

Optimus Rhyme

School the Indie Rockers

Optimus Rhyme's *School the Indie Rockers*, their second full-length release on Narcofunk Records, has pushed the band beyond the Seattle scene to national and international recognition. Often associated with the up-and-coming "nerdcore" hip-hop scene, *School the Indie Rockers* shows why Optimus Rhyme both merits and transcends that categorization. Blending sci-fi themes with everyday life, this album perfectly expresses what it is to be a human being in a technological age.

Optimus Rhyme came together in Seattle in 2001. Club shows were booked and EPs were recorded, leading the band to sign with local label Narcofunk Records. Optimus released their self-titled full-length debut in 2004, expanding their influence and receiving airplay at indie and college radio stations up and down the West Coast.

Soon after they performed at the inaugural Penny Arcade Expo (<http://www.penny-arcade.com>), which was instrumental in igniting a grassroots international Internet following that is still growing today.

In 2006, the band entered the studio with legendary Seattle producer Jack Endino to craft *School the Indie Rockers*. Endino's trademark production mixed with Optimus Rhyme's uncommon musical stylings resulted in a record that is bizarrely catchy and totally unique. You will not hear another record that sounds like this.

Optimus Rhyme has twice been nominated by the *Seattle Weekly* as Seattle's hip-hop group of the year. They've played live on Seattle stalwart KEXP, been mentioned in *Wired* magazine, toured the East Coast with nerdcore legend MC Frontalot, won the Redhook Brewing Company 2006 Emerging Artist grand prize, and had two songs included on the soundtrack to the PlayStation 2 game *Greg Hasting's Tournament Paintball Max'd* (Activision).

They've also played *a lot* of ping pong.