



APOCATHULHU

AUDIO HANDOUTS

KICK THE CAN AUDIO HANDOUT PACK



This collection of audio clips is designed to enhance your enjoyment of the “Kick the Can” scenario featured in the *APOCTHULHU* Core Rulebook.

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BACKGROUND SAMPLES/AMBIANCES: Various Public Domain & Creative Commons sources, including: Suspense OTR—*Pit and the Pendulum*, Dimension X OTR—*Time and Time Again*, Conet Project, Sci-fi Radio 25—*The Twonky*, Energine Shoe White Adv., Lipton Adv., Rock Pulpit WPIX-FM 1981, CBS Complete D-Day Broadcast, NY Mets v Reds NLCS Game 1973, King Edward VIII Abdication Speech, Radio Canada International 1982, JFK Cuban Missile Crisis, WJSV Complete Broadcast 39-09-21, WSAI Mark Edwards 4-20-64, Weak Signal, Walgreens Robocall, tcp_d2_09_phonetic_alphabet_nato_irdial.

USING THE AUDIO HANDOUT PACK

Some of the MP3 audio clips in this pack relate to specific handouts and events referenced in the scenario; others are general-purpose sounds the GM can use as odd signals received on the Survivors' hand-cranked CB Radio.

KEYED AUDIO CLIPS:

CORE: Morse Summons to Melqart's Faithful: this is the signal heard by Survivors in the bunker (see page 204 of the *APOCTHULHU* Core Book)

CORE: Jeanette: this is the voice message which comprises Handout #3 (page 209)

PAST: Saoirse Call: this is one of the messages as Survivor's approach D.C.; two versions are supplied, each addressing a different pre-gen associate of Saoirse. Pick one based on whichever characters are being played in the game (page 220)

PAST: 911, Creeper, Sports Talk, Telemarketer and PRESENT: Kimmy and FUTURE: All Hail, Radio Free: more signals approaching D.C. (pages 220 & 221).