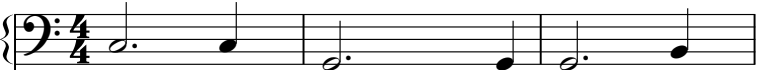


Castlevania II - Ending Music

♩ = 109,999908

"Castlevania II: Simon's Quest"




♩ = 109,999908

Ending Song from



4

"Castlevania II: Simon's Quest"



Ending Song from

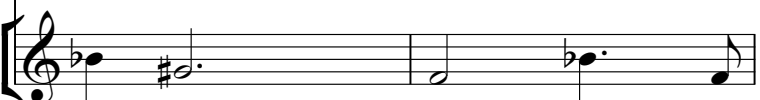


6

"Castlevania II: Simon's Quest"



Ending Song from




8

"Castlevania II: Simon's Quest"



Ending Song from



10

"CastleVania II: Simon's Quest"

Ending Song from

12

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

15

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

17

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

19

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

21

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

23

by Konami

"CastleVania II: Simon's Quest"

Ending Song from

24

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from
the NES game

26

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from
the NES game

28

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

the NES game

Musical score for measures 28-29. It consists of four staves: a vocal line in treble clef, a drum line, a bass line in bass clef, and a piano accompaniment in grand staff (treble and bass clefs). The vocal line contains the lyrics "What a horrible night to have a curse!". The piano accompaniment features a melody in the right hand and a bass line in the left hand.

30

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

the NES game

Musical score for measures 30-31. It consists of four staves: a vocal line in treble clef, a drum line, a bass line in bass clef, and a piano accompaniment in grand staff (treble and bass clefs). The vocal line contains the lyrics "What a horrible night to have a curse!". The piano accompaniment features a melody in the right hand and a bass line in the left hand.

32

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from
the NES game

34

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from
the NES game

36

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

38

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

40

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

42

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

44

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

46

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

48

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

50

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

52

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

53

by Konami

"What a horrible night to have a curse!"

"CastleVania II: Simon's Quest"

Ending Song from

Vla.

the NES game

by Konami

Castlevania II - Ending Music

♩ = 109,999908

12

18

24

29

35

40

46

50

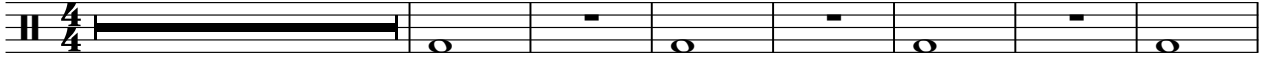
Detailed description: This image shows a musical score for the ending music of Castlevania II. The score is written in a single treble clef staff with a 4/4 time signature. It begins with a tempo marking of ♩ = 109,999908. The first measure is marked with a large '12'. The music consists of a series of notes and rests, with some measures containing complex rhythmic patterns and accidentals. The score is divided into measures 12, 18, 24, 29, 35, 40, 46, and 50. The final measure (50) ends with a double bar line and a repeat sign.

Castlevania II - Ending Music

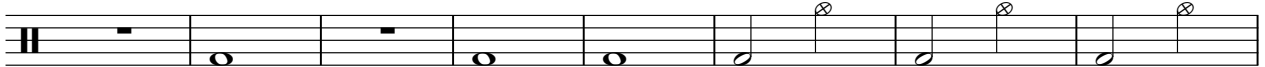
"What a horrible night to have a curse!"

