

The Songs:

1. Sick and Tired
2. In Love With God
3. Why?
4. No Use For This
5. I'm a God
6. Jenny's Story
7. All so Wrong
8. Something
9. Hurt Inside
10. 7-up
11. The List
12. All Because of Me
13. Sleep
14. More on Gods
15. God
16. His Friend
17. Acceptance
18. Clocks
19. Hands Move Around
20. Girl?
21. Boy?
22. Thoughts on a Person
23. Time Has No Meaning
24. Confusion, Corner
25. Why do I?
26. Susan
27. TOCMOS
28. Regret
29. Creativity

30. Etc
31. Boating in the Rain
32. Characterization
33. Accepted Outcast
34. Way of Life
35. Kiss?
36. Christ
37. I Hate War
38. Darkness
39. Farmers and Cows

The Players:

DWAB is Ananda,
With the kind help of: Shirvan
{6, 10, 12, 37, 39}, Sam P. {8,
15, 25}, Sam B. {9, 14, 21, 28,
34, 38}, Kiran {17}, Geoff
{17}, Gabe {21}, Jenny {22},
Brian {22}, Zoe {31}.

Excerpt from the notes to the original cassette version...

...the whole deal behind DWAB, since I know you all want to know just what the hell is going on here. Simply put, DWAB is just another idea of a way for me to pass my time, and I owe a certain amount of credit to my little brother, Shirvan, with whom I did the first DWAB song.

Some of this tape sounds like shit. Or all of it, if you're fussy

about sound. But I didn't get a 4-track until about half of the way into recording everything—making me rely entirely upon multiple tape decks, and luck in timing, to layer my hundreds of tracks.

DWAB songs are usually "just done," meaning that they aren't really rehearsed—they are just made up while being recorded. I don't know why I like that style of production. I just thought it seemed fun, and I liked the result of the first song and thought I would work with that further....

... and some newly updated notes about the recordings you are listening to...

I can still remember it all so clearly. I was playing in a "band" called *Distorkon*, and we would get together on weekends with a Casio keyboard, a couple of buckets, a ghetto-home-made mixer, a guitar and a microphone and work all day on these absolutely horrible songs. I was the singer... if you could call my monochromatic vocalizing singing.

That musical excursion fizzled fairly rapidly. The house on Mission Canyon Road was quiet for a little while. Until the day that

Shirvan joined me upstairs, and we set up a collection of tin cans with pennies on top to make them rattle, and I stuck a microphone inside my battered, out of tune acoustic guitar, and we hit record and ended up with an incredible blast of improvised noise that was entirely fun and impressive to me.

Shirvan and I did, in twenty minutes, what the four guys in *Distorkon* had worked months towards. But then again, *Distorkon* was a band, and DWAB certainly was not....

My general technique for composition became calling up a friend and asking them over to accompany me while I rocked on. I had about three tape decks, with each tape being a different "track" going into the home-made mixer, the output of which went into a tape recorder. That was my high tech multi track studio.

Eventually, my grandfather suggested I look into what I might need to make better recordings, and bought me a bare-bones 4-track recorder, which changed the story entirely.... Most of the longer songs on this CD are from that later, more controlled era. The

more we listen and play, the more we learn...

... and some noteworthy differences between this CD and the original cassette...

The original cassette version of *Music For, and About Gods* was a full 74-minutes long. This was more a matter of convenience on my part. A friend of mine needed bulk 74-minute blank tapes, but only needed 50, so I bought the other fifty from him.

The music on the cassette was presented in a continuous manner. There was no blank space on the original tape. As a song was ending, I would fade in a piece of music by groups I enjoyed listening to, then fade in my song.

I have cut out some of the songs that were unbearably deteriorated by my excessive home-style multi-tracking, and have minimized the amount of non-DWAB music on this new release. All songs now appear as separate entities.