

'Knowing The Score'

Headhunter Soundtrack Details

When Headhunter was in its early design phase, it was already clear that it was going to be something special. I had a series of meetings with John Kroknes and his team at Amuze and it was obvious that the game was going to be very cinematic in style, making use of dynamic cameras as well as having a deep underlying story line and immerse characters. It was obvious that this action adventure cross genre title needed an action movie type score to accompany the gameplay.

After some extensive research of many games and movies in this genre, the overall style of the score became clear - that it needed to utilise a full size symphony orchestra as well as contain contemporary electronic elements.

The score is as thematic as it is incidental, providing key moments with action, suspense, and emotion. From the bold French horn motif that makes up Jack's theme, to the delicate oboe and string setting of Angela's theme, the soundtrack will provide the user with an emotive experience and a sense of familiarity, identifying specific characters and settings through the score.

Headhunter is one of the most ambitious game soundtracks ever produced, utilising an orchestra and a recording studio often used for feature film soundtracks. Once again Sega sets new standards in video-game development by this adopting approach to music.

- Richard Jacques



Because of the cinematic nature of Headhunter, both Amuze and Sega Europe knew that the sound design aspect would be as important to the game as the music score. Noisebox is a sound design company located in London, which has been involved in feature films such as The World is Not Enough, Mickey Blue Eyes and The Saint, as well as various commercials for TV and cinema. Dom Gibbs, Director of Noisebox has stated that the game is begin approached just as a film would be, and features Foley, FX and ADR techniques derived from the film industry. The composer and sound designer have been working very closely to create the ultimate experience.

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