♩ = 109,999908

24



32



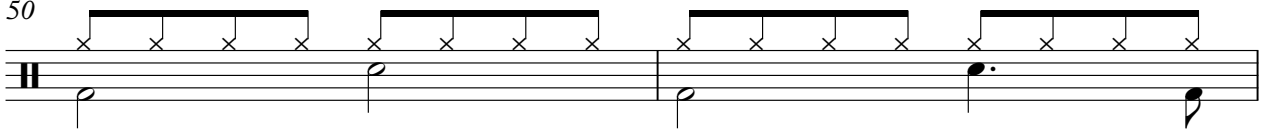
40



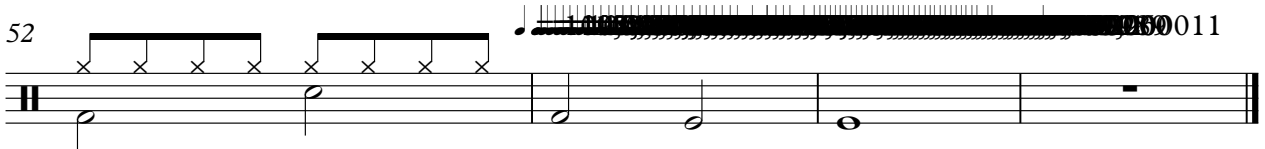
45



50

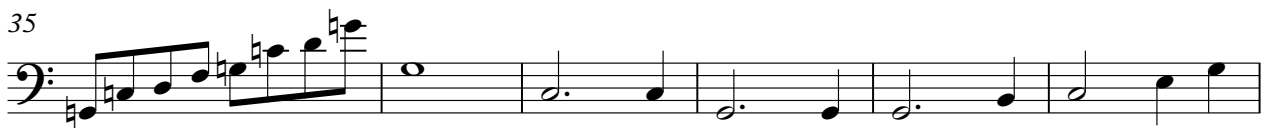


52



"CastleVania II: Simon's Quest" Castlevania II - Ending Music

♩ = 109,999908



V.S.

2

"CastleVania II: Simon's Quest"

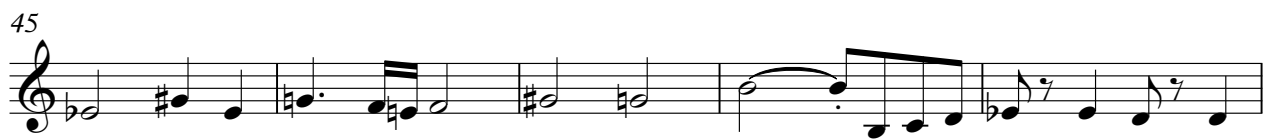
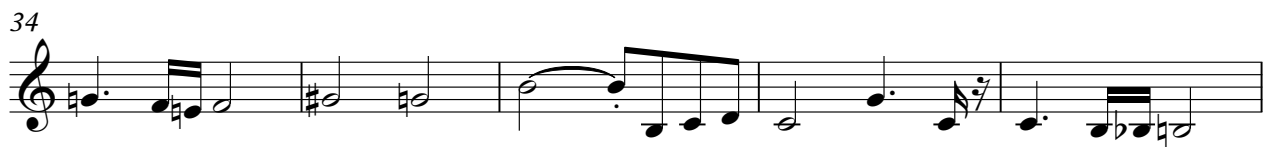
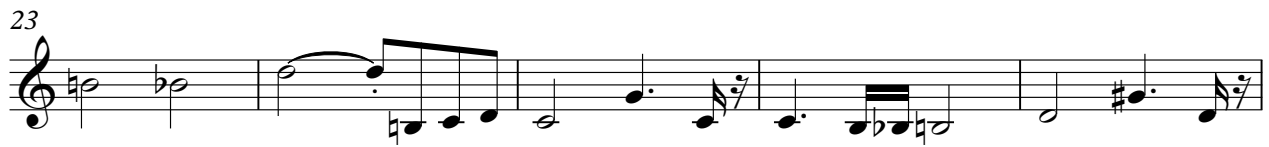
49

A musical score for a bass instrument. The notation is on a single staff with a bass clef. It consists of eight measures. The first six measures contain quarter notes with the following pitches: G2, F2, E2, D2, C2, and B1. The seventh measure contains a half note G2 with a slur above it. The eighth measure contains a whole note G2 with a slur above it. Above the staff, there is a thick black horizontal bar with a comb-like texture on its left side, extending across the last two measures. The number '49' is written in the top right corner of the page.

Castlevania II - Ending Music

Ending Song from

♩ = 109,999908



Viola

Castlevania II - Ending Music

♩ = 109,999908

36

Measures 36-42: A musical staff in 3/4 time. Measure 36 contains a whole rest. Measures 37-42 contain a melodic line starting with a half note followed by a quarter note, then a half note, and ending with a quarter note.

43

Measures 43-49: A musical staff in 3/4 time containing a continuous melodic line of eighth and quarter notes.

50

369

Measures 50-55: A musical staff in 3/4 time containing a melodic line that ends with a whole note in measure 55.

the NES game

Castlevania II - Ending Music

♩ = 109,999908

23



28



33



38



43



48



51

