

# *Stable Time Loops and Paradoxes*

Hi there!, i'm PotatoBoss, i pretty much started this album, even though i never would have thought it'd get this big.

Anyway thank you for downloading this album, and be sure to check out all the amazing artists and musicians if you have time, they all worked very hard and it would be much appreciated. Thanks!

Art by: Culdhira



*Stable Time Loops and Paradoxes*

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--Disc 1-- By: apatheticPianist  
This is an arrangement of Showtime  
that I've had lying around for a  
while - and it happened to be  
perfect for the opening disc  
jingle, so here we are! I actually  
managed to knock this recording  
out in my first three tries, which  
is kinda crazy... and that's  
really all there is to say on the  
matter.

Art by: Culdhira



*Stable Time Loops and Paradoxes*

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Egbert's Kitchen By: PotatoBoss For this track i went for the style of music i think Dad listens to, a jazzier version of Under the Hat fit this idea. Also the chiptune breakdown in the middle is supposed to reference the original Strife! theme for dad. So later with a bit of saxophone it worked! I think it came out pretty well, and i think this is what you'd hear whenever you walk into the kitchen when Dad is baking.

Art by: cup



# Stable Time Loops and Paradoxes

Penumbra Phantasm (Frosty Style) By:

FrostyMac - This song has been in the works for a very long time. The better part of a year, in fact. It went through a LOT of different iterations and versions (at one point even being part of an Undertale fan game that was unfortunately canceled) before landing where it is now. I finally decided to finish it and let the little bird fly for this album. Fun fact: It was originally titled "Penumbra Phantasm (Frosty Edition)," but then, thanks to a typo from PotatoBoss, the "Edition" changed to "Style," and, honestly, I prefer it this way. Go figure, there would be one last change to the song before it was finally finished.

Art by: melodic-co



# Stable Time Loops and Paradoxes

Solicide By: Baleish - Y'know that feeling you get when you've been told by gods to blow up a sun twice the size of a universe? well if you have, i think it'd feel something like Solicide. So I was just spittin' some phat-tunes-y'all, y'know, some chill Dave song, when I was like... "Nah, this is just too spooky for Dave, but maybe spooky enough for Rose?" so I changed the idea from a song about

Dave & Time to a song about Rose's (and Dave's kinda) mission to heck up the green sun. (P.S. you just can't go wrong with hella' samples + at least 73 different phasers.) (P.P.S if y'all wanna see what this lit jam was like when it was just a simple "chill dave song" then too bad because the Instaudio link is dead R.I.P) (P.P.P.S lol nice name that wasn't used nerd) (P.P.P.P.S oh wait that was me...)

Art by: QueenofBlackCrows



# Stable Time Loops and Paradoxes

8r8k the 8ottle By: apatheticPianist - As you've probably gathered from listening to it, this song is themed around the first five acts of Homestuck! It has a similar structure to Cue the Curtains, but with five parts instead of four (which is oddly appropriate, in retrospect - five parts, five acts): John, Rose, Dave and Jade, Bec Noir and Vriska's machinations that led to him, and finally the kids' ascensions and the Scratch. The title uses Vriska's quirk for two reasons: because she had a pretty big hand in the creation of Bec Noir... and also because she's "stealing the spotlight" from the Beta Kids. Anyways, a huge thanks to PotatoBoss for mastering this song, and I hope y'all enjoy it!

Art by: CAMELOTE

8R8K THE  
OTTLE

CAM COMME CAMELOTE



# *Stable Time Loops and Paradoxes*

Me/Ga/Lo/Vania By: FrostyMac - It's funny, you can't seem to go two steps on the internet without stumbling across a remix of one certain song that shall not be named. Y'know, that one song that's associated with that one character from that one game? Yeah, you know what I'm talking about. Well, I decided to add to the pile with this remix of the OG version of that song, complete with a sound effect from that other game that probably helped inspire that first game that I mentioned. Gosh, this commentary would probably look so ridiculous to anyone who hasn't ever been on the internet.



# *Stable Time Loops and Paradoxes*

Hospitalized By: PotatoBoss - I was trying to create kind of a battle theme for a john dave team battle, the name hospitalized is another joke on doctor because doctor is partially in it. but this is something i'd imagine plays when john and dave are battling together. Fun fact (again): the sick lead is the Romantic Trumpet from Touhou with way too much chorus.

Art by: SoulOfWoods



# Stable Time Loops and Paradoxes

Temporal Virtuoso By: PotatoBoss - I really like to make dave songs, this song was inspired by a bass player on youtube named Davie504. I wrote the first bass parts with some squares (the square in the middle even sounds like Walk Stab Walk even though i didnt intend it to) to give it some variation. Then some phat beats for dave coolness and Time on My Side combined with Cascade to give it max awesomeness, i guess you could see it as a strife theme for alpha Dave fighting those clowns on top of the "purple house".

TEMPORAL VIRTUOSO  
Art by: Pastel Colors



# *Stable Time Loops and Paradoxes*

~~Disc 2~~ By: FrostyMac -  
This is, as I'm sure you noticed, a quick one. It didn't really take all that much effort. Honestly, it'll likely take longer to read this than to actually listen to the song, so I won't take anymore of your time.

