



## "I Left My Heart in Med Lab 3" - 'Dead Space' Soundtrack Review



G4TV STAFF

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That is but one of the more cleverly named titles of the music included on the official soundtrack for EA's *Dead Space*. Available for download from both Amazon and iTunes, the game's official soundtrack album packs in a frightening amount of music from the space-based horror shoot-em-up. But how does it hold up when listened to away from the game? Fast forward through the jump for more.

Composer Jason Graves has succeeded in creating a truly original soundtrack for *Dead Space*. The music, whether atmospheric and calm, or as a full fledged discordian assault upon your ear drums, is expertly crafted, which should place this album near the tops of year end Best Of lists and nominations for the myriad of game awards. If you aren't familiar with Jason Graves, you really should be. This is the man behind the music of over three dozen games including *Rise of the Kasai*, *Blazing Angels* and [Sega's upcoming Aliens RPG](#). His impressive TV credits count music from *The Amazing Race* and *Inside the NFL* among them. Oh and he also created music for G4's *Cheat!*, *Icons* and *Cinematech* (and no we didn't let that affect our review, so there!)

You can't put too fine a point on the fact this is some intense music. Not the kind of thing to spin idly in the background whilst studying or pretending to be busy inside your cubicle. This soundtrack is purely for fans of the game, the composer or those who enjoy truly frightening music. There are some stand-out pieces that play well on their own, as evidenced by the top download listing for the album on iTunes. In classic fashion, Graves' takes direct inspiration from the on-screen action in the naming of the pieces, which also shows his sense of humor, because "Severed Limbs are Hazardous Waste" and "I've Got You Devolving Under My Skin" are not titles one simply whips out of thin air.

Admittedly, I have not yet played *Dead Space*. Not because I haven't had the time (in case you didn't know, there are ton of great games out recently!) but I've just never been into the survival-horror genre. I am not exaggerating when I say, that listening to this soundtrack album, and the powerful music within, has actually increased my interest in picking up and playing *Dead Space*, if only to experience these sounds and how they play out with the game. For those of you who have played it, adding the music from the game to your iPod comes highly recommended.

Rick "Plasma Cutters Are My Friend" Damigella