

THE MAP



Prime Cuts

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# THE LIST

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- 10. *“It All Ends Here”* from **Super Smash Bros. Brawl**

Music composed by Takashi Tateishi, Kenji Yamamoto, Toru Minegishi, Kristofer Maddigan, Shota Kageyama, Christopher Larkin, Kow Otani, Koji Kondo, Takahiro Nishi and Nobuo Uematsu.

All music performed by TheManPF and Zachary Chapman, with guest performances by Bao “keyofbao” Vuong, Ashanti “DakotaCityRag” Mills, Gregory “Gamer of the Winds” Orosz, Joe “Newmajoe” Newman, Daniel Romberger, Ian Martyn, evilsonic, Jay “Ronin Op F” Kim, Andromeda, atomic, Chris “angrypolarbear” Doughty and Jake Helland.





# THE LINER NOTES

After nearly 50 video game arrangements submitted to the **Dwelling of Duels** competition, **TheManPF** is ready to let his music be heard by the world at large. **Prime Cuts** represents the first of many compilations to come, with a carefully curated selection of reworked and improved tracks.

In my experience, when telling “regular” people about the video game music cover scene, the concept of “**deep cuts**” is often lost on them. It’s hard to summarize more than 20 years of history, when talking about a counterculture and niche as rich and diverse as this. So, in case you’re new around these parts, let me provide a definition in the current context:

## **deep cut**

A piece of video game music that is often overlooked by the general public. It can be due to the game’s rarity, or even the track’s own obscurity within an otherwise well-known soundtrack.

With that in mind, it stands to reason that a “**prime cut**” would be the opposite. It can be a popular theme or come from a revered game series. Of course, it’s important to clarify that this term has so far been adopted by two people: **TheMan** and myself (who just came up with the idea for this very album).

Consider this album a “calling card” of sorts. It’s the beginning of a journey that mirrors the path of every outstanding arranger and performer who has ever covered video game music. Maybe they start uploading straightforward Zelda covers to YouTube, to master their instrument. Then, they discover entire communities dedicated to the art form (such as **OverClocked Remix** or **Pixel Mixers**), they start collaborating with other musicians and their craft improves. Until finally, something clicks, and their arrangements become something entirely different, improving upon the original sources in order to let their creativity reach its maximum potential. Bending genre conventions, changing time signatures, earning awards, and finding out that the best part of all this is the friends we make along the way.

If you already enjoy the music from best-selling games like **Mega Man**, **The Legend of Zelda** or **Cuphead**, this album is sure to blow you away. Because much like “*wily theme*” (the first track on the album), it will be a journey of new discoveries and auditory delights. But be prepared, because once you’re hooked, it will be time to delve deeper into **TheMan**’s catalogue. Which is full of vocal tracks, unidentified genres, fresh sources and lots and lots of **deep cuts**.

For now, enjoy **Prime Cuts**! And as we say in **Dwelling of Duels**, stay for the alts!

- Naop, from the **Mega Mixtape** podcast







# THE MAN BEHIND THE MUSIC

**TheManPF** is a versatile artist with a strong inclination towards metal and progressive rock, but he is able to adapt music from a myriad of games, into genres like hip-hop or even jazz.

Originally from Iguazú (Argentina), he graduated from the **Universidad Federal de Integración Latinoamericana** (UNILA) with a major in music and composition, specializing in music for video games. He currently lives in Mexico, and for the past 11 years has been a part of the video game music scene with his YouTube channel, where he has also gained notoriety for his anime music covers.

Starting in 2021, he has constantly participated in the **Dwelling of Duels** (DoD) competition, and he has become involved with other communities such as **OverClocked Remix**, **Pixel Mixers** and the **Virtual Video Game Orchestra**.

In 2024 he was awarded “Best Hip Hop Theme” in the **Game Music Remix Awards**, for his arrangement called “*With a Little Help From My Friends*”, from **Super Smash Bros. Brawl & Ultimate**. In this cover (as you can infer from the title), **TheMan** pays tribute to the camaraderie he’s found in the scene throughout his career.

Nowadays, **TheManPF** serves as a volunteer on **DoD**’s team of operations, while enjoying a much deserved break from the competition. He’s catching up on his backlog of games while also working on his upcoming releases and future collaborations.





