Flatspace

Music Pack 1 (2005)

by
Mark Sheeky



More Music From Future Past

Flatspace was first released after nearly two year's development in December 2003. Three music expansion packs followed, the first pack built around a mix of unused game music, such as the theme to the unfinished epic game 'The Heart of Aorkhan', which was to be the PC version of the Amiga game 'Blade'.

The sequel Flatspace II, quickly eclipsed its predecessor, and three music packs for that game followed. That music overlapped the former packs to a great extent; but not exclusively. Each pack had new and unique tracks, or alternative edits or productions. When Flatspace IIk was released on Steam, the three Flatspace IIk Music Packs were revised, but the packs for the first game were forgotten.

In 2020, Flatspace was remastered for a free Steam release, and in 2024, the original Flatspace Music Packs were revisited, making this music available for the first time in over a decade.

All of the music was re-rendered from 24-bit masters where possible, and some tracks were revised slightly for the 2024 release.

Incuded Music

The Heart of Aorkhan: Main Theme

Created using the first generation of my music software, Noise Station, in 2001, this was the main theme for a massive 3D rogue-like game that didn't make it to final release. The Heart of Aorkhan would have ranked among the world's largest role playing games with around five hundred 3D animated monsters, and over one thousand items and artefacts. The game used a 3D graphics engine that was too slow for the computers of that time and the project proved to be unfeasible for one person to complete, so The Heart of Aorkhan was shelved after approximately one year of development.

This is the oldest music in the Flatspace Music Packs, and a slightly different edit to the version in the Flatspace IIk Pack.

Catacombs

This was part of The Heart of Aorkhan soundtrack. Catacombs made it onto one of my earliest albums, The Incredible Journey. A tiny quantity of CD-R versions of this album were pressed and sold in the early years of the century, but The Incredible Journey has not been published digitally. Catacombs is part of Flatspace II (The Official Soundtrack), and the fan-commissioned track, Journey Through Fractional Space, was developed as a crossover between this and Flatspace tune, Cobra.

Insanity
A simple fugue.

Mariner
Later renamed 'Downloading', this track was written and recorded in 2002 for The Incredible Journey. It was inspired by the Mariner space probes. There are 100 beeps.

Oceanic
Oceanic appears on Animalia, which was written and recorded in 2004, and remastered in 2020. My music of that time was heavily influenced by Jean-Michel Jarre. I like to create music that evokes images as well as feelings, and Oceanic is about underwater life.

Sea Monsters
Sea Monsters is part of my first album on a symphonic scale, a conceptual electronic works called The Spiral Staircase. The album was completely recorded twice, first in 2004 on my old software Noise Station, then in 2008 on much better equipment, and for the second version, this excluded segment was included.

The album tells the story of a journey; through a vast door at from the bottom of a fairytale-like tower, and running upwards along a spiral staircase, encountering various strange worlds; goblins, dragons, and here, an entire indoor ocean. The original Flatspace Music Pack included Sea Monsters from the 2004 version of Sea Monsters, this is the 2008 version. The only surviving segment from the 2004 album is the finalé to Flatspace (The Official Soundtrack).

Space
A short track which pre-dates the original Flatspace game.

The 7th Bell
This track was written for another game developer at the start of 2004, and perhaps inspired by 1970s electronic music, such as Pulstar and Alpha by Vangelis. This is an extended version compared to the one in the original Music Pack. The full version of this track is on Flatspace II (The Official Soundtrack).

Ultramarine
A version without vocals of this song from the Gunstorm EP project. Created using Prometheus in 2005, influences probably come more from Enya than any other musical source, although the song originally came about after a flurry of emails about music with author Andrea Shavick.

Credits

All music composed, performed and produced by Mark Sheeky.

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Other Music

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Album Releases

The Arcangel Soundtrack (2000)
The Incredible Journey (2002)
The Spiral Staircase (Original) (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)
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)**
The Anatomy of Emotions (2016)
Cycles & Shadows (2017)
Finnegans Judgement [EP] (2017)
Genesis (2017)
I, Leviathan (2017)****
Testing The Delicates (2018)***
Music Of Poetic Objects (2019)
Animalia (2020)+

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War Is Over [EP] (2020)***
Synaesthesia (2020)+
The Dusty Mirror (2020)
Apocalypse Of Clowns (2021)***
Tree Of Keys (2021)+
The Myth Of Sisyphus (2021)
The Infinite Forest (2021)+
Nightfood (2021)
Secret Electric Sorcery (2022)
Remembrance Service (2022)
Heart Of Snow [EP] (2022)
Burn Of God (2022)+
The Golden Age (2023)
We Robot (2023)
A Walk In The Countryside [EP] (2024)+

Single Releases

Gunstorm (2007)*
House Of Glass (2018)
Who Is Afraid / She Floats (2018)***
Masculinity Two (2018)
Time Falling (2018)***
AI And Celebrity (2023)

* = Mark Sheeky & Tor James Faulkner
** = Oldfield 1
*** = Fall in Green
**** = The ArtsLab Collective
+ = Re-recorded or remastered release of an earlier work

Other Games

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

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Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIk

