

PANZER DRAGON: REMAKE
THE DEFINITIVE SOUNDTRACK

SAORI KOBAYASHI

The cover art features a large, blue and green dragon-like creature with a rider, flying over a rocky, mountainous landscape. The creature has large, colorful wings and a long tail. The rider is a small figure on its back. The background is a bright, cloudy sky. In the foreground, there are several stone pillars and a body of water. The title 'PANZER DRAGON' is written in a stylized, golden font across the bottom left.

PANZER
DRAGON

GS-021



Tracklist

Main Title
Opening Theme
Flight
Sudden Turn
Worms
Confrontation
The Empire
Departed Souls
Reactivation
Assault
Flagship
The Imperial Capital Set Ablaze
Tower
Conclusion
Parting
Staff Roll

Main Title
Opening Theme
飛翔 ~Episode 1
急変 ~Boss 1
蟲 ~Episode 2
対決 ~Boss 2
帝國 ~Episode 3
亡靈 ~Episode 4
再起動 ~Boss 4
急襲 ~Episode 5
旗艦 ~Boss 5
帝都炎上 ~Episode 6
塔
決着 ~Last Episode
別離 ~Epilogue
Staff Roll

A Message from Panzer Dragoon: Remake Composer Saori Kobayashi

While at work one day, I caught wind of a kind of music that I had rarely encountered before. It was coming from the desk of the Sound Director seated near me. I cannot forget how uplifting and exciting I felt upon hearing this music. There were many games out there featuring dragons, but back then I hadn't yet seen a game that let you ride a dragon flying in the sky. I couldn't stop thinking about the music, which was part of the mysterious feeling emanating from the game's world.

Having experienced the music in this way, there was nothing I could do to surpass it. The vibe of the music, the thought process behind the compositions, and the feelings and thoughts of the time came rushing back to me. That was my excuse, anyway; there were a number of things I was worried about with regards to this project, but after a lot of careful consideration, I decided that instead of just arranging the original music to sound more epic, I would take Yoshitaka Azuma's melodies and add my own personal flair to them.

There are limitations in arranging a soundtrack that was originally recorded with live instruments. Instead, I took a well-known game and tried to create a continuation of its story through my music. In that sense, hope the arranged tracks give fans the sense that they are traversing into a different world than the original.