Art by: Hilaletto



# *Stable Time Loops and Paradoxes*

Velvet Pillow By: PotatoBoss -  
With this track i kinda wanted to  
remake a Strife! theme for Mom.

The bass in the beginning is  
building the tension of Rose  
trying to sneak out of the house,  
and when Aggrieve starts playing  
you know she got busted. I also  
added parts of Sburban Jungle to  
foreshadow her entering the medium  
soon, and the guitar just makes  
everything 10x cooler.

Art by: Meriinu



# *Stable Time Loops and Paradoxes*

More Real than Kraft Mayo By:  
FrostyMac - This song just kinda  
exists. I don't really remember  
initially making it. Maybe it  
magically appeared one day,  
ascended from Heaven to change the  
world and herald the 2nd coming of  
Christ himself. Or maybe I made it  
in the middle of the night on 0  
sleep and forgot. Whichever you  
prefer. I won't make the choice  
for you. I'm not your mom.

Art by: Paula-Zotter

# **MORE REAL THAN KRAFT MAYO**

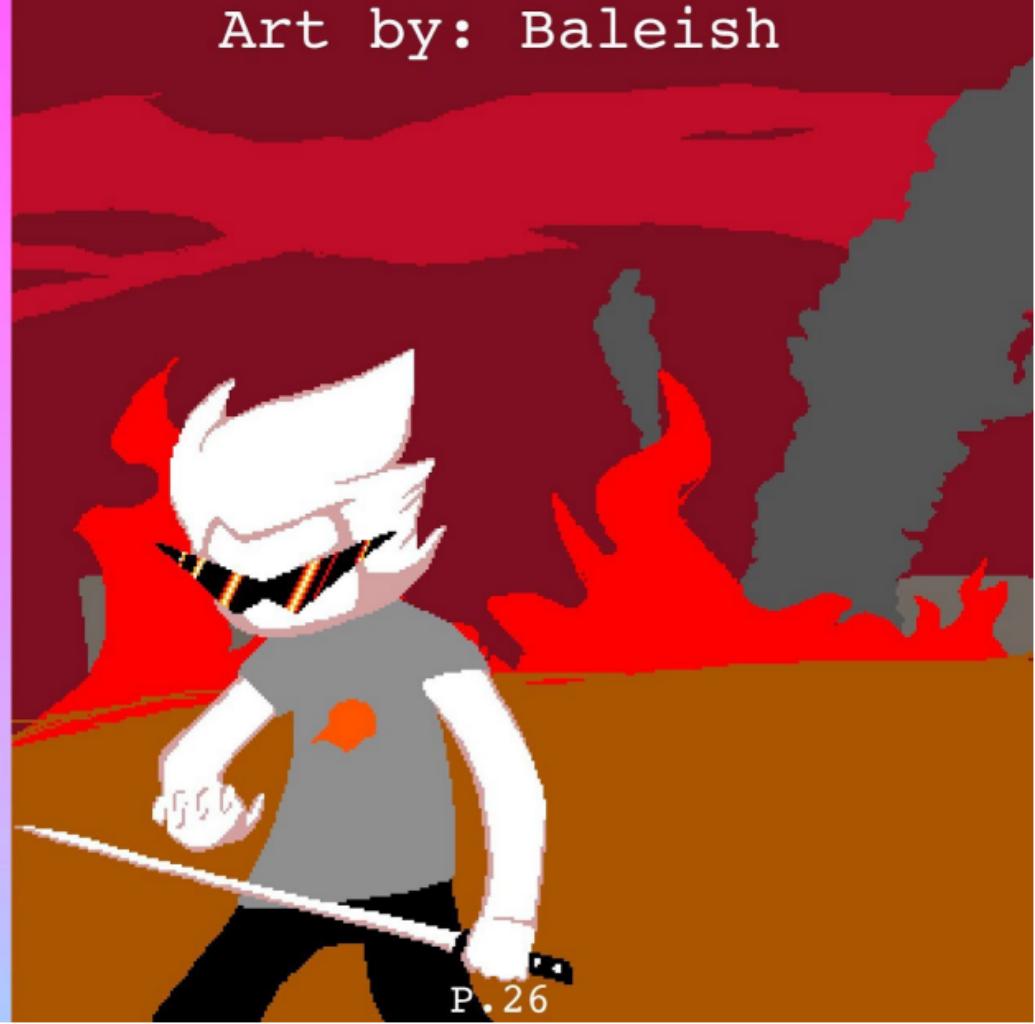


# *Stable Time Loops and Paradoxes*

Petrichor By: Baleish -

"Rooftop-shenanigans-with-Dirk" might as well be the title since that's what it is. I had an idea where I could make a song on FamiTracker and then master it on FL Studio, so I did! This idea turned out well, I just had to export each track on FamiTracker separately and then import them all to FL Studio and so I could just mix it as much as i wanted like some kind of evil scientist, but way less exciting...

