C#-/A C#-/G# B

F#- B B-7 E

D A E/G# G°7

D/F# D-/F A

(A) E/G# G°7

D/F# E7 **E** D F F/G

A^b F-7 B^b

C B^b C B^b C E^b C⁵

Menu 2

from Super Smash Bros. Melee

Composed by Shogo Sakai
Transcribed by John Bergan

Rock ♩ = 208

A F G A^b B^b C⁷ F⁻

B F⁻⁷ D^bΔ⁷ E^b7 C⁻⁷ B^b-7 E^b7 FΔ⁷

F^{7sus4} A^{b7sus4} C

C F⁻⁷

D^bΔ⁷

D F⁻⁷ B^b7

D^bΔ⁷ E^b7

Loop to top

Menu 1

from Super Smash Bros. Melee

Composed by Hirokazu Ando

Transcribed by 8-Bit Music Theory

Lead sheet by Ashanti Mills

$\text{♩} = 156$

A

E-7 A/E C/E D/E

E-7 A F G/F

Rhythm simile

E-7 A/E C/E B-7

E-7 A F

B

C/D D/E C/D D/E

C-7 D-7 C-7 F/G

C/D D/E C/D D/E

A \flat Δ 7 B \flat C/F# F/B

Loop to top

Multi-Man Melee 2

from Super Smash Bros. Melee

Composed by Shogo Sakai
Transcribed by Ashanti Mills

Rock ♩ = 168

N.C. A G^b A^b A C^b A C^b

N.C. C C^{sus4}

Ped.

B F^{sus2} C⁵ C7^{#5} F⁻ D^b

F⁻ D^b

C F⁻ D^b E^b C⁻ B^{b-} E^b F D

D D^{sus4} F^{sus4} N.C. F7

E Half-time feel 4/4 feel

B^b C/B^b A-7 D7 G-7 C7 E^b/F F⁹

F Eb/F F/G

Eb/F F/G

Ab/Bb Bb/C Csus⁴ N.C.

PED. _____

Asus⁴ N.C. Bb/F F Gb/F F Gb Loop to top

Targets!

from Super Smash Bros. Melee

Composed by Hirokazu Ando
Transcribed by Ashanti Mills

♩ = 144

D-7 G/D D-7 G/D

D-7 G/D D-7 G/D

A D-7 G7 C7 F A7

Rhythm simile

D-7 G7 C7 F A7 N.C.

B D-7 G7 C7 F A7

Solo

D-7 G7 C7 F A7

Loop to top

Trophy

from Super Smash Bros. Melee

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

♩ = 135

Intro

D-9 GΔ7/D D-9 CΔ7/D

A

D-9 GΔ7/D D-9 Eb/D \flat

G-11 A-11 B \flat /A \flat B \flat -/D \flat

D-7 G/D D-9 E/D

B

G-7 C/G G-7 C/G

F-7 B \flat /F C \flat /F B \flat -7/F

E \flat -11 F-11 E \natural E \flat

B \flat -9 E \flat Δ7/B \flat G-7 GΔ7/A

Loop to [A]

Trophy

from Super Smash Bros. Melee

Composed by Hirokazu Ando
Transcribed by Jonathan Aldrich

♩ = 135

Intro Eb-9 AbΔ7/Eb Eb-9 DbΔ7/Eb

A Eb-9 AbΔ7/Eb Eb-9 E/D

Ab-11 Bb-11 Cb/Bbb Cb-/D

Eb-7 Ab/Eb Eb-9 F/Eb

B Ab-7 Db/Ab Ab-7 Db/Ab

Gb-7 Cb/Gb C/Gb Cb-7/Gb

Fb-11 Gb-11 F6

Cb-9 FbΔ7/Cb Ab-7 AbΔ7/Bb

Loop to [A]

Menu

from Super Smash Bros. Ultimate

Composed by Hideki Sakamoto

Transcribed by Ashanti Mills and Bao Vuong

♩ = 140

Intro

D-7 E-7 FΔ7 G A7sus4

A

D-7 G/D D-7 G/D D-7 G/D BbΔ7 C6

D-7 G/D BbΔ7 A-7 G-11

1. A7sus4 2. A7alt A7sus4 A7/C#

B

BbΔ7 C7/Bb A-7 D-7

B-7b5

E7

A7sus4

E7alt

C

A-

D

F

B°

E-7

A-

D

D-

E-

F

G

F

G

1. 2.

D D A-7 D A-7

E FΔ7 E-7 BbΔ7 A-9

D/F# Esus4 E

F BbΔ7 C7/Bb A-7 D-7

B-7b5 E7 A7sus4 E7alt F7alt

G Bb- Eb Gb C° F-7 F7

Bb- Eb Eb- F- 1. Gb Ab 2. Gb Ab

Gb Eb CbΔ7 Ab A7alt

Loop to [A]

Balrog's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura
Transcribed by Mike Matarazzo

♩ = 144
D-7



[A]



[B]



[C]



[D]



Loop to [A]

Fei Long's Theme

from Super Street Fighter II: The New Challengers

Composed by Isao Abe
Transcribed by Eldram

Rock ♩ = 124

A A- B-

C D

B E- C D

E- C D

(D) B- E-

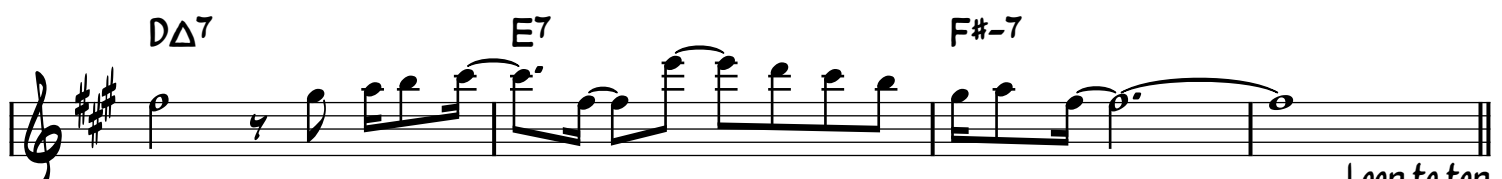
Loop to top

Guile's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura
Transcribed by Jer Roque

♩ = 121



Loop to top

Ken's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura
Transcribed by Jer Roque

♩ = 180

F#- D B- C# F#-

A

F#- D B-

1x only (B-)

C#sus⁴ C#5 F#-

(F#-) D B-

(B-) C#sus⁴ C#5

B

DΔ⁷ B-⁷ F#- DΔ⁷

(DΔ⁷) E C#⁷ F#-

C

F#- D B-

(B-) C#sus⁴ C#5 F#-

(F#-) D E

(E) E#^o F#-

Loop to [A]

Ryu's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura

Transcribed by Jer Roque

♩ = 138
Ab-



Loop to [A]

Sagat's Theme

from Super Street Fighter II (Arcade)

Composed by Isao Abe
Transcribed by AarekMG

♩ = 107

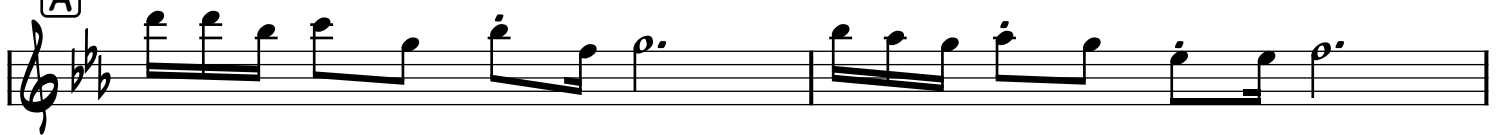
Intro

C-9

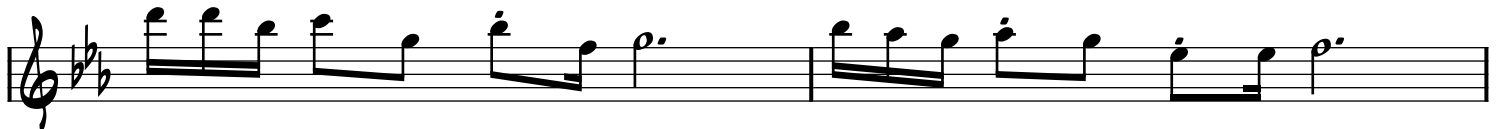


A

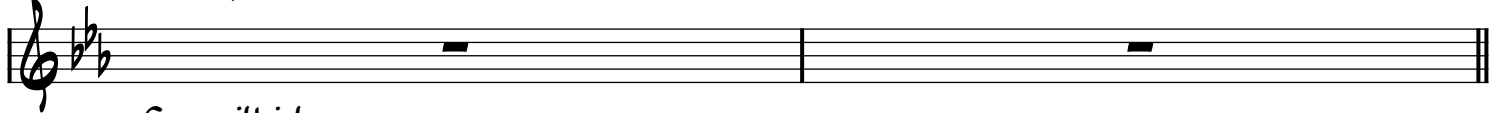
C-9



(C-9)




(C-9)



Comp with intro

B

C-9



(C-9)



N.C.



C

C-9



Solo

Loop to [A]

Vega's Theme

from *Super Street Fighter II (Arcade)*

Composed by Yoko Shimomura
Transcribed by Jer Roque

$\text{♩} = 163$
D- G-/D D- A⁷/D

A D- G-/D D- A⁷/D

D- G-/D D- A⁷

B^b G-⁷ A⁷

B^b C D

B D- A⁷/C[#] F/C G/B

G-/B^b D-/A G[#]0⁷ A⁷

D- A⁷/C[#] F/C G-/B^b

A

Loop to top

Vega's Theme

from Super Street Fighter II (Arcade)

Composed by Yoko Shimomura
Transcribed by Jer Roque

♩ = 163

G#- C#-/G# G#- D#7/G#

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

G# C#-/G# G#- D#7

E C#-7 D#7

E F# G#

B G#- D#7/G# B/F# C#/F

C#-/E G#-/D# D#7 D#7

G#- D#7/G# B/F# C#-/E

D#7

Loop to top

Desolate Road

from Tales of Phantasia

Composed by Motoi Sakuraba

A $\text{♩} = 115$ G^- F $B\flat$

$(B\flat)$ G^- 1. 2. (G^-)

B $E\flat$ $B\flat$

G^- F

C G^- F G^-

(G^-) F G^- 1. 2. (G^-) Loop to [A]

Mysteries of Time

from Tangledeep

Composed by zircon
Transcribed by AarekMG

Relaxing ♩ = 67

G^bΔ⁷

F-7

G^bΔ¹³

G^bΔ⁷

A^b/B^b

A^badd⁹/B^b



Aux. percussion only

G^bΔ¹³

F-7

G^bΔ¹³

A^b/B^b

E^badd⁹/G



Background simile

G^bΔ⁷

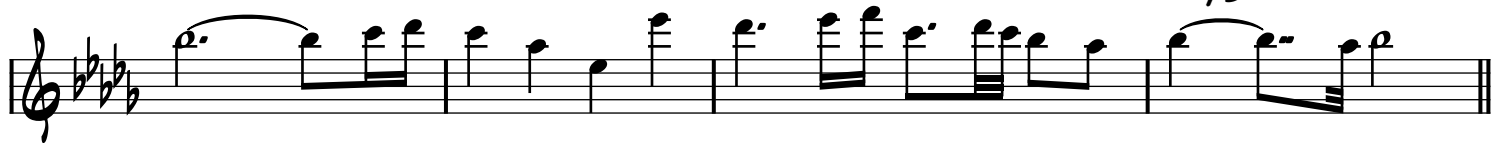
F-7

G^bΔ⁷

A^b6

A^b/B^b

B^b-



G^bΔ⁷

F-7

G^bΔ⁷

A^b/B^b

A^b



All in

G^bΔ⁷

F-7

G^bΔ⁷

A^b/B^b

E^badd⁹/G



B

G^bΔ⁷

F-7



G^bΔ⁷

A^b/B^b

A^b



G^bΔ⁷

F-7



Rhythm simile

G^bΔ⁷

A^b

A^b/B^b

B^b



C Gb⁶ Ab⁶ F-7 Bb-7

Gb⁶ Ab⁶ F7/A Bb-7 Db^Δ7

D Gb⁶ Ab⁶ F-7 Bb-7

Gb⁶ Ab⁶ F7/A Bb-7 Db^Δ7

Gb^Δ7 F-7 Gb^Δ13 Gb^Δ7 Bb-9 Bb-7

Drums out

Gb^Δ13 Gb^Δ7 Ab/Bb Ab^{add9}/Bb

Loop to [A]

Team Fortress 2 (Main Theme)

from Team Fortress 2

Composed by Mike Morasky

Transcribed by Garrett Hoffman

60s spy music ♩ = 131

E7

(Bass)

A A-

To Coda

(A-)

B A-

Bass simile

(A-)

N.C.

D.C. al Coda

A-

N.C.

A tempo (♩ = 131)

Freely

E7

A-

Title

from Tecmo Bowl

Composed by Keiji Yamagishi
Transcribed by Keith Van Dornick

Driving $\text{♩} = 100$

F⁵ F⁵ F#⁵ F⁵ F⁵ F#⁵ C

[A] C A-

F G

[B] E A-

E G Asus²

[C] D B-

G A

[D] D D⁵ Bb⁵ C⁵

Bb C Bb A-7 Bb C D⁵

Title

from Teenage Mutant Ninja Turtles (NES)

Composed by Jun Funahashi
Transcribed by Mikhail Ivanov

Rock, double-time feel ♩ = 129

Drum intro

[A] A⁵ C D⁵ F⁵ G⁵ A⁵ C⁵ D⁵ F⁵ G⁵

[B] A C D F E⁵

A C D⁵ F⁵ E⁵ A⁵ C⁵ A⁵

[C] E⁵ C^{#5} D⁵ D^{#5} E⁵ C^{#5} D⁵ D^{#5}

E⁵ C^{#5} D⁵ D^{#5} E⁵ D⁵ B⁵ B^{b5} A⁵ G⁵

Loop to [A]

Neon Night-Riders

from *Teenage Mutant Ninja Turtles: Turtles in Time*

Composed by Mitsuhiro Izumi
Transcribed by Mike Matarazzo

$\text{♩} = 132$ D-9

Drums

A D-9 G⁷/D D-9 G⁷/D D-9

B (D-9) G⁷/D D-9 G⁷/D D-9

(D-9) G⁷/D D-9 G⁷/D G-7

C (G-7) A-7 B^bΔ⁷ G-7 A- B^b G-7

(G-7) A-7 B^bΔ⁷ A⁵ D-9

Loop to [A]

Sewer Surfin'

from *Teenage Mutant Ninja Turtles: Turtles in Time*

Composed by Mutsuhiko Izumi

Transcribed by Jer Roque

♩ = 204
C Eb F Ab

C Eb F Ab Bb

[A] C Eb F Ab C

C Eb F Ab C

[B] C Bb

Bb F C

1. 2.

[C] Eb Bb Eb Bb C

Eb Bb Eb Bb G

Loop to [A]

Underwater

from Teenage Mutant Ninja Turtles (NES)

Composed by Jun Funahashi

Transcribed by AarekMG

♩. = 150
Bb5

Musical staff 1: Treble clef, 6/8 time signature, bass line with eighth notes and chords.

(Bass)

Musical staff 2: Treble clef, 6/8 time signature, bass line with eighth notes and chords.

A

Bb5

Db5

Gb0(no3)

Musical staff 3: Treble clef, 6/8 time signature, chord progression for section A.

C5 F5 Bb5

Db5

Gb5

Cb5

Bb5

Musical staff 4: Treble clef, 6/8 time signature, chord progression for section A continuation.

B

Eb5

Db5

Musical staff 5: Treble clef, 6/8 time signature, chord progression for section B.

Bb5

Ab5

Bb5

Ab5

Bb5

Musical staff 6: Treble clef, 6/8 time signature, chord progression for section B continuation.

