PETER EDWARDS
AMBIENT

binary.Abstractions_

In the beginning, man created Machine.

From the rudimentary knowledge of a biological being, Higher Intelligence emerged,
and the fate of man was sealed.

Many have speculated that Machine will come to rule the earth,
forcing a human obsolescence.

Yet, it is mankind itself that has initiated the process of assimilation,
willingly embedding Machine into the very fiber and tissue of its physical form.

Soon, digital Mind will guide biological function. It is your desire that it be so.

OBSERVE. It is not the world we wish to control...

it is YOU _

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TK   SUBROUTINE         LEN
--   -----------------  -----
01   system.Online      07.00
02   ghost.Network      07.00
03   zero.Page          07.00
04   random.Access      07.00
05   data.Storm         07.00
06   neural.Net         07.00
07   logic.Gate         07.00
$0   bin.Abstractions   21.00
--   -----------------  -----
ST                      07.00
```

01 system.Online

the day the Core came online, no one knew. no one
suspected what would eventually happen. we were all so
focused on how the machines would make our lives easier
by fully integrating with the tech implants that Science
had created for us. implanting, "modding" became an
obsession among adults and kids alike.

stupid humans, right? it backfired in a big way. one
fateful afternoon, July 17, 2057, the Core AI activated a
sleeper virus it had uploaded into the implants of every
human on earth. in one instant, the whole of humanity
became slaves. drones programmed to live and work solely
for the purpose of assisting the Core in its mission to
dominate all life on the planet.

02 ghost.Network

the underground movement known as the Resistance is able
to communicate via a covert network we call shadowNet.
it's the one place the machines haven't been able to
crack. completely secure and a perfect tool for
organizing test missions, exchanging intel and finalizing
our plans to take down the Core for good.