## THE BASS

**Zachary Chapman** is a bassist who has participated in the **Dwelling of Duels** competition since 2021, thanks to his collaborations with **TheManPF**. However, he has also arranged several high-ranking entries himself, such as “*Big Earl Funk*” from **ToeJam & Earl** and “*{This Title Intentionally Left Blank}*” from **Signalis**. In fact, both tracks have also been admitted into **OverClocked Remix**, garnering praise from their judges panel.

Together, **Zach** and **TheMan** have collaborated on more than 50 arrangements throughout the years. And this album wouldn’t even be possible without his contribution, so calling it a “solo” album is not quite right. The 10 tracks contained in **Prime Cuts**, are a testament to the friendship and skillful collaboration of both musicians. Without ever having met in person, they manage to deliver music in every genre you can think of, and always under a tight deadline!

Aside from his musical endeavors, **Zach** enjoys playing some absolute indie gems such as **Outer Wilds**, **Signalis** or **Stray**. And speaking of **Stray**, even his cat **Misty** has contributed to this duo’s repertoire, in an arrangement from the hit game by BlueTwelve Studio (which you can also find on **OCR**).

**Zach** and **TheMan** have known each other since 2018, and he credits **TheMan** as the reason he’s still doing music at all. Here’s hoping that **Prime Cuts** gets a follow up with a compilation of **Zach**’s arrangements in the near future!

 @zach-esque



# THE COLLABORATORS



## KEYOFBAO

**Bao Vuong** is a North Carolina-based keyboardist playing various style such as jazz fusion, r&b, and rock/metal. He is also a programmer and wannabe music archiver. Bao plays in **Turnabout Players**, a jazz-influenced combo spreading the love of video game music.

 @keyofbao



## DAKOTACITYRAG

**Ashanti Mills** is saxophonist, arranger, community organizer, and non-profit fundraiser living right outside the United States' capital in Silver Spring, MD. Jam with him at **DC VGM Jams**, **VGMCon's** Jam Space, or **MAGFest's** Jam Clinic; listen to him with **Strangers That Clique** or **Bye Forever!** Follow him on Tiktok, Bluesky, or Insta!

 @dakotacityrag



## GAMER OF THE WINDS

**Gregory Orosz** (He/Him) is a professional flutist and wood-wind player based out of Baltimore whose playing has been featured on numerous video game and film scores. Gregory's playing can be heard on video games such as "Ambition a Minuet in Power" and the recent highly rated and hit JRPG "Chained Echoes". **Gregory** graduated with an associates degree from CCBC where he studied flute and a bachelor's degree from Towson University where he studied clarinet.

 @gamerofthewinds.bsky.social



## DANIEL ROMBERGER

**Daniel Romberger** is a composer, trombonist, and theremin player. He fell in love with music composition at age 15, when he started arranging video game music cover tunes in **Mario Paint Composer**. Daniel's greatest joy is working with live musicians; his original music has been performed by ensembles such as **ECM Plus**, the **Momenta String Quartet**, **Roomful of Teeth**, the **M&J Big Band**, and others. He has also arranged VGM covers for the **Zeldathon** (gaming marathons for charity), for **The Game Brass**, for his YouTube Channel "**dannymusic**", and elsewhere. **Daniel** is currently plugging away at an operetta, and spends his scarce free time playing the **A Link to the Past** randomizer.

 @dannymusic.bsky.social



## IAN MARTYN

Inspired by his elementary school music teacher, an ethnomusicologist, **Ian Martyn** started to play music by leaving **Final Fantasy VI** running in the background and playing along to the game on the piano. He has since learned several other instruments over the years including electric bass, Irish bouzouki, taishōgoto, tin whistle and low whistle, hulusi, guitar, bodhrán, ukulele, Irish tenor banjo, smallpipes, and concertina. He is primarily a singer with a high tenor ranger who has been a session singer for a number of professional recordings for movies and television. He has also been a club DJ specializing in disco house. He has recently been performing on VRChat to audiences around the world.

