

Battle! Vs. Trainer (Remix)

Composer: Junichi Masuda

Game: Pokémon (Diamond, Pearl)

pianogame.org

Effect Synthesizer, Pikalax1@gmail.com

Saw Synthesizer, Arr. by Pikalax1

$\text{♩} = 184$

2

Synth.

Synth.

4

Synth.

Synth.

7

Synth.

Synth.

11

Synth.

Synth.

14

Synth.

Synth.

17

Synth.

Synth.

20

Synth.

Synth.

23

Synth.

Synth.

26

Synth.

Synth.

29

Synth.

Synth.

31

Synth.

Synth.

34

Synth.

Synth.

37

Synth.

Synth.

40

Synth.

Synth.

44

Synth.

Synth.

48

Synth.

Synth.

52

Synth.

Synth.

56

Synth.

Synth.

59

Synth.

Synth.

62

Synth.

Synth.

65

Synth.

Synth.

68

Synth.

Synth.

72

Synth.

Synth.

76

Synth.

Synth.

79

Synth.

Synth.

82

Synth.

Synth.

85

Synth.

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88

Synth.

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91

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Synth.

94

Synth.

Synth.

96

Synth.

Synth.

98

Synth.

Synth.

101

Synth.

Synth.

104

Synth.

Synth.

108

Synth.

Synth.

112

Synth.

Synth.

116

Synth.

Synth.

120

Synth.

Synth.

123

Synth.

Synth.

126

Synth.

Synth.

129

Synth.

Synth.

132

The image shows measures 132 to 135 of a musical score. The top system is labeled 'Synth.' and contains two staves. The upper staff is in bass clef with a key signature of three flats (B-flat, E-flat, A-flat) and a common time signature. It contains a continuous eighth-note melody. The lower staff is in treble clef with the same key signature and time signature, and it contains whole rests. The bottom system is also labeled 'Synth.' and contains a single bass clef staff with the same key signature and time signature, featuring a continuous eighth-note melody. The notation includes various accidentals and ties to indicate the specific notes and their durations.

136

Synth.

Synth.