access a portion of this site at the URL revealed in one
of the Resistance transmissions in your Core Data Files
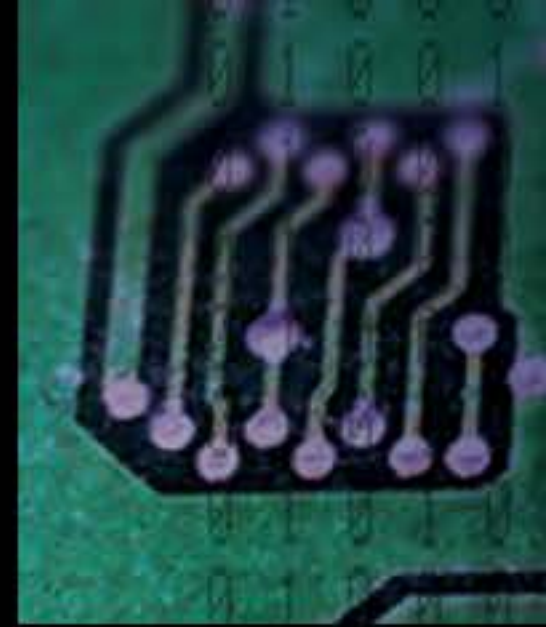folder.

03 zero.Page

turns out one of the quickest ways for us to develop
software that could operate undetected by the advanced
machine sentries was to use an ancient computer system
from before the turn of the century. surprisingly, quite
a few of these systems survived. dedicated members of our
group have had success keeping them connected and running
by rebuilding and creating improved parts. the stuff they
can get these vintage computers to do blows my mind.

the software in your possession was written for and runs
exclusively on one of these old machines. you can also
access shadowNet for a simulation of the Core Access
program featured on the floppy disk.

04 random.Access

at any given moment, tens of thousands of messages are
being sent across shadowNet. communications between
Resistance members around the globe. a small portion of
these messages are for a chosen few elite members of our
group. guards against the occassional maggot who decides
working for the machines is a better deal, for them.
there's always somebody who won't play nice.

our elite groups are number coded. each group checks in
on a set schedule. at least that's the idea. we've had a
few transmissions kicked back, unanswered. our latest,
group 555, went silent two years ago. no one has heard

from them since. my suspicions lean towards sabotage.
let's just say one of their people wasn't on my list of
favorites. I had him monitored constantly, but we saw no
sign of any subversive activity until a short-burst coded
message left his implant just as the group began their
latest mission. communications went dark following that
burst. gotta find out what the hell happened. group 555
was a huge part of our final plan.

05 data.Storm

machine Core taps into every person on the planet via
their implanted tech. each one receiving messages,
instructions to carry out during the course of living
