IMHO

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Intro: harmonics on the high strings of the guitar slowly fade in and out. Lots of phaser, distortion, random step filter, delay, etc. Set the guitar's volume to zero, then pick a random harmonic note, then pick another while the first one is ringing (dissonance is okay), then slowly start turning up the volume until those effects catch the sound - then turn it down quickly before it overloads, and let the delay slowly die down.

Various background noises like rain, crowded places, etc. fade in - some of those noises might be reversed. A rude, unfriendly message is played, but slowed and pitched down so much that it's only fully audible and comprehensible if the recording is sped up around 10x or more.

Rain and thunder, a loud airplane goes by, the guitar is suddenly strummed loudly above the neck, making a high pitched harsh sound with all those effects.

















































