

## MYSTERY BOX 3 - Clocks & Rhythms - USER MANUAL

# MYSTERY BOX

VOL.3 - CLOCKS & RHYTHMS



## HOW TO INSTALL THE SNAPSHOTS OF MYSTERY BOX 3

Mystery Box 3 includes two Kontakt instruments, “MB03\_Clocks\_Sequencer.nki” and “MB03\_Clocks\_Loops.nki”.

Each of them comes with its own snapshot folder, respectively named MB03\_Clocks\_Loops and MB03\_Clocks\_Sequencer. In order to install the snapshots, please proceed as described below:

- 1) Extract the “MB03\_SNAPSHOTS.zip” file, included as a separate file in the whole download.
- 2) Open the MB03\_SNAPSHOTS folder, it includes the two subfolders MB03\_Clocks\_Loops and MB03\_Clocks\_Sequencer.
- 3) Copy both MB03\_Clocks\_Sequencer and MB03\_Clocks\_Loops folders and paste them to the following destinations on your hard disk:

**MAC:** System Drive/Users/<your username>/Documents/Native Instruments/UserContent/ Kontakt/

**WINDOWS:**

C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\

Once done, you will be able to see and use the snapshots in the both the instruments.

*If you experience issues with the snapshots after the installation described above, please follow this short tutorial to fix the problem: [https://youtu.be/D5SU\\_wR2bxM?t=51](https://youtu.be/D5SU_wR2bxM?t=51)*

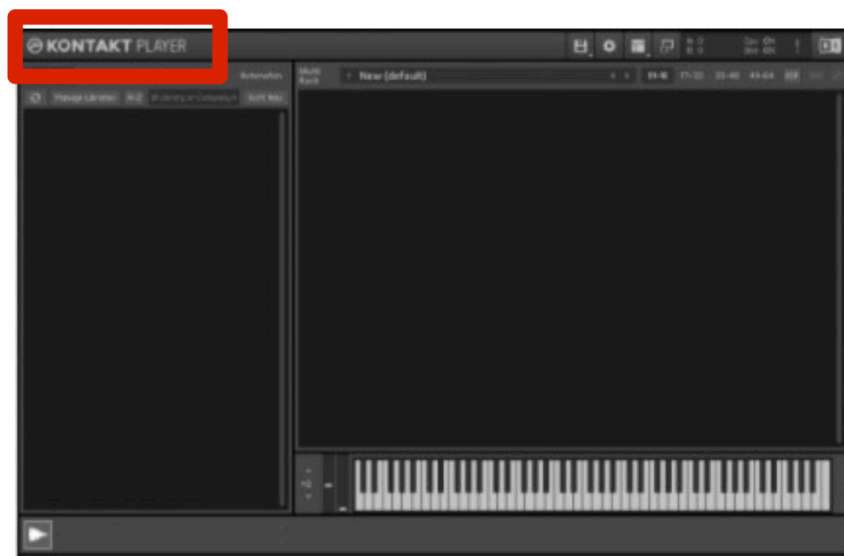
## TECH SPECS

Size (unzipped)	0.63 GB
Kontakt compatibility	FULL version of Kontakt 5.8 or above
Audio files format	WAV 96 kHz 24 bit
Delivery Method	Digital Download only
User License	Single User license, royalty free

### KONTAKT COMPATIBILITY (please read)

Like all the Silence+Other Sounds libraries released until this date (March 2022), **you need a FULL version of Kontakt (v 5.8 or above) to use the nki instruments, the free Kontakt Player is not compatible.** Please bear in mind that you can still use the wav files of Mystery Box 3 by accessing the sample folders, regardless if you own a full version of Kontakt or not.

If you're not sure which version you own, just open Kontakt and look at the top left corner of the GUI as showed in the red box in the image below.



In the case of the full version, you will only read "Kontakt".

## 1. CLOCK LOOPS

The Clock Loops instrument consists in a collection of tempo synced loops and cinematic one shots, created from several categories of sources (mechanics, machinery, metallic ticks, organic etc). Regardless of the master tempo in your DAW, the loops will always stay in sync. You can experiment by overlapping the several categories of loops to create interesting rhythmic combinations<sup>1</sup>.

All the rhythmic loops featured in the instrument have an original tempo of 60 bpm and length of 1 bar, they are tempo synced with Time Machine in HQ mode in Kontakt. So, even at very high or low tempos, the sound quality is not compromised.



<sup>1</sup> Kontakt allows a maximum of 8 loops playing simultaneously when Time Machine is in HQ mode, like in the case of this instrument.

Like in the previous chapters of Mystery Box, this instrument also comes with a Game page: if you solve the numeric combination of the puzzle, you unlock a discount coupon (please consult the Mystery Box 3 page to check the discount and products eligible for the coupon). In this case, the coupon will show up on the GUI and you'll be able to use it immediately. Also, it will scare you a lot.



