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bygone dogs

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SEGA POWERCUTS 1

SLAMMIN' TRACKS FROM **WILD WOODY** **GHEN WAR** **ETERNAL CHAMPIONS** **CYBER SPEEDWAY**
ECCO:THE TIDES OF TIME **BUG!** **PANZER DRAGON** **VECTORMAN** **SONIC THE HEDGEHOG CD**



bygone dogs

(from *Cyber Speedway*™)

1. Daylo Blues 3:28
(Joel Alvares/Tim Alan/Brad Kaiser)
2. Tabatha 4:51
(Alvares/Alan/Kaiser)

Produced by Spencer Nilsen
Recorded, engineered & mixed by Spencer Nilsen
& David Young at Sega Music Group Studios,
San Francisco.

bygone dogs are a perfect example of the futuristic attitude SegaSoft takes towards the entertainment industry. This unique power trio from San Francisco caught the ear of SegaSoft's executive producer, Steve Apour. In a pioneering move, he and Spencer Nilsen signed the band to write the title track for *Ghen War* and subsequently produced five of their original songs for the *Cyber Speedway* soundtrack. Unlike music heard on any previous games, bygone dogs were recorded live to capture their energy and spontaneity which added a new intensity to the art of video games. The two songs on this compilation are an example of the band's creative diversity and represent a preview of what's to come. Look for the bygone dogs' debut album on this label in early 1997.




Ron Thal (from *Wild Woody*™)

3. Mechanical World, Act I 2:02
(Ron Thal) ©1994 Varney Metal Music (ASCAP), Courtesy of Shrapnel Records
4. Bring It Back (Pirate Boss) 2:14
(Thal) ©1994 Varney Metal Music (ASCAP), Courtesy of Shrapnel Records.

Composed, arranged, produced and recorded by Ron Thal
Guitars, bass, keyboards, vocals and drum programming by
Ron Thal. Acoustic drums by Brad Kaiser, using Zildjian™
cymbals and sticks. Mixed by Ron Thal, Spencer Nilsen
& David Young at Sega Music Group Studios, SF.

"I was called in at the 11th hour to score all the music for the Sega CD-ROM video game, *Wild Woody*. The game music needed to complement the changing scenarios within the game. There were five 'worlds'- Pirate, Mythology, Mechanical, Sci-Fi, and the final Cemetery World - and each world had 3 levels. My strategy was to start off silly and light-hearted in Pirate World and evolve in intensity to climactic finales in Cemetery World. I've always been a performing rock musician and never even considered the option of working with CD-ROM games, but the experience of doing it has shown me what a natural progression it is for CD-ROM to become the next medium for music."

When not writing music about writing-utensils-turned-super-heroes, Ron Thal is a recording artist on Shrapnel Records, co-owner of PCM Recording Studios in Brooklyn, NY and a record producer.



Jon Holland (from VectorMan™)

5. Nocturnicular 2:25
(Jon Holland)
6. VectorMan Theme 4:03
(Holland)

Written, performed and produced by Jon Holland (BMI). Recorded and mixed by J. Holland at xyxu Studio, California.

Special thanks to Sam Powell, George Kiss, Tom Carroll, Jason Weesner and all at BlueSky Software, as well as Tom Miley, Joe Miller, Spencer Nilsen, Samantha Tatler and all at SegaSoft. Super thanks to Mark Miller for making the first call and Mark Lorenzen for being himself.

"When I first saw *VectorMan* the only thing that went through my head was techno and house music. I didn't seem to hear a lot of techno in Sega Genesis™ games and I thought that this would be a great opportunity to make Genesis music that people could dance to. After all, that's what I like in a game soundtrack. So you could say my reasons were pretty selfish. In addition, *VectorMan's* world is not that different from a good rave or techno record... colorful and thumping. The game's designers gave me total control of the music and sound FX. I essentially had one rule for myself. All the songs had to be memorable with lots of grooves and no long instrumental solos. When it came time to do the remix recordings, I had a lot of crazy ideas. The goal was to first establish the original theme and then embellish it with a completely new bonus remix section, thus creating complete songs from the original themes in the game. It's just the beginning for *VectorMan*."

Visit the *VectorMan* InterNet site at <http://www.sega.com/features/vectorman/production/index.html> or email me at xyxu@earthlink.net.

Brian Coburn

(from *Ghen War*™)

7. Evil Things 2:28
(Brian Coburn)
8. Burn 3:39
(Coburn)


Music and lyrics written, produced and performed by Brian Coburn (BMI). Mixed by Gordon Lyon and Brian Coburn at SegaSoft's Studio 150 in Redwood City, CA.

Special thanks to the KMFDM, NIN, Rage Against The Machine, Tom Miley, LX Rudis, Sega Music Group for the use of their facilities to record "Burn" vocals and to Spencer Nilsen for enduring it all and making this happen. Special thanks to Steve Apour and Jumpin' Jack for *Ghen War*.