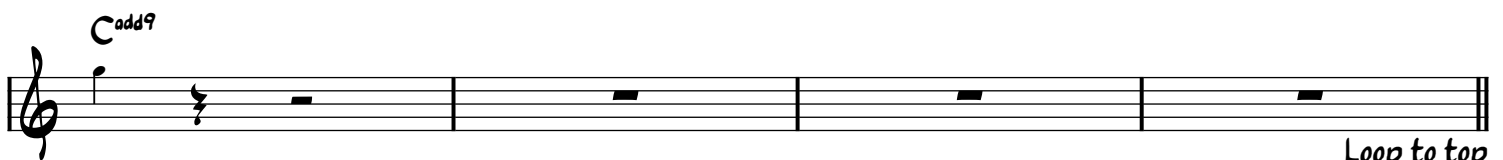
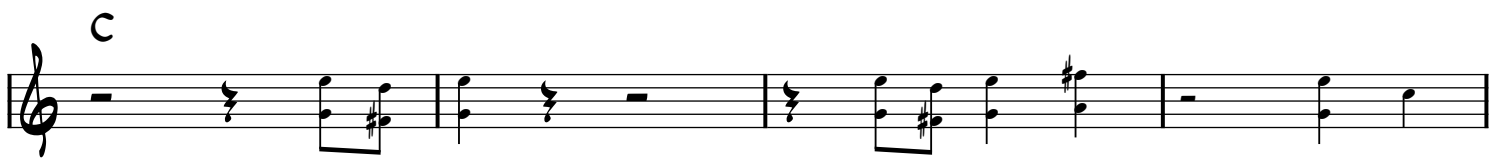
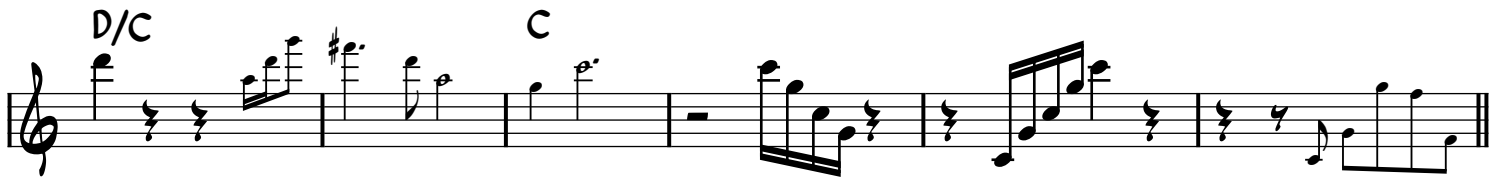
Loop to top

Overworld Day

from Terraria

Composed by Scott Lloyd Shelly
Transcribed by Tristan H

$\text{♩} = 75$
N.C.



Loop to top

Tetris Type-A ("Korobeiniki")

from Tetris

Composed by Hirokazu Tanaka

Adapted from Russian folk Song

Transcribed by Jer Roque

♩ = 150

A A7 D- A7/C# A7 D-

G- F A7 D-

B D- A7/C# D- A7/C#

D- A7/C# D- A7/C#

Loop to top

Type-B

from Tetris

Composed by Hirokazu Tanaka
Transcribed by Mike Matarazzo

A ♩ = 150
N.C.



Rhythm simile



B C G C G C G C G



Loop to top

Sea Stage

from Tetris Attack

Composed by Masaya Kuzume
 Transcribed by Mike Matarazzo

Slap city ♩ = 132

F D- F D-

F D- F

[A] F D- G-7 Csus4

F D- G-7 Csus4

[B] Bb C/Bb A- D-

Bb C/Bb A- D-

Bb G- Csus4 C

Loop to top

Metal Squad

from *Lightening Force: Quest for the Darkstar*

Composed by Toshiharu Yamanishi

Transcribed by Mike Matarazzo

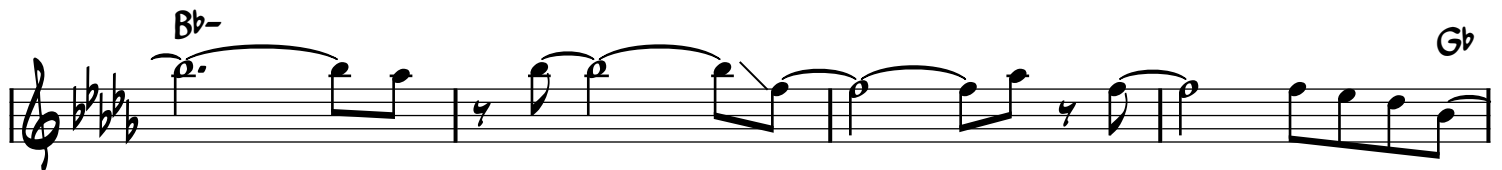
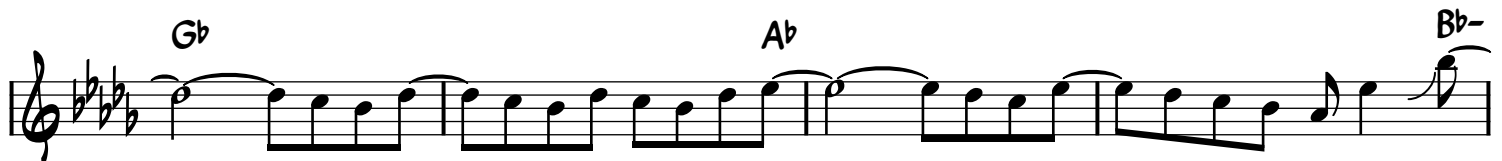
A

Metal ♩ = 196
Rhythm Guitar
Bb-



Rhythm simile

B



C



F- Gb Ab Bb-

D Bb- Gb Ab Bb-

Bb- Gb Ab Bb-

Bb-

E Bb- Gb

Bb- gva- Gb Ab

Bb- gva- Gb

Rhythm Simile Gb Ab Bb-

F Bb- Gb Gb Ab Bb- Gb Ab

Boss

from Teenage Mutant Ninja Turtles II: The Arcade Game

Composed by Kozo Nakamura & Yasuhiko Manno

Transcribed by Mike Matarazzo

Rock ♩ = 130

A-7



[A] D-7



Unison

(D-7)



[B] D-7



Bass as [A]

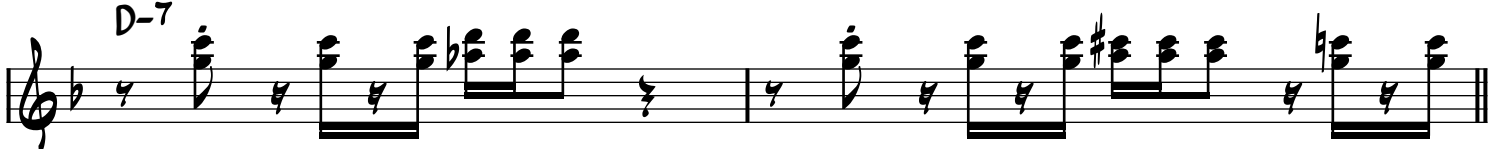
(D-7)



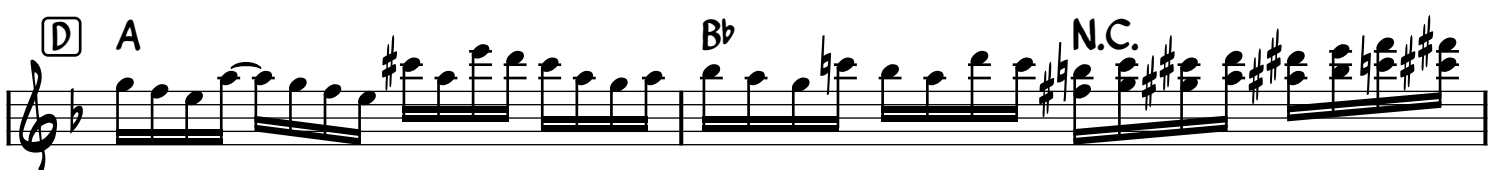
[C] G-7



D-7



[D] A



D-7

A-7



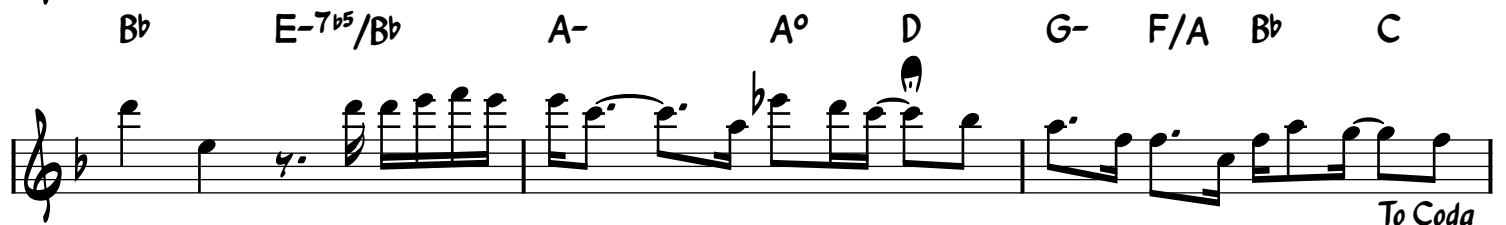
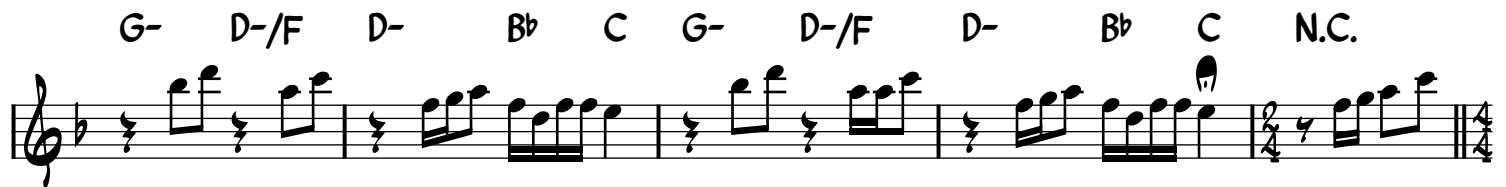
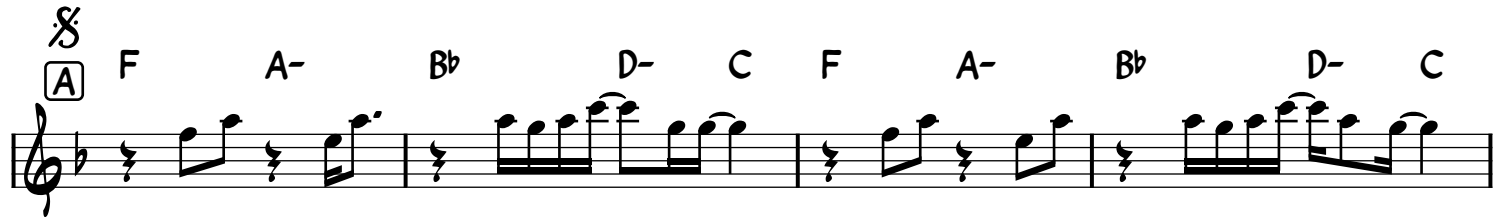
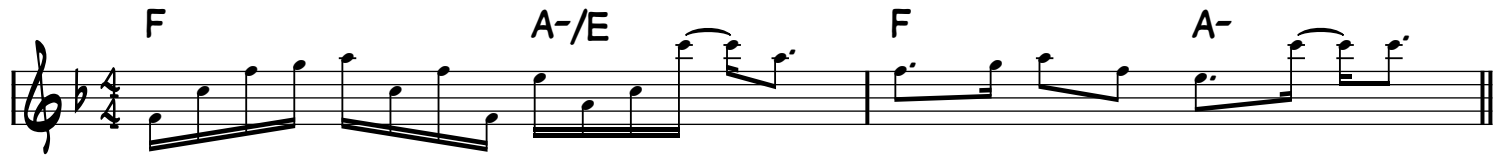
Loop to [A]

Everything's Alright

from *To the Moon*

Composed by Laura Shighihara
Transcribed by Iandrum

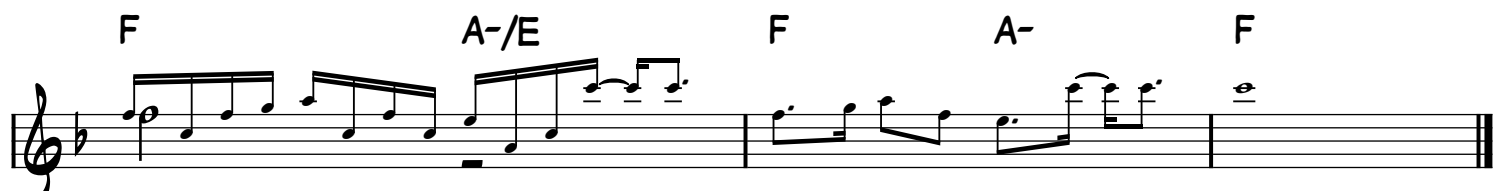
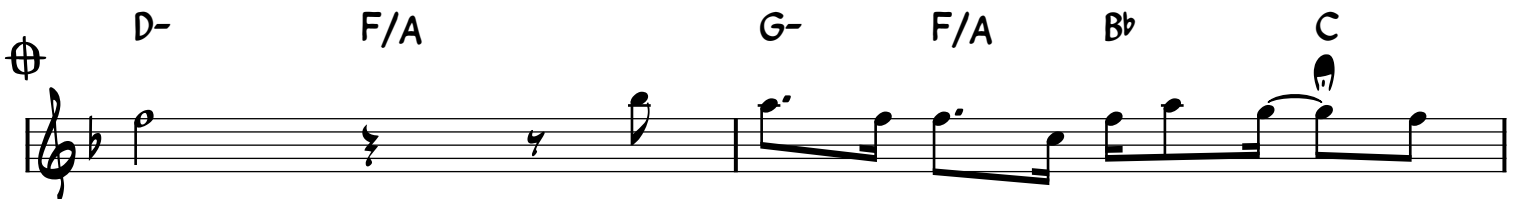
Ballad ♩ = 50



To Coda



D.S. al Coda



ToeJam Jammin'

from ToeJam & Earl

Composed by John Baker

Transcribed by DoubleMark

Funk, swing 16ths ♩ = 96

A C-7

Musical staff for section A, first line. Treble clef, key signature of two flats (B-flat and E-flat), 4/4 time signature. The staff contains a melodic line starting with a quarter note G4, followed by eighth notes A4, B-flat4, and C5. The rhythm is a swing feel with a tempo of 96 beats per minute.

1. (C-7) || 2. (C-7)

Musical staff for section A, second line. Treble clef, key signature of two flats, 4/4 time signature. The staff contains a melodic line with eighth notes and quarter notes. It includes first and second endings, both marked with a C-7 chord.

B C-7

F7

Musical staff for section B, first line. Treble clef, key signature of two flats, 4/4 time signature. The staff contains a melodic line with eighth notes and quarter notes. It includes a triplet of eighth notes marked '3' and 'Opt. ad lib.'.

Opt. ad lib.

3

C-7

F7

G7

F7

Musical staff for section B, second line. Treble clef, key signature of two flats, 4/4 time signature. The staff contains a melodic line with eighth notes and quarter notes. It includes a flat sign (b) under a note in the second measure.

C-7

F7

Musical staff for section B, third line. Treble clef, key signature of two flats, 4/4 time signature. The staff contains a melodic line with eighth notes and quarter notes.

C-7

F7

Musical staff for section B, fourth line. Treble clef, key signature of two flats, 4/4 time signature. The staff contains a melodic line with eighth notes and quarter notes. It ends with a quarter rest.

Loop to top

Flowering Night

from Touhou Kaeidzuka ~ Phantasmagoria of Flower View

Composed by ZUN

Transcribed by Ross Kirsling

♩ = 153

A A- E-/G D/F# F G D⁵ E⁵ F E7/G#

A- E-/G D/F# F G D⁵ E⁵ F G A-

B Bb- F-/Ab Eb/G Gb Ab

Eb⁵ F⁵ Gb F7/A

Bb- F-/Ab Eb/G Gb Ab

Eb⁵ F⁵ Gb Ab Bb-

C Ab G Ab G

Ab G Ab Bb C- Ab

(Ab) G Ab G Ab

(Ab) G Ab Bb C- / / / G/B

[D] C- G-/Bb F/A Ab Bb

F5 G Ab G7/B

C- G-/Bb F/A Ab Bb

F5 G Ab Bb C- Play 3x

[E] F E F E F E F G A- F

(F) E F E F

(F) E F G A- / / / E/G#

Loop to top

Sad Freedom

from Treasure Hunter G

Composed by Mitsuhiro Tanaka

Transcribed by DoubleMark

♩ = 83

A

A-

Melody on repeat only

F G

A- F G N.C.

Backgrounds cont. simile

B

A- F G

Backgrounds cont. simile

1. 2.

