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Music Theory Examples in Video Game Music

Brent Ferguson

Music Theory Examples in Video Game Music

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This document is inspired by the work of 8-bit Music Theory, VGLeadSheets.com, Disney Music Theory, Alan Elkins's North American Conference for Video Game Music presentation and Justin Binek's theory resources for popular music and jazz.

Analyses are mostly based on transcriptions and arrangements in VGLeadSheets.com - Lead Sheets for Video Game Music. Other sources include the Asako Niwa piano arrangement books of the *Chrono Trigger* (1995) and *Final Fantasy Tactics* (1997) soundtracks by DOREMI Music Publishing.

A Note from the Curator: This is a living document that will expand and change over time. These examples are meant to be a supplement in the music theory classroom. The first update will include links to arrangements or midi files, as well as more form analyses. Future updates will include more concepts, varying arrangements, and a Google Drive with representative .musx files for educational purposes. I will also provide a spreadsheet at some point with this information.

Any help is appreciated. If you would like, I will post the results of your analyses to this document and credit you as an analytical contributor. Also, please feel free to share this with your colleagues and students. Please, know that video game music, like popular music and jazz, does not have to follow 'traditional' theoretical functions. This is especially true when it comes to form.

Each composer is linked to a wiki the first time they are mentioned. Transcribers (trans.) and arrangers (arr.) are credited for each example. The song title link leads to a YouTube video of the cue. The transcriber link leads to the respective lead sheet at VGLeadSheets.com. Please, let me know if any links are broken. If you are a composer, transcriber, arranger, or performer of any cues on this list, please send me links to your home page, arrangements, or performances and I will add them to this list.

Concepts Covered

- Opening Interval, unless otherwise noted. Some interval happen in the presentation of the melody.
- Secondary Function (V/ or viio/)
- Mode Mixture (Major: iio, bIII, iv, v, bVI, bVII; Minor: ii, #III, IV, #vi)
- Neapolitan (Note: These rarely function as they do in classical literature.)
- Augmented Sixth Chords (Note: These are almost always in the form of a bVI dominant seventh chord (i.e. C7 in Em), and they rarely utilize the voice leading for an augmented sixth chord.)
- Tritone Substitutions
- Common Tone Diminished Chords
- Altered Dominants (7b5, 7#5)
- Modulation (Parallel, Relative, Closely Related, Common-Tone Related, Distantly Related)

- Modalities (Note: My understanding of modalities falls in line with Samantha Zerin's webinar on How to Teach Musical Modes Using Disney Music. Most of the time, modes are not the basis for the entire cue, and they will often happen within a section)
- Extended Tertian Harmony (9, maj9, -9, -11, maj7#11, 7#9, 13, etc.)
- Form (Period, Sentence, B.I.=Basic Idea, C.I. =Contrasting Idea, etc.) *more coming soon*
- Extended Harmonic Techniques and (planing, transformations, etc) *coming soon*

Opening Interval

(melody) denotes when opening interval happens in first notes of the melody

Minor 2nd Up

A Sea Breeze Blows from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie (melody)

Apollo Justice ~ A New Trial Is In Session from *Apollo Justice: Ace Attorney* (2007) by Toshihiko Horiyama, trans mkafie and sigmabeta (melody)

Brinstar from *Metroid* (1986) by Hip Tanaka, trans. JohnStacy

Bubble Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. Aarek MG

Corneria Castle from *Final Fantasy* (1987) by Nobuo Uematsu, trans Jer Roque

Decisive Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Espionage from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Eterna Forest from *Pokemon Diamond and Pearl* (2006) by Hitomi Sato, trans. Ashanti Mills (melody)

Gemini Man from *Mega Man 3* (1990) by Yasuaki Fujita and Harumi Fujita, trans. Ashanti Mills (top voice)

Grandma's Theme from *The Legend of Zelda: The Wind Waker* (2002) by Koji Kondo, trans. JohnStacy

Lazy Afternoons from *Kingdom Hearts II* (2005) by Yoko Shimomura, trans. mkafie (melody)

Magus's Battle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. AarekMG

Moo Moo Farm/Yoshi Valley from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie (melody)

Song of the Ancients ~ Devola from *NieR* (2010) by Keiichi Okabe, trans. DoubleMark

Title from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills (melody)

The Legendary Theme from *Gitaroo Man* (2001) by COIL, trans. DoubleMark

Threed, Free at Last from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

Toad's Turnpike from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie (melody)

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich (melody)

Minor 2nd Down

Battle I from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie (melody)

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Ending from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. John Stacy

Gloomy Memories from *Castlevania: Dawn of Sorrow* (2005) by Konami Kukeiha Club, trans
    GUIM

Hero Theme from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr.
    Asako Niwa

Junes Theme from *Persona 4* (2008) by Shoji Meguro, trans. mkafie

Mog from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Opening Stage from *Mega Man X* (1993) by Setsuo Yamamoto, trans. Jer Roque

Poem of Everyone's Souls (Velvet Room) from Persona 3 (2006) by Shoji Meguro, trans.
    DoubleMark (melody)

Storm Eagle from *Mega Man X* (1993) by Makoto Tomozawa, trans. Jer Roque (melody)

The Trial from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda;
    Arr. Asako Niwa (melody)

Theme from *Space Harrier* (1985) by Hiroshi Kawaguchi, trans. Jer Roque (melody)

Tyrano Lair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko
    Matsueda; trans. Tristan H

Winters from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

Major 2nd Up

Air Battle A from *1943: The Battle of Midway* (1987) by Yoshihiro Sakaguchi, trans Mike
    Matarazzo

Aquatic Ruin Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. DoubleMark

Area 7 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG (melody)

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Cherrygrove City from *Pokemon Gold and Silver* (1999) by Go Ichinose, trans. Zack Wong

Commander in Training from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu
    Iwata, Arr. Asako Niwa (melody)

Dark Pit's Theme from *Kid Icarus: Uprising* (2012) by Motoi Sakuraba, trans. Ashanti Mills

Desert Land from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Dungeon from *Star Tropics* (1990) by Yoshio Hirai, trans. Gregory Orosz

Europe from *Aerobiz* (1992) by Taku Iwasaki, trans sigmabeta

Guardia Castle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa (melody)

Kalimari Desert from *Mario Kart 64* (1996) by Kenta Nagata, trans. Ashanti Mills