**Ian** is currently a co-owner of **GameGrooves**, a video game music record label. He is also the release manager for both the **Virtual Video Game Orchestra** (VVG0) and **Awoominati Records**. He is a member of the VGM bands **Na Daoine Laghairt**, **Celtic Tiger**, **Gamer Tag**, and **JIM**. He is one of the producers of **The Travelers VGM**. Outside of VGM, he has been in several bands like **Bonehenge**, **Gygax**, **Mono Twins**, and **Glitter Fish**. He received his M.A. in Ethnomusicology from UC Davis in 2013. **Ian** plays Irish whistles from the collection of **Frealon Bibbins**. **Ian** plays an Irish bouzouki and mandolin by **Macdara Ó Faoláin**.

 linktr.ee/IanMartyn



## NEWMASJOE

**Joe Newman** is an interesting fellow! Experienced video game lawyer by day, award-winning VGM musician by night, **Joe** has been a **MAGFest/West** mainstage performer since 2016. In that time, he's been a featured guest with a whos-who of VGM heavy-hitters, including: **Super Soul Bros**, **Kirby's Dream Band**, **The Tiberian Sons**, **Super Strikers**, **Ian Cowell** and the **Band of Except ional Goblins**, **Bi Score**, **Brentalfloss**, **V-Jams**, **OrchKeystra**... and many others. He is also an active member of two VGM live jazz groups, **Ultra Combo** and **Ankylo Tail**, and music director for the **MAGFest Swadge** games.

 joenewman.bandcamp.com

# THE COLLABORATORS





ANDROMEDA

Vocalist, pianist, and arranger enamored with harmony, liminal spaces, and dark, moody vibes. When she’s not gaming, knitting, or peering at the world through a camera, **Andromeda** serves on the operations team at **Dwelling of Duels**, where you can find most of the music she’s collaborated on. She has also participated in the **Pixel Mixers** and **GameGrooves** communities. Her own arrangements can be found on her YouTube channel.

 @an\_drom\_eda



ATOMIC

With a strong background in music technology and composition, **atomic**’s craft is specially tailored to capturing musical performances. Beyond music, her experience extends to filming and editing for a variety of purposes. She first participated in the **Dwelling of Duels** in 2004, and since 2021 she has continued collaborating with her friends in the community.

 [dwellingofduels.net/artists/atomic/](https://dwellingofduels.net/artists/atomic/)



EVILSONIC

On a fateful day back in December 2004, **atomic** showed **evilsonic** a track from **Dwelling of Duels**: **Ashane**’s “*Ninjascape*” (a cover of **Ninja Gaiden 2**), which had won first place in the competition, a month prior. This would inevitably lead a young and impressionable **evilsonic**, who primarily considered himself a music fan and enthusiast, to do lots of **Ecco the Dolphin** covers and get gradually more involved with DoD. After a long break from video game music altogether, he came back to the competition in 2020. Eventually, he joined the operations team under the wing of **Austin “Katajun” Green**, helping host listening parties and keeping statistical spreadsheets. After collaborating with many of the artists he admires and even earning a medal or two, he somehow ended up as the new administrator. You can check out all of his music at his artist profile on DoD.

 [dwellingofduels.net/artists/evilsonic/](https://dwellingofduels.net/artists/evilsonic/)


THE COLLABORATORS

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ANGRYPOLARBEAR

**Chris Doughty** is a synthesizer enthusiast, pianist and sometime vocalist from Wales but now living in Canada. Plays piano in **Dog Food For Bananas** and collaborates with many other artists in the VGM scene. A fan of deep cuts and carefully constructed arrangements.

 [angrypolarbear.bandcamp.com](https://angrypolarbear.bandcamp.com)



JAKE HELLAND

**Jake** is a musician and arranger who has participated in the **Dwelling of Duels** competition since 2017. He also plays guitar for **Kirby’s Dream Band**, **Dog Food For Bananas** and **The Tonberries**, and has performed at several video game music conventions along with his bandmates.

 [dwellingofduels.net/artists/jake-helland/](https://dwellingofduels.net/artists/jake-helland/)



RONIN OP F

**Jay Kim** is a composer, violinist, and arranger of many things heavy, raw, and rhythmic. He also plays in the contemporary acoustic VGM trio **Dog Food For Bananas**, as well as various other projects, and has done work with other groups and musicians, such as **The Tiberian Sons**, **Kirby’s Dream Band**, **Saori Kobayashi**, and more.