"*Ghen War* was for me the beginning of a difficult but necessary musical journey. My previous music had tended more toward the 'techno' genre, such as my 1992 radio hit, *Bushwack*. But *Ghen War* demanded a darker aesthetic, an angrier energy. Making this sort of music is never easy, especially by yourself. With *Ghen War*, I could have called in a variety of instrumentalists to get that rockin' fat sound that people can't mistake for chip music. Instead, I took myself and my machines to the limits of endurance to create the hardest, funkier, weirdest sound possible. This is music that reflects the deeper stresses of the human condition. Expect more probings into these dark areas when I release my next album, *Repetitive Stress Injury* as *Hurt Machine*. And remember, support your local campaign for worldwide hyperinflation."

For more, check <http://www.hurtmachine.com> on the web.





Tristan des Pres

(from *Eternal Champions™*)

9. Ramses' Theme 1:35
(Tristan des Pres)

10. Midnight's Theme 1:47
(des Pres)

Written, arranged, produced, recorded and mixed by Tristan des Pres (BMI/SECAM). Guitars by Jeff Snider.

Special Thanks to Michael Latham, John Brandstetter, Rod Nakamoto, Spencer Nilsen, Joe Miller, David Delia, and James Dobson.

As a child, Tristan des Pres visited foreign countries with his family on a yearly basis. The different sounds and musical styles he experienced left strong impressions on him. He received the first 15 years of his musical education in France. With a strong emphasis in classical music Tristan attended the Conservatoire de Paris before returning to the US where he attended the Juilliard School of

Music and the New England Conservatory, earning a Master's Degree in Arranging, Composition and Film Scoring. He then became involved with an advertising agency in France, producing & scoring over 200 television commercials, short films and documentaries aired throughout Europe. Back in California, he quickly associated, recorded, and performed with jazz greats such as Jerry Goodman from the Mahavishnu Orchestra, Bunny Brunel & Tom Brecklein from Chick Corea's band and many others. In 1988, Tristan became involved in the video game industry, and has since written music and scored sound effects for 34 games on various platforms.

Ramses III, Being an Egyptian Pharaoh, gave Tristan the opportunity to utilize some of the northern African motifs that had been floating around in his head for a couple of decades. The track features Jeff Snider on guitar, an outstanding musician who Tristan believes to be one of the best guitarists around.

Midnight was the first "rave" piece of music Tristan ever wrote. Having a strong jazz fusion background, he wanted to give this piece a swing feel, while intermingling rave elements, to create an interesting twist—perfectly suited for the *Eternal Champions* soundtrack.

AZUMA

(from *Panzer Dragoon™*)

11. Invasion Of The Empire Army 3:12
(Azuma)

12. Sadness of Ghost Weapon 3:51
(Azuma)

Produced and directed by AZUMA.
Composed, arranged and performed by AZUMA.
Recorded at NEWTON Studio, Japan

Azuma has a high reputation as a musician who established a new type of Japanese music. His music gives us images of Japan and its high dignity. He has released more than 10 albums in Japan, and two of them, *Azuma* and *Wanderer* were released in the US and have been well received. He is also known as a composer of music for television and movies. Azuma's activity as a composer includes writing music for expos and ceremonial events all over the world. Lately, he has been trying to express the Japanese atmosphere more clearly by using computer graphics and lasers. When describing his motivation for this original score, Azuma says, "When I tried to express *Panzer Dragoon* in music, I wanted to expose the pleasure of flying in a big space and sky, as much as you feel from its vision. I would like you to listen to my songs as the new sound for modern games."



Spencer Nilsen with Gary Cirimelli

(from *ECCO: The Tides of Time*™)

13. St. Gabriel's Mask/vocal remix 4:32

(Spencer Nilsen/Gary Cirimelli)

Music written, arranged & produced by Spencer Nilsen (SESAC). Co-produced by Gary Cirimelli. Lyrics by Spencer Nilsen & Gary Cirimelli (ASCAP). Engineered by David Young. Mixed by Gary Cirimelli.

Featuring Spencer Nilsen on keyboards; Brad Kaiser on drums; Gary Cirimelli on vocals; Erik Frykman on guitars; Mitch Manker on wind synthesizer & trumpet; David Young on keyboards & programming; Jennifer Hruska provided samples & programming, and Brian Coburn handled sound effects.

Gary Cirimelli comes to the Sega Music Group as its Senior Music Producer with a long history of musical successes. Starting out as a young solo guitarist-singer-songwriter, he played his way through the US in a number of bands until 1989, when he signed up with Sony Music producer Walter Afanasieff. Since then, he has worked closely and/or toured with such artists as Mariah Carey, Celine Dion, Boyz II Men, Michael Bolton, just to name a few.

