

Song of the Weekend

By Lee Jackson

From the Lee Jackson Audio Community Discussion Group

(<https://www.facebook.com/groups/ljackaudiodiscgroup>)

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This week's "Song of the Weekend" is Taiko Recall, from the 3D Realms game, "Shadow Warrior."

Taiko Recall was written when there were three projects going on. Duke Nukem 3D was wrapping up, Duke Nukem Forever was getting started, and Shadow Warrior was coming in-house. Things were very busy, to say the least, and at times wires got crossed. That's why you'll hear my classic six-note motif from Duke Nukem 3D (dat dat ... dat ... dat dat ... dat ...) in the brass and strings at one of the loudest points of the song. If memory serves, I put that in before I put in the Shamisen and Koto parts (the Japanese plucked string instruments) in the event that the song might wind up in one or more Duke Nukem incarnations.

As you can guess by the title, I took inspiration for the piece from Jerry Goldsmith's opening theme to the film "Total Recall." However, when you listen to his theme (I'll give a link in another post), it's evident that I only borrowed rather lightly. His theme is more linear than mine, whereas mine jumps all over the place.

Many of you might be hearing Taiko Recall for the first time (if you didn't listen to the link I posted during voting). That's because the song did not in fact go out with the released shareware or retail copies of Shadow Warrior. It was only released with a beta test version, then cut because ... well, I don't remember why it was cut. In retrospect, it would have made a great theme song for the game—probably better than the one I eventually wrote for it. That's my 2¢ on the topic.

Now, with that in mind, I invite you to listen to a freshly recorded version of Taiko Recall, performed on a Roland SC-88Pro. I hope you'll enjoy it!

<https://www.youtube.com/watch?v=1a1N3P50Bt8>