

---

ACE COMBAT 3 electrosphere DIRECT AUDIO

ZMCX-104 / 1999-08-26

Music: Namco "ACE COMBAT 3 electrosphere" Sound Team

Tetsukazu Nakanishi/Koji Nakagawa/Kanako Kakino/Hiroshi Okubo/Go Shiina/Tomoko Tatsuta

---

## DISC1 DIRECT AUDIO

01. Engage  
02. Linkage  
03. Armory  
04. Transparent Blue  
05. Eye of The Storm  
06. Physical Layer  
07. The Protocol  
08. Montage  
09. Quartz  
10. The Maneuver  
11. Mind Flow  
12. Frozen Soul  
13. Miles Above  
14. Void  
15. Black Lotus  
16. Freefall  
17. Alert  
18. Superstition  
19. Shattered Stones  
20. Analogue  
21. Turbulence  
22. Defiled  
23. Code of Honor  
24. Floe  
25. Lithium  
26. Shorelines  
27. Replay  
28. The Crew

## DISC2 AppenDisc

01. Electrosphere\*  
02. Somnus\*  
03. The Execution  
04. Rotation\*  
05. Liquid Air  
06. Child's Play\*  
07. Camber\*  
08. Kernel  
09. Revelation  
10. Amorphous  
11. Virgo\*  
12. Gordian Knot  
13. Zero-Sum  
14. Morceaux

\*01/02/04/06/07/11 are unused tracks

---

All Music written by

Namco "ACE COMBAT 3 electrosphere" Sound Team

Tetsukazu Nakanishi (中西哲一)

D1m01-06, 08, 10-12, 14, 17-18, 20, 22, 25, 27-28

D2m01-04, 06-07, 12

Nakagawa Kōji (中川浩二)

D1m13, 16, 21, 26

D2m08, 11, 14

Kakino Kanako (柿埜嘉奈子)

D1m15, 19, 24

D2m10

Ōkubo Hiroshi (大久保博)

D1m07, 23

Shiina Gō (椎名豪)

D1m09

D2m05, 09

Tatsuta Tomoko (辰田朋子)

D2m13

---

(c)1999 NAMCO <http://namco-ch.net/acecombat3/>

#### VOICE OF "AC3" SOUND DIRECTER

To make "sound" that is not a song:  
That is the theme this time around.  
The chaotic world of sound  
should become a stimulant to everyday life.

---

It's Naka-nii. In this Ace, the theme was turning the location's atmosphere and tension into "sounds" more than into "songs". That it has no melody and doesn't develop much is a result of that. To be honest, I also saw a slap-bass-in-a-synth-lead-portamento world in a dream. That I got that direction, I understand, but even so, that ended up not being AC3. The scenario, the images, the songs, the sound effects... when they all became one, they were AC3. What? Oh, this CD? ...for this CD, rather than just listening to it, simply cruise through it without thinking of anything. The chaotic world that spreads out there should be a stimulation for everyday life. Well then, best of luck in your future endeavors....

Sound Directer **Nakanishi Tetsukazu**

#### VOICES OF AC3 SOUND STAFF

These days, my mood is often intoxicated with "sound". The sound of a subway departing; the sound of a dump truck's air brake; the crunchy sounds of a hard drive. They aren't limited to sources. The feeling of an acoustic field's reverb; the feeling of the compression of an analog compressor; hi-fi in the midst of lo-fi. After you've gotten used to them, is that feeling of alienation good? Like, even though there was no feeling before. Ah, yes, isn't that the feeling of alienation? If you could say so, then AC3 is...., but there's some sort of magic if you juxtapose that with AC3.

Sound staffer **Nakagawa Kōji**

The Ace series so far has gotten quite some varied background music. Background music as part of that space. We sure can do environmental-sound music, can't we? On my own, I put ethnic instrument types into the mechanical sound called techno, trying to represent something like nature and the lives of people in the near future. Then somehow, that became the track for low-altitude missions. Moep? So what do you think of this kind of ambient Ace Combat?

Sound staffer **Kakino Kanako**

-----

I am happy that after working on AC2, I was able to participate this time too. Although it's surprising how different this one is from the series so far, the Ace series is awesome, of course. This time, I did two pieces for the background music, and also added sounds to the movies, I hope you'll listen to them and be surprised in the game.

Sound staffer **Ōkubo Hiroshi**

-----

During production, I tried to fill my imagination, and went to the Itō Spa! Was the starfish there an illusion? Well soomehow, if there really was a mollusk, it'd bitten my pointer finger! Thanks to that, I made phrases that don't use the index finger! Mr. Starfish, you were a real help!

Sound staffer **Shiina Gō**

-----

This time around, only participating for one song, I was in charge of the final song in "Electrosphere". With the keywords "insanity", "computers" and "orchestra" at the base, I produced it by tying orchestral tones and synth sounds together. In order to ramp up the feeling of tension, we put a live performance at the core, so it took an awful amount of time to put the synth together in preparation for that. To make the tones, I was able to expand the image from the refined nuance of the word "computer".

Sound staffer **Tatsuta Tomoko**

-----

Track and credit list: unknown

Translation by BRPXQZME

Edited by DragonSpikeXIII