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The Magnus Protocol

Episode 59
"Let Go"

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[Intro Theme]

ANNOUNCER
Rusty Quill Presents: The Magnus Protocol.
Episode Fifty-Nine – Let Go

[Music]

1. **ABANDONED UNDERGROUND TUNNELS BENEATH THE ZONE (TAPE DECK), INT. NIGHT, STORM**

GEORGIE and MELANIE are waiting.

MELANIE is sat. GEORGIE is pacing, distracted.

Although the sounds of a distant thunderstorm echo down the tunnels to them, here it is quiet.

Eventually:

MELANIE
It's not the same, is it?

GEORGIE
(distracted)
Hmmm?

MELANIE
Back in the tunnels after all this time. It doesn't feel the same. Does it look the same?

GEORGIE
More or less. Why? You getting nostalgic for the old days?

MELANIE
What? No, don't be daft!

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GEORGIE
Good. The last thing I need is you turning dreamer on me…

MELANIE
Ha! No thanks.
I was just thinking, on the one hand we've sort of gone full circle haven't we? Back in the tunnels with monsters topside and a longshot archivist plan down here.

GEORGIE
I suppose.

MELANIE
But on the other hand... They're all gone. So there's no going back, not really.

GEORGIE
No.

Beat.

MELANIE
Mind you, Celia made it out, so you never know.

GEORGIE
True.

Beat.

MELANIE
I'm sorry, am I keeping you?

GEORGIE
(snapping out of it)
Sorry. I'm just trying to keep an ear out for the others.

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MELANIE
Dave's lot aren't due back yet and as for Basira and Sam: no news is good news.

GEORGIE
(frustrated)
Yeah, you're right.

MELANIE
I know.

GEORGIE sits beside MELANIE.

GEORGIE
(warmer)
Thanks for coming with me on this one.

MELANIE
You sure I'm not cramping your style in front of all your cool Warden buddies?

GEORGIE
Hardly. You know I had to talk them out of nicknaming you "Radar"?

MELANIE
Ew, seriously? Why?

GEORGIE
I think they meant it as a compliment? You did single-handedly guide everyone back through a zone-wide mirage. That makes an impression.

Beat.

MELANIE
It's better than "prophet" I guess.

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They sadden.

GEORGIE
I do miss the old tunnel lot.

MELANIE
I know.

GEORGIE
But we can't get distracted. Not when there's lives on the line here and now.

MELANIE
I know. It's all right.

Beat.

GEORGIE
At least <u>we</u> haven't changed.

MELANIE
Said big, scary captain Barker to "Radar" the human Sat Nav.

GEORGIE
(affectionately)
Piss off.

They hold one another for a moment.

MELANIE
You think we can pull it off again?

GEORGIE
We've had worse odds.

MELANIE
True.

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2. ABANDONED UNDERGROUND TUNNELS ELSWHERE (TAPE DECK), INT. NIGHT, STORM

The tunnels are in worse condition here, wetter and with more debris. The storm is closer but still distant.

BASIRA and SAM are dragging something heavy, wooden and wrapped in chains.

It catches on some debris.

BASIRA
(breathless)
You good?

SAM
(Struggling)
I'm fine. Although this would be a lot easier if we weren't blindfolded.

BASIRA
(withering)
You're the one who had the bright idea for avoiding "eye-spy."

SAM
It's a good name.

BASIRA
It's really not.

SAM
The Archivist spies on us through our *eyes*. What would you call it?

BASIRA
How about-

SAM slips and loudly drops the box.

SAM
(cont.)
Dammit!

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BASRIA
(lowering her end)
Let's take five.

SAM
(still struggling)
We've got to hurry, the others-

BASIRA
-will wait until we're in position. You're no good to anyone if you're exhausted, so stop and take a breather.
That's an order Sam.

Beat. Sam lowers the box, irritated, and they sit.

Beat.

In the quiet something starts to scratch quietly at the inside of the wooden box accompanied by telltale static on the tape.

SAM
(cont.)
Uh… Basira?

BASIRA
Ignore it. It's just the rain.

They catch their breath and drink some water. Eventually the scratching stops and the static subsides.

BASIRA
It's weird being back here, the underground empty like this. Hard to believe we used to think it was normal to crush ourselves into hot metal tubes and race around underground.

Beat.

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SAM
(Reluctant)
The Lizzy line isn't too bad. It's got air con and Wi-Fi.

BASIRA
The what?

