

# Castlevania IV - Stage I (Variation)

1.9"  
2.1,00  
1

♩ = 126,999985

translated to midi

Percussion

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones



translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

5

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

TAB for Simon's Theme:  
 T: 0 1 1 3 3 3  
 A: 1 3 3 6 6  
 B: 1 1 1 1 1 1 0 1 1 1 1  
 3 3 3 3 3 3 1 3 3 3 3

TAB for from KONAMI's Castlevania IV:  
 T: 1 3 3 6 6  
 A: ? ? ? ? ?  
 B: 3 3 3 3 3 3 1 3 3 3 3  
 ? ? ? ? ? ? ? ? ? ?



7

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

TAB for Simon's Theme:  
 T: 0 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1  
 A: 1 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3  
 B: 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1  
 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

TAB for from KONAMI's Castlevania IV:  
 T: 1 3 3 3 3 1 3 3 3 3  
 A: ? ? ? ? ? ? ? ? ? ?  
 B: 3 3 3 3 3 3 1 3 3 3 3  
 ? ? ? ? ? ? ? ? ? ?

9

Perc.

Simon's Theme  
T A B 3 3 3 3 3 3 3 5 1 1

from KONAMI's Castlevania IV  
T A B 3 3 3 3 3 3 3 5 1 1  
? ? ? ? 3 ? ? ? ?

Comments Welcome at

Perc. Organ

for the SNES

from the Konami Kukeica Club



11

Perc.

Simon's Theme  
T A B 3 3 3 3 3 1 3 3 1 0 0 1 1

from KONAMI's Castlevania IV  
T A B 3 3 3 3 3 1 3 3 6 1 0 0 1 1  
3 3 3 3 3 1 3 3 6 1 5 5 1 1

Comments Welcome at

Perc. Organ

for the SNES

13

Perc.

Simon's Theme  
T A B 3 3 3 3 3 3 0 0 3 5 1 1

from KONAMI's Castlevania IV  
T A B 3 3 3 3 3 3 0 0 3 3 3 5 5 3 5 1 1 ? ? ? ?

Comments Welcome at

Perc. Organ

for the SNES



15

Perc.

Simon's Theme  
T A B 3 3 3 3 3 1 3 3 1 1 1 1 1 0 0

from KONAMI's Castlevania IV  
T A B 3 3 3 3 3 1 3 3 6 1 1 6 6 1 0 0 3 3 3 3 3 1 3 3 6 1 1 6 6 1 5 5

Comments Welcome at

Perc. Organ

for the SNES

32.3"  
18.1,00  
3

17

Perc.

Simon's Theme  
T A B 3 3 0 0 0 0 3 3 1 1 0 0 4 0 0

from KONAMI's Castlevania IV  
T A B 3 3 0 0 3 3 1 1 6 6 5 5 4 5 5

Comments Welcome at

Perc. Organ

for the SNES

from the Konami Kukeica Club



19

Perc.

Simon's Theme  
T A B 4 0 0 1 4 0 0 3 3 1 1 0 0 4 0 0

from KONAMI's Castlevania IV  
T A B 4 5 5 6 2 3 3 1 1 6 6 5 5 4 5 5

Comments Welcome at

from the Konami Kukeica Club

21

Perc.

Simon's Theme  
T A B 2 3

from KONAMI's Castlevania IV  
T A B 2 3

Comments Welcome at

from the Konami Kukeica Club

22

Perc.

Simon's Theme  
T 0 0 3 3 1 1 0 0 4 0 0 4 0 0 1 4  
A B

from KONAMI's Castlevania IV  
T A B 3 3 1 1 6 6 5 5 4 5 5 4 5 5 6 2

Comments Welcome at

from the Konami Kukeica Club

24

Perc.

