
Headlander - Soundtrack Download Now



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About This Content

Original tracks from the retro-futuristic, sci-fi head trip, Headlander.

Track List:

1. Imposter Bodies
2. The Headlander Awakes
3. Escape To The Pleasure Port
4. The Breach
5. Behind the Facade
6. The Arrival Lounge
7. Hallways In The Sky
8. The Fondlarium
9. The Hookah Lounge
10. Shutting Down
11. The Omega Gem
12. The Headshop
13. Music To Evacuate By
14. Welcome to the Archives
15. Grid Clash Begins
16. Live Through The Grid
17. Procession Of The White Queen
18. Candidate Move

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19. Announced Mate
 20. Rebel Base
 21. It's All Gone
 22. The Power Dome
 23. The Crystals Of The Power Dome
 24. To The Moon Base
 25. The Moon Base
 26. Moon Base Mysteries
 27. Winters Revealed
 28. Sacrifice
 29. The Computer Core
 30. Methuselah's Game
 31. The Centaur
 32. Centaur Battle
 33. Methuselah's Gambit
 34. A Mortal World
 35. Would You Like To Know More?
 36. Run Run Run
 37. Unit Does Not Care
 38. Methuselah
 39. Launch Trailer
 40. Gameplay Trailer
 41. Story Trailer

Title: Headlander - Soundtrack

Genre: Action

Developer:

Double Fine Productions

Publisher:

Adult Swim Games

Release Date: 25 Jul, 2016

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English,French,Italian,German,Russian







headlander soundtrack

You don't have clearance, this unit does not care. This is a fantastic soundtrack. It's a comfy, atmospheric blanket of synth layers that sets the tone perfectly for the game. I definitely recommend turning down voice and sfx to 70% or so for a better audio experience!

Mainly composed on old analog synthesizers, this is a love letter to old sci-fi soundtracks and early synth music. David Earl (the composer) mentions Vangelis, Wendy Carlos and old Kubrick movies for inspiration, among others.

There's a YT video titled "Double Fine Action Show! \V Episode 1: Headlander Launch!!" which features David Earl talking some about the soundtrack and doing a live performance. Starts at 1:31:15.

Two things to mention:

1. The soundtrack isn't identical to what's heard in the game. "Rebel Base" sticks out to me, with the bass guitar being heavily toned down here compared to in the game.
2. The last few tracks doesn't have their name field filled in, and the steam store track listing doesn't match the actual files. Luckily it seems like the filenames are correct and the steam store is wrong. It's just a bit tilting.

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