

# HEROES OF INCREDIBLE TALES 2

**Developer/Publisher:** Nexon

*Music composed by Jeff Broadbent*

*Vocal solos performed by Uyanga Bold, Merethe Soltvedt, Julie Elven, Julie*

*Seechuck, Martin Rothwell, and Asja Kadric*

*Wind instruments performed by Sandro Friedrich*

*Lute and guitar performed by Tom Strahle*

*Solo cello and violin performed by Yoed Nir*

*Orchestra recorded with the Budapest Scoring Orchestra*



Heroes of Incredible Tales 2 is an MMORPG video game published by Nexon. This video game is the sequel to the original Heroes of Incredible Tales, and involves the journey of various champions, working together against a rising threat of evil and destruction that threatens their world. The game world is vast and rich, with many different regions and landscapes to explore. Players can select from a variety of character classes including human, elf, seraphim, and kiki.

The music score was recorded by the Budapest Scoring Orchestra, with solo vocals recorded by Merethe Soltvedt, Asja Kadric, Julie Elven, Uyanga Bold, Martin Rothwell, and Rachel Hardy. World flutes by recorded Sandro Friedrich, lute and guitars by Tom Strahle, and solo cello and violin by Yoed Nir.

Jeff comments: "I've worked with Nexon composing scores for several of their video games, and each time, I'm impressed by the creativity and passion of their team. Working together with them very much feels like a trusted relationship, where we are free to exchange ideas, plan music direction together, and synthesize our ideas to bring to life the musical expression of their video games."

"One of the things I loved about scoring Heroes of Incredible Tales 2 were the rich visuals of the game world. Viewing artwork of grassy fields with gentle streams, deep and mystical forests brimming with Elvish magic, tall and barren snow-capped mountains, and deep dungeons full of danger, reminds me why I adore the fantasy genre so much. Creations like this capture the essence of artistic imagination and expression. They remind me of the beauty and variety in life, and when placed into a video game, allow game players to experience something that is rich and immersive, beyond their everyday experiences."

"One of the composing highlights was creating the character themes. This gave me a chance to give a musical signature to each of the character classes. The Human Theme demonstrates the bravery and freedom that is a key component in the video game. The Elf Theme, with vocals sung by Julie Elven, is mystical and magical, and a peaceful tribute to this race. The Seraphim Theme is strong and firm, with metallic percussion, fierce brass, and deep strings. The Kiki Theme was a lot of fun to compose, and uses plucked instruments and light orchestral strings and winds to express the free-spirited and child-like nature of this race."

"The End Credits Theme was also a unique highlight of this score. This piece uses solo vocals to represent the isolation and desolation involved in war, and the sadness and sense of loss that comes from such hardships. As the piece develops, a soft string section gently enters, providing a dark and haunting back-drop for the vocals."

"I'm very grateful to have collaborated with Nexon on this video game, and hope that game players will enjoy the musical score. Experiences like this remind me why I love video games - the blending of various art forms including visual art, music, and narrative, combined with immersive game-play, result in an experience that can take game players to new worlds, times, and experiences."