SAM
The Elizabeth line. It's new.

BASIRA
Oh, Crossrail! Finished that on your end, did they? Huh.

Beat.

SAM
I'm actually surprised the Wardens haven't been using these old tube tunnels to get around. I'd have thought it would be safer than crossing The Zone above ground.

BASIRA
Melanie says most of it's flooded. We're just lucky we opened a dry route when we fell in.

SAM
That makes sense but you'd think they'd have at least <u>tried</u> to clear some of them out?

BASRIA
Don't have the resources. Besides, the point of the Zone is you *don't* cross it. The benefits wouldn't outweigh the risks.

SAM
Now you sound just like Georgie.

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BASIRA
Good. She knows what she's talking about.

SAM
Really?

BASIRA
(instant)
I trust Georgie with my life.

SAM
Sure.

BASIRA
…But I know she can be difficult. This kind of job can harden you, I've seen it before. It's why I didn't join. But you can trust her Sam. She's a good person, maybe even the best of us.

SAM
(unconvinced)
Hmmmm.

Beat.

BASIRA
(cont. standing)
Anyway. That's enough chatter. If you can talk, you can walk.

SAM
(incredulous)
Hang on, <u>you're</u> the one who-

BASIRA
Move it Sam. That's an order.

SAM
(standing, muttering)
Ridiculous…

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3. THE DARK MILLBANK TUNNELS (TAPE DECK), INT. NIGHT, STORM

These tunnels are different; they are awake and hostile. Everything sounds muffled by the darkness. There is an ambient static on the tape.

GEORGIE
(on radio)
– repeat, Dave this is Actual. Break silence and acknowledge.

Dead air.

GEORGIE finally clicks the radio off frustrated.

GEORGIE
I don't like this. The scouts should be back by now.

MELANIE
They could just be lost. If it's as dark as you say-

GEORGIE
-then they would have stopped and called it in. First the lights fail and then this? Something's wrong.

MELANIE
You want to head back?

Beat.

MELANIE
(cont.)
Georgie?

GEORGIE
No. No we keep going. We won't get another shot at this.

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They press forward effortfully with MELANIE leading the way with her cane.

MELANIE
This isn't normal darkness is it?

GEORGIE
No.

MELANIE
I can feel it. It's like the air's gone thick…

GEORGIE
So the tunnels aren't sheltered any more...

MELANIE
Well, the plan was to draw attention to us instead of Sam and Basira. Sounds like it's working so far.

GEORGIE
I just hope they don't run into anything else from before. If it's all coming back there'll be worse things than darkness down here…

MELANIE
It's nothing Basira hasn't seen before.

GEORGIE
That's what I'm worried about.

MELANIE
Well I plotted their route myself. As long as they-

MELANIE's CANE hits something soft and wet. They stop.

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GEORGIE
(on guard)
What's wrong?

MELANIE
(exploring)
There's something here. I don't… Oh shit.

GEORGIE
What is it?

MELANIE
I think I found someone…

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4. THE HUNTED MILLBANK TUNNELS (TAPE DECK), INT. NIGHT, STORM

SAM and BASIRA continue to struggle carrying the heavy box.

SAM
(struggling)
-then there's the Buried obviously, The Stranger and… uh…

BASIRA
Begins with an "S…"

SAM
The… uh… the Spiral!

BASIRA
There you go.

SAM
And the Extinction one doesn't count even though some people think it does?

BASIRA
It's… complicated. All that really matters is it's not in Smirke's fourteen but that doesn't mean we won't run into something linked to it.

SAM
Understood. I wish it was this straightforward back home. The O.I.A.R manual is like a thousand pages long.

BASIRA
Simpler doesn't always mean better. Giving something a name makes it feels safer but some of the worst stuff happens when people get so

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hung up on labelling things that they forget how dangerous it all is.

SAM
I hear you, but I'd still rather go up against some flavours than others. Like, I'd rather be a bit lonely than infested with-

Something shifts in the tunnel behind them.

BASIRA
(cont.)
Shhh!

They reach for their weapons, and the box drops loudly to the floor. In the silence, something moves again down the tunnel.

The box begins to sing quietly, a familiar, mournful song accompanied by tell-tale static on the tape.

SAM
(hushed)
Something's following us.

BASIRA
Yeah.

The song swells for a moment and the unseen creature withdraws slightly with a small growl.

SAM
I think it's scared of the coffin…

BASIRA
Hmmmm…

SAM
Do we ditch the blindfolds? Try to take it out?

