

I Love That Song! - Let's Listen to La-Mulana

Written by DarkTetsuya

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To celebrate the announcement of the Wiiware version of my favorite independently-developed title *evan*, I thought I'd come back with a special look at some of my favorite selections from the game's epic soundtrack. (*Ironically enough, the developers also posed the question 'What are some of your favorite songs'*)

So allow me to answer that question... hit the jump to start the expedition!

Mr. Explorer:

{audio}<http://angry-gamers.com/music/mrexplorer.mp3>{/audio}

Starting things off with the first song in the game, plays on the Surface the moment you hit 'Start Game' on the title screen... it's a pretty awesome theme, probably my favorite of the main field music.

Fearless Challenger:

{audio}<http://angry-gamers.com/music/fearlesschallenger.mp3>{/audio}

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My 2nd pick is from the first area, the *Guidance Gate*. After you've unlocked the ruins for the first time it plays a special extended version of the theme.

Sacred Tomb:

{audio}<http://angry-gamers.com/music/sacredtomb.mp3>{/audio}

My third pick hails from the third area, the *Temple of the Sun*. A very egyptian-themed level, but it is also home to one of the most legendary enemies in the game,

Catball

! 'A cat, riding a ball? what's so scary about that?" I can hear you say. Ask anyone who's been knocked down three screens trying to reach the level's lone checkpoint and they'll tell you what a pain in the ass he can be.... :P

Inferno Cavern:

{audio}<http://angry-gamers.com/music/inferno.mp3>{/audio}

My fourth selection finds its home in the Fifth area, the Inferno Cavern. As the name implies it's a very fire-themed area, with deadly lava pits that will incinerate any adventurer foolish enough to fall into it. The various flying enemies here don't help matters, as colliding into them will also send you to a quick death by lava bath.

Interstice of the Dimension:

{audio}<http://angry-gamers.com/music/interstice.mp3>{/audio}

My last pick is actually a boss theme, from the eighth area, the Dimensional Corridor. There's an interesting 'twist' to this area, but I won't tell you what it is -- you'll have to play the game yourself to find out!

What I can tell you is the boss of the area, *Tiamat*, is one mean bitch! guarded by bats, she's a mermaid-like creature that also has a nasty hair attack. This theme rocks pretty hard, I can see

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why legendary
tator Deceased Crab likes this track so much.

Let's Play La-Mulana commen

So be sure and check out these songs when the Wiiware version of the game hits this holiday!