

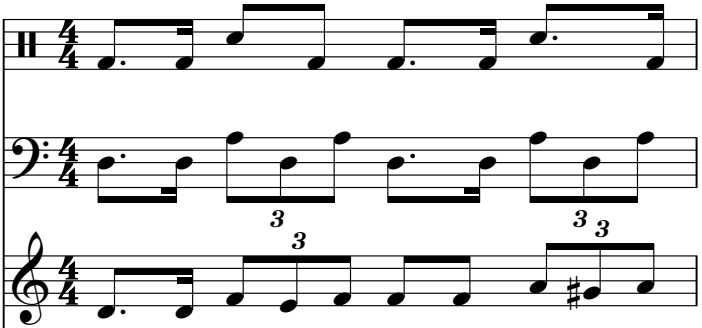
# Castlevania II - Inside the Mansions

♩ = 160,000000

"What a Horrible Night To Have A Curse!"

Inside Dracula's Mansions


From the NES Game



♩ = 160,000000

"CastleVania II: Simon's Quest"

by KONAMI



2


"What a Horrible Night To Have A Curse!"

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3


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Musical score for page 7, measures 7-8. The score consists of four staves. The top staff is a grand staff (treble and bass clefs). The second staff is a bass clef staff. The third staff is a treble clef staff. The bottom staff is another grand staff. The music includes various notes, rests, and articulations such as triplets and sixteenth notes.

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Musical score for page 8, measures 8-9. The score consists of four staves. The top staff is a grand staff (treble and bass clefs). The second staff is a bass clef staff. The third staff is a treble clef staff. The bottom staff is another grand staff. The music includes various notes, rests, and articulations such as triplets and sixteenth notes.

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Musical score for measure 13, featuring five staves. The top staff is a grand staff with a treble clef and a key signature of one flat. The second staff is a bass clef staff with a key signature of one flat. The third staff is a treble clef staff with a key signature of one flat. The fourth staff is a bass clef staff with a key signature of one flat. The fifth staff is a bass clef staff with a key signature of one flat. The score includes various musical notations such as notes, rests, and triplets (indicated by the number '3').

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Musical score for measure 14, featuring five staves. The top staff is a grand staff with a treble clef and a key signature of one flat. The second staff is a bass clef staff with a key signature of one flat. The third staff is a treble clef staff with a key signature of one flat. The fourth staff is a bass clef staff with a key signature of one flat. The fifth staff is a bass clef staff with a key signature of one flat. The score includes various musical notations such as notes, rests, and triplets (indicated by the number '3').

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18

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21

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by KONAMI

Musical score for page 21, measures 21-24. It consists of four staves. The first staff is a drum set part with a simple rhythmic pattern. The second staff is a bass line in B-flat major. The third staff is a treble line in B-flat major, featuring two triplet markings. The fourth staff is a grand staff (bass and treble clefs) with a long, sustained chord in the bass clef.

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Musical score for page 22, measures 25-28. It consists of four staves. The first staff is a drum set part with a simple rhythmic pattern. The second staff is a bass line in B-flat major. The third staff is a treble line in B-flat major, featuring a triplet marking. The fourth staff is a grand staff (bass and treble clefs) with a triplet marking in the bass clef.

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Musical score for measures 29-30. It consists of four staves: a grand staff (treble and bass clefs), a bass clef staff, a treble clef staff, and another grand staff (treble and bass clefs). The first grand staff has a treble clef and a key signature of one flat. The second staff is a bass clef staff. The third staff is a treble clef staff. The fourth grand staff has a bass clef. The music includes various notes, rests, and articulations such as triplets (marked '3') and sixteenth notes (marked '6').

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Musical score for measures 30-31. It consists of four staves: a grand staff (treble and bass clefs), a bass clef staff, a treble clef staff, and another grand staff (treble and bass clefs). The first grand staff has a treble clef and a key signature of one flat. The second staff is a bass clef staff. The third staff is a treble clef staff. The fourth grand staff has a bass clef. The music includes various notes, rests, and articulations such as triplets (marked '3') and sixteenth notes (marked '6').

