

# **Bloody Tears (3)**

Composer: Michiru Yamane

Game: Castlevania Bloodlines

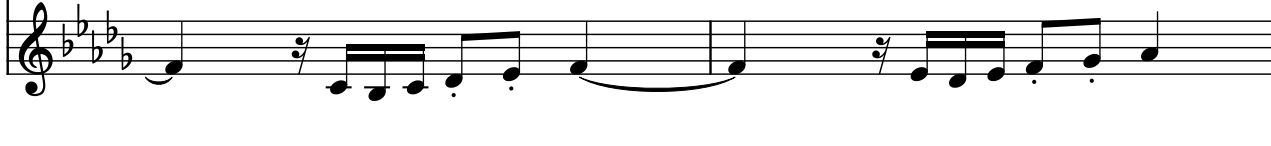
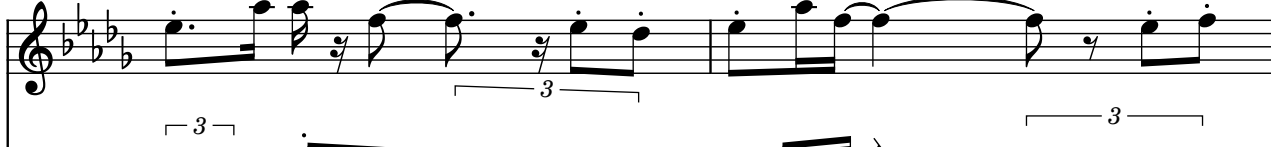
[pianogame.org](http://pianogame.org)

♩ = 134

Violin, Electric Organ

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Treble Viol, StringInstrument



2  
Vln.

Vln.

Tr. VI.

4  
Vln.

Vln.

Tr. VI.

6  
Vln.

Vln.

Tr. VI.

8

Vln.

Vln.

Tr. VI.

3

10

Vln.

Vln.

Tr. VI.

3

3

12

Vln.

Vln.

Tr. VI.

3

14

Vln.

Vln.

Tr. VI.

3

16

Vln.

Vln.

Tr. Vl.

This musical score is for three parts: Violin I (Vln.), Violin II (Vln.), and Trapped Violin (Tr. Vl.). The music is written in treble clef with a key signature of three flats (B-flat, E-flat, A-flat). The score begins at measure 16. The Violin I part features a melodic line with eighth and sixteenth notes, including a triplet of eighth notes in measure 17. The Violin II part provides harmonic support with a similar melodic contour. The Trapped Violin part plays a more rhythmic, eighth-note pattern. All three parts conclude with a final measure containing a whole note chord.