

Media & Sound Effects List

Day 1

- ☐ Theme music
- ☐ Dream music (with screen effects)
- ☐ Emergency Button alarm
- ☐ Day 1 Recorded Closing

Day 2

- ☐ Day 2 Recorded Opening
- ☐ Deception Detector alert
- ☐ Grand Canyon tour guide
- ☐ Scuba-Sub dead battery
- ☐ Scuba-Sub start and run
- ☐ Scuba-Sub run
- ☐ Scuba-Sub power down
- ☐ Day 2 Recorded Closing

Day 3

- ☐ Day 3 Recorded Opening
- ☐ "Radio" voice effect (see NOTES below)
- ☐ Clangs and crashes
- ☐ Emergency Button alarm
- ☐ Day 3 Recorded Closing

Day 4

- ☐ Day 4 Recorded Opening
- ☐ Thug voice 1
- ☐ Thug voice 2
- ☐ Fight sounds (with music and video)
- ☐ Day 4 Recorded Closing

Day 5

- ☐ Day 5 Recorded Opening
- ☐ Thug voice 3
- ☐ Scuba-Sub start and run
- ☐ Remote button
- ☐ Remote retrieval
- ☐ Scuba-Sub run
- ☐ Scuba-Sub power down
- ☐ "The Door" music effect (and lights)
- ☐ Dream music (with screen effects)
- ☐ "Echo" effect for Octopus and Great White (see NOTES below)
- ☐ Theme music

NOTES

"RADIO VOICE" EFFECT

This effect can be achieved at the soundboard. Simply remove the base and midrange (EQ) temporarily from the channel that Snorkel Boy is using.

"ECHO" EFFECT

Use the soundboard to add an "echo" to Octopus and Great White when they say their last 3 lines (end of Day 5 script) from inside the Scuba-Cave.