

# saga2

ORGANIC ALIEN PERCUSSION



red room

RRA015 | v.1.0

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**KONTAKT 6.7.1 OR LATER  
FULL VERSION REQUIRED**



**UNLOCKED WAV SAMPLES  
24 BIT / 44.1 KHZ**

## WELCOME TO SAGA 2



**Saga 2 - Organic Alien Percussion** is a vast collection of bizarre & unique percussion instruments created by alien civilizations and recorded on location by 8 of our bravest sound explorers. We asked ourselves... what if we discovered an entirely new and untapped set of percussion instruments, crafted from materials not found on our planet? We set out on a 3-year journey to search the galaxy for these instruments and, with the cooperation of their creators, multi-sampled them for songwriters and composers here on Earth.

**Saga 2** contains over 14GB of atonal & tonal alien percussion. There's nothing electronic or robotic here – only instruments made from organic materials from other planets, crafted by our galactic neighbors. Although the 194 instruments found here are unlike anything ever heard before here on Earth, we've organized them into 6 familiar categories our composers can more easily grasp – Auxiliary, Cymbals & Gongs, Large Drums, Medium Drums, Small Drums, and Tonal Percussion. We hope

these new sounds astound, inspire, and provide fresh and weird and amazing alternatives for your sonic palette.

## DOWNLOAD & INSTALLATION

**Saga 2 - Organic Alien Percussion** requires the **full** version of Kontakt 6.7.1 or above. If you don't already own Kontakt, get it [here](#).



# Pulse

For convenience, download and installation are handled through the [Pulse](#) app. Pulse is fast and simple and has many valuable features including easy access to re-downloads, product updates more. Just follow these steps:

1. Go to [www.pulsedownloader.com](http://www.pulsedownloader.com) and download & install Pulse on your machine.
2. Open Pulse and register an account or login.
3. Once logged in, go to the Library tab and click the **"Add a Product"** button in the top right-hand corner of the Pulse app. **Enter the Redemption Key** you received with your order and click on **"Redeem."**
4. The product will be added to your Pulse account. To download and install the product, click "Install", select the installation directory and press **"Download & Install"**. Pulse will begin downloading your product. Once it's finished downloading, it will automatically extract your library and remove the temporary files for you.
5. When installation is complete, open Kontakt and go to the **Files** tab. Here, navigate to the hard drive location of your library and open one of the .nki's in the Instruments folder.

# USER INTERFACE

**Saga 2 - Organic Alien Percussion** includes 6 Kontakt Instruments (.nki's) with very similar UI's. Let's go through the features. But first, a very handy tip:

**\*TIP\*** - We've added handy help text for every control in our GUI! If you're unclear as to the function of a control, simply hover over it and the help text appears at the bottom of the Kontakt window. You can also hover over the keys in Kontakt's virtual keyboard to quickly identify the instrument/articulation.



It is important to note that most of the controls in the UI pertain ONLY to the currently selected sound. This allows you to tweak each sound individually, and the engine will remember the adjustments you made even after you switch sounds and go back. If you'd like to return to default settings, simply reload the .nki.

## Sound

**Sound Display:** Displays the name of the last played/currently selected sound. The **Tonal** .nki shows both left/right and dropdown **menu arrows**, which you'll click to cycle through or load any of the Tonal sounds. The radial button above the name allows you to unload the selected sound, purging it from RAM.



**Menu:** List of all mapped sounds for easy selection.



**Freeze:** Enables and disables round robins and velocity layers. When activated, only the last played sample will trigger.

### Left (White & Purple)

**Volume:** Adjusts the volume of the currently selected sound.

**Pan:** Adjusts the panning of the currently selected sound.

**Tune:** Adjusts the tuning of the currently selected sound by semitones.

**Output:** Routes the output of the selected sound. Defaults to FX Rack 1 but can be adjusted to route to any of the 6 available FXR's (more info on page 7).

**Filter:** Adjust the filter **Cutoff** and **Resonance** for the currently selected sound.

### Right (Green & Blue)

**Gater:** To add a creative "stutter" effect to all the sounds in the .nki, toggle this on and adjust the **Rate** and **Depth** knobs. Activate the **Sync** button to lock the effect to your host tempo.

