



SHOVEL

PRESCRIPTION *for* SLEEP

KNIGHT

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02 STRIKE THE EARTH!
03 HIGH ABOVE THE LAND
04 AN UNDERLYING PROBLEM
05 NO WEAPONS HERE
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ALL MUSIC COMPOSED BY JAKE KAUFMAN
EXCEPT TRACK 20 COMPOSED BY GENTLE LOVE

ALL MUSIC ARRANGED, PERFORMED,
AND RECORDED BY GENTLE LOVE



LINER NOTES

I've always wanted to do a volume dedicated to Shovel Knight given my friendship with and appreciation for the music of Jake Kaufman. Over the years Jake has worked on projects that Hibino-san has overseen and Hibino-san has always offered high praise for Jake's talent, both in terms of speed and complexity of writing and distinct melodic sense. For that reason, I was really looking forward to giving Hibino-san the opportunity to prepare the ultimate tribute to Jake's masterwork.

I wanted to wait until the expansions concluded, of course, and it was a rare treat to get to hear and arrange the King of Cards score prior to its release. It's some of Jake's best work to date. I'm happy to say we were able to include music from every expansion, and I hope listeners enjoy the many flavors GENTLE LOVE were able to offer with this massive album.



JAYSON NAPOLITANO
PRODUCER, SCARLET MOON RECORDS



INTERVIEW WITH GENTLE LOVE

ON WHAT SETS PRESCRIPTION FOR SLEEP: SHOVEL KNIGHT APART

Since the Shovel Knight soundtrack is by Jake Kaufman who's helped with some of my game projects in the past, we wanted to show our appreciation for his creative chiptune style by staying true to his original vision. In other words, we didn't want to alter or distort the original intent of his compositions into something else, but rather wanted to express what Jake had originally expressed in our own language. In that sense, this volume is not as "sleep inducing" as other volumes.

ON THE STYLE OF THE SHOVEL KNIGHT SOUNDTRACK

The soundtrack is very high-speed and serious with lots of tension, so rather than differentiate our arrangements by character themes, we tried to focus on what Jake was trying to express with each song.

ON JAKE KAUFMAN'S WORK

We have high regard for Jake's work. It is truly state of the art. He uses beautiful lines, counterpoints, and musically everything is quite well planned and arranged. From a professional composer's perspective his work is truly impressive.

ON GENTLE LOVE'S FAVORITE TRACKS

We enjoyed "Magic Mirror" and "Troops, Form Up!" the most. Both were so well planned out and arranged they left very little to be interpreted. We usually use the right side of our brains to create music, but for both of these, we used our left side a lot.

ABOUT THE UPBEAT APPROACHES TO "A COOL RECEPTION" AND "ALCHEMY"

Based on fan feedback, we've learned the Prescription for Sleep series has been accepted not only for inducing sleep, but also as a jazz musical experience. So these two are for those fans specifically. However, please feel free to skip them if you want to add this to your library for sleep!

ON THE CLASSICAL APPROACH TO "MAGIC MIRROR" AND "TROOPS, FORM UP!"

Both of these were very challenging. Both AYAKI and I have some background in classical music so it was fun to try this out. Jake's chiptune arrangement really goes well with baroque music in terms of structural beauty consisting of fast notes up and down. This cannot be reproduced with Jazz. So, again, we relied heavily on the original source ideas from Jake.

ON THE ORIGINAL TRACK, "A NEW DAWN"

After the long and serious battle, the night finally ends and a bit of light appears. "A New Dawn" is wholly improvised with no written or verbal references or planning prepared ahead of time. AYAKI and I simply went off the idea, "Okay, now let's play for peace."

Throughout this recording session in particular we avoided discussing each track at length. Instead, we shared the same vision and spoke in general terms about the scenery, the flow, and about life... about the beauty of the world.

And yes, we also discussed what to eat for lunch during each day of the session (which included three albums over three days), and we enjoyed a different and very nice bowl of ramen near the music hall. Maybe that also inspired a bit of what you hear!

