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FOR IMMEDIATE RELEASE:

**KALAHARI WATERPARK RESORT CHAIN CHOOSES GAMEBEAT STUDIOS  
TO DESIGN LATEST THEME SONG.**

*For the 3rd consecutive time, the Chicago-area Music Production Company has been tapped to create the musical identity for the popular water park chain--this time with a new pop dance theme.*

(Chicago; June 1, 2010) -- As the summer heats up, folks from around the country will flock to [Kalahari Water Resorts](#) for some non-stop family fun. While dozens of water slides and other activities make the Kalahari one of the most exciting water park resorts in the country, the high-energy atmosphere is also fostered by the music designed by GameBeat Studios. The Chicago-based music production company recently completed a new theme song for the popular water park resort and convention center hotel chain.

The new theme song is an up-tempo, pop/rap/dance inspired song that appeals to the teen and young adult crowd. This is the third song Darryl Duncan's GameBeat Studio has produced for the popular African themed Kalahari resort. The first song was a majestic African styled song called "Kalahari Getaway" produced in 2003. The second song was an infectious children's song entitled "I Wanna Go" completed in 2005 and new for 2010 is the up-tempo pop/rap song called "Kalahari Get Down".

GameBeat's long term relationship with the Kalahari has proven to be a successful one. The songs have been featured in all of the Kalahari TV and Online advertising, marketing and promotional efforts and has even been used in some high-level financial meetings to give executives an idea of what the Kalahari is all about. As GameBeat's President/CEO and chief composer, Duncan explains, he is thrilled to be responsible for the sound of the Kalahari. "Having been in the music business for almost 30 years, the songs I composed and produced for the Kalahari stand alone as some of my proudest achievements.

The Kalahari's President and CEO Todd Nelson said, "We wanted a lively and contemporary 'top-40' style song that would resonate with our teen and young adult audience, but would also energize Moms and Dads. Darryl's final product exceeded our expectations."

"The songs that Darryl and the team at GameBeat have written and recorded for our resorts over the years have definitely contributed to a very positive feel and our overall ambiance, Congratulations on another home run Darryl," Nelson said.

Duncan's company has won numerous awards for its work in the mainstream music industry and in the video game and advertising industries as well. He says his goal is to partner with other resorts, amusement parks and other hospitality industry leaders.

“One of my strongest qualities as a composer is my ability to create powerful, targeted, catchy, fun and memorable themes to accent the offerings of any establishment big or small. I'm excited to share this expertise with other resorts because having a signature sound can have a huge impact on solidifying a strong brand. The projects we've done for the Kalahari have proven that,” Duncan said.

To learn more about GameBeat Studios and to hear their work, visit their website at [www.gamebeatstudios.com](http://www.gamebeatstudios.com) or call (708) 283-8860

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#### **About Darryl Duncan:**

Darryl is a veteran songwriter/producer with several credits in the main stream music industry as a staff songwriter for Warner Brothers and A&M records. Darryl has written for and/or produced artists such as Jeffrey Osborne, Chaka Khan, EW&F, and R. Kelly to name a few. Darryl was even a solo artist himself on Motown in 1987. After several years in the main stream music industry, Darryl decided to transition his career into other arenas and after much research and deliberation, Darryl inevitably followed his passion combining music, electronic entertainment and advertising. Thus, GameBeat Studios was born.

#### **About GameBeat Studios:**

GameBeat Studios, LLC was founded in April of 1998 by Darryl S. Duncan. Our list of services has expanded along with the type of clients we serve. GameBeat originally serviced the gaming industry and have been responsible for the music and sound design in popular game titles including John Madden Football, Microsoft's Zoo Tycoon, The Sims and Dance Dance Revolutions to name a few. However, today the vast majority of our clients are in the commercial advertising and marketing industries. GameBeat's advertising clients include Kraft, Motorola, Volkswagen, ComEd, Wrigley's, Tyson Foods, Altoids, The Illinois State Lottery, Wal-Mart, McDonald's, Sears, Toyota, Miller Beer and The Kalahari Resort hotels.