Beat.

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BASIRA
No. Keep going.

SAM
But what if-

BASRIA
It's not attacked us yet, which means it's either waiting for an opening or it prefers to stalk. Either way, we stay on task until it tries to interfere.

The creature lurks unseen and growls quietly again.

SAM
You're sure?

BASIRA
It doesn't want to kill us, It wants to <u>hunt</u> us. My advice? Stay scared. If it's getting enough fear without attacking, that might-

The growl comes again. Basira recognises it.

BASIRA
(quiet)
Oh. Oh no...

SAM
Basira?

BASIRA
(lying)
It's uh.. it's nothing. Just keep going…

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5. THE SPIRAL MILLBANK TUNNELS (TAPE DECK), INT. NIGHT, STORM

MELANIE and GEORGIE are hurrying through the tunnels. There is stronger static now.

MELANIE
(breathless)
Too fast! I can't-

GEORGIE
(urgent)
Got to keep moving, before-

They turn a corner and run straight into a wall.

GEORGIE
Argh!

MELANIE
Argh!

GEORGIE
Shit!

MELANIE
I thought you said the lights were back?

GEORGIE
They are!

MELANIE
Then what's wrong?

GEORGIE
It's another body. And another dead end.

MELANIE
Who is it?

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GEORGIE
…looks like Charlie.

MELANIE
This isn't right… This should be a straight shot to the main chamber. Unless…

GEORGIE
The tunnels are moving.

The static swells. A distant, familiar laughter echoes strangely down the tunnel coming from everywhere and nowhere.

DISTORTED ECHO [MICHAEL]
"Do you even know they're lying to you?"

GEORGIE
(drawing a weapon)
Contact!

DISTORTED ECHO [HELEN]
"Not interrupting anything, Am I?"

MELANIE
(unnerved)
Oh shit… Helen?

THE DISTORTION [MICHAEL]
"…That is a real name."

GEORGIE
That's not Helen.

DISTORTED ECHO [HELEN+MICHAEL]
"I <u>am</u> Helen. Helen Classic, the throat of delusion incarnate."

GEORGIE
No you're not. She's dead.

DISTORTED ECHO [HELEN]
"Things change. People change. It happens."

MELANIE
This isn't real…

DISTORTED ECHO [HELEN]
"You do know none of its actually real."

GEORGIE
(pulling Melanie along)
We need to keep moving. The others need us.

DISTORTED ECHO [MICHAEL+HELEN]
(laughing)
"No? Basira is a strong, independent woman. She doesn't need you two holding her hand."

MELANIE
Oh piss off.

DISTORTED ECHO [HELEN]
"So rude!"

GEORGIE
Ignore it.

DISTORTED ECHO [HELEN]
"Also rude."

HELEN sighs contentedly and the tunnels shift. GEORGIE and MELANIE run into another dead end.

GEORGIE
<u>Dammit!</u>

DISTORTED ECHO [HELEN]
"I would suggest running. Try to find a door."

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MELANIE
(calling)
What do you want?

DISTORTED ECHO [MICHAEL]
(giggling)
“Nothing. Nothing whatsoever.”

GEORGIE
We don’t have time for this.

DISTORTED ECHO [HELEN]
“Time is hard, it’s difficult to follow without a proper mind”

MELANIE
(calling)
Just shut the hell up or I swear-

DISTORTED ECHO [MICHAEL]
(laughing)
“Are you going to attack? I’m afraid that isn’t how this works.”

GEORGIE
Don’t bother, she’s long dead. You’re just arguing with echoes of her lies.

MELANIE
You don’t scare us!

DISTORTED ECHO [MICHAEL]
“I disagree.”

The DISTORTED ECHO laughs as the tunnel pitches wildly and they tumble.

MELANIE
Argh!

GEORGIE
Hold on!

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The movement subsides for a moment.

MELANIE
(concerned)
Georgie?

GEORGIE
I've got you!

DISTORTED ECHO [MICHAEL]
"None of you are protected down here."

MELANIE
What's the plan?

GEORGIE
I… I don't…

DISTORTED ECHO [HELEN]
"Chaos is coming… It would be better if you embraced it…"

A door creaks open and the Distorted Echo laughs.

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6. THE BURIED MILLBANK TUNNELS (TAPE DECK), INT. NIGHT, STORM

These tunnels have grown cramped and claustrophobic. The coffin's song has grown louder, and The Hunter creature stalks closer.

