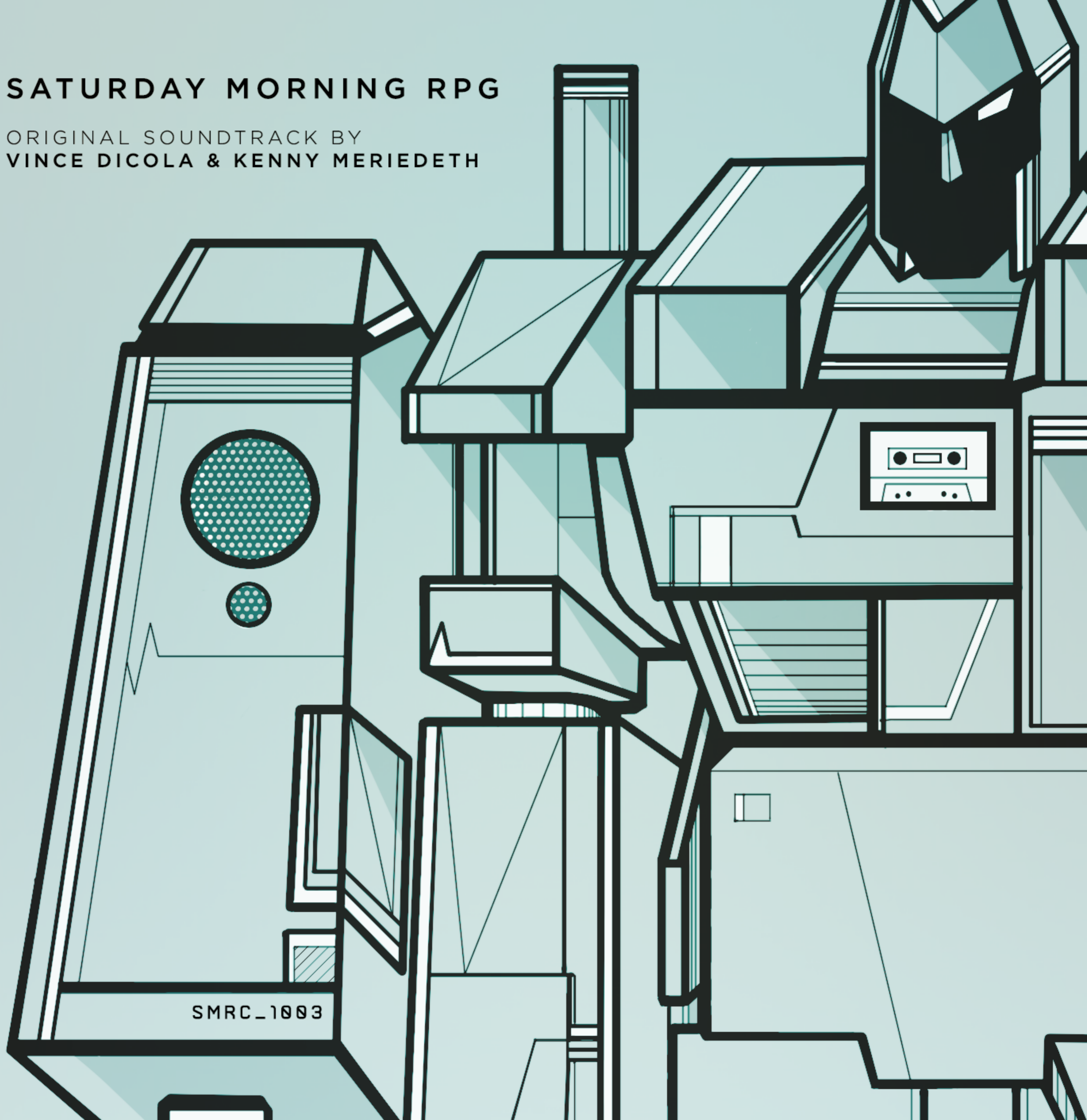


SATURDAY MORNING RPG

ORIGINAL SOUNDTRACK BY
VINCE DICOLA & KENNY MERIEDETH



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- 01** Tune in for Saturday Morning RPG!
 - 02** Saved by the Bell
 - 03** What Was That?
 - 04** Something's Wrong
 - 05** I'm Going In
 - 06** Battle Scene
 - 07** Dream Big
 - 08** Dawn of a New Day
 - 09** Power Plant
 - 10** What Once Was Lost
 - 11** Trust -Badbot's Theme-
 - 12** Meanwhile...
 - 13** Trouble Abounds
 - 14** Fallen Angel
 - 15** Red Horizon
 - 16** Sterner Stuff
 - 17** Castle of the Gods
 - 18** We Need to Talk
 - 19** Determination
 - 20** Beast
 - 21** Overdrive
 - 22** Escape
 - 23** Legacy
- Bonus Tracks**
- 24** No Risk No Glory
 - 25** Castle of the Gods (*Variation*)
 - 26** Dawn of a New Day (*Stemage & C-jeff*)
 - 27** Saturday Morning Arcade Shooter (*virt*)



VINCE DICOLA

Born in Lancaster, Pennsylvania, Vince DiCola relocated to southern California in 1981 where he exploded into the film arena by co-writing eight songs for the movie *STAYING ALIVE* and composing, performing and producing the music scores for the movies *ROCKY IV* and *TRANSFORMERS: THE MOVIE* (1986 animated version). Select pieces from Vince's movie work continue to be featured at major sporting events throughout the world, and his work is cited by composers in the film and videogame industries as a major source of inspiration.

After an extensive career working with original bands, perfecting numerous solo efforts, and contributing to the *Gran Turismo* franchise, with several pieces featured in *GRAN TURISMO 6*, 2003 saw DiCola team up with fellow composer Kenny Meriedeth for some movie score opportunities and has continued to work with him on a variety of film, television, and now, videogame scores, including this soundtrack.

DiCola is currently toiling away on an as-yet-untitled original progressive rock suite, which he touts as his greatest and most challenging musical accomplishment to date. The goal is to produce a multi-media stage presentation to accompany this music. Vince is very much devoted and committed to bringing this dream project to fruition and sharing this music with his fans.



KENNY MERIEDETH

