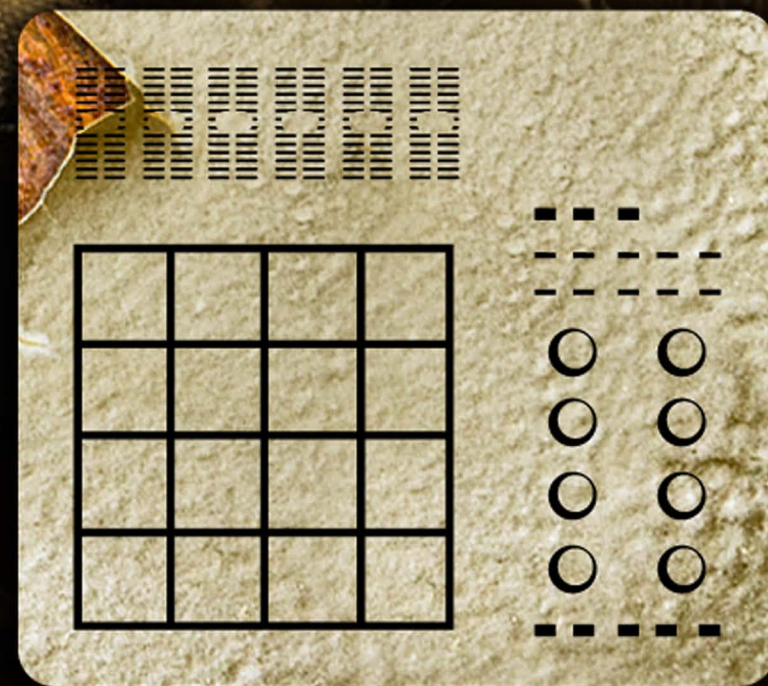


BOMB SQUAD

TACTICAL BEATS AND SAMPLE ARTILLERY



INFORMATION
MANUAL



Begin Transmission.....

LIEUTENANT COLONEL DR. HENRY SHOCKLEE has gone dark. It is believed that he went rogue. He was on a Blackwater mission when he was betrayed by the very organization that he designed. He is an expert in sonic warfare, geotechnic engineering and traumatic weapon deployment. His range of tools of mass destruction has no boundaries. He is public enemy #1 to the global world organization for the new world order. He is now in control of a small clandestine band of rebel extremists called THE RESISTANCE and has vowed to train them in order to reclaim the republic and restore balance from the oppressive tyrannical world dictators called the GLOBALISTS.

These GLOBALISTS are worried because DR. SHOCKLEE has created a program of tools to help you fight this oppressive world organization's command and control system. Effective in disarming even the most hostile enemy, these tools have been designed for maximum impact and pure sonic mayhem.

Tactical Beats and Sample Artillery

Brought to you by the scientific team...THE BOMB SQUAD.

Good Luck and Godspeed.

Transmission concluded.....

WEAPONS OF DESTRUCTION

BSQ1_ASSAULT WEAPONS



WEAPONS DESIGNED FOR
ULTIMATE ANNIHILATION

BSQ4_SUBMACHINE WEAPONS



SUBSONIC FREQUENCIES
TO RESONATE MASSIVE
LOW ENERGY

BSQ2_ANTI-TANK WEAPONS



NEXT LEVEL ADDITIONAL
ROUNDS OF WEAPONS FOR
SURE PENETRATION

BSQ5_TRAUMATIC WEAPONS



NON-LETHAL WEAPONS
DESIGNED FOR SONIC
BOOM AND HIGH
FREQUENCY BLASTS

BSQ3_SNIPER WEAPONS



PRECISE HIGH IMPACT
ONE-SHOTS

BSQ6_HAND WEAPONS



AUTOMATIC WEAPONRY
NOISES AND GLITCHES
FOR CLOSE RANGE WORK

ASSAULT WEAPONS: BSQ1

These are the primary weapons of modern warfare. They come with an array of accessories, large rounds, extended magazines, grenade launchers, night vision scopes etc. We have gone through every known effect and synthesis processing along with sample granular reconstruction to bring you an array of deployment weaponry that will create vibrational frenzy. These loops are for ultimate annihilation of unreliable forces. Load them into your sampler of choice and unleash hell.

