

HEROES OF INCREDIBLE TALES 2

First Anniversary

Developer/Publisher: Nexon Games

Music composed by Jeff Broadbent



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.

For the first year anniversary of the video game, Jeff Broadbent was invited to compose new music themes and soundtrack cues, as well as additional trailer music.

Jeff comments: "It was a delight to be invited to return and collaborate with the Nexon team, composing new music for the first-year anniversary of Heroes of Incredible Tales 2!"

"The main anniversary theme presents an emotional journey - it opens with mysterious, beautiful yet dissonant choir accompanied by strings, hinting at the conflict on the horizon. The music gradually grows and develops with swelling brass and powerful percussion, reaching a climax, before descending to a dark resting cadence. I wanted the listener to sense the challenge that was ahead of them, and the weight of the opposition they would face."

"In this music score expansion, we wanted some of the cues to take a more hybrid and modern approach, contrasted with the more traditional orchestra and choir of the original score. The track "We Will Overcome" illustrates this, as it combines solo cello and female vocals with modern sound design elements, aggressive bowing rhythms, and ambient synthesizer tones."

"Other cues emphasize the landscape and region the music plays in. "Depths of the Ocean" uses plucked and delayed instruments, and watery, flowing strings, to represent the oceanic landscape. "Valleys of Mist" has a forlorn and nostalgic tone, hinting at the ancient magic and mystery of this land. "Lair of the Damned" uses gritty bowed strings, metallic percussion, and high levels of dissonance, to give a dark and ominous feeling."

"I'm very grateful to have worked with Nexon composing music for this video game, and being part of creating a world where players can adventure, discover, and become Heroes of their own Incredible Tales."