ON THE RINSHU THERAPEUTIC SOUND SYSTEM
BY HIBINO SOUND THERAPY LAB

Rinshu is a project that I've been working on for many years. It consists of a hand-carved wooden speaker in the shape of a yacht, a digital amplifier, and an extensive music library recorded by Hibino Sound Therapy Lab and featuring GENTLE LOVE among many other performers. The library contains healing music for prayer and inner peace, all recorded in 24-bit 96k. The Rinshu speaker works by generating vibrations in the curved wood, similar to how a guitar or a violin produces sound. Because of this, we believe the inaudible transverse waves that are generated align more closely with a live performance, and convey the spirit of the original performance better. We've even conducted studies that have shown increased feelings of peace and comfort and decreased feelings of anger and fear when listening to music using the Rinshu speaker compared to ordinary hi-res audio equipment. We hope you can experience Rinshu for yourself some day.



RECORDING NOTES

PRODUCER'S NOTE

We like to include the directions we gave to GENTLE LOVE to provide context for recording the album. We hope you enjoy my meandering explanations of the music!

GENERAL GUIDANCE

Shovel Knight enjoyed a hugely successful on Kickstarter campaign, raising over \$300,000 USD, and aimed to be a Famicom-style game. Jake Kaufman wrote the music using the VRC6 chip from the Famicom era... it can all actually play on a Famicom cartridge! The game is retro style and draws inspiration from Mega Man where you challenge unique bosses after beating their stage and DuckTales. It follows the tale of Shovel Knight, a shovel-wielding knight who's on a quest to save his friend, Shield Knight, from the evil Enchantress. It's a funny game with great writing, excellent characters and gameplay, and of course, an epic soundtrack by Jake.

Some of the key themes are chivalry and justice. So there's a regal fantasy element to it.

01 STEEL THY SHOVEL

There's the main theme before this, but it's super energetic and this track incorporates that theme as well. This accompanies the name entry/file select screen. This should be an easy one, focus on contemplative, warm, an adventure is about to begin!

02 STRIKE THE EARTH!

This is one of the most iconic tracks from the game. As Shovel Knight leaps onto the screen for the first time and pulls out his

shovel, this accompanies the first area of the game. It's driving and epic. I think people will be surprised to hear a lullaby version of this song. Let's slow it down. I can hear a gentle sway, it can be uplifting, but keep it mellow.

03 HIGH ABOVE THE LAND

This is Propeller Knight's stage, full of airships soaring in the sky and the risk of falling and dying constantly. It's one of the most challenging levels in all of the game. So let's slow it down and create something soothing that will make people want to try and try again! There's also the uplifting chorus section, don't miss it!

04 AN UNDERLYING PROBLEM

This is Mole Knight's stage, which is in a volcanic mountain. There's lava, strange creatures, and of course lots of treasure! Mole Knight uses a burrowing technique and also uses lava. Let's focus on warmth and the theme of mother earth! Be sure you let it get started as the song really starts about 15 seconds in.

05 NO WEAPONS HERE

This is the main town theme. It's green, lush, lots of people to talk to. Lots of hidden secrets. So there's that element of excitement. This should be an easy one for you.

06 OF DEVIOUS MACHINATIONS

This is Tinker Knight's stage, which is in a giant clocktower with all kinds of gears and contraptions. Tinker Knight is a tiny little guy making all of these machines, but when you beat him, a giant tank appears that is the real boss. So he's always got a trick up his sleeves. Let's focus on this mischievous element!

07 THE DONOR'S DESPAIR

This is the theme for the Hall of Champions, a haunted castle that is infested with ghosts and also is covered floor to ceiling with portraits! The portraits are all pixelated versions of backers from the Kickstarter campaign. It's a lot of fun. But obviously this song is spooky and dark. Let's slow it down and make it really nice.

08 THE REQUIEM FOR SHIELD KNIGHT

When Shovel Knight camps at fires after each stage, sometimes he dreams of his dear friend, Shield Knight. She's falling from the sky and he tries to save her as waves and waves of enemies attack him. He finally tries to catch her, then wakes up. It's a very moving scene accented by this beautiful music. I really love this song (I actually arranged it on the Shovel Knight: Strike the Earth! arrange album). I think you'll be able to do this one easily... there's so much emotion. Longing for a dear friend, sorrow, and helplessness.

09 A COOL RECEPTION

This is Polar Knight's stage, which is a frozen wasteland full of rotting ships. It's slippery, darkz with tough enemies. Let's focus on a cool, chilly vibe; slow it down a lot. Polar Knight himself is gruff and mysterious. He seems to have a history with Shovel Knight but it's never elaborated on. So there's an element of mystery, too.

