

Castlevania II - Ending Music II

♩ = 109,000145

Ending Song from
"CastleVania II: Simon's Quest"

4
Ending Song from
"CastleVania II: Simon's Quest"

6
Ending Song from
"CastleVania II: Simon's Quest"

8
Ending Song from
"CastleVania II: Simon's Quest"

10
Ending Song from
"CastleVania II: Simon's Quest"

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

12

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

15

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

17

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

19

21

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

23

Ending Song from
"CastleVania II: Simon's Quest"
by Konami

24

"What a horrible night to have a curse!"
Ending Song from
the NES game
"CastleVania II: Simon's Quest"
by Konami

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Musical score for page 26, measures 26-27. The score consists of five staves. The top staff is a grand staff with a treble clef and a key signature of one sharp (F#), containing a whole rest followed by a whole note G4. The second staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The third staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The fourth staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The fifth staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4.

"What a horrible night to have a curse!"

Ending Song from

the NES game

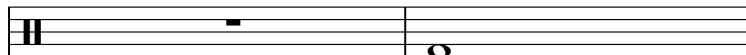
"CastleVania II: Simon's Quest"

by Konami

Musical score for page 28, measures 28-29. The score consists of five staves. The top staff is a grand staff with a treble clef and a key signature of one sharp (F#), containing a whole rest followed by a whole note G4. The second staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The third staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The fourth staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4. The fifth staff is a treble clef staff with a key signature of one sharp, containing a melody: quarter note G4, eighth notes A4-B4, quarter note C5, quarter note D5, quarter note E5, quarter note F#5, quarter note G5, quarter note F#5, quarter note E5, quarter note D5, quarter note C5, quarter note B4, quarter note A4, quarter note G4.

30

"What a horrible night to have a curse!"



Ending Song from



the NES game



"CastleVania II: Simon's Quest"

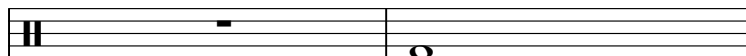


by Konami



32

"What a horrible night to have a curse!"



Ending Song from



the NES game



"CastleVania II: Simon's Quest"



by Konami



"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Musical score for page 34, measures 34-35. It features a drum line at the top, followed by four staves of music. The first staff is a vocal line with a whole note. The second and third staves are treble clef staves with various notes and rests. The fourth staff is a bass clef staff with a complex melodic line and a large slur.

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Solo

Musical score for page 36, measures 36-37. It features a drum line at the top, followed by five staves of music. The first staff is a vocal line with a whole note and a circled X. The second and third staves are treble clef staves with various notes and rests. The fourth staff is a treble clef staff with a complex melodic line. The fifth staff is a treble clef staff with a simple melodic line.

38

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Solo

Musical score for measures 38-39. It consists of five staves. The top staff is a drum set part with two snare notes marked with an 'X' in a circle. The second staff is a treble clef melody. The third staff is a treble clef accompaniment. The fourth staff is a treble clef accompaniment. The fifth staff is a bass clef solo part.

40

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Solo

Musical score for measures 40-41. It consists of five staves. The top staff is a drum set part with two snare notes marked with an 'X' in a circle. The second staff is a treble clef melody. The third staff is a treble clef accompaniment. The fourth staff is a treble clef accompaniment. The fifth staff is a bass clef solo part.

46

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Solo

48

"What a horrible night to have a curse!"

Ending Song from

the NES game

"CastleVania II: Simon's Quest"

by Konami

Solo

50

"What a horrible night to have a curse!"

Ending Song from
the NES game
"CastleVania II: Simon's Quest"
by Konami

Solo

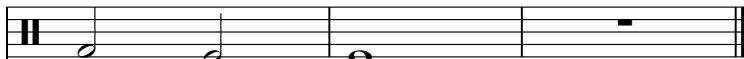
52

"What a horrible night to have a curse!"

Ending Song from
the NES game
"CastleVania II: Simon's Quest"
by Konami

Solo

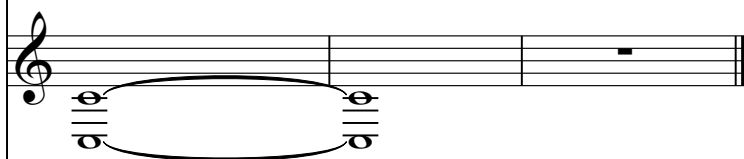
"What a horrible night to have a curse!"



