# The Homestuck Discography
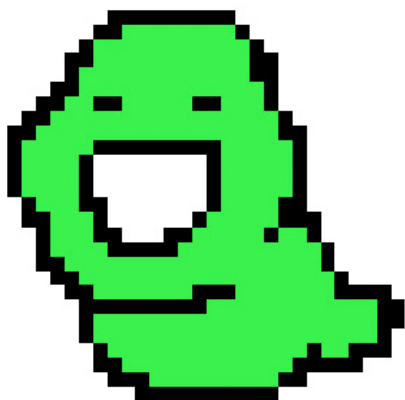
### A Documentation By TirantBacon

## Homestuck Vol.1

*Released - August 9th, 2009*

*1.*

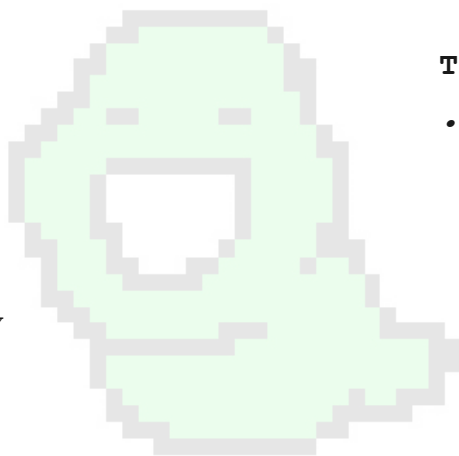| Track# | Title | Artist |
|---|---|---|
| 1. | Showtime (Piano Refrain) – | Kevin Regamey |
| 2. | Harlequin – | Mark "AgentParsec" Hadley |
| 3. | Showtime (Original Mix) – | Malcolm "XVI" Brown |
| 4. | Sburban Jungle (Brief Mix) – | Michael Guy Bowman |
| 5. | Aggrieve (Violin Refrain) – | Andrew Huo |
| 6. | Sburban Countdown – | Michael Guy Bowman |
| 7. | Aggrieve – | Mark "AgentParsec" Hadley |
| 8. | Showtime (Imp Strife Mix)– | George Buzinkai |
| 9. | Nannaquin – | Mark "AgentParsec" Hadley |
| 10. | Skies of Skaia – | Mark "AgentParsec" Hadley |
| 11. | Aggrieve (Violin Redux)– | Andrew Huo/Mark "AgentParsec" Hadley |

## HOMESTUCK VOL.1

## Music Artists involved

- *Andrew Huo*
- *George Buzinkai*
- *Kevin Regamey*
- *Malcolm "Dragon XVI" Brown*
- *Mark "AgentParsec" Hadley*
- *Michael Guy Bowman*

## Track Artists

- *Andrew Hussie*

# Showtime (Piano Refrain)

*By - Kevin Regamey*



*To be honest, I've fallen off the MSPA train pretty hard. This has undoubtedly been the busiest year (or two) of my life, and I am only now returning to reacquaint myself with what the heck is up.*

*Malcolm wrote the chiptune version of Showtime first. I heard it, dug it, and created a piano arrangement just for the hell of it. Like Malcolm has said - earlier on, we didn't necessarily know what we were writing for, so we just wrote whatever spoke to us. I had posted a "Work in progress" version to the music boards, and I received some positive feedback. Positive enough for me to elaborate it into a full piece. As luck would have it, Andrew was finishing up the first playable page of Homestuck just as I posted the full version. As such, I was lucky enough to have the honour of first musical appearance in Homestuck, but most of the credit should certainly go to Malcolm - for defining John musically at such an early stage of the game, and for being the sole inspiration behind this track.*

*Oh, side note: My midi keyboard was misbehaving when I wrote this, so every note of the piece was clicked into a sequencer. D:*