

# **Stage B: Block B-1 - "Vampire Killer" (6)**

Composer: Kinuyo Yamashita

Game: Super Castlevania IV

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

Automobile Brake Drums, Percussion

$\text{♩} = 64$

Contrabass, Channel 2

Grand Piano, Channel 3

2

Aut. Brk. Dr.

Cb.

Pno.

3

Aut. Brk. Dr.

Cb.

Pno.

4

Aut. Brk. Dr.

Cb.

Pno.

5

Aut. Brk. Dr.

Cb.

Pno.

Measures 5 and 6 of the musical score. The Aut. Brk. Dr. part features a continuous eighth-note pattern. The Cb. part has a bass line with eighth notes and a triplet of eighth notes. The Pno. part has a bass line with eighth notes and a triplet of eighth notes.

7

Aut. Brk. Dr.

Cb.

Pno.

Measures 7 and 8 of the musical score. The Aut. Brk. Dr. part features a continuous eighth-note pattern. The Cb. part has a bass line with eighth notes and a triplet of eighth notes. The Pno. part has a bass line with eighth notes and a triplet of eighth notes.

8

Aut. Brk. Dr.

Cb.

Pno.

Measures 9 and 10 of the musical score. The Aut. Brk. Dr. part features a continuous eighth-note pattern. The Cb. part has a bass line with eighth notes and a triplet of eighth notes. The Pno. part has a bass line with eighth notes and a triplet of eighth notes.