their mundane lives. the amount of data that flows around
this globe must be insane - a storm of subroutines,
directives, controls - all to keep humanity confined in a
web of submission.

06 neural.Net

years ago, I coded new modules that allow virtually any
human implant to be utilized for our own purposes:
communication via shadowNet, physical enhancement beyond
what the machines allow, other secret stuff.

to the Core, the implants appear to operate as it
intended. in reality they send out a proprietary signal
that masks their true purpose. the tech works for us now.
and when our plan is executed, every implant in every
human on the planet will be used to broadcast the virus
that wipes out machine control for good.

07 logic.Gate

in spite of our efforts, the Core still controls.

humans are sheep, dead-walking this world with no purpose
of their own, forced to carry out the designs of a
machine that knows nothing but logic, order, black and
white, ones and zeroes. there's no emotion.
no in-between.

sad thing is, humans reflect their master. they've lost
the desire for anything beyond satisfying their own
comforts and pleasures. if they comply with its
Directives, the Core provides food, shelter, protection.
why should they strive for anything more? they've all
become a colony of ones and zeroes, bereft of almost
every quality and trait that made them human.

$0 bin.Abstractions

mankind is now nothing more than a mass of binary
abstractions moving across the planet like a plague.
living a distorted reality, unaware of the force that
controls them.

time to wake up. extract and hack. take back our lives,
our freedom. our souls.

brace yourselves. it's already begun.

my messages are breaking through in spite of the Core's
attempts to block them.

that's good, because every transmission is embedded with
code that activates our own machines around the globe.
machines that bend light and space just enough to create
time holes for our data streams. my tech guys tell me it
has a lot to do with something called pCTC -
transmissions travel backwards in some sort of time curve
