

Gloom Jungle

Composer: Calum Bowen

Game: Pillmin

pianogame.org

$\text{♩} = 116$

Vibraphone, Vibraphone

Automobile Brake Drums, Percussion

Marimba (grand staff), Marimba

Measures 1-5 of the score. The Vibraphone part has a melodic line. The Automobile Brake Drums part has a rhythmic pattern. The Marimba part is mostly silent.

6

Vib.

Aut. Brk. Dr.

Mrm.

Measures 6-9 of the score. The Vibraphone part continues its melodic line. The Automobile Brake Drums part has a more complex rhythmic pattern. The Marimba part has a few notes.

10

Vib.

Aut. Brk. Dr.

Mrm.

Measures 10-13 of the score. The Vibraphone part continues its melodic line. The Automobile Brake Drums part has a complex rhythmic pattern. The Marimba part has a few notes.

14

Vib.

Aut. Brk. Dr.

Mrm.

Measures 14-17 of the score. The Vibraphone part continues its melodic line. The Automobile Brake Drums part has a complex rhythmic pattern. The Marimba part has a few notes.

18

Vib.

Aut. Brk. Dr.

Mrm.

Measures 18-21 of the score. The Vibraphone part continues its melodic line. The Automobile Brake Drums part has a complex rhythmic pattern. The Marimba part has a few notes.

22

Vib.

Aut. Brk. Dr.

Mrm.

26

Vib.

Aut. Brk. Dr.

Mrm.

30

Vib.

Aut. Brk. Dr.

Mrm.

33

Vib.

Aut. Brk. Dr.

Mrm.

36

Vib.

Aut. Brk. Dr.

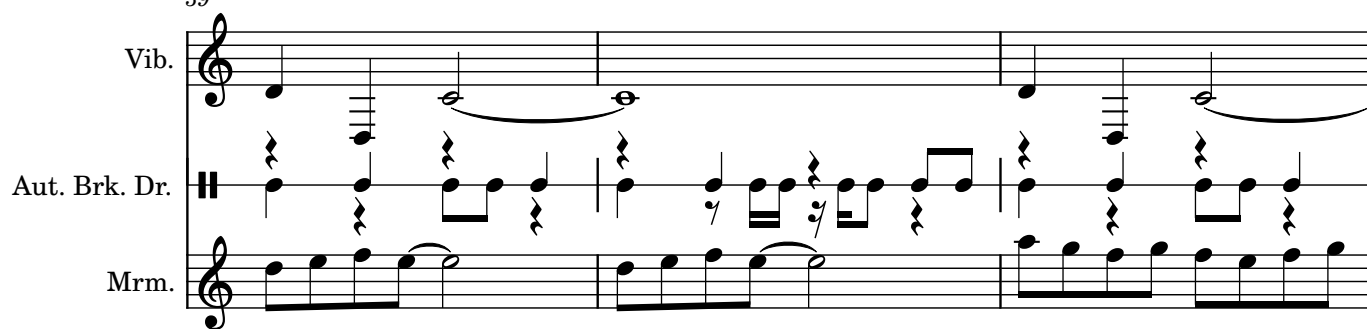
Mrm.

39

Vib.

Aut. Brk. Dr.

Mrm.



42

Vib.

Aut. Brk. Dr.

Mrm.