BSQ_9A-91	BSQ_ARX-160	BSQ_CIS SAR-80	BSQ_KH-2002	BSQ_RUGER AC-556	BSQ_SS2
BSQ_A91-M	BSQ_AS VAL 1	BSQ_CIS SAR-81	BSQ_KINETICS SAR-21	BSQ_RUGER AC-557	BSQ_STEYR ARC
BSQ_ADS	BSQ_AS VAL 2	BSQ_CIS SAR-82	BSQ_KINETICS SAR-22	BSQ_RUGER AC-558	BSQ_STEYR AUG
BSQ_AEK-971	BSQ_AS VAL 3	BSQ_CIS SAR-83	BSQ_KINETICS SAR-23	BSQ_RUGER AC-559	BSQ_STG-44
BSQ_AEK-972	BSQ_AS VAL 4	BSQ_CIS SAR-84	BSQ_KINETICS SAR-24	BSQ_RUGER AC-560	BSQ_STONER 63
BSQ_AICW	BSQ_AS VAL 5	BSQ_CIS SAR-85	BSQ_LAPA FA-03	BSQ_RUGER AC-561	BSQ_STONER 64
BSQ_AK-9	BSQ_AS VAL 6	BSQ_CIS SAR-86	BSQ_LAR	BSQ_RUGER AC-562	BSQ_STONER 65
BSQ_AK-47	BSQ_AS VAL 7	BSQ_CIS SAR-87	BSQ_M14	BSQ_RUGER AC-563	BSQ_STONER 66
BSQ_AK-74	BSQ_AS VAL 8	BSQ_COLT CAR-15	BSQ_M15	BSQ_RUGER AC-564	BSQ_STONER 67
BSQ_AK-101	BSQ_BARYSHEV AB-7	BSQ_COLT CAR-16	BSQ_M16	BSQ_RUGER AC-565	BSQ_STONER 68
BSQ_AK-102	BSQ_BARYSHEV AB-8	BSQ_COLT CAR-17	BSQ_M17	BSQ_SA80-L85	BSQ_STONER 69
BSQ_AK-104	BSQ_BARYSHEV AB-9	BSQ_COLT CAR-18	BSQ_M18	BSQ_SIG-SAUER 516	BSQ_STONER 70
BSQ_AK-105	BSQ_BARYSHEV AB-10	BSQ_COLT CAR-19	BSQ_M19	BSQ_SIG-SAUER 517	BSQ_STONER 71
BSQ_AK-107	BSQ_BARYSHEV AB-11	BSQ_COLT CAR-20	BSQ_M20	BSQ_SIG-SAUER 518	BSQ_STONER 72
BSQ_AK-108	BSQ_BARYSHEV AB-12	BSQ_COLT CAR-21	BSQ_M21	BSQ_SIG-SAUER 519	BSQ_STONER 73
BSQ_AKS-74U	BSQ_BARYSHEV AB-13	BSQ_COLT CAR-22	BSQ_M22	BSQ_SIG-SAUER 520	BSQ_TAR-21
BSQ_AMS-DT	BSQ_BARYSHEV AB-14	BSQ_CRISTOBAL M2	BSQ_M23	BSQ_SIG-SAUER 521	BSQ_TKB-022
BSQ_APS	BSQ_BARYSHEV AB-15	BSQ_EM-2	BSQ_M24	BSQ_SIG-SAUER 522	BSQ_TKB-408
BSQ_AR-70	BSQ_BARYSHEV AB-16	BSQ_FARA-83	BSQ_M311	BSQ_SIG-SAUER 523	BSQ_TKB-517
BSQ_AR-90	BSQ_BARYSHEV AB-17	BSQ_FN CAL	BSQ_MKb.42	BSQ_SIG-SAUER 524	BSQ_TYPE 03
BSQ_AR-223	BSQ_BM59	BSQ_FN F2000	BSQ_MP-43	BSQ_SIG-SAUER 525	BSQ_TYPE 56
BSQ_AR-790	BSQ_BUSHMASTER M17	BSQ_FN FAL	BSQ_MP-44	BSQ_SIG-SAUER 526	BSQ_TYPE 63
BSQ_ARMALITE AR-10	BSQ_BUSHMASTER M18	BSQ_FN SCAR	BSQ_OTs-12	BSQ_SIG-SAUER 527	BSQ_TYPE 81
BSQ_ARMALITE AR-11	BSQ_BUSHMASTER M19	BSQ_FX-05	BSQ_OTs-14	BSQ_SIG-SAUER 528	BSQ_TYPE 86
BSQ_ARMALITE AR-12	BSQ_BUSHMASTER M20	BSQ_GALIL ACE	BSQ_QBZ-03	BSQ_SIG-SAUER 529	BSQ_TYPE 95
BSQ_ARMALITE AR-13	BSQ_BUSHMASTER M21	BSQ_HK 33	BSQ_QBZ-95	BSQ_SIG-SAUER 530	BSQ_XM-8
BSQ_ARMALITE AR-14	BSQ_BUSHMASTER M22	BSQ_HK 53		BSQ_SIG-SAUER 531	BSQ_XM-9
BSQ_ARMALITE AR-15	BSQ_BUSHMASTER M23	BSQ_HK 416		BSQ_SIG-SAUER 532	BSQ_XM-10
BSQ_ARMALITE AR-16	BSQ_BUSHMASTER M24	BSQ_HK 417		BSQ_SIG-SAUER 533	BSQ_XM-11
BSQ_ARMALITE AR-17	BSQ_BUSHMASTER M25	BSQ_HK G3		BSQ_SIG-SAUER 534	BSQ_XM-12
BSQ_ARMALITE AR-18	BSQ_BUSHMASTER M26	BSQ_HK G11			BSQ_XM-13
BSQ_ARMALITE AR-19	BSQ_BUSHMASTER M27	BSQ_HK G36			BSQ_XM-14
BSQ_ARMALITE AR-20	BSQ_C7A1	BSQ_HK G41			BSQ_XM-15
BSQ_ARMALITE AR-21	BSQ_CETME MOD A	BSQ_IMBEL MD-2			BSQ_XM-16
BSQ_ARMALITE AR-22	BSQ_CETME MOD B	BSQ_IMBEL MD-97			BSQ_XM-17
	BSQ_CETME MOD C	BSQ_INSAS			BSQ_XM-18
					BSQ_XM-19