The sounds in the Clock Loops instrument are divided in 5 layers:

One Shots	Highlighted in <b>BLACK</b> on the virtual keyboard	Range C0 - E0
2nd timing tempo synched loops	Highlighted in <b>PINK</b> on the virtual keyboard	Range F0 - D1
4th timing tempo synched loops	Highlighted in <b>BLUE</b> on the virtual keyboard	Range D#1 - C2
8th timing tempo synched loops	Highlighted in <b>CYAN</b> on the virtual keyboard	Range C#2 - A#2
16th timing tempo synched loops	Highlighted in <b>LIME</b> on the virtual keyboard	Range B2 - G#3

For each of the layers, it is possible to choose different categories, selectable from their corresponding menus.

Available categories for One Shots are **Booms**, **Dark Impacts**, **Low Organic Hits**, **Electronic Kicks**, **Metal Screaming Pings**, **Bleeps**.

For the rhythmic layers, you can choose from 4 different categories : **Mechanical**, **Metallic**, **Creepy** and **Organic**.

- **Mechanical** includes clocks and machinery loops from several sources like old clocks, rusty devices, faulty machinery, factory gear, cogwheel mechanisms, typewriters etc
- **Metallic** includes rhythmic loops from metallic sources industrial facilities, iron bars, resonant structures etc.
- **Creepy** features rhythmic elements from violins, squeaky devices, broken tape machinery, toys etc.
- **Organic** features rhythms created from footsteps on various surfaces, water drops, processed found sounds, wood, gas and hot water bursts.

You can combine all of the aforementioned as you please to create any sort of rhythmic tic-tocs and high-tension cinematic rhythms, ranging from subtle to larger than life.

For each rhythmic layer, you have independent control of **Volume** and **Pitch**, whereas the One Shots layer features Volume, Pitch and **Low Pass** filter controls.

Moreover, each rhythmic layer has an “**Half Tempo**” function, located below the volume sliders: very simply, when activated it halves the tempo or the samples in that layer. This can turn useful when working on tracks at high tempos (120 bpm or more), where 8th or 16th time signature loops can sound too “crowded” and noisy.

## 2. CLOCKS SEQUENCER

As the name suggests, this instrument is a simple sequencer where you can create mechanical rhythms with individual “ticks” sampled from different sources. Just **press and hold the B0 key (in green)** and the whole rhythmic sequence is launched.



More specifically, the Clock Sequencer consists in **three sequencer lines** running at once on the top of each other, that can be programmed independently. Each of them is composed of **4 rows** (4 samples) and corresponds to a different category of sounds, **Heavy, Mid and Light**.

Very simply, on the Heavy sequencer line you can program sounds of big machinery, huge metallic impacts and smashes. In the Mid line, you have sounds of ancient clocks and metallic machinery, in the Light line you find sounds like tiny ticks from small gear, clocks, typewriters etc.

For each line, you can independently select a different sound source from the menus on the left. Each sound source corresponds to 4 samples, one for each individual row within the same line. The individual Heavy, Mid and Light sequencer lines are **monophonic**, this means that just one Heavy sample (or Mid, or Light) can be played at once at each step.

When the three layers are played together, the result is a rhythmic sequence of detailed and interesting machinery/mechanical sounds: you can range from simple, 'square' tic-tocs, to more intricate rhythms, exactly as you'd do in a step sequencer or a drum machine.

The whole length of the sequenced loop is 1 bar. For each of the three lines you can select the grid resolution, ranging from 32th to 2.

Each line features an "**L-R swell**" knob: which controls the movement from left to right in the stereo image of each sound per step, according with the grid resolution. For example, with L-R swell turned to maximum and a grid resolution set to 4, the sound will hard pan from L to R at each sequencer step (4th time signature in this case).

Also, each line features **two randomisation buttons**, "**Seq**" and "**Sound**": the former randomises the position of the steps, the latter the sound source. These controls can turn very useful to create potentially endless rhythmic combinations.

Eventually, the Clock Sequencer instrument features a small FX section, including a "**Reverb**" and "**Compress**" knob. The Compress knob has been intentionally placed after Reverb in order to emphasise the texture introduced by the reverb. By increasing Compress, the compressor threshold is lowered and its output increased, to create a bigger and more aggressive sound.



### 3. GAME (spoiler alert)

The idea of putting a puzzle on the GUI that, once solved, unlocks a discount coupon has been warmly enjoyed by some customers and not particularly well received by others. That's absolutely cool, hey, pluralism is good!

So, if you belong to the second category, we got you covered: the very next page includes the winning combination of the puzzle: so, if you (comprehensibly) just want the coupon without spending further time, then just scroll down and enjoy.

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