

Johto Gym Leader Battle (3)

Composer: Junichi Masuda

Game: Pokémon (Gold, Silver)

pianogame.org

$\text{♩} = 95$

Percussive Organ, Track 1

Bass Synthesizer, Track 2

Rotary Organ, Track 3

2

Perc. Org.

Synth.

Rot. Org.

4

Perc. Org.

Synth.

Rot. Org.

6

Perc. Org.

Synth.

Rot. Org.

8

Perc. Org.

Synth.

Rot. Org.

10

Perc. Org.

Synth.

Rot. Org.

12

Perc. Org.

Synth.

Rot. Org.

14

Perc. Org.

Synth.

Rot. Org.

16

Perc. Org.

Synth.

Rot. Org.

18

Perc. Org.

Synth.

Rot. Org.

This musical score is written for three instruments: Percussion Organ (Perc. Org.), Synth, and Rotating Organ (Rot. Org.). The score is divided into five systems, each starting with a measure number (10, 12, 14, 16, 18). The key signature is one flat (B-flat). The Perc. Org. part is in the treble clef, the Synth part is in the bass clef, and the Rot. Org. part is in the treble clef. The Perc. Org. part features a melodic line with various note values, including eighth and sixteenth notes, and rests. The Synth part provides a continuous bass line with a steady eighth-note pattern. The Rot. Org. part consists of a few notes and rests, primarily in the lower register.

20

Perc. Org.

Synth.

Rot. Org.

22

Perc. Org.

Synth.

Rot. Org.

24

Perc. Org.

Synth.

Rot. Org.

26

Perc. Org.

Synth.

Rot. Org.

28

Perc. Org.

Synth.

Rot. Org.

This musical score is for three instruments: Percussion Organ (Perc. Org.), Synth, and Rotating Organ (Rot. Org.). The score is divided into measures 20 through 28. The Perc. Org. part is written in treble clef, the Synth part in bass clef, and the Rot. Org. part in treble clef. The key signature has one flat (B-flat). The Perc. Org. part features a melodic line with various accidentals and rests. The Synth part provides a harmonic accompaniment with a steady eighth-note pattern. The Rot. Org. part plays a slower, more melodic line with occasional rests. The score concludes with a double bar line at measure 28.