A- F G G

C

B-7 B \flat Δ 7 A-7 G-7

B-7 B \flat Δ 7 1. C \sharp -7 C Δ 7

2. C \sharp -7 C-7 B-7 G \sharp 07

Loop to top

Shadows of Illusion

from Treasure of the Rudras

Composed by Ryuji Sasai

Transcribed by Ross Kirsling

♩ = 220

D- C

A D- D-7 C

Background simile

G B^b/F C

B D- C

D- C

C D- A^b Play 4x Loop to top

Tyrian, the level

from Tyrian

Composed by Alexander Brandon
Transcribed by Mike Matarazzo

A

♩ = 150 B

B

G#- E F#sus⁴ F#

G#- E F#sus⁴ F#7

C

B A B G A

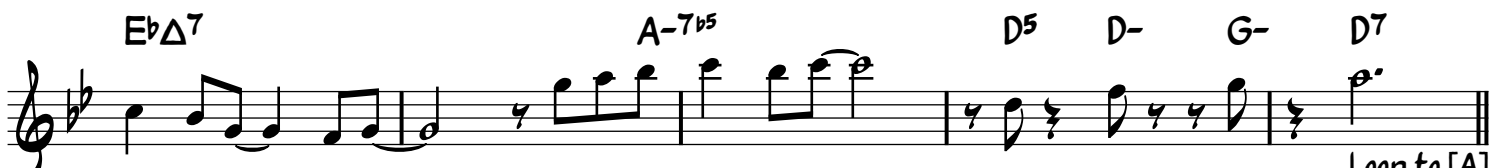
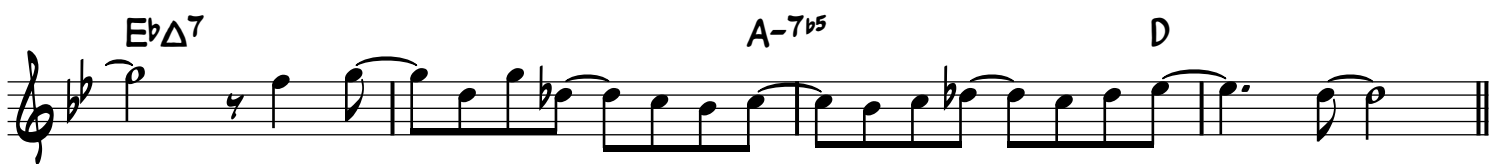
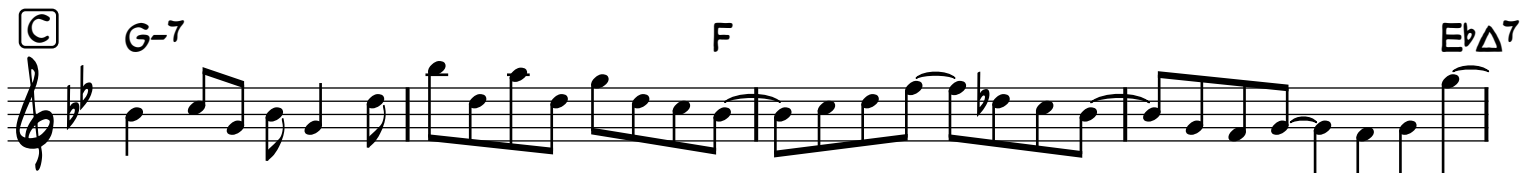
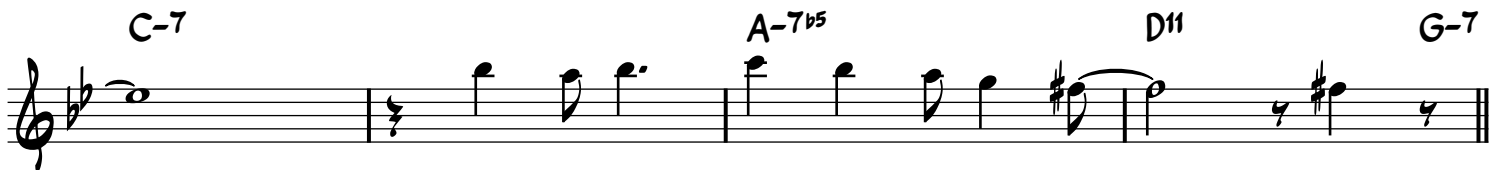
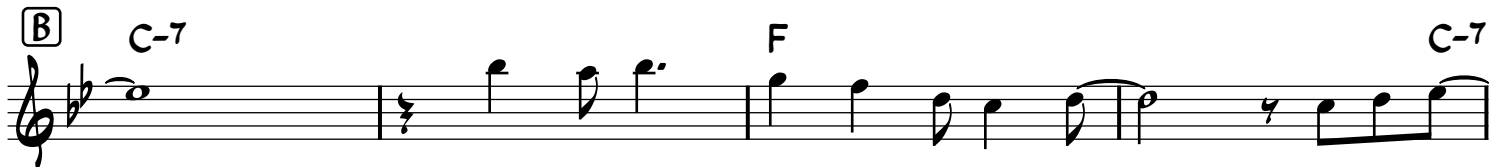
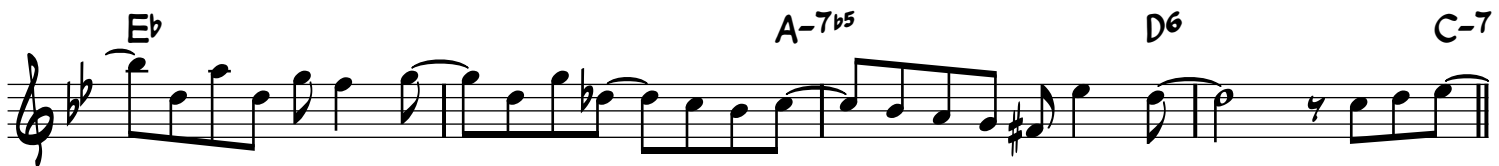
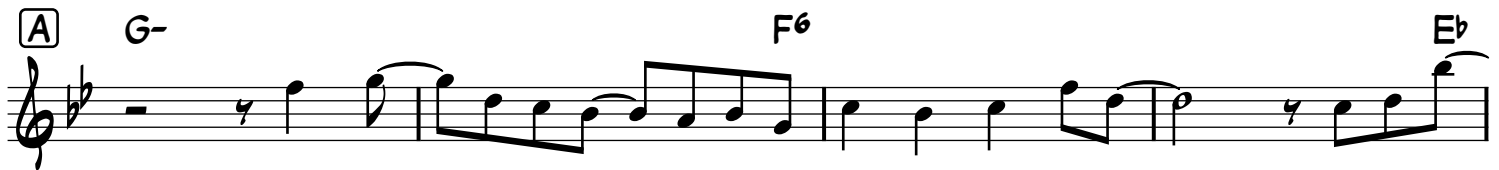
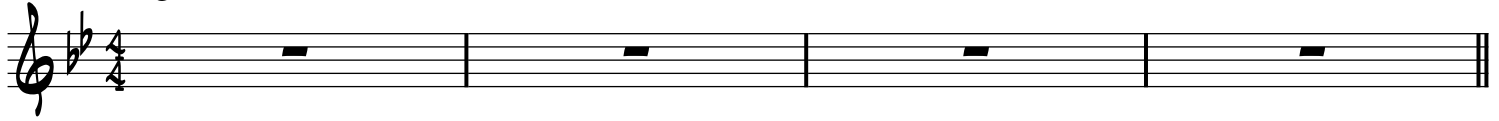
Loop to top

Desert

from U.N. Squadron

Composed by Manami Matsumae
Transcribed by sigmabeta

Rock ♩ = 168
G-7^{b9}



Loop to [A]

Oil Field Base

from U.N. Squadron

Composed by Manami Matsumae

Transcribed by Mikhail Ivanov

Rock ♩ = 179

G E-/A

A G E-/A

Background simile

G E-/A

B B- A D A/C# B- A D A/C#

B- A D E-7 Asus2/4 A

C D B E-7 A7sus4 A7

D B E-7 F#7

D B- F#add4/Bb Asus4 E/G# GΔ9 A7 A6

B- F#add4/Bb Asus4 E/G# G A7sus4

Loop to top

Stones

from *Ultima V: Warriors of Destiny*

Composed by David R. Watson & Kathleen Jones

Transcribed by EmeraldArcana

Folk ♩ = 111 **A** D- A-/C

1. **D**⁵ **A**⁵ 2. **D**⁵

much slower ♩ = 124 *at tempo* *much slower* *at tempo*

B D- C D- **A**⁵ D- C D-

(D-) C D- **A**⁵ D- C 1. D- 2. D-

C F C D- **A**⁵

D- C D- **A**⁵ D- C D-

D D- C D- **A**⁵ D- C D-

(D-) C D- **A**⁵ D- C D-

Loop to [A]

Gathers Under Night...

from Under Night In-Birth

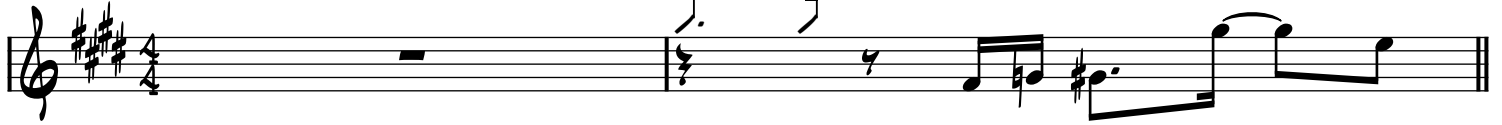
Composed by Raito
Transcribed by Ashanti Mills

Jazz fusion ♩ = 160

G#7

G#7#9

N.C.



8

[A]

C#-7

B6



AΔ7

F#-9

D#-7b5

G#7#9



C#-7

B6



AΔ7

F#-9

D#-7b5

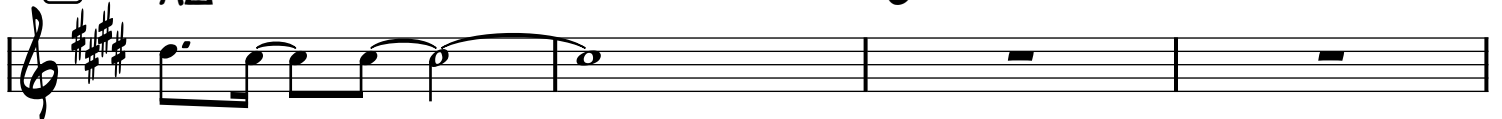
G#7#9



[B]

AΔ7

G#-7

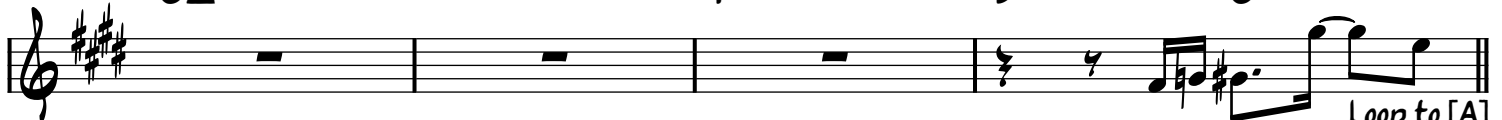


GΔ7

F#-9

D#-7b5

G#7#9



Loop to [A]

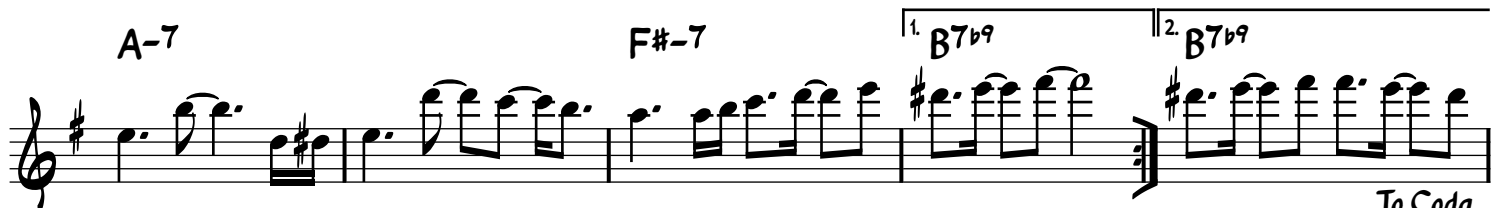
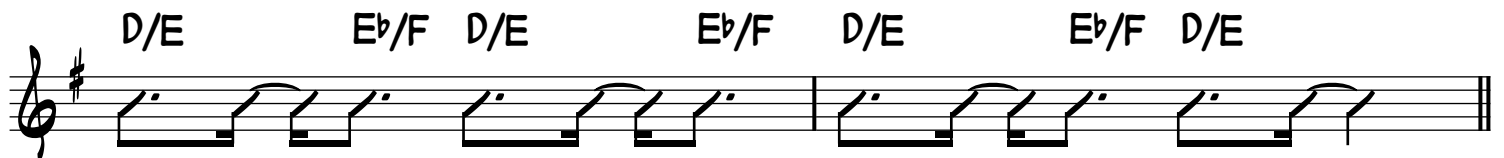
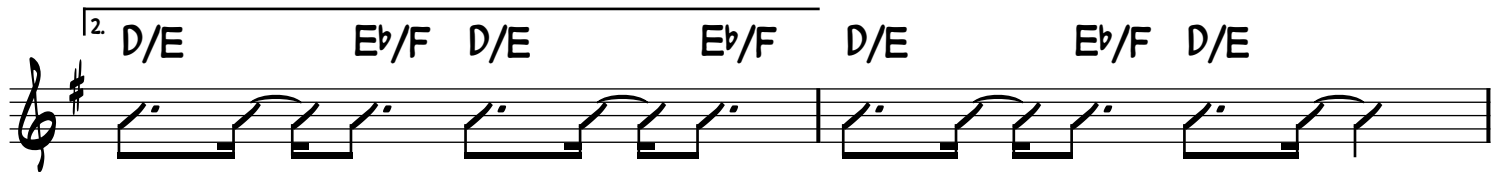
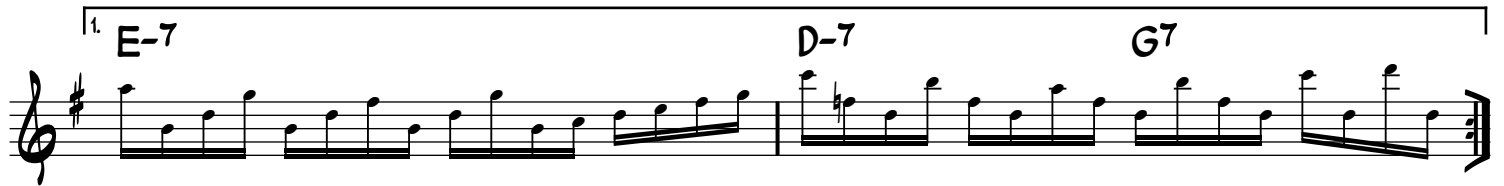
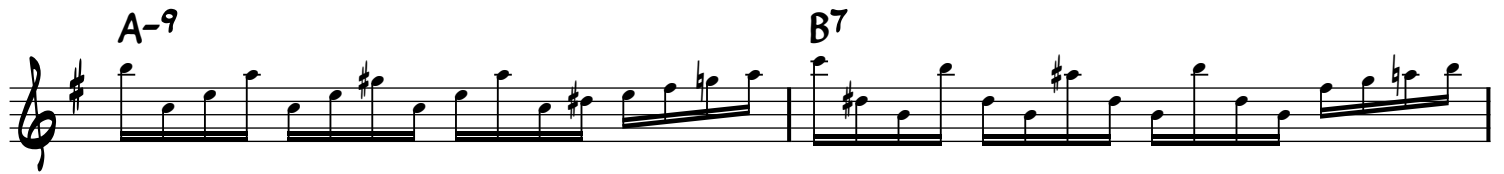
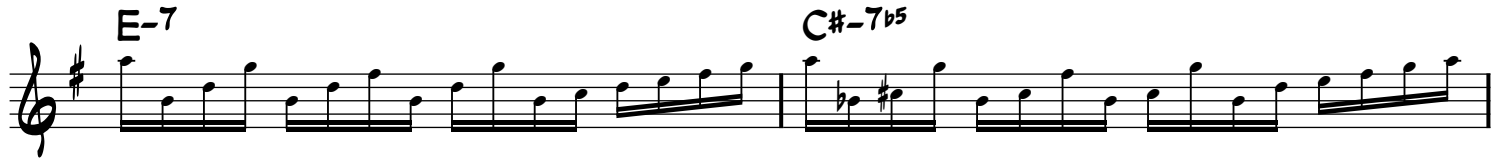
Night Walker (Linne)

from Under Night In-Birth

Composed by Raito

Transcribed by Ashanti Mills

Fusion ♩ = 148



To Coda

B A-9 B7 E-7 C#-7b5

A-9 B7 ^{1.}E-7 D-7 G7b9

^{2.} D/E Eb/F D/E Eb/F D/E Eb/F D/E

D/E Eb/F D/E Eb/F D/E Eb/F D/E

D.S. al Coda

D A-9 E-9

A-9 E-9

E C-9 F7add13 F7#5 Bb-9 Eb6

A-9 B-7 C-7 Eb/F E7b9 N.C.

Loop to top

Another Medium

from UNDERTALE

Composed by Toby Fox
Transcribed by Mikhail Ivanov

Rock, half-time feel ♩ = 130

N.C.

