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About This Content

The awe-inspiring *Dragon's Dogma: Dark Arisen Masterworks Collection* soundtrack contains 53 songs including a handful of alternate versions not included in the original game.

The two+ hour soundtrack has been reauthored from the original source material. Includes both 16-bit MP3 (320Kbps) and 24-bit FLAC lossless formats. (Total download size: 1.74GB)

IMPORTANT NOTE: FLAC version must be downloaded manually by ticking the checkbox under the 'DLC' section.

Soundtrack files can be found under the game's installation directory below:

\\Steam\steamapps\common\DDDA\#SOUNDTRACK\

Title: Dragon's Dogma: Dark Arisen Masterworks Collection Soundtrack

Genre: Action, Adventure, RPG

Developer:

Capcom

Publisher:

Capcom

Release Date: 15 Jan, 2016

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English

Good music, but seems to be missing some tracks, such as the themes of: chimera, gorechimera, drake (non-guitar version), cockatrice, golem and iron golem. The wonderful music from the dragon chase sequence is also missing.. Greatest music !!!
uncheck then recheck if you they didnt download. (Skip to end of review for tl;dr)

Surprised there aren't really serious reviews for this. Allow me to help!

I got this for free as a pre-order bonus, so bite me for having faith in this game.

I'd like to review the main soundtrack first, and I'd like to say aside from a few generic tracks, there is plenty of great tunes for you to enjoy. The final boss music (wink wink) Clash of Fates sounds incredible, definitely something that would play in your mind as you're fighting to the death against a 60m long dragon. Griffin's Bane has a majestic feel to it (When they aren't flying away after taking a cheap shot at you :P), One Eyed Beast has a towering feel to it, Danger at Dawn is especially fitting for a first Hydra fight, Lure of the Abyss has a dangerous RUN \u2665\u2665\u2665\u2665\u2665 RUN feel to it, and the main theme Eternal Return is simply amazing,

Now, onto the Bitterblack Isle tracks! Personally, I kinda feel some tracks try a bit too hard to brooding and depressing, and tries really hard to be a Souls soundtrack. It can sound boring, honestly. And may put you to sleep. I'll admit though, Barroch's debut theme has a wonderous feeling to it, as you've met someone very interesting. And Arisen's Refuge fits nicely, as it has a safe, but still dangerous feeling to it. Hope you don't have severe arachnophobia xD

The battle music is kinda mixed for me. They do nail down the feeling of Bitterblack Isle in some tracks though: Danger. The Drake remix is definitely much more threatening sounding, I actually prefer it over the vanilla version. The gorecyclops theme easily fits the character itself, and has a feeling of "Why did I do this". The encounter mixes sound very danger-worthy as well, and fit the mood of staying on your guard against a foe that can kill in one or two hits. Ditto if it you happen to carry an item that summons more enemies in the arena areas.

Now there are some themes that don't feel as grand as the main game bosses. I can't really connect with the Gazer theme. I personally feel Lure of the Abyss would fit better. If someone could mod that in that'd be great :D The Puppet and Master does have an epic feeling to it, but IMO sounds a little generic compared to Griffin's Bane. Kind of like a track for an average summer movie. Coils of Light can be a hit or miss for the final boss theme. You'll either love the mood of the song, or find it absolutely boring. When you fight the final boss again (optional) a second time though... That's when\u2665\u2665\u2665\u2665\u2665 gets real, and awesome.

Overall, is this soundtrack worth the 13 bucks? Well... Yes! The fact you get the files in a lossless FLAC format and neatly packed 320kbps MP3 is great, and more digital music should be like this. Take notes Amazon and iTunes!

There is something to keep in mind though: Just like Dragon's Dogma, there are multiple releases of the soundtrack. The reason there isn't every track from the main game in this, is because this is the digital version of Dragon's Dogma: Dark Arisen Original Soundtrack, released in Japan a few years ago. The Bitterblack Isle tracks are Disc 1, and the ones that have "~Dragon's Dogma OST~" text next to em' are Disc 2.

If you want some more tracks of the main game, there are 2 ways: The US release and the original Japanese version. The US version has some tracks absent from Disc 2 of Dark Arisen, but is still incomplete. However, it is around the same price as the Steam release. If you want to officially have all tracks from the main game and the best sound quality, you'll have to import the original release from Japan. Is it super crazy expensive? Unless you buy it from eBay, no. It'll run you approximately 30 bucks on Amazon newly sealed from a good seller. There's a whopping 86 tracks, however. So if you ask me, it's easily worth that price. Only catch is it doesn't include that old theme from the 2012 original game release on the PS3/Xbox 360, Into Free, due to license reasons. Here's a link to it:

http://www.amazon.com/Dragons-Dogma-Tadayoshi-Makino/dp/B007N6SDPS?ie=UTF8&psc=1&redirect=true&ref_oh_aui_detailpage_o01_s00

[tl;dr So overall I'd recommend you get this Steam release for the Bitterblack Isle tracks, select main game tracks, and FLAC](#)

[files :3 I recommend the Japanese import from the link above if you really love the game and would like to hear everything from the game in the best quality possible and are a collector. Thanks for reading this, and take care! No matter what version of the soundtrack you buy, remember...](#)

["They're masterworks all, you can't go wrong."](#)

[\(If you actually read the whole review, kudos to you for being a fellow music lover!\). Thanks so much for this Amazing Collection Soundtrack!](#)

[We love Great Games!](#)

[We love Great Music!](#)

[We Love You So Much Developers, Musicians and Publishers. Thanks a lot for these Masterpieces! <3 ^^](#)

[Best Regards from Colombia!](#)

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