

Castlevania II - Inside the Towns

$\text{♩} = 100,000000$

"What A Horrible Night To Have A Curse"

Town Tune

$\text{♩} = 100,000000$

CastleVania II: Simon's Quest"

From the NES Game

2

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest"

From the NES Game

3

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest"

From the NES Game

4

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest"

From the NES Game

5

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

6

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest

From the NES Game

by KONAMI

This musical score for measure 6 consists of five staves. The top staff is a guitar part with a treble clef and a key signature of one sharp (F#), containing a sequence of eighth notes with 'x' marks above them. The second staff is a bass line in bass clef. The third and fourth staves are piano accompaniment in treble and bass clefs, respectively, with a key signature of one flat (Bb). The fifth staff is a piano accompaniment in treble clef with a key signature of one sharp (F#).

7

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest

From the NES Game

This musical score for measure 7 consists of five staves. The top staff is a guitar part with a treble clef and a key signature of one sharp (F#), containing a sequence of eighth notes with 'x' marks above them. The second staff is a bass line in bass clef. The third staff is an orchestral hit in treble clef with a key signature of one sharp (F#). The fourth and fifth staves are piano accompaniment in treble and bass clefs, respectively, with a key signature of one flat (Bb).

8

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

9

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

10

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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11

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

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"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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14

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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15

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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16

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

17

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

18

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest

From the NES Game

by KONAMI

This musical score for measure 18 consists of five staves. The top staff is a guitar part with a treble clef and a key signature of one sharp (F#), containing a sequence of eighth notes with 'x' marks above them. The second staff is a bass line in bass clef with a key signature of one flat (Bb), featuring a mix of quarter and eighth notes. The third and fourth staves are piano accompaniment in treble and bass clefs respectively, with a key signature of one flat (Bb), showing chords and melodic lines. The fifth staff is a piano accompaniment in treble clef with a key signature of one flat (Bb), featuring a rhythmic pattern of eighth notes.

19

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest

From the NES Game

This musical score for measure 19 consists of five staves. The top staff is a guitar part with a treble clef and a key signature of one sharp (F#), containing a sequence of eighth notes with 'x' marks above them. The second staff is a bass line in bass clef with a key signature of one flat (Bb), featuring a mix of quarter and eighth notes. The third staff is an orchestral hit in treble clef with a key signature of one flat (Bb), featuring a rhythmic pattern of eighth notes. The fourth and fifth staves are piano accompaniment in treble and bass clefs respectively, with a key signature of one flat (Bb), showing chords and melodic lines.

20

"What A Horrible Night To Have A Curse"

Town Tune

CastleVania II: Simon's Quest"

From the NES Game

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21

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

22

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

23

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

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26

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

27

"What A Horrible Night To Have A Curse"

Town Tune

Orch. Hit

CastleVania II: Simon's Quest"

From the NES Game

by KONAMI

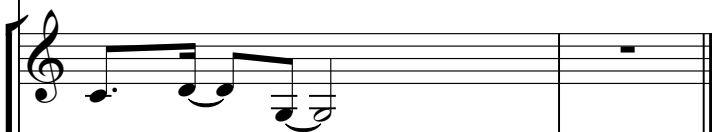
"What A Horrible Night To Have A Curse"



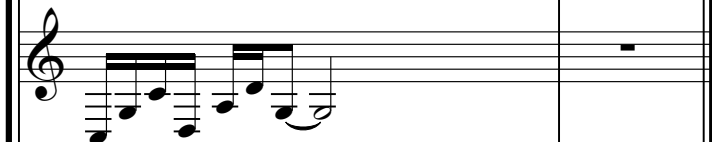
Town Tune



Orch. Hit



CastleVania II: Simon's Quest"



From the NES Game

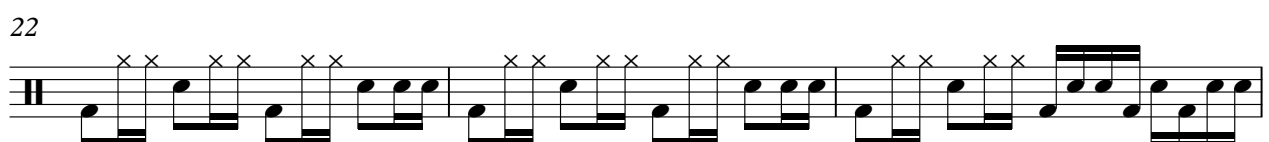
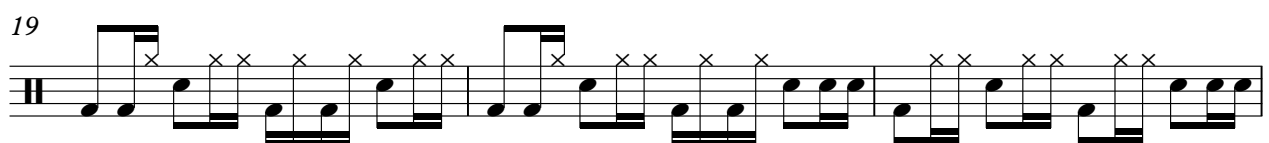
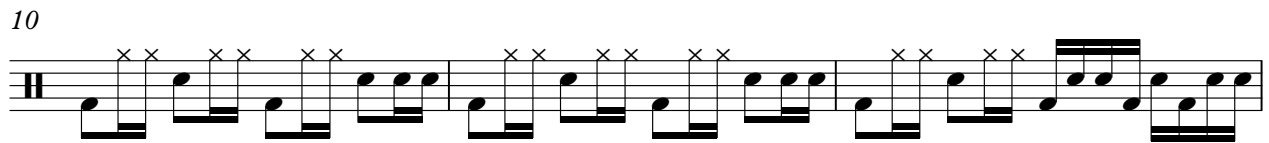
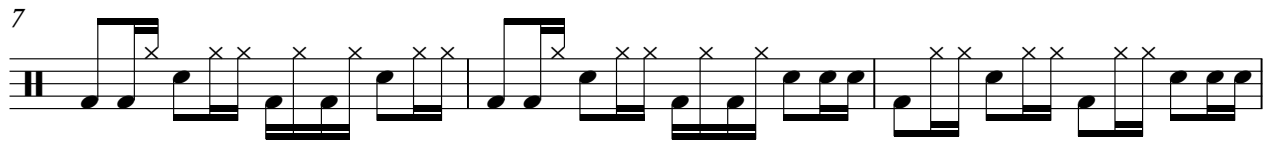
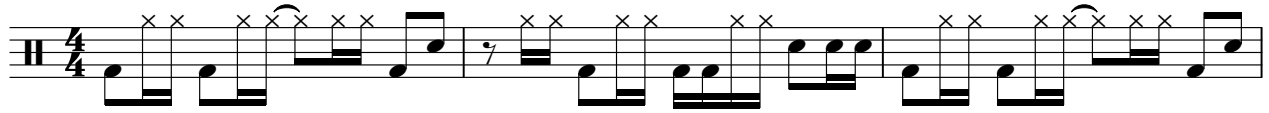


by KONAMI



Castlevania II - Inside the Towns
"What A Horrible Night To Have A Curse"

♩ = 100,000000



Castlevania II - Inside the Towns

Town Tune

♩ = 100,000000

1

4

7

10

14

17

20

23

26

Orchestra Hit

Castlevania II - Inside the Towns

♩ = 100,000000

4

9

14

19

24

27

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

♩ = 100,000000



♩ = 100,000000



by KONAMI

Castlevania II - Inside the Towns

♩ = 100,000000

5

9

13

15

18

21

25

27