



SUMTHING ELSE MUSIC WORKS ANNOUNCES RELEASE OF GEARS OF WAR 2 THE SOUNDTRACK

**Original Music Score by Hollywood Composer Steve Jablonsky and performed by the Skywalker Symphony Orchestra and Chorus**

**New York – Oct. 27, 2008** – Sumthing Else Music Works, Inc., through its licensing relationship with Epic Games, Inc., proudly presents Gears of War® 2 The Soundtrack. The original soundtrack from the highly anticipated blockbuster Xbox 360™ action video game will be released on Nov. 25, 2008 to retail outlets through Nile Rodgers' Sumthing Else Music Works record label [www.sumthing.com](http://www.sumthing.com), and for digital download at [www.sumthingdigital.com](http://www.sumthingdigital.com).

Gears of War 2 The Soundtrack features a new original music score composed by Hollywood composer Steve Jablonsky (“Transformers”, “The Island”, “The Texas Chainsaw Massacre”) and recorded with the Skywalker Symphonic Orchestra and Chorus at the world famous Skywalker Sound.

Epic Games wanted every aspect of Gears of War 2 to be “bigger, darker, and crunchier” than the original game, including the bombastic orchestral soundtrack. Drawing on his extensive experience scoring big budget action films as well as a unique musical repertoire and Hollywood production values, Jablonsky was the perfect match for creating the adrenaline-pumping, emotionally charged Gears of War 2 score.

“It’s been a real treat working with Steve on the score for Gears of War 2. We have a tremendous amount of confidence in him, and believe the Gears community will embrace the new sound,” said Mike Larson, Audio Director of Epic Games. “We’ve designed Gears 2 to impact players on a deep emotional level, and much of that connection is made with music that grabs their attention and makes them feel personally involved with the game universe. We have aimed to create something a bit more serious, cinematic, and refined with a harder-hitting approach toward composition and production.”

“Epic gave me a blank canvas, which was really great,” said Steve Jablonsky, Composer for Gears of War 2. “I experimented with a lot of hybrid organic/electronic elements, and combined them with the power of a large orchestra and choir.”

### **Track Listing:**

1. Return Of The Omen
2. Hope Runs Deep
3. Green As Grass
4. Expectations
5. Finally, A Lead
6. Armored Prayer
7. Hold Them Off
8. Derrick Chase
9. Building Thunder
10. Hell Breaks Loose
11. Bedlam
12. Breakneck
13. Landown
14. Racing To Extinction
15. If They Can Ride Em
16. Hollow
17. Unexpected Changes
18. March Of The Horde
19. Highway
20. Denizens Of The Deep

23. Bump In The Night
24. Frenzy
25. Outpost
26. Finale
27. Autumn Of Mankind

Gears of War 2 tells the story of humanity's last stand against the nightmarish, underground Locust Horde, and is the follow-up to one of the most popular Xbox 360 games in history. Gears of War 2 blends best-in-class third-person shooter action with unsurpassed high-definition visuals, all layered on top of an engaging story of survival, loss and retribution. Gears of War 2 will be available worldwide on Nov. 7 exclusively for the Xbox 360 video game and entertainment system. For more information, visit <http://gearsofwar.com>.

### **About Epic Games**

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its Unreal series, most recently shipping Unreal Tournament 3 for PC, PLAYSTATION®3 and Xbox 360. Epic's breakthrough game, Gears of War, sold 5 million copies and won over 30 Game of the Year awards. The highly anticipated sequel, Gears of War 2, is scheduled for release this November. Epic's Unreal Engine 3 is the current holder and three-time consecutive winner of Game Developer magazine's Best Engine Front Line Award. Additional information about Epic can be obtained through the Epic Games Web site at [www.epicgames.com](http://www.epicgames.com).

### **About Nile Rodgers**

Award winning record producer Nile Rodgers is one of the most prolific music producers in history. Nile's production accomplishments include such diverse artists as Diana Ross, Madonna, David Bowie, Duran Duran, The B-52's, David Lee Roth, Grace Jones, Mick Jagger and top selling game soundtracks such as Halo® 2 Volume One. Records produced by Nile Rodgers have sold more than 100 million copies worldwide. As a founding member of the perennial Rhythm & Blues dance band Chic, Nile co-wrote all of their big hits including "Le Freak" and "Good Times", as well as "We Are Family" for Sister Sledge. In addition to records, he has also scored or produced music for numerous films including "Coming to America", "Thelma and Louise", "The Flintstones", "Beverly Hills Cop" and "Rush Hour II," as well as a variety of television shows and commercials. Nile is a board member of several organizations including the National Association of Recording Arts and Sciences (NARAS).

