

# MAGIC LEGENDS

**Developer:** Cryptic Studios

**Publisher:** Perfect World

*Music composed by Jeff Broadbent*

*Vocal solos performed by Uyanga Bold*

*Cello solo performed by Tina Guo*

*Oud solo performed by Tom Strahle*

*Wind instruments performed by Sandro Friedrich*

*Main theme recorded with the Budapest Scoring Orchestra*



Magic Legends is a video game based on the acclaimed table-top game Magic: the Gathering. Originally released in 1993, Magic: The Gathering has captivated millions of players around the world with its creativity and engaging gameplay.

Set in this rich and lore-filled universe, ancient forces move in the darkness, and it's up to the player to walk the planes of the Magic Multiverse to gather the power needed to fight this evil. Choose your path through diverse planes, collect unique spells, artifacts, and equipment to create powerful loadouts, and control the chaos of battle as you fight to save the Multiverse from its greatest threat yet.

*Jeff Broadbent (composer) comments:* "I have fond memories of Magic: The Gathering from my childhood. I remember day and nights around the gaming table, enjoying this exciting game and appreciating the artwork, writing, and lore that build a fantasy universe of imagination and depth. Having the opportunity to compose the music score for a video game based in the Magic world was a real treat and honor."

“For the main theme of the score, I wanted to capture the essence of the Multiverse, as well as highlight different regions in the Magic world. The theme opens with the exotic vocals of Uyanga Bold, and then progresses into a heroic and noble theme, which represents the holy region of Benalia and the fellowship of the champions. The track then grows into an intense tribal-infused and electric guitar section, with middle-eastern Oud solo performed by Tom Strahle. The jungle-region of Tazeem is represented by the tribal woodwinds of Sandro Friedrich and vocals of Uyanga Bold. The cello talents of Tina Guo take center-stage in a section representing the dark region of Gavony. The music then transitions to a magical section with synthesizers and ethereal vocals, which stand for the blue-magic region of Tolaria, followed by a climax which unites all of these musical elements together.”

“For the soundtrack of the game, each region was given its unique musical identity and purpose. Benalia, a region of order and discipline, is represented with grand orchestra and choir themes. Tazeem, a land of natural energy and untamed wildlife, features exotic flutes, wooden percussion, and the vocals of Uyanga Bold. Shiv is a volcanic region, using red magic and inhabited by dragons and goblins. The music for this region is an eclectic blend of middle-eastern influences, processed electric guitar and bass, and distorted synthesizer textures. Gavony, a sinister region focused on power and sinister forces, uses dissonant orchestral textures, dark choir, and the talents of cellist Tina Guo.”

“Magic Legends is a tribute to not only the table-top card game that has fascinated fans world-wide for nearly three decades, but also to the rich creativity and imagination that springs from the human spirit. It was a joy to return to the memories of my childhood while composing this score, and I hope that the spirit of Magic continues through this music.”