GAME ON

TECHNICAL SPECIFICATION

Four-piece 90s Britpop / Indie / Madchester covers band

Self-contained XR18-based monitoring, playback and synchronised lighting system.

Line-up	• Rob – lead vocals/guitars • Pete – guitar/BVs • Chris – bass/BVs • James – drums/BVs
Mixer	Behringer XR18
Monitoring	4 × IEM mixes: Rob wireless; Pete, Chris and James wired
FOH options	Band stereo mix to PA, or venue engineer can mix the XR18 directly using supplied iPad

Overview

Game On use a compact, self-contained live system built around a Behringer XR18. The show includes in-ear monitoring, backing/production tracks where required, click and guide cues, automated show control and synchronised lighting. For smaller venues the band can provide and mix its own FOH feed; for larger venues and festivals the system can integrate with house production.

FOH / venue integration

- Small venues: stereo output can be supplied from the XR18 to the band or venue PA.
- Venue engineer option: an iPad can be provided so the house engineer can mix the XR18 directly.
- Festivals / larger venues: the XR18 remains central to the band's IEM, playback and show-control system. If individual sources are required at the house console, routing must be agreed in advance.
- The band does not currently carry an XLR splitter.

Monitoring

All four band members use individual in-ear mixes. Rob uses a wireless IEM system; Pete, Chris and James use wired IEMs and all are fed from dedicated XR18 auxiliary outputs via belt-pack headphone amplifiers. No conventional stage wedges are normally required.

Input list

XR18 channel allocation used by the band. Click and guide channels are monitoring-only and must not be sent to FOH.

Ch	Source	Connection	FOH	Notes
1	James vocal	XLR mic	Yes	Backing vocal
2	Rob vocal	XLR mic	Yes	Lead vocal
3	Chris vocal	XLR mic	Yes	Backing vocal
4	Pete vocal	XLR mic	Yes	Backing vocal
5	Spare	—	—	Reserved spare channel
6	Rob electric	Wireless → Mustang processor → XR18	Yes	No stage sound from amp
7	Rob acoustic	Wireless → XR18	Yes	Separate acoustic input
8	Pete guitar	Pedal board → XR18	Yes	No guitar amplifier
9	Chris bass	Pedal Board → XR18	Yes	Bass amp also used on stage
10	Click	Ableton USB → XR18	**No**	IEMs only
11	Backing tracks	Ableton USB → XR18	Yes	Production / musical playback
12	Snare	XLR mic	Optional	Normally for larger stages
13	Kick	XLR mic	Yes	Dedicated kick microphone
14	EAD10	Mono line → XR18	Yes	General drum reinforcement and to IEMs
15	Sonia	Ableton USB → XR18	**No**	Guide voice; IEMs only
16	Interval	Ableton USB → XR18	Yes	Pre / interval / post-show music

Playback / show control

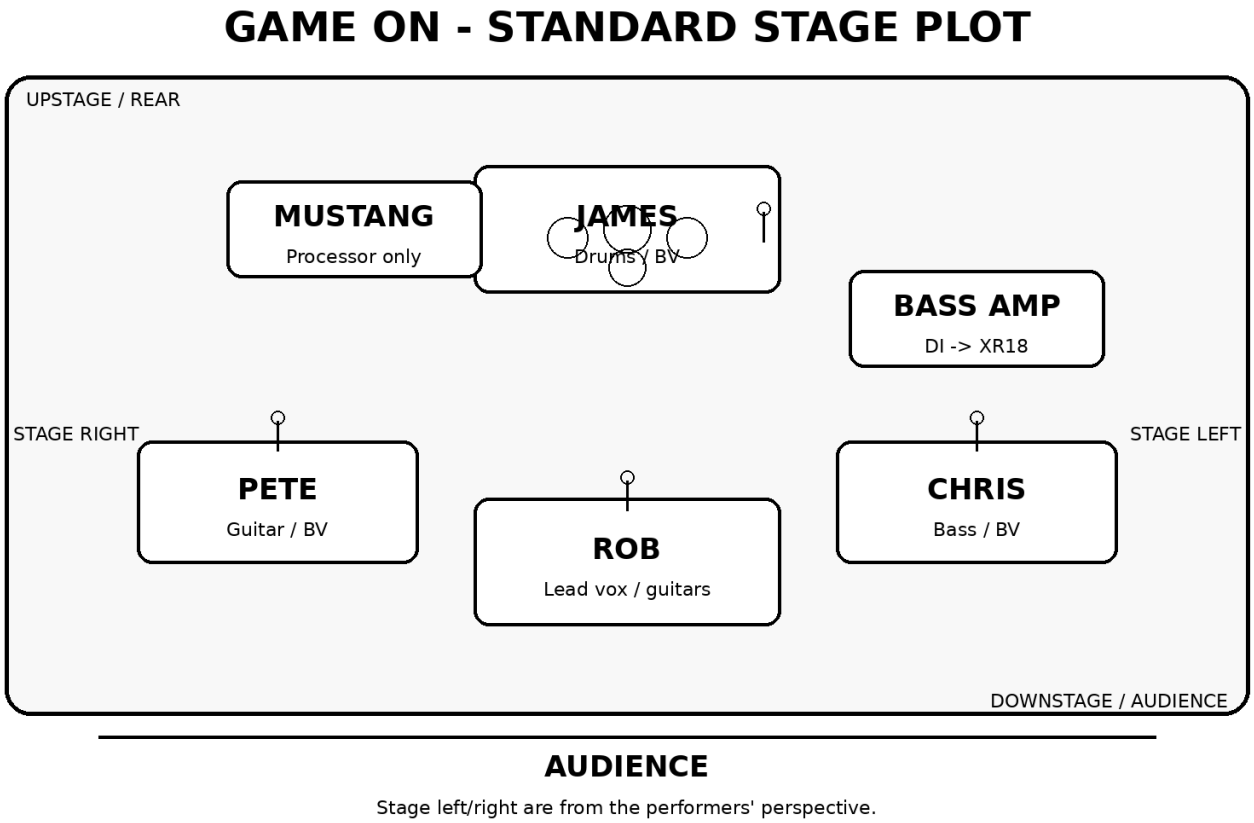
The show is controlled from Ableton Live. Playback may include backing/production tracks, additional keyboard or synth parts, samples, click, spoken guide cues, show automation and lighting control. Click and Sonia guide cues are for the band's IEMs only and are not sent to FOH.

Backline & drums

- Rob: electric guitar via Fender Mustang processor into XR18; acoustic guitar wireless direct to XR18. The Mustang is used for processing only and produces no stage sound.
- Pete: guitar direct to XR18, no amplifier.
- Chris: bass amplifier on stage with DI to XR18.
- James: acoustic drum kit with Yamaha EAD10 (mono into XR18), dedicated kick mic and optional snare mic. Additional drum mics for larger stages should be provided by the venue if required.

Stage plan

Standard layout. Stage left/right are from the performer's perspective looking towards the audience.



Lighting

Band lighting is synchronised from the Ableton show and currently comprises 4 × Edison Star E6, 3 × ADJ Mega Hex Pars and 2 × ADJ DOTZ PAR fixtures. The band system can be used as the primary stage lighting or as supplementary lighting alongside a venue rig.

Power & advance

Suitable mains power is required for guitar/bass equipment, XR18 and playback system, IEMs, Yamaha EAD10/electronic pads and stage lighting. For festival appearances, please advance FOH routing, drum miking, backline, stage power, lighting integration and changeover arrangements in advance. Where possible, the band prefer to retain their XR18-based monitoring system throughout the performance.

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