No drums & bass

A Ab-7 CbΔ7 Db7

Bass in

Bb-7

B Ab-7 CbΔ7 Db7 Bb-7

Drums in, background simile

4/4 time

C Ab-7 CbΔ7 Db7 Bb-7

D Ab-7 CbΔ7 Db7 Bb-7

Ab-7 CbΔ7 Db7 Bb-7

Half-time feel

E $C\flat\Delta^7$ $D\flat^7$ $B\flat-7$ $E\flat-$ $D\flat$

$C\flat\Delta^7$ $D\flat^7$ $B\flat-7$ $E\flat-$ $D\flat$

4/4 time

F $C\flat\Delta^7$ $D\flat^7$ $B\flat-7$ $E\flat-$ $D\flat$

[A] & [B] as background

G $C\flat\Delta^7$ $D\flat^7$ $B\flat-7$

[A] & [F] as background

Drums out

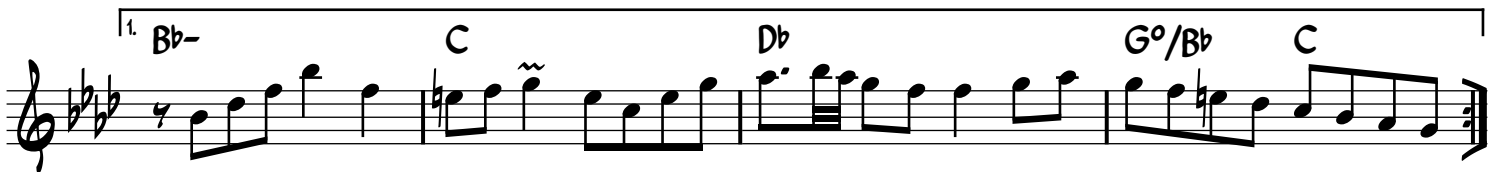
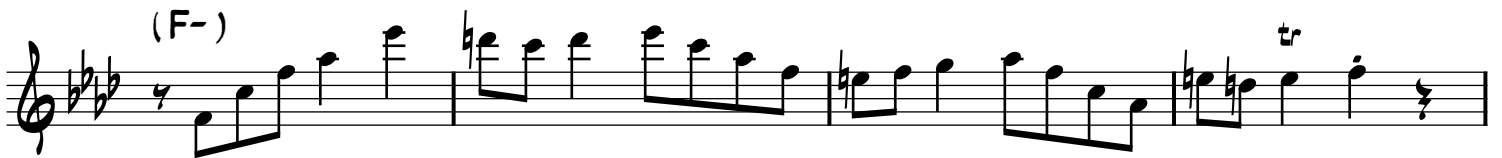
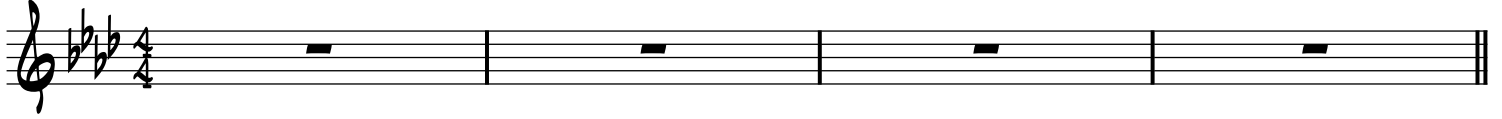
Loop to top

Bonetrousle

from UNDERTALE

Composed by Toby Fox
Transcribed by Jer Roque

♩ = 150
F-



Loop to top

Death by Glamour

from UNDERTALE

Composed by Toby Fox
Transcribed by Travis Salim

Disco ♩ = 148

N.C.

(Bass 1)

(Bass 2)

A-7

Bass 1 and 2 simile

Groove simile

(A-7)

Drums in

A

A-7

(A-7)

(A-7)

1.

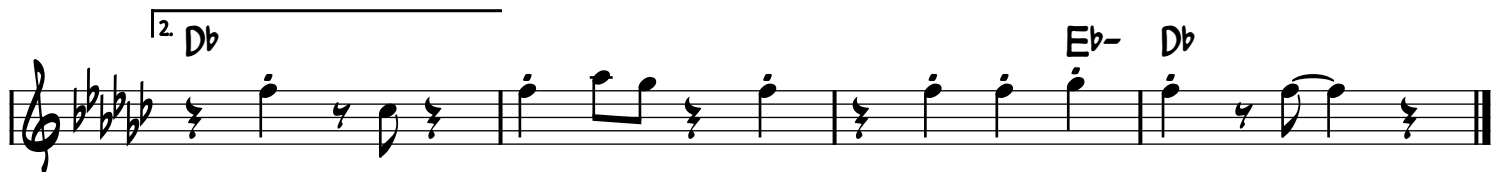
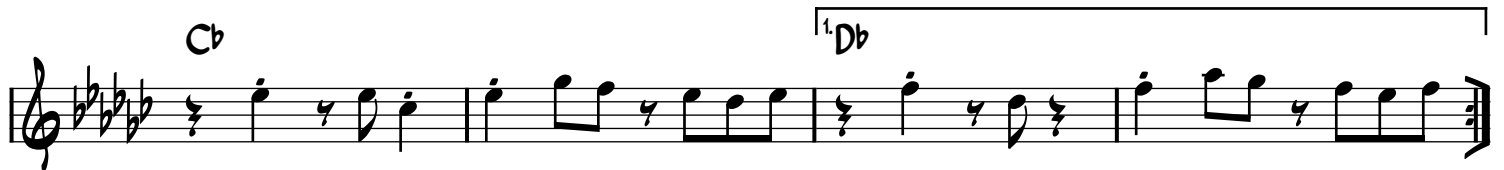
2. (A-7)

Dogsong

from UNDERTALE

Composed by Toby Fox
Transcribed by David Chihlas

$\text{♩} = 115$



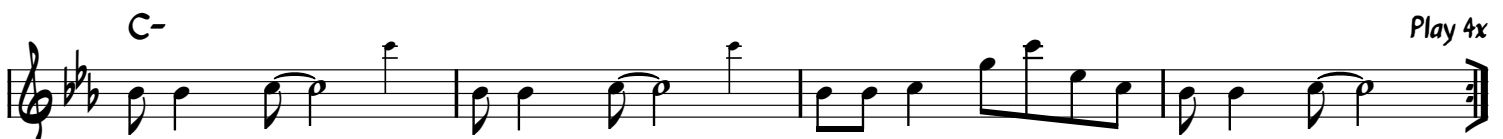
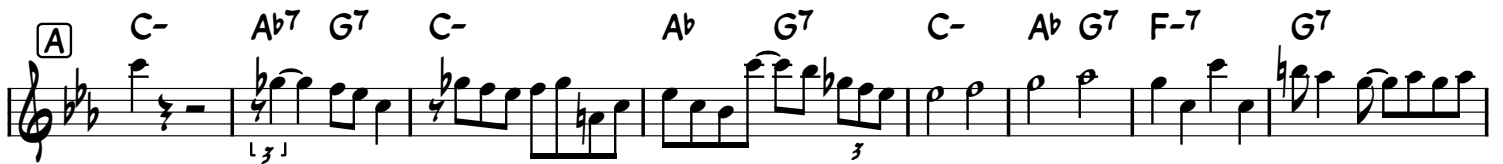
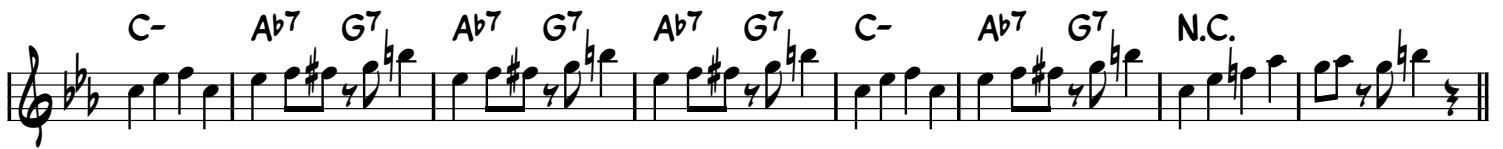
Dummy!

from UNDERTALE

Composed by Toby Fox
Transcribed by Jamin Morden

Swing $\text{♩} = 125$

Intro N.C.



Fallen Down (Reprise)

from UNDERTALE

Composed by Toby Fox
Transcribed by Jer Roque

♩ = 110

A GΔ7 E7

CΔ7 C-Δ7 G D G D

B C D G B- C D E- D

C D G B- C D E- D

C G D/F# E- G/D C G/B A- D

D C B- A- D D#° E- D

E G A7/C# C G C D N.C.

Hopes and Dreams

from UNDERTALE

Composed by Toby Fox

Transcribed by David Chihlas at vgmtogether 2021

Rock ♩ = 170

A $A\flat 5$



No drums or bass

G^-

C^5

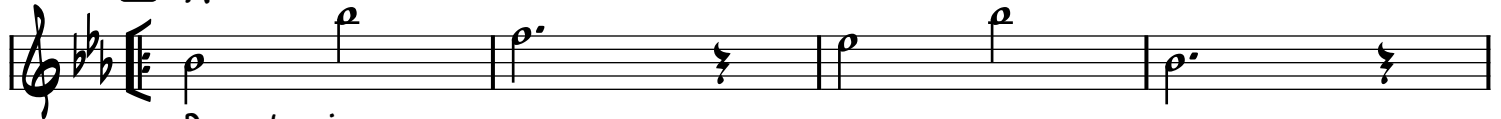
$B\flat/D$

$E\flat$

N.C.



B $A\flat 5$



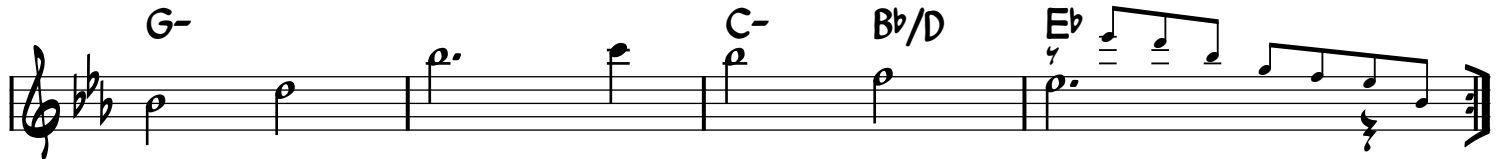
Drums, bass in

G^-

C^-

$B\flat/D$

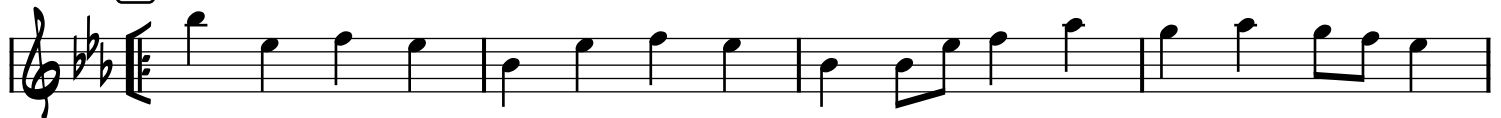
$E\flat$



Half-time feel

C $F-7$

$G-7$

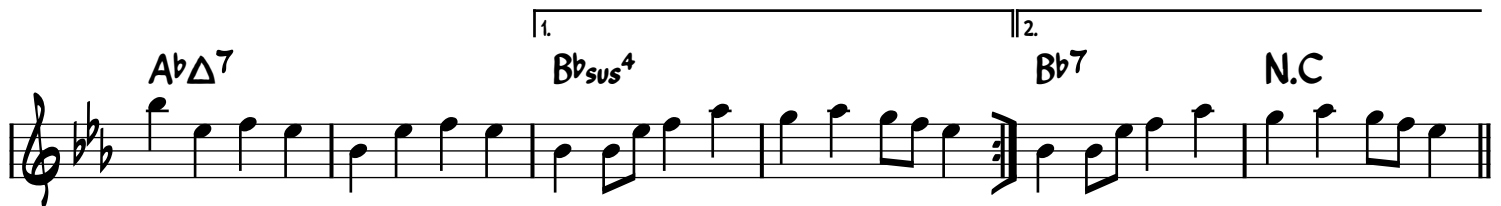


$A\flat\Delta 7$

$B\flat_{sus} 4$

$B\flat 7$

N.C



4/4 time

D $F-7$

$G-7$



$A\flat\Delta 7$

$B\flat$

$C-7$



E F-7 G-7

A \flat Δ 7 B \flat C-7

F F#-7 G#-7

A Δ 7 B C#-7

G G#- A

Drums out

G#- B C#-

H G#- A

Drums in

G#- B C#- B C#-

||2.

I E/F# G#-

Drums out

A B5

Drums in Rhythm out Loop to top

MEGALOVANIA

from UNDERTALE

Composed by Toby Fox
Transcribed by Jer Roque

$\text{♩} = 120$ G^- F

$E-7b5$ Eb F

A G^- F $E-7b5$ Eb F

G^- F $E-7b5$ Eb F

B Eb F G^- Gb Ab

Eb F G^- Gb Ab

C Eb F $E-7b5$ Eb F G^-

D Eb F G^- Gb F $E-7b5$ Eb F G^-

E Eb F G^- $(2x \text{ only})$

All out
(G^-) Eb F

Loop to top

Ruins

from UNDERTALE

Composed by Toby Fox
Transcribed by sigmabeta

♩ = 138
N.C.



A N.C.



(N.C.)



C#-7

F#

C#-7

F#



C#-7

F#

C#-7

F#



B C#-9

F#7

C#-9

F#7



C#-9

F#7

C#-9

F#7



C#-7/F#

F#7

C#-7/F#

F#7



^{1.} C#-7/F#

F#7

C#-7/F#

F#7



Chord: C

Chord: ² D#-7

Chord: D7

Chord: C#-7

Chord: BΔ⁹

Chord: AΔ⁷

Chord: G#-7

Chord: GΔ⁷

Chord: G#-7

Chord: A#/G#

Chord: G#-7

Chord: A#/G#

Chord: G#-7

Loop to top

Snowy

from UNDERTALE

Composed by Toby Fox
 Transcribed by Jamin Morden

♩ = 60

A $F\Delta 7no^3$ $E-7no^3$

$F\Delta 7no^3$ $E-7no^3$

B $F\Delta 7no^3$ $E-7no^3$

$F\Delta 7no^3$ $E-7no^3$

C $Ab\Delta 7$ Ab^6 $Ab\Delta 7$ $G\Delta 7$ G^6 $G\Delta 7$

$Ab\Delta 7$ Ab^6 $Ab\Delta 7$

$G\Delta 7$ G^6 $A\Delta 7$ B $Bsus^4$ B

Loop to top

Spider Dance

from UNDERTALE

Composed by Toby Fox
Transcribed by FuryfulFawful

♩ = 230

A B \flat - G \flat 7 F7 \sharp 9 B \flat - A \flat /C B \flat -/D \flat A \flat

G \flat B \flat -/F F7 F7

1. - 3. 4.