Koopa Beach from *Super Mario Kart* (1992) by Soyo Oka, trans. JohnStacy

Marble Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

New Bark Town from *Pokemon Gold and Silver* (1999) by Go Ichinose, trans. Zack Wong

Prophecy from *Secret of Mana* (1993) by Hiroki Kikuta, trans. DoubleMark

Quick Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. AarekMG (melody)

Route 101 from *Pokemon Ruby and Sapphire* (2002) by Morikazu Aoki, trans. xXChickyChuXx

Snake Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Aarek MG (melody)

Staff Roll from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. JohnStacy

Sunshine Airport from *Mario Kart 8* (2014) by Atsuko Asahi, trans. Nathan Ford (melody)

Terra from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque (melody)

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

The Prelude from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

Theme of Laura from *Silent Hill 2* (2001) by Akira Yamaoka, trans. Jer Roque (melody)

Title from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. JohnStacy

To A Distant Place from *Breath of Fire III* (1997) by Akari Kaida and Yoshino Aoki, trans DoubleMark

Treetop from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. Jonathan Aldrich

Trisection from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Unavoidable Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Underwater from *Super Mario Bros.* (1983) by Koji Kondo, trans. John Stacy

Major 2nd Down

Ahead on Our Way from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

Astral Observatory from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. JohnStacy (melody)

Blue Water Blue Sky from *Guilty Gear XX* (2002) by Daisuke Ishiwatari, trans. DoubleMark

Bike Race from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Continue from *Super Ghouls 'n Ghost* (1991) by Mari Yamaguchi, trans. GUIM

Cruising on the Ocean from *Star Tropics* (1990) by Yoshio Hirai, trans. Gregory Orosz

Data Screen from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Dragon Palace from *Okami* (2006) by Rei Kondoh, trans. Gregory Orosz

Drifting Endlessly from *Illusion of Gaia* (1993) by Yasuhiro Kawasaki, trans. DoubleMark

Frog's Theme from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Guile's Theme from *Super Street Fighter II* (1993) by Yoko Shimomura, trans. Jer Roque

Heartbreak, Heartbreak from *Persona 4* (2008) by Shoji Meguro, trans. DoubleMark and musicalmoose (melody)

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro (melody)

Kids Run Through the City Corner from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. mkafie, analysis by Alan Elkins (melody)

Mute City from *F-Zero* (1990) by Yumiko Kanki, trans Bao Vuong (melody)

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Peaceful Days from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Running Around the City from *River City Ransom* (1989) by Kenzuo Sawa, trans. AarekMG

Secret of the Forest from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque (melody)

Sedge Flower from *Shenmue* (1999) by Yuzo Koshiro, trans. Jer Roque

Shadow from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG (melody)

Shadow Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Ashanti Mills (melody)

Shop from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Song of Healing from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. Jer Roque (melody)

Super Bell Hill from *Super Mario 3D World* (2013) by Mahito Yokota, trans. Jer Roque

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

Theme of Love from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Bao Vuong

Vampire Killer from *Castlevania* (1987) by Kinuyo Yamashita, trans JohnStacy

Wind Nocturne from *Lunar: The Silver Star Story* (1996) by Noriyuki Iwadare, trans. Jer Roque

Zombies on Your Lawn from *Plants vs. Zombies* (2009) by Laura Shigihara, trans. Amy Hsieh (melody)

Minor 3rd Up

Aerith's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. DoubleMark

Edgar and Sabin from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills (melody)

Kolima Forest – Mogall Woods from *Golden Sun* (2001) by Motoi Sakuraba, trans. Gregory Orosz

Matoya's Cave from *Final Fantasy* (1987) by Nobuo Uematsu, trans AarekMG

Rosalina in the Observatory from *Super Mario Galaxy* (2007) by Koji Kondo, trans. Jer Roque

Song of Storms from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. DoubleMark

The Venerable Forest from *Star Ocean: The Second Story* (1998) by Motoi Sakuraba, trans. Gregory Orosz

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie (melody)

Underground Sewer from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Minor 3rd Down

Casino Night Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. Jer Roque

Choco Mountain/Battle Arenas from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

Dr. Wily Stage 1 from *Mega Man 2* (1988) by Takashi Tateishi, trans. Jer Roque

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose (melody)

Green Hill Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque (melody)

Invincible from *Super Mario Bros.* (1983) by Koji Kondo, trans. Ashanti Mills

King Dedede from *Kirby Super Star* (1996) by Jun Ishikawa, trans. Jer Roque

Main theme from *Super Mario 64* (1996) by Koji Kondo, trans. Jer Roque

You're Not Alone from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. John Stacey (melody)

Major 3rd Up

A Chapel from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Corridors of Time from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Costa Del Sol from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. Jer Roque (melody)

Dungeon 1 from *Zoda's Revenge: Star Tropics II* (1994) by Yoshio Hirai, trans. Gregory Orosz and Analilia Fierro

Pollyanna (I Believe In You) from *EarthBound Beginnings* (1989) by Keiichi Suzuki, trans. Jonathan Aldrich

Sand Storm from *Gradius III* (1989) by Konami Kukeiha Club, trans. Mike Matarazzo

Saria's Song (Lost Woods) from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. Jer Roque

Major 3rd Down

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy (melody)

Beedle's Shop from *The Legend of Zelda: The Wind Waker* (2002) by Koji Kondo, trans. mkafie (melody)

Chocobo-Chocobo from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Jer Roque

Home Guldove from *Chrono Cross* (1999) by Yasunori Mitsuda, trans mkafie (melody)

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy (melody)

Marble Gallery from *Castlevania: Symphony of the Night* (1997) by Michiru Yamane, trans DoubleMark (melody)

Overworld from *New Super Mario Bros.* (2006) by Koji Kondo, trans. Mike Matarazzo

Overworld from *Super Mario Bros.* (1983) by Koji Kondo, trans. Jer Roque

Title Screen from *Paper Mario* (2000) by Yuka Tsujiyoko, trans. JohnStacy

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans xXChickyChuXx and Jer Roque

Perfect 4th Up

A Distant Promise from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Area 3 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG (melody)

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose (melody)

Character Introductions from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Chrono Trigger from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie (melody)

Dancing Mad from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark (melody)

Eight Melodies from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

Green Greens from *Kirby's Dream Land* (1992) by Jun Ishikawa, trans. Jer Roque

K.K. Crusin' from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

Kapp'n's Song from *Animal Crossing: New Leaf* (2012) by Kazumi Totaka, trans AarekMG