"I had been a fan of the Ecco soundtracks ever since the first time I had heard them - the quality, texture, dimension and "other-worldliness" of the music was a radical departure from the traditional chip game music. I had always felt that several of the songs could lend themselves to a more "pop" interpretation, so when I started at SMG, I approached Spencer with the idea. He agreed, so we previewed all of the *Ecco - The Tides Of Time* tracks and picked *St. Gabriel's Mask* as the one. We set out to write a lyric and melody that would fit the theme of the game, yet be open to a broader interpretation. And so, with the help of Brad and Erik, this remix was born."

Look for *Ecco - Songs of Time*, featuring the soundtracks of *Ecco the Dolphin* and *Ecco - The Tides Of Time* in your local record store.



Spencer Nilsen with Pastiche

(from *Sonic The Hedgehog CD*™)

14. Sonic Boom 3:10

(Spencer Nilsen/David Young/Sandy Cressman/Jenny Meltzer/Becky West)

Produced by Spencer Nilsen (SESAC). Music written by Spencer Nilsen & David Young. Lyrics by Spencer Nilsen & Pastiche (Sandy Cressman, Jenny Meltzer & Becky West). Engineered & mixed by David Young & Spencer Nilsen. Featuring Spencer Nilsen on keyboards, Erik Frykman on guitars, Brad Kaiser on drums, David Young on keyboards, and Pastiche on Vocals.

"*Sonic The Hedgehog CD*™ represented a lot of "firsts" for the world's most famous speedy, blue rodent. It was the first Sonic game made for the Sega CD™ system, the first Sonic adventure to feature 3-D graphics and CD-quality audio, the first to reveal Sonic's evil, dark side, and the first to introduce Sonic's love interest, Sally. This last point was a biggy! And while some may have seen it as signaling the end of Sonic's bachelor days, we saw it as an opportunity to explore a strong female presence in the soundtrack. To do so, I called upon the extensive talent and experience of one of the country's premiere female vocal groups, *Pastiche*. Together, we crafted unique pieces for each of the twenty-or-so game levels, combining their tremendous vocal acrobatics with driving rhythms, powerful guitars, lush keyboards, and thumping bass, thus creating one of the most unusual and compelling Sonic soundtracks ever. This piece, *Sonic Boom*, was written as part of Sonic's first music video (ah, ha! another first!) that appeared at the opening of the game."





Greg Turner

(from BUG!™)

15. Bug Bop! 1:33
(Greg Turner)

Composed, orchestrated and performed by Greg Turner (BMI).
Recorded at RealTime Studios.

Special thanks to Dave Warhol and Steve Apour.

Greg Turner is an accomplished composer and musician whose work spans film, television, orchestral, electronic, choral, jazz and now interactive music. His credits include "Jake and the Fatman", "Matlock" and "Eyes of the Beholder," as well as games scores for "Aahhhh...Real Monsters," "Big Sky Trooper," "Candyland" and "Bug!." Adept at a wide range of styles, he seeks to create a unique musical identity for each project he works on.

A c k n o w l e d g m e n t O f T h a n k s

Ed Annunziata, Bob Bell, Tony Berkeley, Shelly Berliner, Ted Bonar, Jim Caparro, Mark Fine, Betsy Grant, Michelle Gray, Gary Griffiths, Jim Hedges, Tom Kalinske, June Kawagishi, Peter Loeb, Beth Loudenberg, Gordon Lyon, Nobuo Mii, Joe Miller, Michele Mohr-Fritz, Pat Monaco, Phil Neal, Claire, Kira & Skyler Nilsen, André Oberholzer, Satoshi Okano, Mark Palermo, Steve Payne, Grace Salafia, All @ SegaSoft, Sega Of America, Sega Of Japan, Shrapnel Records, Kim Swartz, Mike Varney, Bob Willcox and especially all the artists, musicians, producers, and engineers who brought this music to life.

To find out more about past, present, and future releases, products, merchandise, tours, contests, etc. or to just let us know what you think of the music, please contact Sega Music Group at 608 Folsom Street, San Francisco, CA 94107
phone: 415-284-1980 / e-mail: sega.music@segasoft.com / www.segasoft.com

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Sega, Sega Genesis, Sega CD, Sega Saturn, Ecco The Dolphin, Ecco: The Tides Of Time, Cyber Speedway, Ghen War, Panzer Dragoon, VectorMan, Wild Woody, Sonic, Sonic CD, Sonic The Hedgehog CD, Eternal Champions, Bug! and all related characters and indicia are trademarks of Sega. SegaSoft, Ecco: Songs of Time, Sega PowerCuts 1, Sega Music Group and all related characters and indicia are trademarks of SegaSoft, Inc. Q-Sound is a trademark of Archer Communications, Inc.

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