

Halloween Ghouls 5

skt

# Keys to the Hotel of Horrors





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from EX5Tech



for Yamaha EX Synthesizers



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## Keys to the Hotel of Horrors

from Ski, Derek, Torus, JW, and EX5Tech  
October 31, 2003

(Note that this is a cumulative release,  
containing all five "Halloween Ghouls")

Here's this year's collection of creepy sounds  
to scare the kids with on Halloween night! You  
may even find a few to use in some of your  
music. Following is a Voice list, along with  
basic file loading instructions. Happy Haunting!





VOICE LIST • Halloween Ghouls 1 • October 31, 2000  
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	WAVES		Description & Performance Notes
					HG3	HG4	
A01	001	Pd:	Graveyard	FDSP			Howling wind & driving rain set the backdrop. Use Knobs 1, 2, & 3 to adjust levels of pad, wind, & rain.
A02	002	Vo:	Scream 88	AWM			An unsettling, spooky vocal sound. Very velocity sensitive.
A03	003	St:	Franky's Sad	AWM			Inspired by violins in some of the old Frankenstein movies (not to mention "Young Frankenstein")!
A04	004	Pd:	Chiller	AWM			An other-worldly pad.
A05	005	Pd:	Terror	FDSP			A deep, layered sound for "Terror Tracks".
A06	006	Pd:	The Crypt	AWM			Voices from The Beyond.
A07	007	Se:	Full Moon	AWM			It's a windy night with a full moon, and the ghosts are out! Play various single notes for best effect.
A08	008	Se:	Black Cat	AWM			Just your basic synth cat.
A09	009	Or:	Phantom	AWM			Play this organ, and you too can be the Phantom!
A10	010	Pf:	Clavimorgue	AWM			A creepy clav, with a rather unique tone. Don't miss the bass.
A11	011	St:	Death Strings	AWM			A scary string ensemble.
A12	012	Pd:	Witches' Brew	FDSP			The boiling cauldrons bubble in the background as the witches howl.
A13	013	Sc:	Creature Feature	AWM			Inspired by an old late Saturday night sci-fi/horror movie slot by the same name.
A14	014	Sc:	EX Blue Ghouls	AWM			The "Blue Ghouls" howls with some interesting filter resonance.
A15	015	Se:	The Haunting	FDSP			A sound effects Voice modeled after the banging noise heard in the original old movie "The Haunting".
A16	016	Fx:	Creep Sweep	AWM			Play and hold a single deep bass note for a slow, growling, filter sweep backdrop.

Don't forget to peek for hidden Jack'O'Lanterns...

# Halloween Ghoul 2

VOICE LIST • Halloween Ghoul 2 • October 31, 2001  
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	WAVES		Description & Performance Notes
					HG3	HG4	
B01	017	Se:	Halloween II	AWM			You're deep in the forest, lost, and a ghoul beckons... Hit middle C and listen to it for a minute or so.
B02	018	St:	Sinistrings	AWM			Very interesting and creepy intervals in this one, and very playable.
B03	019	Pd:	X File 57R	FDSP			A very "other worldly" strings/pad type sound.
B04	020	Fx:	Creenge	FDSP			Indescribably dreadful.
B05	021	Pf:	176 String	AWM			A goblin plucks a Clavinet-like string.
B06	022	Se:	Full Moon 2	AWM			An improved version of the popular "Full Moon" from the first Halloween Ghoul release.
B07	023	Pd:	Singin' EX Dead	FDSP			Very breathy, considering that they're dead.
B08	024	Ld:	Native Fear	AWM			Synthetic ethnic flute thingy with some kind of creatures in the background.
B09	025	Fx:	Underworld	FDSP			So many fear inspiring details...
B10	026	En:	Strung Choir	AWM			A choir and string ensemble moan on Halloween night.
B11	027	Fx:	FM Scare	FDSP			One of the Scenes in this one makes for a very hot lead or synth comp type sound.
B12	028	Ld:	Dementia Z	AN+FDSP			Monophonic demented lead.
B13	029	Fx:	Orchestra Z	AN+FDSP			This time, and orchestra of dementia.
B14	030	Sc:	Dimension Z9	FDSP			Ghouls from another dimentsion, useful as a lead, comp, or pad.
B15	031	Fx:	Spooktacular	AWM			Legions of spooks come to haunt your Halloween night.
B16	032	En:	Lonely EXsyn	AWM			A mournful EX ensemble.

Can you find ghosts both young and old?





