

Looking for music composer for the **Escape from Mill Station** game project
Game project website is here: www.escapefrommillstation.com
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My name is Etienne Andlau.



Hello,

I am looking for a music composer for my game project Escape from Mill Station.

I would like to ask if anyone is interested that they make a small submission to me that will include the following:

1. Main theme. Can be only 20 seconds long or longer but not shorter.

Rich and complex. Not just 2 or 3 instruments but “small orchestra size and feel”.

You are free to be way out there out of the box creative and choose the instrument types and number.

Very original. Unique. Sticks.

- Please look at the above picture of the plane over the ocean.

- A great and exiting adventure lies ahead.

- This plane is doomed.

- An alien / afterlife / spiritual world we are about to fly into among the clouds.

As if the clouds “is shaping that around the plane as it is flying deeper into it”.

- Echoes of distant and forgotten memories.

What could have been better life choices.

Regrets. Haunting memories of people, places and events.

People we have unresolved issues with.

What could have been.

- World war 2 musical theme (can only be 2 or 3 percent, very slight and subtle).

- Lost things.
- Flying.

The main theme can also “tell a story”. Not all these elements have to be in there at the same time. They can drift in and out. Fluctuate. We start out with great adventure, then doom, then spiritual world and haunting memories ... just for example. Or if there is a clever way to include all these elements into one theme (?)

2. Action. Very suspenseful. High drama. Variation on theme. Can be only 20 seconds long or longer but not shorter.

- You are running through a building. Everyone is shooting at you, fires start all over the place, everything explodes. Big shootout with lots of bad guys.
(must hear at least a strand of the main theme).

3. Despair. Absolute sadness. Giving up. No reason to go on. Variation on theme. Can be only 20 seconds long or longer but not shorter.

- Your sister or girlfriend just got shot right next to you. You are now trying to get away from the bad guys who killed her. You don't even feel like surviving but you are too scared to give up. You just keep going. The world might as well end now.
(must hear at least a strand of the main theme).

4. Comical. Sneaking around. Variation on theme. Can be only 20 seconds long or longer but not shorter.

- You are walking through dark city alley at night. A playful rat sees you. It follows you and teases you. Like a dog who wants to play with you. You play along. Comical. Silly. Waste of time.
(must hear at least a strand of the main theme).

5. Joyful. Great reunion. Seeing friends again. Variation on theme. Can be only 20 seconds long or longer but not shorter.

- A bright and sunny day. Good food. Bright colors. Flowers. Wonderful friends meet with you again after not seeing you for a very long time. You didn't think you would ever see them again.
(must hear at least a strand of the main theme).

I will be presenting this request to more than one composer.

If I “hear it” and it “sticks” the job is yours.

The theme must be original and very unique. That is the most important thing for me.

If someone hears 2 or 3 seconds of the theme they must associate that with Escape from Mill Station and nothing else. So, it can't sound like generic downloaded music from a library to put it bluntly.

PLEASE SUBMIT LINKS ONLY.

The work must be 100% your own and can't be partially copyrighted in someone else's name.

You have until **June 30th 2018**.

Feel free to send just ideas, a few notes, “sketches on a napkin”. As many as you want. You don't have to wait until June 30th to submit anything.

Please make sure your full name and email address is attached to anything you send so I know its your work.

After that date I will take no more than 4 days to decide who I will be bringing onboard.

I will email everyone who submitted personally, thank them and let them know who was chosen.

There is no payment for everything above but if you are chosen I will sign you up with a proper contract, around \$500 payment from my Kickstarter campaign in December if it is a success and a 4% share of any money earned from game sales for a period of 4 years beginning with the official release date of the game. (The terms on the contract is fully negotiable).

The work you submit to me I must be allowed to publish under banner: "Early music development for the Escape from Mill Station game project and also your full name attached".

I am not allowed to use anything you submit for any other project, sell it, use it for advertising or give it to another composer to make changes to it or add to it.

You may publish any work submitted to me under the same banner as above and for your own portfolio.

If your work is not chosen after the 30th of June date then ALL COPYRIGHT BELONGS TO YOU on everything you submitted. You may do with it what you wish.

Huge thank you and best of luck!!

Etienne Andlau

www.escapefrommillstation.com