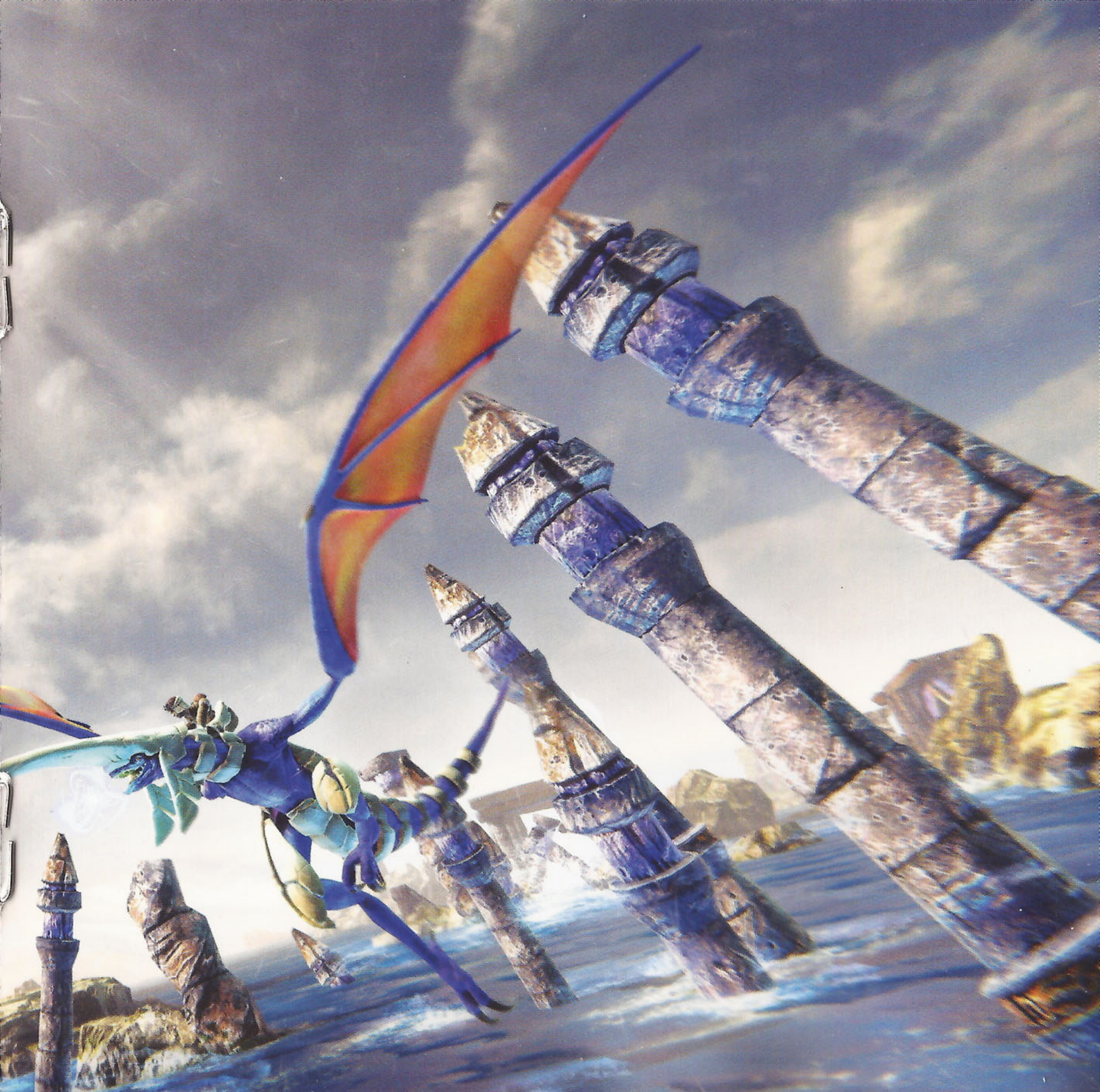
Either way, I hope listeners are able to enjoy both the original soundtrack, as well as the arranged music, however way they like.

Thinking about it now, it's been a long 25 years since the inception of Panzer Dragoon. I'm honored to have been part of this franchise. I'm grateful to everyone who was involved.

—Saori Kobayashi
January 2021

WANZEL MIRACON





A Message from Panzer Dragoon: Remake Composer Saori Kobayashi

仕事中、それまであまり聞いたことのない音楽が耳に入ってきました。それは私の近くのサウンドディレクターの席からでしたが、オープニングのそれを聞いた時の高揚感、わくわく感は未だに忘れられません。ドラゴンの登場するゲームは色々あっても、そのドラゴンに乗って自由に操りながら空を飛ぶ、というのは当時他に見たことがありませんでした。そしてその不思議な世界観を醸し出す音楽はしばらく耳から離れなかったことを覚えています。

私自身もそういう体験をしたように、原曲に勝るものはありません。曲の雰囲気だけではなく、当時の感じ方や考え方が交わって一緒に蘇ってくるからです。と、言い訳をしつつ、色々悩んだ結果、原曲を基に新たに盛り上げるのではなく、東さんのフレーズは大切に、あとは私の考えるタイプの楽曲に編成しました。

生の録音が含まれている当時を追いかけても限界があります。それよりすでに周知のゲームとなる、この後に続く物語に引き寄せてみた、という方法です。そういう意味でもまた違う世界観に浸ってもらうことができれば幸いです。

原曲もアレンジ版も、どうぞそれぞれ思う形でお楽しみください。

思えば25年という長い時を経て、ここまでPanzer Dragoonに関わることができることを、本当に光栄に思います。関係者の皆様には心より感謝いたします。

—小林早織

2021年1月吉日

Credits



PANZER DRAGOON: REMAKE

Panzer Dragoon: Remake was arranged by Saori Kobayashi.
All tracks originally composed by Yoshitaka Azuma.

SEGA SAMMY HOLDINGS

Makoto Matsui Licensing

WAVEMASTER

Kazuo Koizumi Supervision

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