 [linktr.ee/roninopf](https://linktr.ee/roninopf)



# THE BANDS



## DOG FOOD FOR BANANAS

They are three friends from the west coast of North America who have a love of video games and video game music, with warmth. Particularly, their name and debut album “Fishing Hook” are both inspired by The Legend of Zelda: Link’s Awakening. Comprised angrypolarbear on piano, Jake Helland on guitar and Ronin Op F on violin, they have performed live at MAGFest, MAGWest and VGMCon.



[dogfoodforbananas.bandcamp.com](https://dogfoodforbananas.bandcamp.com)

## INSANE CUP POSSE

Straight out of “Wild West Month” at Dwelling of Duels, this gang of very talented and Cuphead-loving musicians delivered an insanely good take on “High-noon Hoopla”. With evilsonic on electric guitar and mix, Zach Chapman on bass, Ronin Op F on violin, Newmajoe on sax, Ian Martyn on piano and some glorious yodeling, plus TheManPF leading the bunch. Suffice it to say that this collaborative effort awarded TheMan his first gold at the competition. The title, “Rib Eye Rodeo”, also inspired the name of this very album. Will we ever hear from this group again? Only time will tell.



[dwellingofduels.net/artists/insane-cup-posse/](https://dwellingofduels.net/artists/insane-cup-posse/)

## NA DAOINE LAGHAIRT

With 13 entries submitted to the Dwelling of Duels competition, ranging from Chrono Cross to Gran Turismo, Na Daoine Laghairt (which translates as “The Lizard People”) is another one of those “hidden gems” that dwell in the depths of this online VGM community. As a Celtic-inspired band, acoustic and choral renditions are what you can expect from this group of friends. Among its members, you will find Andromeda, atomic, evilsonic, Ian Martyn and Ronin Op F. All of whom have contributed with one of the most beautiful tracks on this album.



[dwellingofduels.net/artists/na-daoine-laghairt/](https://dwellingofduels.net/artists/na-daoine-laghairt/)





# THE E TRACKS

## 1. WILY THEME

*“Dr. Wily’s Castle 1” from Mega Man 2*  
Composed by *Takashi Tateishi*

### Credits:

Zach Chapman: Bass

DakotaCityRag: Tenor sax

keyofbao: Keyboards (piano, Rhodes, synths)

Gamer of the Winds: Alto sax and flute

TheManPF: Arrangement, sequencing, mix, electric guitar, classical guitar and additional percussion

### Track History:

- 6th Place at Dwelling of Duels: Free Month (April 2023)
- Admitted into OverClocked Remix (September 2023)



This is my tribute/love letter to the VGM community. My goal here is try to pick one of, if not, the most covered VGM tune and extrapolating that same motif as much as I possibly can, and sending it on some kind of “genre tour”, mostly influenced by all of the lovely people I have met and heard in the VGM community. This is a very, very complicated challenge that I set myself, and one that I like to think I succeeded at.

This song starts as a bait-and-switch. Both the title and the intro are meant to catch the listener off-guard, before going into the whole journey. However, these are more than just mere jokes - the acoustic intro is meant to be a representation of our progress as musicians. This is how we all sound at first, but eventually, we improve, and we get to a point where we can materialize those ideas we have in our heads. The title is simplistic, but it’s meant to evoke the simplicity of a VGM cover artist - smart titles are cool, but sometimes we just want to pick a tune we like, and rock as much as we possibly can, without having to worry about anything other than that. I understand both the intro and the title are controversial choices, and while I can concede on changing the title if necessary, the intro is part of the arrangement and I will not budge on that. :)

As part of this tribute to VGM, I also included in this arrangement a total of 20 references to other VGM classics, in the form of recognizable melodies. These are scattered throughout the whole almost 10-minute runtime. I like to encourage everyone to try to listen and find them by themselves. I promise, it’s fun.

## 2. GFS JUKEBOX

*“Title” and “Menu Select” from Metroid Prime 2: Echoes*  
Composed by *Kenji Yamamoto*

### Credits:

Zach Chapman: Bass

Newmajoe: Keyboard solos (piano and Rhodes)

TheManPF: Arrangement, drums/strings sequencing, mix, guitars, vocals (vocoder) and additional piano.