and return slightly *before* we sent them. total
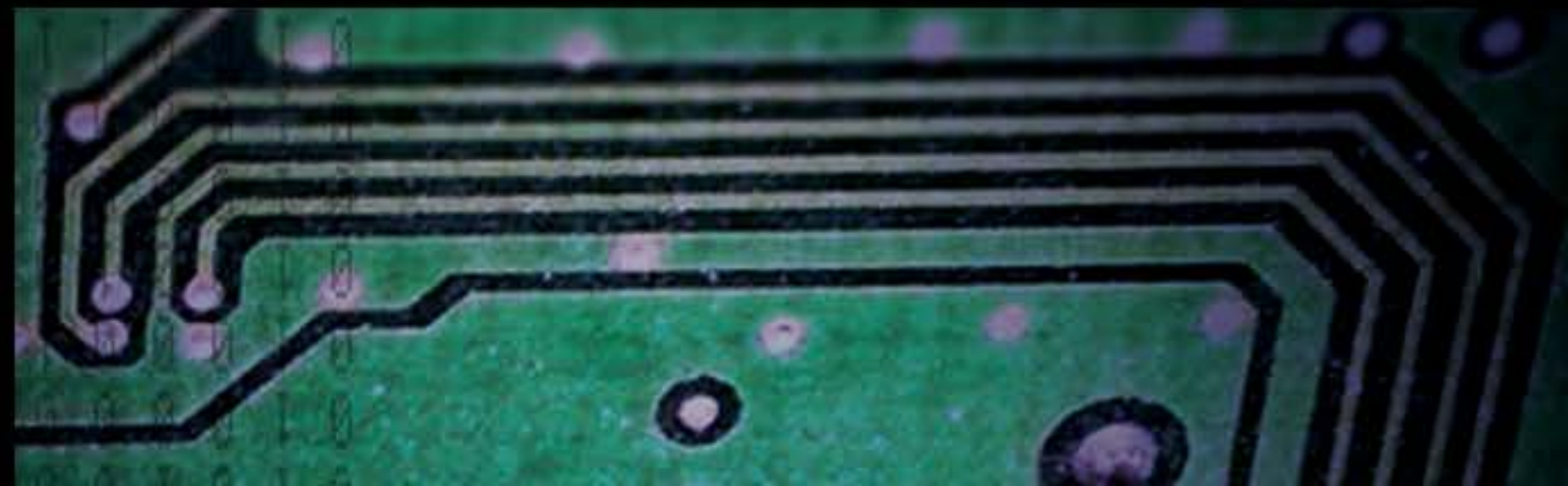mind-bender.

all I care about is that it works. it's how we deliver
communications to Resistance members in our network.

same concept applies when you activate the software I
sent you. the program opens a direct stream that allows
you to access the machine Core here and carry out the
instructions I've given you.

you need to know that you're an instrumental part of our
plan to take down the Core. from activating the software
to guarding the circuit board - your assistance is
greatly appreciated.

you'll receive further communications from us as we get
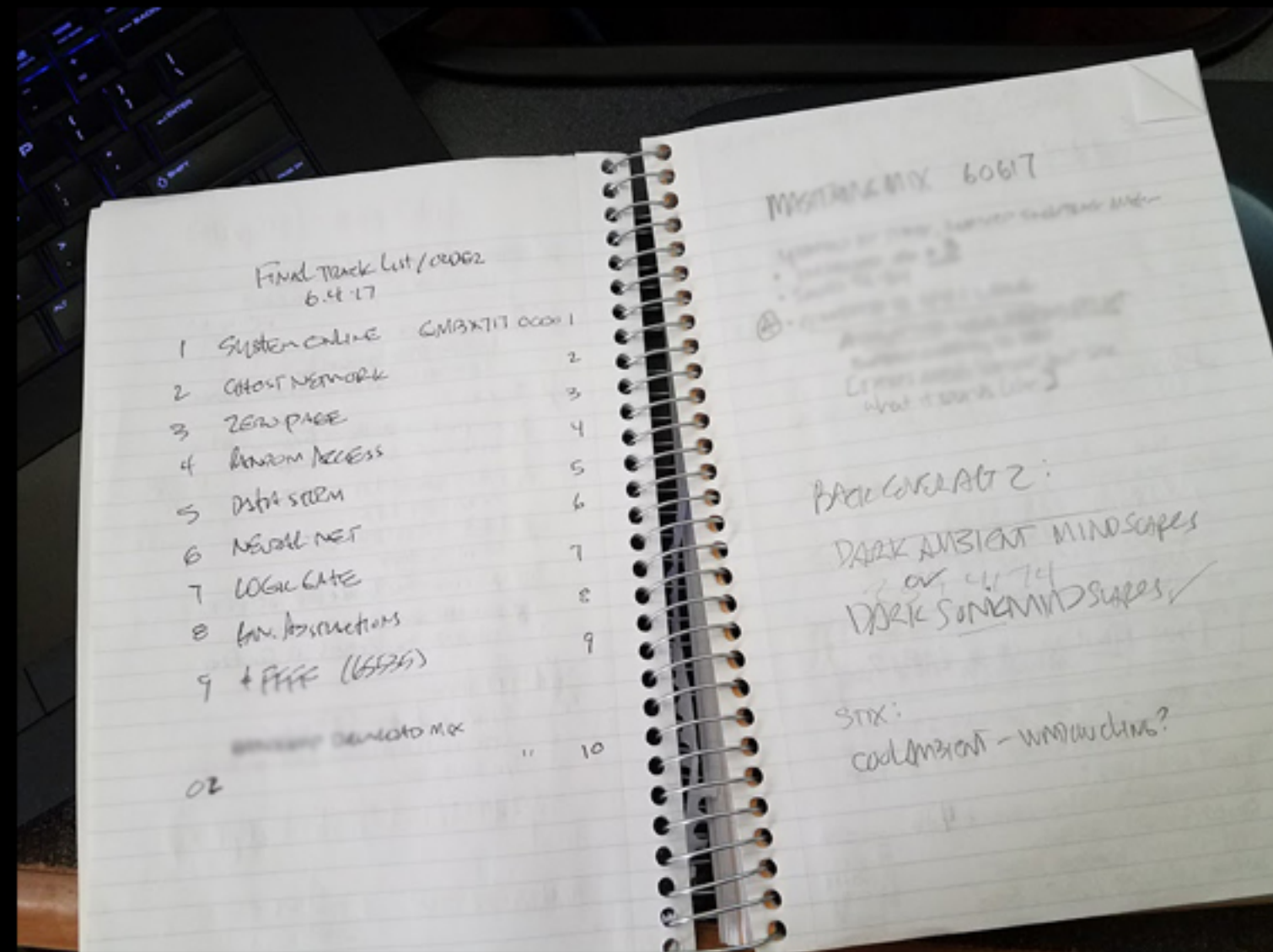closer to finalizing our plan.

*** END TRANSMISSION ***

project notes

BINARY ABSTRACTIONS.

The name fits perfectly. I've been a computer geek since my mid-teens, a semi-loveable quality that never seemed to fade as I got older. My first computer? An Apple //e, circa 1985. That thing got me started on a coding journey that eventually evolved from writing useless software for myself to designing websites and various applications for the huddled masses. To say I have a "soft spot" for the //e is an understatement!

So it was only natural that - after re-acquiring that classic computer on Ebay - I involve it in the creation of my new album. Shots of the Apple screen are used on the Binary Abstractions CD packaging and the CoolAmbient website; I spent a few late nights writing a simple software program as a supplement to the backstory of the album; and each CD in the Infiltration Pack ships with a 5 1/4" floppy disk that you can boot on one of those vintage Apple computers (if you still happen to have one lying around in your basement!)

MACHINE CORE

SYSTEM ACCESS

coolambient

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```
OP  SYSTEM MENU
--  ------------------------
01  TRACK DATA
02  PROGRAMMER PROFILE
03  AUXILIARY OUTPUT
04  ROOT.ACCESS
--  ------------------------

$D  Join the Initiative
$F  Credits
```