Kenny picked up his first guitar at the age of five after seeing the Beatles on Ed Sullivan and asking his parents to buy him a \$30 guitar from the local music store. It still proudly hangs on his office wall as a nod to where the adventure began. Born and raised in Detroit, Kenny was immersed in everything from the sounds of Motown soul and R&B to the bashing rock of local greats and started playing in dozens of bands and eventually performed with a number of acts from the Romantics to Tina Turner, and many others. After relocating to Los Angeles, where he continued as a session artist and a band member for various acts, he made his way into composition and production for television and film, finally connecting with Vince DiCola and partnering with him on everything from independent feature films and trailers to recording sessions and now, videogame scores.



STEMAGE

Grant "Stemage" Henry is an arranger, songwriter, and audio engineer from North Carolina. His most notable work is *Metroid Metal*. Having learned guitar completely by ear, his inspiration came more from bands of the '90s than individual musicians. After a band-hopping stint in college, he turned his focus to recording. Over the last 15 years, Stemage as worked on countless arrangements and original works - both solo and as a part of collaborations. In 2013, he shifted his focus from videogame music to movies and released an album of arrangements inspired Disney's *TRON* from 1982. He is currently working on a list of projects including collaborations with Manami Matsumae (*Mega Man*) and Keiji Yamagishi (*Ninja Gaiden*) and is recording an album with his new band, LONELYROLLINGSTARS.

Tools Used: Cockos Reaper, Native Instruments Battery, Carvin Guitars

Learn more at stemagemusic.com



C-JEFF

Dmitry "C-jeff" Zhemkov is a musician based in Yoshkar-Ola, Russia. As a classically trained pianist, he quickly became interested in composition, and began writing music in 2001 before joining the virtual band AY Riders and founding the chiptune netlabel, Ubiktune, in 2006. His album, *Konami*, served as the label's debut release. During this time, jazz and rock music (and later progressive rock and metal) were strong influences on his composition style. Since then he released a number of albums, such as *Electric*, *Preschtale* and his latest effort, inspired by works of Vince DiCola, titled *Big Steel Wheels*.