SAM and BASIRA are panting, dragging the container with difficulty across the narrow, uneven terrain.

SAM
(panting)
It's… getting… closer…

BASRIA
Then shut up and <u>pull!</u>

They give a huge effort and the coffin drags slightly further before wedging in the narrow tunnel as the singing swells.

SAM
It's stuck!

BASIRA
Then unstick it.

SAM
(straining)
It's too narrow… I can't… reach…

BASRIA
Keep trying.

The Hunter growls menacingly, stalking nearer as SAM scrabbles at the wood.

SAM
(abandoning it for his weapon)
Screw this! I'm taking off the blindfold-

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BASIRA
No you're not.

SAM
It's almost on us!

BASRIA
I'll worry about that. You concentrate on getting us unstuck.

SAM
(scrabbling)
But I can't see what I'm doing!

BASRIA
Calm down. You can do this. Remember, slow is smooth, smooth is fast.

SAM
(snapping)
Tell that to the thing about to eat us!

BASIRA
Who do you think I learned it from?

SAM
What!?

The Hunter pauses, sniffs the air then speaks with Daisy's bestial voice.

THE HUNTER [DAISY]
"Basira…"

SAM
Oh shit, oh shit, oh shit, oh shit…

BASRIA
(dead calm)
Sam, you need to listen to me. We're almost there. The coffin knows and

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that's why it's making it hard. It wants to stay awake.

The song grows louder.

BASRIA
(cont.)
But we're not going to let that happen. You're going to get it unstuck and then pull it on your own-

SAM
I can't.

BASRIA
<u>You can.</u> You're going to take it the rest of the way and you're going to leave me here to deal with this thing.

THE HUNTER [DAISY]
"Basira."

SAM
No-

BASRIA
That's an <u>order</u> Sam.

SAM
(angrily scrabbling at the coffin)
I'm so… fucking… sick of everyone giving me… fucking… <u>orders!</u>

The coffin jerks forward and Sam stumbles backwards.

SAM
(disbelief)
I got it!

BASRIA
Great, now go.

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SAM
(lifting the coffin)
But what about-

BASRIA
<u>Go</u> Sam!

SAM
Goddammit!

SAM gives a herculean effort and hauls the coffin round the corner leaving BASIRA facing off against The Hunter.

As Sam's grunts and the coffin's song recede into the distance, THE HUNTER pads forwards on enormous, clawed paws. It's utterly inhuman.

THE HUNTER [DAISY]
(growling)
"Partner. C-Come."

BASIRA
I'm not your partner, because you're not Daisy. She's gone. You're just the leftovers.

THE HUNTER [DAISY]
(snarling)
Basira! Now!

BASIRA
(with disdain)
Bite me.

The HUNTER roars then leaps forward snarling.

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7. THE SHATTERED PANOPTICON (TAPE DECK), INT. NIGHT, STORM

A cavernous space filled with a susurration of whispers and punctuated with countless small waterfalls fed by the storm above.

The water cascades from the shattered ceiling to the depths below as The ARCHIVIST stands over WARDEN DAVE feeding.

WARDEN DAVE
(fading)
-and I can still see them all, every last one. They stare at me with bloodied eyes and point with bloodied fingers and speak with bloodied mouths: "it should have been you." But they're wrong… They died on my orders. I deserve worse…

ARCHIVIST
And you shall have it… alone… and afraid…

WARDEN DAVE
Not… alone…

The ARCHIVIST gasps in anger and wheels about catching SAM sneaking in with the singing Coffin.

ARCHIVIST
Samama…

SAM
(straining with the coffin)
Oh shit…

WARDEN DAVE
I'm sorry Sam…

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ARCHIVIST
Caught so easily, just like the others.
Now I <u>see</u> you…

WARDEN DAVE
-now you <u>don't</u>! Aaaaaargh!

With one last effort DAVE breaks his reverie, draws a blade and stabs the Archivist's eyes- The ARCHIVIST roars in rage.

SAM
No!

DAVE's cry turns from anger to pain as the ARCHIVIST obliterates him, then casts his remains out into the void where they tumble downwards.

The ARCHIVIST writhes in pain. SAM takes advantage of its distraction to drop the Coffin and start to unlock it's chains.

ARCHIVIST
You should have gone home
Samama!

The ARCHVISIT settles and begins to listen while SAM continues to unchain the coffin.