Manoria Cathedral from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Name These Children from *Mother 3* (2006) by Shogo Sakai, trans. JohnStacy

Theme of Fire Emblem from *Fire Emblem* (1990) by Yuka Tsujiyoko, trans. JohnStacy

Twoson from *Earthbound* (1994) by Keiichi Suzuki, trans Jer Roque (melody)

Waltz for the Moon from *Final Fantasy VIII* (1999) by Nobuo Uematsu, trans. Jer Roque (melody)

Perfect 4th Down

A Settlement in the Red Bluffs from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. DoubleMark (melody)

Another World of Beasts from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Clockwork from *Castlevania III* (1989) by Konami Kukeiha Club, trans JohnStacy

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Gogo from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG (melody)

Hyrule Castle from *The Legend of Zelda: A Link to the Past* (1991) by Koji Kondo, trans. Jer Roque (melody)

Locke from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans Jer Roque

Kakariko Village from *The Legend of Zelda: A Link to the Past* (1991) by Koji Kondo, trans. Jer Roque (melody)

Millennial Fair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. DoubleMark

Random Waltz from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Schala's Theme from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. AarekMG

Shevat, the Wind is Calling from *Xenogears* (1998) by Yasunori Mitsuda, trans. DoubleMark

Shop from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. JohnStacy

Tal Tal Heights from *The Legend of Zelda: Link's Awakening* (1993) by Yuichi Ozaki, trans. mkafie (melody)

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Under the Stars from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Tritone Up and Down

No examples as of yet

Perfect 5th Up

Backborn Story from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Battle Theme from *Zelda II: The Adventure of Link* (1987) by Akito Nakatsuka, trans. GUIM

Boss Battle 1 from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa (melody)

City Ruins – Rays of Light from *NieR Automata* (2017) by Keiichi Okabe, trans. DoubleMark (melody)

Hikari from *Kingdom Hearts* (2002) by Hikaru Utada, trans. Amy Hsieh (melody)

Invasion from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa (melody)

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Marshmallow Castle from *Kirby Super Star* (1996) by Jun Ishikawa, trans. Gregory Orosz

Metal Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. AarekMG

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

Overworld from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. JohnStacy and Jer Roque

Stage 1 from Batman (1989) by Naoki Kodaka, trans AarekMG

The Brink of Time from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. DoubleMark (melody)

Perfect 5th Down

Bland Logo ~ Title Back from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, trans. Jer Roque

Mabe Village from *The Legend of Zelda: Link's Awakening* (1993) by Kazumi Totaka, trans. JohnStacy

H'aanit, the Hunter from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

You've Come Far, Ness, from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H (melody)

Minor 6th Up

Title BGM from *Metroid* (1986) by Hip Tanaka, trans. Jer Roque

Olberic, the Warrior from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Minor 6th Down

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills (melody)

Major 6th Up

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark (melody)

Tifa's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie (melody)

Major 6th Down

Singing of the Gentle Wind from *Xenogears* (1998) by Yasunori Mitsuda, trans. Jer Roque

Minor 7th and Major 7th Up and Down

No examples as of yet

Perfect Octave Up

7AM from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

Perfect Octave Down

Holy Orders (Be Just or Be Dead) from *Guilty Gear X* (2000) by Daisuke Ishiwatari, trans. DoubleMark and musicalmoose

Title Screen from *Sim City* (1989) by Soyo Oka, trans. John Stacy

Secondary Function

b – stands for flat

o – stands for diminished

Secondary Dominants

V/ii or iiᵒ

7AM from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

A Distant Promise from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

A Sea Breeze Blows from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Corneria Castle from *Final Fantasy* (1987) by Nobuo Uematsu, trans Jer Roque

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Grandma's Theme from *The Legend of Zelda: The Wind Waker* (2002) by Koji Kondo, trans. JohnStacy

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills

Junes Theme from *Persona 4* (2008) by Shoji Meguro, trans. mkafie

Kalimari Desert from *Mario Kart 64* (1996) by Kenta Nagata, trans. Ashanti Mills

Koopa Beach from *Super Mario Kart* (1992) by Soyo Oka, trans. JohnStacy

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Overworld from *New Super Mario Bros.* (2006) by Koji Kondo, trans. Mike Matarazzo

Peaceful Days from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Staff Roll from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. JohnStacy

The Legendary Theme from *Gitaroo Man* (2001) by COIL, trans. DoubleMark

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Theme from *Space Harrier* (1985) by Hiroshi Kawaguchi, trans. Jer Roque

Treetop from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. Jonathan Aldrich

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Underwater from *Super Mario Bros.* (1983) by Koji Kondo, trans. John Stacy

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich

V/iii or III

Aquatic Ruin Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. DoubleMark

Battle I from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Dancing Mad from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Edgar and Sabin from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

Guile's Theme from *Super Street Fighter II* (1993) by Yoko Shimomura, trans. Jer Roque

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Kass's Final Song from *The Legend of Zelda: Breath of the Wild* (2017) by Manaka Kataoka, trans. Aarek MG

King Dedede from *Kirby Super Star* (1996) by Jun Ishikawa, trans. Jer Roque

Kolima Forest – Mogall Woods from *Golden Sun* (2001) by Motoi Sakuraba, trans. Gregory Orosz

Matoya's Cave from *Final Fantasy* (1987) by Nobuo Uematsu, trans AarekMG

New Sunlight from *Albert Odyssey 2* (1994) by Naoki Kodaka, trans. and analysis by Alan Elkins

Olberic, the Warrior from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Saria's Song (Lost Woods) from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. Jer Roque

Snake Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Aarek MG

Storm Eagle from *Mega Man X* (1993) by Makoto Tomozawa, trans. Jer Roque

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Under the Stars from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Underwater from *Super Mario Bros.* (1983) by Koji Kondo, trans. John Stacy

V/IV or iv

Aquatic Ruin Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. DoubleMark

Area 3 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Beedle's Shop from *The Legend of Zelda: The Wind Waker* (2002) by Koji Kondo, trans. mkafie

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Drifting Endlessly from *Illusion of Gaia* (1993) by Yasuhiro Kawasaki, trans. DoubleMark

Eight Melodies from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills

H'aanit, the Hunter from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Kakariko Village from *The Legend of Zelda: A Link to the Past* (1991) by Koji Kondo, trans. Jer Roque

Kass's Final Song from *The Legend of Zelda: Breath of the Wild* (2017) by Manaka Kataoka, trans. Aarek MG