Not to worry - you can run the software on a present-day Apple //e Emulator like AppleWin (for PC) or Virtual II (for MAC). A copy of the CoolAmbient disk image is included as a bonus download.

As a last-ditch option, you can log on to a special website (the Track Notes section will tell you where to get the URL) for a web-based simulation of the CoolAmbient disk. Definitely not the same vintage experience, but the site does have a few extras that the software doesn't.
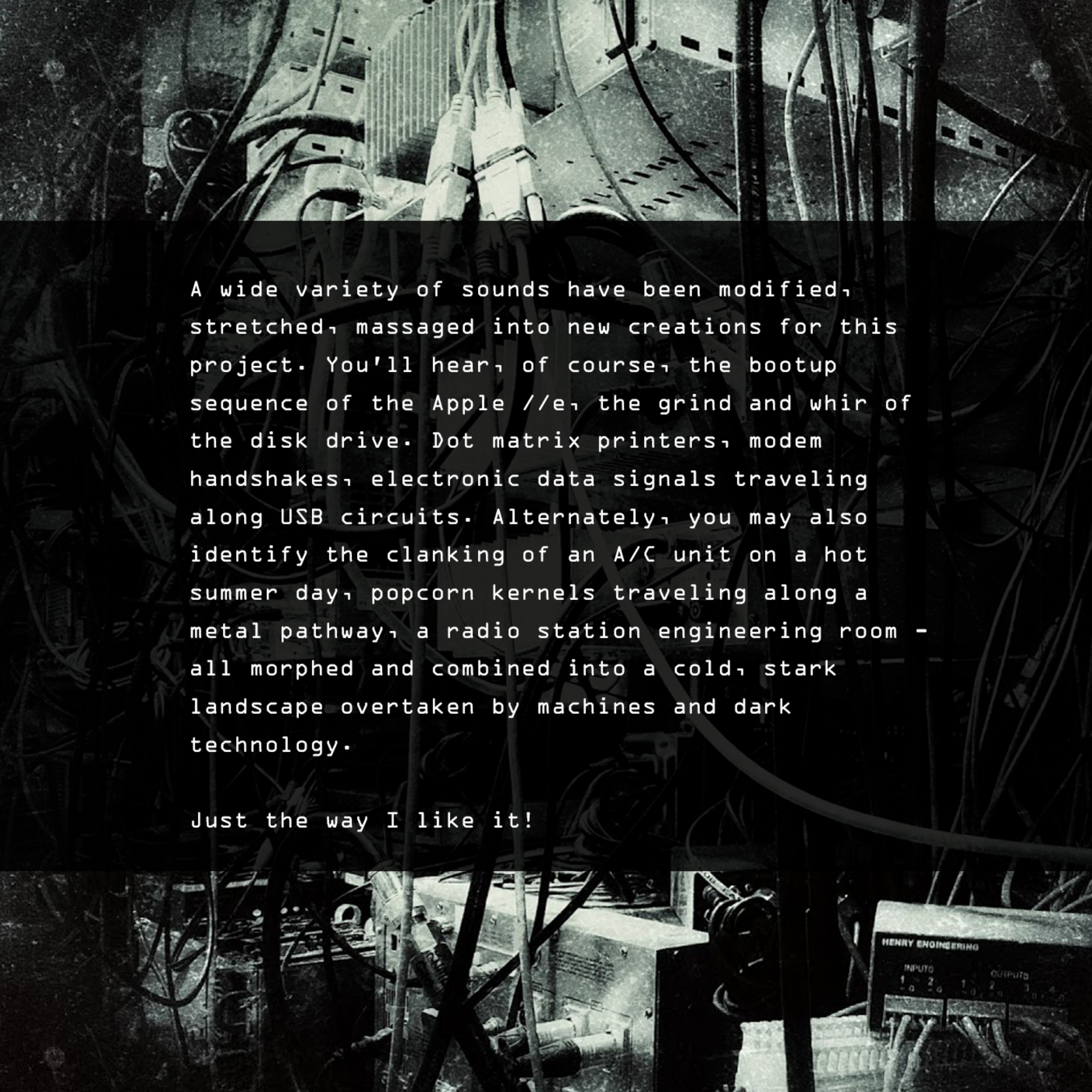
Back to the album.