VOICE LIST • Halloween Ghoul 3 • October 31, 2002  
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	WAVES		Description & Performance Notes
					HG3	HG4	
C01	033	Se:	Halloween 3	FDSP			Howling wind, dripping rain, and the slow toll of a bell.
C02	034	Se:	Heartbeat C3 (JW)	AWM			Play C3 for the most realistic synthesized heartbeat you've ever heard!
C03	035	Fx:	Cook's Ghoul (Derek)	FDSP	•		The detail is in the dread. Be sure to hold the notes for several seconds.
C04	036	Fx:	Oct Shaman (Torus)	AWM	•		An adaptation of one of Torus's excellent Voices from MEL-LABS. Slow and fearful... Scary stuff!
C05	037	Vo:	Apocalypse	AWM	•		The end has come!
C06	038	Fx:	Ghost Steps (Derek)	AWM	•		These "Ghost Steps" should be in a movie soundtrack!
C07	039	Vo:	Singing Dead	AWM	•		The Mellotron male choir comes back from the dead.
C08	040	Pd:	Phantom's Fate (Torus)	AWM	•		Another outstanding MEL-LABS adaptation from Torus. Superb for scary pads.
C09	041	Fx:	Dark Angel (Derek)	AWM	•		One of the most frightful sounds in the collection. Would be quite at home in an X-files episode.
C10	042	Vo:	Ghoul Forest (Torus)	AWM	•		Ghouls beckoning from deep within the forest.
C11	043	Fx:	Watergeist (Derek)	FDSP	•		Hold the sustain pedal, hit an open chord, and listen to the watery entities.
C12	044	Pd:	Another Witch (Torus)	AWM	•		Synthetronic witches!
C13	045	Se:	Ominous Deth (Derek)	AN (Poly) +AWM	•		Yet even more horrifying movie soundtrack material from Derek!
C14	046	Vo:	Depth Of Hades	AWM	•		From where you don't want to go...
C15	047	Pd:	Ghoul Modular	AWM	•		From Mr. Bob Ghoul's modular monster.
C16	048	Se:	InfiniteFear	AWM	•		A never ending rise of terrifying voices.

Note: You can also find a bank of MEL-LABS Voices in I-2 Bank A.

# Halloween Ghoul 4

## Nightmare on Solina Street

VOICE LIST • Halloween Ghoul 4 • October 31, 2003  
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	WAVES HG3 HG4		Description & Performance Notes
D01	049	Se:	Halloween 4	FDSP		•	Play ghoulish minor chords with a single key, as the wind howls in the background.
D02	050	St:	Solina Fear	AWM		•	Very unique and creepy, resulting from the use of pitch modulated reverb.
D03	051	Se:	Sleepy Hollow	FDSP		•	Solina sound effects take you to the edge of insanity.
D04	052	St:	Stoned Solina	AWM		•	The Solina takes on an almost vocal quality with the Stone phaser, especially in the lower registers.
D05	053	En:	Velocideth	AWM		•	Extremely velocity sensitive. Make sure to try the lower registers.
D06	054	St:	Watery Grave	FDSP		•	Some FDSP "Water" gives this Strings/Pad Voice it's unique flavor.
D07	055	St:	ARP Strg Ens	AWM		•	This is a very basic Voice aimed at realistically emulating the Solina / ARP String Ensemble.
D08	056	St:	Solina 2003	AWM		•	Here's what a Solina might sound and play like if they were still being made today.
D09	057	En:	B-Movie Mix (Derek)	AWM	•	•	The title says it all; another winner from Derek! Voice may seem quiet, but it's very velocity sensitive.
D10	058	St:	PhasedSolina (Derek)	AWM		•	A very slow, silky smooth, and scary phaser applied to the Solina. Again, very velocity sensitive.
D11	059	Fx:	Lord of Ring	FDSP		•	Horrifying use of the FDSP "Ring Modulator". Shows that unlike most, the EX5 is a *synth*. Use ctrls!
D12	060	En:	Hades Call	AWM	•	•	Mellotron vocals and Solina strings join in deadly force.
D13	061	Pd:	Ghouly SE IV	AWM	•	•	Solina strings in combination with the "Ghoul Modular" wreak havoc.
D14	062	Co:	Pure Prog 73	AWM	•	•	You'll be murdered by Mellotron vocals, Solina strings, and a monster Moog Modular.
D15	063	Vo:	Voices Of Fear	AWM	•		Terrifying Mellotron vocals with pitch modulated reverb.
D16	064	Vo:	`Tron 2003	AWM	•		A Mellotron with modern features. Be sure to play staccato in addition to the longer sustained notes.

Note: You can also find a bank of Solina / ARP String Ensemble Voices in I-2, Bank B.



# Halloween Ghouls 5

## Keys to the Hotel of Horrors

VOICE LIST • Halloween Ghouls 5 • October 31, 2004  
(all Voices listed are in I-1)

