块NIGORO





The 3rd disk is an addition. This is the music of the portion which separated from the volume on game book, the music of the pattern difference which is not contained by Disk2, accessories, etc. They are whether as for an addition, since it is insufficient on one disk only at it, what is good at an official site, a questionnaire. Then, "it is in the sound source of the remake version about the intact music of the original version" was the top in runaway one. I was allowed to arrange intact music hard, using the interval of work under those circumstances.

Even if it calls it intact music, there is no music which became a dead issue by this remake. The dead issue produced when making the original version. However, peevish come out and, intact music and a dead issue since we thought "make it a dead issue since it is not good too" when music had a problem some thing or other and having been carried out from the person ourselves who made dividing and coming out dead issues taking out music to a table repeatedly, honesty, it is shameful. It was made to revive this time centering on the thing which is likely to arrange and is likely to transform itself as it is well, and the thing which was not used for the reason which is not a reason as bummers which are not pleasing.

And also although it was an arrangement, the arrangement work at the time of game development was work while fighting with the first sound source to treat. However, development is already finished now. It got used also to the treatment of a sound source. It is the arrangement work using the mastered sound source. This is really fun. And with since it does not flow in a game, no necessity of uniting with the image of a picture. Even if the performance has changed by the 1st loop and the 2nd loop, there is no problem. It tends to do. It tends to do too much, adding about ten tones only for a this killed music arrangement.

The game of La-Mulana bound a few with such touch, and others could be arranged in the distant place, It was pleasant and was also experimented. It will not be useless if this experience is harnessed after a next project. As a man who makes music rather, they are the feeling with this Disk3 is the main as a musical composition. I think that it is not fit for making the music of a game thoroughly.



Rest, No Rest (Composed by Naramura)

It was avoiding making music new for this remake as much as possible. It is because it fits into the abyss when it cannot imagine well. So that it was decided from the beginning to use the music made a long time ago and the intact music of the original version. However, after mounting a time attack, I have noticed "We need the music for an item selection screen." The kill which is well applied even if it searches confusedly, there is no stock of music! Gee, what shall i do? Oh yes, we have that! It became song selection of person sniping which has followed our activity from before by things. It is an ethnic arrangement version.

Endless Challenger (Composed by Naramura)

Isn't it the perfect new song only this time? It made from the theme which is characteristic of the arrangement of the opening demonstration music which is not used as a candidate for an arrangement, and a time attack, and does not wipe out speediness of like. If nostalgic BOØWY is asked to BGM for work just these days, furthermore it is called "Speediness, it is a beat rock band. I will make as means and a gram rock band are performing." The bad peculiarity of running to the hobby to say and forgetting game music moves. If this peculiarity moves from the time of the original version, it turns out that a good result is not brought. As expected, "2 Buss does not use", "A guitar solo imitates my phrasing of a favorite guitarist", and a reckless run. As a result, the thin thing which is thoughtless not at all was done. Since it was unavoidable, ethnic percussion was incorporated like other music, the tone was added, thickness was increased, and it became the present form.

Since it turned out that it becomes a long long time attack, music long as much as Primitiv Dance is used.



Treasure Sealed Off (Composed by Naramura)

When exhibiting existence of a hell church, using this for the music of PV for a notice had determined from early inside. Since I want impact to beginning when it becomes so, the intro has been added this time. This music is made to the origin of the aim of "Irritation increasing and making an operation mistake induce, if it is heard." It is emphasized further this time. Although given up without the ability to take out tight with the original version to a rhythm unsatisfactorily, as the base which was touch as "bobobobobo is short minced to touch as "bo, bo, bo, bo, bo, body music like to which it referred at the time of the original version is emphasized. Runs to a hobby earnestly.

Requiem? (Composed by Naramura)

Music had decided that I will make the room guarder of a hell church into a guardian, and will attach exclusive music, and that the nostalgic material with which the person who gave the original version is pleased would be put in. Not taking out fake stink, also although it thought "Things must also sound the music of ANK as making ANK"," Although there is no ANK jewel, since it will seem ?", such forms.