10 END OF DAYS

As you progress through the game, the world map gets this epic new music as you approach the end. It's part determination to continue on through the end and also ominous danger ahead. It's short, so you can do a lot with the arrangement.

11 THE FATEFUL RETURN

This is the final stage as Shovel Knight races to the top of the Enchantress's tower to rescue shield knight. So there's that heroic element, and also a lot of challenges ahead. I'm looking forward to hearing a mellow version of this energetic theme!

PLAGUE OF SHADOWS

This expansion is about Plague Knight, a mischievous mad alchemist. He's out to make the ultimate potion for himself. He wears a mask that makes him very mysterious. He's also in love with the potion maker from the village. The themes of this expansion are really overcoming selfishness to do what's right and also love! So it's a nice little story.

12 THE ALCHEMIST'S HAVEN

This is a secret village that Plague Knight has built under the main town since they won't let him in. It's dark and features Plague Knight's minions running around doing his bidding. You can also blow them up because Plague Knight is a jerk, haha. Anyway, I also love this song (and arranged it on the Plague of Shadows soundtrack CD!). It should feature the themes of Plague Knight, mischief and danger!

13 WALTZ FOR ONE

Mona, Plague Knight's love interest, helps him throughout his quest to make this ultimate potion, and he chances across her dancing by herself. At the end of the game, there's another lovely waltz between the two. The theme is love and Mona's longing for a companion.

14 ALCHEMY

This song wasn't actually in the game, but was a bonus track on the Plague of Shadows album written as a love ballad given the theme of love in this expansion. That's actually Dale North singing! I thought it would be fun to include this promo track on our album. There's a wonderful melody. Don't miss the chorus section about a minute in!

SPECTER OF TORMENT

This is the second expansion about Specter Knight. He's a ghostly character wielding a scythe, very much like the grim reaper. He's scary and dark and mysterious. This expansion sheds light on his background. As it turns out, he's trying to protect his family and is seemingly willing to do anything to achieve this. In the end, he makes the ultimate sacrifice for those whom he cares for and takes on this specter form, serving the Enchantress in dutiful obedience.

15 THE MAGIC MIRROR

This is Specter Knight's tower which features multiple levels, all sorts of ghostly character and many different rooms, including one with the magic mirror that he can travel to different areas through. Most of the music from this expansion is arranged from the original Shovel Knight soundtrack, but this track is the fan favorite for it's amazing classical style. I think AYAKI will have a lot of fun with this one!

16 LA DANSE MACABRE

This song is actually Specter Knight's stage theme from the original Shovel Knight, but we'll include it here in the track list. It's a graveyard with all kinds of ghosts and skeletons. There are areas of the stage that are completely dark, and you have to rely on lightning strikes to see where you're going. It's all pretty tense and difficult. Then the battle with Specter Knight is quite a challenge as he disappears and reappears. So it's all very dark. You'll have to slow this one down a lot, but I think you can do some interesting things with it.

KING OF CARDS

This is a new expansion featuring King Knight! We don't really know much about it yet, but King Knight is a very over-the-top and funny character. He steals a castle and wears all sorts of jewelry, crown, a scepter, a cape.

17 CRUISE CONTROL

I don't know much about this stage, but it sounds exciting and energetic. Let's focus on an uplifting and carefree feeling!