b/#	#	Cat.	Name	Type	WAVES			Description & Performance Notes
					HG3	HG4	HG5	
D01	049	Co:	Halloween 5	AWM			•	Play an ominous pipe organ while something from the otherworld drones in the background.
D02	050	Fx:	Attic Spirit (Derek)	AWM			•	Excellent pad/FX for a horrific soundtrack, with a classic pitch-drop release.
D03	051	Fx:	Hotel Haunts	AWM			•	A detailed pad/FX Voice. Scene 1 is more useful as a pad, with Scene 2 pure FX.
D04	052	Fx:	In the Pipes (Derek)	FDSP			•	"Pipey Portamento" at its best! This manages to be creepy and funky at the same time.
D05	053	Fx:	Cellar Thing (Derek)	FDSP			•	Useful in many ways. Play chords for a creep pad, and single notes around C3 for FX/leads.
D06	054	Ld:	Psycho	AN(Poly) +AWM			•	A Theremin-like Voice. Use the controls to vary tone & portamento, and try the Scenes!
D07	055	Pd:	Phantom Pipes (Derek)	FDSP			•	A phantasmic pipe-like slow pad. Aftertouch and ribbon introduce a scary distortion.
D08	056	Fx:	Cricket Ghouls	AWM			•	You've never heard crickets like this. Use the controls and Scenes to shape your own sound.
D09	057	Or:	G5 Pipe Organ	AWM			•	Finally, a great EX pipe organ! Mix your own stops with knobs 1-4.
D10	058	Pf:	Clavichord	AWM			•	The MEL-LABS Clavichord rises again! (Great sounds never die.)
D11	059	Se:	The Dungeons (Derek)	AN(Poly) +AWM			•	More ghoulish FX for your next B-horror movie soundtrack!
D12	060	Co:	Mr. Bates	AN(Poly) +AWM			•	This one has – you guessed it – a "split" personality.
D13	061	Or:	The Overlook	AWM			•	This organ cuts like an axe in a haunted hotel. Heeere's Johnny! (Thanks for sscsss, drb!)
D14	062	En:	Bowed Souls	AWM			•	They wail when bowed. Musically useful, and very responsive to velocity and aftertouch.
D15	063	Co:	Haunted Keys	AWM			•	A haunting layer of Clavichord and Pipe Organ. Be sure to try the Scenes.
D16	064	Pd:	Basement Ghost (Derek)	FDSP			•	A beautiful, detailed, and ghostly pad. Scene 2 offers a significant departure.

Note: Be sure to try the Pipe Organ Voices (6 "real", and 10 synthetic) in I-2, Bank C. Look for "From the Beginning", too!



## File Loading Instructions

### **If you have a stock EX5 (only 1 mb DRAM, and no SCSI)...**

1. Load "all" from the **HG5.s1m** WAVE file.
2. Load "all" from the **HG5.s1v** Voice file.
3. Note that you will be unable to play the Voices that rely on the Halloween Ghoul 3 & 4 WAVES in banks C and D (see the Voice list for details). Alternately, you can load "all" from the **HG3.s1m** WAVE file (OR **HG4.s1m**) to be able to play Voices that rely ONLY on Halloween Ghoul 3 (OR 4) and preset WAVES (again, see the Voice list for details).
4. Go get some extra DRAM and the EX SCSI card to open your EX5 to a whole new world of sounds.

### **If you have at least 8 mb of DRAM, but no SCSI...**

1. Load "all" from the **HG3.s1m** WAVE file.
2. Load WAVE #4 "ARP SE" ONLY from the **HG4.s1m** WAVE file. Repeat for WAVE #'s 5 & 6 ("ARP SE-" and "ARP SE+") in the file. *Do NOT load "all" from the **HG4.s1m** WAVE file or you will have to start over.*
3. Load WAVE #'s 7 through 25 ONLY (one at a time, IN ORDER) from the **HG5.s1m** WAVE file. *Do NOT load "all" from the **HG5.s1m** WAVE file or you will have to start over.*
4. Load "all" from the **HG5.s1v** Voice file.
5. If you followed the loading sequence above correctly, you will now be able to play ALL the Voices in Halloween Ghoul 5.
6. Go get the EX SCSI card to avoid the silliness and tedium (and errors) of having to load a single WAVE at a time, and to free yourself from the limitation of not being able to load WAVES larger than a floppy disk.

### **If you have extra DRAM, and SCSI...**

1. Load "all" from the **HG\_ALL\_5.s1m** WAVE file.
2. Load "all" from the **HG5.s1v** Voice file.
3. You're now ready to play all the Voices in Halloween Ghoul 5.  
(Note to those without extra DRAM and/or the SCSI card: See how easy that was?!)

NOTE TO NEWBIES: If you're not familiar with the details of how to load a Voice (.s1v) and/or WAVE (.s1m) file into your EX5, please see the "DISK MODE - File Load" section in your owner's manual on page 265.

NOTE TO EX7 OWNERS: Some of the Voices contained in this set may use layered AN, and/or VL Voice architectures, and will therefore not play correctly (or at all) on your EX7. Some Voices may also use FDSP, in which case your polyphony will be half that of an EX5.



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"Halloween Ghoul 5" remains the property of Tim Ande, Derek Cook, Bill Newhouse, John Westwood, and EX5Tech.



Very special thanks go to...

David Baker (EX5Tech member "drb")

-for his fantastic "sscsss" v2.0 utility, which was used to create the eight synthetic pipe organ WAVES in HG5 (WAVE #'s 18-25).

Eric Widney ("E!")

- for pointing us to the "Crickets from Hell", resulting in WAVE #7 in HG5, which is another staple of this year's release.

Jim (just call me "Jim") Attfield

- for his tireless testing, great ideas, and mostly for calling a dud a dud - it made a big difference in the quality of the final set!









You can check out any time you like...



...but  
you can  
**NEVER**  
leave.

