

Guiding the Player

My first album! Twenty-one video game-inspired pieces of music that range from chiptune to real-instrument samples, and relaxed melodies to hard-rocking battle songs. I hope you enjoy!

Rebirthed

1. Blustering Winds

- a. The Traveler is assailed by the constant and invisible force of the air throughout their journey. Sometimes stumbling, sometimes even knocked completely over, the Traveler can always collect themselves and muster something like a smile for the next step in the Journey. The winds are not malevolent, and comfort can always be found if they offer a guiding hand.

2. Techno Stroll

- a. The natural landscape gave way to wires wrapping themselves around synthetic branches and gears bursting through the artificial turf. A whirl fills the gap left by the wind, blocked by monolithic buildings and bustling machines. The Traveler kicks at a single pebble before the gravel road is swallowed by stainless steel and painted rubber.

3. Seeing Soundwaves

- a. The line between physical reality and a digital plane of existence begins to pixelate. Sensation is simulated well in the new world; the Traveler finds comfort in the computerized leg of the Journey. The unknown need not be frightening if one has the wherewithal to let caution and curiosity be bedfellows.

4. Red and Black

- a. With any new reassurance comes its shadow—the unknown and the painful. Security in the virtual space is unfeeling and brutish. Although these measures are not built to exterminate intruders, the targeted party will wish for such a mercy.

5. Pendant

- a. A shining idol of sorts. Something left over from a time and form of physicality gleams in the data the Traveler acclimates to. A reward for the sent from the Journey? Curiosity is piqued, and wandering hands will always find some deadly workshop.

6. Drum Test

- a. Not a jewel, nor an idol, but a mechanism. Within a city of technology sits another, simulated engine of industry. As alive as a robotic beast can seem within a digital cage, the treads and pistons fire and turn. To some unseen end, they turn.

7. Lull

- a. Eventually, the cacophony of metal and energy expenditure fades behind the Traveler. Newly created sounds reverberate in a chamber of crystalline data, warping the waves to alien frequencies. Along with the new audio environment comes new sensation—perhaps the first of its kind?

8. Subspace Search

- a. One audible path presents itself with its unique wavelength, twisting and turning throughout the caverns of polygonal information. The twisting line is too tempting for the Traveler not to pursue as an extension of the Journey itself.

9. Techno Lump

- a. The freak wavelength ends in a cylinder of white metal; at the chamber's center sits a tremendous pile of junk. Broken monitors, cut wires, and pulsing masses of green, plant-like growths. The green material exudes the new sound, and in a mesmerizing flood of harsh tones and even more alien frequencies, the Traveler is drawn into the mass.

10. Crunch Interlude

- a. The emerald-green shade is the entire world to the Traveler now. Slowly, the form newly covered in the growth is broken down and repurposed. Cracking, snapping, and squelching.

11. Precious Middleground

- a. Seeing again. Feeling again. Familiar commands sent from the brain, but received by new materials. A warmth spreads out and envelopes the sentient components newly strung together. The desire to resume the Journey is strong.

12. Broken Bridge

- a. Reaching out towards where the Journey was last left. A pathway towards the outside. Leaving the data, the strings, the emerald green. The Traveler sees anew on the other end.

13. Orchestrated Oddity

- a. While the other side of the bridge is safe from the emerald green and the security of the virtual world, it presents itself an even more enigmatic battlefield. New frontiers of hybrid beings, the technological and the feral, but where the Journey leads the Traveler nonetheless.

14. Jungle Bolt

- a. The center of the verdant techno-forest draws near. The beat of drums from pounding robotic hearts and hooves confounds sense and instills

fear, but the Journey points forward. Through primal and painful, the Traveler moves as the Journey points.

15. Odd Emphasis

- a. What little solace found in the Journey's guidance stands as a combatant to the Traveler's safety, as it always has, and as it always will. The mixture of machine and nature tilts once again in favor of the synthetic, and primitive buildings of stone and polymer emerge among the greenery. Voices reverberate to the Traveler's ears.

16. Noise

- a. Grandeur and promises, lies and flattery; these are what comprise the voices of the settlement. Some form of government is debating itself, and the populace is in thrall to the proceedings.