Art by: Baleish



# *Stable Time Loops and Paradoxes*

Daydreamer By: PotatoBoss - This is what happens when you're scrolling through your Touhou soundfont trying to come up with ideas for an original track and you find a funny thing, i also used a fretless bass to have some of Jade's wackiness. Since she's a Prospt dreamer, i based this track on Prospt and it's dreamers. That's why this track sounds so dreamy and dissonant. I was also heavily influenced by Final Fantasy themes while making this. Overall i think it came out pretty much like how i wanted it to.

Art by: CaPrIcOrNbReAd



# *Stable Time Loops and Paradoxes*

Delirious Biznasty By: PotatoBoss  
- This is an idea that came from  
an emoji we have in our discord  
server, which is the  
deliriousbiznasty emoji. I wanted  
to make a song with that name  
based on the GameBro, so then  
FrostyMac suggested that i use  
the vocals from Jit's GameBro  
song and it worked out pretty  
fucking hella rad as fuck.

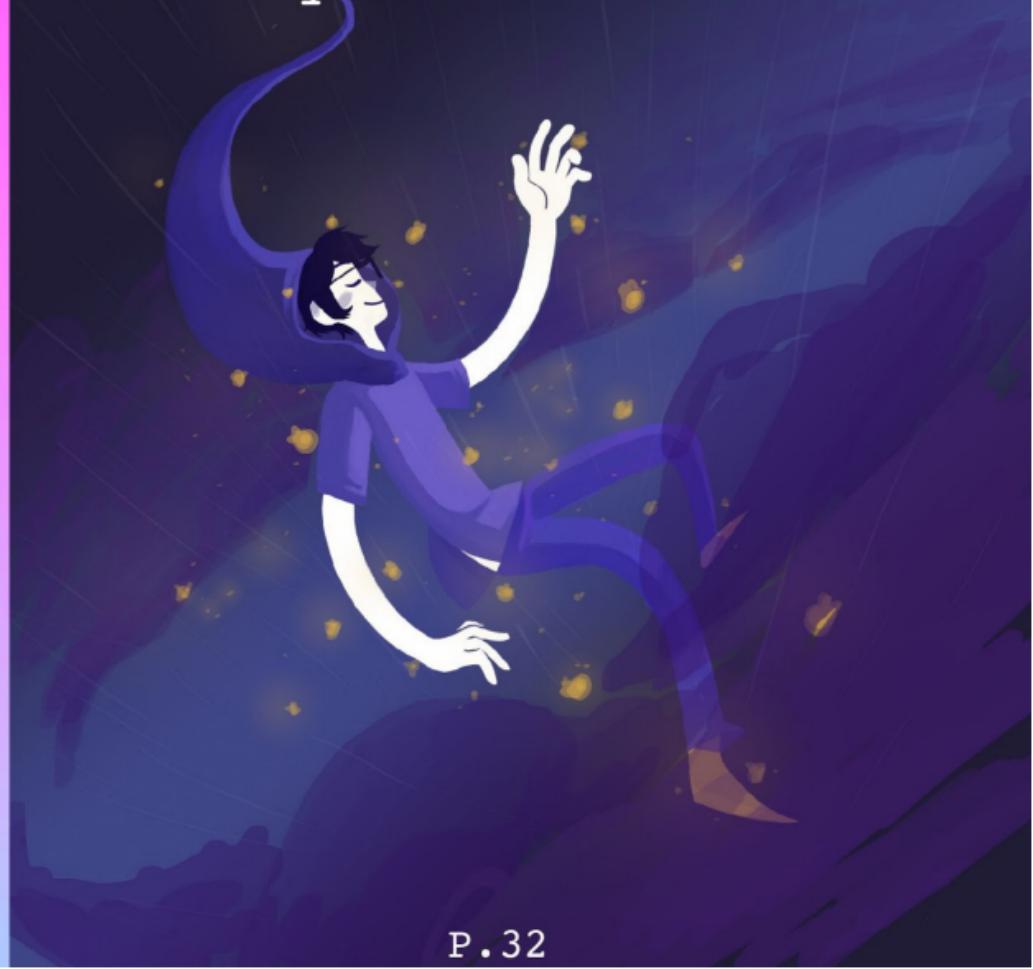
Art by: PotatoBoss



# Stable Time Loops and Paradoxes

Tranquil Downpour By: PotatoBoss - I was messing around with a midi i made of Rob Scallion's "Rain", and i found out that if everything is a square, it sounds like a Cavestory song. So when i added "Doctor" into it, it got even better. The sweet drums and the high square from "Windswept Shale" by Baleish finished it up and made the song sound as good as it does. Also the title is kind of a nudge at "Rain" if you haven't noticed yet (ahahah I'm so clever HEEHEEHOOHOO).

