Flatspace Ilk
Music Pack 2 (2019)

by
Mark Sheeky
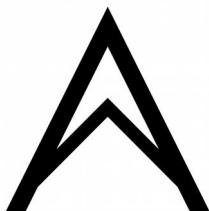
A New Future

The second pack of 9 new in-game music tracks to enhance Flatspace IIk. Like any in-game music for Flatspace, these will trigger at random when you enter a new sector. Three music packs were originally designed for the Flatspace and Flatspace II games, but these were in ogg format and not compatible with the Steam release of Flatspace IIk, so when the time came to re-release the music packs I saw this as an opportunity to revisit the music.

The original Second Music Pack for Flatspace II was created in 2008, and included lots of game themes from other Cornutopia Games, and tracks from the album Stupid Computer Music, such as China Syndrome. Those tracks were catchy and energetic, but many of those tracks were designed as attention grabbing title music rather than complementary background tracks. When working on this new pack I wanted to compile music that inspired epic feelings of space exploration and excitement, and in the end Journey Through Fractional Space was the only track from that early pack that made it into this new set.

Included Music

Blue Nebula
Created in 2012, Blue Nebula is a short music sting that sets something of an epic scene. This is a new remaster of this track.

Journey Through Fractional Space
Commissioned by a Flatspace II player, the brief was to create an action tune that crossed two existing tunes from the first game: Catacombs and Cobra. The full six minute version appears on the album Stupid Computer Music.

Pandora
Created in 2013 for the album Bites of Greatness, the idea for the track was to create a catchy piece of music reminiscent of game themes from the 8-bit era. One inspiration for this two-key melody was John Williams' somewhat wacky theme to Gremlins.

Rock-It 99
I wanted to emulate the feeling of race-game arcade music, and the result was this high energy track. Previously unpublished.

Sonus
This mysterious track is the opening track to part two of my 2018 release, A Walk in The Countryside. That album makes a comment on electronic culture, and the first half contains satirical comedy songs. The second part is darker, and this track paints an ominous picture of a strange electronic world and its relationship with the natural world. The eerie sound here is a perfect evocation of exploring a strange, new frontier, making it ideal for Flatspace.

Strange Angles
An odd time signature for an unusual piece of music inspired by a sculpture and composed for a 2019 album of ekphrastic music, Music of Poetic Objects. Ekphrastic music is music written to reflect a poem or other artwork, and I had Philip Glass in the back of my mind while working on this, music for a sculpture of jagged lines and odd angles, like a multi-dimensional snowflake made corporeal.

The Dark Cliffs
I wanted to include some more expressive, naturalistic music in the pack and The Dark Cliffs is exactly that. Developed for my experimental music radio show, ArtsLab, this improvised piano piece is full of drama and sounds like a thunderstorm pulled into reality by the piano. The full track appears on my 2019 album, Tree of Keys.

The Glass Screen

This is an edit of the final track from my 2018 release, A Walk in The Countryside. The track is a strange blend of electronic game music and acoustic piano music; music that fades from high excitement into something more gentle and uncertain. The full track includes the following electronic vocals:

When I was young I wanted
to escape into the clean world
of computer games,
to pass through the glass screen,
the window to the perfect mathematics
of a universe without people or worry
that could be explored forever
in peace and pure freedom.

I did not return.

Trax

A high speed, rip-roaring ride of a tune. This track was inspired by television game show themes, and was originally written in the mid-1990s on an Amiga for use with one of my games on that machine. The full track is on my album of catchy game-like tunes, Bites of Greatness.

Credits

All music composed, performed and produced by Mark Sheeky.

Cornutopia Music
www.cornutopiamusic.com

Other Music

Visit the Cornutopia Music website or search for Mark Sheeky to find more music by Mark Sheeky or Fall in Green.

Album Releases

The Arcangel Soundtrack (2000)
Synaesthesia (2002)
The Incredible Journey (2002)
The Spiral Staircase (Original) (2004)
Animalia (2004)
The Four Seasons Of Dance [EP] (2005)
Flatspace (The Official Soundtrack) (2007)
Gunstorm [EP] (2007)*
The Spiral Staircase (2008)
Stupid Computer Music (2008)
The End And The Beginning (2009)*
The Twelve Seasons (2009)
The Infinite Forest (2010)
Once Upon A Time (2010)
Pi (2010)
Flatspace II (The Official Soundtrack) (2012)
The Love Symphony (2012)
Bites Of Greatness (2013)
Art By Machine (2014)**
Synaesthesia (2015)
The Anatomy of Emotions (2016)
Cycles & Shadows (2017)
Finnegans Judgement [EP] (2017)
Genesis (2017)

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I, Leviathan (2017)****
The Modern Game (2018)
Testing The Delicates (2018)***
A Walk In The Countryside [EP] (2018)
Tree of Keys (2019)

Single Releases

Gunstorm (2007)*
House Of Glass (2018)
Who Is Afraid / She Floats (2018)***
Masculinity Two (2018)
Time Falling (2018)***

* = Mark Sheeky & Tor James Faulkner
** = Oldfield 1
*** = Fall in Green
**** = The ArtsLab Collective

Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace Ilk

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