17. Doom-Lion Empire

- a. The royalty of the wilds revealed amidst the clamor, and they are none too keen on strangers to their ways. The fanfare of non-euclidean instruments and internal drums announce the coming of something bigger than Traveler, but infinitesimal by comparison to the Journey.

18. Strange Court

- a. Judges of marble, a jury of metal, and an executioner selected from the crowd stand around the Traveler, and in tongues deliberate the sentence and the crime. A plodding affair that serves to entertain more so than elucidate. Sounds from the nearby jungle can nary be heard over the racket.

19. Flood Panic

- a. Without warning, hundreds of gallons of liquid silicate burst from a storage tank near the heart of the compound, drowning out any semblance of order from the already disillusioned courtroom. Washing away lives, washing away structures, but cleansing the whole place of misguided justice, the silicate flood wiped it all away.

20. Phased-Out Melody

- a. Adrift in silicate, the Traveler passes through conscious and unconscious states just as the waves pass over the landscape. Eventually, the flood's volume spreads thin over the sprawling landscape. The rabble of the self-proclaimed royalty is also spread out in the newly washed-out plain. Crawling forward, the journey goes on.

21. Last Day

- a. The Journey's end is elusive. Each step brings pain, but each step brings the potential for catharsis, and that's why the Traveler must move.

22. Satisfied Customer

- a. Back into the air, the Traveler ascends. Another leg of the Journey complete, and another one looms over the horizon. Lessons learned and scars gained, the Journey continues.

Reincarnated

1. Hopeful Mystery

- a. The Traveler falls through countless clouds; a gradient slowly shifting from white fluff to gloomy clumps of rumbling blackness. Echoes of the Journey, whispers of the past, and the constant clap of thunder resounds in the sky around the Traveler. The next destination is here.

2. Brand New Session

- a. Walking on semi-solid wisps, the Traveler finds footing in the noise and atmosphere, following a new sound in the discordant symphony heard prior. A melody made of mysterious chimes and metallic scrapings that exist solely in the whites and grays.

3. Grand

- a. The sound's source is revealed behind a wall of storm clouds. Past the charged barrier of black smoke lies a chamber of pristine white. At the chamber's center, melded into the layer of clouds, is a machine of sorts, bursting with levers, keys, and buttons that move slowly, as if operated by a myriad of patient spirits.

4. Seeing Sunshine

- a. As the Traveler inspects the musical machine, a new series of notes and tones are produced from the device. As the melody softens and the levers and keys begin to slow, a star pokes its way through the walls of the chamber, basking the area in a warm glow.

5. Walk in an Instrument

- a. The path forward opens just as the chamber does; the Journey beckons to the Traveler. The star is what the machine needs to stay alive, and the Journey is what the Traveler needs in kind.

6. Rambling Cycle

- a. The heat pervades the tumultuous and cloudy road, and the Traveler sheds layer upon layer of garment and skin to keep up with the Journey's prodding and encouragement. The sky highway is long and crowded with atmospheric traffic, but the Traveler is patient.

7. Band Projection

- a. Sound from the star is as harsh as its light, but not so harsh as to hinder the Journey. Closest to the star is the celestial security that keeps the star producing light, and these forces, unfortunately, are harsh enough to hinder the Journey.

8. Curious Search

- a. Finding an unattended entrance to the star is a taxing endeavor, especially this close to the heat and the light, but the Journey does not end here.

9. Windy Trees

- a. Climbing through the sprawling energy growths within the star, the Traveler is pushed and pulled by the winds generated by the sweeping heat inside. The closer the Traveler gets to the top of the star, the more the growths tangle and intertwine, making ladders of fantastical colors that ease the Journey.

10. Warped Balloon Ride

- a. Floating above the canopy of growths, the Traveler ascends to the very top chamber of the star. This chamber was built eons ago in order to transport pilots to newly created celestial bodies; exactly what the Journey has planned for the Traveler.

11. Growing

- a. Over the course of lightyears, the Traveler is sent from the star's topmost chamber to a nearby planet. The Journey here is simple, but long. Waiting is all that is required.