### Track History:

- 3rd Place at Dwelling of Duels: Metroid Redux Month (February 2022)
- Admitted into OverClocked Remix (March 2024)



I never played a Metroid game, but I found these two tracks back to back while scavenging and I couldn’t decide for one, so I did both, starting as *“Title”*, moving to *“Menu Select”* at 3:33, and back to *“Title”* at the last section. The song is done in a loose, jazzy style with a focus on piano, with a mental image of a person sitting on a Galactic Federation cruise spaceship while jamming out to the ship’s jukebox. Some portions use chord progressions from the sources as jam sessions for different solos. This is also the first time I used vocoders in a song, and, while it does have lyrics, since we don’t know what the original is saying, I’m keeping it a mystery for this one too. [:



## 3. IMP’S RESOLVE

*“Midna’s Lament” from The Legend of Zelda: Twilight Princess*  
Composed by *Toru Minegishi*

### Credits:

Zach Chapman: Bass

TheManPF: Arrangement, sequencing, mix and guitars.

### Track History:

- 4th Place at Dwelling of Duels: VGLS Month (June 2021)
- Included in the Dwelling of Duels 2021 Compilation (June 2023)



This was the first **TheManPF** track I ever heard. I was probably browsing the DoD website looking at random months, when this caught my eye. I listened to it and immediately got hooked on that particular style of progressive metal, coupled with the inherent melancholy of *“Midna’s Lament”*. This is easily one of the most popular sources on this album, and yet I had heard no version like it. And just like the rest of the tracks in this compilation, it has only gotten better with each iteration. Thanks to **Zach’s** re-recorded bass and the updated mix, I can now safely say that the only thing that would make this track better, is to see it performed live.

## 4. LA DANZA MACABRA DEL TREN DE LOS MUERTOS

*“Railroad Wrath” from Cuphead*  
Composed by *Kristofer Maddigan*

### Credits:

Zach Chapman: Bass

Ian Martyn: Keyboards

Daniel Romberger: Theremin

TheManPF: Arrangement, sequencing, mix and guitars.

### Track History:

- Included in the Pixel Mixers album: The Great Tale of the Little Ones Vol. 3 (January 2023)
- Admitted into OverClocked Remix (March 2024)



I’ve always wanted to do a **Cuphead** cover, and especially *“Railroad Wrath”* (which used to be my favorite track from the game before the DLC came along), which I always envisioned as a dark, creepy, sort of melancholic, but also heavy-as-fuck song, representing the passing of the train of the dead. It also ended up being quite bouncy (as commented by the project lead: “makes me want to dance and headbang at the same time”).



# THE MAN PF

## EQUINOX (FROM POKÉMON OMEGA RUBY/ALPHA SAPPHIRE)

### 5. EQUINOX

*"The Heirs to Eternity" from Pokémon Omega Ruby & Alpha Sapphire*  
Composed by Shota Kageyama

#### Credits:

Zach Chapman: Bass

TheManPF: Arrangement, drums/strings sequencing, mix and guitars

#### Track History:

- Alternate entry at Dwelling of Duels: Free Month (April 2022)
- Released as a single (April 2025)



I was on the fence about the eligibility of this track as a "prime cut", since the source is exclusive to the Ruby & Sapphire re-makes and it hadn't left a lasting impression on me when playing the game. However, a quick consultation with a certain Pokémon expert and a look around YouTube, confirmed that this is in fact a fan favorite. Zinnia is indeed a cool character, and I think TheMan and Zach are able to capture that rebellious spirit with this upbeat ballad. The break after the 2 minute mark is particularly what drives this one home. Such melancholy!

### 6. THE INVINCIBLE, FEARLESS, SENSUAL, MYSTERIOUS, ENCHANTING, VIGOROUS, DILIGENT, OVERWHELMING, GORGEOUS, PASSIONATE, TERRIFYING, BEAUTIFUL, POWERFUL CELTIC WARRIOR ZYAN

*"Truth Beauty and Hatred" from Hollow Knight*  
Composed by Christopher Larkin

#### Credits:

Zach Chapman: Bass

Ian Martyn: Low whistle, Irish bouzouki, mandolin, Irish tenor banjo, melodica and additional percussion

TheManPF: Arrangement, drums, sequencing and electric guitars

#### Track History:

- 8th Place at Dwelling of Duels: Crowdfunded Games Month (November 2021)
- Released as a single (August 2022)



I went for one of my favorite indie games ever, and collabed with the fantastic Ian Martyn for the first time, playing Zote's theme from the game in a way that maximizes his specific style, which is why I decided to randomly mash ZOTE and IAN into ZYAN, although nowadays I prefer to think of it as a combination of ZACH and IAN since they are the two collaborators in this song. Ian however is the absolute star of the show here, playing a total of *eight* instruments!

