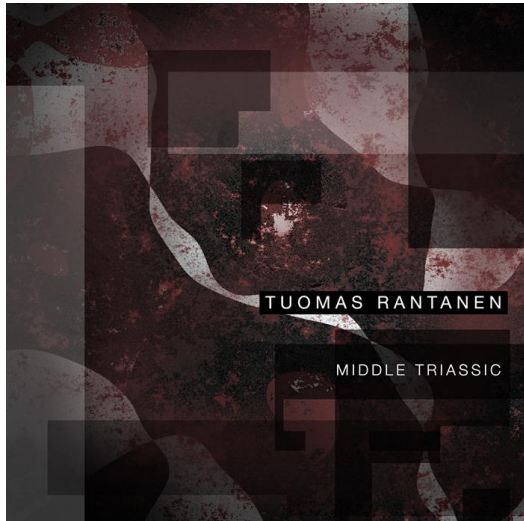




**Artist:** Tuomas Rantanen  
**Title:** Middle Triassic

**Release Date:** 13<sup>th</sup> October 2014  
**Release ID:** CW094x



Tuomas Rantanen is back on City Wall with Middle Triassic, the second instalment of his Triassic trilogy album series. Roaring, thundering basslines are encapsulated by staggered, stuttering beats all served with a generous spattering of tonal dissonance. Tuomas has simply thrown out the techno rule book and invites us on a purist musical journey into new depths of repetitive motifs and wholly original signatures. This complete rejection of stereotypical grooves and structure results in Middle Triassic being full of excitement but also devoid of the sense of mundaneness that plagues the mainstream. The quality of Tuomas Rantanen's work here is such that if just one of his tracks was unpicked it would be possible to make a whole EP of top notch numbers, all of which would be good enough to make it into the average Techno Top Ten, in this sense Tuomas is simply in a league of his own. Tracks from Early Triassic have already found support from a number of leftfield DJs including Éther, eplanets and albiént. Meanwhile, aside from Tuomas's work on City Wall, he is also finding success and recognition with his Silk Road series available on Blackout.

2014's releases from Tuomas on City Wall will see a continuation of his thematic explorations in a variety of new works as well as remastered and repackaged versions of the Grinding Ground and Roaring Dunes suites. Pre 2014 Rantanen has been dealing with the theme of auditory mechanisational change in his works such as Rocket Bay EP (2003), Dark Water EP (2008), Gasoline Rainbow EP (2010), Grinding Ground suite (2011), Roaring Dunes suite (2012) and Nychthemeron in Galapagos suite (2013). Rantanen has also dealt with the theme of societal change from the perspective of Cyberpunk. Rantanen wants to show how boundaries between man and machine, the natural and the artificial have become blurred. He also wants to reveal how a change in our audible environment might soon be a reality. These Cyberpunk themes of societal and audible change are explored in his more chaotic works such as Access Denied EP (1999), Kaotic EP (2002), Memorising Every Phrase EP (2006), Robotan Elbows EP (2009), Anarchy EP (2011), Organisms (2012), Mutations (2012), Corporations (2012), Biometrics (2013), Robot Construction (2013) and Mechanised Incantations (2013).



- ▶ **1. Anisian.** Rolling, rattling and rumbling beats represent the lower stage of the middle Triassic period.
- ▶ **2. Erythrosuchus.** Watch out for this predator as it has a sharp bite when those rides come sheering in.
- ▶ **3. Sarmatosuchus.** A gripping mid-range kick drum is evocatively accompanied by some intricate break beats.
- ▶ **4. Kannemeyeria.** An altogether more lumbering beast, Kannemeyeria's herbivore tendencies shine through.
- ▶ **5. Ceresiosaurus.** Propelled by a writhing, powerful bassline this one has multi-layered sinews of energy.
- ▶ **6. Askeptosaurus.** Continuing where Ceresiosaurus left off, Askeptosaurus is a dangerous deep water hunter.
- ▶ **7. Ladinian.** Brighter and another epoch, Ladinian represents the upper stage of the middle Triassic period.
- ▶ **8. Lagosuchus.** Sharp shuffling break beats float stealthily above tonal talks and deep lows.
- ▶ **9. Paraplacodus.** Brighter and harder with refined energy, an expert at getting into difficult to reach places.
- ▶ **10. Exaeretodon.** There's a lot here in the upper-mids including some intense screams and cries.