B B \flat - E \flat - G \flat B \flat -/F F7

B \flat - E \flat - G \flat B \flat -/F F7

B \flat - E \flat - G \flat B \flat -/F F7

B \flat - C \flat G \flat F7 G \flat F7/A B \flat -

C B \flat - E \flat - G \flat B \flat -/F F7

B \flat - E \flat - G \flat B \flat -/F F7

B \flat - E \flat - G \flat B \flat -/F F7

Bb- Cb Gb F7 Gb F7/A Bb-

D Gb6 Bb-b6

Gb6 Bb-b6

Gb6 Bb-b6

Gb6 Bb-b6 F7 tr

Loop to top

Battle Theme I

from Unlimited Saga

Composed by Masashi Hamauzu

Transcribed by DoubleMark & musicalmoose

♩ = 148

Intro E-7 A/E E-7 A/E

(Synth pad)

E-7 A/E E-7 A/E

A E-9 D13 CΔ7 B-7/F# A-9 F9

E-9 B7/D# D-7 CΔ7 B-7/F# A-9 A-6/F

B E-7 A-7 D13 GΔ7

Rhythm solo lightly behind melody to [D]

E-7 A-7 D13 GΔ7

C E-7 A-7 D13 GΔ7

Groove simile

E-7 A-7 D13 GΔ7

Confidence in the Domination

from Valkyrie Profile

Composed by Motoi Sakuraba

Transcribed by DoubleMark

♩ = 140

A- G A- D A- G G- Asus⁴ A



A- G A- D A- G



A

G- A D- G- A- D-



G- A- D- G- A- D- A



G- A- D- G- A- D_{sus}⁴ D



B

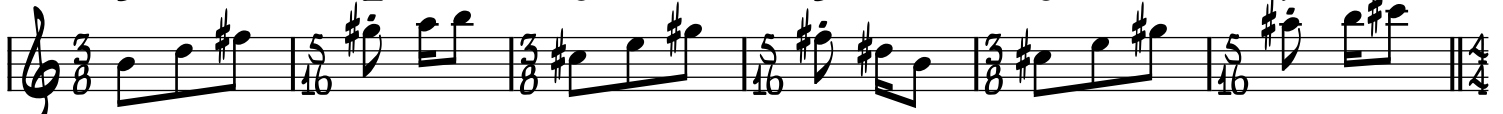
A- G A- D A- G G- Asus⁴ A



A- G A- D B- A



B- E C#- B C#- F#



C D_{-add9} G_{-add9} E^{o7} D^{o7}

D C- G/C C- F^o/C C- D^{o7}/C C- D^{o7}/C D_{sus4} D

C- G/C C- F^o/C C- D^{o7}/C C- D^{o7}/C D_{sus4} D

D_{-add9} G_{-add9} E^{o7} D^{o7}

Loop to top

Fighting the Shadowy Gods

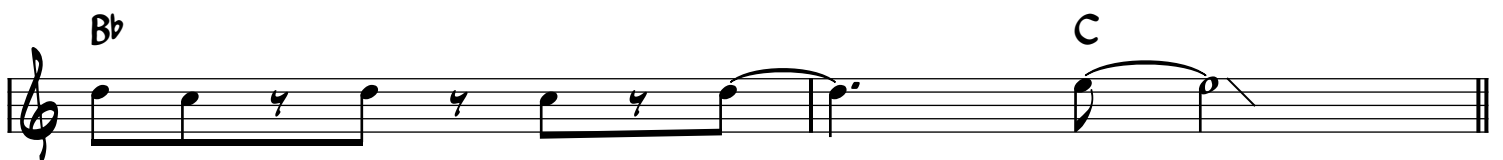
from Valkyrie Profile

Composed by Motoi Sakuraba

Transcribed by sigmabeta

Rock ♩ = 162

Intro N.C.



C A- F D- A- G

F E A- G F G

D A Bb/A C/A D/A

Bb/A C/A Db/A Eb/A

E A G- FΔ7 D

BbΔ7 C Db Eb

F A G- FΔ7 D

BbΔ7 C Bb-7 C-7

Loop to [A]

Positive Force

from VVVVV

Composed by Magnus "Souleye" Pålsson

Transcribed by Ashanti Mills and Garrett Hoffman

♩ = 140

C#- A B A G#7

C#- A B A G#-7

A C#- A B A G#7

Rhythm simile

C#- A B A G#7

C#- A B A G#7

C#- A B A G#7

B C#- A B E G#7

C#- A B Eb^{sus4} Eb

F- Db Eb Ab C7

F- Db Eb F^{sus4} F

C C#- A B A G#7

C#- A B A G#7

C#- A B A G#7

C#- A B A B

D C#- A B E E/D#

C#- A B C#^{sus4} C#

E C#- A B A G#7

(Bass) Bass simile

C#- A B A G#7

C#- A B A G#7

C#- A B A G#7

F C#- A B A G#7

C#- A B A B

F C#- A B E G#7

C#- A B

C#

Loop to top

Human 1

from *Warcraft II: Tides of Darkness*

Composed by Glenn Stafford

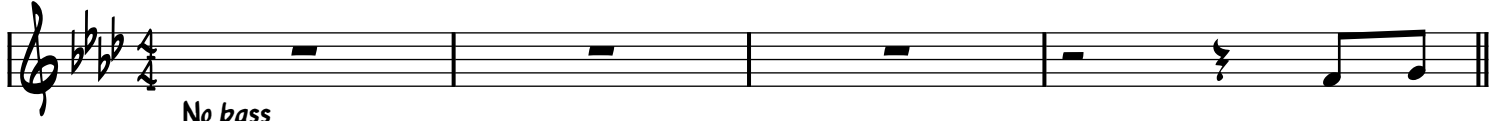
Transcribed by John Bergan

March ♩ = 100

Intro

F5^{add#4}

C^{sus4} C



No bass

A

F- Bb- C7 F- G Gb F



F- Bb- C7 F- G C7^{sus4} C7 F-



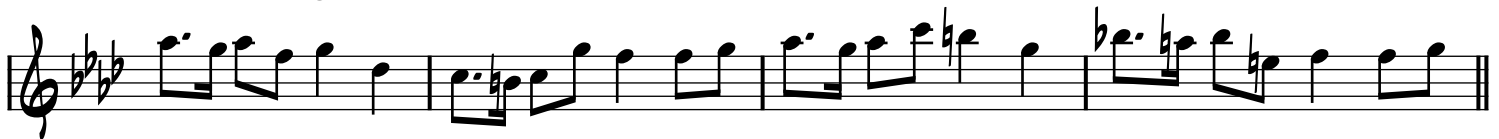
B

F- Bb- C7 F- G Gb F



Bass in, F pedal until [D]

F- Bb- C7 F- G C7^{sus4} C7 F-



C

F- Bb- C7 F- G Gb F



2nd time more bombastic

F- Bb- C7 F- G ^{1.} C7^{sus4} C7 F- ^{2.} C7^{sus4} C7 F-



D F- F+ F- F+

G- G+ G- G+

A- A+ B- B+

E E- D-

E- D-

F E- C-/Eb G-/D G- D- Bb-/Db F-/C F-

G7/B B07 C7sus4 C7 F-

Loop to top

Title Theme

from Wario's Woods

Composed by Shinobu Amayaka & Soyo Oka

Transcribed by JohnStacy

♩ = 142
A E/G# F#-7 AΔ7/E

D A/E B E/B D#° E- F#- G#° A°

A E/G# F#-7 A7sus4/E A7/E

D A/C# B7 E7 Asus4 A

Penny's Song

from WarioWare: Get It Together!

Composed by Takeru Kanazaki,

Shoh Murakami, Shingo Kataoka, Genki Namura, Yoshito Sekigawa, & Kanji Hirao

Transcribed by Jeffrey March

Pop, swing 16ths ♩ = 110

N.C.

C \flat Δ 7

G \flat /B \flat

A \flat -7

D \flat 7

G \flat Δ 7 E \flat 7



C \flat Δ 7

B \flat 7

E \flat 7

A \flat -7

D \flat 7

G \flat



B

C \flat Δ 7

D \flat

G \flat

E \flat -7

C \flat Δ 7

D \flat 7



Straight 16ths

C

G \flat

D \flat 7/F

E \flat -7

D \flat 7

G \flat



C \flat Δ 7

B \flat -7

E \flat -7

C \flat -7

D \flat



Swing 16ths

G \flat

D \flat 7/F

E \flat -7

D \flat -7

G \flat 7



A \flat -7 D \flat 7

B \flat -7

E \flat -7

D Δ 7

E7



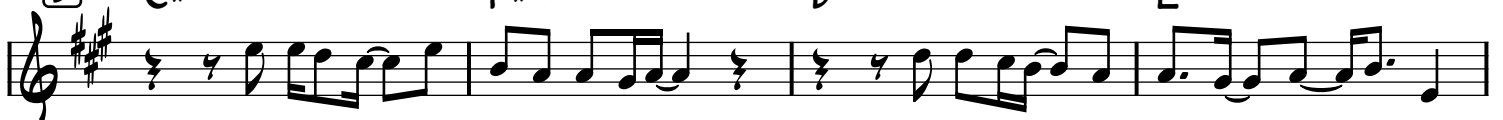
D

C \sharp -7

F \sharp -7

D

E



C \sharp -7

F \circ 7

F \sharp 7

G^{add9}

A7



E GΔ7 A7 Bb-7b5 B-7 CΔ7 Gb7

F CbΔ7 Bb-7 Eb-7 Ab-7 Db7 GbΔ7 Eb7

CbΔ7 Bb7 Eb7 Ab-7 Db7

CbΔ7 Bb-7 Eb-7 Ab-7 Db7 GbΔ7 Eb7

CbΔ7 Bb7 Eb7 Ab-7 D7

G CΔ7 B-7 E-7 A-7 D7 GΔ7 E7

CΔ7 B7 E7 A-7 D7 G

H CΔ7 B-7 E-7 A-7 D7 GΔ7 E7

CΔ7 B7 E7 A-7 D7 G

Main Title

from Wave Race 64

Composed by Kazumi Totaka

Transcribed by VGLeadSheets.com, live at VGM Con 2020

90s Pop rock ♩ = 170

F^{7sus4}

[A] **Bb** **F/G** **Bb/G** **Eb** **F Eb** **F Eb**

Bb **F/G** **Bb/G** **C-7** **F**

F/Eb **Eb** **F/Eb** **Eb**

[B] **Bb** **C-** **Bb/D** **Eb** **F** **G-** **A°** **Bb** **C-7** **F7**

Bb **C-** **Bb/D** **Eb** **F** **G-** **A°** **Bb** **F^{sus4}/Ab**

[C] **(F^{sus4}/Ab)** **G-7**

N.C. **Cb/Db** **Db/Eb** **Eb/F**

Loop to [A]

Mii Plaza

from Wii

Composed by Kazumi Totaka

Transcribed by Bao Vuong

Bossa ♩ = 112

A E-7 A7 E-7 A7/C# F-/C E-/B

DΔ7 G9 F#-9 F-9

E-7 A7 E-7 A7/C# E-/B

A-7 D7 G7 C7 D/E N.C.

B A-7 D7 GΔ7

C#-7 F#7 BΔ7 B-7 E7 G/A F#-7

Loop to top

Photo Channel: Puzzle Theme

from Wii

Composed by Kazumi Totaka

Transcribed by Jonathan Aldrich

Bossa ♩ = 72

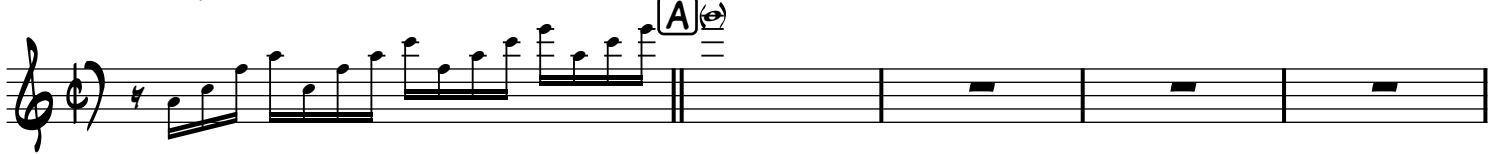
FΔ⁷/G

CΔ⁷

C^o7

D-7

G⁹



CΔ⁷

C^o7

D-7

G⁹



E-

A-7

D-7

Bb7

B-7

E7

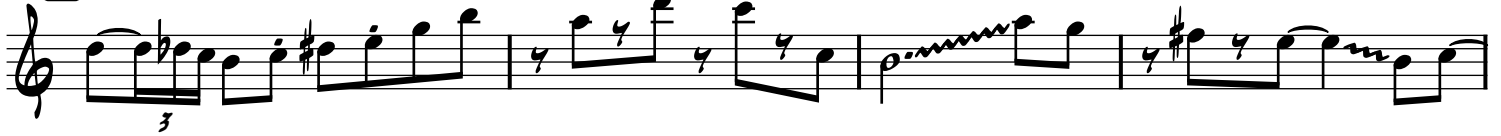


[B] A-7

D7b9

GΔ⁷

CΔ⁷



F#-7b5

F9

E-7

A7

D-7

Bb7



[C]

A-7

G-7

C⁹

FΔ⁷

A-7/E

D#o7

B7b9



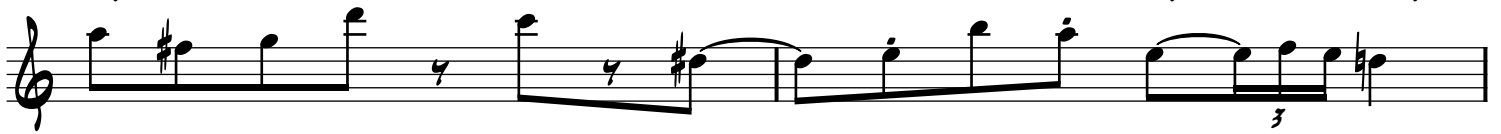
C/E

EbΔ⁷

D-7

C/G

G7/F



E-7

EbΔ⁷

D-7

F/G

G7/F



E-7b5

A7b9

D-9

FΔ⁷/G

AΔ⁷

A^o7

B-7

E7b9



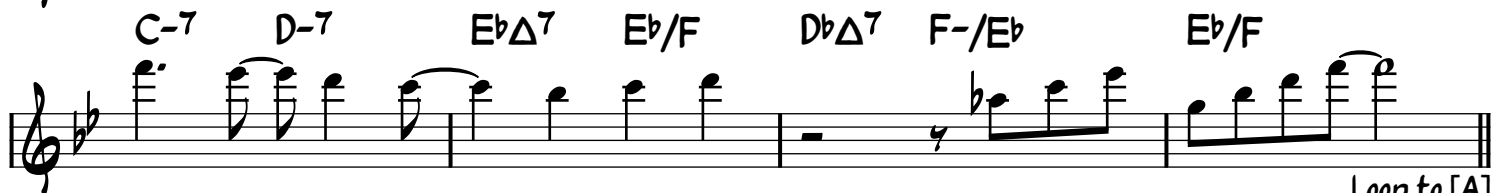
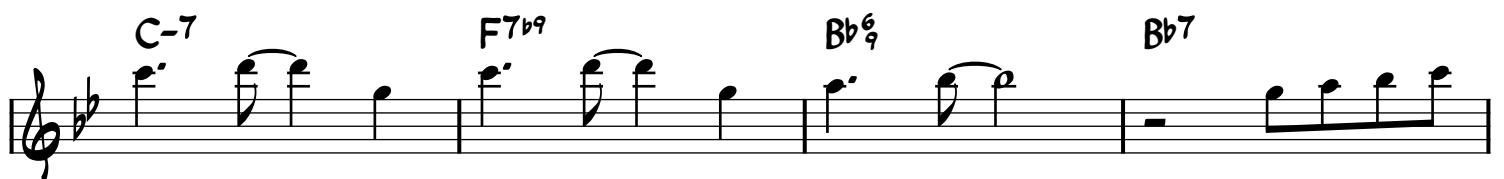
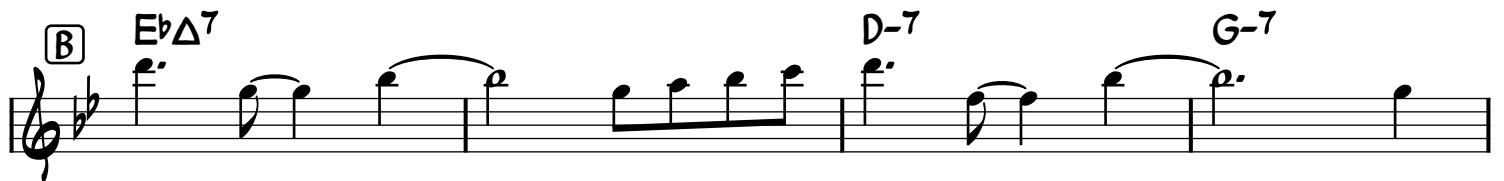
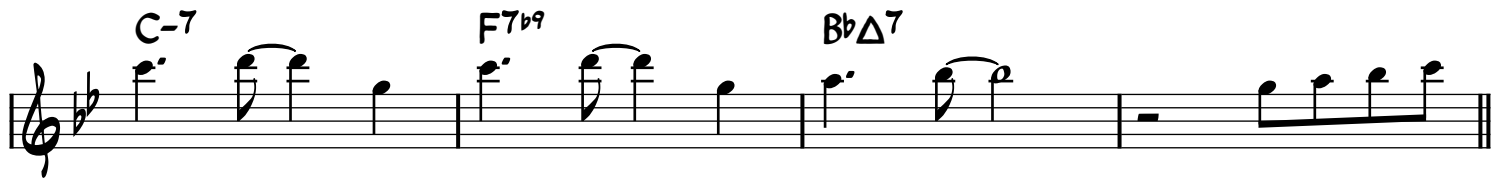
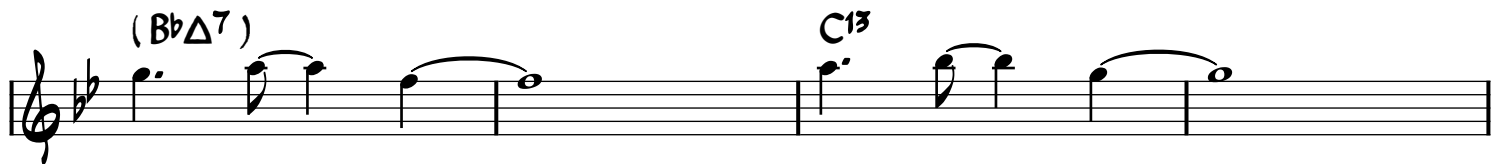
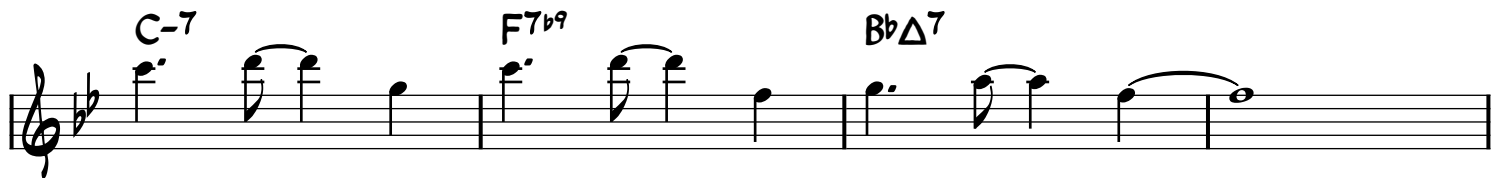
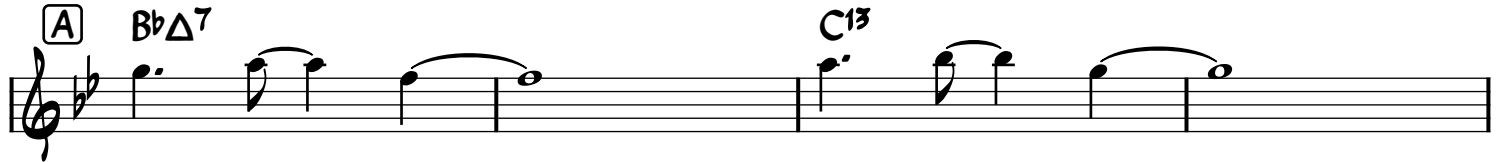
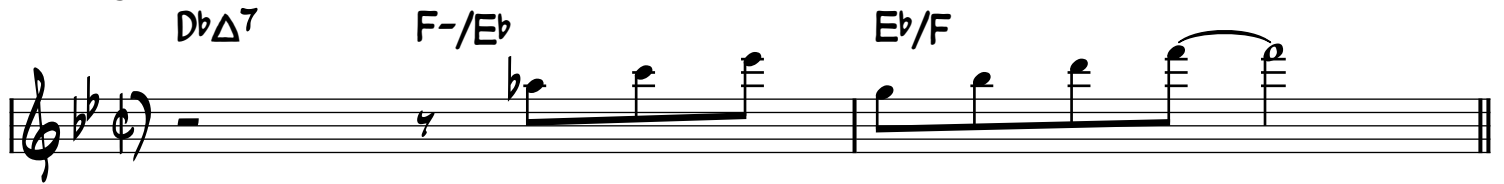
Loop to [A]

