

Training Theme

Composer: Hitoshi Sakimoto

Game: Tactics Ogre: The Knight of Lodis

pianogame.org

♩ = 100

Saw Synthesizer, Synth 1

Mallet Synthesizer, Low Synth 1

4

Synth.

Mal. Syn.

8

Synth.

Mal. Syn.

12

Synth.

Mal. Syn.

16

Synth.

Mal. Syn.

20

Synth.

Mal. Syn.

20

21

22

23

24

Synth.

Mal. Syn.

24

25

26

27

28

Synth.

Mal. Syn.

28

29

30

31

32

Synth.

Mal. Syn.

32

33

34

35

36

Synth.

Mal. Syn.

36

37

38

39

40

Synth.

Mal. Syn.

Measure 40: Synth. Treble: F#4 (whole note); Synth. Bass: F#3 (half note), then a half rest. Mal. Syn.: whole rest.

Measure 41: Synth. Treble: whole rest; Synth. Bass: G#3 (quarter), A3 (quarter), B3 (quarter), C4 (quarter). Mal. Syn.: half rest.

Measure 42: Synth. Treble: whole rest; Synth. Bass: D4 (quarter), E4 (quarter), F#4 (quarter), G#4 (quarter). Mal. Syn.: whole rest.