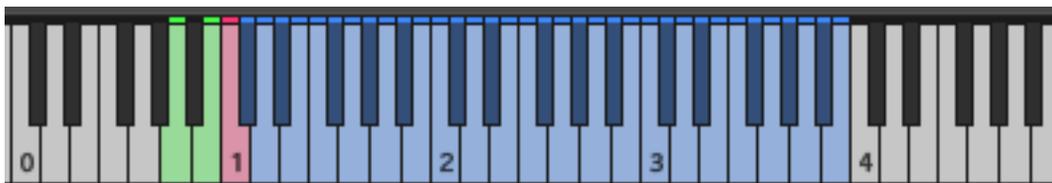
**Envelope:** Adjust the **Offset, Attack, and Release** of the currently selected sound. Offset cuts into the start of the sample by the set number of milliseconds. Attack and Release add a fade in / fade out to the sample.

### Global Button

When enabled, knobs will affect ALL sounds in the .nki, not just the currently selected sound.

### Mapping

On the Kontakt keyboard you'll see various key colors. Playable sounds are mapped to **blue** keys. The last played (currently selected) sound is represented by the **red** key (not present in the Tonal .nki, where you instead access the sounds using the menu or left/right arrows). The last played sound is also automatically mapped to the 2 **green** keys at G0 and A0 to provide "left and right hands" for fast playing. When you unload a sound, those keys turn **white**.



### Drag & Drop .wavs

As an added convenience all the samples in the library are included as uncompressed 24-bit .wavs so you can drag & drop them right into your DAW.

# LIST OF INSTRUMENTS

## AUXILIARY

Apparition Bell  
Chain Punch  
Clong  
Crypto Click  
Distant Space  
Divemoths  
Dropping Dirt  
Dwindler  
Earsplitter Rise  
Electric Thunder Scrape  
Electric Thundersheet  
Fliebie  
Flubber  
Frogxecutor  
Galactic Reptiles  
Guttural Bounce  
Hyperdspace Blackhole  
Insectia  
Laserifier  
Liquid Glassifier  
Magmatic Harmonizer  
Martian Perc  
Nebular Catalyst  
Pingulus  
Pleiades Material  
Random Reptyles  
Reso Squish  
Ringbals  
Skweegie  
Space Spring  
Stickbox  
Teleporter Tool  
Time Reverser  
Tool Talk  
Triangulation  
Uakitite

## CYMBALS & GONGS

Aqua Vox  
Aviary  
Bell Gong  
Brush With Reality  
Cavescraper  
Claustr Open Space  
Cymbaline  
Devil's Breath  
Doom Gong  
Drop Cymbal  
Encrypted Gong  
Fire Gong  
Gibs Entrails  
Glimmergong  
Glowbowl  
Hazy Metal  
Living Breathing  
Mirror Gong  
Nazca Debris  
Oblivion  
Panagos  
Reflectogong  
Scatter Charge  
Shake N Bake  
Sirenmbal  
Space Copper  
Springer  
Supernova Swell  
Tentacular Gong  
Thunder Cymbal  
Turns On Itself Plate  
Unmaterializator  
Washgong  
Water Meets Air  
Water Meets Whistle  
Whisper Cymbal

## LARGE DRUMS

100 Years  
Aquarius  
Blackholed Resonator  
Blue Hall  
Broken Orcs  
Centroid Echo  
Cubical Hand Slap  
Decapitated Explosion  
Dome Drum  
Exploding Electron  
Floating Decaverse  
Galactic Laser Beam  
Gatekeeper  
Gates to the Unknown  
Gelatine Growl  
Giant Vocal Cords  
Gravity Ensemble  
Infinite Molecule  
Infinite Radius  
Interior Contusion  
Into The Alien's Belly  
Mass Drum  
Mechatron's Step  
Millennium Drum  
Monolith Tine  
Nazcanian Melte  
One Winged Alien  
Oort Cloud  
Photosynthetic Shell  
Signal Drum  
Spore Flagellation  
Supersonic Rotodrum  
Twentacle  
Ufominous  
Unknown Dimension  
Worm Cave