Kolima Forest – Mogall Woods from *Golden Sun* (2001) by Motoi Sakuraba, trans. Gregory Orosz

Main theme from *Super Mario 64* (1996) by Koji Kondo, trans. Jer Roque

Overworld from *New Super Mario Bros.* (2006) by Koji Kondo, trans. Mike Matarazzo

Shop from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. JohnStacy

Song of the Ancients ~ Devola from *NieR* (2010) by Keiichi Okabe, trans. DoubleMark

The Legendary Theme from *Gitaroo Man* (2001) by COIL, trans. DoubleMark

Theme from *Space Harrier* (1985) by Hiroshi Kawaguchi, trans. Jer Roque

Title from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

Title BGM from *Metroid* (1986) by Hip Tanaka, trans. Jer Roque

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans xXChickyChuXx and Jer Roque

Winters from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

V/V

A Distant Promise from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Astral Observatory from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. JohnStacy

Choco Mountain/Battle Arenas from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

Chocobo-Chocobo from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Jer Roque

City Ruins – Rays of Light from *NieR Automata* (2017) by Keiichi Okabe, trans. DoubleMark

Clockwork from *Castlevania III* (1989) by Konami Kukeiha Club, trans JohnStacy

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Dearly Beloved from *Kingdom Hearts* (2002) by Yoko Shimomura, trans. DoubleMark

Eight Melodies from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Gogo from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills

Holy Orders (Be Just or Be Dead) from *Guilty Gear X* (2000) by Daisuke Ishiwatari, trans. DoubleMark and musicalmoose

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Hyrule Castle from *The Legend of Zelda: A Link to the Past* (1991) by Koji Kondo, trans. Jer Roque

Kalimari Desert from *Mario Kart 64* (1996) by Kenta Nagata, trans. Ashanti Mills

Koopa Beach from *Super Mario Kart* (1992) by Soyo Oka, trans. JohnStacy

Lazy Afternoons from *Kingdom Hearts II* (2005) by Yoko Shimomura, trans. mkafie

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Marble Gallery from *Castlevania: Symphony of the Night* (1997) by Michiru Yamane, trans DoubleMark

Millennial Fair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. DoubleMark

Name These Children from *Mother 3* (2006) by Shogo Sakai, trans. JohnStacy

New Bark Town from *Pokemon Gold and Silver* (1999) by Go Ichinose, trans. Zack Wong

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Peaceful Days from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Poem of Everyone's Souls (Velvet Room) from Persona 3 (2006) by Shoji Meguro, trans. DoubleMark

Saria's Song (Lost Woods) from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. Jer Roque

Singing of the Gentle Wind from *Xenogears* (1998) by Yasunori Mitsuda, trans.

Terra from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Title Screen from *Paper Mario* (2000) by Yuka Tsujiyoko, trans. JohnStacy

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Twoson from *Earthbound* (1994) by Keiichi Suzuki, trans Jer Roque

Tyrano Lair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Tristan H

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans xXChickyChuXx and Jer Roque

Winters from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

V/vi or VI

Astral Observatory from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. JohnStacy

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Bubble Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. Aarek MG

Casino Night Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. Jer Roque

Corneria Castle from *Final Fantasy* (1987) by Nobuo Uematsu, trans Jer Roque

Data Screen from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Ending from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. John Stacy

Gloomy Memories from *Castlevania: Dawn of Sorrow* (2005) by Konami Kukeiha Club, trans GUIM

Grandma's Theme from *The Legend of Zelda: The Wind Waker* (2002) by Koji Kondo, trans. JohnStacy

Green Greens from *Kirby's Dream Land* (1992) by Jun Ishikawa, trans. Jer Roque

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills

Hikari from *Kingdom Hearts* (2002) by Hikaru Utada, trans. Amy Hsieh

Kalimari Desert from *Mario Kart 64* (1996) by Kenta Nagata, trans. Ashanti Mills

Lazy Afternoons from *Kingdom Hearts II* (2005) by Yoko Shimomura, trans. mkafie

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Marble Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans.
 Jonathan Aldrich

Name These Children from *Mother 3* (2006) by Shogo Sakai, trans. JohnStacy

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Poem of Everyone's Souls (Velvet Room) from Persona 3 (2006) by Shoji Meguro, trans.
 DoubleMark

Shadow from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Song of the Ancients ~ Devola from *NieR* (2010) by Keiichi Okabe, trans. DoubleMark

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose
 and DoubleMark

Theme of Fire Emblem from *Fire Emblem* (1990) by Yuka Tsujiyoko, trans. JohnStacy

Title Screen from *Paper Mario* (2000) by Yuka Tsujiyoko, trans. JohnStacy

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Twoson from *Earthbound* (1994) by Keiichi Suzuki, trans Jer Roque

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans
 xXChickyChuXx and Jer Roque

Wind Nocturne from *Lunar: The Silver Star Story* (1996) by Noriyuki Iwadare, trans. Jer Roque

Winters from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich

V/VII

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Hero Theme from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr.
 Asako Niwa

Kids Run Through the City Corner from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans.
 mkafie, analysis by Alan Elkins

Snake Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Aarek MG

Wind Nocturne from *Lunar: The Silver Star Story* (1996) by Noriyuki Iwadare, trans. Jer Roque

V/N

Gemini Man from *Mega Man 3* (1990) by Yasuaki Fujita and Harumi Fujita, trans. Ashanti Mills

Underwater from *Super Mario Bros.* (1983) by Koji Kondo, trans. John Stacy

V/bIII

Brinstar from *Metroid* (1986) by Hip Tanaka, trans. JohnStacy

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

New Sunlight from *Albert Odyssey 2* (1994) by Naoki Kodaka, trans. and analysis by Alan Elkins

V/bVI

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

Secondary Leading Tone

vii°/ii or ii°

Junes Theme from *Persona 4* (2008) by Shoji Meguro, trans. mkafie

Kalimari Desert from *Mario Kart 64* (1996) by Kenta Nagata, trans. Ashanti Mills

Overworld from *New Super Mario Bros.* (2006) by Koji Kondo, trans. Mike Matarazzo

Theme of Love from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Bao Vuong

Staff Roll from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. JohnStacy

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich

vii°/iii or III

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Ending from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. John Stacy

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

Super Bell Hill from *Super Mario 3D World* (2013) by Mahito Yokota, trans. Jer Roque

vii°/IV or iv

Battle I from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Gloomy Memories from *Castlevania: Dawn of Sorrow* (2005) by Konami Kukeiha Club, trans GUIM

