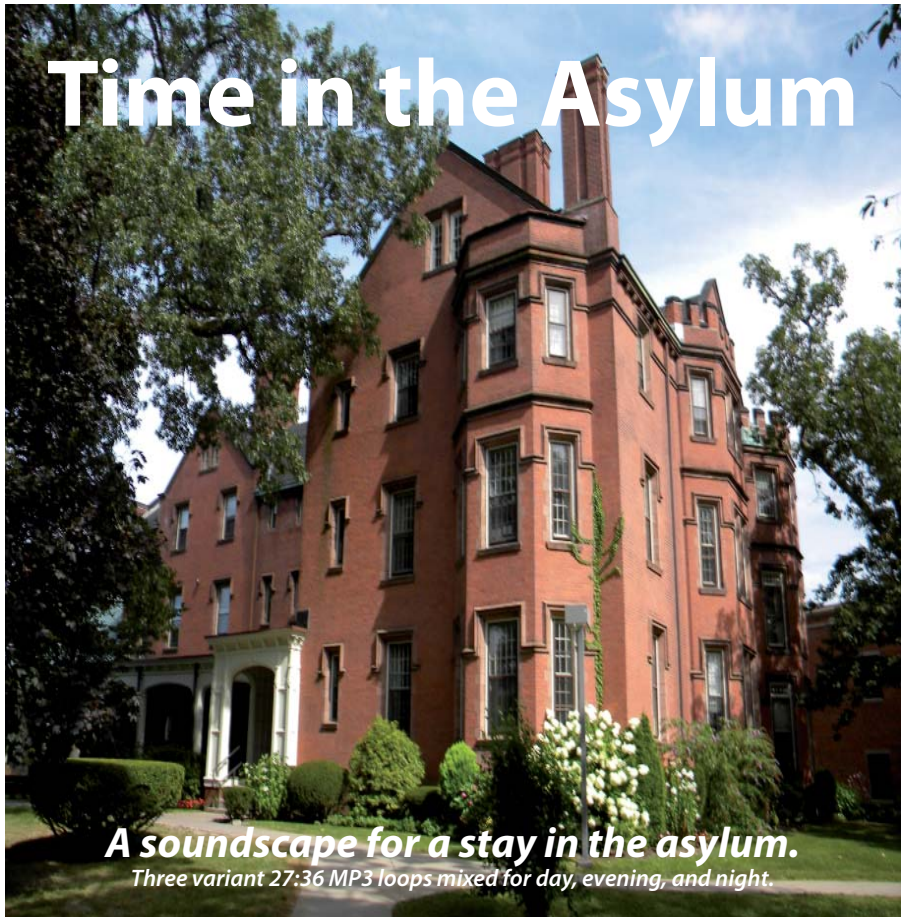


Time in the Asylum

Tracks (MP3)

1. Asylum Day Mix 27:36
2. Asylum Evening Mix 27:36
3. Asylum Night Mix 27:36
4. Something Comes and Goes (Bonus Track) 00:56

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Credits

Asylum Tracks
Environmental recordings and mix on all tracks by Andre Kruppa
Additional vocals by anonymous contributors

Bonus Track
Something Comes and Goes
Loops by Andre Kruppa and www.looperman.com users ShortBusMusic and Cyberson

Production Notes
The asylum tracks were recorded with a Roland 05 field recorder and mixed with Audacity 2.0.0. The sounds were recorded in a variety of locations.

These tracks were constructed for use with John Almack's Method to Madness, a scenario for the Call of Cthulhu role-playing game from Chaosium in the Terrors from Beyond collection. (www.chaosium.com)

Presentation Notes

Please use the music and soundscape loops in whatever way works best for your games! There are many ways to effectively use and present sound. The notes below reflect one approach to using music and soundscape loops.

Any player that supports MP3 files is fine for playing the files. I have used a laptop on occasion and use a pair of portable CD players and a small PA (mixer, amp, speaker combo) most of the time. A portable player or a stereo of any kind works just fine. A simple way to fade between an ambient music track and a soundscape track is to use two players, like a stereo and a portable player, and simply control the volume of each. The loops can be used best with the repeat function on your player. The track advance and volume are used to control the sound. I cue up the next sound on the player I have faded out and leave it paused until I need it.

When running a scenario using these tracks I used a collection of popular Roaring Twenties music for the arrival of the players and the initial game briefing. As the players are looking over the characters and handouts at the start of play, I play the Horror in the Asylum Theme once through. As play begins I fade up the Asylum Day Mix and run it (on repeat) as the players take the scene. I switch between asylum tracks based upon the time of day in play. For exterior day scenes I used a sound CD of songbirds.

As the game begins to gather momentum I play the Visitor's Theme. This arrangement is intended to heighten and foreshadow a mystery and hint at things getting strange. (In the game I used it for a visitor's scene at the asylum.) When the characters begin to really grasp the potency and strange horror they are facing, I play Learning Too Much. When the game reaches the climactic moment of madness and mayhem, the Ritual Alien Madness Theme is played. In both of these last two cases I like to play the loop for the duration of the scene and then fade back to a Time in the Asylum track. At the close of the game I play the Horror in the Asylum Theme once through again. I usually do the same thing to open and close a session if the game goes multiple sessions.

Have fun!

Andre

To make a CD Insert or Information Card please cut out entire rectangle (front and back) and fold in half.