Simon's Theme  
T 0 0 3 3 1 1 0 0 4 0 0 0  
A B

from KONAMI's Castlevania IV  
T A B 3 3 1 1 6 6 5 5 4 5 5 5

Comments Welcome at

from the Konami Kukeica Club

25

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

from the Konami Kukeica Club

rdones@caribe.net



27

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

from the Konami Kukeica Club

rdones@caribe.net

29

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

from the Konami Kukeica Club

rdones@caribe.net

Detailed description of measures 29-30: The score is in 4/4 time with a key signature of one flat. The MIDI track shows a complex melodic line with many sixteenth notes. The percussion track features a consistent eighth-note pattern with accents. The guitar tabs for 'Simon's Theme' and 'from KONAMI's Castlevania IV' show fret numbers for both hands. The vocal lines are in treble clef, with lyrics 'Comments Welcome at' and 'rdones@caribe.net'.



31

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

from the Konami Kukeica Club

rdones@caribe.net

Detailed description of measures 31-32: The score continues in 4/4 time with a key signature of one flat. The MIDI track continues the melodic line. The percussion track maintains its eighth-note pattern. The guitar tabs for 'Simon's Theme' and 'from KONAMI's Castlevania IV' show fret numbers for both hands. The vocal lines continue with lyrics 'Comments Welcome at' and 'rdones@caribe.net'.



33

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

from the Konami Kukeica Club

rdones@caribe.net

TAB 3 0 1 3 3

TAB 0 2 3 1 1

4 1 1 3

? 1 ? ?



35

Perc.

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

TAB 3 3 3 3

TAB 3 3 3 3

4 1 1 3

? 1 ? ?

1'10.4"  
38.1,00  
6

37

Perc.

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones



1'14.2"  
40.1,00  
7

39

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ

for the SNES

from the Konami Kukeica Club

41

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

for the SNES



43

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

for the SNES

45

Perc.

Simon's Theme  
T A B 3 3 3 3 3 1 3 3 1 1 1 1 1 1 0 0

from KONAMI's Castlevania IV  
T A B 3 3 3 3 3 1 3 3 6 1 1 6 6 1 0 0  
3 ? ? 3 3 ? ? ? 6 1 1 6 6 1 5 5

Comments Welcome at

Perc. Organ

for the SNES



47

Perc.

Simon's Theme  
T A B 3 3 0 0 0 0 3 3 1 1 0 0 4 0 0

from KONAMI's Castlevania IV  
T A B 3 3 0 0 3 3 1 1 3 3 1 1 6 6 5 5 4 5 5  
3 3 5 5 6 6 5 5 4 5 5

Comments Welcome at

Perc. Organ

for the SNES

from the Konami Kukeica Club

49

Perc.

Simon's Theme  
T A B 4 0 0 1 4 | 0 0 3 3 1 1 0 0 4 0 0

from KONAMI's Castlevania IV  
T A B 4 5 5 6 2 | 3 3 1 1 6 6 5 5 4 5 5

Comments Welcome at

from the Konami Kukeica Club



51

Perc.

Simon's Theme  
T A B 2 3

from KONAMI's Castlevania IV  
T A B 2 3

Comments Welcome at

from the Konami Kukeica Club



52

Perc.

Simon's Theme  
T A B 0 0 3 3 1 1 0 0 4 0 0 | 4 0 0 1 4

from KONAMI's Castlevania IV  
T A B 3 3 1 1 6 6 5 5 4 5 5 | 4 5 5 6 2

Comments Welcome at

from the Konami Kukeica Club

54

Perc.

Simon's Theme  
T A B 0 0 3 3 1 1 0 0 4 0 0 0

from KONAMI's Castlevania IV  
T A B 3 3 1 1 6 6 5 5 4 5 5 5

Comments Welcome at

from the Konami Kukeica Club



1'44.7"  
56.1,00  
8

55

translated to midi

Perc.

Simon's Theme  
T A B 3 1 1 ? ? ? ? ? ? ? ? ? ?

from KONAMI's Castlevania IV  
T A B 3 1 ? 3 3 3 3 3 3 3 1 1 3

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

57

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

59

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

61

translated to midi

Musical staff with treble clef, key signature of one sharp (F#), and a melody of eighth notes.

Perc.

Musical staff with a percussion clef and a rhythmic pattern of eighth notes with 'x' marks.