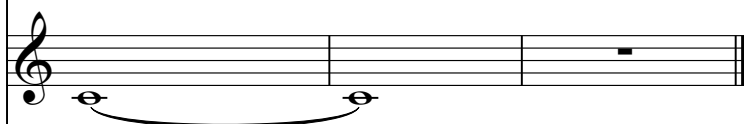
Ending Song from



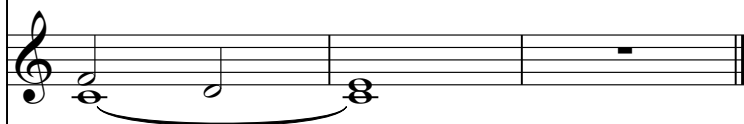
the NES game



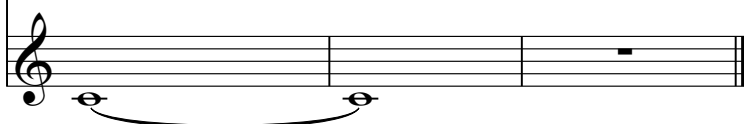
"CastleVania II: Simon's Quest"



by Konami



Solo

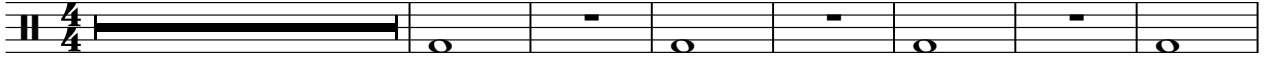


Castlevania II - Ending Music II

"What a horrible night to have a curse!"

♩ = 109,000145

24



32



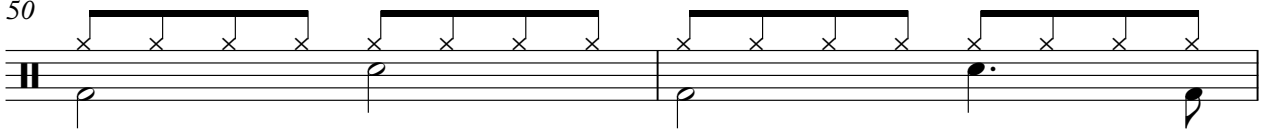
40



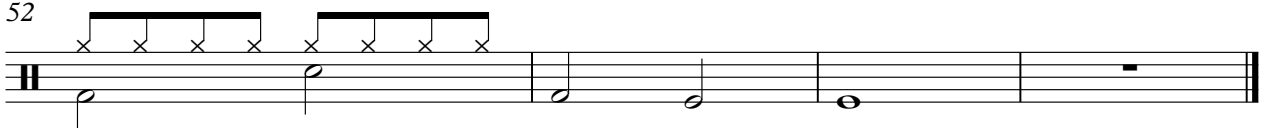
45



50



52



the NES game

Castlevania II - Ending Music II

♩ = 109,000145

23

28

33

38

43

48

51

Detailed description: This image shows a musical score for the ending music of Castlevania II. The score is written in 4/4 time and consists of seven staves of music. The tempo is marked as ♩ = 109,000145. The key signature is one sharp (F#), and the time signature is 4/4. The score begins at measure 23 and ends at measure 51. The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The melody is primarily in the treble clef, with some bass clef notes in the lower staves. The score is divided into measures by bar lines, and measure numbers are indicated at the beginning of each staff.

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

♩ = 109,000145

7

11

17

21

25

31

35

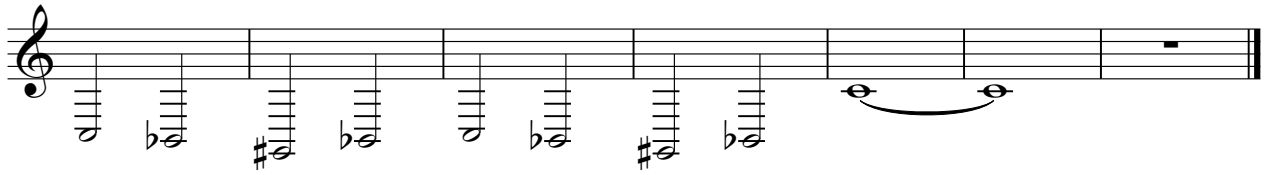
41

45

V.S.

"CastleVania II: Simon's Quest"

49



by Konami

Castlevania II - Ending Music II

♩ = 109,000145

12

17

23

28

34

39

45

50

Detailed description: This image shows a musical score for the ending music of Castlevania II. The score is written in a single staff in 4/4 time. It begins with a tempo marking of 109,000145. The first measure (measure 12) is a whole rest. The music then proceeds through measures 17, 23, 28, 34, 39, 45, and 50. The key signature is one flat (B-flat). The score includes various rhythmic values such as quarter notes, eighth notes, and sixteenth notes, along with rests and accidentals. The piece concludes with a final chord in measure 50.

Solo

Castlevania II - Ending Music II

♩ = 109,000145

36

Musical notation for measures 36-41. Measure 36 is a whole rest. Measures 37-40 contain quarter notes: Bb, G, F, E. Measure 41 contains a quarter note D, a quarter rest, and a quarter note E.

42

Musical notation for measures 42-48. Measures 42-43: quarter notes G, F. Measure 44: quarter note E. Measure 45: quarter notes D, C. Measure 46: quarter notes Bb, A. Measure 47: quarter notes G, F. Measure 48: quarter note E.

49

Musical notation for measures 49-54. Measures 49-50: quarter notes G, F. Measure 51: quarter note E. Measure 52: quarter notes D, C. Measure 53: quarter notes Bb, A. Measure 54: quarter notes G, F. Measure 55: quarter note E.