"What a Horrible Night To Have A Curse!"

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"What a Horrible Night To Have A Curse!"

Inside Dracula's Mansions

From the NES Game

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by KONAMI

Castlevania II - Inside the Mansions  
"What a Horrible Night To Have A Curse!"

♩ = 160,000000

5

9

13

17

21

25

29

33

35

# Castlevania II - Inside the Mansions

## Inside Dracula's Mansions

♩ = 160,000000

The musical score is written in bass clef with a 4/4 time signature. It consists of ten staves of music, each starting with a measure number (5, 8, 11, 14, 17, 20, 24, 27, 30). The notation includes various rhythmic patterns, including triplets and sextuplets, and uses accidentals (sharps and flats) to indicate pitch. The score is a single melodic line for a bass instrument.

V.S.

# Inside Dracula's Mansions

33

Musical notation for measures 33 and 34, starting with a bass clef. Measure 33 contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 34 contains a sequence of eighth notes: G3, A3, B3, C4, D4, E4, F4, G4, ending with a fermata.

35

Musical notation for measures 35 and 36, starting with a bass clef. Measure 35 contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3, with a slur and '3' indicating a triplet of G3, A3, B3. Measure 36 contains a sequence of eighth notes: C3, D3, E3, F3, G3, A3, B3, C4, with a slur and '3' indicating a triplet of G3, A3, B3, followed by a final eighth note G4 and a fermata.

# Castlevania II - Inside the Mansions

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♩ = 160,000000

The musical score is written in 4/4 time and consists of ten staves of music. The tempo is marked as ♩ = 160,000000. The key signature has one sharp (F#). The score includes various rhythmic patterns, including triplets and sextuplets, and rests. The staves are numbered 1, 5, 8, 12, 16, 19, 22, 25, 29, and 33. The music is primarily in the treble clef, with some bass clef notes in the lower staves.

V.S.

2

From the NES Game

35

Musical notation for a single staff, starting at measure 35. The key signature has one flat (B-flat). The melody consists of eighth and quarter notes. There are three triplet markings: the first triplet is over the first three notes of the first measure; the second triplet is over the first three notes of the second measure; the third triplet is over the first three notes of the third measure. The piece ends with a double bar line.

"CastleVania II: Simon's Quest" Castlevania II - Inside the Mansions

♩ = 160,000000

The musical score is written in bass clef with a 4/4 time signature. It consists of ten staves of music, each starting with a measure number (4, 7, 11, 15, 18, 21, 24, 28, 32). The notation includes various rhythmic values, accidentals, and articulation marks. Fingerings are indicated by numbers 1-5. Trills are marked with '3' and slurs. Slurs are used to group notes across measures. The score is a single melodic line.

V.S.



2

"CastleVania II: Simon's Quest"

35



by KONAMI

# Castlevania II - Inside the Mansions

♩ = 160,000000

The first system of music is written in bass clef with a 4/4 time signature. It consists of six measures. The first two measures feature a melodic line with a slur over two notes, while the lower staff provides a harmonic accompaniment. The third measure has a single note in the upper staff and a pair of notes in the lower staff. The fourth measure continues the melodic line with a slur. The fifth and sixth measures return to the two-note melodic pattern with accompaniment.

10

The second system begins at measure 10. It features a melodic line with a slur over two notes in the upper staff and accompaniment in the lower staff. The final two measures of this system consist of a single note in the upper staff and a pair of notes in the lower staff.

18

The third system begins at measure 18. It starts with a melodic line in the upper staff and accompaniment in the lower staff. The first measure includes a triplet of eighth notes in the lower staff. The system concludes with a melodic line in the upper staff and accompaniment in the lower staff.

26

The fourth system begins at measure 26. It consists of four measures, each featuring a melodic line with a slur over two notes in the upper staff and accompaniment in the lower staff.

33

The fifth system begins at measure 33. It consists of eight measures. The first seven measures feature a melodic line in the upper staff and accompaniment in the lower staff. The final measure of the system contains a single note in the upper staff and a pair of notes in the lower staff.