Simon's Theme

T		
A		
B	? ? ? ? ? ? ? ? ? ?	6 6 6 6 6 6 6 1

from KONAMI's Castlevania IV

T		
A		
B	4 4 4 4 4 4 4 4 4 3	1 1 1 1 1 1 1 3

Comments Welcome at

Musical staff with bass clef, key signature of one sharp (F#), and a melody of eighth notes.

Perc. Organ

Musical staff with treble clef, key signature of two flats (Bb, Eb), and a chordal accompaniment.

from the Konami Kukeica Club

Musical staff with treble clef, key signature of one sharp (F#), and a melody of eighth notes.

rdones@caribe.net

Musical staff with treble clef, key signature of one sharp (F#), and a melody of eighth notes.



63

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net



65

Perc.

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

2'07.6"  
68.1,00  
10

67

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones



69

Perc.

Simon's Theme

from KONAMI's Castlevania IV

by Ricoberto Dones



2'15.2"  
72.1,00  
11

71

Perc.

Simon's Theme

from KONAMI's Castlevania IV

by Ricoberto Dones

Perc. Organ

73

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Perc. Organ

1 1 3 6 8 6 8 6 5 1 3 6 5 5 6 5 1



75

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Perc. Organ

1 1 3 5 6 8 6 6 3 3 1 3 5 1 3 0 6 3 5 6 5 3



77

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Perc. Organ

1 1 3 3 1 3 3 1 3 3 6 8 3 3 1 3 1 3 1 3 1 3 1 3 0 3 0 4 3 0 3 0

79

translated to midi

Perc.

Simon's Theme

TAB

1 3 1 3 1 2 6 6

3 1 2 2 3 0

3 3 3 3 3 3 3 3 1 1 3

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net



81

translated to midi

Perc.

Simon's Theme

TAB

2 2 2 2 2 2 2 2 2 2 2

6 6 6 6 6 6 6 1 1 3

1 1 1 1 1 1 1 3 3 3

4 4 4 4 4 4 4 4 4 3

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

83

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net



85

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

The musical score for measures 83-85 consists of several staves. The top staff is a MIDI translation of the melody. The second staff is a percussion part with 'x' marks indicating hits. The third and fourth staves are for 'Simon's Theme' and 'from KONAMI's Castlevania IV', each with guitar tabs (T and B lines) and fret numbers. The fifth staff is a bass line for 'Comments Welcome at'. The sixth staff is a Perc. Organ part with chords. The seventh and eighth staves are for 'from the Konami Kukeica Club' and 'rdones@caribe.net', both with guitar tabs. The score is in 4/4 time and features various rhythmic patterns and chord progressions.

87

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ

from the Konami Kukeica Club

rdones@caribe.net

Simon's Theme guitar tabs:  
T 3 0 1 3 3  
A  
B

Castlevania IV guitar tabs:  
T 0 2 3 1 1  
A  
B 4 1 1 3  
? 1 ? ?



89

Perc.

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Castlevania IV guitar tabs:  
T 3 3 3  
A  
B 3 3 3 4 1 1 3  
? ? 3 ? 1 ? ?

91 23

Perc.

from KONAMI's Castlevania IV

TAB

Comments Welcome at

by Ricoberto Dones



93

Perc.

from KONAMI's Castlevania IV

TAB

Comments Welcome at

by Ricoberto Dones



95

Perc.

