



# Frank Julian

Arranger, Composer, Publisher

Italia, Palermo

## About the artist

Hi, my name is Francesco, in the art of Frank Julian from Palermo in Sicily. I play the guitar, bass & drum, I'm also composer & arranger metal for videogame music.

Visit my channel Youtube at link:

<https://www.youtube.com/FrankJulian87>.

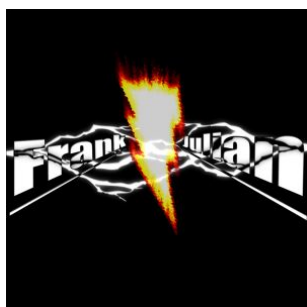
My official fan page facebook at link:

<https://www.facebook.com/frankj1987>.

**Qualification:** Composer & arranger metal for videogame music

**Artist page :** <http://www.free-scores.com/Download-PDF-Sheet-Music-frankjulian.htm>

## About the piece



**Title:** Frank Julian meets Castlevania I & II: Vampire Killer & Bloody Tears (NES Main Theme Metal Cover)

**Composer:** Julian, Frank

**Arranger:** Julian, Frank

**Copyright:** Copyright © Frank Julian

**Publisher:** Julian, Frank

**Style:** Metal - Hard Rock

**Comment:** Castlevania I: Vampire Killer Castlevania II: Bloody Tears composed by: Satoe Terashima & Kenichi Matsubura. Castlevania I & II: Vampire Killer & Bloody Tears (NES Main Theme Metal Cover) metal arrangement by: Frank Julian Frank Julian official fan page Facebook: <https://www.facebook.com/frankj1987/> Castlevania I: Vampire Killer (Original Main Theme): <https://youtu.be/0AZ5XZHIDh0> Castlevania II: Bloody Tears (Original Main Theme): <https://yo...> (more online)

## Frank Julian on [free-scores.com](https://www.free-scores.com)



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**Prohibited distribution on other website.**



- listen to the audio
- share your interpretation
- comment
- contact the artist

# Castlevania I & II

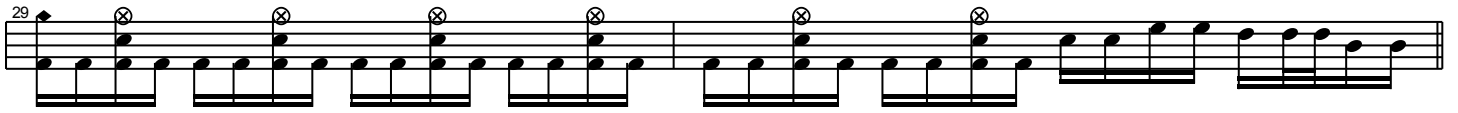
Vampire Killer & Bloody Tears (Medley)  
Satoe Terashima, Kenichi Matsubara