Swap Meet

from Wii Party

Composed by Ryo Nagamatsu
Transcribed by Jonathan Aldrich

♩ = 104



Loop to [A]

Title Theme

from Wii Sports Resort

Composed by Ryo Nagamatsu
Transcribed by Radiak488417

Samba ♩ = 124

Intro C7_{sus}⁴

F C/F B \flat /F F C/F B \flat /F F

A F^{add9}

A⁷/C \sharp D-7 G/B C_{sus}⁴ C

F^{add9} F^{add9}/A B \flat A⁷/C \sharp D-7

G- C_{sus}⁴ C B \flat F/A G- F A⁷/E

B D-7

F^{add9}/C F/B \flat F^{add9}/A

G-7 F^{add9}/A G \flat Δ ⁷ A \flat ⁶ A^{add9} B^{add9} A/D

C A/D

B/C \sharp G/C G \flat /A \flat A \flat /B \flat A/B B/C \sharp

A/D B \flat /C E/A A/G D/F \sharp F Δ ⁷ D \flat /E \flat E \flat /A \flat C \flat /D \flat D \flat /G \flat

D FΔ⁹ D-7 G-7 E-7^{b5} A7 D-7 Eb/F F¹⁷⁴⁴

EbΔ¹³ Bb⁶/D Db6 Abadd⁹/C Fb6 Cbadd⁹

C7^{sus4} C7 N.C.

E F C/F Bb/F F C/F Bb C

Loop to [A]

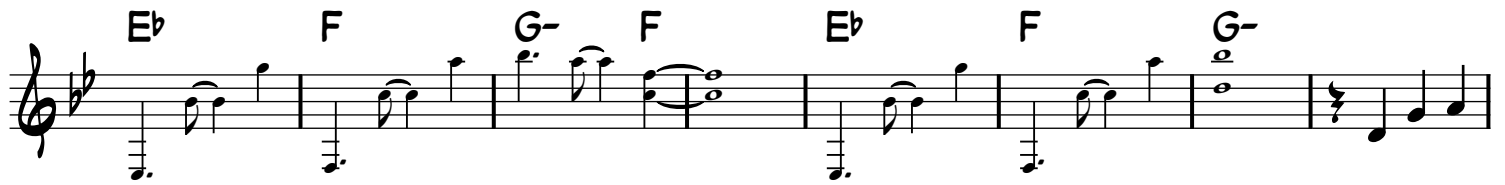
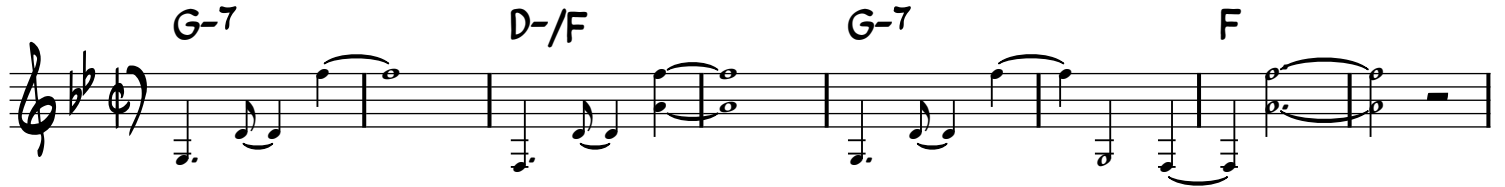
To the End of the Wilderness

from Wild Arms

Composed by Michiko Naruke

Transcribed by DoubleMark

Spaghetti western ♩ = 105



C Bb- Ab Bb- Db Eb F

Bb- Ab Gb F- Gb

D Bb- F-/Bb Bb- F-/Bb Bb- F-/Bb Bb- F-/Bb

Bb-add9 F-/Bb Bb-9 F-/Bb Bb-9 F-/Bb Bb-9 F-/Bb

Bb-9 F-/Bb Bb-9 F-/Bb Bb-

ot Just Any Kid, But A Lady! (Jane's Theme)

from Wild Arms

Composed by Michiko Naruke
Transcribed by Mike Matarazzo

Rock ♩ = 160

A D- N.C. D- N.C.

(Bass) Timpani

B D- G D-7 F7 Bb A7

Bass simile

D- C7 F G Bb A7 D- N.C.

Timpani

C G D-

G Bb7 A7#9

Timpani
Loop to top

Migratory Bird of the Wilderness (Rudy's Theme)

from Wild Arms

Composed by Michiko Naruke

Transcribed by DoubleMark

Western, with ecstasy similar to that of gold ♩ = 122

[A] D- F G Bb

D- C F Asus⁴ A

[B] D- D-7/C G Bb C

D- F G

Bb C Bb C Db Eb Db Eb

F A

Loop to [A]

Port Town Theme

from Wild Arms

Composed by Michiko Naruke
Transcribed by Gregory Orosz

♩ = 90

Intro

G^b A^b B^b- G^b A^b B^b-



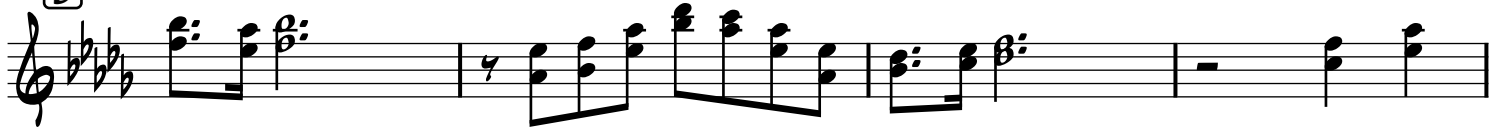
A

G^b A^b B^b- A^b G^b A^b B^b- B^b-

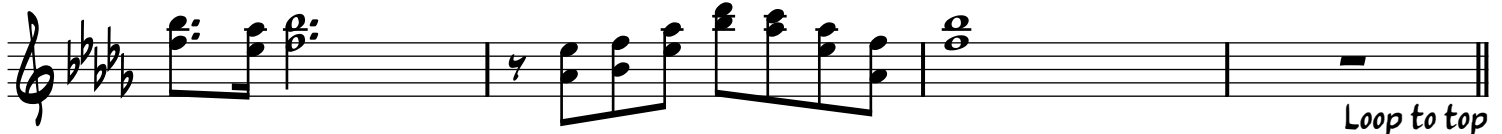


B

G^b A^b B^b- A^b G^b A^b B^b- A^b



G^b A^b B^b- A^b G^b A^b B^b-



Town

from Wild Arms

Composed by Michiko Naruke
Transcribed by Gregory Orosz

♩ = 100

A A- G A- G C D E

A- E-7 A-7 D- E- F G

B A- G F E-7 D-7 E-7 F G

FΔ7 E-7 D-7 E-7 D-7 E-7 F G

A- G A- G A- G A- G

Loop to top

Wh-What? (Zed's Theme)

from Wild Arms

Composed by Michiko Naruke
 Transcribed by Mike Matarazzo

♩ = 150

Intro E- N.C. B

Freely Drum pickup

A E-

(E-) *trun*

A- D7 G E- A- B E-

B B C D C B

E- D G A- D G B/F#

E- A- E- B E- *Unison* *Loop to [A]*

Inflight Music 1

from Wing Commander IV: The Price of Freedom

Composed by George Oldziej
Transcribed by Mike Matarazzo

March ♩. = 116

A D- A/C# D- D

No drums
G- D/F# G- E^b/G G-

A A/G F B/F# C# G/D D

E/G# E C G^b/D^b

A^b E^b- F7^{sus4} F7

B B^b- F7 B^b- B^b

Drums in
E^b- B^b E^b- B^b

F F/A D^b- A^b/C F^b- C^b/E^b G/D

No drums

C E^b G C-/E^b G B^{add6}

No bass

D B^{addb6} G E B

E^b/B^b C^b+

Bass in A-/C F B/D# B

E G D N.C. / E^b A

No bass A C-

F C- C^{sus2} C- Bass in G/C / C⁷

F- F^{sus2}

G A/E F A D- A

No bass **H** D^b D^b/A^b E^b/G E^b F^b

Bass in F^b/C^b G^b/B^b G^b A^{addb6}

A^{addb6} A A/E A/C# A

No bass Bass in Loop to top

Here Comes the Hero (Stage 1)

from X-Men

Composed by Seiichi Fukami

Transcribed by Travis Salim

♩ = 143

Intro N.C. B \flat 5 C \flat 5

No bass

C \flat 5/B \flat B \flat 5/B \flat N.C.

Bass in

A B \flat -7 E \flat /B \flat B \flat -7 E \flat /B \flat

B \flat -7 E \flat /B \flat B \flat -7 N.C./A \flat

B B \flat -7 E \flat /B \flat B \flat -7 E \flat /B \flat

B \flat -7 1. E \flat /B \flat N.C.

2. (B \flat -7) E \flat /B \flat F- C- B \flat 7no3 E \flat D \flat Δ7 E \flat

C DbΔ7 C-7 Bb-7b6 AbΔ7

DbΔ7 C-7 CbΔ7

C-7 N.C.

X - Men!

Loop to [A]

Frontier Village

from Xenoblade Chronicles

Composed by Manami Kiyota
Transcribed by Jeffrey March

♩ = 92

Intro FΔ7

CΔ7

FΔ7

CΔ7

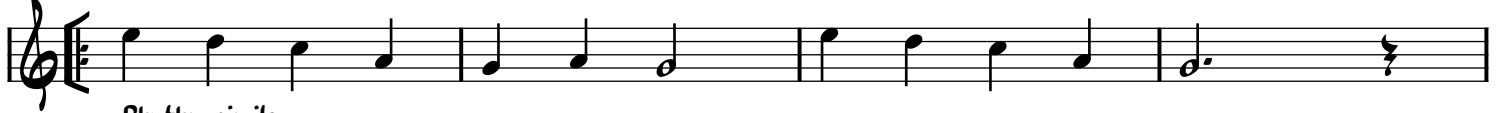


A FΔ7

CΔ7

FΔ7

CΔ7



Rhythm simile

FΔ7

E-7

A-7

^{1.} FΔ7

G

^{2.} FΔ7

G



B FΔ7

G

A-7

G

FΔ7



E-7

A-7

FΔ7

CΔ7

D-7

G



C FΔ7

CΔ7

FΔ7

CΔ7



FΔ7

E-7

A-7

^{1.} FΔ7

G

CΔ7



^{2.} FΔ7

G

FΔ7

CΔ7

FΔ7

CΔ7



D FΔ7 CΔ7 FΔ7 CΔ7

FΔ7 E-7 A-7 FΔ7 G FΔ7 G CΔ7

Loop to top

Gaur Plain

from Xenoblade Chronicles

Composed by ACE+
Transcribed by Tristan H

♩ = 110

Intro C- Eb F7 Ab G-

C- Eb F7 Ab G-

C- Eb Bb Ab G-

A Ab Eb

Ab Eb

Ab C-

Ab Eb

Ab G- A°7 G7 N.C.

B C- Db D° G C- Bb

C- Db D° G C- Bb

Ab F- G C- Ab G

C- Db D° G C- Bb

A^{o7} F- G7 C-add9 A^badd9 G-7

to Coda ⊕ 8-----

Ⓢ C- E^b B^b A^b G-

8-----

C- E^b B^b A^b G-

D.S. al Coda

⊕ C-add9 A^badd9 G-7 Ⓢ C- A^b-add9 C- G7^{sus4} G7

C- A^b-add9 C- 1. G7^{sus4} G7 2. B^b

Ⓢ E^b F-7 C- B^b6 A^bΔ7

C- B^b6 A^bΔ7 A^bΔ9

Ⓢ F-add11

(Bass) Bass simile 6

F-add9 A^b G-

6 Loop to [A]

Satori Marsh (Night)

from Xenoblade Chronicles

Composed by Manami Kiyota

Transcribed by Cyrus Paul

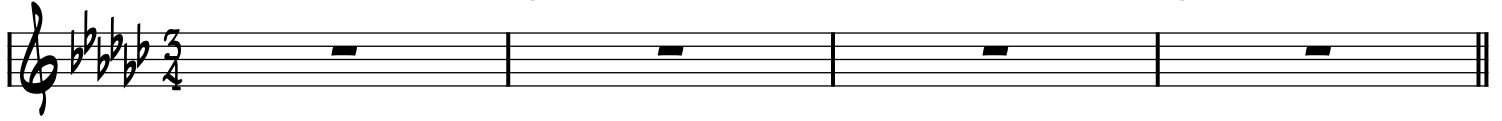
♩ = 58

C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7



[A]

C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7

E \flat -



[B]

A \flat -7

D \flat

G \flat Δ 7

A \flat -7

D \flat

G \flat Δ 7

B \flat 7



[C]

C \flat Δ 7

D \flat

B \flat -7

E \flat -

A \flat -7

B \flat -7



C \flat Δ 7

D \flat

E \flat -



[D]

C \flat Δ 7

B \flat -7

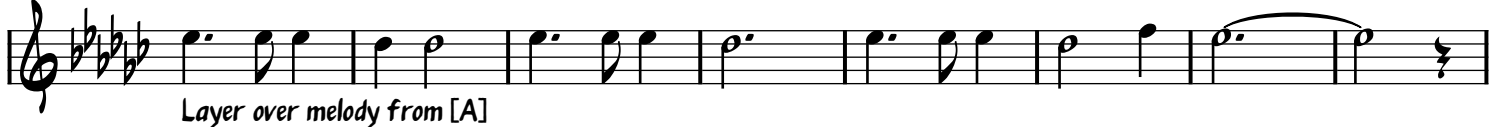
C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7

E \flat -



Layer over melody from [A]

C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7

C \flat Δ 7

B \flat -7

E \flat -



Loop to [B]

Gramps

from Xenoblade Chronicles 2

Composed by ACE
Transcribed by Latios212

♩. = 92

Intro B \flat D-7/A G-7 D-/F E \flat Δ 7 D- C 9 _{sus 4} B \flat

(B \flat) D-7/A G-7 D-/F E \flat Δ 7 F

A B \flat B \flat /A B \flat /G B \flat /F E \flat C-7 F_{sus 4} F

B \flat B \flat /A B \flat /G B \flat /F E \flat F B \flat

(1x only)

B ^{1.} F E \flat B \flat E \flat /B \flat B \flat G-7 F \sharp E \flat F

B \flat D7 G- C7 E \flat B \flat F B \flat

C ^{2.} E \flat B \flat D G- G

E \flat B \flat G-7 C7 F

D ^{3.} E^b D- C- E^b D- D-7^{b5}/A^b G

C-7 G- C (C)

Mor Ardain - Roaming the Wastes

from Xenoblade Chronicles 2

Composed by Kenji Hiramatsu

Transcribed by DoubleMark

Intro $\text{♩} = 124$

The musical score is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It consists of several sections:

- Intro:** A four-measure sequence of chords: E-, D, C, A-7, B-7, F#7sus⁴, B7#⁹, and N.C. The notation includes eighth-note patterns and a final triplet.
- A:** A four-measure sequence of chords: E-, A-7, B-7, E-7, A, E-7, and A. The notation features eighth-note patterns.
- B:** A four-measure sequence of chords: CΔ⁷, D/C, B-7, E-7, and E-7/D. The notation includes eighth-note patterns and a final triplet.
- C:** A four-measure sequence of chords: E-, D, CΔ⁷, and B-7. The notation features eighth-note patterns.

