

# Castlevania II - Day Time III

♩ = 113,000099

Flute

Gears Stage From  
the SNES Game

Drums

Gears Stage From  
the SNES Game

Drums

Originally appeared on  
by KONAMI

Cb.

Drums

Originally appeared on  
by KONAMI

Cb.

10

Drums

Originally appeared on

by KONAMI

Cb.



12

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

by KONAMI

the SNES Game

Cb.



14

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

the SNES Game

16

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

by KONAMI

the SNES Game

Cb.



18

Drums

Originally appeared on

by KONAMI

Cb.



20

Fl.

Drums

Originally appeared on

by KONAMI

Cb.

22

Fl.

Drums

Originally appeared on

by KONAMI

Cb.



24

Fl.

Timp.

Drums

Taiko

Originally appeared on

"Simon's Quest"

CastleVania IV

by KONAMI

the SNES Game

Cb.

26

Timp.

Drums

Taiko

"Simon's Quest"

CastleVania IV

by KONAMI

the SNES Game

Cb.

The musical score is arranged in a system with seven staves. The top staff is for Timp., followed by Drums, Taiko, "Simon's Quest" (melody), CastleVania IV (melody), by KONAMI (bass line), the SNES Game (bass line), and Cb. (bass line). The score is divided into two measures. The first measure contains a complex rhythmic pattern for Timp. and Drums, with a triplet of eighth notes in the Timp. part. The second measure continues the pattern. The Taiko part features a dense, multi-layered rhythmic texture. The melody parts for "Simon's Quest", CastleVania IV, and Cb. are in a 4/4 time signature, with the Cb. part providing a simple harmonic accompaniment. The by KONAMI part is a bass line with a few notes. The the SNES Game part is a bass line with a few notes.

28 39

Timp.

Drums

Taiko

Gears Stage From

"Simon's Quest"

CastleVania IV

by KONAMI

the SNES Game

Cb.



31

Drums

Originally appeared on

Gears Stage From

by KONAMI

the SNES Game

Cb.

33

Drums

Originally appeared on

by KONAMI

Cb.



35

Drums

Originally appeared on

by KONAMI

Cb.



37

Drums

Originally appeared on

by KONAMI

Cb.

39

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

by KONAMI

the SNES Game

Cb.



41

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

the SNES Game



43

Drums

Originally appeared on

Gears Stage From

"Simon's Quest"

by KONAMI

the SNES Game

Cb.



45

Drums

Originally appeared on

by KONAMI

Cb.



47

Fl.

Drums

Originally appeared on

by KONAMI

Cb.

49

Fl.

Drums

Originally appeared on

by KONAMI

Cb.



51

Fl.

Timp.

Drums

Taiko

Originally appeared on

"Simon's Quest"

CastleVania IV

by KONAMI

the SNES Game

Cb.

53

Timp.

Drums

Taiko

"Simon's Quest"

CastleVania IV

by KONAMI

the SNES Game

Cb.

The musical score is arranged in a system with seven staves. The top staff is for Timp., followed by Drums, Taiko, "Simon's Quest" (melody), CastleVania IV (melody), by KONAMI (bass line), the SNES Game (bass line), and Cb. (bass line). The score is divided into two measures. The first measure contains a complex rhythmic pattern for Timp. and Drums, with a triplet of eighth notes in the Timp. part. The second measure continues the pattern. The Taiko part features a dense, rhythmic pattern of eighth notes. The melody parts for "Simon's Quest", CastleVania IV, and Cb. are in a 4/4 time signature and feature a consistent rhythmic motif. The by KONAMI part is a simple bass line with a few notes.



