I Love That Song! - Run but be careful not to Trip

Written by act_deft
Wednesday, 13 July 2011 13:24

Run, Jump, Slide, Kick! Wait... is this PaRappa or Commander Video?

Today's track is Blackout City (feat. Anamanaguchi) from Bit.Trip Runner

{audio}http://www.angry-gamers.com/music/GaijinGames-BitTripRunnerOriginal-01-BlackoutCityfeat.mp3{/audio}

Please note due to copyright issues I can not make this song available for you to download directly.

The Bit.Trip series is a relatively new series, but a somewhat original one too. It combines retro 8bit gaming and mixes it with rhythm action, and might I add that they're quite challenging too. Bit.Trip BEAT was simple, it's pretty much and you make music as more blocks you bounce off, it's like Rez but in 8bit form. The series has expanded to other games which offer different types of gameplay, though the core gameplay has remained (rhythm action). It was exclusive to the Nintendo Wii, until BEAT was released on PC/Mac via Steam. The 2nd game to make a PC/Mac release is Runner, which is where our pick for today comes from.

Like I said, the core gameplay for the Bit.Trip series is rhythm action, so the music must be really good for you to really enjoy and Gaijin games did not fail at this. While the music can sound as bleeps at first, as you progress further into the levels, the music starts to evolve into something more chiptuney and really catchy too.

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Blackout City is the main theme for the Bit.Trip Runner soundtrack and this song features the talent of Anamanaguchi, geek/chiptune group who are also responsible for other great Video game soundtracks, like the one Scott Pilgrim vs. The World. The song starts with bleeps and blops, then immediately starts rocking out. It really captures the main theme of the game, which is of course running. It's exciting, it definitely captures your attention and makes you want to play the game.

The rest of the soundtrack is also pretty fascinating, you can buy it here: http://www.cdbaby.com/cd/gaijingames4

If you have suggestions or recommendations for   future "I love   that song" segments or just wanna comment about the song please   click   the "Add new comment"   link or contact us via Twitter: @Darktetsuya or me, @act_deft !

Until next time, *keep on runnin'*! (or *trippin'*, whatever rocks your boat)