ARCHIVIST
(cont.)
I would have spared you as you
spared me but now you must suffer.
Suffer as I did, in the cold… and the
dark…

The heavy padlock falls to the floor and the coffin's song grows louder. The ARCHIVIST approaches SAM, listening intently for him.

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ARCHIVIST
(cont.)
Still... You have grown beyond the weakness I first heard in those scorched ruins…

That petulant child would not have had the wit to shield his eyes from my gaze, to use his allies as distracting fodder… to sacrifice them just to get close enough to strike…

Even without my eyes I can see you have grown cold, Samama. Cold and hard… and I respect you for that..

The Archivist is almost upon him.

ARCHIVIST
But your story ends here, with me. No more lovers to die for you, no more friends to fight for you...

Even now I see the last two through terrified eyes, trapped in twisting tunnels of echoed lies…

But not you, you are mine. I will end this here and now, where this wounded world told it's terrible tale and where I will begin it anew.

SAM
Just do it already you monologuing fuck.

ARCHIVES
Goodbye Samama.

The ARCHIVIST pounces and Sam's rips the coffin lid open. The

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Coffin song swells loudly and the ARCHIVIST is suddenly gripped by its gravity. SAM dives forward and wrestles with the ARCHIVIST.

ARCHIVES
(angry)
What is this?

SAM
(straining)
You want this world's story? Here it is!

ARCHIVIST
(straining, afraid)
No! I will not… be trapped… again…!

SAM gives a cry of effort and the Archivist slips into the BURIED which sucks it away with its swelling song.

ARCHIVIST
(furious, terrified)
No, not again! Not agaaaaaaaiaaaaARRRRGGGHHHH!

The ARCHIVIST's voice is lost in the Coffin's song. The ground around them rumbles and pieces of loose dirt and stone rain from the ceiling.

SAM
Oh shit!

The catwalk gives a groan and then collapses throwing SAM towards the still open coffin.

SAM
(cont. falling)
No, no, no, no!

He slams into the edge of the COFFIN and is drawn inside.

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SAM
(fighting it)
No… You're not… getting me…

BASIRA grabs him.

BASRIA
(straining)
Damn right! Now stop… moaning…
and… climb…

The two of them haul SAM out of the coffin and he lands on the buckled catwalk beside her, which groans ominously.

SAM
Hey…

BASIRA
Help me get it closed!

The Coffin song gives one last swell and the cavern threatens to collapse as they heave the lid shut.

As soon as it closes the song abruptly stops and as the last echoes fade the rumbling ebbs and the cavern seems to stabilise with only a few last pieces of falling debris.

BASIRA
(cont.)
The chain!

They hurriedly chain the coffin and snap the padlock shut. The door rattles, for a moment. Once, twice, then is still.

Beat.

They both fall, panting onto the broken catwalk.

Eventually:

SAM
(exhausted)
Thanks Basira.

BASIRA
(equally tired)
No worries, I got you.

Beat.

MELANIE and GEORGIE stumble into the cavern on the far side of the broken catwalk. They call across the distance.

GEORGIE
(calling)
You guys okay?

BASIRA
(calling)
We're good. You?

MELANIE
(calling)
Yeah. There was an earthquake and then all the bullshit just stopped. I'm guessing that was you guys?

BASIA
(calling)
Yep.

MELANIE
(Calling)
So it worked?

SAM
(calling)
Looks like it.

MELANIE
(calling)
Nice.

GEORGIE
(calling)
And Dave?

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Beat.

GEORGIE
(sadly)
Damn.
(calling)
Just stay there for now. We'll figure out a way to get you back across.

BASIRA
(calling)
Take your time.

Beat. GEORGIE and MELANIE start sorting things in the distance.

Beat.

BASIRA
Good work Sam.

SAM
I am so fucking tired.

BASIRA
Yeah. Let's go home.

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8. GEORGIE'S OFFICE, WARDENS HQ (TAPE DECK), INT. MORNING, CLEAR

Much later. There is a flurry of unpanicked activity on the other side of the door but inside the office it is calm and mostly quiet.

SAM pulls back from setting the tape recording.

SAM
You're sure you're okay with me recording this?

GEORGIE
I still don't like it. But I get why you need it.

MELANIE
And god knows we got the tapes for it…

GEORGIE
True. We've given you all the useful ones we've managed to find so far but there's still a lot we found in the Panopticon we haven't even tested yet.

SAM
I don't need all of it. Just enough to keep a record of what happened.