Music by Frank Julian

Moderate ♩ = 125

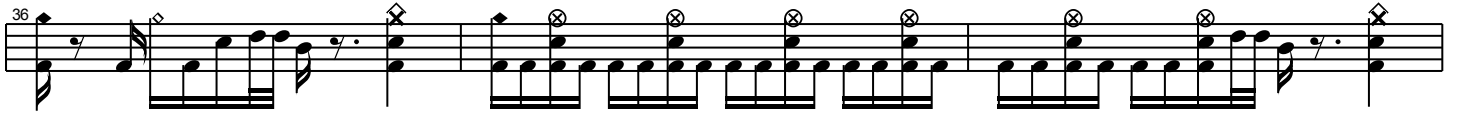
DRUM Castlevania I: Vampire Killer

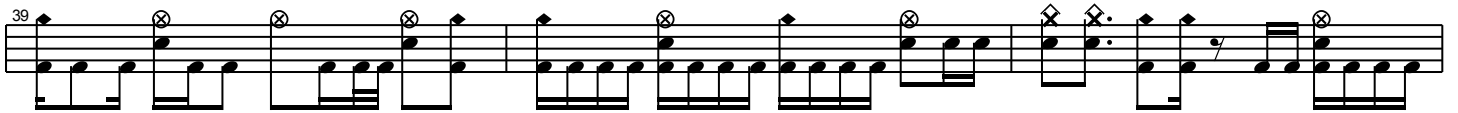
The image displays a drum score for the 'Vampire Killer' track from Castlevania I. The score is written on a single staff in 4/4 time, with a tempo of 125 beats per minute. It begins with a double bar line and a 4/4 time signature. The notation consists of a series of rhythmic patterns, including eighth and sixteenth notes, and rests. Above the staff, there are circled 'X' marks and diamond symbols indicating specific drum hits or effects. The score is divided into measures, with measure numbers 1, 7, 9, 12, 15, 18, 21, 24, and 27 marked at the beginning of their respective lines.

29 

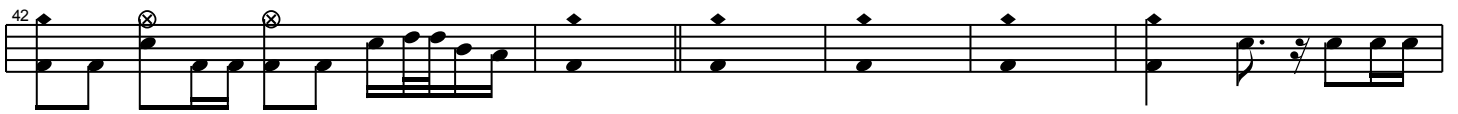
31 

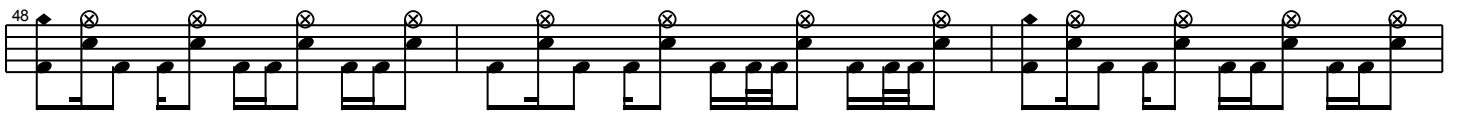
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Castlevania II: Simon's Quest - Bloody Tears

42 

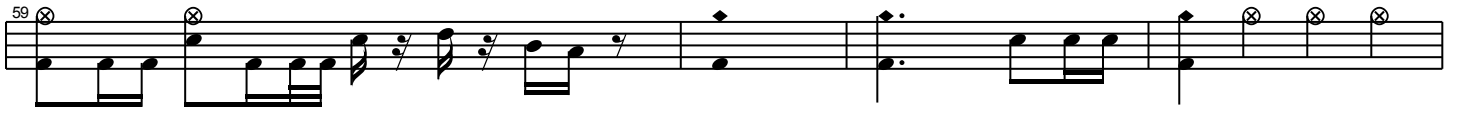
48 

51 

53 

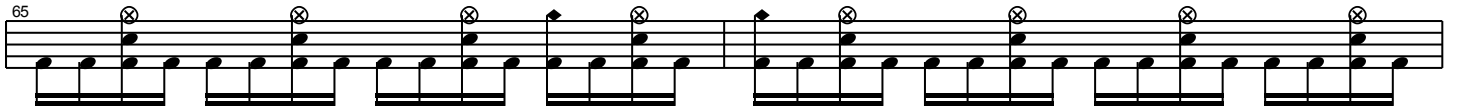
55 

57 

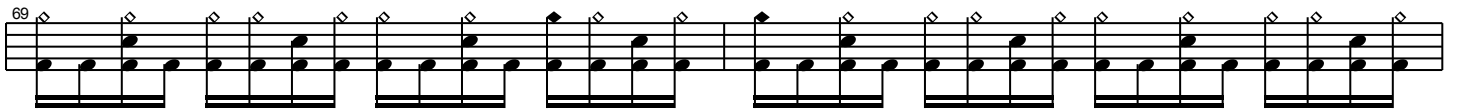
59 

GUITAR SOLO

63 

65 

67 

69 

71 

END GUITAR SOLO

74 

76 

78 

80 

82 

84

Castlevania I: Vampire Killer (Reprise)

87

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92

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96

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101

103

105

108

110

113

116