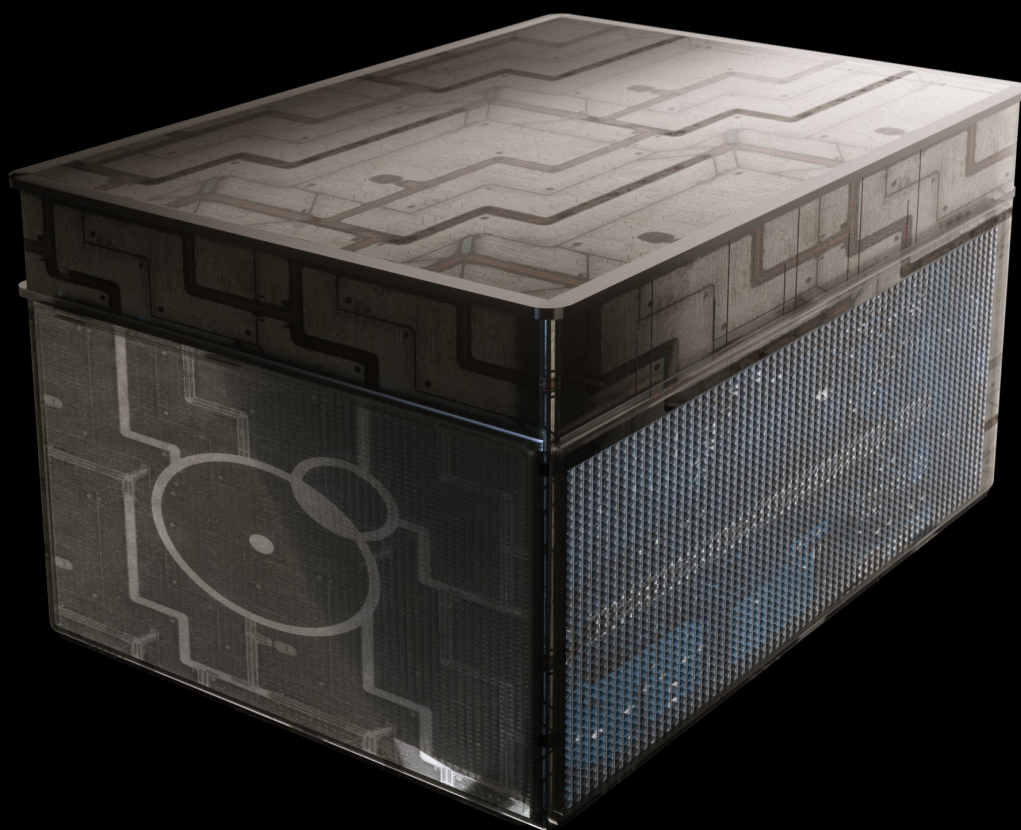


MYSTERY BOX

VOLUME 2 - RESONANCES



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Requirements

Mystery Box 2 requires a FULL version of Kontakt (v 5.8.1 or above), it **doesn't** support the free Kontakt Play. The .wav files contained in Mystery Box 2 can be used separately (in another software or hardware sampler, or just by dragging and dropping them on an audio track of your DAW), you don't necessarily need Kontakt to use them.

Written by Giuseppe Caiazzo
May 28th, 2021

INTRODUCTION

Mystery Box vol.2 is a sample library created by experimenting with the sound of resonant objects. We've selected and recorded a variety of resonant metals, from large junk bins to springs of different sizes and materials, from orchestral chimes to resonant bowls, plates and drums. Subsequently, we've digitally analyzed, re-synthesized and manipulated them by using a number of sound design techniques : the result is a collection of unique dark cinematic sounds, which sits on the edge between the authentic, organic character of the original samples and a more left-field, experimental sonic identity.

Mystery Box 2 contains an *hidden discount* coupon which can be used on **SELECTED TITLES** (please see Mystery Box 2 product page).

To obtain the discount coupon on S+OS and Zero-G, **find the lock combination on the GUI (or head to the last page of this manual..)**and get prepared for a serious jump scare: the coupon will show up right in front of you and you'll be able to use it immediately.

Will you dare to open Mystery Box 2?

1. MYSTERY BOX 2 – GUI Overview

Mystery Box 2 features 8 separate Kontakt instruments focused solely on one-shot samples.



Figure 1 - Mystery Box 2 GUI

They are divided in the following categories:

- Springs
- Impacts
- Metal Tympani
- Long Stretched
- Surreal Chimes

- Clocks – Rhythms (tempo synched)
- Granular Tones
- Bonus material

Each of these .nki instruments allows you to individually manipulate the samples in a variety of ways, from extreme re-pitching to playing one of them along the keyboard.

All the sample contained in the instruments can be individually manipulated from the GUI: every time you hit a keyboard to play a sample, the corresponding waveform is displayed at the bottom left of the UI and all the controls of Sample Offset, Envelope, Filter, Pitch and Volume are updated to the last sample that has been played.

ATT,REL	Controls the volume attack and release for each sample
HPF - LPF	Controls the high/low-pass filter applied to the current sample
RES	Controls the filter resonance applied to the current sample
Pitch	Controls the pitch of the current sample
Vol	Controls the volume of the current sample
Extend Sample Range	When activated, the range of the current sample is extended along the whole keyboard, allowing you to “play” the sample like a conventional chromatic instrument.

2. EXTEND RANGE

When Extend Range is activated, the range of the current sample is extended along the whole virtual keyboard, whereas the others are muted. This can be very useful to “play” the selected sample like a conventional chromatic instrument.

TIP 1: check the *Extend Range* function with the *Long Stretched* instrument. Find a sample with interesting tonal content, offset the sample to the beginning of the tonal region, set the volume Attack and Release to a proper value and start playing melodies and chords.

TIP 2: try the *Extend Range* on the *Metal Tympani* instrument to create a tuned resonant metal patch.

3. LOCKS AND HIDDEN COUPON

The lock sliders at the middle of the GUI are **not** a sound editing control. Their value range is 0 to 9, you will hear a mechanical clock sound when you click on them or change their value. Matching the right combination of values of the three locks will display a coupon that enables you to have a discount on selected titles. It will also scare you a lot.

But what if I don't want to bother solving the puzzle?

We get your point. When we released Mystery Box 1 last year, some people welcomed the puzzle idea very warmly, whereas other customers would have preferred to have the coupon straight away, with no further actions required on their side.

So, how can we be so mean to the second category of customers? Therefore....

SPOILER ALERT

Next page contains the winning code. If you want to enjoy the game , please CLOSE this document here, open Kontakt and don't look back EVER.

Otherwise ... just head to the next page.

MYSTERY50OFFZG