

Ending

Composer: Kouhei Tanaka

Game: Kishin Douji Zenki 1 - Rettou Raiden (Japan)

pianogame.org

Automobile Brake Drums, Super Nintendo Entertainment System

Bass Synthesizer, Game: Kishin Douji Zenki 1 - Rettou Raiden (Japan)

Electric Guitar, Ending

$\text{♩} = 119$

2

Aut. Brk. Dr.

Synth.

El. Guit.

5

Aut. Brk. Dr.

Synth.

El. Guit.

9

Aut. Brk. Dr.

Synth.

El. Guit.

12

Aut. Brk. Dr.

Synth.

El. Guit.

15

Aut. Brk. Dr. 

Synth. 

El. Guit. 

18

Aut. Brk. Dr. 

Synth. 

El. Guit. 

20

Aut. Brk. Dr. 

Synth. 

El. Guit. 

23

Aut. Brk. Dr. 

Synth. 

El. Guit. 

26

Aut. Brk. Dr. 

Synth. 

El. Guit. 

29

Aut. Brk. Dr.

Synth.

El. Guit.

33

Aut. Brk. Dr.

Synth.

El. Guit.

36

Aut. Brk. Dr.

Synth.

El. Guit.

40

Aut. Brk. Dr.

Synth.

El. Guit.

43

Aut. Brk. Dr.

Synth.

El. Guit.

The musical score is organized into four systems, each corresponding to a measure number (29, 33, 36, 40) and a measure count (8, 8, 8, 8). Each system contains three staves: Aut. Brk. Dr. (Automatic Break Drum), Synth. (Synthesizer), and El. Guit. (Electric Guitar). The Aut. Brk. Dr. staff uses a double bar line and a 'z' symbol to indicate a break. The Synth. staff uses a bass clef and a key signature of one flat. The El. Guit. staff uses a treble clef and a key signature of one flat. The score includes various musical notations such as eighth notes, quarter notes, half notes, and rests, as well as dynamic markings like 'z' and 'f'.

46

Aut. Brk. Dr.

Synth.

El. Guit.

3

49

Aut. Brk. Dr.

Synth.

El. Guit.

52

Aut. Brk. Dr.

Synth.

El. Guit.

55

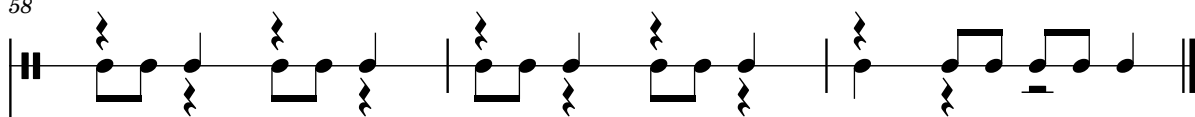
Aut. Brk. Dr.

Synth.

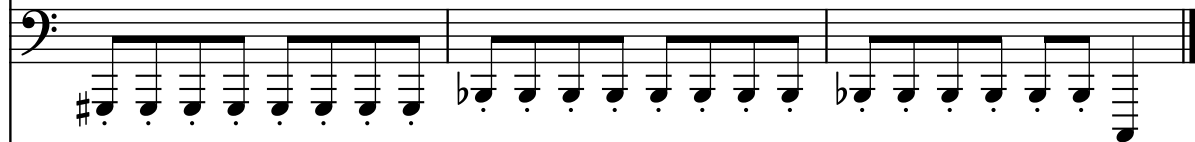
El. Guit.

58

Aut. Brk. Dr.



Synth.



El. Guit.

