

Opening (オープニングBGM)

ドラキュラ伝説II : Castlevania II: Belmont's Revenge

Hiふなうち : Hidehiro Funauchi

arr. TheWanderingNight

Andante ♩ = 92

8 allarg. a tempo *espressivo mp*

14

20 *perdendosi al fine*

25

Start (スタート効果音)

ドラキュラ伝説II : Castlevania II: Belmont's Revenge

Hiふなうち : Hidehiro Funauchi

arr. TheWanderingNight

1 ♩ = 150

f

Castle (パスワードBGM)

ドラキュラ伝説II : Castlevania II: Belmont's Revenge

作曲家 : Hidehiro Funauchi

arr. TheWanderingNight

Andante piangevole ♩ = 88

1

6

(ad infinitum)

Detailed description: This is a piano score for the 'Castle' background music. It is in 3/4 time with a key signature of one sharp (F#). The tempo is Andante piangevole at 88 beats per minute. The score consists of two systems. The first system (measures 1-5) features a treble clef with a melody of eighth and quarter notes, and a bass clef with a steady eighth-note accompaniment. The second system (measures 6-10) continues the melody and accompaniment. Measure 9 includes a repeat sign and the instruction '(ad infinitum)'. The piece ends with a double bar line in measure 10.

Journey to Chaos (セレクトBGM)

ドラキュラ伝説II : Castlevania II: Belmont's Revenge

作曲家 : Hidehiro Funauchi

arr. TheWanderingNight

♩ = 140

1

6

8va-----

vibrare

Detailed description: This is a piano score for the 'Journey to Chaos' background music. It is in 3/4 time with a key signature of one sharp (F#). The tempo is 140 beats per minute. The score consists of two systems. The first system (measures 1-5) is written in bass clef and features a steady eighth-note accompaniment with occasional melodic accents. The second system (measures 6-10) continues the accompaniment. Measure 9 includes a repeat sign. The piece concludes in measure 10 with a melodic flourish in the treble clef, marked with '8va-----' (octave up) and 'vibrare' (vibrato).