GEORGIE
Well then, for the record, I can confirm that we poured the concrete this morning. Supervised it myself. Six meters deep, reinforced and with direct line-of-sight from the South Watchtower. I let the lost wardens' families pull the lever.

BASIRA
Good.

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SAM
You think it will be enough?

GEORGIE
It's the best we got.

MELANIE
Blind, starving and trapped in The Buried with fifty tons of concrete on top? If it makes it out of that it <u>deserves</u> to end the world.

GEORGIE
Hmmm. The Zone certainly seems to have calmed down: the shimmer's shrinking again and the dreamers are all heading off.

BASIRA
Which means my crew and I can finally head home.

GEORGIE
You sure I can't tempt you to stay?

BASIRA
You sure I can't tempt you to leave?

GEORGIE
(sighing)
I've still got to get this one home.

SAM
Yeah, about that, while I appreciate you sorting transport back to the tear, you really don't need to come see me off -

GEORGIE
Yes I do. I want a better understanding of what's going on there. If there's a risk of more stuff

coming through we need to be ready for it.

Beat.

SAM
(sighing)
Okay.

MELANIE
Great. Well, if that's everything then everybody needs to get out of <u>my</u> office because "acting Captain King" has shit she needs to be getting on with. And don't forget to take your recorder with you. I'm banning them on site once you leave.

SAM
Hmmm? Oh right, yeah!

SAM reaches for the tape recorder.

SAM
Uh… recoding ends, I guess?

MELANIE
Ha!

[click]

[Music]

ANNOUNCER
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The series is created by Jonathan Sims and Alexander J Newall, and directed by Alexander J Newall.

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It featured Shahan Hamza as Samama Khalid, Sasha Sienna as Georgie Barker, and Lydia Nicholas as Melanie King with additional voices from Beth Eyre. The Magnus Protocol is produced by April Sumner, with executive producers Alexander J Newall, Dani McDonough, Linn Ci, and Samantha F.G. Hamilton, and Associate Producers Jordan L. Hawk, Taylor Michaels, Nicole Perlman, Cetius d'Raven, and Megan Nice.

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The Magnus Protocol 59 – Let Go

CATXXXX-XXXXXXXX-XXXXXXXX
ERROR (Unknown Source)

Incident Elements:
· death
· altered reality
· being hunted
· compulsion
· existential threat
· tunnels & underground
· SFX: yelling, high frequencies

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Directed by Alexander J Newall
Written by Jonathan Sims
Script Edited with additional material by Alexander J Newall

Executive Producers April Sumner, Alexander J Newall, Jonathan Sims, Dani McDonough, Linn Ci, and Samantha F.G. Hamilton
Associate Producers Jordan L. Hawk, Taylor Michaels, Nicole Perlman, Cetius d'Raven, and Megan Nice
Produced by April Sumner

Featuring (in order of appearance)
Shahan Hamza as Samama Khalid
Frank Voss as Basira Hussain
Lydia Nicholas as Melanie King
Sasha Sienna as Georgie Barker
David Ault as Warden Dave
Beth Eyre as the Archivist
Luke Booys as 'Michael'
Imogen Harris as 'Helen'
Faye Robets as 'Daisy'

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Dialogue Editor – Nico Vettese
Sound Designer – Meg McKellar
Mastering Editor - Catherine Rinella

Music by Sam Jones (orchestral mix by Jake Jackson)
Art by April Sumner

SFX from Soundly and Freesound: EggshellProductions, nottooloud, sukondi, Deathscyp, Ottomaani138, ingudios, nicktermer, Alpaca_Audio, SoundEffectsForAll, leffrank, qubodup, ondrosik, RutgerMuller, x_Sircartier, Nioczkus, Hitrison, Wigglesworth, Stevielematt, vestubule-door, deleted_user_2104797, Raclure, LampEight, 16GVopalenskaA, TRP, Gammelsmurfen, , Werrra, Sueperlative, kyles, OverlookHotelRecords, 1980supra, KFerentchak, mmaruska, Tairblenn, spookymodem, Sheyvan, Bird_man, schots, oscaraudiogeek, hypernovajm, jameswrowles, Xenonn, sorce, Raclure, SecureSubset, belanhud, WolffVisuals, serøutōnin--deprivəd, Cornersting, AlanCat, tdmoulin, SoundCollectag, iwanPlays, Hazelr1ver, Lyrasid, ABouch, semccob, Bertsz as well as previously credited artists

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