

SIERRA[®]

SOUNDTRACK
COLLECTION



058654900

S I E R R A

S O U N D T R A C K
C O L L E C T I O N

When starting this project it was hard to pick from a couple hundred or so pieces of music that I've written over the last few years for Sierra On-Line computer games. I thought of all the people who have written to me about favorite songs or spots in games, songs that people here who worked on the games enjoyed, and songs that were special to me. After realizing that all that wouldn't fit on one CD I cut it down to the songs included on this project. I hope you enjoy listening to it as much as I enjoyed making it.



KING'S QUEST V: ABSENCE MAKES THE HEART GO YONDER

You can die thirty-nine different ways as you help King Graham rescue his family from the clutches of the evil wizard, Mordack. With the help of a talking owl and a little magic, you'll survive your journey through a dark forest, scorching desert, and sheer mountains in this tricky quest that rewards you for doing good deeds. Selected as "Adventure Game of the Year" by Computer Gaming World Magazine and "Best Fantasy Role-Playing/Adventure Program of 1990" by the Software Publishers Association.

1. KING'S QUEST V THEME

See cut number 2.

2. GRAHAM'S THEME

The two pieces above are from the opening sequence. Both are significant in that they carry strong motifs from which much of the music for the game was derived.

3. CASSIMA'S THEME

This theme is played when Graham meets Cassima in the kitchen of Mordack's castle. When King's Quest VI was being designed and I found out that Cassima was a major character, I thought it natural to spin off the "Girl In The Tower" from the basic motifs in this piece, thus tying the two games together.

4. THE BANDITS

During the last few weeks before shipping a game it seems everyone at Sierra is playing it. With King's Quest V it was no different, except that perhaps more people were playing than usual. It is during these times that a musician gets to know what the favorite songs are by listening to people humming or whistling as they walk through the hallways. I don't know that this was necessarily the favorite. Maybe a lot of people got stuck at the bandit's tent that day. I don't know, but it seemed this silly little song was whistled on more than one occasion during that time.

5. THE DARK FOREST

When I started writing the music for King's Quest V this was one of the first pieces I wrote. King's Quest IV started a sound for the King's Quest Series by featuring the classical guitar, and having a degree in classical guitar I felt very comfortable in continuing to write in that style. The solo guitar accompanied with the occasional bassoon, cello, owl, and cricket seemed the perfect backdrop of sound.

6. CRISPIN'S THEME

This is the music that underscores meeting Crispin during the opening sequence. I chose the bassoon to represent magic users in King's Quest V and since Crispin is a Wizard, his theme is built upon the bassoon carrying the bass part. It made for an interesting counterpoint between he and Cedric, who was represented by the clarinet. During the game one might notice the use of the bassoon with other characters like the Witch and Mordack.

7. CLOSING SEQUENCE

This is the music from the closing sequence. It's a long piece that covers a number of the main themes from the game as Roberta did what was in my mind a curtain call. As each character is featured their theme is recapped.

CODENAME ICEMAN

Be a secret agent for the US government. Get your orders from the Pentagon and head to the middle east commanding a nuclear submarine. Finally, complete your mission by rescuing the hostages and escape.

8. WHITNEY

Both this song and cut number 10 (FunkQ) are songs the band in the bar is playing. When I saw the band in the scene I thought it a natural to have the band playing the music for the background. The band has a song list of 4 or 5 tunes (I can't remember which) but I do remember spending lots of time on this with Mark Hood the programmer of the scene.

9. LOVE THEME/MORNING

This is a segue of two pieces that were written around a certain person you meet in the bar. Without giving away to much of the story, let's just say you spend the night and wake up in bed alone.

10. FUNKQ

See cut number 8.

POLICE QUEST II: THE VENGEANCE

A vicious killer has escaped from prison. Armed and dangerous, he's out to get even with the cop who put him away.

11. POLICE QUEST II THEME

Other than a very short little piece in King's Quest IV in Lolotte's Castle, Police Quest II was the first game for which Sierra ask me to write. About 6 weeks before they were going to ship the game they came to me and ask if I could throw something together. The Police Quest Theme was the first thing I did.

CONQUESTS OF CAMELOT: THE SEARCH FOR THE GRAIL

Solve the enigma of the Holy Grail as you cross Europe and the Middle East in an action-packed quest to find three missing Knights of the Round Table.

12. CAMELOT CREDITS

This is the opening credits music. The theme is weaved into a number of the pieces of music through the game. I enjoyed writing the music for this game. At school I spent much of my time studying early music since I was a guitar major.

13. OPENING SEQUENCE

Much of the music for the opening and other sections of this game were written while I was out playing golf. I would often work in the mornings cleaning up sequences I had done the day before. Then I'd hit the golf course about 2:00 in the afternoon. I found just playing and walking helped clear my mind so I could concentrate on the music. When I would get home from the course I would input the music I had developed in my head while playing. The golf course is now one of my favorite places to compose (and hack).

