

Castlevania I - Stage III

♩ = 180,000183

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

♩ = 180,000183

Skeletal Bass

Shawn Lewis, 1997.

sjlst17+@pitt.edu

"CSTLV1-3.MID" :

Please ONLY distribute

with CSTLV1-3.TXT.

www.pitt.edu/

3

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



5

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

7

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



9

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

11

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



13

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

14

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



15

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

16

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



17

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

19

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



21

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

23

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



25

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

27

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



29

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

31

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



33

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

35

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



38

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

41

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



43

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

46

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



49

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

51

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



53

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

55

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



57

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

59

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



61

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

63

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



65

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

67

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



69

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

72

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



75

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

77

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



80

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

83

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass



85

8-Bit Raven Percussion

16-Bit Bone Dragon Drums

Hunchback Harmony

Medusa Melody

Skeletal Bass

8-Bit Raven Percussion

Castlevania I - Stage III

♩ = 180,000183

The musical score consists of ten staves of music, each starting with a measure number (5, 9, 13, 17, 21, 25, 28, 31, 35) and a double bar line. The notation includes eighth and sixteenth notes, rests, and 'x' marks above notes, indicating specific rhythmic patterns. The time signature is 4/4. The score is written for a single melodic line, likely representing a drum or percussion part.

V.S.

8-Bit Raven Percussion

39

Musical staff for measures 39-42. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

43

Musical staff for measures 43-46. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

47

Musical staff for measures 47-50. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

51

Musical staff for measures 51-54. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

55

Musical staff for measures 55-58. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

59

Musical staff for measures 59-61. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

62

Musical staff for measures 62-64. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

65

Musical staff for measures 65-68. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

69

Musical staff for measures 69-72. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

73

Musical staff for measures 73-76. The staff contains a series of rhythmic patterns consisting of eighth and sixteenth notes, with 'x' marks above the notes indicating specific accents or effects.

8-Bit Raven Percussion

3

77

Musical notation for measures 77-80. Each measure consists of a guitar staff with a treble clef and a key signature of one flat. The notation includes a series of 'x' marks on the top staff, indicating fretted notes, and a series of eighth notes on the bottom staff, indicating a rhythmic pattern. The notes are: G4 (x), A4 (x), B4 (x), C5 (x) for the first measure; G4 (x), A4 (x), B4 (x), C5 (x) for the second measure; G4 (x), A4 (x), B4 (x), C5 (x) for the third measure; G4 (x), A4 (x), B4 (x), C5 (x) for the fourth measure.

81

Musical notation for measures 81-83. Each measure consists of a guitar staff with a treble clef and a key signature of one flat. The notation includes a series of 'x' marks on the top staff, indicating fretted notes, and a series of eighth notes on the bottom staff, indicating a rhythmic pattern. The notes are: G4 (x), A4 (x), B4 (x), C5 (x) for the first measure; G4 (x), A4 (x), B4 (x), C5 (x) for the second measure; G4 (x), A4 (x), B4 (x), C5 (x) for the third measure.

84

Musical notation for measures 84-86. Each measure consists of a guitar staff with a treble clef and a key signature of one flat. The notation includes a series of 'x' marks on the top staff, indicating fretted notes, and a series of eighth notes on the bottom staff, indicating a rhythmic pattern. The notes are: G4 (x), A4 (x), B4 (x), C5 (x) for the first measure; G4 (x), A4 (x), B4 (x), C5 (x) for the second measure; G4 (x), A4 (x), B4 (x), C5 (x) for the third measure.

16-Bit Bone Dragon Drums Castlevania I - Stage III

♩ = 180,000183

Staff 1: Drum notation in 4/4 time. The first measure contains ten 'x' marks representing cymbal hits. The rest of the staff shows a rhythmic pattern of eighth notes.

5

Staff 2: Drum notation starting at measure 5, continuing the eighth-note rhythmic pattern.

