

Infinite Game Music Vol.4

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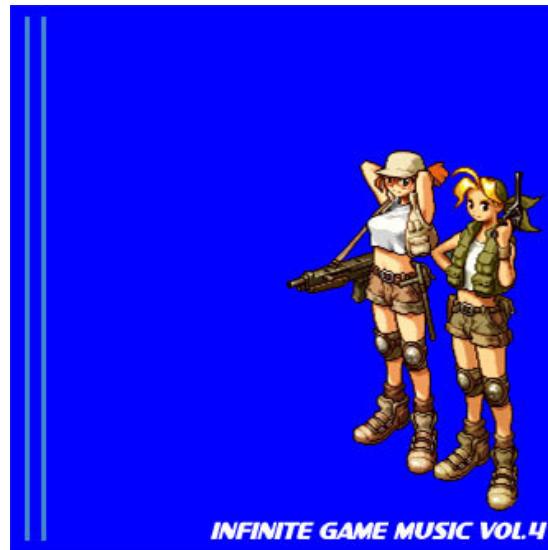


Table of Contents

Infinite Game Music Vol.4

01. Quake - Quake Theme
02. Chibi-Tech - Boom Junkin'
03. Goldeneye 007 - Dam
04. Dragon's Fury - Main Table
05. Shin Kyuugyokuden - Etude of Wind
06. Castlevania 3 - Aquarius
07. TMNT - Highway
08. Tsu Ryu - Winterfall
09. Grayscale - Gray Set Willy
10. The Chaos Engine - Intro Theme
11. Turbo Outrun - Track 2
12. Super C - Stage 5
13. Star Fox - Space Armada/Titania Boss
14. Contra Hard Corps - The Blue Gale
15. Esper Dream 2 - [Stage x]
16. Metal Slug X - [Stage x]
17. Turrigan - Bonus
18. Double Dragon 2 - Final Boss

01. Quake - Quake Theme

This ought to be the coolest intro in a game ever. Composed by no other than Trent Reznor, Quake Theme immerses you into a dark gothic adventure flooded with knights, ogres, zombies and much more. Superb music and gameplay as well.

02. Chibi-Tech - Boom Junkin'

There's no doubt Chibi-Tech is one of the coolest chiptuners around. Naruto himself says on his website "Chibi-Tech is a God!" and we totally agree. Subscribers of our newsletter received a Chibi-Tech tune a couple of weeks ago and Boom Junkin' is yet another awesome tune by this talented composer.

03. Goldeneye 007 - Dam

Goldeneye 007 for the Nintendo 64 was an extraordinary stealth FPS with an atmosphere similar to the one in Metal Gear Solid.

The tune from the Dam stage is packed with thrilling action and is a perfect sample of what the whole soundtrack sounds like.

04. Dragon's Fury - Main Table

Dragon Fury or Devil Crash as it's called in Europe was a great pinball game for the Sega Genesis. The whole soundtrack totally rules and this one from the Main Table features some awesome solos and fills. It reminds me of some action tunes by Sega from Super Hang-On and Afterburner.

05. Shin Kyuugyokuden - Etude of Wind

A track from the Japanese RPG Shin Kyuugyokuden featured in the Dragon's Fury package, courtesy of Project 2612. An intriguing tune that sounds A LOT like the windmill tune from Zelda - The Ocarina of Time. Weird huh?

06. Castlevania 3 - Aquarius

The melancholic adventure track Aquarius from Castlevania 3 can also be heard on Castlevania - Circle of the Moon, which is a game for the GBA. It's a very cool, dark tune with nice melodies and it's enhanced in the Japanese version of Castlevania 3 by a special chip.

07. TMNT - Highway

Once again Konami & Teenage Mutant Ninja Turtles, an unbeatable combination from the early 90's. They totally take it away on the Highway stage which kicks in with a rapid snare drum. Pure entertaining action, great drum play and lots of sampled "Hey!". We love the Turtles!

08. *Tsu Ryu - Winterfall*

Originally composed by the Japanese band L'arc en ciel, Tsu Ryu's Winterfall is a neat pop-rock tune that keeps a good pace and could have fit any Megaman game or even a racing game. It features a superb blend of NES-sounding instruments and samples, thanks to the power of Japanese music software Piston Collage.

Tsu Ryu is an experienced contemporary musician who has composed many tracks for the NES. Check out more of him at 2A03.org and at his own webpage.

09. *Grayscale - Gray Set Willy*

Another sweet action tune, this one by Atari music band Grayscale. Composed by BeWu and X-Ray, Gray Set Willy consists of two parts. The first fifty seconds of the tune features a neat melody, filled with arpeggios and Jean Michel Jarre inspired details. The second part of the tune is a little heavier in superb stereo with a great bass comp and more arpeggios.

10. *The Chaos Engine - Intro Theme*

The whole atmosphere in The Chaos Engine is very much like the one in The Matrix and the Intro Theme shows this perfectly. It's a dark industrial tune that totally puts you in the mood for playing the game. Very cool!

11. *Turbo Outrun - Track 2*

The C64 version of Turbo Outrun contains a couple of very good SID-tunes including this one. It's a happy action tune that's short but very balanced and totally loopable. It fits Turbo Outrun but could have fitted any space shooter as well.

12. *Super C - Stage 5*

We've said it before and we've to say it again: When you hear the score of any Contra game, you do feel like putting everything else aside, fire up your old Nintendo and play Contra for the rest of the night. It's hard to describe how good the music in Super C is. Imagine the happiness when little Hastig found out (16 years ago) that he could push Select + Start + A + B and get access to the music menu! We think he cried ;)

13. *Star Fox - Space Armada/Titania Boss*

Star Fox was the first true 3D game for the Super Nintendo. Despite it's incredibly low frame rate, Star Fox was lots of fun and the music was also very good.

Space Armada is an awesome Stars Wars inspired tune. For your convenience, we've mixed it with the cool boss track from Titania Boss.

14. Contra Hard Corps - The Blue Gale

More Contra, this one for the Sega Genesis co-composed by Michiru Yamane. It's a fast paced track, a little different than those for the NES and SNES.

15. Esper Dream 2 - [Stage x]

This sounds like it's from a game like California Games, but it's not. It's from the Japanese RPG Esper Dream 2 for the NES, a game that we Europeans never heard of. Thanks to our unbeatable music searchers at Infinite Game Music, we can now enjoy it in it's full glory!

16. Metal Slug X - [Stage x]

This one is from the ultra-action game Metal Slug X for the Neo Geo. It's an incredible action tune that sounds a little like Indiana Jones at some parts.

17. Turrican - Bonus

Chris Huelsbeck totally nails it with this Bonus Stage tune from the first Turrican game for the Amiga. He starts out sounding like Nine Inch Nails and cleverly turning the tune into a smooth action track with influences from 80's latin rock. Flawless!

18. Double Dragon 2 - Final Boss

This is the track from the Final Boss in Double Dragon 2. It's perhaps not really suitable as a boss tune, but it's still a very good tune. Tsu Ryu has covered it, please visit 2A03.org to listen to that version.