12. A Wonder

- a. The sunset on the nearby planet is quick. The clouds smother the star in purples and blues before escorting it out of view. The planet cools and the Traveler is left in the dark.

13. Interlude at Night

- a. Between the howls of unknown creatures and the roars of nearby geysers, the Traveler is stuck moving slowly through the pitch black of the Journey's newest leg. While fear is not required of the Traveler, it is not always unwise.

14. Miracled

- a. Just as fast as sunset, another star rises to illuminate the terrain of the planet. Whether by imagination or some invisible boon of the Journey, the howls and roars from the night are completely banished with the dawn of the new day.

15. Slow Horde

- a. Slow and methodical, the Traveler moves towards one of the planet's poles. As if stirred by the confident and steady motion, tiny creatures made mostly of fur and eyes are swept into the march, building a brown and mauve carpet of moving color behind the Traveler. Stepping to an invisible beat, the creatures try to keep pace with the Journey.

16. Chillious

- a. Chilly temperatures deter the posse of fur, until the Traveler is once again alone with the Journey at the Northernmost point of the planet. The tangible sound of a repetitive beeping reverberates in the echoing waves of ice, leading the Traveler to a metal sphere covered in flashing red lights. The Journey guides the Traveler's fingers to input words of alien origin, and the lights flash faster and faster, until the ice begins to melt around the sphere.

17. Flood Panic (Lax)

- a. Water rushes out away from the melting glaciers to meet the rest of the planet, taking the Traveler along for the ride. The sphere melts the ice in a controlled manner, and the water filters from the pole evenly.

18. Emphatic Oddity

- a. After the ice is mostly converted in form and function, the Journey guides the Traveler back towards the North. Below the now floating metal sphere is a circular hatch. The Journey is below the Earth.

19. Piano in the Time Saloon

- a. Piano music permeates the darkness underneath the hatch. Dirt architecture and rocky decorations abound in the Traveler's surroundings. Once again, the source of the sound overlaps with the Journey's guidance.

20. There's a Guitar

- a. When light reaches the Traveler in the underground, it illuminates a humanoid figure, pale and thin, strumming a stringed instrument with a multitude of multi-jointed appendages. The figure nods to the Traveler, and on a whim, the Traveler reciprocates before passing deeper into the lit hall.

21. Softened Regalia

- a. Soft dirt packed below the Traveler's feet gives way to hard mineral deposits as the sound of twanging strings recedes and the low hum of percussive hits and muffled flares grows louder. The lit hall ends at a massive door, reflecting light in its multifaceted crystalline structure. Despite its appearance, the door sways open at the Traveler's touch, and an even stronger light swallows the hall.

22. A Flower

- a. Growing from the Earth sprouts a singular organism. A new creature of unclear origins seems to sprout from the core of the planet, growing taller, decade by decade, towards the clouds above.

Rejected

Album - Rejected

1. Beepy

-The Traveler crawls through the metallic vent, making their way into the innards of the tremendous moving fortress the Journey has led them to. The erratic tones rebounding from the mechanical marvel's center guide the Traveler deeper and deeper.

2. Goon Throne

-When vents end, the crowded chambers begin; filled with milling crowds of dazed organisms transporting boxed cargo to and from sputtering engines, large chutes with brightly painted signs hanging above them, and a singular, ornate chair built to tower above the hustle and bustle. While the Throne is empty, the crowds nonetheless view it with reverence and fear, taking caution to avoid stepping directly beneath any of its four sprawling legs when they place cargo anywhere near it. Even the Journey has charted the path to circumvent this monument.

3. Walk to the Alien Warp Drive

-Out of the crowded chambers, the Traveler keeps to the sides of gigantic hallways, filled with mist expelled from the walls, stopping to allow the footsteps of things large enough to occupy the halls move past.

4. Seeing Experiments

-To avoid staying in the hallways for too long, the Traveler turns to extra paths and small rooms at any opportunity the Journey gives. One such opportunity comes in the form of a glass chamber, lined with tubes of green, cloudy liquid that reeks of chemicals and decaying flesh. From the murky insides, darting movements sometimes distract the Traveler momentarily. This chamber is left as soon as possible.