Holy Orders (Be Just or Be Dead) from *Guilty Gear X* (2000) by Daisuke Ishiwatari, trans. DoubleMark and musicalmoose

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Pollyanna (I Believe In You) from *EarthBound Beginnings* (1989) by Keiichi Suzuki, trans. Jonathan Aldrich

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

vii°/V

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Battle I from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Clockwork from *Castlevania III* (1989) by Konami Kukeiha Club, trans JohnStacy

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

Gloomy Memories from *Castlevania: Dawn of Sorrow* (2005) by Konami Kukeiha Club, trans GUIM

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills

Kapp'n's Song from *Animal Crossing: New Leaf* (2012) by Kazumi Totaka, trans AarekMG

Kolima Forest – Mogall Woods from *Golden Sun* (2001) by Motoi Sakuraba, trans. Gregory Orosz

Main theme from *Super Mario 64* (1996) by Koji Kondo, trans. Jer Roque

Overworld from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. JohnStacy and Jer Roque

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Poem of Everyone's Souls (Velvet Room) from Persona 3 (2006) by Shoji Meguro, trans. DoubleMark

Super Bell Hill from *Super Mario 3D World* (2013) by Mahito Yokota, trans. Jer Roque

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

Theme of Fire Emblem from *Fire Emblem* (1990) by Yuka Tsujiyoko, trans. JohnStacy

Treetop from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. Jonathan Aldrich

Tyrano Lair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Tristan H

Underground Sewer from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Waltz for the Moon from *Final Fantasy VIII* (1999) by Nobuo Uematsu, trans. Jer Roque

You're Not Alone from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. John Stacey

viiº/vi or VI

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Singing of the Gentle Wind from *Xenogears* (1998) by Yasunori Mitsuda, trans.

Title Screen from *Sim City* (1989) by Soyo Oka, trans. John Stacy

Waltz for the Moon from *Final Fantasy VIII* (1999) by Nobuo Uematsu, trans. Jer Roque

viiº/VII

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

Overworld from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. JohnStacy and Jer Roque

viiº/N

Home Guldove from *Chrono Cross* (1999) by Yasunori Mitsuda, trans mkafie

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans
xXChickyChuXx and Jer Roque

viiº/bIII

Title Screen from *Sim City* (1989) by Soyo Oka, trans. John Stacy

Treetop from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. Jonathan Aldrich

viiº/bVI

No examples as of yet

Mode Mixture

In a Major key

i

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Shop from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

iio

A Sea Breeze Blows from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Ahead on Our Way from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

Drifting Endlessly from *Illusion of Gaia* (1993) by Yasuhiro Kawasaki, trans. DoubleMark

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills

Koopa Beach from *Super Mario Kart* (1992) by Soyo Oka, trans. JohnStacy

Mabe Village from *The Legend of Zelda: Link's Awakening* (1993) by Kazumi Totaka, trans. JohnStacy

Overworld from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. JohnStacy and Jer Roque

bIII

Aerith's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. DoubleMark

Brinstar from *Metroid* (1986) by Hip Tanaka, trans. JohnStacy

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Guardia Castle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Kids Run Through the City Corner from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. mkafie, analysis by Alan Elkins

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Pollyanna (I Believe In You) from *EarthBound Beginnings* (1989) by Keiichi Suzuki, trans. Jonathan Aldrich

Sedge Flower from *Shenmue* (1999) by Yuzo Koshiro, trans. Jer Roque

Sunshine Airport from *Mario Kart 8* (2014) by Atsuko Asahi, trans. Nathan Ford

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

Threed, Free at Last from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

Title from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

iv

Aerith's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. DoubleMark

Ahead on Our Way from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

Area 3 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG

Athletic from *Super Mario World* (1990) by Koji Kondo, trans. JohnStacy

Cherrygrove City from *Pokemon Gold and Silver* (1999) by Go Ichinose, trans. Zack Wong

Corneria Castle from *Final Fantasy* (1987) by Nobuo Uematsu, trans Jer Roque

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

Ending from *Super Mario Bros. 3* (1988) by Koji Kondo, trans. John Stacy

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills

Home Guldove from *Chrono Cross* (1999) by Yasunori Mitsuda, trans mkafie

Kapp'n's Song from *Animal Crossing: New Leaf* (2012) by Kazumi Totaka, trans AarekMG

Lazy Afternoons from *Kingdom Hearts II* (2005) by Yoko Shimomura, trans. mkafie

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Staff Roll from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. JohnStacy

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

The Legendary Theme from *Gitaroo Man* (2001) by COIL, trans. DoubleMark

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Theme from *Space Harrier* (1985) by Hiroshi Kawaguchi, trans. Jer Roque

Threed, Free at Last from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

Tifa's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

Title Screen from *Sim City* (1989) by Soyo Oka, trans. John Stacy

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Waltz for the Moon from *Final Fantasy VIII* (1999) by Nobuo Uematsu, trans. Jer Roque

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans xXChickyChuXx and Jer Roque

v

Aerith's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. DoubleMark

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Guardia Castle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Tifa's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

bVI

Area 3 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG

Brinstar from *Metroid* (1986) by Hip Tanaka, trans. JohnStacy

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Casino Night Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. Jer Roque

Character Introductions from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Cruising on the Ocean from *Star Tropics* (1990) by Yoshio Hirai, trans. Gregory Orosz

Desert Land from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Green Hill Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

Green Star from *Super Mario Galaxy 2* (2010) by Mahito Yokota, trans. Ashanti Mills

Guardia Castle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Gumball Bonus from *Sonic the Hedgehog 3* (1994) by Jun Senoue, trans. Ashanti Mills

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Mog from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Overworld from *Super Mario Bros.* (1983) by Koji Kondo, trans. Jer Roque

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Route 101 from *Pokemon Ruby and Sapphire* (2002) by Morikazu Aoki, trans. xXChickyChuXx

Sand Storm from *Gradius III* (1989) by Konami Kukeiha Club, trans. Mike Matarazzo

Shadow Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Ashanti Mills

Shop from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Sunshine Airport from *Mario Kart 8* (2014) by Atsuko Asahi, trans. Nathan Ford

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

The Prelude from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

Threed, Free at Last from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans
    xXChickyChuXx and Jer Roque

Winters from *Earthbound* (1994) by Keiichi Suzuki, trans JohnStacy

bVII

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Character Introductions from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu
    Iwata, Arr. Asako Niwa