Additional chords and notation for the B and C sections include: C#-7b⁵, CΔ⁷, F#-7b⁵, B_{sus}⁴, N.C., A-7, B-7, E-, D, C, B, E-, D, CΔ⁷, and B-7.

A-7 CΔ7 FΔ7 B7sus4 N.C.

To Coda

D E-7 E-/D CΔ7 A-7 B-7

E- D CΔ7 A-7 B-7

F#7sus4 B7sus4 B N.C.

D.S. al Coda

N.C. E- D C A-7 B-7

E- D C A-7 B-7

F#7sus4 B7#9 D CΔ7

Chain Attack

from Xenoblade Chronicles 3

Composed by Kenji Hiramatsu
Transcribed by Chombey

♩ = 130

Intro

G-7 C/G F/G Eb/G F/G

G-7 C/G F/G Eb F D7/F#

§

A

G- F/G

Eb/G F/G

G- F/G

Eb/G F/G

B

C-7 D-7 EbΔ7 D-

C-7 D-7 EbΔ7 F D7/F#

To Coda

C

N.C. G- BbΔ7 Eb F F#°

1769

G G-7 Eb F D7/F#

G-7 Eb F D7/F#

Loop to [A]

Time to Fight! (Bionis' Shoulder)

from Xenoblade Chronicles: Future Connected

Composed by Kenji Hiramatsu

Transcribed by Chombey

Disco ♩ = 130

Intro G-7 C/G D-/G E^b/G

G-7 C/G D-/G E^b F

A E^b F F/G G-7 E^b F F/G G-7

E^b F D-7 G-7 C-7 D-7 G-7

E^b F F/G G-7 E^b F F/G G-7

E^b F D-7 G-7 C-7 D-7 G⁷_{sus}⁴ G⁷

B A^bΔ⁷ C- F/C C- F/C

A^bΔ⁷ F-7 G-7 A^bΔ⁷ B^b D^bΔ⁷ N.C. F F# G

C C- B^b A^bΔ⁷ G-7

F-7 Eb/G Ab A-7b5 Bb G7/B

C- Bb/D Eb F

Ab Eb/G F-7 G-7 AbΔ7

DbΔ7 Db/Eb Eb/F

D G-7 C/G D-/G Eb F7

G-7 C/G D-/G Eb F7

Eb F F/G G-7 Eb F F/G G-7

Eb F D-7 G-7 C-7 D-7 G7sus4 G7

E N.C./GN.C.

Percussion solo
N.C./GN.C.

F GbΔ7 Bb- Eb/Bb Bb- Eb/Bb GbΔ7

E \flat -7 **F-7** **G \flat Δ 7** **A \flat** **C \flat Δ 7** **N.C.** **E \flat** **E** **F**

G **B \flat -** **A \flat** **G \flat** **F-**

E \flat -7 **D \flat /F** **G \flat** **G-7 \flat 5** **A \flat** **F7/A**

H **B-** **A/C \sharp** **D** **E** **G** **D/F \sharp** **E-7**

F \sharp -7 **G** **C Δ 7** **C/D** **D/E**

I **F \sharp -7** **B/F \sharp** **C \sharp -/F \sharp** **D** **E**

F \sharp -7 **B/F \sharp** **C \sharp -/F \sharp** **D** **E**

J **F \sharp -7** **B/F \sharp** **C \sharp -/F \sharp** **D** **E**

F \sharp -7 **B/F \sharp** **C \sharp -/F \sharp** **D** **E**

K **G-7** **C/G** **D-/G** **E \flat** **F**

G-7 **C/G** **D-/G** **E \flat** **F**

Loop to [A]

My Village is Number One

from Xenogears

Composed by Yasunori Mitsuda

Transcribed by mkafie

♩ = 161

D^{add2} D^{add2}/A G^{sus^2} G^{sus^2}/D

D^{sus^2} D^{sus^2}/A G $E^7/G\#$ A

[A] D G D B^- E A^{sus^4} A

D G D B^- E A^{sus^4} A

B^- E A^{sus^4} A

[B] D

D

D

G A D

D

G A D

D

G A D_{sus}⁴ D

C G A D_{sus}⁴ D D_{sus}²

G A B- A

G A D_{sus}⁴ D

G A D_{sus}⁴ D

D

Loop to [A]

Percussion alone

My Village is Number One

from Xenogears

Composed by Yasunori Mitsuda

Transcribed by mkafie

♩ = 161

D^{add2} **D^{add2}/A** **G^{sus²}** **G^{sus²}/D**

D^{sus²} **D^{sus²}/A** **G** **E⁷/G[#]** **A**

[A] **D** **G** **D** **B-** **E** **A^{sus⁴}** **A**

D **G** **D** **B-** **E** **A^{sus⁴}** **A**

1. **B-** **E** **A^{sus⁴}** **A**

2. **B-** **E** **A^{sus⁴}** **A**

[B] **D**

D

D

G **A** **D**

D

G A D

D

G A Dsus4 D

[C] G A Dsus4 D Dsus2

G A B- A

G A Dsus4 D

G A Dsus4 D

[D]

Loop to [A]

Percussion alone

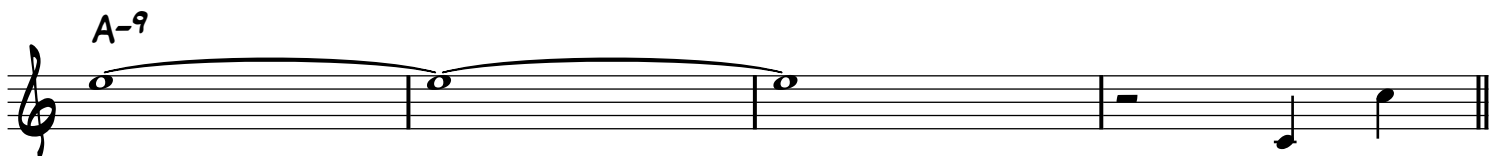
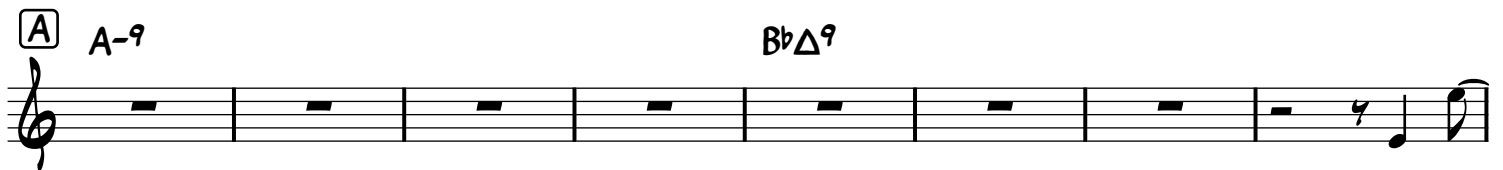
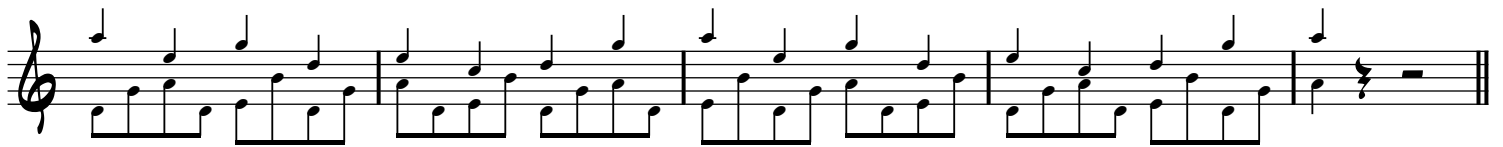
Shevat, the Wind is Calling

from Xenogears

Composed by Yasunori Mitsuda

Transcribed by DoubleMark

♩ = 142



Loop to top

Singing of the Gentle Wind

from Xenogears

Composed by Yasunori Mitsuda

Transcribed by Jer Roque

♩ = 62

Ab

C-

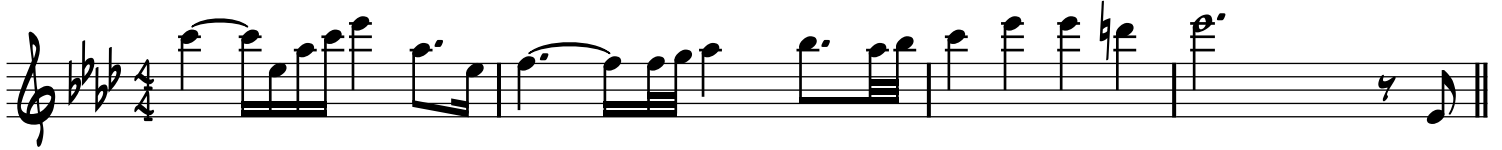
Db

Db/Eb Eb

F-7

Bb7

Eb^{sus}4 Eb



[A]

Ab

Eb

Ab Eb^{7sus}4 Ab

C- Db

Eb^{sus}4 Eb



C-

Db

¹Eb E° F-

Db

Eb

F-

Db

Eb



²Eb

Ab

G-7

F-7

Bb7

Eb^{sus}4



[B]

Ab

Db

Ab

F-7

Bb7

Eb^{sus}4 Eb



Ab

Db

Ab

F-7

Bb7

Eb^{sus}4 Eb



Db

Eb

Ab

Db

Eb

Ab Eb^{7sus}4 Ab /



Loop to [A]

SMALL TWO OF PIECES ~Broken Shards~

from Xenogears

Composed by Yasunori Mitsuda

Transcribed by nestedcrow

Ballad ♩ = 104

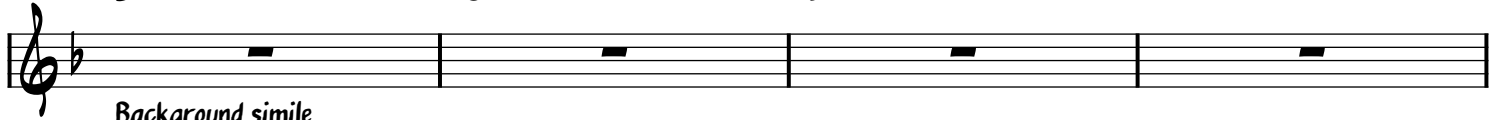
B^badd⁹



B^badd⁹

C

D-7



Background simile

B^badd⁹

C^{sus}⁴

F^{sus}⁴

F

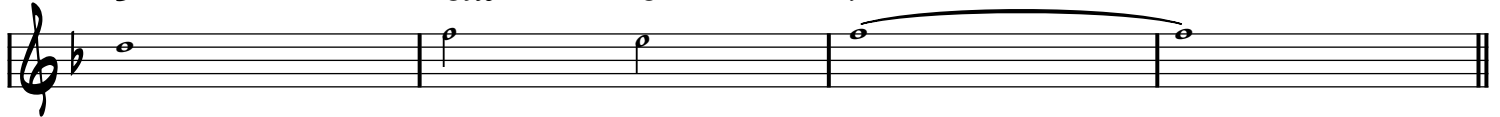


B^badd⁹

C^{sus}⁴

C

F



A

B^badd⁹

C

F^{sus}⁴

F



Drums in on repeat, half-time feel

B^badd⁹

C

D-7



B^badd⁹

C

F^{sus}⁴

F



B^badd⁹

C

F



B D-7 C/Bb Bb F C

D-7 C/Bb Bb F C

D-7 C/Bb Bb F C

To Coda

Bb

1. F 2. F

C DbΔ7 Eb Ab^{sus}4 Ab

Solo

DbΔ7 Eb^{sus}4 Eb F-7

D DbΔ7 Eb Ab^{sus}4 Ab

DbΔ7 Eb^{sus}4 Eb F-7

DbΔ7 Eb Ab^{sus}4 Ab

DbΔ7 Eb^{sus}4 Eb F-7

Interplanetary Spark

from Yakuza 0

Composed by ZENTA
Transcribed by Ashanti Mills

Funk rock ♩ = 137

E-

C7 B7

(A) E-

C7 B7

E-

C7 B7

(B) A-7

E-

A-7

CΔ7 B7#9

Unison

C E-

C7 B7

E- C7 B7

To Coda

D E-

Unison

(E-) C D

Unison

D.S. al Coda (skip repeats)

N.C.

Unison

(N.C.) F E-

C $C^b\Delta^7$ G^b/B^b A^b-7 A^b/B^b B^b7^b5

D.S. al Coda

$C-$ $G7^b9/B$ $C-7/B^b$ $G7/A$ $A-7^b5$ $A^b\Delta^7$ E^b/G $C^b\Delta^7$ G^b

$F-7$ $E^b\text{add}9/G$ F/A $C^b\Delta^7$ $F^b\Delta^7$ A^b/B^b

D $A^b\Delta^7$ B^b/A^b $G-7$ $C-7$ $D-7^b5$ $G7^b5$ $G7$ $C-7$ $E^b7_{sus^4}$ E^b7

$A-7^b5$ $A^b-\Delta^7$ $G-7$ $C-7$ $F-7$ A^b/B^b E^b $E^b7^{\#5}/A$

^{1.} E^b $C^b\Delta^7$ G^b/B^b

^{2.} E^b $C^b\Delta^7$ G^b/B^b

A^b-7 A^b/B^b B^b7^b5 E^b

rit.

Baka Mitai (I've Been A Fool)

from Yakuza 5

Composed by Mitsuharu Fukuyama

Lyrics by Ryosuke Horii

Transcribed by Tristan H

Ballad ♩ = 74

N.C.

AbΔ7

Eb/G

F-7

F/G

G7b5

The first system of music begins with a piano introduction in the left hand, consisting of a series of eighth notes. The right hand starts with a whole rest, followed by a quarter note G4, a quarter note A4, and a quarter note B4. The second measure contains a quarter note C5, a quarter note B4, and a quarter note A4. The third measure contains a quarter note G4, a quarter note F4, and a quarter note E4. The fourth measure contains a quarter note D4, a quarter note C4, and a quarter note B3.

§

A

C-7

G-7

F-7

Bb7

EbΔ7

G7

The second system contains measures 5-8. Measure 5: quarter note G4, quarter note A4, quarter note B4. Measure 6: quarter note C5, quarter note B4, quarter note A4. Measure 7: quarter note G4, quarter note F4, quarter note E4. Measure 8: quarter note D4, quarter note C4, quarter note B3.

F-7

Bb7

G-7

C-7

F-7

G7

Bb/C

C-

The third system contains measures 9-12. Measure 9: quarter note G4, quarter note A4, quarter note B4. Measure 10: quarter note C5, quarter note B4, quarter note A4. Measure 11: quarter note G4, quarter note F4, quarter note E4. Measure 12: quarter note D4, quarter note C4, quarter note B3.

AbΔ7

G-7

Bb/C

C-7

F-7

G7

C-7

C-7/Bb

The fourth system contains measures 13-16. Measure 13: quarter note G4, quarter note A4, quarter note B4. Measure 14: quarter note C5, quarter note B4, quarter note A4. Measure 15: quarter note G4, quarter note F4, quarter note E4. Measure 16: quarter note D4, quarter note C4, quarter note B3.

AbΔ7

Bb/Ab

G-7

C7b5

C7

F-7

F/G

G7

N.C.