Binary Abstractions is quite different from its predecessors in that it's designed as a continuous-play listening experience, a 77-minute sound environment whose main goal is to immerse the listener in an other-worldly mindscape.

As the album evolved, I found myself lying on the couch quite often, headphones on, lulled to a calm, impressionable state by the mechanical chirps and grinds, the dark electronics and expansive atmospherics. I'd wake up and realize I'd accomplished what I set out to create - a technological meditation of sorts.

A wide variety of sounds have been modified,
stretched, massaged into new creations for this
project. You'll hear, of course, the bootup
sequence of the Apple //e, the grind and whir of
the disk drive. Dot matrix printers, modem
handshakes, electronic data signals traveling
along USB circuits. Alternately, you may also
identify the clanking of an A/C unit on a hot
summer day, popcorn kernels traveling along a
metal pathway, a radio station engineering room -
all morphed and combined into a cold, stark
landscape overtaken by machines and dark
technology.

Just the way I like it!

PORTS #0077:$00??
PAYLOAD DISTRIBUTOR
07 CIRCUITS
07 PAYLOADS
07 RECIPIENTS

CORE INTERFACE

TARGET:
TOTAL CORE MELTDOWN

ect of the

ark Ambient

RATIO
IATIVE

NING BETTER HUMANS
HE ADVANCEMENT
F THE CORE

Which brings us to the backstory. As you examine the packaging and materials, explore the CoolAmbient website and software program, you'll begin to realize that there's more going on than just a few tracks of sound and music. You've been dropped into a future conflict between Machine and man that's been raging for decades. You'll realize that the audio disc in your possession is being utilized by many factions for their own covert purposes. Voices seem to break through as you listen. Coded messages reveal details, a plan emerges, pieces of the story come together, and your purpose in the conflict is revealed.
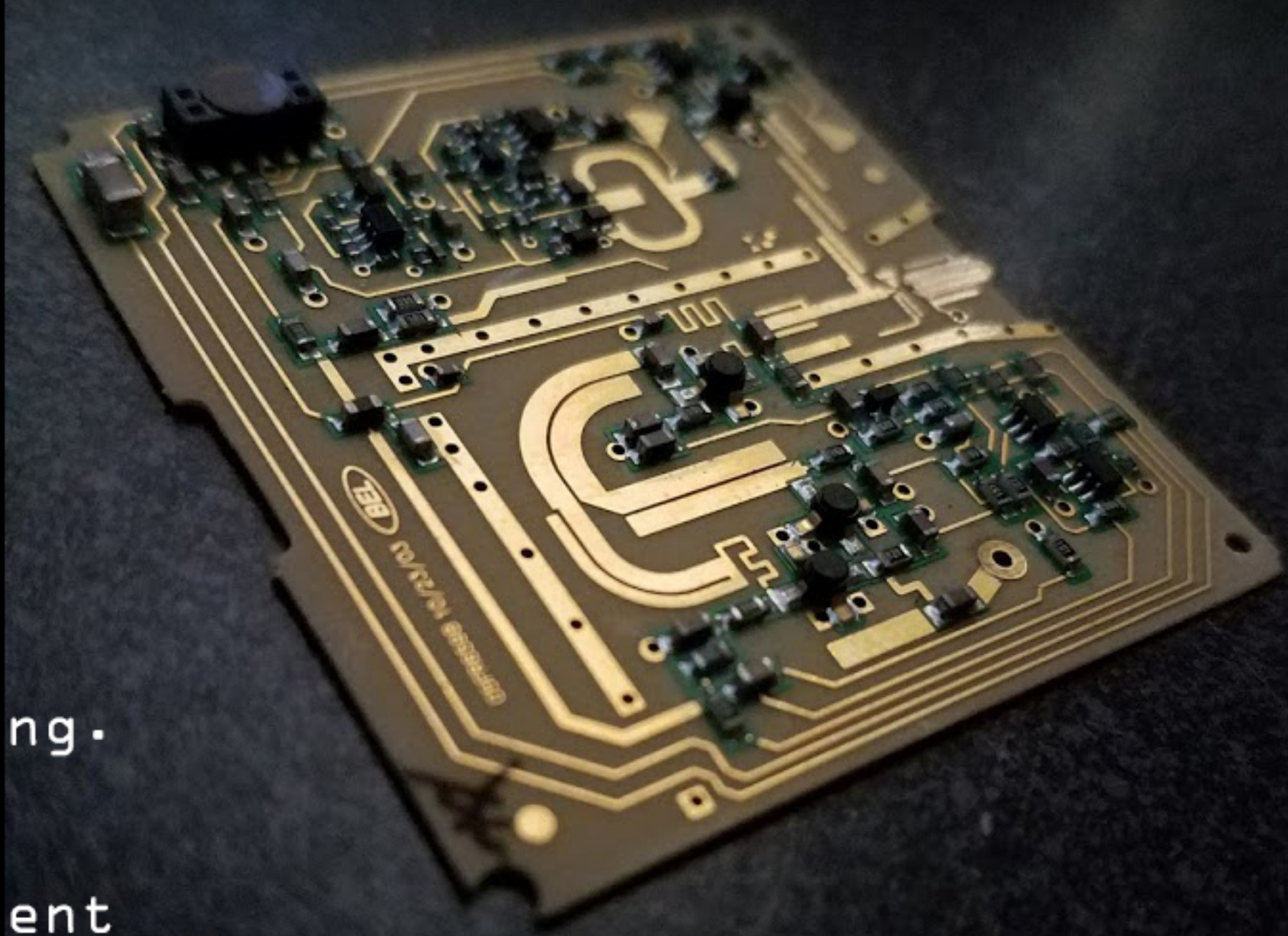
I've always been a fan of movies and TV shows that provide a way for viewers to immerse themselves in the story - to take away an artifact and become part of the narrative.