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Cruising on the Ocean from *Star Tropics* (1990) by Yoshio Hirai, trans. Gregory Orosz

Data Screen from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr.
    Asako Niwa

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Green Hill Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Kids Run Through the City Corner from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans.
    mkafie, analysis by Alan Elkins

Koopa Beach from *Super Mario Kart* (1992) by Soyo Oka, trans. JohnStacy

Overworld from *Super Mario Bros.* (1983) by Koji Kondo, trans. Jer Roque

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Sand Storm from *Gradius III* (1989) by Konami Kukeiha Club, trans. Mike Matarazzo

Shop from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako
    Niwa

Super Bell Hill from *Super Mario 3D World* (2013) by Mahito Yokota, trans. Jer Roque

The Prelude from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

Tifa's Theme from *Final Fantasy VII* (1997) by Nobuo Uematsu, trans. mkafie

Vampire Killer from *Castlevania* (1987) by Kinuyo Yamashita, trans JohnStacy

Welcome Horizons from *Animal Crossing: New Horizons* (2020) by Kazumi Totaka, trans
    xXChickyChuXx and Jer Roque

In a Minor key

I

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

ii

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

#III

No examples as of yet

IV

Fillmore from *Actraiser* (1990) by Yuzo Koshiro, trans DoubleMark and musicalmoose

#vi

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

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Neapolitan

7AM from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

A Chapel from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Area 7 from *Blaster Master* (1988) by Naoki Kodaka, trans AarekMG

Backborn Story from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Battle Theme from *Zelda II: The Adventure of Link* (1987) by Akito Nakatsuka, trans. GUIM

Brinstar from *Metroid* (1986) by Hip Tanaka, trans. JohnStacy

Clockwork from *Castlevania III* (1989) by Konami Kukeiha Club, trans JohnStacy

Dancing Mad from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Dr. Wily Stage 1 from *Mega Man 2* (1988) by Takashi Tateishi, trans. Jer Roque

Gemini Man from *Mega Man 3* (1990) by Yasuaki Fujita and Harumi Fujita, trans. Ashanti Mills

Manoria Cathedral from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Marble Gallery from *Castlevania: Symphony of the Night* (1997) by Michiru Yamane, trans DoubleMark

Matoya's Cave from *Final Fantasy* (1987) by Nobuo Uematsu, trans AarekMG

Mog from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Mute City from *F-Zero* (1990) by Yumiko Kanki, trans Bao Vuong

Overworld from *The Legend of Zelda* (1986) by Koji Kondo, trans. Jer Roque

Quick Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. AarekMG

Stage 1 from Batman (1989) by Naoki Kodaka, trans AarekMG

Tal Tal Heights from *The Legend of Zelda: Link's Awakening* (1993) by Yuichi Ozaki, trans. mkafie

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Threed, Free at Last from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

Title BGM from *Metroid* (1986) by Hip Tanaka, trans. Jer Roque

Trisection from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Under the Stars from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

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Augmented Sixth Chords

German or Italian

Kass's Final Song from *The Legend of Zelda: Breath of the Wild* (2017) by Manaka Kataoka, trans. Aarek MG

Marble Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

You're Not Alone from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. John Stacey

French

Mog from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Tritone Substitutions

Another World of Beasts from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Area 6 from *Star Fox 64* (1997) by Hajime Wakai, trans. Mike Matarazzo

Locke from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans Jer Roque

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich

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Common-Tone Diminished Chords

Continue from *Super Ghouls 'n Ghost* (1991) by Mari Yamaguchi, trans. GUIM

Cyrus, the Scholar from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Dancing Mad from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. DoubleMark

Dark Pit's Theme from *Kid Icarus: Uprising* (2012) by Motoi Sakuraba, trans. Ashanti Mills

Eterna Forest from *Pokemon Diamond and Pearl* (2006) by Hitomi Sato, trans. Ashanti Mills

Gemini Man from *Mega Man 3* (1990) by Yasuaki Fujita and Harumi Fujita, trans. Ashanti Mills

Kass's Final Song from *The Legend of Zelda: Breath of the Wild* (2017) by Manaka Kataoka, trans. Aarek MG

Mabe Village from *The Legend of Zelda: Link's Awakening* (1993) by Kazumi Totaka, trans. JohnStacy

Name These Children from *Mother 3* (2006) by Shogo Sakai, trans. JohnStacy

Rosalina in the Observatory from *Super Mario Galaxy* (2007) by Koji Kondo, trans. Jer Roque

Staff Roll from *Super Mario Land 2* (1992) by Kazumi Totaka, trans. JohnStacy

The Guitar's Serenade from *Apollo Justice: Ace Attorney* (2007) by Shu Takumi, trans Jer Roque

Tyrano Lair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Tristan H

Underwater from *Super Mario Bros.* (1983) by Koji Kondo, trans. John Stacy

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Altered Dominants

Vb5

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

Tyrano Lair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Tristan H

V#5

A Sea Breeze Blows from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

Super Bell Hill from *Super Mario 3D World* (2013) by Mahito Yokota, trans. Jer Roque

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Modulation

Parallel

Air Battle A from *1943: The Battle of Midway* (1987) by Yoshihiro Sakaguchi, trans Mike Matarazzo

Bland Logo ~ Title Back from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, trans. Jer Roque

Casino Night Zone from *Sonic the Hedgehog 2* (1992) by Masato Nakamura, trans. Jer Roque

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

Green Greens from *Kirby's Dream Land* (1992) by Jun Ishikawa, trans. Jer Roque

Horizon of Light and Shadow from *Bravely Default* (2012) by Revo, trans Analilia Fierro

Relative

Matoya's Cave from *Final Fantasy* (1987) by Nobuo Uematsu, trans AarekMG

Terra from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

Closely Related

A Settlement in the Red Bluffs from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. DoubleMark

Bland Logo ~ Title Back from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, trans. Jer Roque

Character Introductions from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Choco Mountain/Battle Arenas from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

Decisive Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Gogo from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Mog from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. AarekMG

Moo Moo Farm/Yoshi Valley from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Tressa, the Merchant from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Woody Woods from *Mario Party 3* (2000) by Ichiro Shimakura, trans. Jonathan Aldrich

Common-Tone Related

Locke from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans Jer Roque

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

Distantly Related

Battle III from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Burning Heat from *Gradius II* (1988) by Motoaki Furukawa, trans. Mike Matarazzo