from KONAMI's Castlevania IV

TAB

Comments Welcome at

by Ricoberto Dones

3'00.9"  
96.1,00  
14

97 Perc. 

from KONAMI's Castlevania IV

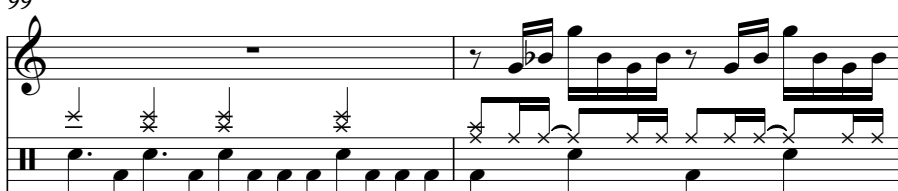
by Ricoberto Dones







3'08.5"  
 100.1,00  
 15

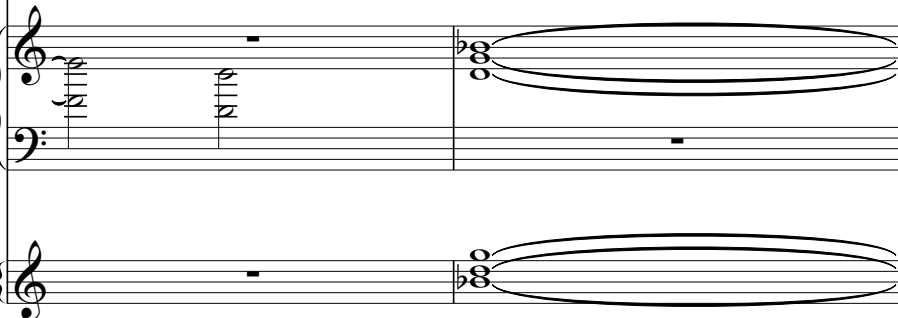
99 translated to midi Perc. 

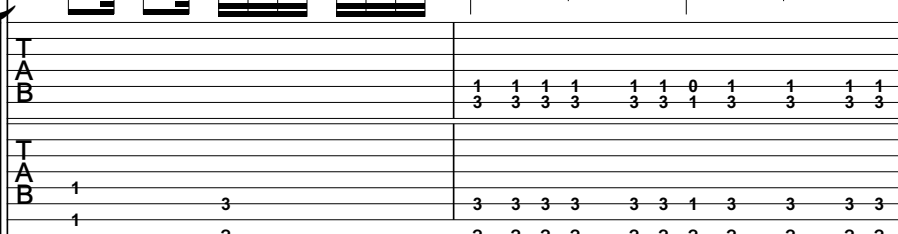
Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ 





101

translated to midi

Perc.

Simon's Theme

TAB

0	1	1	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1
1	3	3	3	3	1	3	3	3	3	3	3	3	3	3	1	3	3	3

from KONAMI's Castlevania IV

TAB

1	3	3	3	3	1	3	3	3	3	3	3	3	3	3	1	3	3	3
?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

Comments Welcome at

by Ricoberto Dones

Perc. Organ



103

translated to midi

Perc.

Simon's Theme

TAB

0	1	1	3	3	3	3	3	3	3	3	3	3	3	1	3	3	3	3
1	3	3	6	6	6	6	6	6	6	6	6	6	6	1	3	3	3	3

from KONAMI's Castlevania IV

TAB

1	3	3	6	6	6	6	6	6	6	6	6	6	6	1	3	3	3	3
?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

Comments Welcome at

by Ricoberto Dones

Perc. Organ

105

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ



106

translated to midi

Perc.

Simon's Theme

from KONAMI's Castlevania IV

Comments Welcome at

by Ricoberto Dones

Perc. Organ

from the Konami Kukeica Club

translated to midi

# Castlevania IV - Stage I (Variation)

♩ = 126,999985

4

7

17

26

28

30

32

22

Detailed description: This is a musical score for a MIDI translation of a piece from Castlevania IV. The score is written in 4/4 time with a tempo of 126,999985. It consists of seven staves of music. The first staff starts with a whole rest followed by a series of eighth notes with grace notes. The second and third staves continue this pattern. The fourth staff ends with a double bar line and the number 17. The fifth staff begins with a new melodic line of eighth notes. The sixth and seventh staves continue this line. The seventh staff ends with a double bar line and the number 22.

56

58

60

62

80

82

84

86

100

103



# Castlevania IV - Stage I (Variation)

## Percussion

♩ = 126,999985

4

7

10

14

18

21

24

27

30

V.S.

2

Percussion

Musical score for Percussion, measures 33-62. The score is written on a single staff with a treble clef and a key signature of one flat. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. Measure numbers 33, 36, 39, 43, 47, 50, 53, 56, 59, and 62 are indicated at the beginning of their respective lines. There are several triplet markings (indicated by a '3' and a bracket) over groups of notes in measures 33, 36, and 62. The score consists of ten lines of music, each containing several measures of rhythmic notation.