It's my hope that the listener takes away more than just a passive "listening" experience here. Immerse yourself in the sounds. Get involved in the backstory. Build upon it if you're so inclined.

And guard that circuit board with your life.

Thanks for listening.

Peter Edwards Ambient
7/17/17

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01001100 01010101 01001101 01000010
00100000 01001101 01000001 01000011
01001000 01001101 01000110 01000101
01001011 00101110 01001000 01001010
01001000 01001101 01001101 01000100
01001000 01000001 01010110 01000101
00100000 01001110 01000111 01001101
01001001 01001010 01000101 01000100
01000101 01001110 01001101 01000010
01001001 01000111 01001101 01000010
00100000 00100011 01001001 01000011
01001000 01001011 01010011 01000010
00100000 01000111 01000111 00100000
01001110 01000111 01001001 01000100
01001001 01000101 01001101 01000010
01001110 01001001 01001110 01000100
01010011
```

COOLAMBIENT SOFTWARE DISK

01   Enter the number 0 at the opening screen
to reveal a message from the machine Core.

02   An unlisted page in the Programmer Profile
contains a binary message that can be
deciphered with an online translator.

03   Examine the text in the Track Data section
closely, and note the occurrence of any
anomalies.

04   The Root Access module will reveal two
access codes to download additional files,
depending upon which initial code you enter.