Commander in Training from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Decisive Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Dragon Palace from *Okami* (2006) by Rei Kondoh, trans. Gregory Orosz

H'aanit, the Hunter from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Locke from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans Jer Roque

Olberic, the Warrior from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

That Person's Name Is from *Bravely Default* (2012) by Revo, trans mkafie

Sedge Flower from *Shenmue* (1999) by Yuzo Koshiro, trans. Jer Roque

Unavoidable Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Under the Stars from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Wind Nocturne from *Lunar: The Silver Star Story* (1996) by Noriyuki Iwadare, trans. Jer Roque

Modalities

Dorian

City Ruins – Rays of Light from *NieR Automata* (2017) by Keiichi Okabe, trans. DoubleMark

Decisive Battle from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Europe from *Aerobiz* (1992) by Taku Iwasaki, trans sigmabeta

Hero Theme from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Kass's Final Song from *The Legend of Zelda: Breath of the Wild* (2017) by Manaka Kataoka, trans. Aarek MG

Kolima Forest – Mogall Woods from *Golden Sun* (2001) by Motoi Sakuraba, trans. Gregory Orosz

Marshmallow Castle from *Kirby Super Star* (1996) by Jun Ishikawa, trans. Gregory Orosz

Mute City from *F-Zero* (1990) by Yumiko Kanki, trans Bao Vuong

Prophecy from *Secret of Mana* (1993) by Hiroki Kikuta, trans. DoubleMark

Shadow Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Ashanti Mills

Song of Storms from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. DoubleMark

Snake Man from *Mega Man 3* (1990) by Yasuaki Fujita, trans. Aarek MG

Tal Tal Heights from *The Legend of Zelda: Link's Awakening* (1993) by Yuichi Ozaki, trans. mkafie

Theme of Love from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Bao Vuong

Vampire Killer from *Castlevania* (1987) by Kinuyo Yamashita, trans JohnStacy

Zombies on Your Lawn from *Plants vs. Zombies* (2009) by Laura Shigihara, trans. Amy Hsieh

Phrygian

Area 6 from *Star Fox 64* (1997) by Hajime Wakai, trans. Mike Matarazzo

Magus's Battle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. AarekMG

Lydian

Corridors of Time from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

Eterna Forest from *Pokemon Diamond and Pearl* (2006) by Hitomi Sato, trans. Ashanti Mills

Guardia Castle from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; Arr. Asako Niwa

Hikari from *Kingdom Hearts* (2002) by Hikaru Utada, trans. Amy Hsieh

Saria's Song (Lost Woods) from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. Jer Roque

Song of Healing from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. Jer Roque

The Venerable Forest from *Star Ocean: The Second Story* (1998) by Motoi Sakuraba, trans. Gregory Orosz

Theme of Laura from *Silent Hill 2* (2001) by Akira Yamaoka, trans. Jer Roque

Title from *The Legend of Zelda: Ocarina of Time* (1998) by Koji Kondo, trans. JohnStacy

Mixolydian

Millennial Fair from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. DoubleMark

Sand Storm from *Gradius III* (1989) by Konami Kukeiha Club, trans. Mike Matarazzo

Simeon Segue from *Donkey Kong Country* (1994) by Eveline Fischer, trans mkafie

World Map, from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Aeolian

Neverending Journey from *Lost Odyssey* (2007) by Nobuo Uematsu, trans. mkafie

Apollo Justice ~ A New Trial Is In Session from *Apollo Justice: Ace Attorney* (2007) by Toshihiko Horiyama, trans mkafie and sigmabeta

Backborn Story from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr. Asako Niwa

Chocobo-Chocobo from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Jer Roque

Dr. Wily Stage 1 from *Mega Man 2* (1988) by Takashi Tateishi, trans. Jer Roque

Dungeon from *Star Tropics* (1990) by Yoshio Hirai, trans. Gregory Orosz

Heartbreak, Heartbreak from *Persona 4* (2008) by Shoji Meguro, trans. DoubleMark and musicalmoose

Marble Zone from *Sonic the Hedgehog* (1991) by Masato Nakamura, trans. Jer Roque

Matoya's Cave from *Final Fantasy* (1987) by Nobuo Uematsu, trans AarekMG

Metal Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. AarekMG

Opening Stage from *Mega Man X* (1993) by Setsuo Yamamoto, trans. Jer Roque

Quick Man from *Mega Man 2* (1988) by Takashi Tateishi, trans. AarekMG

Schala's Theme from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko
 Matsueda; trans. AarekMG

Song of the Ancients ~ Devola from *NieR* (2010) by Keiichi Okabe, trans. DoubleMark

Stage 1 from Batman (1989) by Naoki Kodaka, trans AarekMG

Terra from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

The Trial from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda;
 Arr. Asako Niwa

Theme of Laura from *Silent Hill 2* (2001) by Akira Yamaoka, trans. Jer Roque

Trisection from *Final Fantasy Tactics* (1997) by Hitoshi Sakimoto and Masaharu Iwata, Arr.
 Asako Niwa

Locrian

No examples as of yet

Extended Tertian Harmony

min = minor

maj = major (as in major seventh)

Added Chords

add9

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

The Prelude from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

add#11

Shevat, the Wind is Calling from *Xenogears* (1998) by Yasunori Mitsuda, trans. DoubleMark

min add9

Apollo Justice ~ A New Trial Is In Session from *Apollo Justice: Ace Attorney* (2007) by
 Toshihiko Horiyama, trans mkafie and sigmabeta

The Prelude from *Final Fantasy VI* (1994) by Nobuo Uematsu, trans. Jer Roque

Toad's Turnpike from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

min add11

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Major Seventh Chords

maj7b5

Eterna Forest from *Pokemon Diamond and Pearl* (2006) by Hitomi Sato, trans. Ashanti Mills

maj7 add13

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose
and DoubleMark

maj7#11

Astral Observatory from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans.
JohnStacy

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

Song of Healing from *The Legend of Zelda: Majora's Mask* (2000) by Koji Kondo, trans. Jer
Roque

Dominant Seventh Chords

7b9

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans.
Jonathan Aldrich

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

7#9

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

K.K. Crusin' from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

To A Distant Place from *Breath of Fire III* (1997) by Akari Kaida and Yoshino Aoki, trans
DoubleMark