ANTI-TANK WEAPONS: BSQ2

Originally designed for World War II, these weapons were for penetrating large assault vehicles, jeeps and tanks. These weapons had to be mobile and capable of firing large ammunition clips. We have gone to the next level in our research and present to you additional rounds of newly created weapons for those heads that still need convincing [haters, jealous heads, envious foes]. These loops will surely penetrate even the most critical frienemies. Made of aggressive materials, don't be afraid to bust them out and watch the scowl on their faces show signs of mercy.

BSQ_9M133-1 KORNET
BSQ_9M133-2 KORNET
BSQ_9M133-3 KORNET
BSQ_9M133-4 KORNET
BSQ_9M133-5 KORNET
BSQ_9M133-6 KORNET
BSQ_9M133-7 KORNET
BSQ_9M133-8 KORNET
BSQ_9M133-9 KORNET
BSQ_9M133-10 KORNET
BSQ_9M133-11 KORNET
BSQ_9M133-12 KORNET
BSQ_9M133-13 KORNET
BSQ_9M133-14 KORNET
BSQ_9M133-15 KORNET
BSQ_9M133-16 KORNET
BSQ_9M133-17 KORNET
BSQ_9M133-18 KORNET
BSQ_9M133-19 KORNET
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BSQ_9M133-21 KORNET
BSQ_9M133-22 KORNET
BSQ_9M133-23 KORNET
BSQ_9M133-24 KORNET
BSQ_9M133-25 KORNET
BSQ_9M133-26 KORNET
BSQ_9M133-27 KORNET
BSQ_9M133-28 KORNET
BSQ_9M133-29 KORNET
BSQ_9M133-30 KORNET
BSQ_9M133-31 KORNET
BSQ_9M133-32 KORNET
BSQ_9M133-33 KORNET

