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Channel	Instrument	Mic	Monitor Mix			Notes
			1 (G)	2	3 (Ed)	
1	G's Kick	AKG D112				
2	G's Snare	SM57	--	--	--	No reverb please
3	G's Floor Tom	Sennheiser MD 421				
4	G's Overhead (mono)	Rode NT5 / pencil condenser	--	--	--	
5	Ed's Kick	AKG D112				
6	Ed's Snare	SM57	--	--	--	No reverb please
7	Ed's Overhead (mono)	Rode NT5 / pencil condenser	--	--	--	
8	G's Synth DI Mono #1 – Casiotone & Jen SX1000	Mono DI Box				Chords and lead lines, some bass from SX1000 Please try to keep the wide dynamic range – they drop to very quiet bits then slam in with loads of Fuzz.
9	G's Vox DI Mono	Shure SM57				From G's Vox FX pedal
10	Ed's Synth DI Mono #3 – Roland SH101	Mono DI Box				Mainly Bass sounds and arpeggios Please try to keep the wide dynamic range – they drop to very quiet bits then slam in with loads of Fuzz.
11	Guest Vocal Mic					Incase there is a guest appearance, usually just for one song.

## Production Notes

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<b>Front of House Sound</b>	AK/DK should sound loud and energetic; synthy and punky The synths are the main instruments so they should be loud enough to shake the earth – please take full advantage of any subs Ed’s synth mainly does the bass and the arpeggios – this should be the main thing in the mix. G’s synth mainly deals with chords and melodies – these should be mixed a little lower than the basslines The overall mix should sound saturated – feel free to use a touch of limiters on the main stereo bus The drums should be thick and dry – no reverbs on the snares please! The vocals should be mixed quite low – behind the synths and drums
<b>Monitor Mixes</b>	The synths and arpeggios are being looped and sampled live – please make sure these are very loud on stage. A little bit of Kick & Snare A little bit of vocals
<b>Lighting</b>	If available please use clear floor lighting behind band to create silhouettes and shadows. Lighting from behind is preferable. We like smoke and fog – feel free to add plenty of this Strobes and blinders facing the audience to create an intense visual experience.