



JAMMIN' SAM MILLER Super Metroid (OST Recreated)

Label

WRWTFWW RECORDS

Format

2LP

Catalog Number

WRWTFWW 085LP

EAN

4251804144100



Store Price

\$29.39

Release Date

02/16/24

Territory

NORTH AMERICAN EXCLUSIVE

Genre

FILE UNDER - J - SOUNDTRACK



Exclusively Distributed by

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DESCRIPTION

WRWTFWW Records is announces the first-ever physical release of Louisiana-based composer and producer **Jammin' Sam Miller's** full HD re-creation/restoration of the beloved *Super Metroid* video game soundtrack. The limited biovinyl double LP is packed with 27 tracks and features an exclusive artwork by French illustrator **Pierre Thyss**, as well as an obi strip. Composed by **Kenji Yamamoto** and **Minako Hamano**, the soundtrack for 1994 SNES exploration/action-adventure/sci-fi/alien video game *Super Metroid* has always been a fan-favorite. A true masterclass in music storytelling, it beautifully evokes the epic and eerie adventure of the game's protagonist **Samus Aran** with superb use of atmospheric sounds, space-operatic arrangements, rumbling bass, oppressive techno-futurist moods, tribal drums, and airy synth themes, admirably balancing the ominous feel of a dark menace and contemplative, even soothing, ambient soundscapes. Jammin' Sam Miller assiduously recreated the soundtrack note by note, by finding the original equipment used to create it, translating the MIDI into a modern studio context, adding in keyboard samples, and re-mixing and re-mastering the whole score. He explains: "This was made possible by locating the original instrument samples from workstation keyboards and drum machines before they were put into the game and rebuilding the soundtrack from the ground up, applying some modern mixing techniques along the way to lift the veil of 16bit compression and create an updated listening experience." *Super Metroid* is pressed on biovinyl, a sustainable alternative to traditional vinyl. Biovinyl replaces petroleum in S-PVC by recycling used cooking oil or industrial waste gases, resulting in 100% CO savings in bio-based S-PVC production. Furthermore, it is 100% recyclable and reusable, embracing the circular economy ideology.

TRACKLISTING

A1. Opening (Destruction of the Space Colony)	B5. Norfair Hot Lava Area
A2. Theme of Super Metroid	B6. Tension
A3. Spaceship (No SFX)	B7. Boss Confrontation 2
A4. Boss Confrontation 1	C1. Theme of Samus
A5. To Planet Zebes	C2. Wrecked Ship
A6. Planet Zebes (Arrival on Crateria)	C3. Maridia Rocky Underwater Area
A7. Crateria (The Space Pirates Appear)	C4. Maridia Drifting Sandy Underwater Area
A8. Item Acquisition Fanfare (No SFX)	D1. Norfair Ancient Ruins
A9. Item Room	D2. Mysterious Statue Chamber
B1. Chozo Statue Awakens	D3. Tourian
B2. Brinstar Overgrown With Vegetation Area	D4. Continue
B3. Mini Boss Confrontation	D5. Samus Aran's Appearance Fanfare
B4. Brinstar Red Soil Swampy Area	D6. Mother Brain
	D7. Ending

HIGHLIGHTS

- First-ever physical release of Louisiana-based composer and producer **Jammin' Sam Miller's** full HD re-creation/restoration of the beloved *Super Metroid* video game soundtrack.
- The soundtrack was originally composed by **Kenji Yamamoto** and **Minako Hamano**.
- Jammin' Sam Miller assiduously recreated the soundtrack note by note, by finding the original equipment used to create it, translating the MIDI into a modern studio context, adding in keyboard samples, and re-mixing and re-mastering the whole score.
- The limited biovinyl double LP is packed with 27 tracks and features an exclusive artwork by French illustrator **Pierre Thyss**, as well as an obi strip.

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