BSQ_GrB-39
BSQ_GrB-40
BSQ_GrB-41
BSQ_GrB-42
BSQ_GrB-43
BSQ_GrB-44
BSQ_GrB-45
BSQ_GrB-46
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BSQ_GrB-74
BSQ_GrB-75
BSQ_GrB-76
BSQ_GrB-77
BSQ_GrB-78
BSQ_GrB-79
BSQ_GrB-80
BSQ_GrB-81
BSQ_MILAN
BSQ_MILAN2
BSQ_MILAN3
BSQ_MILAN4
BSQ_MILAN5
BSQ_MILAN6
BSQ_MILAN7
BSQ_MILAN8
BSQ_MILAN9
BSQ_MILAN10
BSQ_MILAN11
BSQ_PTRS-41
BSQ_PTRS-42
BSQ_PTRS-43
BSQ_PTRS-44

BSQ_RPG-7
BSQ_RPG-8
BSQ_RPG-9
BSQ_RPG-10
BSQ_RPG-11
BSQ_RPG-12
BSQ_RPG-13
BSQ_RPG-14
BSQ_RPG-15
BSQ_RPG-16
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BSQ_RPG-26
BSQ_RPG-27
BSQ_TYPE 97
BSQ_TYPE 98
BSQ_TYPE 99
BSQ_TYPE 100
BSQ_TYPE 101
BSQ_TYPE 102
BSQ_TYPE 103
BSQ_TYPE 104
BSQ_TYPE 105
BSQ_TYPE 106
BSQ_TYPE 107
BSQ_TYPE 108
BSQ_TYPE 109

BSQ_US M10
BSQ_US M11
BSQ_US M12
BSQ_US M13
BSQ_US M14
BSQ_US M15
BSQ_US M16
BSQ_US M17
BSQ_US M18
BSQ_US M19
BSQ_US M20
BSQ_US M21
BSQ_US M22
BSQ_US M23
BSQ_US M24
BSQ_US M25
BSQ_US M26

SNIPER WEAPONS: BSQ3

The main purpose of sniper weapons is to destroy valuable targets at extended ranges with precise hits. Most targets being human beings, criminals, enemy assets, terrorists or even officials. This carefully selected arsenal of weapon one-shots are to be used in conjunction with your arsenal of traditional weapons. Designed as dirty camouflage, layer these with your often used shiny and clean kicks...snares....hi hats...toms and miscellaneous goodies. Use them wisely and they can add color to your high impact hits.

[illegible]

SUBMACHINE WEAPONS: BSQ4

One of the oldest, most often used weapons in tactical deployment. First deployed in 1980 from the infamous Roland TR 808. Here we crafted these 30-70 Hz sub bass frequencies and have designed them to resonate subs and assault your competition with massive low end energy. These subsonic frequencies will do maximum damage if in the hands of a true bass soldier. Tip #1: Spread out the sounds on your 49 key controller and fire in rapid succession. Use as kicks---bass---snare---and percussion. Remember these are not for the faint of heart, the weak or the soft. Please make sure you have limiters on your speakers.

BSQ_HK MP5_BASSDROP
BSQ_HK MP6_BASSDROP
BSQ_HK MP7_BASSDROP
BSQ_HK MP8_BASSDROP
BSQ_HK MP9_BASSDROP
BSQ_HK MP10_BASSDROP
BSQ_HK MP11_BASSDROP
BSQ_HK MP12_BASSDROP
BSQ_HK MP13_BASSDROP
BSQ_HK MP14_BASSDROP
BSQ_HK MP15_BASSDROP
BSQ_HK MP16_BASSDROP
BSQ_HK MP17_BASSDROP
BSQ_HK MP18_BASSDROP
BSQ_HK MP19_BASSDROP

BSQ_MGD PM-9_BASSDROP
BSQ_MGD PM-10_BASSDROP
BSQ_MGD PM-11_BASSDROP
BSQ_MGD PM-12_BASSDROP
BSQ_MGD PM-13_BASSDROP
BSQ_MGD PM-14_BASSDROP
BSQ_MGD PM-15_BASSDROP
BSQ_MGD PM-16_BASSDROP
BSQ_MGD PM-17_BASSDROP
BSQ_MGD PM-18_BASSDROP
BSQ_MGD PM-19_BASSDROP
BSQ_MGD PM-20_BASSDROP
BSQ_MGD PM-21_BASSDROP
BSQ_MGD PM-22_BASSDROP
BSQ_MGD PM-23_BASSDROP
BSQ_MGD PM-24_BASSDROP

