

EXTINCTION

Developer: Iron Galaxy Studios

Publisher: Maximum Games

Release platforms: PlayStation 4, Xbox One, Windows PC

Music composed by Jeff Broadbent

Cello solos performed by Tina Guo



From time immemorial, the world has been at war. For generations, humans have fought one another for land and riches while our true enemies have lurked in the distance: throngs of ravenous monsters standing 150 feet tall that aim to destroy our kind. Only those trained in the ways of the ancient order stand a chance at defeating these monstrosities, known colloquially as "ogres." You are one of the world's last defenders, a warrior named Avil equipped with the skill, speed and strength to oppose the endless wave of Ravenii and prevent a fate worse than death: Extinction.

Jeff Broadbent (composer) comments: "I really enjoyed composing the music for Extinction. From the very start of the process while learning about the game, I knew it would be a chance for lots of sonic and musical exploration, and to create a very intense and aggressive score."

"The action in Extinction is relentless and driven - Avil, the main character, is fighting these huge ogres who are hell-bent on wiping out humanity. The game is very gritty, violent, and dangerous. In discussing with audio director Chase Ashbaker, we knew the score needed to capture this brutality and heavy-handed aesthetic. And we wanted to find unique sonic ways to do it."

"The score overall is really in-your-face and brutal, with a visceral and somewhat primitive quality. I used lots of percussion - all kinds of drums of different sizes and materials. Distorted synths and effects, sawing strings, thrashing electric guitars, and some bowed guitarviols and waterphone processed with various effects added different colors and textures. One of the primary artistic goals was to create an earthy and organic sound, but with a very fierce energy and edge. It was a lot of fun to just open up the door to creativity and create a hyper-aggressive soundscape."

"One of my favorite experiences was working with Tina Guo, an amazing cellist, to record the main theme and end credits cues. Tina's playing is phenomenal - she's been nominated for a Grammy Award, has performed worldwide, toured with Hans Zimmer, and recorded on numerous soundtracks. The emotion and talent she brings to the music is unparalleled. She performs acoustic cello on the main theme, and electric cello on the end credits, in addition to some electric cello effects sprinkled throughout the score."