Art by: catharticGhost



# *Stable Time Loops and Paradoxes*

~~Disc 3~~ By: Baleish -  
Chill beats + weird pads with  
spooky progressions =  
something that sounds like  
LoHAC or Dave or something  
else I don't know don't judge  
me! (also I pretty much just  
copied Heat from the medium  
album for this because that  
sounds Dave-y)

Art by: Sunbent



# *Stable Time Loops and Paradoxes*

Outrageously Awesome Hashrap Battle By: PotatoBoss - This track was inspired by Bro and Dave's battles, the beginning starts out slow and tense (Dave ascending to the roof, that's also what the strings are referencing) and then shit hits the fan. The beat becomes phatter and the Beatdown lead speeds up. I think this is what a typical battle with Bro would be like.

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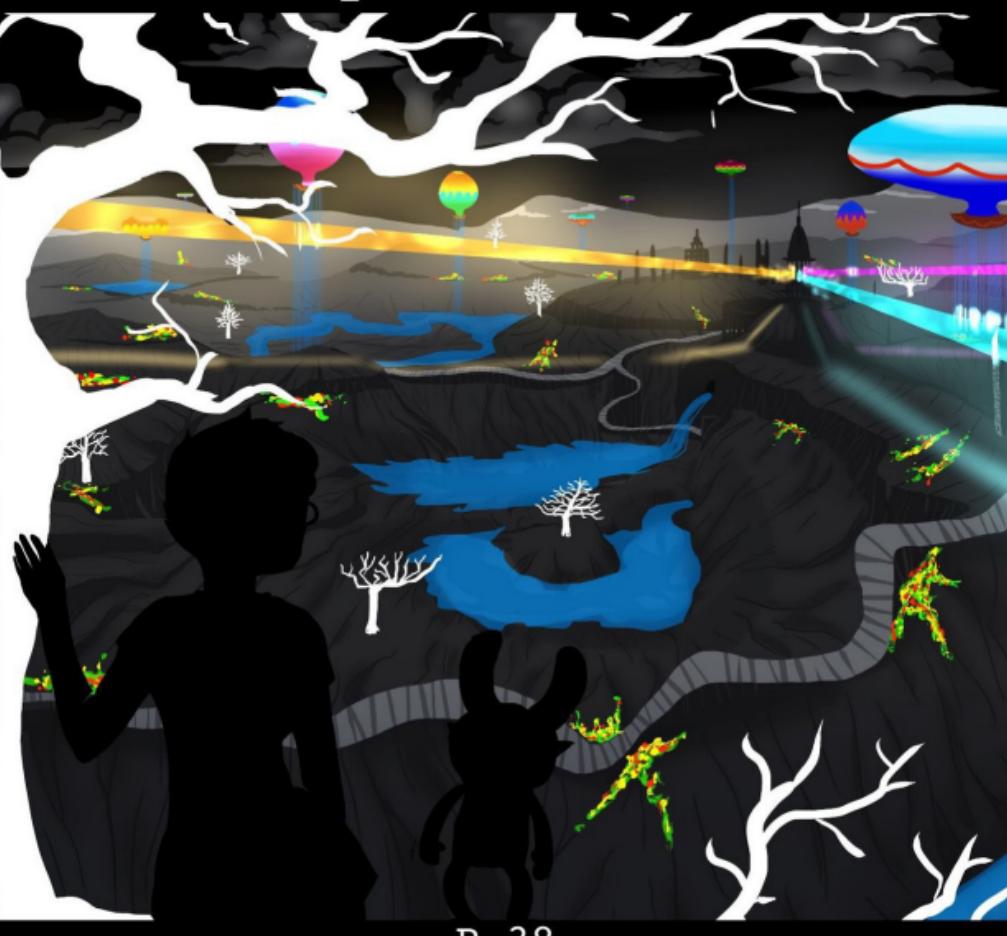
# Stable Time Loops and Paradoxes

Land of Crypts and Helium By:

PotatoBoss - I wanted to make an eerie song for the land of crypts and helium,

i was struggling to find a fitting instrument until i accidentally knocked over my acoustic guitar (which i can't play, why do i even have that) and i really liked the sound it made. And after adding delay and reverb to a Touhou guitar it was perfect. Very fitting for that planet i'd say. The spooky pads also help give it more of a spooky cryptic vibe in my opinion.

