



Merregnon Studios is committed to providing the best quality live orchestral music recordings in the world. Our team brings extensive knowledge and vast experience that, we are certain, will superbly enrich your next title with the masterfully performed music we will create for you.

Our composing services include:

1. Music Development furnished by the industry's leading Game Music Producer who will help you to choose the right ensemble for your project.
2. Music Editing to aid you in finding exactly the right style for your title.
3. A flexible, creative staff who will strive to meet your artistic vision.
4. A first class, professional management team to incorporate all contracting, budgeting and cost analysis issues for you.

The selection of musical styles is endless!

Whether you are looking for the haunting chamber music defining such titles as Dracula or precise multi-colored, rich textured orchestral recordings such as the scores for the Walt Disney Feature films Little Mermaid II and Lady & The Tramp II or the biggest and most amazing symphonic musical composition in the game industry, like our upcoming title Stalker-Oblivion Lost or The Sims 2, we can provide it for you!

We are working with the best live musicians on the world, our Music Director's credits include conducting World renown orchestras in New York, Los Angeles, Detroit, Prague, (Czech Republic) and Bratislava (Slovakia).

If you need video footage for your "Making of...", or high quality photos for the press, we have arrangements with professional photographers and videographers. If you are planning to release a soundtrack CD of the music, our team has handled everything from booklet production, distribution, marketing, and mastering of video game music CDs.

To put it simply, if you decide to use Merregnon Studios your game will contain the best Symphonic music there is!

Please contact us for a free consultation at any time. We look forward to hearing from you!

## **Thomas Böcker**

*Game Audio Producer*  
*Managing Director*

Thomas Böcker has been changing the course of the computer game industry with his innovative and original ideas since 1999. In 2003, Thomas Böcker spear-headed the World's first live symphony concert to feature music from Western and Japanese videogames. As Event Producer of this ground-breaking event Mr. Böcker contracted the Czech National Symphony Orchestra. He successfully developed and managed this historic event bringing it to a sold-out crowd of 2,000 people at the famous Gewandhaus Hall in Leipzig, Germany, where it was presented as the official opening ceremony of Europe's biggest fair for video games, the Games Convention 2003.

As Managing Director of Merregnon Studios, he served as Music Director, Producer and Consultant for the audio portion of titles such as Cold Zero - No Mercy, Knights of the Temple and Stalker - Oblivion Lost.

As Executive Producer of the highly acclaimed Merregnon Trilogy project, Thomas Böcker also acted as the Session Manager for the Merregnon 2 live orchestra and choir recordings. He regularly supports nostalgia game music CD projects such as Back in Time , Remix 64 or Immortal. Additionally he served as a sponsor for the Symphony 2003 Digital Art Festival and the Mekka & Symposium 2002 event.

Possessing his own literary flair, Thomas Böcker has also written articles for magazines like Gamasutra, Music4Games, Screenfun and Game Face advocating the supreme importance of music in video and computer games.

### Reference list (selected):

Symphonic Game Music Concert (Leipziger Messe GmbH), Event Producer  
Merregnon 1 and 2 (Merregnon Studios), Executive Producer, Session Manager  
Stalker – Oblivion Lost (THQ), Music Producer  
Chicago 1930 – Prohibition (Wanadoo), Music Director  
Knights of the Temple (tdk mediactive), Music Consultant  
Cold Zero – No Mercy (JoWood Productions), Producer / Music Producer  
Movie: Light at the end of the Tunnel (Grenzgänger), Director / Producer



## **Andy Brick**

*Music Director*  
*Composer*  
*Conductor*  
*Orchestrator*

Andy Brick is a prolific composer, conductor and symphonist of music for film, television, live concerts and interactive games. He has extensive experience in composing and recording live and midi orchestral scores for cinematic soundtracks and is a winner of numerous prestigious awards for his original music, including ASCAP Young Film Composer Award, ASCAP Popular Music Award, and CINE Golden Eagle Award.

He has composed music for game projects by Electronic Arts, Sony, Interplay, Broderbund, Saffire, Mattel, JoWood Productions, and Konami. Among his game score credits are Sims 2 anticipated to be one of the largest selling game titles ever, Rick Dyer's (of Dragon's Lair fame) The Far Reaches, for which a bonus soundtrack album of Brick's music was released, Sims City 4: Rush Hour, the epic Tolkien-like fantasy adventure Kingdom II: Shadoan released on PC and PlayStation 2 and the US release of highly acclaimed Arc The Lad Collection, one of the best-selling RPG videogame series in Japan.

In August 2003 Brick changed the course of game music history by conducting the World's first symphony concert to feature music from Western and Japanese videogames at the historic Gewandhaus concert hall in Leipzig Germany. Brick scored the fanfare to this historic concert event performed by the Czech National Symphony Orchestra, and was honored by a ten minute standing ovation.

In addition to scoring interactive games, Brick has composed music for feature films including Walt Disney Pictures' Lady & The Tramp II and Little Mermaid II.

