

THE
**GREATEST
VIDEO
GAME
MUSIC**

22



THE LONDON PHILHARMONIC ORCHESTRA
AND ANDREW SKEET

THE GREATEST VIDEO GAME MUSIC 2

1. ASSASSIN'S CREED-REVELATIONS: Main Theme **

Lorne Balfe

2. ELDER SCROLLS – SKYRIM: Far Horizons *

Jeremy Soule

3. LEGEND OF ZELDA – THE WINDWAKER: Dragon Roost Island

Kenta Nagata

4. FINAL FANTASY VII: One-Winged Angel *

Nobuo Uematsu

5. MASS EFFECT 3: A Future for the Krogan/An End Once And For All *

A Future for the Krogan: Christopher Lennertz; An End Once And For All: Sam Hulick & Clint Mansell

6. HALO: Never Forget/Peril

Martin O'Donnell & Michael Salvatori

7. SONIC THE HEDGEHOG: A Symphonic Suite

Masato Nakamura

8. CHRONO TRIGGER: Main Theme

Yasunori Mitsuda

9. LUIGI'S MANSION: Main Theme *

Kazumi Totaka

10. KINGDOM HEARTS: Fate of the Unknown *

Yoko Shimomura

11. SUPER METROID: A Symphonic Poem *

Kenji Yamamoto & Minako Hamano

12. DIABLO III: Overture *

Russell Brower

13. BATMAN ARKHAM CITY: Main Theme *

Nick Arundel

14. DEUS EX-HUMAN REVOLUTION: Icarus Main Theme **

Michael McCann

15. FEZ: Adventure

Disasterpeace aka Rich Vreeland

16. PORTAL: Still Alive

Jonathan Coulton

17. LITTLE BIG PLANET: Orb Of Dreamers (The Cosmic Imagisphere) *

Daniel Pemberton

PRODUCED & CONDUCTED BY ANDREW SKEET.

Recorded and mixed by Steve Price at Angel Studios and Air Lyndhurst.

Recording assistant: Jeremy Murphy & Chris Parker.

Score supervisor and additional production: Karen Glen.

Album mastering by Simon Heyworth at Super Audio Mastering assisted by Andy Miles.

All tracks performed by The London Philharmonic Orchestra, Leader Pieter Schoeman. Crouch End Festival Chorus appears on *. Soprano soloist Sarah Covey appears on *.

Additional musicians: Tim Weller: Drums, Simon Little: Bass Guitar & Upright Bass, John Evans: Guitar, Leo Abrahams: Guitar, Tom Cawley: Piano.

Programming & arrangements by Andrew Skeet with additional orchestration by Ben Foskett. Music consultant: Jocelyn Campbell.



ANDREW SKEET
PRODUCER AND CONDUCTER





#GVGM2

Over the last 40 years video games have become a critical form of entertainment throughout the world. As the games have grown to be more sophisticated and realistic, video game music has also evolved; from the simple bleeps of arcade shoot-em-ups to today's robust orchestrations, written for complex action or adventure titles on platforms like Xbox, Playstation and Nintendo.

Consequently, classical music has made an entrance into the realm of gaming. Last year's collaboration with London Philharmonic Orchestra and conductor Andrew Skeet resulted in *The Greatest Video Game Music*, an album featuring classical renditions of the most beloved video games.

Responding to the popularity and the massive feedback to *The Greatest Video Game Music* a sequel was recorded. This time having fans from all over the world vote for their favorite video game theme. These themes were once again performed by The London Philharmonic Orchestra, one of the most reputable orchestras in the world, and conducted by sensational Andrew Skeet. *The Greatest Video Game Music 2* is the fruit of two worlds blended together.



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