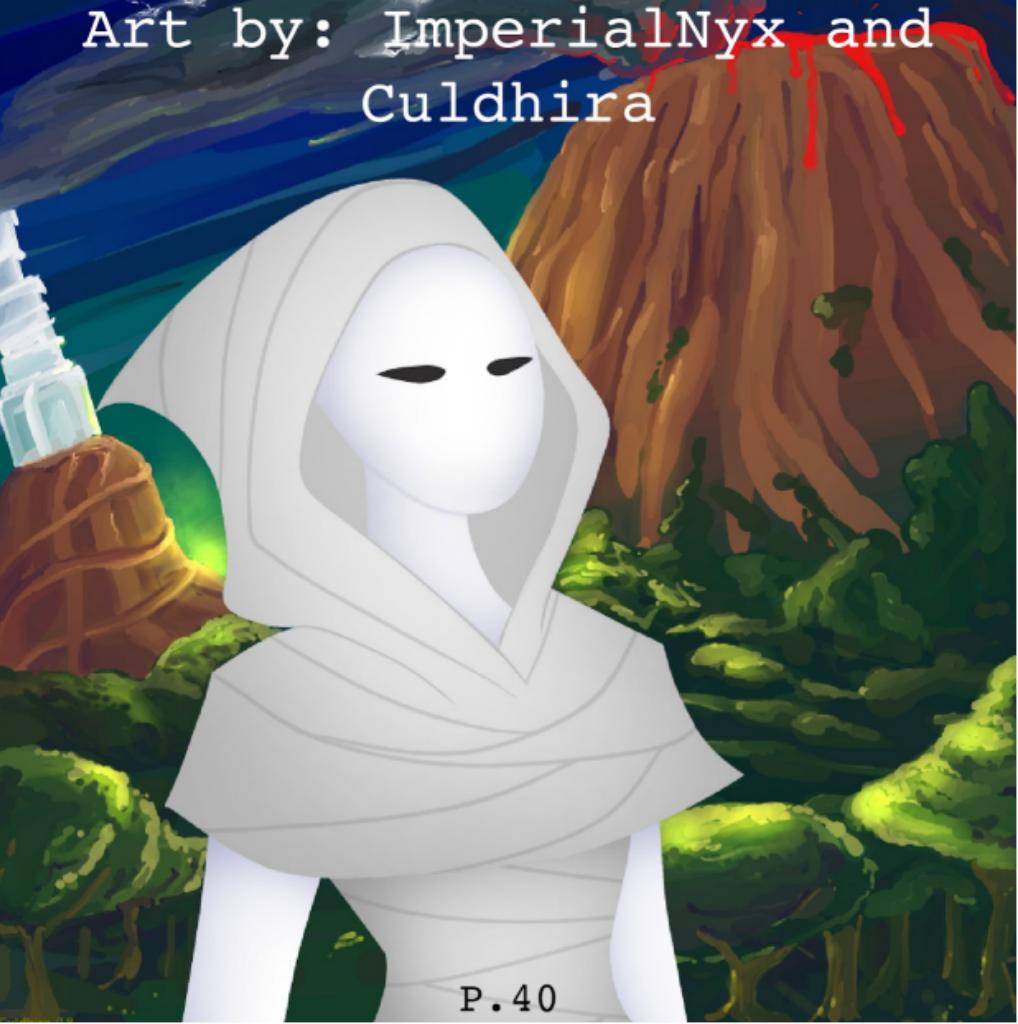
Art by: SoulOfWoods



# *Stable Time Loops and Paradoxes*

Windswept Shale By: Baleish - This song was kinda having an identity crisis since this was gonna be a song for LoWAS as you can see by the title & intro bit, but then I did the breakdown and the Heat motif and it didn't seem like it would fit very well so i was just like "heck it." and thought this should be song about the Forge. Nothing else to say besides damn that bass makes me wet.

Art by: ImperialNyx and Culdhira



# Stable Time Loops and Paradoxes

Slammed 8y the Sun!!!!!!! By:

PotatoBoss - Vriska Guitar Sun Vriska  
Guitar Sun Vriska Guitar Sun Vriska  
(Vriska ascends to god tier bluh)

Art by: QueenofBlackCrows



# *Stable Time Loops and Paradoxes*

Wander By: EidolonOrpheus - Wander was the result of there not being enough Explore remixes. Back around the time I joined the music team, I was listening to Explore and thought the orchestration of the synths would translate well to strings. I'd also probably been listening to old Apocalyptica at the time, resulting in a cello ensemble with plodding gritty drum loops. While Explore soars above the remains of the world, Wander is grounded and more subdued. The interlude of ambient jungle noises was partially to reflect the world reverting back to nature, and the distant atmosphere and distorted portions are sort of the echoes and ruins left behind.

Art by: SoulOfWoods



# Stable Time Loops and Paradoxes

Take a stand! By: Sunbent - A pretty long one, and i guess it's kind of a non cannon afterwards to collide in my mind. I refrained from using leomotifs because I honestly don't think this song needs it. Now if you watched collide, it never actually showed them killing lord English right? Well this is in my mind the battle theme to what happened there. If you want you can watch the YouTube theories but simply put, after collide vriska summons more powerful beta (and possibly alpha) kids out of her sburb house thingy. So basically it beta kids, vriska and the ghost army vs lord English. And thats the song. I considered calling it "collide v3" but i felt it was too obvious.

