Written by Amanda Dyar
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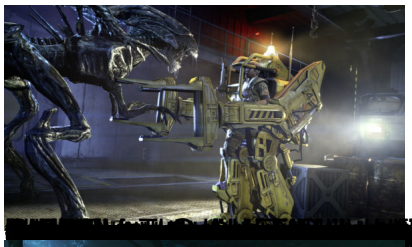
Fans will be able to get their hands on ALIENS: COLONIAL MARINES on February 12, 2013 for Xbox 360, PS3 and PC. We recently sat down with the video game's composer Kevin Riepl to get the inside scoop on the Xenomorph chaos that lurks ahead!

FANGORIA: The ALIENS film series is obviously one of the most recognizable franchises in cinema history, and your work for ALIENS: COLONIAL MARINES has to go down as one of your biggest projects to date. As a composer, did you approach ALIENS: COLONIAL MARINES any differently than your previous works and how did it feel to work on a series with such a huge following?

KEVIN RIEPL: Creating the score for ALIENS: COLONIAL MARINES definitely required a different approach than previous projects I've worked on, mainly because of it being an existing franchise and having an enormous amount of music that has been established in the previous films. I needed to have an approach where I could reference and pay homage to those existing themes and motifs while at the same time creating an original score for the continuation of the story. Having this task set out in front of me was extremely exciting but also a bit daunting at first, because of the franchise's huge following. Right from the start I felt that this score had to meet expectations of fans, support the story, sound familiar and be original all at the same time.

FANG: The ALIENS series had a long history of soundtracks and composers for you to draw inspiration from as you were creating a new, original soundtrack for the game. What were you able to take away from previous entries in the series in order to create the ALIENS: COLONIAL MARINES soundtrack?



[redacted] ALIENS: COLONIAL MARINES [redacted] Kevin Riepl [redacted]