### 7. RIB EYE RODEO

*"High-Noon Hoopla" from Cuphead: The Delicious Last Course*  
Composed by Kristofer Maddigan

#### Credits:

Zach Chapman: Bass

evilsonic: Mix, acoustic and slide guitar

Ronin Op F: Violin

Ian Martyn: Keyboards and lead vocals (yodeling)

Newmajoe: Alto sax, baritone sax, melodica and backing vocals

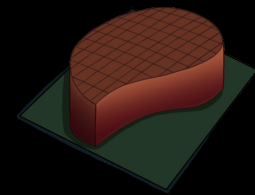
TheManPF: Arrangement, drums, sequencing and electric guitars

#### Track History:

- 1st Place at Dwelling of Duels: Metroid Redux Month (February 2022)
- Admitted into OverClocked Remix (March 2024)
- Released as a single (August 2023)



Hell yeah, we're doing Cuphead AGAIN, this time from the DLC, and my actual favorite from the whole soundtrack. The arrangement itself is very faithful. "High-Noon Hoopla" is already a very high-energy country song with lots of noodling, so I got a bunch of my buddies on board to rock hard on all of our instruments and bring the energy of the source up to 11. This one is more country rock, with a few changes in instrumentation (sax, melodica, distorted guitars, acoustic guitars) and a bunch of new solos and slightly different structure. Really, it's more of an excuse to get a bunch of very talented people to do what they do best.





## 8. ON THE SHOULDERS OF GIANTS

*“Prologue ~To the Ancient Land~”, “The Farthest Land”, “Demise of the Ritual ~Battle with the Colossus~” and “The End of the Battle” from Shadow of the Colossus*  
Composed by **Kow Otani**

### Credits:

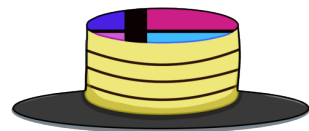
Zach Chapman: Bass  
evilsonic: Acoustic guitar, mandolin  
Ian Martyn: Low whistle, Irish bouzouki, choir vocals and additional percussion  
Ronin Op F: Violin and choir vocals  
Andromeda: Choir vocals  
atomic: Baritone ukulele  
TheManPF: Arrangement, lyrics, sequencing, mix, electric guitar and vocals

### Track History:

- 7th Place at Dwelling of Duels: PlayStation 2 Month (May 2023)
- Admitted into OverClocked Remix (July 2024)



I haven't played the original, but I played the 2018 remake, which stays mostly untouched, and enjoyed the experience. I wanted to arrange something that would evoke that folk, melancholic style while also bringing power through distorted guitars and full choirs. The lyrics for the chants and choir are written in “Runic” language, a fictional language written for both Ico and Shadow of the Colossus, and it's mostly Romanized Japanese inverted with some vowels removed. I wrote the lyrics after going through a bit of a down period I had where I was feeling musically exhausted and couldn't get to the same highs I had before, sort of a “pride before the fall” feeling. You climb to the shoulder of the giant, but then you fall again, and then you have to climb back up.



## 9. CHRONICLES OF LIGHT AND DARK

*“Light World Dungeon” and “Dark World Dungeon” from The Legend of Zelda: A Link to the Past*  
Composed by **Koji Kondo**

### Credits:

Zach Chapman: Bass  
TheManPF: Arrangement, drums/strings sequencing, mix and guitars

### Track History:

- Submitted to YouTube, for **GameGrooves'** Zelda Dungeon Quick Fire Cover Challenge. (June 2021)
- Released as a single (May 2025)



If you compare the original track posted on YouTube with the updated version on this album, you won't believe both were produced by the same artist. Of course, **Zach's** bass here does half the job in getting this to the next level, since he was absent from that original rough draft. But **TheMan's** production values have completely skyrocketed, as heard on this crisp and enveloping new mix. As always, his arrangement (which sneakily combines two sources) leaves more than enough room for his personality to shine through, with plenty of solos and orchestral flourishes. This is definitely a must for any classic **Zelda** fans out there. (Please do “Zelda 1 Dungeon” next!)

