ORIGINAL GAME SOUNDTRACK

OVERLOAD

reVIVAL
PRODUCTIONS

OVERLOAD

—— **Disc 2** ——

Act III

1.	Plus Ultra	6:00
2.	Unmanned	6:30
3.	Far Flung	7:44
4.	Discovery	5:06
5.	Spiral Tide	5:33
6.	Hidden Grind	3:03

Extras

7.	Prepare For Overload	2:28
8.	Simulator	1:58
9.	Aggression	3:04
10.	Tunnel	1:34
11.	Decompression	1:27
12.	Failure	2:40
13.	Beale	1:35
14.	Trinidad	1:25
15.	Revival	1:21
16.	Approach	1:49
17.	Evacuation	0:22
18.	Level Up	6:44

Total runtime 2:32:54

The soundtrack to *Overload* is a collection of original game music from artists around the world. Although they have unique musical backgrounds and histories, they share in common a passion for immersive platforms with untethered freedom and full control. Such an experience is *Overload*.

Dan Wentz (Disc 1 Tracks 7, 9-12. Disc 2 Tracks 6-15, 17, 18)
danwentz.com
soundcloud.com/daniel-wentz

It is a great honor and thrill to be involved in this project and I hope you enjoy the results of all of the hard work. I especially enjoyed seeing some familiar faces again and working on a common vision together. One of my goals was to find a good balance between classic hardware and newer software technologies to help give the music a familiar vibe but with a fresh edge that evolves and pulls your attention further inward. And as luck would have it, during development of *Overload*, several advancements in software instruments and effects rapidly became available that were selectively applied to the experience.

Here is a list of gear used in my corner of the game's musical score:

Hardware:
• Korg Kronos 2
• Access Virus C Desktop
• Virus Ti2 Desktop
• Clavia Nord Modular Expanded
• Clavia Nord Modular G2X
• Nord Electro3
• Moog Memorymoog Plus
• Minimoog Voyager 50 th AE
• Minimoog Voyager XL
• RME Fireface 802
• Roland JP-8080
• Roland XV-5080
• Roland VS-700C

Software:
• Ableton Live, Sonar Platinum/Bandlab
• Ample Sound AME II, AMR II
• Arturia V-Collection 2, 6
• East West Composer Cloud Collection
• Native Instruments Komplete 11
• Heavyocity Aeon, Novo, Evolve Mutations 1,2
• Spectrasonics: Stylus RMX
• U-he: Diva, Hive, Repro1, Repro5
• Roland Sound Cloud
• Parawave Rapid
• Xferrecords: Serum, Nerve

Allister Brimble (Disc 1 Tracks 1-6. Disc 2 Track 4)
allisterbrimble.com
allisterbrimble.bandcamp.com
twitter.com/AllisterBrimble

In 1996 I was asked to create remixes of the *Descent* music for the MAC format. The original tunes just wouldn't fit on a MAC so I chopped them up, added new parts and sequenced them via MIDI in real time. Interplay were pleased with the results and after many years I'm pleased to say that the same people involved have come my way to create the music for *Overload*. This time the music had to be written from scratch, and in a more modern techno industrial style...something I really enjoy doing so had a great time composing several tracks for the new game.

I have always been a big games player and in the early 90's I decided to have a go at creating my own video game music for the public domain software company, 17 Bit Software in the UK. They later turned into Team 17, which produced some of the biggest games ever for the Commodore Amiga format and I was lucky enough to be asked to compose for them. Several hit titles came out of this...*Alien Breed*, *Project X* & *Super Frog* to name a few. I later went on to produce the music for games such as *Driver* on the Playstation & *Rollercoaster* for the PC.

Jerry Berlongieri (Disc 2 Tracks 1-3, 5)
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jerryberlongieri.bandcamp.com/
twitter.com/Berlongieri

The kinetic 6DOF navigation of twists and turns send me on a musical journey of pitch-bend percussion, evolving envelopes, long fall glissandos, melodic lines that play and intertwine unfolding over time with motifs that borrow and change direction. A journey of slightly skewed techno and oddball trance, to support *Overload's* unique worlds.

Hardware:
- Roland - TB303, TR909, JD800, JP8080, V-Synth XT
- Yamaha - TX81z, VL1, CS6R, EX5R, FS1R, RM50
- Minimoog Model D
- Arp 2600
- Oberheim OBX
- Sequential Prophet VS
- Clavia Nord Lead 1,2,3, Modular.

Software:
- Native Instruments Komplete 11
- FabFilter Complete
- Ableton
- ProTools
- Opcode StudioVision

Luke Schneider (Disc 1 Tracks 13, 14. Disc 2 Track 16)

Working on *Overload* has been a massive undertaking for me personally, as I've had the pleasure/responsibility of being involved with almost every aspect of the game. I'm proud of what the game has become on a professional level, and on a more personal level, I'm proud to be able to contribute to the soundtrack of *Overload* alongside three musicians who inspired me earlier in my career.

Christopher Paine (Disc 1 Track 8)
greyleaf.studio
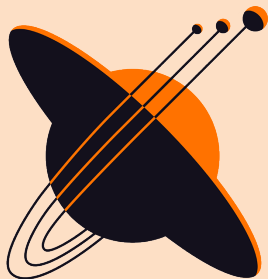papersailboat.bandcamp.com

The original *Descent* games are the very reason I wanted to learn how to compose music, and so with enormous gratitude and enthusiasm I accepted the opportunity to have this song included with *Overload*. *Overload* is a true spiritual successor, and this song is purpose-built to exude the progressive techno-industrial energy the *Descent* games were known for. My work as "Paper Sailboat", can be heard on Radio Sidewinder, the Elite Dangerous radio station. See you in the mines!

Michal Štefan (Disc 1 Track 9)
soundcloud.com/longterm
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Gaming has always inspired me musically, starting with arcade games and dungeon gaming in the 90s. I started to experiment with music around age 14 in tools like Fast Tracker and Impulse Tracker and I loved to hear what game music producers were capable of with these tools. Then *Descent* came and it was huge, as I had not seen a game like it before. It combined many elements I love: sci-fi, robots, freedom of movement, industrial environment and music. At the time, I was sharing a PC with my brother and because he was older, he had the privilege to play much more than me. So the only option to satisfy my thirst was to skip school periodically.