Cyphers Game – music

The latest version of the "Cyphers Game" will not only be enhanced with sign language (Polish and American) but also with an additional level whose complexity and gameplay time are almost equal to the entire previous gameplay. Two additional pieces of build-up music have been composed for the game, creating tension as you move through the expansive tunnel level. Przemysław Treszczotka wrote the music and all sound effects of the "Cyphers Game". His compositions are original in their own right and go beyond the traditional gaming music". The pieces in the game are inspired by classical, theatre and film music. The entire game soundtrack is now available on YouTube. The soundtrack of the Cyphers Game consists of three compositions by Przemysław Treszczotka. The theme song is inspired by Edward Elgar's ''Enigma Variations'' and ''Confutatis'' from Wolfgang Amadeus Mozart's ''Requiem''. The piece is performed by Gdańsk artists: Maciej Gański - piano, Kwartet Opera (Michał Rożek, Przemysław Treszczotka, Krzysztof Jakub Szwarc, Barbara Misiewicz), Kinga Dzwoniarska - double bass and musicians playing brass instruments: Kamil Kruczkowski - trumpet, Oleksij Prus - French horn, Maciej Stromski - trombone, Łukasz Gruba - tuba. All the performers mentioned above play in the Baltic Opera in Gdańsk. Piotr Rodak produced the recording in the concert studio of the Academy of Music in Gdańsk. The sentimental, sombre and melancholic melody of the game's theme song fits the aesthetics of late 19th-century European music. Few players may be aware that the piece's middle section features a message in Morse code played on the piano. It contains two words. What are they? Curious listeners are welcome to try and decipher them. The music is incorporated uniquely into the game. The audio in the first mission - in the main room of the citadel - is placed on separate tracks in different parts of the room. Thanks to this, the music is mixed in the game engine, and the volume of the individual instrumental parts depends on the player's location on the board. Thanks to this method, a very natural effect is achieved in the game, simulating listening to live music played by musicians in a virtual room. Another two pieces were composed in autumn 2022 for the expanded game. These are "Clock" and "Hope". They are built on loops - a dozen tracks that fit together and can be played in any configuration. This offers the opportunity to place music creatively in the various missions of the game. As we move around the map of a level, we hear the instrumental parts appear, building up the tension. This helps shape the piece in real time. Thanks to the artists' involvement, the compositions have a gentle contemporary sound and an unmistakable national character of Polish music. *** The world premiere of the "Cyphers Game" took place at the end of April 2022 at PAX East in Boston – one of the largest gaming trade shows in the world. In addition, the game was presented at various electronic entertainment events (PAX West, gamescom, Women in Tech Summit, etc.). Interest in the Cyphers Game exceeded all expectations. So far, 300,000 people have played it, of which 100,000 have already downloaded it from the STEAM platform. The game can be downloaded for free from the Ministry of Science and Higher Education website or the STEAM platform. It is also available in the Play Store and the AppStore. It runs on VR goggles, Windows PCs and mobile devices supported by iOS and Android. STEAM platform link. Below you can see some of the team behind the "Cyphers Game" soundtrack. From left, Barbara Misiewicz - cello, Przemysław Treszczotka - violin, Michał Rożek - violin, Krzysztof Jakub Szwarc - viola

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