(time in minute : second : tenth of second)

Mightmain battle:

* Play from 0
* Start loop at 0:6:13.5
* End loop at 1:18:13.5

Saltpitt battle:

* Play and loop from 0
* End loop at 0:1:12.0

Yamato battle:

* Play and loop from 0
* End loop at 1:31:16.05