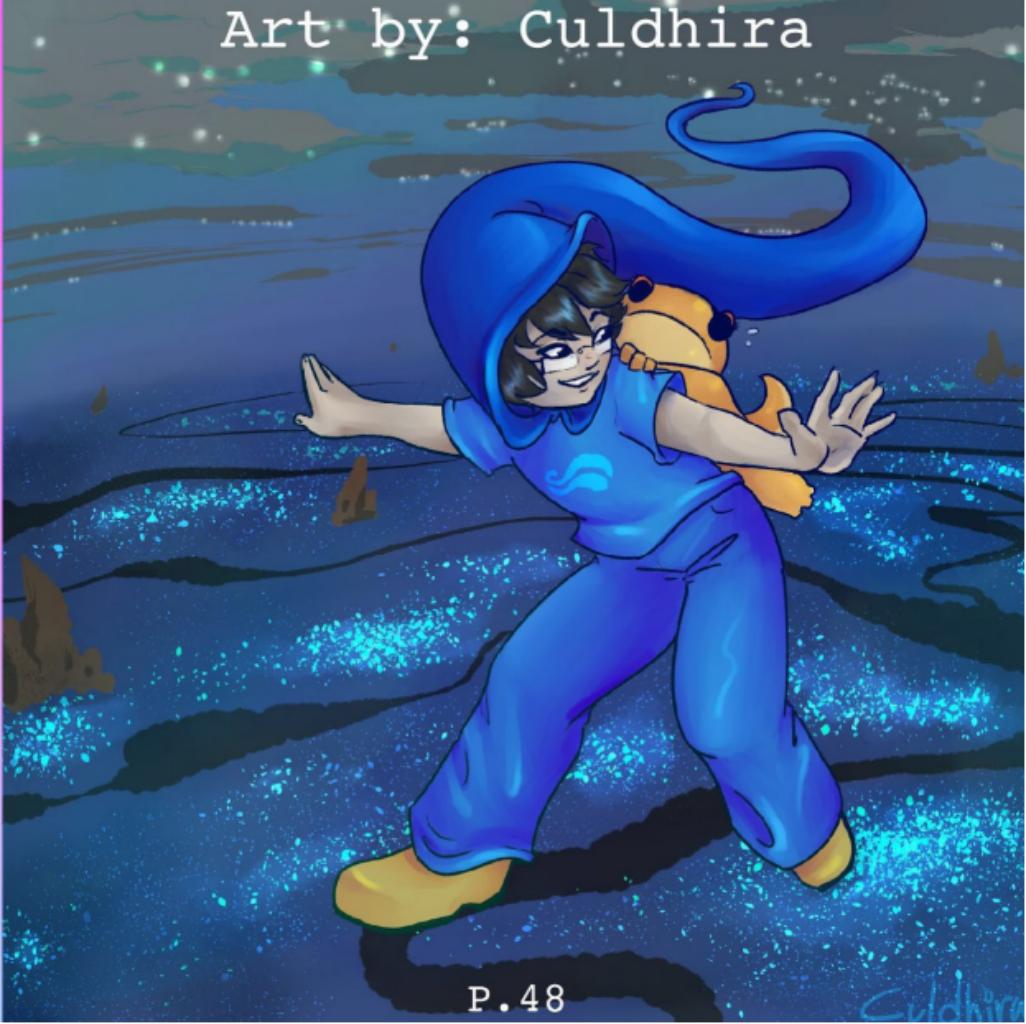
Art by: SoulOfWoods



# *Stable Time Loops and Paradoxes*

LOWAS, M.D. By: FrostyMac - This song has a truly awful name, I know. Just ignore that massive blunder on my part, and listen to the song itself. Like with most of my songs, I made this ages back, and, upon refinding it, I simply touched it up and pushed it out of the nest, where it, no doubt, landed on the ground with a thud in spectacular fashion. Oh well.