The fifth system contains measures 17-20. Measure 17: quarter note G4, quarter note A4, quarter note B4. Measure 18: quarter note C5, quarter note B4, quarter note A4. Measure 19: quarter note G4, quarter note F4, quarter note E4. Measure 20: quarter note D4, quarter note C4, quarter note B3.

B

FΔ7

G/F

E-7

A-7

B-7b5

E7b5

E7

A-7

C7sus4

C7

The sixth system contains measures 21-24. Measure 21: quarter note G4, quarter note A4, quarter note B4. Measure 22: quarter note C5, quarter note B4, quarter note A4. Measure 23: quarter note G4, quarter note F4, quarter note E4. Measure 24: quarter note D4, quarter note C4, quarter note B3.

F#-7b5

F-Δ7

E-7

A-7

D-7

F/G

C

The seventh system contains measures 25-28. Measure 25: quarter note G4, quarter note A4, quarter note B4. Measure 26: quarter note C5, quarter note B4, quarter note A4. Measure 27: quarter note G4, quarter note F4, quarter note E4. Measure 28: quarter note D4, quarter note C4, quarter note B3.

To Coda

C $A^b\Delta^7$ E^b/G $F-7$ F/G $G7^b5$

D.S. al Coda

$A-$ $E7^b9/G\#$ $A-7/G$ $E7/F\#$ $F\#-7^b5$ $F\Delta^7$ C/E $A^b\Delta^7$ E^b

$D-7$ C^{add9}/E $D/F\#$ $A^b\Delta^7$ $D^b\Delta^7$ F/G

D $F\Delta^7$ G/F $E-7$ $A-7$ $B-7^b5$ $E7^b5$ $E7$ $A-7$ $C7_{sus^4}$ $C7$

$F\#-7^b5$ $F-\Delta^7$ $E-7$ $A-7$ $D-7$ F/G C $C7^{\#5}/F\#$

1. C $A^b\Delta^7$ E^b/G

2. C $A^b\Delta^7$ E^b/G

$F-7$ F/G $G7^b5$ C

rit.

Map BGM

from *Super Mario World 2: Yoshi's Island*

Composed by Koji Kondo
 Transcribed by Ashanti Mills

♩ = 122

C D- C/E F F/G F C/E D-7

C D- C/E F F/G F C-/E \flat D \flat Δ 7 C

Loop to top

Ending Story

from Yoshi's Story

Composed by Kazumi Totaka
Transcribed by JohnStacy & mkafie

Intro ♩ = 94

A/E G/D DΔ7 A/C# GΔ7 D/E

A

A A DΔ7 C#-7 F#-7 C#-7 G#7 C#-7 F#-7

Rhythm simile

B-7 E7 C#-7 F#-7 D#-7b5 G#7 C#-7 / F#9 F#7b9

B-7 E7 ^{1.} AΔ7 B-7 C#-7 B-7

AΔ7 B-7 C#-7 B-7 ^{2.} AΔ7 G/A

B DΔ7 D-Δ7 A/C# E/F# F#7b9 B-7 D/E E7b9

AΔ7 B-7 C#-7 B-7 AΔ7 B-7 C#-7 B-7

C A DΔ7 C#-7 F#-7 B-7 E7 tr AΔ7 tr G/A

Musical staff for section C. The key signature is three sharps (F#, C#, G#). The staff contains a sequence of notes and rests. Above the staff, the following chords are indicated: A, DΔ7, C#-7, F#-7, B-7, E7, tr, AΔ7, tr, and G/A. The notes include quarter notes, eighth notes, and a half note, with some notes beamed together.

D DΔ7 D-Δ7 A/C# E/F# F#7b9

Musical staff for section D. The key signature is three sharps. The staff contains a sequence of notes and rests. Above the staff, the following chords are indicated: DΔ7, D-Δ7, A/C#, E/F#, and F#7b9. The notes include quarter notes, eighth notes, and a half note.

B-7 D/E E7b9 A G/A AΔ7 B-7 C#-7 B-7

1,2,3. ||2.

Musical staff for section E. The key signature is three sharps. The staff contains a sequence of notes and rests. Above the staff, the following chords are indicated: B-7, D/E, E7b9, A, G/A, AΔ7, B-7, C#-7, and B-7. There are first and second endings marked above the staff: "1,2,3." and "||2.". The notes include quarter notes, eighth notes, and a half note.

E AΔ7 B-7 C#-7 B-7 AΔ7 B-7 C#-7 B-7

Musical staff for section E. The key signature is three sharps. The staff contains a sequence of notes and rests. Above the staff, the following chords are indicated: AΔ7, B-7, C#-7, B-7, AΔ7, B-7, C#-7, and B-7. The notes include quarter notes, eighth notes, and a half note.

AΔ7 DΔ7 C#-7 F#7b9 B-7 D/E Asus4 A

Musical staff for section E. The key signature is three sharps. The staff contains a sequence of notes and rests. Above the staff, the following chords are indicated: AΔ7, DΔ7, C#-7, F#7b9, B-7, D/E, Asus4, and A. The notes include quarter notes, eighth notes, and a half note.

On the Beach

from Yoshi's Story

Composed by Kazumi Totaka

Transcribed by Travis Salim

♩ = 164

Intro F

(Bass)

A

F

G/F

Bb^o/F

Groove simile
Bass repeat until [B]

FΔ⁷BbΔ⁷/FFΔ⁷BbΔ⁷/F¹FΔ⁷BbΔ⁷/FFΔ⁷BbΔ⁷/F

²F₉

N.C.

B

A-7^{b5}D⁷

G-7

B-7^{b5}E⁷

A-7

C E-7 A7b9 D-7 G9

C7sus4 Eb/Db

N.C.
(Bass)

C F G/F Bb0/F

FΔ7 BbΔ7/F FΔ7 BbΔ7/F FΔ7 BbΔ7/F FΔ7 BbΔ7/F

FΔ7 BbΔ7/F FΔ7 BbΔ7/F F6 N.C.
Loop to top

Shy But Deadly

from Yoshi's Woolly World

Composed by Tomoya Tomita
Transcribed by Jonathan Aldrich

Shuffle ♩ = 126

D/G C/G D/G C/G

A D/G C/G D/G C/G

D/G C/G D/G C/G

E- C G C/G G C/G

E- C C/D

B G G¹¹ CΔ⁷ C-Δ⁷ C-6

B-7 E-7 A-7 C/D

G G¹¹ CΔ⁷ C-Δ⁷ C-6

B-7 E-7 A-7 C/D D7

Loop to top

Sunshine Coastline

from Ys VIII: Lacrimosa of Dana

Composed by Takahiro Unisuga

Transcribed by DoubleMark

Driving rock ♩ = 218

F- Db Ab E^b_{sus}⁴ E^b

No percussion

F- Db

Ab E^b C⁷/E

Drums enter (fill)

A F- Db

Ab E^b

F- Db

Ab E^b

B Db E^b

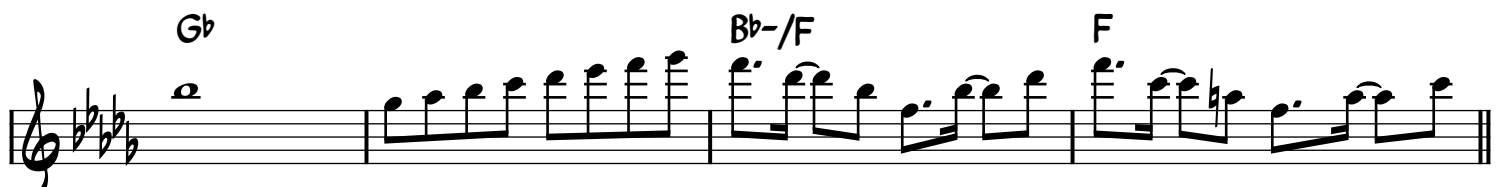
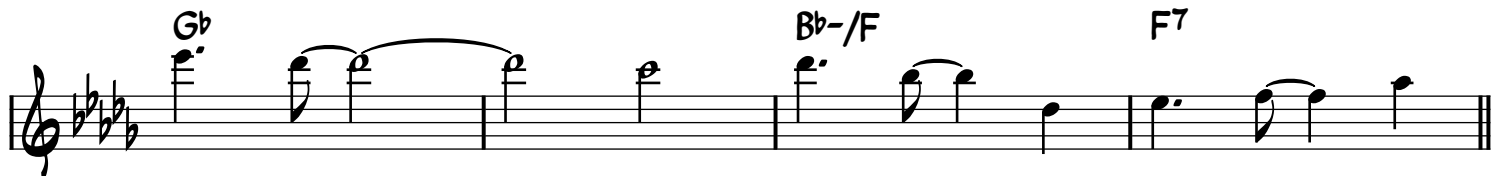
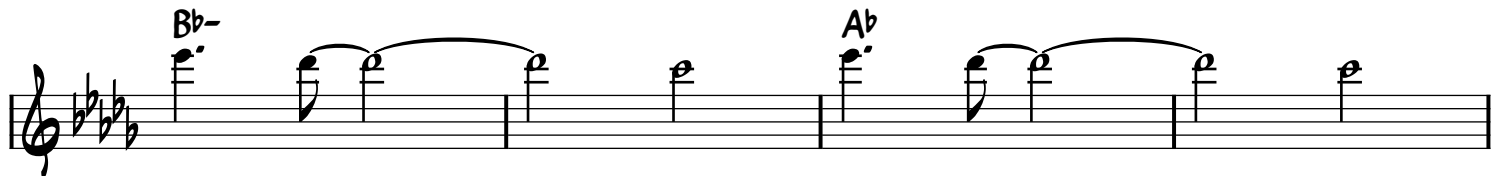
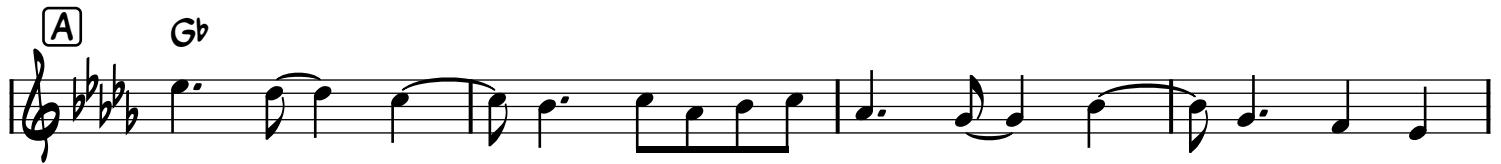
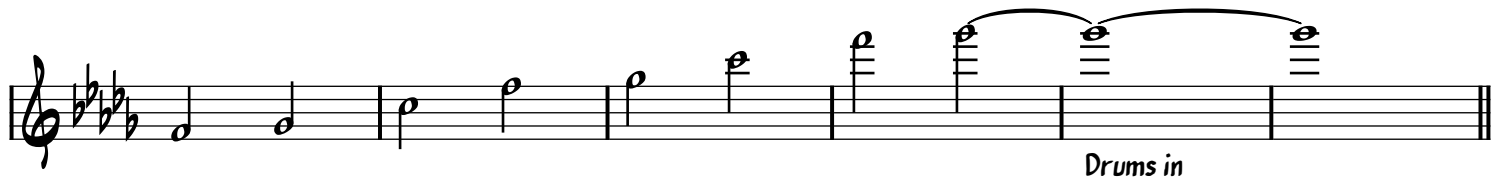
Db E^b C⁷/E

Palace of Destruction

from Ys I: Ancient Ys Vanished

Composed by Yuzo Koshiro
Transcribed by FrolicChris

Rock ♩ = 215
N.C./C



[C] G^b

A^b

B^b-

[D] *Half-time feel*
 G^b A^b

B^b-

G^b E^b-

4/4 feel
 B^b-/F F

Loop to [A]

Inside House

from *Zelda II: The Adventure of Link*

Composed by Akito Nakatsuka

Transcribed by GUIM

♩ = 129

The musical notation is written on a single staff in 4/4 time. It begins with a treble clef and a tempo marking of ♩ = 129. The first measure has a C chord above it and contains a quarter note G4, a quarter rest, a quarter note A4, and a quarter note B4. The second measure has a Bb chord above it and contains a quarter note Bb4, a quarter rest, and two quarter notes C5 and D5. The third measure has a C chord above it and contains a quarter note G4, a quarter rest, a quarter note A4, and a quarter note B4. The fourth measure has a Bb chord above it and contains a quarter note Bb4, a quarter note C5, and two quarter notes D5 and E5. Brackets with a '3' underneath indicate triplets for the last two notes of the second measure and the last two notes of the fourth measure. The piece ends with a double bar line and the instruction 'Loop to top'.

Title

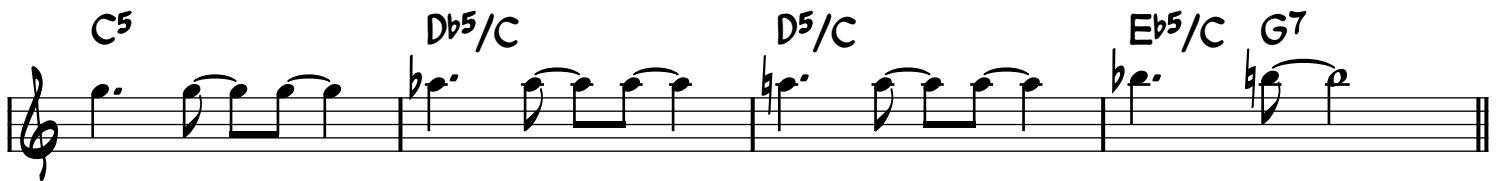
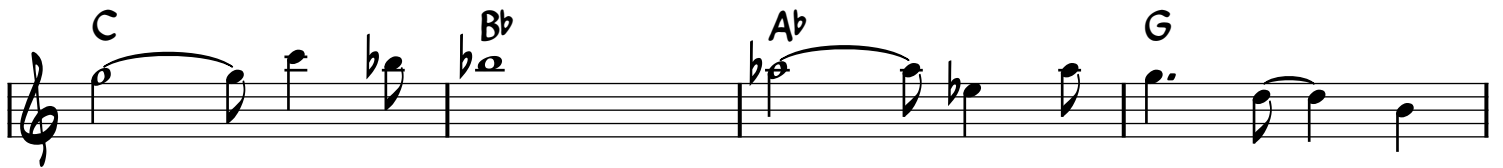
from *Zelda II: The Adventure of Link*

Composed by Akito Nakatsuka

Transcribed by Kevlo

♩ = 113

N.C.



Loop to [A]

Overworld

from *Zelda II: The Adventure of Link*

Composed by Akito Nakatsuka

Transcribed by Jeffrey March

♩. = 150

Intro B \flat A \flat G \flat F²

A B \flat E \flat B \flat

B C- A \flat /E \flat E \flat B \flat

C- F⁷

C B \flat E \flat /B \flat B \flat E \flat /B \flat B \flat

C-7 F⁷

Loop to [A]

Palace Theme

from *Zelda II: The Adventure of Link*

Composed by Akito Nakatsuka

Transcribed by AarekMG

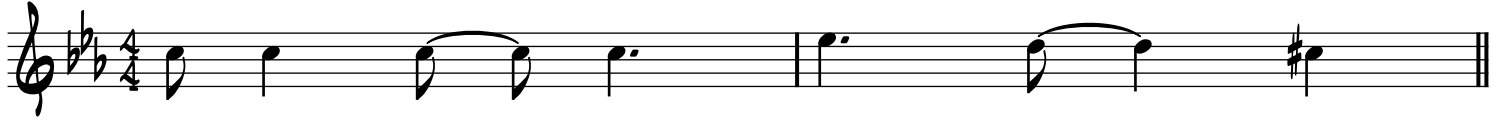
♩ = 150

C⁵

E^{b5}

D⁵

D^{b5}



[A]

C-

C-^{#5}

C-⁶

C-^{#5}



G

1.

2.



C-

C-^{#5}

C-⁶

C-^{#5}



[B]

G⁷

B^{b-7}



G⁷



[C]

C-

B^{b-}



A-

B^{b-}



G

1.

2.



Loop to [A]

Town Theme

from *Zelda II: The Adventure of Link*

Composed by Akito Nakatsuka

Transcribed by AarekMG

♩ = 129

F G- C7

[A] F G-

1. Bb C A- D G- C

2. Bb- C7 F F7

[B] G- C7 A- D-7

G- A- G- Bb-

[C] Eb Db Eb7/Bb C

Loop to [A]

Dungeon 1

from Zoda's Revenge: StarTropics II

Composed by Yoshio Hirai
Transcribed by Analilia Fierro

♩ = 150

[A] B \flat C D-

B \flat C D-

B \flat C D-

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

G- A- B \flat /G N.C.

Loop to [A]