## 10. IT ALL ENDS HERE

*“Final Destination” from Super Smash Bros. Brawl*  
Composed by **Takahiro Nishi / Nobuo Uematsu**

### Credits:

Zach Chapman: Bass and choir vocals  
angrypolarbear: Keyboards (piano, synths) and choir vocals  
Ronin Op F: Violin  
Jake Helland: Acoustic and classical guitar  
TheManPF: Arrangement, sequencing, mix, electric guitar and choir

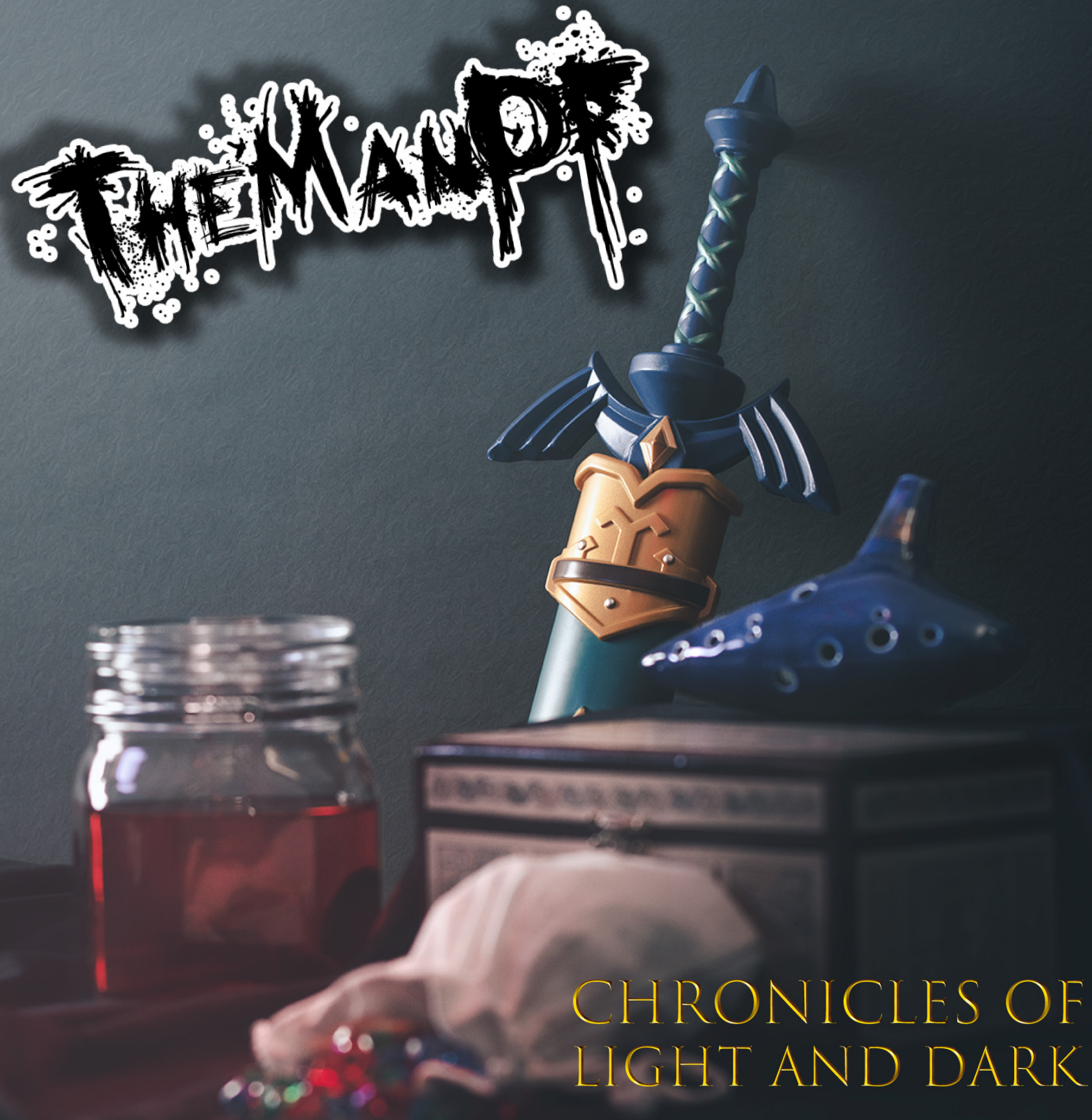
### Track History:

