

SO! Amplifies: Mega Ran and Sammus, The Rappers With Arm Cannons Tour

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Abstract

SO! Amplifies. . . a highly-curated, rolling mini-post series by which we editors hip you to cultural makers and organizations doing work we really really dig. You're welcome! — Throughout the month of March, nerdcore MCs Mega Ran (Raheem Jarbo) and Sammus (Enongo Lumumba-Kasongo) will be embarking on the “Rappers with Arm Cannons” Tour.

Keywords

Music (Subfield), American Studies, Black Studies, Diasporic Sound, Digital Media, Games/Gaming



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SO! Amplifies. . .a highly-curated, rolling mini-post series by which we editors hip you to cultural makers and organizations doing work we really really dig. You're welcome!

Throughout the month of March, [nerdcore](#) MCs [Mega Ran](#) (Raheem Jarbo) and [Sammus](#) (Enongo Lumumba-Kasongo) will be embarking on the “Rappers with Arm Cannons” Tour. Both artists independently based their monikers on two of the most notable video game characters to possess arm cannons, (Mega Man and Samus respectively), but they have since collaborated on [several songs](#) and [a SoundScan charting Castlevania project](#), as well as sharing the stage at numerous concert venues and conventions, and releasing individual albums and videos that have received international attention and critical acclaim. Now three years later the two teachers-turned-rappers have decided to take their show on the road alongside rapper and sound engineer Storyville (Matthew Weisse), who has recently joined forces with Mega Ran to release their February 2015 album “[Soul Veggies](#).”

The poster features a stylized illustration of Mega Ran and Sammus floating in space against a vibrant, colorful nebula background. Mega Ran, on the right, is wearing a light blue hoodie and dark pants, holding a large blue arm cannon. Sammus, on the left, is wearing a striped shirt and a black skirt, holding a grey arm cannon. The text at the top reads: "THE MEGA RAN (W/ STORYVILLE) AND SAMMUS PRESENT RAPPERS WITH ARM CANNONS TOUR MARCH 2015 IN A CITY NEAR YOU". Below the illustration, the text "DATES AND LOCATIONS:" is followed by a list of tour dates and venues. On the right side, there are logos for sponsors: "SPONSORED BY PLATINUMFUNGUS", "Radio Supa", "I GOT GAME PLAY", and "Step Into My Cipher Entertainment".

THE MEGA RAN (W/ STORYVILLE) AND SAMMUS PRESENT
RAPPERS WITH ARM CANNONS TOUR
MARCH 2015 IN A CITY NEAR YOU

DATES AND LOCATIONS:

- 3/5 - MANHATTAN, NY [HOME SWEET HOME W/ FANBROS SHOW] @ 9:15PM
- 3/6 - BOSTON, MA [PAX EAST - JAM SPACE, 109 ABJ] @ 7:30PM
- 3/6 - BOSTON, MA [PAX EAST - BUMBLEBEE THEATRE] - SCREENING @ 9PM
- 3/7 - BOSTON, MA [PAX EAST - SWEETWATER] @ 10:30PM
- 3/8 - SYRACUSE, NY [SINGERS KARAOKE LOUNGE] @ 7PM
- 3/9 - WATERTOWN, NY [FLASHBACK LOUNGE] @ 9PM
- 3/10 - ITHACA, NY [JUST ABOUT MUSIC] @ 7:30PM
- 3/11 - YELLOW SPRINGS, OH [SUPER FLY COMICS] @ 8:30PM
- 3/12 - CINCINNATI, OH [MAUDIE'S] @ 7PM
- 3/13 - COVINGTON, KY [L&G CON] @ 3:30PM
- 3/15 - FAYETTEVILLE, AR [SMOKE AND BARREL] @ 9PM
- 3/16 - AUSTIN, TX [NERD CARNIVAL - CENOTE] @ 11AM
- 3/17 - AUSTIN, TX [SXSW NERDCORE SHOWCASE - THE FLAMINGO] @ 8PM
- 3/18 - AUSTIN, TX [UGLYFEST - CHERRYWOOD COFFEEHOUSE] @ 3:20PM
- 3/19 - AUSTIN, TX [SCRATCHED VINYL SHOWCASE - DIVE BAR] @ 1:45PM