Art by: Culdhira

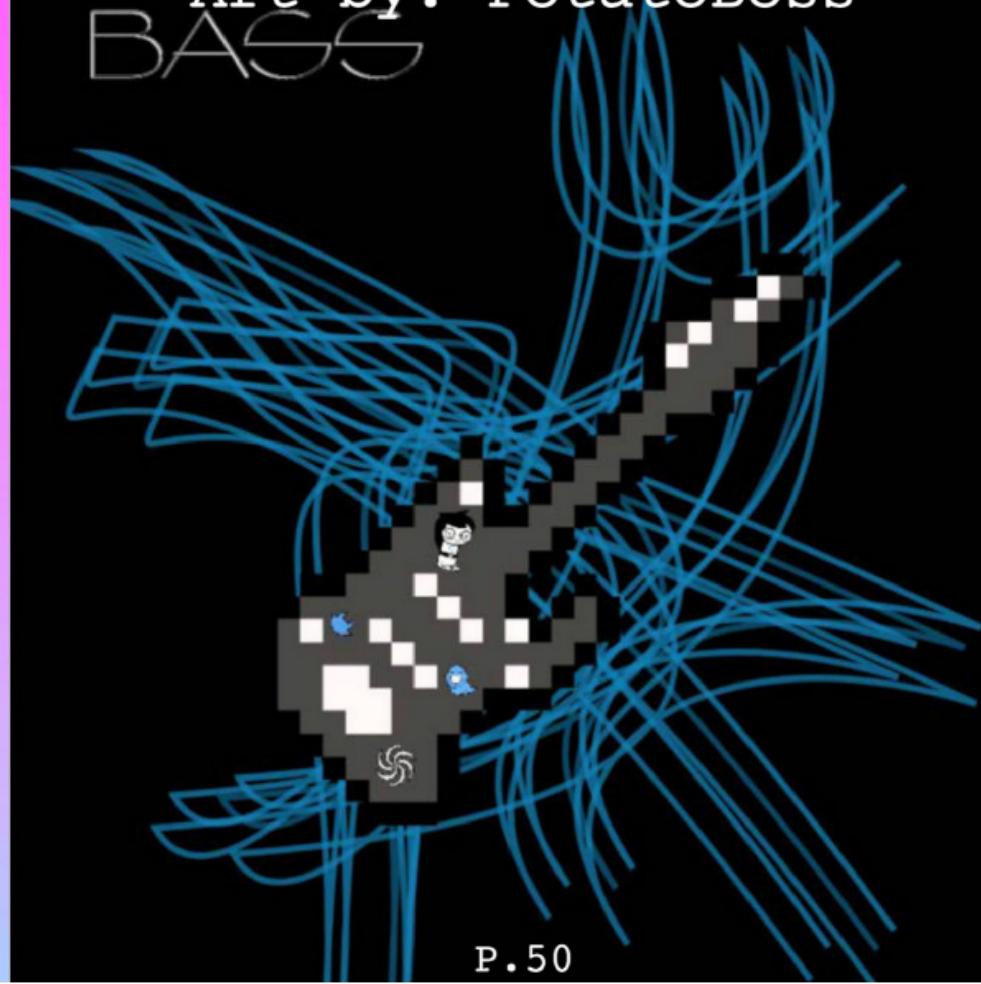


# Stable Time Loops and Paradoxes

~~Disc 4~~ By: PotatoBoss -  
I wanted to use the awesome  
Verdancy bassline as a funny  
jingle, so i learned how to  
play it and improvised some  
parts and added a sick  
drumloop for that potential  
verdancy feel... Not much  
else to say on that... Here,  
have a Crab Apple.

Art by: PotatoBoss

BASS



# *Stable Time Loops and Paradoxes*

Fetch the Bullet! By: PotatoBoss - This is an interesting one, Fetch the Bullet! Is based entirely on the flash [S] Jade: Retrieve Package (specifically the old version). The song is paying its respects to the removed track Mutiny which needed some love, it was removed for a reason but it's still a great (and one of my favourites) track. I also used a lot of spacey synths to signify Bec traveling to space and teleporting all over the place and shit. And then MeGaLoVania and Beatdown are in there for some reason. I also put in the Ultimate Guitar kit again for the reference to Jade knowing how to play guitar (man do i love that soundfont).

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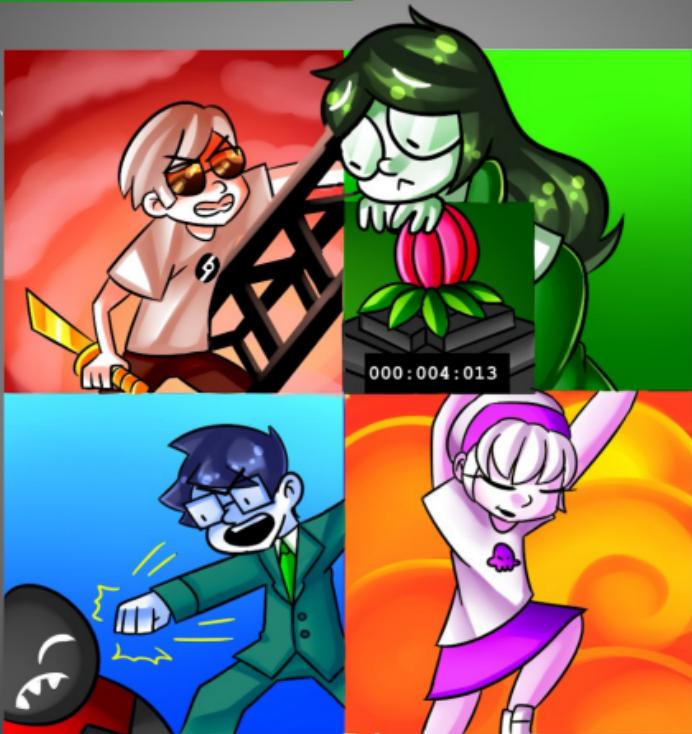
# Stable Time Loops and Paradoxes

Urban Forrest By: CALIKID - The clock is ticking and you and your friends are \*doomed\*. Or are you?

Who's to say? But you gotta act quick! The notorious song heard in the 13th flash of Homestuck.

(copyrighted by Andrew Hussie)  
remixed and remastered by yours truly. Completed with fantastical arpeggios and drops so massive you'll trip on your feet. Don't hesitate now, click that play button. (You know you want to.)

Art by: CALIKID



# Stable Time Loops and Paradoxes

Death by the Time to Gardenlovania  
(Bassline) By: PotatoBoss - I was originally just going to play Gardener as a cover, but then i realised that's completely unoriginal and i remembered i can play some other random songs. So i just mixed those in and improvised some parts of Gardener and you get this! Fun fact: i had to play this like 30 times over because i kept fucking up (wow that wasn't fun at all).

Art by: questionedSleeper



# Starsetter Time Loops and Paradoxes

Starsetter By: CALIKID - Ahh yes. The rain. Your friends. Your friends and the rain. But under an umbrella of course.

