

Sector A & B

Nintendo
F-Zero X

Standard tuning

♩ = 90

E-Gt

1

ff *f* *ff*

T
A
B

2 (2) 4 0 2 0 2 0 0 4 2

3

f *ff* *f* *ff* *f* *ff*

T
A
B

(2) 4 0 2 0 2 0 0 4 2 (2) 4 0 2 0 2 0 0 4 2 (2) 4 0 2 0 2 0 0 4 2

6

f *ff* *f* *ff* *f* *ff*

T
A
B

(2) 4 0 2 0 2 0 0 4 2 (2) 4 0 2 0 2 0 0 4 2 (2) 4 0 2 0 2 0 0 4 2

9

f *ff*

T
A
B

(2) 4 0 2 0 2 0 0 4 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

11

T
A
B

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

