

VANGOUGH - GAME ON!
2010 - Dissonance Rising Publishing / Records

1. Wily's Castle (MM2)
2. Marine Fortress (WR64)
3. Simon's Revenge (CVIV)
4. Your Darkest Hour (PO)
5. The Turtle King's Lair (SMW)
6. Green Hill Terror (StH)
7. Corneria (SF)
8. The Killer Instinct (KI)
9. Torvus Bog (MP2)
10. Coral Capers (DKC)

www.officialvangough.com
www.myspace.com/officialvangough



BIOGRAPHY:

Oklahoma City based powerhouse Vangough may be named after a post-impressionistic artist, come from a conservative bastion of the U.S. and draw inspiration from heavy guitar driven 90's prog-rock metal bands like Dream Theater, Evergrey and Pain Of Salvation; yet driven by the explosive, cutting edge vision of guitarist and lead vocalist Clay Withrow, the band's incisive and infectious songs and intense energy requires adjectives far beyond words that describe mainstream artists. Following the 2009 debut album "Manikin Parade" which got amazing reviews by the entire prog metal media worldwide, the band decided to record a "soundtrack to the 80's and 90's computer games" as an intermediate album before the next full length release - the result is "Game On!".

GAME ON! LINE-UP:

Clay Withrow - guitars, bass, keyboards
Brandon Lopez - drums
Abe Hartley - additional keyboards
Carlton Dorsey - additional bass

GAME ON! CREDITS:

Engineered and produced by Clay Withrow
Assistant Engineer Pam Withrow
Mixed by Sterling Winfield
Mastered by Gary Long at Nomad Studios
Artwork by Alex Yarborough
Layout by Claus Jensen

Wily's Castle is a straight forward re-imagining of the infamous Mega Man 2 boss stage. It was actually the starting point for the album and set the template for how we wanted to do the rest of the songs.

Marine Fortress is a short medley from Wave Race 64 that combines the title theme with the music from Marine Fortress and includes a Johnny Winters-type solo at the end.

Simon's Revenge is the first epic track on the album combining five different songs into one, which include Simon's Theme, Beginning, The Cave, Into the Castle and Bloody Tears. It's the most ambitious track I've ever arranged and also one of my favorites.

Your Darkest Hour is the token Punch-Out!! song, which was originally suggested by Abe and later developed by the band. Along with Mega Man it kind of represents the 1980s flavor on the album.

The Turtle King was a last minute track after some of my students suggested I do a Mario song. Within a few days we had it hammered out and it's our ode to not only Super Mario Bros. but also blast beats!

Green Hill Terror is another medley track but this time from Sonic the Hedgehog, which include the songs Green Hill Zone, Final Zone and Spring Yard Zone. It was definitely a stretch to match so many styles into one song but the outcome is something purely unique to Game On.

Corneria was the second track we recorded after Mega Man and went through many revisions before nesting in its final form. The guitar solo was especially fun since I was trying to find some way to deviate from the other songs.

Killer Instinct is a straight homage to the original track from the similarly titled game but includes 99% Vangough. If you listen to the original, which came on a free CD with the game, you'll hear the massive tonal and rhythmic variations we did here.

Torvus Bog is a personal favorite because it comes from my all-time favorite series- Metroid. This track is a medley of sorts from Prime 2 and features some of the heaviest rhythm sections we've ever produced.

Coral Capers is better known as "the water level" music from Donkey Kong Country. I wanted to do a mellow track at the end of the album and decided on this one due to its ubiquity in the mellow category among fans.

Our hope is that you just take this album for what it is - a tribute to video game music over the last two and a half decades. With that said, sit back, prepare for a journey and GAME ON!

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