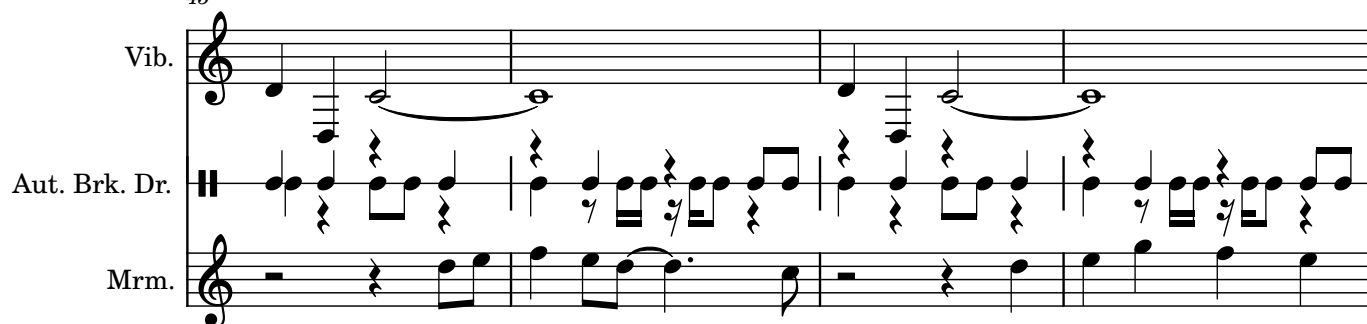


45

Vib.

Aut. Brk. Dr.

Mrm.

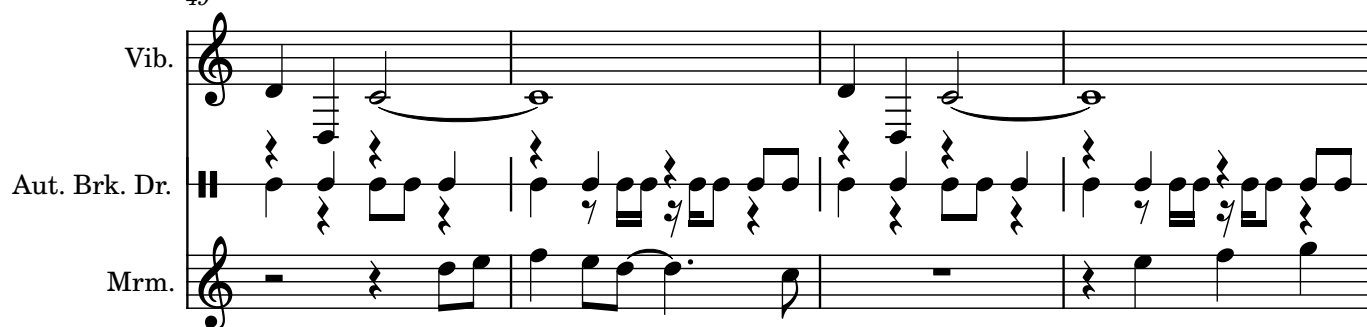


49

Vib.

Aut. Brk. Dr.

Mrm.

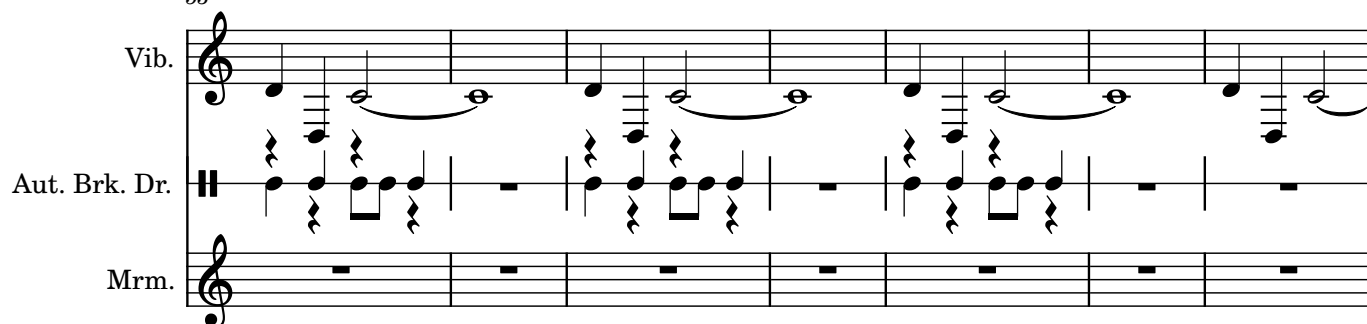


53

Vib.

Aut. Brk. Dr.

Mrm.



60

Vib.

Aut. Brk. Dr.

Mrm.

Measure 60: Vib. (Vibraphone) plays a whole note G4. Aut. Brk. Dr. (Automatic Break Drum) has a single drum hit at the start of measure 61. Mrm. (Mellophone) has a whole note G4.