The creator of the Terminator soundtrack, Brad Fiedel, states that the reason that the time signature of the movie is really strange is that the looping of the Prophet-10 is a little short of a complete measure (<https://slate.com/culture/2014/02/the-time-signature-of-the-terminator-score-is-a-mystery-for-the-ages.html>). What this means is that because he didn’t have MIDI (which is an interface connecting different electronic instruments), he was unable to sync the time signatures exactly. In that link I just sent you the writer Seth Stevenson basically gets on a phone call with the guy who made the *Terminator* soundtrack, and what he hears is that in the 1980s Fiedel was working with some primitive devices; specifically, he was using a Prophet-10 and an Oberheim, and it was these synthesizers (which required him to play melodic riffs over a looped beat which was itself generated by samples of himself hitting a frying pan), in combination with the fact that Fiedel never wrote down any of his notation and so didn’t have a real time signature, which caused his improvised music (over old machines which didn’t do autocorrect) to become his preferred type of soundtrack for the film. It was quite fitting as well (no judgment of course) that since his machines didn’t allow for much creativity and he made his own mistakes, that his score turned out in such a unique non-reproducible way.

Also, as Brad Fiedel says himself in an interview (<https://www.youtube.com/watch?v=9GAmD3_FU2g>) he created the Terminator soundtrack (<https://www.youtube.com/watch?v=6Cwi0pkhoSE>) based off of clanking sounds as well as, as he demonstrates, a keyboard synthesizer- this allows him to express the difference between a more human type of music but a terminator-style heartbeat within his soundtrack. This gives you a sense of what he was thinking when he was using the Prophet-10.

Now, when I listen to the Stranger Things soundtrack what I notice is that this keyboard synthetic sound is very prominent throughout the soundtrack. It’s also used in other movies as well as said by the creators Dixon and Stein (<https://www.salon.com/2016/07/23/obsessed_with_stranger_things_meet_the_band_behind_the_shows_spine_chilling_theme_and_synth_score/>). What we know is that they used a Prophet 6 as well as a Prophet 5 originally, which indicates to me that we need to make some comparisons; firstly, the Prophet 5 seems to me to be one of the most advanced synthesizers of its time in the sense that it was not only polyphonic (we talked a bit about polyphonic synthesizers which is different from what we were doing in Line with a single, mono channel without the ability to play multiple notes at once). Furthermore it’s surprising what they did with their polyphonic keyboard; we know that the Prophet 6 isn’t multitimbral (source: <https://www.keyboardmag.com/gear/review-sequential-prophet-6-analog-synth>) just like its predecessors. Furthermore, the Prophet 5 was being released from 1978 to 1984, and the Prophet 10 wasn’t released until 1981; the first multitimbral synth (Sequential SixTrak) wasn’t released until 1984 (a publication by the magazine *Sound on Sound* confirms this ([https://web.archive.org/web/20160203065241/http://www.soundonsound.com/sos/mar99/articles/retroprophet.htm](https://web.archive.org/web/20160203065241/http:/www.soundonsound.com/sos/mar99/articles/retroprophet.htm)). So what we ended up with was only being able to play a maximum of five melody lines on the Prophet 5, and yet Kyle Dixon and Michael Stein were able to do something which was in even more depth arguably than the Terminator soundtrack guy Brad Fiedel was able to do. It’s even more surprising that the *Stranger Things* soundtrack was purposefully created using older synths rather than newer synths (there’s a chart of them here <https://www.davesmithinstruments.com/wp-content/uploads/2015/09/DSI_Synth_Comparison_Chart_2.7.pdf>). Dixon and Stein specifically mention that they like the tone and wavetable synthesis capabilities of the Prophet 6 and VS. The sound effects such as crashes and booms were generated by another synthesizer, and it’s the unique and different ways in which synthesizers were merged for these two movies which led to their differences.