# Flatspace

Music Pack 2 (2008)

by
Mark Sheeky



# Expansion

Flatspace was first released after nearly two year's development in December 2003. Three music expansion packs followed.

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

## China Syndrome Edit

This music was written for a game called Martian Rover Patrol II, a sequel to (you guessed it) Martian Rover Patrol. That was one of my first PC games, a 2D game which itself was not available for over 15 years until its 2023 remaster.

I always liked the music, and it was eventually remade for my album of catchy game tunes, Stupid Computer Music.

Before all of that, before Stupid Computer Music, and back through the mists of time, this version in this little Flatspace pack was its first public release.

## Music For Supermarkets

Another early game theme, this was created using Noise Station. This track and Binary Race are the oldest tracks in the collection. It was the main theme to wireframe shooter Outliner (although some versions of that game had different music). The title comes from a Jean-Michel Jarre album, named by him in anger at the use of his music as musak. I chose the name because it reminded me of Christmas shopping!

## Binary Race

Created using Noise Station in 2002, this was the main theme to Breakout Velocity, one of the first batch of Cornutopia games. A slower variation of the music was used in the game's sequel, Fallout Velocity. Both games were (and are) breakout variants.

## Flatspace Tango
Another track not present in the Flatspace IIk sound packs, this is a variation of the main Flatspace theme in strong electronic instruments.

## Deflexion Highscore
Deflexion was a game prototype that crossed Bool, Pong, and Breakout to make a sort of multi-player battle version of breakout. The game didn't make it into production but the main theme was used for Gunstorm. This music was written for the high score table, but not used, so here it is.

## Yinyang
Yinyang was another early game for me, one of several released in 2002. It was a rare exploration into the arcade puzzle genre and involves rolling a ball over tiles that vanished as you rolled off, the aim being to clear all of the tiles. The game idea dates back to my first ever Amiga public domain game, The Challenge of the Matrix from 1991.

## Starflight Edit
A thrilling tune of joy and space adventure. Created as a general action theme, it became the finale to my album Stupid Computer Music. This edit is new for 2024 and this sound pack.

## Lost Child
An atmospheric studio track created in 2003.

## 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.

## Highscore Happiness

Written as a general theme for a high score table, this was never utilised.

# Credits

All music composed, performed and produced by Mark Sheeky.

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# 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)
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:

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 IIk