Percussion

65

68

71

74

77

80

83

86

89

92

V.S.



4

95

Percussion

Musical notation for measures 95 and 96. Measure 95 features a treble clef, a 7/8 time signature, and a key signature of one flat. The melody includes a triplet of eighth notes marked with a '3' and a bracket. The bass line consists of eighth notes. Measure 96 continues the bass line and includes a triplet of eighth notes in the melody.

97

Musical notation for measures 97 and 98. Measure 97 features a treble clef, a 7/8 time signature, and a key signature of one flat. The melody includes a triplet of eighth notes marked with a '3' and a bracket. The bass line consists of eighth notes. Measure 98 continues the bass line and includes a triplet of eighth notes in the melody.

100

Musical notation for measures 100 and 101. Measure 100 features a treble clef, a 7/8 time signature, and a key signature of one flat. The melody is a continuous eighth-note pattern marked with 'x' symbols. The bass line consists of eighth notes. Measure 101 continues the bass line.

103

Musical notation for measures 103 and 104. Measure 103 features a treble clef, a 7/8 time signature, and a key signature of one flat. The melody is a continuous eighth-note pattern marked with 'x' symbols. The bass line consists of eighth notes. Measure 104 continues the bass line.

105

Musical notation for measures 105 and 106. Measure 105 features a treble clef, a 7/8 time signature, and a key signature of one flat. The melody is a continuous eighth-note pattern marked with 'x' symbols. The bass line consists of eighth notes. Measure 106 continues the bass line and ends with a final chord.

# Castlevania IV - Stage I (Variation)

## Simon's Theme

♩ = 126,999985

E			
B			
G			
D			
A	1 1 1 1 1 1 0 1 1 1 1	0 1 1 1 1 0 1 1 1 1	1 1 1 1 1 1 0 1 1 1 1
E	3 3 3 3 3 3 1 3 3 3 3	1 3 3 3 3 1 3 3 3 3	3 3 3 3 3 3 1 3 3 3 3
A			

5 5 ?

T			
A			
B	0 1 1 1 1 1 1 0 1 1 1 1	0 1 1 1 1 0 1 1 1 1	1 1 1 1 1 1 0 1 1 1 1
B	1 3 3 3 3 3 6 6	3 3 3 3 3 3 1 3 3 3 3	1 3 3 3 3 3 3 3 3 3 3

9

T			
A			
B	3 3 3 3 3 3	3 5 1 1	3 3 3 3 1 3 3 1 0 0 1 1

13

T			
A			
B	3 3 3 3 0 0	3 5 1 1	3 3 3 3 1 3 3 1 1 1 0 0

17

T			
A			
B	3 3 0 0	0 0 3 3 1 1 0 0 4 0 0	4 0 0 1 4

20

T			
A	0 0 3 3 1 1 0 0 4 0 0	2 3	0 0 3 3 1 1 0 0 4 0 0
B			

23

T			
A			
B	4 0 0 1 4	0 0 3 3 1 1 0 0 4 0 0 0	3 1 1

27

T			
A			
B	?	6 6 6 6 6 6 6 1 1 3	3 3 3 3 3 3 3 5 5

30

T			
A			
B	?	?	?

32

T			
A			
B	6 6 6 6 6 6 6 1	3 0 1 3 3	

5

Simon's Theme

T				
A				
B				
	5	3	5 1 1	3 3 3 3 1 3 3
	?			1 1 0 0 1 1 3 3 3 3 0 0

44

T				
A				
B				
	3	5 1 1	3 3 3 3 1 3 3	1 1 1 1 1 0 0
			8	3 3 0 0

48

T				
A				
B				
	0 0	3 3 1 1 0 0	4 0 0	0 0 3 3 1 1 0 0
		4	4 0 0 1 4	4 0 0

51

T				
A				
B				
	2 3	0 0 3 3 1 1 0 0	4 0 0	0 0 3 3 1 1 0 0
		4	4 0 0 1 4	4 0 0

55

T				
A				
B				
	3 1	1	?	6 6 6 6 6 6 6 6
			?	1 1 3

59

T				
A				
B				
	3 3 3 3 3 3 3 5 5	?	?	?
		?	?	?

62

4

T							
A							
B							
	6 6 6 6 6 6 6 6	1	3 0 1 3 3				
				5	5	5	5
				?	?	?	?

72

T							
A							
B							
	3	1 1	6 6	3	1 1	6 6	3
	?	?	?	?	?	?	?

79

T							
A							
B							
	1 1	6 6	?	?	6 6	1 1	3
	?	?	?	?	?	?	?

83

T							
A							
B							
	3 3 3 3 3 3 3 5 5	?	?	?	?	?	?
		?	?	?	?	?	?

**12**

T			
A			
B	6 6 6 6 6 6 6 1	3 0 1 3 3	1 1 1 1 1 1 0 1 1 1 1 3 3 3 3 3 3 1 3 3 3 3

101

T			
A			
B	0 1 1 1 1 0 1 1 1 1 1 3 3 3 3 1 3 3 3 3	1 1 1 1 1 1 0 1 1 1 1 3 3 3 3 3 3 1 3 3 3 3	0 1 1 1 3 3 3 3 6 6

105

T		
A		
B	0 1 1 1 1 0 1 1 1 1 1 3 3 3 3 3 3 3 3 3	1 1 1 1 1 1 0 1 1 1 1 3 3 3 3 3 3 3 3 3 3

# Castlevania IV - Stage I (Variation)

from KONAMI's Castlevania IV

♩ = 126,999985

E				
B				
G				
D				
A				
E				
A	5	3 3 3 3 3 3 1 3 3 3 3	1 3 3 3 3 1 3 3 3 3	3 3 3 3 3 3 1 3 3 3 3
5	?	? ? ? ? ? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ? ? ? ? ?

T				
A				
B	1 3 3	3 3 3 3 3 3 1 3 3 3 3	1 3 3 3 3 1 3 3 3 3	3 3 3 3 3 3 1 3 3 3 3
9	? ? ? ? ?	? ? ? ? ? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ? ? ? ? ?

T								
A								
B	3 3 3 3 3 3	3	5 1 1	3 3 3 3 1 3 3	6	1 0 0	1 1	
13	? ? ? ? ? ?	?	? ? ?	? ? ?	? ? ?	6	1 5 5	1 1

T							
A							
B	3 3 3 3 0 0	3	5 1 1	3 3 3 3 1 3 3	6 1 1 6	6 1	0 0
17	? ?	?	? ? ?	? ? ?	? ? ?	6 1 1 6	6 1 5 5

T								
A								
B	3	3 0 0	3 3 1 1	6 6 5 5 4 5	5	4 5	5 6	2
20	3	3 5 5	3 3 1 1	6 6 5 5 4 5	5	4 5	5 6	2

T							
A							
B	3 3 1 1	6 6 5 5 4 5	5	2 3	3 3 1 1	6 6 5 5 4 5	5
23							

T									
A									
B	4 5	5 6	2	3 3 1 1	6 6 5 5 4 5	5 5	3	1 ?	3 3 3 3 3 3 3 3 1 1 3
27									

T					
A					
B	4 4 4 4 4 4 4 4 3	1 1 1 1 1 1 1 3 3	3	3 3 3 3 3 3 3	0 0
30					

T					
A					
B	3 3 3 3 3 3 3 3 1 1 3	4 4 4 4 4 4 4 4 3	1 1 1 1 1 1 1 3	0 2 3	1 1
34					

T					
A					
B	4 1 1 3	3 3 3 3	4 1 1 3	3 3 3 3	5
	? 1 ?	? ? 3 3	? 1 ?	? ? 3 3	?

V.S.



T	2 3 3 1 1	6 3 1
A	3 3 1 3 1	3 1
B	3 0 3 0 4 3 0 3 0	3 0
		3 3 3 3 3 3 3 3 1 1 3

81

T		
A		1 1 1 1 1 1 1 3 3
B	4 4 4 4 4 4 4 4 4 3	3 3 3 3 3 3 3 0 0

84

T			0 2 3 1 1
A		1 1 1 1 1 1 1 3	
B	3 3 3 3 3 3 3 3 1 1 3	4 4 4 4 4 4 4 4 4 3	

88

T			
A	4 1 1	3 3 3 3	4 1 1
B	3 3 3 3	4 1 1	3 3 3 3
	? ? ? ?	? ? ? ?	? ? ? ?