18 TROOPS, FORM UP!

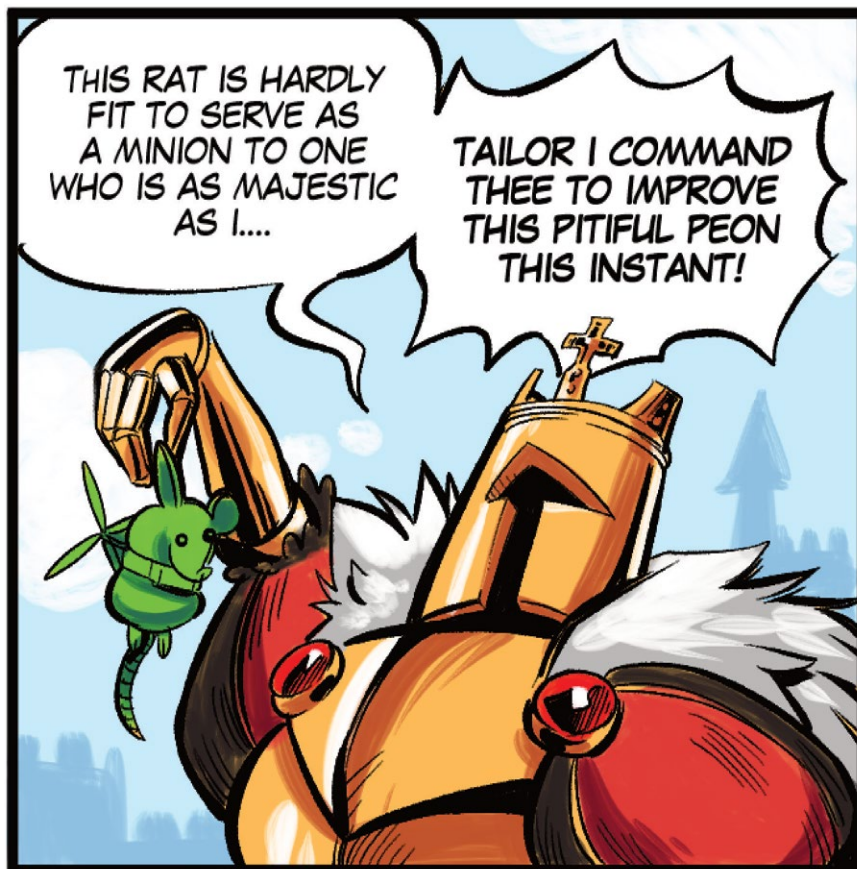
There's a card game featured in this expansion called Joustus, so this is supposed to be a contemplative, strategic time while you work on your deck.

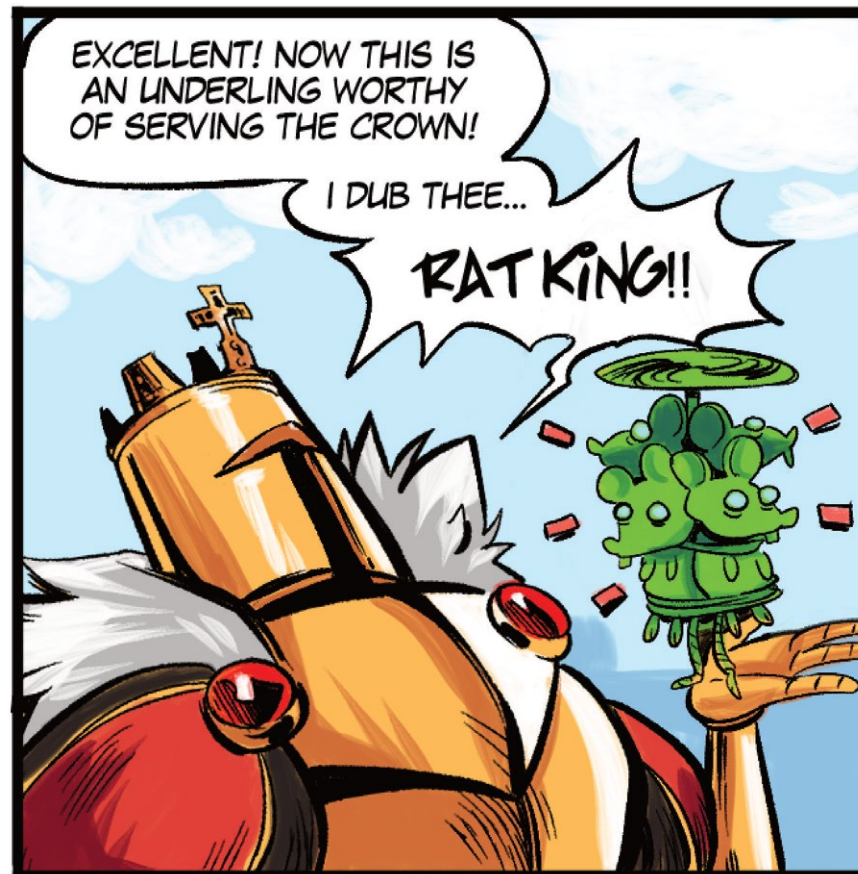
19 SOME BLASTED HILL

This is an area in the game that I don't know much about yet.