Tools Used: CuBase, Native Instruments Massive, Native Instruments FM8

Learn More at c-jeff.com



JAKE KAUFMAN

Jake “virt” Kaufman started out as a hobbyist and fan, making notable contributions to the PC demoscene, the chiptune scene, and the videogame arrangement community. His focus on extreme technological constraints led to professional work on the Game Boy Color, and full-time employment at several game companies. Eventually his favorite studio, WayForward, hired him as the founding member of an onsite audio team. There he has worked on everything from *Contra 4* and *Double Dragon* to *Adventure Time* and *DuckTales*. Not one to forget his roots, he regularly scores indie games, including the upcoming *Shovel Knight* by Yacht Club Games, and continues to arrange game music for projects as diverse as *Dodonpachi Daifukkatsu* and *Saturday Morning RPG*.

ALBUM COMMENTARY

Vince DiCola and Kenny Meriedeth - Reflections on the project

Josh Fairhurst from Mighty Rabbit Studios approached us a few years ago about doing the soundtrack for a new game he and his company had created and just started to assemble called *Saturday Morning RPG*. I've worked in this area of the music industry before, but mostly as an arranger only. This was an opportunity for Kenny and I to actually compose music for a video game, and after doing so we are definitely excited about future opportunities to do so! Kenny and I started to develop our own library of material many years ago - music that could be used for film, TV, video games, etc. - and we've been adding to the collection each year. During our initial discussion with Josh it was decided that Kenny and I would send him some tracks from our library for his consideration. Josh selected the music he felt would be great for the game, we made some edits here and there, and the majority of the material was ready with the exception of a theme. Kenny and I spent a few days in Kenny's studio creating and recording a demo of a theme which Josh subsequently approved, then we finished the recording. Everyone is happy with the results and it was a pleasure working with Josh and his team! We look forward to future opportunities with Mighty Rabbit Studios.

Grant "Stemage" Henry on "Dawn of a New Day"

I've always been a fan of DiCola, but hearing him venture into videogame music is way too exciting. Of the songs on the *Saturday Morning RPG* soundtrack, the song that jumped out at me first was "Dawn of a New Day." It's so very short and inspirational. I had ideas by the time I was through the first listen. C-Jeff is also a Vince fan, so we pooled our efforts in his honor.

Jake "virt" Kaufman on "SATURDAY MORNING ARCADE SHOOTER"

When I first heard about this project, I had to sit down for a moment to avoid passing out. As some reading this may know, I have been deeply influenced by Vince's work, and I don't think it's hyperbole to say he's one of the most gifted composers of our time. Among my other big inspirations is Japanese videogame music, so I felt it would be a cool "merging of worlds" to imagine how *Saturday Morning RPG*'s soundtrack might have sounded in a totally different game genre and era: early-'90s arcade shoot-em-ups.

To that end, I used primarily FM synthesis (which, far past its inclusion in venerable '80s Yamaha synthesizers, took on a life of its own in videogames) and combined it with the simpler pulse waves and white noise of the Nintendo Entertainment System, using a variety of software emulations and an ancient SoundBlaster PC sound card. I wanted to keep the pacing and harmony very close to the original, transcribing every note as accurately as possible. However, by the time I got halfway through the track, I was so manic that an over-indulgent keyboard solo was unavoidable. I apologize for this loss of self-control.

All Music Composed, Arranged and Mixed by
Vince DiCola and Kenny Meriedeth (01, 03-07, 09-13, 15, 16, 18-20, 22, 24)
Vince DiCola (02, 08, 14, 17, 21, 23, 25, 26)

Except Arranged by
Grant "stemage" Henry and **C-jeff** (27)
Jake "virt" Kaufman (28)

"No Risk No Glory":
Music: **Vince DiCola**
Lyrics: **Steve Lane** and **Jodie Victor**
Recording Studios: **Kenny Meriedeth Studios** & **Travis Dickerson Studios**
Producers: **Vince DiCola** and **Kenny Meriedeth**
Lead vocals: **Robert Reynolds**
Keyboards: **Vince DiCola**
Guitars: **Kenny Meriedeth**
Bass: **Curt Schneider**
Drums: **Matt Laug**

Mastering Engineers:
Mustin for **Mustin Enterprises, LLC** / mustinenterprises.com
Kenny Meriedeth

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Back Cover Illustration: **Rob Simpson**
Package Art Director: **Connary Fagen** / connary.com

Executive Producer: **Jayson Napolitano**

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- Jayson Napolitano at Scarlet Moon Records
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- Jeron Moore for his support of this soundtrack
- Stemage, C-jeff, and virt for their amazing arrangements
- Mustin for his hard work and dedication to the project

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