92

T			
A	4 1 1	3 3 3 3	4 1 1
B	3 3 3 3	4 1 1	3 3 3 3
	? ? ? ?	? ? ? ?	? ? ? ?

96

T				
A	4 1 1	3 3 3 3	4 1 1	1 3
B	3 3 3 3	4 1 1	1 3	3 3 3 3 3 3 1 3 3 3 3
	? ? ? ?	? ? ? ?	? ? ? ?	? ? ? ? ? ? ? ? ? ?

101

T			
A			
B	1 3 3 3 3 1 3 3 3 3	3 3 3 3 3 3 1 3 3 3 3	1 3 3 6 6 3 3 3 3 3 3 1 3 3 3 3
	? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ? ? ?

105

T		
A		
B	1 3 3 3 3 1 3 3 3 3	3 3 3 3 3 3 1 3 3 3 3
	? ? ? ? ? ? ? ?	? ? ? ? ? ? ? ?

# Castlevania IV - Stage I (Variation)

Comments Welcome at

♩ = 126,999985



5



9



13



18



21



24



28



32



35



2



40



45



49



52



55



59



63



68

**12**



83



87



92



100



104



106



by Ricoberto Dones

# Castlevania IV - Stage I (Variation)

♩ = 126,999985

8 **25**

36

39 **24**  
**24**

65

69

71 **16**

Detailed description: This is a musical score for a guitar piece. It begins with a tempo marking of a quarter note equal to 126,999985. The score is written in 4/4 time and features a key signature of one flat (B-flat). The first system shows the initial chords and a melodic line. The second system, starting at measure 8, contains a 25-measure rest followed by a melodic line. The third system, starting at measure 36, is a grand staff with a complex bass line featuring a sixteenth-note triplet and a sixteenth-note sextuplet. The fourth system, starting at measure 39, has a 24-measure rest in both the treble and bass staves, followed by a melodic line. The fifth system, starting at measure 65, continues the melodic line. The sixth system, starting at measure 69, shows a melodic line. The seventh system, starting at measure 71, has a 16-measure rest in the bass staff, with a melodic line in the treble staff.

88

Musical notation for measures 88-91. The system consists of a single staff with a treble clef and a key signature of two flats (B-flat and E-flat). The music features a complex rhythmic pattern with eighth and sixteenth notes, including triplets and slurs.

92

Musical notation for measures 92-95. The system consists of a single staff with a treble clef and a key signature of two flats. The music continues with the same complex rhythmic pattern as the previous system.

96

Musical notation for measures 96-99. The system consists of two staves, a grand staff with a treble clef on top and a bass clef on the bottom. Measures 96-98 are on the treble staff, while measure 99 is split between both staves. The music features complex rhythmic patterns and slurs.

100

Musical notation for measures 100-103. The system consists of a single staff with a treble clef and a key signature of two flats. The music features long, flowing lines with slurs, indicating a melodic or harmonic progression.

104

Musical notation for measures 104-107. The system consists of a single staff with a treble clef and a key signature of two flats. The music features long, flowing lines with slurs, similar to the previous system.

# Castlevania IV - Stage I (Variation)

## Percussive Organ

♩ = 126,999985

9

14

22

40

45

8

58

64

8

75

79

84

12

Detailed description: The score is written in 4/4 time with a tempo of 126,999985. It consists of ten staves of music. The first staff (measures 1-9) begins with a 9-measure rest, followed by a sequence of chords and eighth-note patterns. The second staff (measures 10-22) continues the pattern and includes a 22-measure rest. The third staff (measures 23-40) features a consistent eighth-note accompaniment. The fourth staff (measures 41-45) has a 4-measure eighth-note accompaniment followed by an 8-measure rest. The fifth staff (measures 46-58) is composed of various chords. The sixth staff (measures 59-64) starts with an 8-measure rest, followed by a dense eighth-note accompaniment. The seventh staff (measures 65-75) continues this eighth-note accompaniment. The eighth staff (measures 76-79) shows a transition in the accompaniment pattern. The ninth staff (measures 80-84) continues with chords and eighth notes, ending with a 12-measure rest.