14. GLASTONBURY TOR/THE MAD MONK

Glastonbury Tor was one of my favorite places in the game. The music and pictures were kind of strangely peaceful. That is of course until you talk to the monk about certain things!

QUEST FOR GLORY I: SO YOU WANT TO BE A HERO

Your custom designed character is a graduate of The Famous Adventurer's Correspondence School. Rescue the children of a powerful Baron and defeat the schemes of an evil witch. You'll confront magic spells, weapons, and wicked opponents. But, be careful, the road to glory is full of challenges.

15. QUEST FOR GLORY THEME

The Theme and Battle music from Quest for Glory has stuck with the game throughout the series. It was a challenge to orchestrate these pieces out on an MT-32 or Adlib card. Here you will get a chance to hear a more complete interpretation of what these pieces were supposed to sound like.

16. BATTLE THEME

See cut number 15.

17. THE MAGIC MEADOW

Of all the music I've written for Sierra over the last few years, "The Magic Meadow" is the one I've received the most mail concerning. So with all the requests for it, how could I leave it off. Besides, this is my dad's favorite and if it wasn't included on this recording he'd probably write me out of the will.

CONQUESTS OF THE LONGBOW: THE LEGEND OF ROBIN HOOD

Use your quarterstaff, bow, and wits to save the throne and foil the sheriff of Nottingham. Five different endings. "...possibly the best Sierra On-Line adventure game to date." - Enchanted Realms

18. LONGBOW OPENING SEQUENCE

The opening sequence for Longbow was written as a piece to be sung by the troubadour. The words for the piece were given to me by Christi Marx and I was supposed to set them to music. Since by nature of the style this gets rather repetitive, I tried to set each

verse to a subtle arrangement depicting the tone of the words and the actions on the screen. My first thought was to record this with the words but after much debating it ended up as the instrumental version you hear on the disk.

19. THE MAP/THE ABBEY/THE HEDGE MAZE/THE FENS

I found the music of Longbow to be rather relaxing and peaceful and thought perhaps a collection of segued guitar pieces might make for a nice piece. "The Abbey" music was written as a traditional "Gloria" using the Latin "Gloria in excelsis Deo". For fun, can you figure out how the words fit to the music?

KINGS QUEST VI: HEIR TODAY, GONE TOMORROW

The industry event of 1992! Sierra assembled the best writers, artists, animators, and programmers to create the biggest chapter in the best-selling computer game series of all time. In this richly textured adventure, you help the shipwrecked Prince Alexander make his way through a series of mysterious islands. Each island holds unique surprises and is populated with such amusing and terrifying characters as the Five Gnomes of the Senses, the Winged Ones, and the Lord of the Dead. This game is so detailed, it's quite possible for you to come to the end without seeing or solving everything. Fully 30%-40% of the encounters are optional, so beginning players can complete the story with plenty of challenge but a minimum of frustration.

20. GIRL IN THE TOWER

"Girl in the Tower" was an idea I came up with when I found out that "King's Quest" was going to be a love story between Alexander and Cassima. I thought this would be a perfect opportunity to write a top 40 type love ballad to be sung as a duet. As I explored the possibilities, I found some of the motifs from the original Cassima theme worked well in this style.

All selections were re-orchestrated during the summer of 1992 by Mark Seibert in his home studio. Recording of the sequences took place at Maximus Recording Studios in Fresno, California the first week of September 1992. All the selections were recorded.

onto a 2-inch 24 track format at 30 ips. Engineering and mixing was done during the middle of September by Jeff Hall at Maximus along with an occasional hand in the way by Mark Seibert. Extra musicians include: Ron Delarm (Guitar on "Girl In The Tower"), Bob Bergthold and Debbie Seibert (Vocals on "Girl In The Tower"), John Ayala (Sax on "Whitney", "FunkQ", and the "Police Quest II Theme"), and Mark Seibert (Classical guitar on "Cassima's Theme", and "The Magic Meadow". Tambourine on "Camelot Credits", and the "Camelot Opening Cartoon").

SPECIAL THANKS TO:

Ken and Roberta for believing in me and entrusting the music for Sierra to me over the last few years, Guruka for always having an ear ready to listen to a new piece, all the designers I've worked with for giving me room to experiment with new ideas, the programmers for putting up with those ideas, my wife Debbie and daughter Kirsten for putting up with the long nights and weekends, Bob and Debbie for doing such a fine job singing on "Girl In The Tower", Ron for the last minute guitar work on "Girl In The Tower", Jeff Hall for his great studio and engineering talents, my mom and dad who have always encouraged me in my music, and most of all God for His love and grace that abounds beyond measure.

All selections were written by Mark Seibert except "Girl In The Tower"
Music by Mark Seibert/Words by Jane Jensen.

Copyright 1992 Sierra On-Line/Published by Sierra On-Line BMI

