

# Bass

## Lost Painting from Castlevania: Symphony of the Night

Composed by Michiru Yamane

Transcribed by sigmabeta

♩ = 116

**Intro**

F#- E C#- D C#-7



*rit.*

F#-



*a tempo*

F#°

F#-



**A**

F#- C#-/E D C#-7 B-7 C#-7 F#7<sub>sus</sub><sup>4</sup> F#-



(F#-) C#-/E D C#-7 B-7 C#-7 F#7<sub>sus</sub><sup>4</sup> F#-



**B**

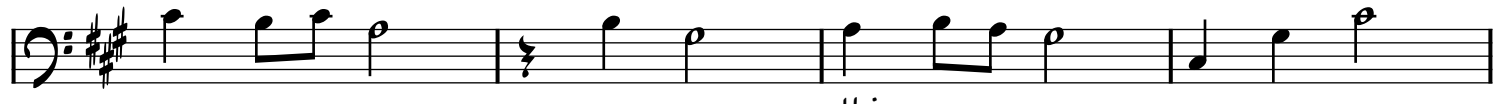
D C#-7 D C#-7



F#- F#-/E C#-7 F#- F#-/E C#-7



D C#-7 N.C.



*Unison*

F#- C#-/E D C#-7 B-7 C#-7 F#7<sub>sus</sub><sup>4</sup> F#-



Sheet music for a bass line in D major, 4/4 time, featuring a common time signature (C) and various chords.

The music is written on a single staff in bass clef with a key signature of two sharps (F# and C#). The time signature is common time (C). The melody consists of eighth and quarter notes, often beamed together in pairs.

The chords and their durations are as follows:

- Measure 1: F#- (half note)
- Measure 2: B/F# (half note)
- Measure 3: F#- (half note)
- Measure 4: B (half note)
- Measure 5: D (half note)
- Measure 6: C#- (half note)
- Measure 7: B- (half note)
- Measure 8: A (half note)
- Measure 9: GΔ7 (half note)
- Measure 10: C# (half note)
- Measure 11: F#- (half note)
- Measure 12: B (half note)
- Measure 13: F#- (half note)
- Measure 14: B (half note)
- Measure 15: D (half note)
- Measure 16: C#- (half note)
- Measure 17: B- (half note)
- Measure 18: C#- (half note)
- Measure 19: D (half note)
- Measure 20: C#- (half note)
- Measure 21: F#- (half note)

The piece concludes with a double bar line and the instruction "Loop to [A]".