

Castlevania III

Beginning

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Music by Frank Julian

Moderate $\text{♩} = 128$

GUITAR SOLO 1

The sheet music consists of five staves of musical notation for guitar. Measure 1 starts with a treble clef, a key signature of one sharp, and a 4/4 time signature. Measures 2 through 10 show a series of eighth-note patterns with various slurs and grace notes. Measure 11 changes to a 3/4 time signature. Measures 12 through 19 continue the eighth-note patterns. Measure 20 changes back to a 4/4 time signature. Measures 21 and 22 conclude the section.

Bridge

The bridge section begins at measure 26 with a treble clef, a key signature of one sharp, and a 4/4 time signature. Measures 27 through 35 show eighth-note patterns. Measure 36 changes to a 3/4 time signature. Measures 37 through 43 continue the eighth-note patterns.

A musical score consisting of eight staves of music for a solo instrument, likely flute or oboe. The music is in common time and includes the following measures:

- Measure 48: The staff begins with a dynamic **f**. There are several slurs and grace notes.
- Measure 56: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 61: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 71: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 79: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 82: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 95: The staff begins with a dynamic **f**. There are slurs and grace notes.
- Measure 100: The staff begins with a dynamic **f**. There are slurs and grace notes.

The music features various dynamics including **f**, **p**, and **mf**, as well as slurs, grace notes, and wavy lines indicating performance techniques. Measure numbers 48, 56, 61, 71, 79, 82, 95, and 100 are visible on the left side of the staves.

