

Prologue

Composer: Masahiro Kimura

Game: Castlevania 64

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$\text{♩} = 100$

Timpani, Track 1

Bass, Track 2

Strings, Track 4

Measures 1-5 of the musical score. The score is in 4/4 time with a key signature of one sharp (F#). The top staff (Timpani, Track 1) features a rhythmic pattern of eighth notes. The middle staff (Bass, Track 2) is mostly silent, with a few notes in the final measure. The bottom staff (Strings, Track 4) features a sustained chord of F# and C# in the final measure.

6

Timp.

B.

St.

Measures 6-11 of the musical score. The top staff (Timp.) continues the rhythmic pattern. The middle staff (B.) is mostly silent. The bottom staff (St.) features a sustained chord of F# and C# in the final measure.

12

Timp.

B.

St.

Measures 12-17 of the musical score. The top staff (Timp.) continues the rhythmic pattern. The middle staff (B.) is mostly silent. The bottom staff (St.) features a sustained chord of F# and C# in the final measure.

18

Timp.

B.

St.

Measures 18-23 of the musical score. The top staff (Timp.) continues the rhythmic pattern. The middle staff (B.) is mostly silent. The bottom staff (St.) features a sustained chord of F# and C# in the final measure.

24

24

Timp.

B.

St.

30

30

Timp.

B.

St.

36

36

Timp.

B.

St.

42

42

Timp.

B.

St.

48

Score for measures 48-49, featuring Timp., B., and St. parts.

Timp. (Timpani): Bass clef. Measure 48: Quarter rest, Quarter note G₂. Measure 49: Quarter note A₂, Quarter rest.

B. (Bass): Bass clef. Measure 48: Quarter note G₂. Measure 49: Quarter rest.

St. (Soprano): Bass clef. Measure 48: Quarter note G₂. Measure 49: Quarter rest.

