

Song of the Weekend

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This week's "Song of the Weekend" is Plasma, from the 3D Realms blockbuster, "Duke Nukem 3D."

Plasma is another one of the really early Duke 3D songs, lumped in with Gotham in the batch dated May 9th, 1995. Unfortunately, this is not the version that made it into the game. It *almost* did - I believe it made it into a beta version of the game at one point. However, the infamous George Filter struck, and I was told to "tone it down." Hence, we get the dark, brooding version named XPLASMA dated April 2nd, 1996.

XPLASMA (so called because I thought it no longer deserved the name Plasma, as in ex-Plasma) uses the same string note progression beneath the rest of the song. It's simply stretched out and softened, with arpeggios played over the top accompanied by chord progressions. It works, but it's nothing like the song that spawned it.

Original Plasma begins with strings over a drum kit playing hi-hats over a bass drum. A bass plays a signature glissando to accompany them. Synths take over from there, followed by a charging drum line that accompanies the synths. There's a break in the action while the bass plays a couple more glissandi, then a guitar solo plays over the top of the drums and synths. The song then repeats the pattern.

The original song was perhaps not as polished as the later song, but I believe it was more exciting. You judge which you like better. Here are the links to the songs:

Plasma (a.k.a. XPLASMA): <https://www.youtube.com/watch?v=AcoQpTm8QIs>

Original Plasma: <https://www.youtube.com/watch?v=719EV6Jx2ic>