

Instrument List:

LOW ENSEMBLES

- The Brute – low taiko (mallets) and gran casa (hands);
- Elder Titan ML - 7 timpani, 3 bass drums and 5 floor toms, recorded with mallets (ML)
- Elder Titan ST - 7 timpani, 3 bass drums and 5 floor toms, recorded with sticks (ST)
- Elder Titan BR - 7 timpani, 3 bass drums and 5 floor toms, recorded with brushes (BR)
- King Kong Rise - 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts; the shouts are a part of the recording, they were not added afterwards.
- King Kong Shout - 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts; the shouts are a part of the recording, they were not added afterwards.
- The Kraken - 2 concert bass drums and 1 detuned kick drum (huge sticks), 3 detuned timpani (hard mallets);
- The Mandarin - 2 concert bass drums (huge sticks) and 4 wooden clacks;
- Camel Safari - 2 concert bass drums (mallets), 2 detuned timpani (sticks), 4 bulgarian tupans (sticks);
- The Hulk - 2 concert bass drums (mallets), 2 detuned timpani (mallets), 1 kick drum (played with a mallet), 3 low toms (mallets);

HIGH ENSEMBLES

- Fists of Fury – six detuned timpani (sticks), solo taiko (hard sticks), 2 floor toms (mallets);
- Two Toms – two floor toms (sticks);
- Armada Snares – 15 snares (sticks);
- Pirate Ship - 8 different snares (sticks);
- Fist Fighter - 2 concert bass drums, 1 detuned kick drum, 3 floor toms – played with hands;
- Warrior
- Click Clackers 1 - 4 tupans (sticks), 2 concert bass drums (sticks), 2 detuned timpani (sticks) – all of them: rimshots;
- Click Clackers 2 - 8 toms, detuned (sticks) – all of them: rimshots;
- Dawn Rider - 4 tupans ('beater'), 3 high toms (sticks), 1 mid tom (sticks);
- Dervish - 3 bulgarian tupans (sticks), 1 darbuka (hands+stick), snare drum with tambourine (sticks), 1 floor tom, 1 concert bass drum (mallet), 1 snare drum (sticks);
- Greater Beasts 1 - 8 toms, normal tuning (sticks);
- Greater Beasts 2 - 8 toms, detuned on set (sticks);
- Mountain King - 2 timpani, 1 concert bass drum, 2 snares, 3 toms (all of them with brushes);
- Voyvoda 1- 3 tupans (small sticks), 2 floor toms (sticks), 2 concert bass drums (mallets), 1 snare drum (sticks);

ETHNIC ENSEMBLES

- Bendir – solo Turkish bendir, played with mallets;
- Cajon Low – solo cajon, played with mallets;
- Cajon High – solo cajon, played with hands;
- Wooden Sticks – two sticks, played by one player;

- Kali – combination of 5 tambourines, 6 djembes and 4 darbukas;
- Mumbai Chase BR - 15 large water jugs, recorded with brushes (BR);
- Mumbai Chase H - 15 large water jugs, recorded with hands (H)
- Mumbai Chase ST - 15 large water jugs, recorded with sticks (ST);
- The Cartel – 4 cajons, 6 djembes, 1 gran casa, 4 darbukas;
- Urban Warriors ML - basins and buckets, recorded with mallets (ML)
- Urban Warriors ST - basins and buckets, recorded with sticks (ST)
- Jungle Chase - 6 toms (rimshots);
- Samurai - 6 custom made wooden stick clacks;
- Voyvoda Tupans - 3 tupans (small sticks), 2 floor toms (sticks), 2 concert bass drums (mallets), 1 mid tom (sticks);

SOLO PERCUSSION

- Taiko Flam – low taiko, flammed hits;
- Taiko Low – low taiko hits;
- Taiko Mid – mid taiko hits;
- Taiko High – high taiko hits;
- Taiko Rim – taiko rimshots;
- Thor's Hammer – “Mahler hammer” on wood;
- Gran Casa Case – concert bass drum inside a case, sticks;
- Gran Casa H – concert bass drum with hands (H);
- Gran Casa ML – concert bass drum with mallets (ML);
- Gran Casa ST – concert bass drum with sticks (ST);
- Kick ML – drum kit kick, played with mallets (ML);
- Kick ST – drum kit kick, played with sticks (ST);
- Kick RIM – drum kit kick, played on the rim;
- Tom 12” ML – 12” tom, played with mallet (ML);
- Tom 12” ST – 12” tom, played with sticks (ML);
- Tom 14” ML – 14” tom, played with mallet (ML);
- Tom 14” ST – 14” tom, played with sticks (ML);
- Tom 16” ML – 16” tom, played with mallet (ML);
- Tom 16” ST – 16” tom, played with sticks (ML);

EPIC metaLS

- Anvil 1 – anvil played with a hammer;
- Anvil 2 – anvil played with a hammer;
- Anvil 3 – anvil played with a hammer;
- Anvil 4 – anvil played with a hammer;
- Anvil 5 – anvil played with a hammer;
- Lightning – two anvils, being hit with another anvil;
- Thrall 1 – anvil, being hit with a metal chain;
- Thrall 2 – multiple anvils, being hit with a hammer;
- Uruk-Hai – metal anvil, thrown on top of pile of anvils;
- Thunderbolt - an ensemble of various metals – big “anvil” sound;
- metal Freak - 5 small anvils (hammers);
- Gates of Hell – metal gates, played with hammers;
- Gates of Hell Low – detuned metal gates, played with hammers;

SOUND DESIGN PERCUSSION

- Balrog - processed samples of hits on enormous sheets of metal; ensemble hits with hammers and large drumsticks.
- Dragon - 2 concert bass drums (mallets), 2 detuned toms (large sticks), 2 “anvils” (hammers);
- Emperor Kong 1 – processed off-beat hits of 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts;
- Emperor Kong 2 - processed hits of 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts;
- Mammuthus – processed low booms;
- Steampunk – processed high clacks;
- Thunderbolt Dist – processed metal hits;
- Werewolf – processed toms;