Kick back and relax as you listen to this chill jam inspired by Toby Fox's Moonsetter. It's truly a masterpiece.

The melody is so sweet that people can't help but make remixes of it, which is exactly what this is. A remix of just that. With ambience and a sick beat, this song fills every need fitted to \*survive\* on a barren planet that you made with your chums in a video game that may or may not destroy the world.

Art by: nyanbuttcheeks

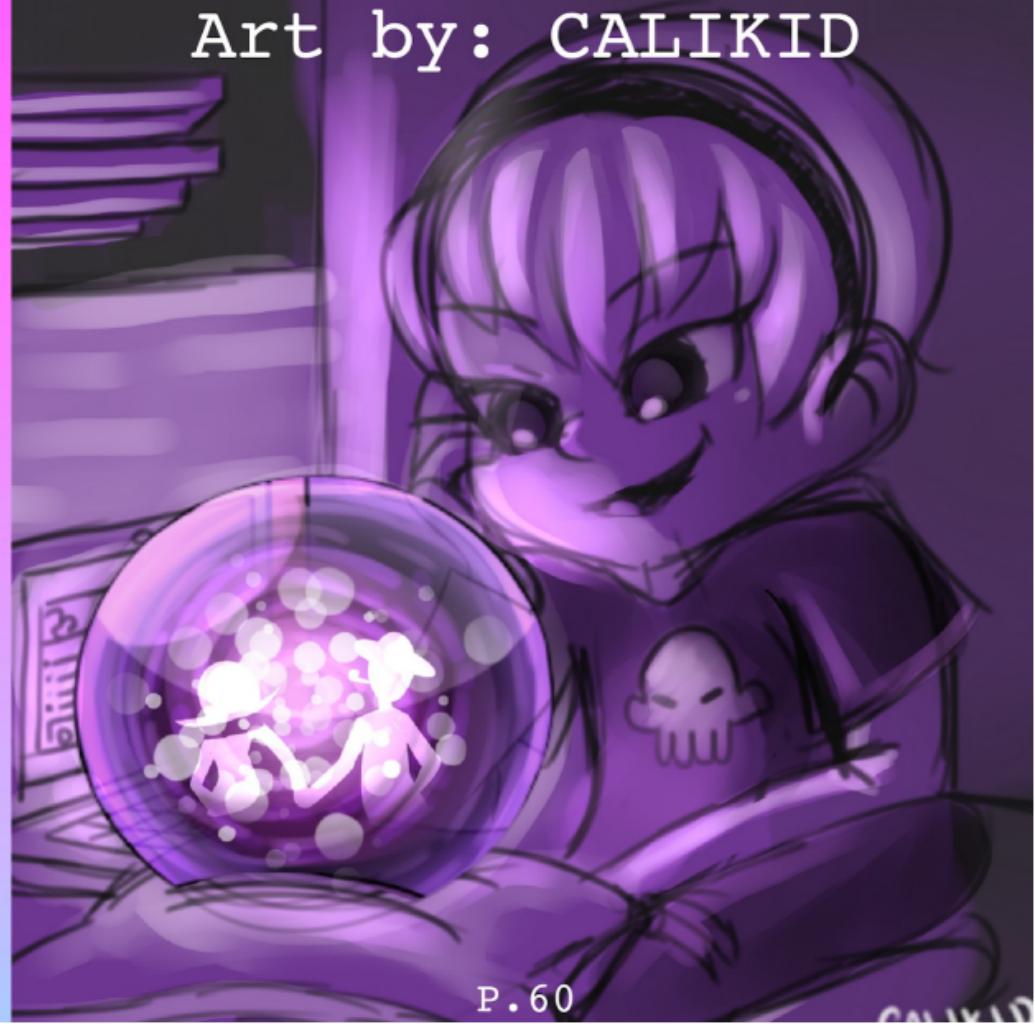


=Starsetter=

# *Stable Time Loops and Paradoxes*

Endless Dreamers By: CALIKID -  
I was originally planning on  
doing Endless Climb but somehow  
in the middle it changed to  
Derse Dreamers too so I decided  
to go with it. It's full of  
action and heavy saws. I  
thought it would be cool to add  
a bit of a mellow sound to the  
beginning though so I went with  
that. I hope you like it!

Art by: CALIKID



# Stable Time Loops and Paradoxes

Cue the Curtains By: apatheticPianist - Somewhat ironically, this song actually came before 8r8k the 8ottle - when I joined the album, a song themed around EOA6 / Collide was the first thing that came to mind, and this is the result! As you've probably noticed, it's separated pretty evenly into four parts: first Vriska vs. Lord English, then Terezi and the Striders vs. Lord Jack and Spades Slick, then the HIC fight, and finally an ending meant to call back (forward?) to Act 7. Also, giant thanks to PotatoBoss for mastering it and 8r8k the 8ottle - they definitely wouldn't have had that extra Homestuck kick without his help, hehe. Aside from that, nothing much else to say about it - it's a giant pile of motifs that I really enjoyed composing!

Art by: SoulOfWoods