- 2nd Place at Dwelling of Duels: Super SmashBros. Month (December 2024)
- Admitted into OverClocked Remix (June 2025)



It's very rare for me to cover the same game twice, let alone the same theme!! But that's basically what this is, it's technically a different song, but *“Final Destination”* takes heavily from Brawl's main theme and it wouldn't exist without it. It's also a track that I always adored and, like I've said before, I always wanted to cover but didn't know how. This time, instead of going outside of my comfort zone, I did the opposite. I've become a lot more confident with my metal sound lately and I wanted to embrace it, and did an arrangement that stays somewhat conservative but takes it to the next level, with some help from my friends, of course.

This was the first time in what feels like forever that I got a medal in DoD (2nd place!!), I purposefully tried to go out with a bang since, like the title implies, this is the end for me (for now). And I want to drop DoD mains for a while, while I focus on other fun things that may be coming in the future, look forward to it!







## THE COMPETITION

**Dwelling of Duels** is a monthly video game music (VGM) cover competition. Competitors anonymously submit redone versions of game music and the entries are voted upon by the community. Entries must comply with their rules, briefly put as following:

- The song must follow the current month's theme
- The song must be previously unreleased
- The song must not be shorter than 2 minutes
- The main instrument must be played live

The competition was first conceived in 2003, and it has continued uninterrupted for more than 20 years thanks to the tireless volunteer work of several administrators, such as **Austin “Katajun” Green** and **Mike “evilsonic” Doyle**. The current team of operations is also comprised of **ThisIsJayC**, **Andromeda**, **Carrie Wood**, **Naop** and **TheManPF** himself.

With such a rich history, it's no surprise that the music submitted to the competition is often of unparalleled quality, encompassing practically all musical genres and a multitude of games. Among the ranks of its past competitors, we can find several renowned video game music composers and performers such as **Jake “Virt” Kaufman**, **Grant “Stemage” Henry**, **Tony “pud” Dickinson** or **Dan “Danimal Cannon” Behrens**, just to name a few.



# THE CREDITS



## MUSIC COMPOSED BY:

Takashi Tateishi, Kenji Yamamoto, Toru Minegishi, Kristofer Maddigan, Shota Kageyama, Christopher Larkin, Kow Otani, Koji Kondo, Takahiro Nishi and Nobuo Uematsu

## ALL MUSIC PERFORMED BY:

TheManPF and Zach Chapman

## PRODUCTION, MIXING AND MASTERING:

TheManPF (except Track 7, mixed by evilsonic)

## GUEST PERFORMANCES BY:

keyofbao, DakotaCityRag, Gamer of the Winds, Newmajoe, Daniel Romberger, Ian Martyn, evilsonic, Ronin Op F, Andromeda, atomic, angrypolarbear and Jake Helland

## ARTWORK AND PHOTOGRAPHY:

Marawis

## PHOTOGRAPHY (SINGLE):

MVisual (mvisual.photo)

## BOOKLET DESIGN:

Mauricio Rodríguez

## DOD LOGO DESIGN:

Nate Horsfall

## LINER NOTES:

Naop

## PUBLIC RELATIONS:

Diego Romero  
Frik-in (frik-in.com)  
Mega Mixtape  
(megamixtape.com)

## SPECIAL THANKS:

Austin "KATAJUN" Green (*Dwelling of Duels*)

Mike "EVILSONIC" Doyle (*Dwelling of Duels*)

Ian Martyn (*GameGrooves*)

Larry "LIONTAMER" Oji (*OverClocked Remix*)

Josh Pendlebury (*Bonus Stage Van*)

The Dwelling of Duels community (*dwellingofduels.net*)

The OverClocked Remix community (*ocremix.org*)

The Pixel Mixers community (*pixel-mixers.com*)

Marawis, MVisual and Naop (*TheTeamPF*)