## **MEDIUM DRUMS**

Anti-Gravity Drum  
Atom Thrum  
Beast Drum  
Bionic Tomheads  
Blastwav  
Boom Down  
Chupacabras Stick  
Deep Alien  
Destabilized Membrane  
Giant Tom  
Gravitational Perc  
Interference  
Liquid Gems  
Locked Up Drum  
Materializable Thunder  
Monsters  
Neptune Resonator  
Oars  
Prism Drum  
Protoplanetary Disk  
Rack Drum  
Skrap Drum  
Slammit  
Sluggo  
Smackdown Drum  
Snares Of The 3rd Kind  
Space Drone Tom  
Spiral Pole  
Stopping Time Drum  
Stun Drum  
Thermal Shield  
Thrip Drum  
Tikitoom  
Training Drum  
Universe Sheet  
Void Drum

## **SMALL DRUMS**

Alienom  
Aqua Drum  
Barbers Noggin  
Bottled Bottom  
Canvil  
Cicada Drum  
Compression Barrel  
Cup Drum  
Energized Dark Drum  
Executioners Dream  
Fluttergut  
Galactic Sparks  
Iron Lung Drum  
Laser Silencer  
Liquid Whip  
Micro Aliens Drum Skin  
Molecular Separator  
Muffledrum  
Orbital Debris  
Oscillator Boom  
Ouch Drum  
Playable UFO  
Plink Drum  
Polebreeze  
Radar Failure  
Rattlebones  
Robot Snare  
Shake Drop  
Skipmarch Drum  
Speedstar  
Squeezed Particle  
Star Materia  
Talking Skins  
Tinedrum  
Tribal Call  
Zap Thap

## **TONAL**

Alien Crotales  
Beamie Up  
Dirty Sangria  
Dizzyscaler  
Dongleur  
Fuzzy Felt  
Harpology  
Mystic Pluck  
Pizza Gato  
Razor Wire  
Sawboard  
String Ting  
The Giant  
Tritanic

# FX RACK

**Saga 2 - Organic Alien Percussion** includes Red Room Audio's exclusive modular 8-slot FX Rack, featuring a large variety of useful EQ's, reverbs, delays, modulation FX, amps & cabinets, etc. Let's take a tour of the interface:



## FX Chain Panel



The large black panel at the top contains a row of **8 FX slots**. Think of this like a guitar pedal board. Click the **dropdown menu** on any slot to load an effect. The **blue button** to the left of the effect name toggles it between active (on) and bypassed (off). When you load FX into multiple slots you'll notice **left and right arrows** above their graphics. Use these to move that effect left or right across the board, re-arranging the FX chain.

## Effect Edit Panel

When you load an effect into a slot or click on its graphic it highlights, and the bottom panel populates with controls to edit its parameters. All the individual FX, their controls and features, are described in detail in the Kontakt manual. The **Slot Presets** menu on the left allows you to save your current settings, load a previously saved preset you created, or reset the effect to default.



The **dice icon** randomizes all the currently selected effect's parameters for creative inspiration. Note that it does not randomize Output or Wet/Dry knobs.

Lastly, in the top right of the interface there are **Rack Presets** menus where you can save the *entire rack's* current settings, load a previously saved rack you created, or reset the rack to default (empty).

## CREDITS

**Concept & GUI:** Dickie Chapin

**Cover Illustration:** James Churchill

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**Sample Editing:** Christian Yoder

**Sound Explorers:** Jordan Aguirre, Carlos Butler, Dickie Chapin, Reuben Cornell, Alessandro Mastroianni, Michael Sciabbarrasi, Federico Soler Fernández, Joel Steudler, Dov Waterman

If you have any questions or comments about **Saga 2** please go to [www.redroomaudio.com/my-account](http://www.redroomaudio.com/my-account) and login using your Red Room Audio username and password. Then click **CONTACT** from the main navigation. This ensures that all your info is included automatically with your message.

You can also email support directly at [support@redroomaudio.com](mailto:support@redroomaudio.com).

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