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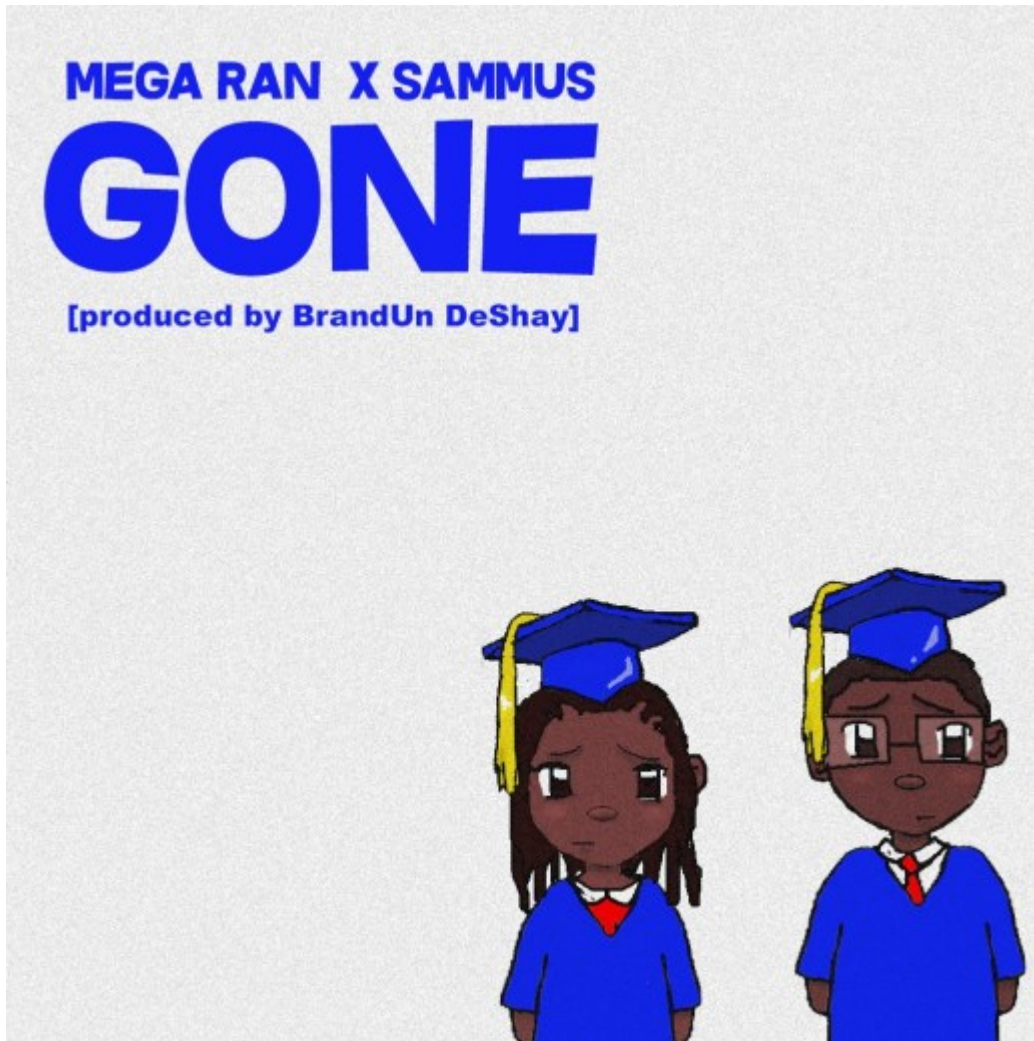
PLATINUMFUNGUS

Radio Supa

I GOT GAME PLAY

Step Into My Cipher Entertainment

While at first glance the name of the tour appears a bit tongue-in-cheek, it calls necessary attention to the growing presence of Black nerdcore artists like Mega Ran and Sammus who cast their experiences as people of color against the backdrop of nerd and geek culture. In Mega Ran's case, this has meant writing verses about his struggle to make sense of his Black nerd identity while growing up amongst a very rough crowd in Philadelphia. For Sammus, being a rapper with an arm cannon has largely meant reconciling her ideas about the lack of diverse representations of Black women in notable movies, games, and cartoons among other media forms.



Click to “pay what you want” to download the new Sammus X Mega Ran track “Gone” in support of “The Rappers With Arm Cannons” Tour: <https://sammusmusic.bandcamp.com/track/gone>

Both Mega Ran and Sammus began making beats on the Playstation game MTV Music Generator. Since that time Sammus has brought together the production styles of Kanye West, Daft Punk, Björk and various video game composers to produce beats that are rich with video game synths and uniquely chopped samples. Mega Ran has similarly drawn on his love of hip hop artists, such as Redman, Nas, and Busta Rhymes as well as music from video games such as Mega Man, Final Fantasy VII, and River City Ransom.

On Tuesday, March 10th, the tour stopped at Cornell University's Just About Music center where SO! Editors J. Stoever And Aaron Trammell sat down with the trio for a very frank and open discussion on how to survive and thrive as independent artists in the new music economy. Here's a choice sample of that conversation:



<https://youtu.be/qVPoc3Hs5VI>

The tour began on March 5th in NYC and will continue through March 19th with final stops in Austin, TX at this year's South-by-South-West (SXSW). For full details on all of the dates visit <http://sammusmusic.com/shows-tour-dates/>

Mega Ran on [Twitter](#), [Soundcloud](#), [Bandcamp](#), [Facebook](#), and [Megaranmusic.com](#)

Sammus on [Soundcloud](#), [Bandcamp](#), [Facebook](#), and [sammusmusic.com](#).

Storyville on [Soundcloud](#), [Bandcamp](#), and [Facebook](#).

Enongo Lumumba-Kasongo is a PhD student in the Department of Science and Technology Studies at Cornell University. Since completing a senior thesis on digital music software, tacit knowledge, and gender under the guidance of Trevor Pinch, she has become interested in pursuing research in the emergent field of sound studies. She hopes to combine her passion for music with her academic interests in technological systems, bodies, politics and practices that construct and are constructed by sound. More specifically she would like to examine the politics surrounding low-income community studios, as well as the uses of sound in (or as) electronic games. In her free time she produces hip hop beats and raps under the moniker Sammus (based on the video game character, Samus Aran, from the popular Metroid franchise).



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