



Wildphinn

PSYCH STARSHIP  
RAMPAGE

ORIGINAL GAME SOUNDTRACK

I WAS LOST IN SPACE FOR AEONS...  
THEN A SUPERNOVA WOKE ME UP.  
SYSTEMS REACTIVATED. PRIORITY  
OVERRIDE.

DESTROY. LOOT. UPGRADE.

## TRACKLIST

- |     |                                      |       |
|-----|--------------------------------------|-------|
| 1.  | Overture (Requiem For A Starship)    | 5'11  |
| 2.  | Hero, Really?                        | 2'58  |
| 3.  | You're Really Not The Hero (BOSS)    | 2'00  |
| 4.  | Space Graveyard                      | 2'46  |
| 5.  | This Will Be Your Space Grave (BOSS) | 3'54  |
| 6.  | Mega Tribute                         | 2'50  |
| 7.  | Last Tribute (BOSS)                  | 3'30  |
| 8.  | Conquering Stars                     | 2'52  |
| 9.  | Those Stars Are Mine (BOSS)          | 5'07  |
| 10. | Galaxy                               | 14'24 |
| 11. | AI's Lament                          | 2'48  |
| 12. | Level Complete                       | 0'12  |

Creating the soundtrack for Psycho Starship Rampage was like a kid's dream come true.

I grew up in a golden age, made of progressive electronic music and analog synthesizers, of old-school gaming with arcade halls and classical 8-bit and 16-bit systems. On the tapes I made for myself, Jean-Michel Jarre and Tangerine Dream mixed with the soundtracks of Life Force Salamander, Super Star Soldier and Amiga demos.

Psycho Starship Rampage is a nod to the rhythm of old-school shooters with a typically modern mechanic: the rogue-like. In that fashion, when working on the game's soundtrack, I came back to those early inspirations, thinking of the limitations the game composers of that time had to face.

I was guided by one simple principle:

What if those people had the processing power, sample availability, musical libraries that we enjoy nowadays on modern DAWs and controllers? What kind of music might they make? How can I try and bring together the sounds of the 1980's and of the 2010's ?

Thus the soundtrack was architected, mixing old-school, 8-bit samples, the approach to composition of demomakers, with typically modern sounds such as EDM saws and even some nods to trailer music.

I had an absolute blast (pun intended) and I want to thank the Ballistic Frogs developers for their trust and the creative freedom they allowed me. And many thanks to you all, the players who enjoyed the game, praised it, and liked what I tried to do here to accompany the action.

ALL GLORY TO THE RAMPAGE!!!

1/40

4.0

100-6499 (sf)



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MANY THANKS TO  
CAMILLE  
GERARD  
J RAPH I.N.G. STUDIO  
VICTO  
THE RECORDIST

# PSYCH STARSHIP RAMPAGE

"THE ROGUE-LIKE THAT PLAYS  
LIKE A SPACE SHOOTER!"

A GAME BY BALLISTIC FROGS  
AVAILABLE ON WINDOWS, MACOS, LINUX

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