



Reference List

Awarded productions are marked with *

Productions which include Sandro as co-composer are marked with **

For a complete reference list see www.powerflute.ch/PDF/References.pdf

For further details see www.powerflute.ch/PDF/References_detailed.pdf

Video Games

Composer	Title / Company	Year
Aakaash Rao	Valley / Blue Isle Studios	2016
Geoff Knor	Sid Meier's Civilization VI	2016
Andrew Barnabas		
Paul Arnold:	RIGS: Mechanized Combat League	2016
Aakaash Rao	Planet explorers / Pathea Games	2016
Helge Borgarts		
Andreas Kolinski	Das Moorhuhn schlägt zurück / Young Fun Studio	2016
Aakaash Rao	Liege / Coda Games	2015
Richard Beddow	Battle Hunnic / SEGA	2015
Richard Beddow	Total War Battles – Kingdom / SEGA	2014
Simon Ravn		
Ian Livingstone		
Richard Beddow	Total War - Attila / SEGA	2014
Ian Livingstone	Shadow of the Beast / PS4 / Reflections Interactive	2014
Tom Salta	Lineage II / NCsoft	2014
Ian Livingstone		
Richard Beddow		
Simon Ravn		
Sandro Friedrich	Total War – Rome II / SEGA	2013
Christopher Tin	Karateka / Waterwheel Licensing	2012
Michael Stöckemann	Lords and Knights / Xyrality	2012
Michael Stöckemann	Celtic Tribes / Xyrality	2012
Raphael Meyer	Pandaemonic – Lords of Legions / SlipShift / Telekom	2012
Tom Salta	Red Steel 2 / Ubisoft	2010
Mick Kiely	Bodycount / Codemasters	2010
Sam Ouellet	Ableton Showcase tracks	2010
Christopher Huelsbeck	music for iPhone game	2010
Tom Salta	From Dust / Ubisoft	2010
Tom Salta	Prince of Persia: The Forgotten Sands / Xbox / Wii	2009