7#11

Continue from *Super Ghouls 'n Ghost* (1991) by Mari Yamaguchi, trans. GUIM

Europe from *Aerobiz* (1992) by Taku Iwasaki, trans sigmabeta

H'aanit, the Hunter from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

7b13

Crossing Those Hills from *Final Fantasy IX* (2000) by Nobuo Uematsu, trans. DoubleMark

Ophilia, The Cleric from *Octopath Traveler* (2018) by Yasunori Nishiki, trans. mkafie

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Other Seventh Chords

minmaj7

Continue from *Super Ghouls 'n Ghost* (1991) by Mari Yamaguchi, trans. GUIM

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

dimmaj7

Continue from *Super Ghouls 'n Ghost* (1991) by Mari Yamaguchi, trans. GUIM

Nine Chords

maj9

K.K. Crusin' from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Sedge Flower from *Shenmue* (1999) by Yuzo Koshiro, trans. Jer Roque

Shevat, the Wind is Calling from *Xenogears* (1998) by Yasunori Mitsuda, trans. DoubleMark

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

You've Come Far, Ness, from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

9

7AM from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

Heartbreak, Heartbreak from *Persona 4* (2008) by Shoji Meguro, trans. DoubleMark and musicalmoose

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Overworld from *Super Mario Bros.* (1983) by Koji Kondo, trans. Jer Roque

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

minmaj9

Drifting Endlessly from *Illusion of Gaia* (1993) by Yasuhiro Kawasaki, trans. DoubleMark

Theme of Laura from *Silent Hill 2* (2001) by Akira Yamaoka, trans. Jer Roque

9#11

You've Come Far, Ness, from *Earthbound* (1994) by Keiichi Suzuki, trans Tristan H

min9

Apollo Justice ~ A New Trial Is In Session from *Apollo Justice: Ace Attorney* (2007) by Toshihiko Horiyama, trans mkafie and sigmabeta

Casually from *Breath of Fire III* (1997) by Akari Kaida, trans DoubleMark and musicalmoose

Heartbreak, Heartbreak from *Persona 4* (2008) by Shoji Meguro, trans. DoubleMark and musicalmoose

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy (melody)

K.K. Crusin' from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

Main Menu from *Sim City* (1989) by Soyo Oka, trans. JohnStacy

Monkeys from *Mario Paint* (1992) by Hip Tanaka, Ryoji Yoshitomi, Kazumi Totaka, trans. Jonathan Aldrich

Shevat, the Wind is Calling from *Xenogears* (1998) by Yasunori Mitsuda, trans. DoubleMark

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Theme of Love from *Final Fantasy IV* (1991) by Nobuo Uematasu, trans Bao Vuong

To A Distant Place from *Breath of Fire III* (1997) by Akari Kaida and Yoshino Aoki, trans DoubleMark

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

Zombies on Your Lawn from *Plants vs. Zombies* (2009) by Laura Shigihara, trans. Amy Hsieh

6/9

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy

Eleven Chords

11

Dire Dire Docks from *Super Mario 64* (1996) by Koji Kondo, trans. DoubleMark

Toad's Turnpike from *Mario Kart 64* (1996) by Kenta Nagata, trans. mkafie

min11

Apollo Justice ~ A New Trial Is In Session from *Apollo Justice: Ace Attorney* (2007) by Toshihiko Horiyama, trans mkafie and sigmabeta

Heartbreak, Heartbreak from *Persona 4* (2008) by Shoji Meguro, trans. DoubleMark and musicalmoose

Secret of the Forest from *Chrono Trigger* (1995) by Yasunori Mitsuda, Nobuo Uematsu, Noriko Matsueda; trans. Jer Roque

To A Distant Place from *Breath of Fire III* (1997) by Akari Kaida and Yoshino Aoki, trans DoubleMark

Thirteen Chords

maj13

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy (melody)

13

K.K. Bossa from *Animal Crossing* (2001) by Kazumi Totaka, trans JohnStacy (melody)

K.K. Crusin' from *Animal Crossing* (2001) by Kazumi Totaka, trans Ashanti Mills

New Sunlight from *Albert Odyssey 2* (1994) by Naoki Kodaka, trans. and analysis by Alan Elkins

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

Tunnel from *Rhythm Heaven* (2008) by Masami Yone, trans. mkafie

13#11

The Yaschas Massif from *Final Fantasy XIII* (2009) by Masashi Hamauzu, trans. musicalmoose and DoubleMark

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Form

Large Form

Binary

AABB

Air Battle A from *1943: The Battle of Midway* (1987) by Yoshihiro Sakaguchi, trans Mike Matarazzo

Europe from *Aerobiz* (1992) by Taku Iwasaki, trans sigmabeta

AABB'

Floor Theme from *Adventures of Lolo* (1989) by Hideki Kamazashi, trans AarekMG

Ternary

ABA'

[Fillmore](#) from *Actraiser* (1990) by [Yuzo Koshiro](#), trans [DoubleMark and musicalmoose](#)

Small Form

Period

[Air Battle A](#) from *1943: The Battle of Midway* (1987) by [Yoshihiro Sakaguchi](#), trans [Mike Matarazzo](#)

[Floor Theme](#) from *Adventures of Lolo* (1989) by [Hideki Kamazashi](#), trans [AarekMG](#)

[New Sunlight](#) from *Albert Odyssey 2* (1994) by [Naoki Kodaka](#), trans. and analysis by Alan Elkins

[Town Theme](#) from *Final Fantasy II* (1988) by [Nobuo Uematsu](#), trans. and analysis by Alan Elkins.

Sentence

[Airship Theme](#) from *Final Fantasy* (1987) by [Nobuo Uematsu](#), trans. and analysis by Alan Elkins

[Distant View](#) from *Breath of Fire* (1993) by Capcom Sound Team, trans. and analysis by Alan Elkins

[Floor Theme](#) from *Adventures of Lolo* (1989) by [Hideki Kamazashi](#), trans [AarekMG](#)

[Overworld](#) from *Super Mario Bros. 2* (1988) by [Koji Kondo](#), trans. and analysis by Alan Elkins

Hyrbid

Antecedent + Continuation

[Adventure](#) from *Dragon Warrior III* (1988) by [Koichi Sugiyama](#), trans. and analysis by Alan Elkins

[Fillmore](#) from *Actraiser* (1990) by [Yuzo Koshiro](#), trans [DoubleMark and musicalmoose](#)

Fanfare

[Fillmore](#) from *Actraiser* (1990) by [Yuzo Koshiro](#), trans [DoubleMark and musicalmoose](#)