



Square Sounds Melbourne 2017  
March 3 & 4  
The Evelyn Hotel

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**FOR IMMEDIATE RELEASE:  
8BIT SOUNDS IN HIGH DEFINITION AT AUSTRALASIA'S ONLY CHIPMUSIC FESTIVAL**

January 13, 2017 - Returning for its fifth anniversary, Square Sounds Festival today announced the second half of its much anticipated line-up for this year's shows, which take place on the 3rd and 4th of March. Unique within Australia, and rare across the globe, Square Sounds' focus is on chiptune – music made with or inspired by video game consoles. With old consoles scavenged from toy boxes and op shops in hand, this year's line up runs the gamut from Game boys to Amigas, smashing preconceived notions of video game music with featured genres as varied as the performers themselves.

From Danimal Cannon (US)'s Gameboy and guitar based prog and thrash metal to the smoothest of Gameboy Advance house beats from CYMBA (UK/FR), the festival's eclectic nature has something to appeal to all listening ears. With visual delights from a variety of sources including Busty Coastlines VHS tapes and Cat Full of Ghosts visual synths, it's an audio visual one-two punch, set to make you nostalgic for the 80's while propelling your ears toward the future.

Audiences will even get to be an active part of the proceedings, with 7Bit Hero playing the soundtrack to a live A/V gaming experience that punters will compete in on the night for glory (and prizes!) in a battle for 8-bit supremacy which has thrilled attendees at PAX both in Melbourne and the US.

In addition to the main nights, the festival has other aspects for those keen to become part of the chiptune community. A variety of free workshops related to the science of chipmusic, suitable for both beginners and the more experienced, will take place at Bar SK during Saturday daytime. Thursday night is an opportunity for new artists to showcase their work with an open mic dedicated to chipmusic, as well as an opportunity for punters to see some past and future Square Sounds alumni.

The full line up for the primary days of the festival is:

AUDIO - [Zen Albatross](#) (US) // [Space Town](#) (US) // [2mg](#) (JP) // [Danimal Cannon](#) (US) // [KUNIO](#) (JP) // [Trash80](#) (US) // [boaconstructor](#) (US) // [CYMBA](#) (UK / FR) // [Jamatar](#) // [Ray Manta](#) (AKA Tim Koch) // [Of.Digital](#) // [Heavy Viper](#) // [Dot.AY](#) // [7Bit Hero](#) // [Tiasu](#) // [Tom Foolery & The Family Jewellery](#) //

VISUAL - [Cat Full of Ghosts](#) // [Busty Coastline](#) // [Cyberpunk Ibis](#) // [Raquel Meyers](#) (ES/SE)

The curators behind Square Sounds have previously been involved with such events as SoundBytes, PAX, Pixel Sounds, AVCon, Blip Festival Australia, as well as 4 previous Square Sounds in Melbourne. Their sister festival in Tokyo takes place in September.

Tickets are available through [ticketbooth.com.au](http://ticketbooth.com.au). Further information is available at <http://www.squaresoundsfestival.com>



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**FOR IMMEDIATE RELEASE:  
SQUARE SOUNDS REVEALS FIRST LINE UP ANNOUNCEMENT FOR FIFTH ANNIVERSARY SHOW.**

Melbourne, 23 November 2016. Australia's only chipmusic festival, Square Sounds, today announced the first half of the lineup for their 2017 festival, and will present the first US based musicians for the first time since their debut event back in 2013.

Square Sounds, known to its followers as the only place in Australasia to catch a broad showcase of musicians who work to create a sound palette from video game consoles, has showcased artists from all over the world, primarily from Europe, Canada and Japan. This year, however, they have worked to make up for lost time, with their first lineup announcement that features a number of US based artists, in addition to local and Japan based audio-visual talent.

The festival, which covers two main days, this year the 3rd and 4th of March, also works to further the scene within Australia, including an opening night 'Open Stage' to showcase new talent, and workshops to teach both those familiar with and new to the scene new ways to utilise their choice of instrument. With past workshops ranging from sound design tips and software functionality through to workshop sessions making your own sound chips, there will be something to appeal to all audiences.

With the open mic and workshop details yet to be announced, as well as the details of the after party, still more details will be made available as the event draws closer. With this year celebrating five years of Square Sounds, some special surprises will certainly be in store.

This years line up so far includes

Danimal Cannon (US) - an alumni of PAX East, TedX and Blip Festival, Danimal Cannon has contributed to a number of video game soundtracks, including Starr Mazer and Jumpjet Rex. Known for combining guitar and gameboy to create prog metal style jams - certainly not the first thing that many people would associate with video game music.

Jamatar (AU) - Since his performance at our property last year, Jamatar has been picked up by a label, played sold out shows in the UK, received airplay on JJJ and released his album Journeys. Using his gameboy as a synth to create cosmic sounds, he's fast gaining a reputation as a local talent to watch.

Also playing - Zen Albatross (US) / Space Town (US) / 2mg (JP) / Ray Manta (ADE) / Of.digital (MEL) / Heavy Viper (PER). Visuals from Cat full of ghosts (MEL) and Busty Coastline (MEL)

For additional information, interviews or press shots, please contact Kristy Dossor [kristy@squaresounds.com.au](mailto:kristy@squaresounds.com.au)