THE BOSS (Composed by Naramura)

The one of dead issusl made from the original version to the final boss from the first. The kill which I made were not "an arrangement of some fields" but "the thing made from single shot" has much most, and music tends to carry out reuse. It is the music which turned into music which tries to take out the admiration which the final boss is dizzy and changes a form, and changes a phrase quickly, and became a kill for the reason for being unsuitable for the final boss which should rise to. Since it is made from such an image, the room guarder here should not be suited well and it is little service. Since there are seemingly some persons who have said this music "What did not use"!



Fearless Challenger - Short version - (Composed by Samieru)

You do not need to put such a thing into the sound track! Isn't it the same music? ...Although I consider, I will be scolded if it does not surely put in.

Wonder of the Wonder - No Scream - (Composed by Naramura)

This is what was truly put in at the very very last. although considered slightly "how is that cry enters each time?" sounding the version in which no cry is the 2nd time and afterwards as at things. Cries are things only because of the production of the Eden disappearance. I considered then "the cry to put in by a sound effect!" now.

Aqua Wish (Composed by Naramura)

From here, it is on parade of intact music. Aqua Wish is made as music of the head waters in the sky from the first. Although the person himself was the music which was very well pleasing, he cannot get not much good evaluation from relatives, but used to become intact.

The MIDI version near the image from the first regarded as "such music will be made", a base for a re-arrangement. There are about three parts considered to be melodies, and, otherwise, a base and a guitar self-assert by turns "there is no telling which is a main melody, a wonder" although I wanted to do saying but the portion was disrepute. Since it was unavoidable, in spite of having changed into the arrangement which changed instrumentation and emphasized the main melody, it is the music which became a kill after all. That is, intact, in spite of having changed the form into unwillingness. The deep-seated grudge is dispelled now here.



Crazy Moon (Composed by Samieru)

Music which was due to flow at the Temple of Moonlight. This was suddenly thought of, when considering the arrangement, and it was arranged by actual Temple of Moonlight's music, and the completely same directivity as Moon Light Dance. As a result, it is only the first direction. Since it is the thing which became a kill for the reason for the ability not to express annoying of Temple of Moonlight deficient in change from the beginning to the last from the first, annoying emphasizes. However, change keeps quiet and dared to have made the point the place where a heavy and monotonous rhythm continues for a long time. May not you become the arrangement of the touch which is not in the volume on La-Mulana main knitting? I feel that it became heavier than original Temple of Moonlight.

Electric Prophet (Composed by Naramura)

Music which was due to flow in Tower of Ruin. It becomes rejection also although this music was also pleasing. The music tone which is not in the field of mechanical and others is made into a dead issue by having made from things of, also although it crawls and goes, music past in which a tale is also too much easy for fighting with Nu-qua above all in the end. A feeling of jumpy is emphasized rather than the time of the original version. It is called awkwardness like. The grudge which was not used to be pleasing is put and I am doing by hobby full open. Although there is only the last portion in the arrangement of Inferno, calling it a back arrangement. Wasn't good as for it?

But the touch which pushed in forcibly the rust of Inferno with which this beat and rhythm are different is pleasing again. The awkwardness is terrific.

Mother (Composed by Naramura)

Music which was due to flow by Shrine of the Mother. The dead issue of an original sound source, the music which also had the MIDI version in fact also although opened to the world as music. Rather than the



reason which became rejection will be called "music which the MIDI version arranges too much and is already different almost", and will retract. The re-arrangement version which this carried out by saying based on the MIDI version arrangement. Although sound chose and most balance was not changing, the chorus in character with Asia was added in plenty. Well, although it is not now saying anew, I think that it is the music which has and does not suit La-Mukana at all. \(^ o ^) /

Spirit of Giants (Composed by Samieru)

Music which was due to flow in the giant graveyard. It is easy to arrange other people's music. Since it is made by the technique different from itself, I will be easy to put in a hand, since it does not necessarily arrange in order to pass in a game at any rate, and it arranges by saying only for a sound track, it tends to do, I was allowed to do. the reason which became rejection surely a composer himself lacks it is made indifferent too much and in climax" there is such a memory. It becomes perverse, and since it was a thing, I was allowed to be just going to carry out the arrangement which emphasizes climax here, if common, but to make it more indifferent. Unless it becomes the last large chorus, a bass drum or high hat does not enter, either. Also making a base expressionless, while the drum has been quiet, other dead issues, it finished in the direction completely different from a music arrangement. One's dead issue, liking to attach an all-songs difference, since it surely tends to become "upgrade of an old thing" if it tampers with music, also although it is called a dead issue re-arrangement.

