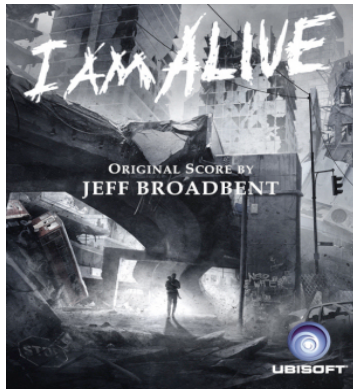


I AM ALIVE

ORIGINAL GAME SOUNDTRACK COMPOSED BY JEFF BROADBENT

EMAIL: jeff@jeffbroadbent.com
WEBSITE: www.jeffbroadbent.com
CELL: (503) 277-3466



Jeff Broadbent composed an unsettling, immersive soundtrack for Ubisoft's video game **I Am Alive**. A unique sonic palette of electronic and organic elements combine to bring this aural landscape to life. Ethereal atmospheres, pulsing tension and haunting melodies build into an emotional experience that form the lifeblood of this post-apocalyptic world.

I Am Alive is a survival game taking place in the aftermath of the devastating Event. Facing environmental and social chaos, the Man must struggle to survive, find his family, and protect the little girl Mei who has become his reason to go on.

PRESS COMMENTARY

"Tremendously haunting and poignant... Superb atmosphere and musical score..." *Computer and Video Games*

"Audio is key to the tension, and being scored by Jeff Broadbent who displays a complete mastery of chilling sounds and emotive melodies means that you're on edge throughout most of the game. It's expertly crafted and one of the better uses of audio in video games simply because it's tied to a key component of the gameplay." *MSXboxWorld*

"The star is the dynamic score, which adds appropriate tension to an already desolate environment." *Gaming Union*

"It's visually and aurally minimalistic, haunting in all areas of its design in a way that conveys a perfect bleakness. It's a wonderful, atmospheric example of just what can be done with the medium..." *BeefJack*

"One of the finest details in the game is its graphics and the use of sound in the game... The most terrifying part is the build up of creepy music as your stamina bar depletes. When you are climbing a tall building and the music starts getting louder as your stamina bar depletes and you know at any minute you could fall if you don't react fast enough, you will know just what it means to say, 'I Am Alive'." *Console Monster*

"To put it simply, I Am Alive is one of the most important releases this generation. The effort is an amazingly brave and thought-provoking one, resulting in a product that is memorable and undeniably unique. People will be talking about this for years to come..." *Strategy Informer*

COMPOSER INTERVIEWS

Gamespot: <http://www.gamespot.com/features/sound-byte-meet-the-composer-jeff-broadbent-6364772/>

Square Enix Music Online: <http://squareenixmusic.com/features/interviews/jeffbroadbent.shtml>

GSoundtracks: <http://www.gsoundtracks.com/interviews/broadbent.htm>