### Reference list (selected):

Symphonic Game Music Concert (Leipziger Messe GmbH), Conductor / Composer  
The Sims II (Electronic Arts), Composer  
Sim City 4 "Rush Hour" (Electronic Arts), Composer  
Shadoan (Interplay / Acclaim), Composer  
Kingdom: The Far Reaches (Interplay / 3DO), Composer  
Arc The Lad (Working Designs), Composer  
Movie: The Little Mermaid II (Walt Disney Pictures), Composer  
Movie: The Lady & The Tramp II (Walt Disney Pictures), Composer

## **Allister Brimble**

### *Composer*

Since his arrival within the game industry in the late 80's Allister Brimble has become one of the most successful game composers, with a wide range of titles (over 250) in his portfolio. He has worked on the number one hits Driver and Rollercoaster Tycoon. In addition, his music for the classic Commodore Amiga games, Project X & Alienbreed helped to redefine game audio as we know it today. His own CD releases include Sounds Digital and Bang! Tick... Tick...

### Reference list (selected):

Driver 1 and 2 (Infogrames / Atari), Composer  
Rollercoaster Tycoon 1 and 2 (Infogrames / Atari), Composer  
The Italian Job (S.C.I.), Composer  
Toy Story (Disney Interactive), Composer  
Medal of Honor Infiltrator GBA (Electronic Arts), Composer  
Alienbreed (Team 17), Composer  
Project X (Team 17), Composer

## **Yuzo Koshiro**

### *Composer*

Yuzo Koshiro is one of the shining stars of Japanese video game music. In the early 80's, he created the melodies for productions such as the popular Revenge of Shinobi and Streets of Rage and followed that up with the suite for the Super Nintendo game Actraiser. His latest work includes compositions for the highly acclaimed game Shenmue. Yuzo Koshiro is one of the pioneers in releasing soundtracks with his own music. The live orchestral version of Actraiser was one of the industry's first of its kind.

### Reference list (selected):

Shenmue (Sega), Composer  
Beyond Oasis (Sega), Composer  
Super Adventure Island (Hudson Soft, Composer)  
The Revenge of Shinobi (Infogrames / Sega), Composer  
Streets of Rage 1, 2 and 3 (Sega), Composer  
Actraiser 1 and 2 (Enix / Nintendo), Composer  
Sorcerian (Sierra), Composer

## **Fabian Del Priore**

### *Composer*

Fabian Del Priore's unquestionable talent has earned him work with prestigious projects such as Menateus, the official Expo2000 computer game, Cultures 2 - The Gates of Asgard and Chicago 1930-Prohibition. His expertise was vital to the success of the Merregnon project, where he served as the Lead Composer of the team. Also added to Fabian Del Priore's impressive repertoire are several album CDs like Immortal 2, Back in Time Vol. 3 and Remix 64 Vol. 1.

### Reference list (selected):

Chicago 1930 – Prohibition (Wanadoo / MC 2), Lead Composer  
Cultures 2 – The Gates of Asgard (JoWood Productions), Composer  
Stealth Combat (Activision / Dreamcatcher), Composer  
Inspector Gadget (UbiSoft), Composer  
Perry Rhodan - Operation Eastside (Infogrames), Composer  
Extreme Assault (Bluebyte), Composer  
Menateus (EXPO2000), Composer

## **Markus Holler**

### *Composer*

Markus Holler is an exceptionally talented, professionally trained keyboardist who possesses a remarkable gift for musical composition. This is evidenced clearly in the list of some of his latest projects with titles such as Cold Zero - No Mercy, Hotel Gigant and the most recent, Stalker - Oblivion Lost. His stylistic focus leans toward orchestral arrangements and music that exudes a rich Celtic influence. Markus Holler's experience, including cinematic advertisements, musical trailers for television broadcasts and musical atmospheres for feature documentary reports, has served to enhance the creativity and originality with which he infuses his computer game projects.

### Reference list (selected):

Stalker – Oblivion Lost (THQ), Composer  
Chicago 1930 – Prohibition (Wanadoo / MC 2), Composer  
Hotel Gigant (JoWood Productions), Composer  
Cold Zero – No Mercy (JoWood Productions), Composer  
Vandell - Knight of the Tortured Souls (BlackStar), Composer  
Bacteria (FIN Arts), Composer  
Tales of Tamar (Eternity), Composer

## **Jonne Valtonen**

### *Composer*

Winner of several respected multimedia music competitions, Jonne Valtonen has also received excellent reviews in the press. His game music projects as well as the classical work he has done for the TeatteriSusi theatre, where he has served as a musical director since 1996, have earned him the highest of praise. Jonne Valtonen has also worked with the major game developers in Finland, namely Remedy Entertainment, Housemargue and Bugbear. Additionally, he has composed music for the US company Paragon5.

### Reference list (selected):

Rally Trophy, (JoWood Productions), Composer  
Death Rally (GT Interactive), Composer  
Alien Incident (Philips Interactive Media), Composer  
Project S-11 GBA (Sunsoft), Composer  
Drop Mania (Detonium Interactive), Composer  
Theatre play: Dracula (TeatteriSusi), Composer  
Theatre play: The Miser (TeatteriSusi), Composer