ORIGINAL COMPOSITION

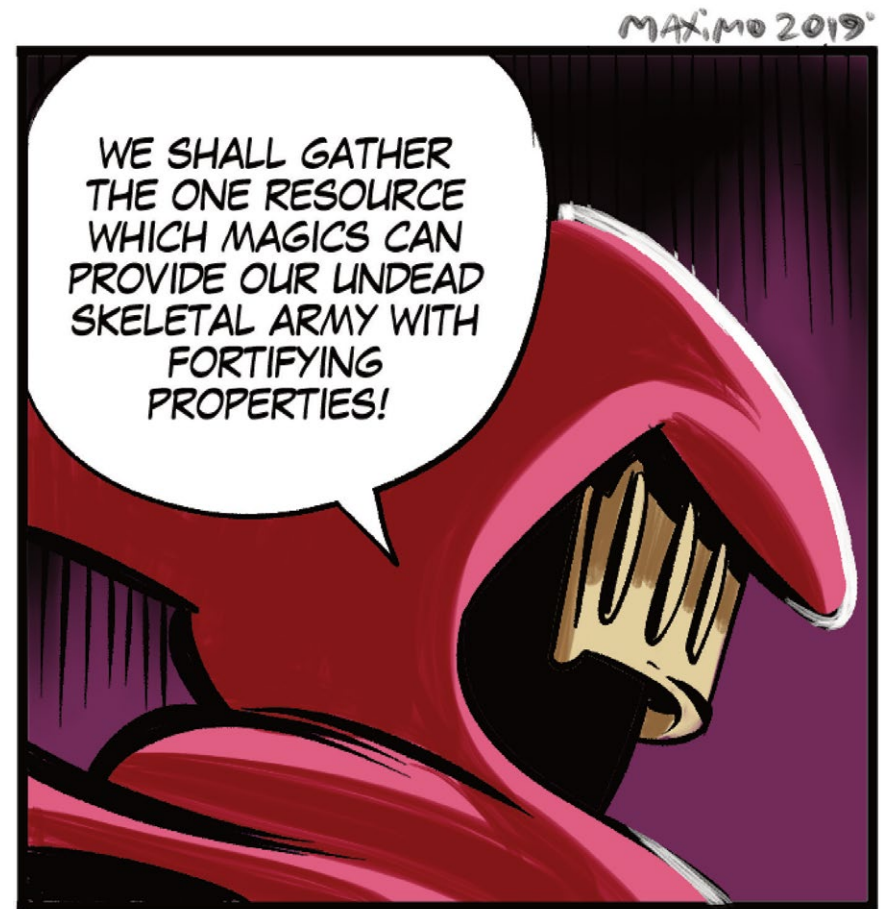
I think we should focus on something regal and chivalrous. I think you can easily do this. Something perfect for a fantasy game. Something classical in style.











MAXIMO 2019



PRESCRIPTION *for* SLEEP

GAME MUSIC LULLABIES SERIES



**FINAL FANTASY VII,
DEMON'S SOULS, DONKEY
KONG COUNTRY & MORE**



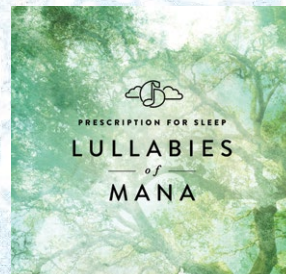
**METAL GEAR SOLID,
CHRONO TRIGGER, AND
MORE SHOVEL KNIGHT**



**EARTHBOUND CHARITY
SINGLE DEDICATED
TO SATORU IWATA**



**BATTLE THEMES RE-
IMAGINED AS LULLABIES**



**ARRANGMENTS FROM
SECRET OF MANA**



**ARRANGEMENTS FROM
UNDERTALE**



**ARRANGEMENTS
FROM CELESTE**

ALL MUSIC COMPOSED BY
JAKE KAUFMAN

EXCEPT "A NEW DAWN," COMPOSED BY
GENTLE LOVE

ALL MUSIC ARRANGED, PERFORMED AND RECORDED BY
GENTLE LOVE

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MIXING ENGINEER NORIIHIKO HIBINO (HIBINO SOUND THERAPY LAB)

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