

Rival Battle (2)

Composer: Junichi Masuda

Game: Pokémon (Gold, Silver)

pianogame.org

♩ = 95

Electric Piano, Track 1

Percussive Organ, Track 2

Rotary Organ, Track 3

2

El. Pno.

Perc. Org.

Rot. Org.

4

El. Pno.

Perc. Org.

Rot. Org.

6

El. Pno.

Perc. Org.

Rot. Org.

8

El. Pno.

Perc. Org.

Rot. Org.

10

El. Pno.

Perc. Org.

Rot. Org.

12

El. Pno.

Perc. Org.

Rot. Org.

14

El. Pno.

Perc. Org.

Rot. Org.

16

El. Pno.

Perc. Org.

Rot. Org.

18

El. Pno.

Perc. Org.

Rot. Org.

20

El. Pno.

Perc. Org.

Rot. Org.

23

El. Pno.

Perc. Org.

Rot. Org.

25

El. Pno.

Perc. Org.

Rot. Org.

The musical score is written for three instruments: El. Pno. (Electric Piano), Perc. Org. (Percussion Organ), and Rot. Org. (Rotation Organ). The key signature is three sharps (F#, C#, G#). The El. Pno. part consists of two staves. The upper staff has a melody starting on a dotted quarter note, followed by eighth notes and a quarter note. The lower staff has a bass line with a whole note, a half note, and a quarter note. The Perc. Org. part is a single staff with a melody starting on a dotted quarter note, followed by eighth notes and a quarter note. The Rot. Org. part is a single staff with a continuous eighth-note accompaniment. The score ends with a double bar line.