



For Immediate Release

## DEADCODE TO RELEASE BRAND-NEW SELF-TITLED ALBUM ON NOVEMBER 18<sup>TH</sup>, 2016

ALBUM AVAILABLE NOW FOR DOWNLOAD AND STREAMING AT [deadcodeband.com/store](http://deadcodeband.com/store)  
AVAILABLE NOVEMBER 18<sup>TH</sup> AT ONLINE RETAILERS EVERYWHERE



November 11th, 2016 - (Portland, OR) Portland area rock band Deadcode have announced that they will officially release their eagerly awaited self-titled debut album on November 18<sup>th</sup>, 2016. The album is currently available for pre-order, download, and streaming beginning today at [deadcodeband.com/store](http://deadcodeband.com/store). Physical copies will be available for purchase in late November. The album was written, produced, recorded and mixed by Deadcode, and mastered by Grammy Award-Winning mastering studio Mercury Mastering.

Deadcode will hit the road in early 2017, beginning with shows throughout the NW area, followed by appearances in neighboring cities and states. Please watch [deadcodeband.com](http://deadcodeband.com) for upcoming tour dates. The NW alternative metal/hard rock quintet Deadcode feature; Matt McGuire (vocals), Eric Happe (guitars), Josh Brewer (guitars/keys), Brandon Happe (bass), and Davis Brown (drums). Prior to Deadcode, Eric and Brandon were members of the eclectic instrumental act Protoplanet, while Davis was a founding member of the blues-rock Ty Curtis band, and Matt was a member of the hard rock band RPA. Josh is a member of the progressive-metal band Dusks Embrace. Deadcode formed in 2014, and together they create a complex clamor of intense vocals, sprawling guitars, propulsive drumming, and heavy basslines.

The track-listing for the self-titled (**DEADCODE**) album is as follows;

1. Kingbreaker
2. Ignite
3. Red Archades
4.  $v=H_0D$
5. A Well Fed Lie
6. Set and Osiris
7. Matchbox Funeral
8. Stasis
9. The Mend

For further information, please contact Deadcode at [info@deadcodeband.com](mailto:info@deadcodeband.com)  
Facebook — [deadcodeband.com](http://deadcodeband.com) — Store