2

# Percussive Organ

100



for the SNES

# Castlevania IV - Stage I (Variation)

♩ = 126,999985

9

Musical notation for measures 1-9. The piece is in 4/4 time. Measure 1 is a whole rest. Measures 2-9 contain a complex rhythmic pattern of eighth and sixteenth notes with various accidentals (flats and naturals). A triplet of eighth notes is marked with a '3' at the end of measure 9.

14

Musical notation for measures 10-14. Measures 10-13 continue the rhythmic pattern from the previous system. Measure 14 concludes with a half note G4, a quarter note F4, and a quarter rest.

18

22

Musical notation for measures 15-22. Measure 15 is a whole rest. Measures 16-22 continue the rhythmic pattern. A triplet of eighth notes is marked with a '3' at the end of measure 22.

43

Musical notation for measures 23-43. Measures 23-43 continue the rhythmic pattern. Measure 43 concludes with a half note G4, a quarter note F4, and a quarter rest.

46

60

Musical notation for measures 44-60. Measures 44-46 continue the rhythmic pattern. Measure 47 is a whole rest. Measures 48-60 are a long whole rest.

from the Konami Kukeica Club **Castlevania IV - Stage I (Variation)**

♩ = 126,999985

8 8 8

18

20

3 3 6

22

24

3 3 6

27

32

5 8 8



48

Musical staff 48: Treble clef, continuous eighth-note pattern.

50

Musical staff 50: Treble clef, eighth-note pattern with a triplet. Below the staff is a guitar chord diagram for a sixteenth-note triplet, showing a flat on the 6th string and a bracket labeled '6'.

52

Musical staff 52: Treble clef, continuous eighth-note pattern.

54

Musical staff 54: Treble clef, eighth-note pattern with a triplet. Below the staff is a guitar chord diagram for a sixteenth-note triplet, showing a flat on the 6th string and a bracket labeled '6'.

57

Musical staff 57: Treble clef, eighth-note pattern with various accidentals.

62

16

Musical staff 62: Treble clef, eighth-note pattern with a 16-measure rest.

82

Musical staff 82: Treble clef, eighth-note pattern with various accidentals.

86

19

Musical staff 86: Treble clef, eighth-note pattern with a 19-measure rest and a final chord.

♩ = 126,999985

25



Musical notation for measures 25-28. Measure 25 is a whole rest. Measures 26-28 contain a melodic line starting with a dotted quarter note, followed by eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.

29



Musical notation for measures 29-33. Measures 29-33 continue the melodic line from the previous system, featuring eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.

34

22



Musical notation for measures 34-37. Measure 34 is a whole rest. Measures 35-37 contain a melodic line starting with a dotted quarter note, followed by eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.


60



Musical notation for measures 60-63. Measures 60-63 continue the melodic line, featuring eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.

64

16



Musical notation for measures 64-69. Measure 64 is a whole rest. Measures 65-69 contain a melodic line starting with a dotted quarter note, followed by eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.

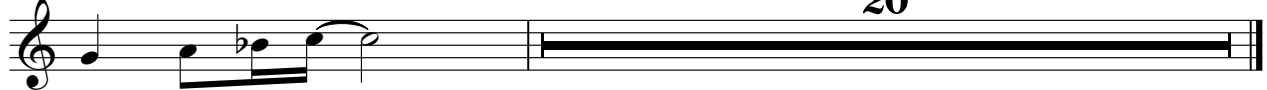
84



Musical notation for measures 84-86. Measures 84-86 continue the melodic line, featuring eighth notes and quarter notes. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.

87

20



Musical notation for measures 87-90. Measure 87 contains a melodic line starting with a dotted quarter note, followed by eighth notes and quarter notes. Measures 88-90 are whole rests. The key signature has one sharp (F#) and one flat (Bb). The time signature is 4/4.