

# Fighting Thunder (GS)

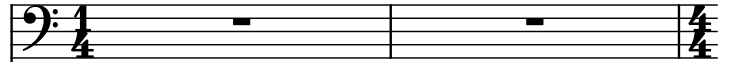
Composer: Go Sato

Game: Raiden

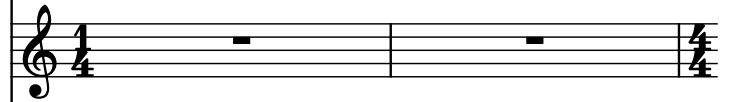
[pianogame.org](http://pianogame.org)

♩ = 300

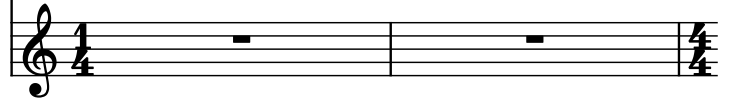
Effect Synthesizer, [Raiden] SNES/Sega/TG16



Brass Synthesizer, Arcade - Fighting Thunder BGM



Saw Synthesizer, Sequenced by nZero/Prion



3 ♩ = 172

Synth.

Synth.

Synth.

6

Synth.

Synth.

Synth.

9

Synth.

Synth.

Synth.

13

Synth.

Synth.

Synth.

3

3

16

Synth.

Synth.

Synth.

3

3

3

19

Synth.

Synth.

Synth.

3

3

22

Synth.

Synth.

Synth.

3

3

3

25

Synth.

Synth.

Synth.

3

3

3

28

Synth.

Synth.

Synth.

3

3

3

31

Synth.

Synth.

Synth.

3

3

3

34

Synth.

Synth.

Synth.

3

3

3

37

Synth.

Synth.

Synth.

3

3

3

40

Synth.

Synth.

Synth.

3

3

3

43

Synth.

Synth.

Synth.

3

3

3

3

3

46

Synth.

Synth.

Synth.

3

3

3

3

3

49

Synth.

Synth.

Synth.

52

Synth.

Synth.

Synth.

55

Synth.

Synth.

Synth.

58

Synth.

Synth.

Synth.

62

Synth.

Synth.

Synth.

3

3

3

65

Synth.

Synth.

Synth.

3

3

68

Synth.

Synth.

Synth.

3

3

71

Synth.

Synth.

Synth.

3

3

3

3

74

Synth.

Synth.

Synth.

Triplet markings (3) are present in the second staff.

77

Synth.

Synth.

Synth.

Triplet marking (3) is present in the second staff.

80

Synth.

Synth.

Synth.

Triplet marking (3) is present in the second staff.

83

Synth.

Synth.

Synth.

Triplet markings (3) are present in the second staff.



86

Synth.

Synth.

Synth.

3

3

89

Synth.

Synth.

Synth.

3

3

92

Synth.

Synth.

Synth.

3

3

95

Synth.

Synth.

Synth.

3

3

98

Synth.

Synth.

Synth.

3 3 3

101

Synth.

Synth.

Synth.

3 3 3

3 3

104

Synth.

Synth.

Synth.

3 3