### **About Sumthing Else Music Works, Inc.**

Since its creation in the late 1990's by the world-renowned song writer, musician and record producer, Nile Rodgers, Sumthing Else Music Works has become the acknowledged industry leader in licensing and distributing video game soundtracks. Possessing full in-house services worldwide, from creation of original video game soundtracks through physical distribution, Sumthing is partnered with the world's leading video game developers and publishers including BioWare, Bungie Studios, Capcom, Crytek, Eidos Interactive, Epic Games, Gearbox Software, Microsoft, Mistwalker, Rare, SEGA, Silicon Knights, Sony Computer Entertainment and Ubisoft. Their catalogue of titles includes the best selling video game soundtrack of all

time, Halo 2: Volume One, as well as award-winning titles including: Crysis, Advent Rising, Fable, Gears of War, Halo: Combat Evolved, Halo 2 Volume Two, Halo 3, Hitman: Contracts, Hitman: Blood Money, Jade Empire, Kameo: Elements of Power, Mass Effect, Red Steel, Unreal Tournament 3 and many others.

For Sumthing's full catalogue please visit [www.sumthing.com](http://www.sumthing.com) and their digital download service at [www.sumthingdigital.com](http://www.sumthingdigital.com).

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**Gears of War 2 extends the action of the futuristic combat video game made for the Xbox 360.**

November 15, 2008

Video Game Review | Gears of War 2

## **In a Complex Gaming Age, Faith in the Simple Virtues of Mayhem**

By [SETH SCHIESEL](#)

Trying to find deep cultural meaning in a game like Gears of War 2 is a bit like seeing rich social commentary in Hollywood's latest comic-book adaptation. If you jump through enough facile intellectual hoops you can get away with it, but the results usually come off as an overblown exercise that ultimately misses the point. And the only real point of a game like Gears of War 2 is to provide an elementally stimulating, mildly cerebral, strap-in-tight entertainment experience: shoot this, dodge that, rip the next monster apart with a nice big chainsaw.

At the thrill-ride level, Gears 2 is one of the most satisfying games of the year. Yet this sequel to one of the most popular titles of 2006 suffers by taking itself far too seriously. With its unintentionally mawkish story line — there's no winking here — and sophomoric dialogue, Epic Games, developer of the series, is clearly trying to mix some emotional depth into the franchise's established recipe of explosions and hot lead. It doesn't work.

Unlike a survival horror game, in which isolation and fear deliver the adrenaline, a futuristic combat game like Gears 2 is meant to provide a sense of group camaraderie as you inevitably set out to save humanity from the mutant/alien menace. One of the best elements of Gears 2 is the ability to play cooperatively with friends online. But as for the scripted virtual buddies written into the roughly 10-hour, single-player mode, none get beyond cringe-worthy.

Of course there is the stoic — don't call him wooden — soldier searching for his lost love. Of course there is the raw recruit (called Rook!) who must be sacrificed. Of course the black guy known as Cole Train is a sass-sliding stud, a former athlete with a whole lot of 'tude but without any depth. All the old war movie clichés are trotted out in such desultory fashion that a player has to wonder whether the designers themselves felt constrained by the stereotypes and formulas they chose to embrace.

But the magic in Gears 2 is that even the most puerile characterizations can't detract from the intensity of the game's kinetic action. When you're blowing the cranium off that flamethrower-wielding mutant a few yards away, or taking out insectile monsters with fat blasts of high explosive, you won't care about the obtuse back story or how farcically the voice acting oscillates between monotone and melodrama.

Instead you will most likely be enjoying the simple pleasures of killing the other guys before they kill you. The general plotline is only what it needs to be: a distant planet in the future is threatened by a mysterious scourge known as the Locust Horde. In the first Gears of War you tried to take the Locust out for good, but of course they survived and are now poised to destroy the last bastion of humanity. The player and his motley squad have to go back in and finish the job. That is not tough to understand or come up with.

What is tough to come up with, and what makes Gears 2 such a consummately enjoyable popcorn game, is pitch-perfect pacing melded with some of the most carefully calibrated challenges and consistently enjoyable game design you will come across. Visually, Gears 2 is stunning, perhaps the best-looking game yet made for the Xbox 360 (the only system for which the game, published by [Microsoft](#), is available). Each level — be it a ruined temple, an underground cave or the inside of a huge worm — conveys a textured sense of authenticity.

And it almost goes without saying that the combat mechanics work beautifully. Surviving in the Gears universe is all about taking cover from hostile fire and then leaning out to lay the pain down with big guns. If an enemy gets too close, you can grind it into a bloody mess with the handy chainsaw attachment. While the player and the rest of his squad spend most of the game on foot, there are a few inventive and exciting sequences aboard various vehicles and mounts.

Along with the [Halo](#) franchise, the Gears of War series is one of the main tent poles holding up the Xbox 360's appeal to the core gamer demographic of young men who like guns and fighting. Even as the industry reaches out to new audiences — women and families, for example, with other sorts of products — games like Gears of War 2 set the standard when it comes to a basic action experience.

Just ignore what tries to pass here for story and character. And please, don't think too hard.

















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# GEARS OF WAR 2



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