



FLOEX

Samorost 3 Soundtrack

Tracklist:

1. Samorost 3 Main Theme (07:56)
2. Going On An Adventure (04:02)
3. Mushroom Picker Dance (01:58)
4. Constructing The Toadstool Rocket (04:49)
5. Yellow Furry Mushroom Tune (02:06)
6. On The Roof Of The Yellow Psychedelic Mushroom (04:07)
7. Prenatal Hunters (Floex Revision) (05:37)
8. Taste Of Tea (Cosmic Version) (06:39)
9. Dry, Wooden and Windy (02:53)
10. Mandragora (04:12)
11. What Comes Next? (00:39)
12. Lianas (03:12)
13. Monkey Bath (03:34)
14. The Secret Room (03:55)
15. Volcanic Vent Planet Main Theme (02:48)
16. Little Devils' Tune (00:49)
17. II V O (00:25)
18. Walk On The Volcano (02:53)
19. Drinking Spirits' Spirit (01:11)
20. Cave Of The Totems (03:41)
21. Robotic Knight Fight (03:07)
22. Monk Planet Main Theme (03:42)
23. The Celebration (02:57)

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Tomáš Dvořák (Floex) once again teamed up with the creators of Amanita Design games and following the release of the soundtracks to the *Samorost 2* and *Machinarium* games, went on to record the soundtrack to the third adventure of the logical point-and-click game, *Samorost*. It is also the first of the whole series with full HD graphics and since market launch on March 24, has received well-deserved global attention and a positive response. Preparation took almost five years to complete and for most of the time Floex (he claims to have spent at least two-and-a-half years on this project) gradually created the sound design, sounds and expressions of the characters, the environment (the story takes place across seven different planets) as well as the musical dramaturgy. The vanguard edition of the soundtrack was an EP titled *Samorost 3 Pre-remixes* EP published last year with remixes and alternative versions of a few songs from the full version that in the final count contains some twenty-seven compositions.

Until now, the extensive set *Samorost 3 Soundtrack* was only available via official worldwide distribution, including streaming services and is finally released on CD and 2LP formats now, via the previously mentioned music publishing house, which also published the earlier album *Zorya* and the soundtrack to the award-winning *Machinarium* (which was released on several vinyl reissues and is one of the best-selling titles on this label).

Tomáš Dvořák has fully absorbed his previous experience from creating the musical background for the *Samorost 2* and *Machinarium* games, and fully expanded his sense of imagination, the narrative and a variety of differing shades and moods. In this regard, the music for *Samorost 3* is probably the most diverse, yet it holds legible handwriting, integrity and for Dvořák, a typical approach to the elementary detail of melodic structure and a playful mosaic of individual ideas and ideals. As he was not limited by time, he could penetrate deeper into the mysteries, nooks and pitfalls of the game itself as well as play with several versions and explore where the soundtrack could move to. Floex's favourite and leading instrument - the clarinet - appears, as does the flitting between genres - experimental levels that easily sail into the ambient or downtempo. The pre-recorded bustle sequences and loops have an equally important function. Dvořák is accompanied by Tomáš Jamník's cello, viola da Gamba and ehra; vocals are by Barbora Kratochvílová (duo DVA) and Miloš Dvořáček. The final mastering was traditionally taken care of by Matouš Godík.

Tomáš Dvořák was born on 14 February 1978, in Prague. Besides music, he is also the author of several interactive installations and performances. He studied the theory of sound, new media and fully developed his clarinet musical skills (an instrument he has played since childhood) and his enthusiasm for electronic music (sometimes he can be seen in his role of a club DJ). He began composing full-time in 1996 when he also composed his first author pieces, which he later published on the Internet as the *HUB* demo. His debut album - *Pocustone* - released five years later, is considered a milestone on the domestic electronic music scene; Floex received the Angel Award 2001 (Newcomer of the year) for this album and was nominated for Quartz, the European award by independent publishers. It took ten long years for his second album *Zorya* to be released; however, it picked up where *Pocustone* left off and garnered positive reviews, plus it once again succeeded in the Angel Award 2011 (alternative music and electronic music categories), and was also nominated for an Apollo and Vinyl Music Critics Award. In the meantime, Tomáš began working with a team of computer game designers - Amanita Design, and to date, this collaboration has yielded three soundtracks: *Samorost 2*, *Machinarium* and the recently issued *Samorost 3*. His latest work, outside of the gaming environment, is an EP with the title *Gone* featuring Sára Vondrášková (Never Sol) as a guest.

Publisher:

Press contact:

Phone #:

Minority Records, Post Office Box 113, CZ-110 01 Prague 1

press@minorityrecords.com

+420 722 544 845