BSQ_RUGER MP9_BASSDROP
BSQ_RUGER MP10_BASSDROP
BSQ_RUGER MP11_BASSDROP
BSQ_RUGER MP12_BASSDROP
BSQ_RUGER MP13_BASSDROP
BSQ_RUGER MP14_BASSDROP
BSQ_RUGER MP15_BASSDROP
BSQ_RUGER MP16_BASSDROP
BSQ_RUGER MP17_BASSDROP
BSQ_RUGER MP18_BASSDROP
BSQ_RUGER MP19_BASSDROP
BSQ_RUGER MP20_BASSDROP
BSQ_RUGER MP21_BASSDROP
BSQ_RUGER MP22_BASSDROP
BSQ_RUGER MP23_BASSDROP
BSQ_RUGER MP24_BASSDROP
BSQ_THOMPSON_BASSDROP

BSQ_UZI1_BASSDROP
BSQ_UZI2_BASSDROP
BSQ_UZI3_BASSDROP
BSQ_UZI4_BASSDROP
BSQ_UZI5_BASSDROP
BSQ_UZI6_BASSDROP
BSQ_UZI7_BASSDROP
BSQ_UZI8_BASSDROP
BSQ_UZI9_BASSDROP
BSQ_UZI10_BASSDROP
BSQ_UZI11_BASSDROP
BSQ_UZI12_BASSDROP
BSQ_UZI13_BASSDROP
BSQ_UZI14_BASSDROP
BSQ_UZI15_BASSDROP
BSQ_UZI16_BASSDROP

TRAUMATIC WEAPONS: BSQ5

These non-lethal weapons were designed for crowd control, riots and protest demonstrators. They include rounds of rubber bullets, sonic booms, high frequency piercing blasts and electromagnetic pain inducing frequencies designed to leave the victim feeling very uncomfortable. These high impact, sonic structures have been created to be used as noises, effects, dissonant transitions, ambient soundscapes and chords. The purpose is to create distractions and release adrenaline from the brain to create contrast before quickly unleashing another round of pure destruction. Used sparingly, these will give musical results to sometimes non-musical structures and release psychologically discomforting ambience of fear.

BSQ_OSA AEGIS PB-2
BSQ_OSA AEGIS PB-3
BSQ_OSA AEGIS PB-4
BSQ_OSA AEGIS PB-5
BSQ_OSA AEGIS PB-6
BSQ_OSA AEGIS PB-7
BSQ_OSA PB-4
BSQ_OSA PB-5
BSQ_OSA PB-6
BSQ_OSA PB-7
BSQ_OSA PB-8
BSQ_OSA PB-9
BSQ_OSA PB-10
BSQ_OSA PB-11
BSQ_OSA PB-12
BSQ_OSA PB-13
BSQ_OSA PB-14
BSQ_OSA PB-15
BSQ_OSA PB-16
BSQ_OSA PB-17

BSQ_T-96M
BSQ_T-97M
BSQ_T-98M
BSQ_T-99M
BSQ_T-100M
BSQ_T-101M
BSQ_T-102M
BSQ_T-103M
BSQ_T-104M
BSQ_T-105M
BSQ_T-106M
BSQ_T-107M
BSQ_T-108M
BSQ_T-109M

BSQ_WASP R
BSQ_WASP R2
BSQ_WASP R3
BSQ_WASP R4
BSQ_WASP R5
BSQ_WASP R6
BSQ_WASP R7
BSQ_WASP R8
BSQ_WASP R9
BSQ_WASP R10
BSQ_WASP R11
BSQ_WASP R12
BSQ_WASP R13
BSQ_WASP R14

BSQ_WASP R15
BSQ_WASP R16
BSQ_WASP R17
BSQ_WASP R18
BSQ_WASP R19
BSQ_WASP R20
BSQ_WASP R21
BSQ_WASP R22
BSQ_WASP R23
BSQ_WASP R24
BSQ_WASP R25
BSQ_WASP R26
BSQ_WASP R27

HAND WEAPONS: BSQ6

A series of weapons for close range work, these glitchy, screechy noises come in handy for use as cymbal crashes, transitions, drop outs and even background sound for hooks. The percussion, sound effect loops have been added for automatic weaponry when you need that little extra something that will render your audience dizzy from the onslaught breakdown mayhem.

