

The background is a pixelated collage of various video game levels. In the top left, a Mario character is walking on a brick platform. In the top right, Mario and Yoshi are standing on a green hill. In the bottom left, a Kirby character is on a blue checkered floor. In the bottom right, a Kirby character is inside a golden structure. The central text is overlaid on a white rounded rectangle.

I'M GAME

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featuring music from
SUPER MARIO BROTHERS
YOSHI
THE LEGEND OF ZELDA
KIRBY
PORTAL

VOL. **1**

KASATOCHI PLAYS VIDEO
GAME MUSIC... SOUNDING
PRETTY MUCH LIKE VIDEO
GAME MUSIC.

Kasatochi

I'M GAME VOL. 1

KASATOCHI PLAYS VIDEO GAME MUSIC... SOUNDING PRETTY MUCH LIKE VIDEO GAME MUSIC.

Odd as it may sound, of all the (fairly well received) Kasatochi downloads unleashed on the web in 2013, one of the most popular was a very brief EP of music from Katamari Damacy. With that in mind, and with a few MIDI game music medleys sitting on the ol' hard drive, I thought I'd take a swing at an oddball concept: video game music, sounding pretty much the way it's supposed to. Except that maybe it's not played by the same chip that originally generated that game's or machine's music. Worth the trouble? Listen and let me know.

1. Kirby Medley
2. The Legend Of Zelda Medley
3. Super Mario Brothers Medley
4. Yoshi Medley
5. Still Alive
6. Wii Sports Menu



Music processed through GSXCC & Nero Wave Editor
Kasatochi'ed by Earl Green

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