Easter (Composed by Naramura)

Music into which this was also due to flow by Shrine of the Mother. "Mother will be awaken" actually used since it is the music made before music, after straying variously, it is condition of having returned first. They are what and the music which did too much in a jumble and became a dead issue by things "For it to



be already the music of a game." It is full of irregular meter. It is serious if it thinks that curved one which was made in irregular meter will arrange. A phrase cannot be imagined.

They are "the comfortable irregular meter" which changes as smoothly as it thinks that three kinds of usages are among the irregular meter which he likes and uses and one does not notice, "the irregular meter of rhythm break" which the 2nd makes make a fellow really into it disequilibrated, and the "Progres irregular meter" from which the 3rd makes artful music using irregular meter anyhow. Although it is doing by the third technique, since Progres is not necessarily heard so much, this music is skill shortage. If it is right, let's go by the second technique decisively. If directivity is changed, a new phrase will also surely occur! I think that did the chaotic condition of the original melody decrease and rhythm would rise. The atmosphere changed more then expected.

Take me to the sky, my children (Composed by Naramura)

Music which made to the final boss and became a dead issue. Although it is a kill, the time of the precedence release print exhibited before the original version was completed was actually using this music. The Spanish arrangement which sounded the gut guitar. At any rate, since it is music which is turned down, uniting with a game is also unnecessary, it divided and came out and tampered liking. Also obtaining something, a number like this of kills, since music was arranged at a stretch, it is becoming pleasant that are large, even the rule of 2 loop inclusion breaks one music, and feeling also teaches "2 phrase which sounds only after the 2nd loop." Since it is not flowing in a game, it is all right. There is neither a loop nor shit. It is doing on the bonus. Make me do a bonus as well.

Laurel in Curry (Composed by Naramura)

Music made at the very first among La-Mulana all musics. Sad music made into the dead issue with the immediate effect from programmers although made as music of the gate of guidance. Since the speed



which becomes a kill was not simple, even a title was not attached. Although recorded in the sound track of the original version in the title attached suitably on that spot "put the leaf of a laurel into curry and boil well", since it was opened to the public also overseas this time, a formal decision was made at the title of the meaning "the laurel in curry." Completely with seemingly the prototype of Song of Curry is partly, since a word called curry sticks, but no relation. It arranged in the lock tone straight in order to dispel the bitter feeling of such a long time. The excessive thing is not done. What? Irregular meter? It entered from origin.

Fearless Challenger - PV version - (Composed by Naramura, Samieru)

It was waiting for "Wise men who halts" harder to give this PV to, without taking out even existence to a table. The intro of "Fearless Challenger" has changed, in order that it may raise the impact of the moment of changing when connecting these two music. There was no intention of an arrangement, and I thought that it was another only to the extent that it was quiet in the first half, you had to rise in the second half and two music was connected by things, when considering the music merely passed to that PV. I did not think that put into a sound track as an arrangement for PV was said.

Grand Histry - PV version - (Composed by Naramura)

There are problems of various, the PV itself was exhibited at last, after release determining of an overseas, but the material of PV and this arrangement for exclusive use itself were prepared beforehand. This one is made the arrangement which aims and is different from a game in PV, and it thinks this side and I am making it. " where of a game this arrangement flows?" if it happens to think, liking to come to do will not be stopped. Although at least this should just actually have been raised to the folk-customs music tone also every music.

First of all, it is since there is quite a many existing music with impossible for using an ethnic music tone. Impossible.



LA-MULANA

Fairy(SE) (Composed by Naramura)

Nothing has been changed at all.

Dead(SE) (Composed by Naramura)

With the original version, since it treated as the sound effect, MIDI data does not remain. If it was right, the preferable thing different thing was used, it was made sound bad to the heart like "Valley of the Kings" of KONAMI, and this side! was thought, but it misses something. The death phrase of the original version was added on the death sound of the string bad into the heart by saying.

GAME OVER (Composed by Naramura)

Nothing has been changed at all. Ant then the sound track is also game over.

Music Naramura Samieru

Publish NIOGORO Astarizm Co., Ltd.

> Special Thanks Jeriaska