
Music For The Long Dark -- Volume One Reset Key



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About This Content

Original score for The Long Dark. Music for The Long Dark - Volume One, features 100 minutes of music composed by Cris Velasco (Mass Effect, God of War, Overwatch, Resident Evil 7, etc.) and Sascha Dikiciyan (Borderlands, Quake III, Mass Effect).

Volume One includes the entire soundtrack for WINTERMUTE Episode One: "Do Not Go Gentle", and Episode Two: "Luminance Fugue", as well as all the ambient exploration music from Survival Mode.

Total Volume One Run Time: 100 minutes (1 hour, 40 minutes)

Full Track List:

WINTERMUTE, Episode One: "Do Not Go Gentle"

Total Run Time: 23:02

- * Theme for The Long Dark
 - * The New World
- * There's Something I Have to Say
 - * Grey Mother
 - * The Only One

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- * Some Were Outsiders
 - * What Happened
 - * Angry Voices
 - * Perseverance
 - * My Only Way Through
 - * Put Her to Rest
 - * Man Who Fell From the Sky
 - * One Last Thing
 - * Pay Respects
 - * You See Things Others Would Miss

WINTERMUTE, Episode Two: "Luminance Fugue"

Total Run Time: 27:52

- * Not The Way You Shoot
- * What Happened Here
 - * Call Me Jeremiah
 - * Fix My Rifle
 - * Forest Talkers
 - * Dreamtime
- * They Hate the Lights
 - * Tool for Killing
 - * Old World Tech
 - * Keep You Alive
 - * Graduation Day
 - * Suicide Mission
 - * Wintermute
- * Passing of an Age
- * Things of the Old World

WINTERMUTE, Ambient & Exploration

Total Run Time: 17:29

- * Abandoned
 - * Arrival
 - * Aurora
 - * Bad News
- * Come At Me
 - * Echoes
 - * Falling
 - * Hunted
- * Into the Dark
 - * It's Done
 - * Meds
- * Memories
 - * Milton
 - * Old Ways
- * Paradise Lost
 - * Sanctity
 - * Shelter
 - * Silence

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- * Survival
 - * The Lights are Alive
 - * The Past
 - * Triumph
 - * Voice
 - * Wolfbridge

SURVIVAL Mode Ambient & Exploration

Total Run Time: 31:00

- * Beginnings
- * Clearing
- * Danger
- * Darkness Falls
- * Desolation
- * Despair
- * Doubt
- * Entropy
- * Finder
- * Fog
- * Heaven
- * Hope
- * Illuminate
- * Majestic
- * Memories
- * Nightfall
- * Nihilist
- * Prepare
- * Shelter
- * Shelter, Two
- * Sorrow
- * Storm
- * Tomorrow
- * Travel
- * Trepidation
- * Void

About Cris Velasco

Cris Velasco is a multiple award-winning composer of epic orchestral, dark experimental and modern hybrid music scores for video games, film and television. After graduating from UCLA with a degree in Music Composition, Velasco pursued his passion to write music for visual media; his first major release was composing for Sony's blockbuster God of War.

A prolific and versatile composer, Velasco has become one of the most sought-after composers in interactive entertainment, scoring many major titles including Company of Heroes 2, Mass Effect 3, Borderlands 2, ZombiU, Warhammer 40,000: Space Marine, God of War 3, Tron: Evolution, Borderlands, God of War 2, Darksiders, Clive Barker's Jericho, and many more.

Velasco also composes for independent films, trailers, and commercials for high-profile clients such as Coca-Cola, Disney, Lexus and Mercedes. His music has been licensed for numerous movies, documentaries and television shows. In addition, Velasco arranged, orchestrated, and conducted multiple arrangements of the Monday Night Football theme currently airing on ESPN.

Cris Velasco's orchestral music is performed in concerts worldwide and has received numerous accolades including "Best

Original Score" from the Academy of Interactive Arts and Sciences, "Best Original Music" nomination from the British Academy of Film and Television Arts, NBC News' "Best Video Game Music of 2012", GameTrailers' "Best Soundtrack of the Year" and IGN's "People's Choice Award - Best Overall Music".

About Sascha Dikiciyan

German-born Sascha Dikiciyan is one of today's most sought after interactive soundtrack composers. Working under the name Sonic Mayhem, Sascha's unique blend of cutting-edge electronics and cinematic score compositions has driven some of the most successful game franchises of the last fifteen years, including Quake, Mass Effect, Tron and Borderlands.

Sascha's approach, combining unique sound elements with an intensely detailed cinematic layer, has won him both critical acclaim and industry accolades.

The canvas of today's gaming landscape is vast, and Sascha's approach to the epic soundscape pays homage to cinema while simultaneously exploring the outer reaches of sound, capturing the singular flavor of hyper-interactive battles. As the gaming sector surpasses film in both budgets and creativity, Sascha is one of the few composers working today capable of keeping pace and charting new territory. Sascha is also an original recording artist and sought-after remixer, and his first artist release 'Doomsday' will see a release sometime in 2014.

Title: Music for The Long Dark -- Volume One

Genre: Adventure, Indie, Simulation, Strategy

Developer:

Hinterland Studio Inc.

Publisher:

Hinterland Studio Inc.

Release Date: 28 Aug, 2017

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English, German, Russian, French, Italian, Czech, Danish, Finnish, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Simplified Chinese, Swedish, Traditional Chinese, Turkish, Ukrainian







For those wondering. After downloading the DLC the soundtrack can be found here

\\Program Files (x86)\\Steam\\steamapps\\common\\TheLongDark\\Soundtrack

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