

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 Zerín'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*
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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 Uematsu](#), trans. [Bao Vuong](#)
[Vampire Killer](#) from *Castlevania* (1987) by [Kinuyo Yamashita](#), trans. [John Stacy](#)
[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 Uematsu](#), 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)

[Casualty](#) 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. [John Stacy](#)

[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. [John Stacy](#)

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 ii°

[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 Uematsu](#), 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^o/ii or ii^o

[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 Uematsu](#), 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^o/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^o/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](#)

vii°/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](#)

vii°/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](#)

vii°/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](#)

vii°/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](#)

vii°/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](#)

iiio

[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](#)

[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](#)

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](#)

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](#)

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](#)

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](#)

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 Uematsu](#), 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 Uematsu](#), 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 Uematsu](#), 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](#)

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

Hybrid

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](#)