5. Unfortunate

-Back to the hallways, the Traveler picks up speed. The black metallic floors of the hallways catch this change, morphing from solid surfaces to malleable blobs, catching the Traveler's legs. The chemical swamp envelops the Traveler.

6. Theme of Red and Whack

-Within the black mass, the Traveler writhes to breathe. The Journey's guidance fades with the Traveler's consciousness.

7. No Guarantees

-The Traveler's heartbeat travels through the muck. At the moment, it's the only thing that can be heard. With time, even that fades from perception.

8. Odd Stroll

-Consciousness returns slowly, and the Traveler sits up in a room full of shining chrome apparatuses. The room appears empty, but the Traveler is not motivated to move. The Journey can no longer be heard; its influence can no longer be felt.

9. Patch Blue

-Lying on a clean table, motionless, the Traveler waits for something to happen. Time passes and new creatures enter the chrome room. The apparatuses spring to life at the presence of the new beings. Through apparent directions, the apparatuses open up the Traveler's form to insert a singular blue square of metal material, whirring and beeping.

10. Aggressive Virus

-With the opening closed, the creatures leave the Traveler alone. A new urge comes over the Traveler's mind, something like the Journey, but more distinct, more accurate, and much more painful to receive.

11. Discomfort

-The new Journey is the exact opposite of the old Journey, The Traveler is directed to utilize a ventway built into the sides of the gigantic hallways. Moving methodically, the Traveler makes it to a connection between the vents and a smooth tube. The new Journey directs the Traveler across the tube towards the continuing ventway, but pangs of the old Journey direct the Traveler downward.

12. Crushed Petals

-Falling along with refuse and lifeless forms, the Traveler reaches the end of the tube; a conveyor belt leads underneath a multitude of presses and screaming machines. Each item on the belt is torn, crushed, ripped, burned, minced, and finally deposited into a sizeable iron bin.

13. Murdaced

- Pieces and rags of the Traveler are dumped with the rest of the particulates from the tube into a singular pile beneath the fortress. The remnants stir on occasion, reaching for the fortress as it disappears over the horizon.

14. School's Been Out Forever

-The wait is long. The Traveler weaves back together, combining here and there with bits of dumped refuse and particulates from the fortress. The Journey remains in the Traveler's mind—a steady, quiet hum.

15. Trip

-After reassembling, the Traveler resumes the Journey, as they always will. Moving away from the fortress's path, the Traveler climbs the abandoned towers to the South to prepare.

16. Spires

-Waiting atop one of the towers, the Traveler keeps vigil for the fortress to return. Much like the Journey is always in the mind of the Traveler, the fortress follows a singular path.

17. Rocky Test

-The fortress rises like the sun, approaching the towers from the horizon. From their centuries of rest, the Traveler rises to take position. The fortress lurches along, trudging near the towers. From the Traveler's position, a jump is made.

18. Broken Bolts

-Smashing into one of the bastions of the fortress, the Traveler feels the strong pull of the Journey once again, rekindled when in contact with the fortress. Given time, the Traveler is able to get up and resume what was started.

19. Spent

-The Traveler makes a series of falls from bastion to bastion, eventually finding their way into the fortress vents, breaking through into a familiar environment.

20. Flatline

-From the knowledge of the false Journey combined with the urges born of the true Journey, the Traveler passes through the ventway and into a cubic room. At its center sits a mechanical engine, sputtering and pounding in syncopated rhythm.

21. Terror

-The Journey is pushing the Traveler unto the great and terrible engine. The irregular gaps in the machine's outer shell shoot open and slam shut within fractions of a second. Without a visible pattern, the Journey's only guidance is to climb inside the gnashing group of maws.

22. Busted Animatronic Orchestra

-Within the fortress-center's engine, the Traveler breaks down in violent spasms of metal and heat, affixing themselves to the internal mechanisms. Each room of the fortress affixes itself to the Traveler's senses, until the Journey permeates the entire structure. The fortress stops, and turns towards a new horizon.