BSQ_22 BB
BSQ_2.7MM KOLIBRI
BSQ_2.34MM RIMFIRE
BSQ_2MM PINFIRE
BSQ_5MM BERGMANN
BSQ_7.5MM ORDNANCE
BSQ_7.65 BREV
BSQ_7mm BR
BSQ_22 REMINGTON FIREBALL
BSQ_ARCUS 94
BSQ_ARCUS 98DA
BSQ_ARSENAL P-M02
BSQ_BALLESTER MOLINA
BSQ_BDA-380

BSQ_BERETTA 81
BSQ_BERETTA 82
BSQ_BERETTA 84
BSQ_BERETTA 85
BSQ_BERETTA 86
BSQ_BERETTA 87
BSQ_BERETTA 89
BSQ_BERETTA 92
BSQ_BERETTA 93R
BSQ_BERETTA 951
BSQ_BERETTA 1934
BSQ_BERETTA 8000
BSQ_BERETTA 9000
BSQ_BERETTA PX4 STORM
BSQ_BERETTA PX5 STORM
BSQ_BERETTA PX6 STORM
BSQ_BERETTA PX7 STORM
BSQ_BERETTA PX8 STORM
BSQ_BERGMANN-BAYARD
BSQ_BERSA THUNDER 380
BSQ_BERSA THUNDER 381
BSQ_BROWNING BDM

BSQ_FN 57
BSQ_FN BROWNING 1900
BSQ_FN BROWNING 1903
BSQ_FN BROWNING 1910
BSQ_FN BROWNING 1922
BSQ_FN BROWNING HP
BSQ_FN FNP-9
BSQ_FN FNP-10
BSQ_FN FNP-11
BSQ_FN FNP-12
BSQ_FN FNP-13
BSQ_FN FNP-14
BSQ_FN FNP-15
BSQ_FN FNP-16
BSQ_FN FNP-17
BSQ_FN FNP-18
BSQ_FN-49

BSQ_GLOCK
BSQ_ROTH-STEYR M1907
BSQ_STEYR GB
BSQ_STEYR HAHN M1911
BSQ_STEYR M-A1
BSQ_STEYR M
BSQ_TAURUS PT92
BSQ_TAURUS PT99
BSQ_TAURUS PT100
BSQ_TAURUS PT101
BSQ_TAURUS PT111
BSQ_TAURUS PT911
BSQ_TAURUS PT940

TOOLS FOR DESTRUCTION

SoundToys.....Decapitator

UAD.....Precision Limiter
EMT 250
Moog Filter
EL7

Reaktor.....Two Knees Compressor
Banaan Electrique
Analogic Filter Box
Fusion Reflections

Spectrasonics.....Modern Compressor
Vintage Compressor
Spring Reverb
Tube Limiter
Radio Delay
Formant Filter
Flame Distortion
Chorus Echo
Retro Phaser

Waves.....L1 Ultramaximizer
Center
MaxxBass

Native Instruments.....Guitar Rig 4 FX
Bass Pro
Skreamer
Stomp Compressor
Tube Compressor

Waveform Generators:

Omnisphere.....Saw-Square wave

Trilian.....Square, Sine

Massive.....Pulse Saw PWM

Escalation

Multiplex

Screamer

Acid

Reducer

Kong Drum Designer

Bomb Squad Sound Sample Re-genics

Digital Audio Workstations:

Ableton.....Live 8.2

Propellerhead.....Reason 5.1



loopmasters

AVAILABLE AT.....WWW.LOOPMASTERS.COM.....WWW.SHOCKLEE.COM

*** ALL WEAPONS 120 BPM...KEY C#

CREATED - ENGINEERED & DESIGNED BY HANK SHOCKLEE