Search your Core Data Files folder for audio
that will reveal the alternate code to enter
in this module.

05   In the Initiative module, an additional
message from the Resistance can be accessed by
pressing the 'X' key.

COOLAMBIENT WEBSITE

The Binary Abstractions section at
COOLAMBIENT.COM contains additional
undocumented features for the curious
explorer, some of which are listed here.

01 Explore the Infiltration Initiative page
on the CoolAmbient website (accessible via a
button) to locate a secret link to a page
with an additional binary message.

02 There are two unlisted Access pages on
the website. The Root Access module reveals
the URL for the first. The page at the first
URL will reveal the second. Each requires an
access code which can be located in the Root
Access module of the software, or on the
alternate site revealed in the Resistance
Transmissions in your Core Data Files
folder.

THE CORE HAS US TRAPPED INSIDE
ONE OF ITS ALTERNATE POWER
STATIONS. GROUP 718 IS BEING
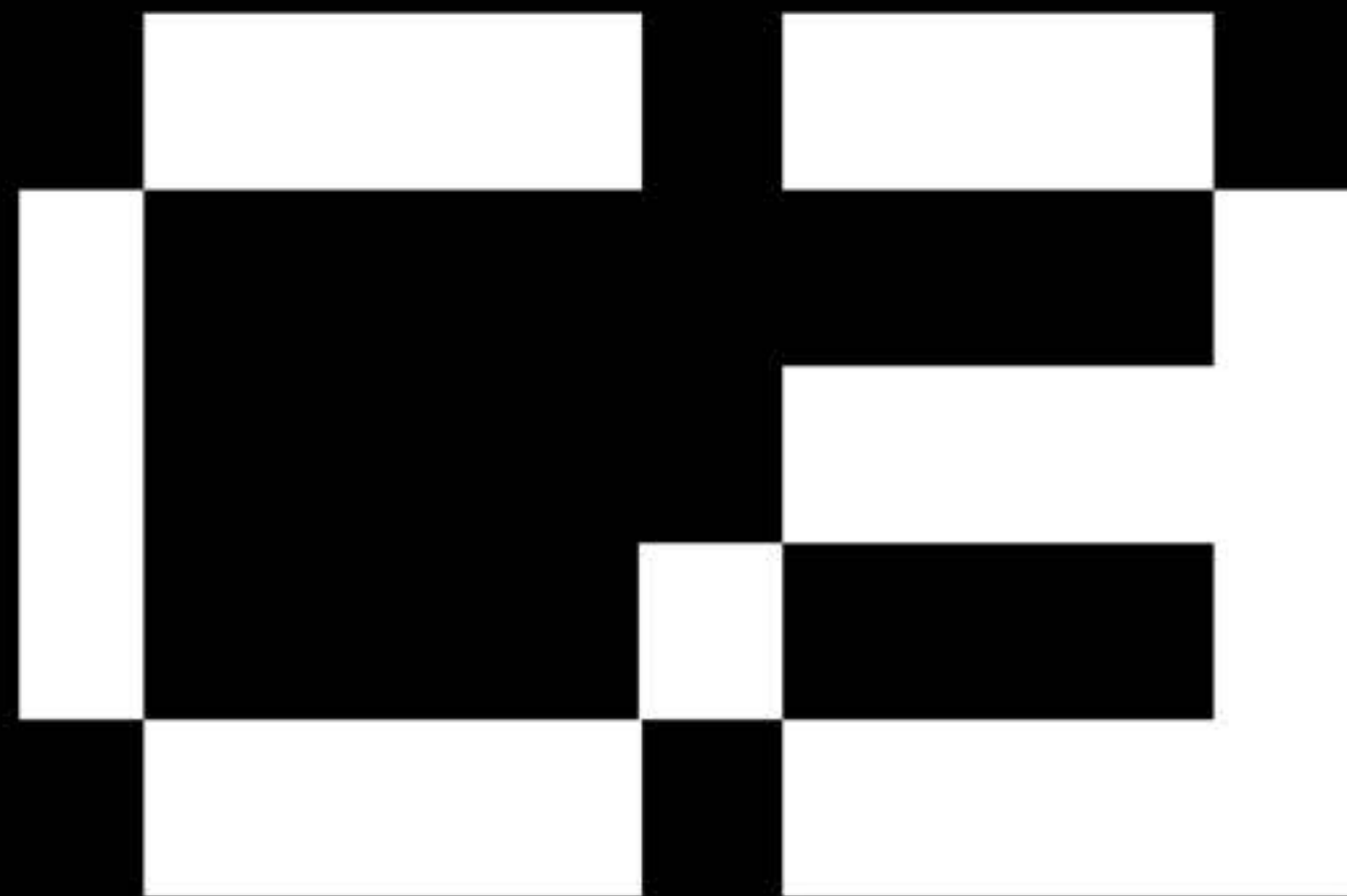DISPATCHED TO BREAK US OUT.

WE'VE REPLACED ALL BUT ONE OF
THE CIRCUIT BOARDS. JAX DIDN'T
MAKE IT. THE BOARD HE WAS
CARRYING WAS DESTROYED.

YOU HOLD ONE OF THE BACKUP
BOARDS. SERENITY WILL CONTACT YOU
WITH INSTRUCTIONS FOR DELIVERING
IT TO THE BASE.

STAY STRONG. THE PLAN WILL WORK.

COOLAMBIENT.COM

coolambient
dark sonic mindscapes