

# Vanilla Dome (3)

Composer: Koji Kondo

Game: Super Mario World

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

Automobile Brake Drums, Room kit (Percussions)  $\text{♩} = 96$

Automobile Brake Drums, Room kit (Hi-Hat)

Steel Drums, Steel drums (Bass)

3

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

7

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

11

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

15

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

18

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

22

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

26

Aut. Brk. Dr.

Aut. Brk. Dr.

St. Dr.

The musical score consists of three staves. The first staff, labeled 'Aut. Brk. Dr.', is in treble clef and contains a complex melody with eighth and sixteenth notes, including triplet markings. The second staff, also labeled 'Aut. Brk. Dr.', is in treble clef and contains a steady eighth-note accompaniment. The third staff, labeled 'St. Dr.', is in bass clef and contains a simple bass line with a half note and a quarter note. The key signature is D major (two sharps) and the time signature is 2/4.