Flute

Castlevania II - Day Time III

♩ = 113,000099

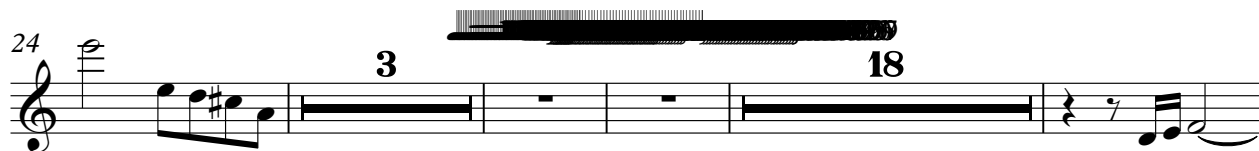
20



24

3

18



49

3

99



Timpani

Castlevania II - Day Time III

♩ = 113,000099

24

24

26

26

28

28

22

52

52

54

54

609

# Castlevania II - Day Time III

## Drums

♩ = 113,000099

3

7

10

13

16

19

22

25

27

31

Musical staff for measure 31. It begins with a double bar line, a whole rest, and a slash. The first eighth note is followed by a triplet of eighth notes. The rest of the measure consists of eighth notes.

34

Musical staff for measure 34. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

37

Musical staff for measure 37. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

40

Musical staff for measure 40. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

43

Musical staff for measure 43. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

46

Musical staff for measure 46. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

49

Musical staff for measure 49. It consists of eighth notes throughout, with a triplet of eighth notes in the final eighth of the measure.

52

Musical staff for measure 52. It features a whole rest, followed by a triplet of eighth notes, another whole rest, a triplet of eighth notes, and a final whole rest.

54

Musical staff for measure 54. It features a whole rest, followed by a triplet of eighth notes, another whole rest, a triplet of eighth notes, and a final whole rest. A large blacked-out area is present above the staff, and the number '00099' is visible to the right.



♩ = 113,000099

23

26

28

21

52

54

Castlevania II - Day Time III

Originally appeared on

♩ = 113,000099

4

8

11

14

17

20

23

25

3

2

2

Originally appeared on

32



35



38



41



44



47



50



9

3



"Simon's Quest"

Castlevania II - Day Time III

♩ = 113,000099

12

15

8

25

28

10

41

44

8

54

109

♩ = 113,000099

24



27



22



52



54



109



by KONAMI

Castlevania II - Day Time III

♩ = 113,000099

4

8

3

4

12

19

3

23

28

2

34

3

37

4





♩ = 113,000099

13

26

♩ = 93,999985 ♩ = 96,000000  
 ♩ = 94,999992 ♩ = 98,999985  
 ♩ = 93,000038 ♩ = 96,000050 ♩ = 122,999969  
 ♩ = 80,000000 ♩ = 112,999992  
 ♩ = 78,999979  
 ♩ = 75,999969 ♩ = 106,999939  
 ♩ = 80,999969 ♩ = 105,999954  
 ♩ = 77,999977

32

52

♩ = 91,999985  
 ♩ = 93,000038 ♩ = 72,999985  
 ♩ = 89,999953  
 ♩ = 82,999933  
 ♩ = 85,000026  
 ♩ = 83,999969  
 ♩ = 90,999954  
 ♩ = 89,000038

# Castlevania II - Day Time III

Contrabass

♩ = 113,000099

4

8

12

19

23

28

34

38

4

Detailed description: This musical score is for a Contrabass part in 4/4 time. It consists of nine staves of music. The tempo is marked as ♩ = 113,000099. The score includes various rhythmic patterns, including eighth and sixteenth notes, often beamed together. There are several triplet markings (indicated by a '3' in a bracket) and a double bar line with a '4' above it, likely indicating a four-measure rest. The key signature has one sharp (F#). The staves are numbered 4, 8, 12, 19, 23, 28, 34, and 38, indicating measure numbers. The final staff ends with a four-measure rest.

2

44

Contrabass

Musical notation for measures 44-47 of a Contrabass part. The notation is on a bass clef staff and features a series of sixteenth-note runs with slurs and accents, ending with a sharp sign.

48

Musical notation for measures 48-50 of a Contrabass part. The notation is on a bass clef staff and includes a triplet of eighth notes and a triplet of sixteenth notes.

51

Musical notation for measure 51 of a Contrabass part. The notation is on a bass clef staff and includes a triplet of eighth notes and a triplet of sixteenth notes.

000099