9

Staff 3: Drum notation starting at measure 9, continuing the eighth-note rhythmic pattern.

13

Staff 4: Drum notation starting at measure 13, continuing the eighth-note rhythmic pattern.

17

Staff 5: Drum notation starting at measure 17, continuing the eighth-note rhythmic pattern.

21

Staff 6: Drum notation starting at measure 21, continuing the eighth-note rhythmic pattern.

25

Staff 7: Drum notation starting at measure 25, continuing the eighth-note rhythmic pattern.

28

Staff 8: Drum notation starting at measure 28, continuing the eighth-note rhythmic pattern.

31

Staff 9: Drum notation starting at measure 31, continuing the eighth-note rhythmic pattern.

35

Staff 10: Drum notation starting at measure 35, continuing the eighth-note rhythmic pattern.

V.S.

39



43



47



51



55



59



62



65



69



73



16-Bit Bone Dragon Drums

77



81



84



Hunchback Harmony



47



53



57



61



65



69



75



80



Castlevania I - Stage III

Skeletal Bass

♩ = 180,000183

The musical score is written in 4/4 time and consists of ten staves of music. The tempo is marked as ♩ = 180,000183. The score begins with a rest in the first measure, followed by a series of sixteenth notes and rests. The melody is characterized by a complex, repetitive rhythmic pattern. The key signature is one flat (B-flat major/D minor). The score includes various musical notations such as beams, slurs, and accidentals (flats and sharps). The piece concludes with a final measure containing a rest.

V.S.

Skeletal Bass

The image displays a musical score for a piece titled "Skeletal Bass". The score is organized into ten systems, each beginning with a measure number: 36, 40, 44, 48, 52, 56, 60, 63, 66, and 70. Each system consists of a single staff of music. The notation is primarily composed of eighth-note patterns, often appearing as dense, continuous lines of notes. There are several instances of accidentals, including flats (b) and a sharp (#). Some measures feature rests or specific rhythmic markings, such as a "7" above a note in measure 60. The overall style is minimalist and rhythmic, characteristic of a "skeletal" bass line.

74

Musical notation for measures 74-77. The notation is written on a single staff with a treble clef. It consists of four measures of music, each containing a series of eighth notes. The notes are mostly on the lower half of the staff, with some accidentals (sharps and naturals) appearing in the second and fourth measures.

78

Musical notation for measures 78-81. The notation is written on a single staff with a treble clef. It consists of four measures of music, each containing a series of eighth notes. The notes are mostly on the lower half of the staff, with some accidentals (flats) appearing in the third and fourth measures.

82

Musical notation for measures 82-85. The notation is written on a single staff with a treble clef. It consists of four measures of music, each containing a series of eighth notes. The notes are mostly on the lower half of the staff, with some accidentals (sharps and naturals) appearing in the fourth measure.

Shawn Lewis, 1997.

Castlevania I - Stage III

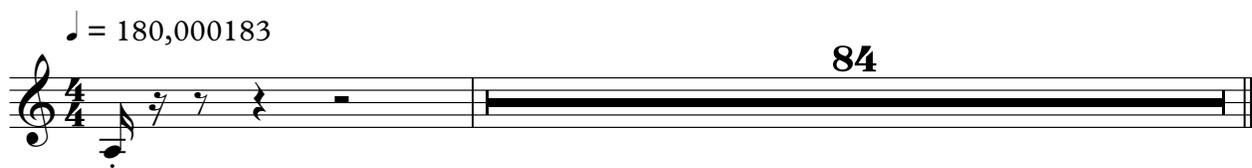
♩ = 180,000183

84



♩ = 180,000183

84



"CSTLV1-3.MID" :

Castlevania I - Stage III

♩ = 180,000183

84



Please ONLY distribute

Castlevania I - Stage III

♩ = 180,000183

84



with CSTLV1-3.TXT.

Castlevania I - Stage III

♩ = 180,000183

84



♩ = 180,000183

84

