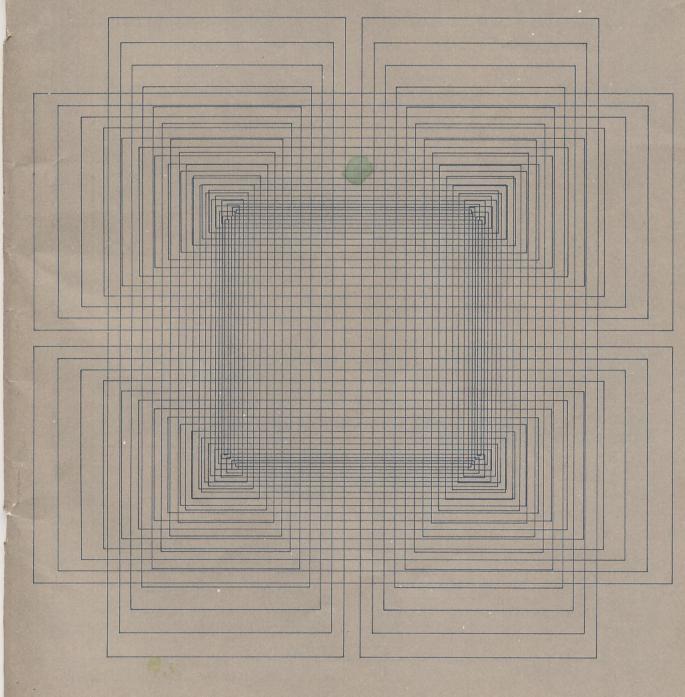


#### **DIGITAL SYNTHESIZER CZ SERIES**



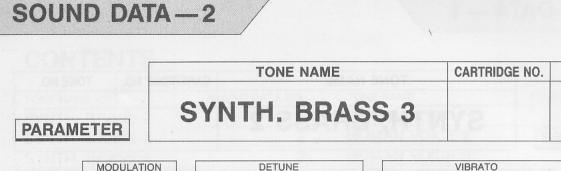
CASIO.

#### CONTENTS

TONE NAME	SOUND DATA NO.
SYNTH. BRASS 2	1
SYNTH. BRASS 3	2
SYNTH. BRASS 4	3
SYNTH. BRASS 5	3 4 5
STRING ENSEMBLE 3	
STRING ENSEMBLE 4	6
SYNTH. STRINGS 2	7
SOFT ORGAN	8
ELECTRIC ORGAN 1	9
ELECTRIC ORGAN 2	10
PIPE ORGAN	11
SYNTH. ORGAN	12
PIANO	13
FANTASTIC PIANO 1	14
FANTASTIC PIANO 2	15
HARPSICHORD 1	16
HARPSICHORD 2	17
FUNKY CLAVI.	18
SYNTH. CLAVI. 1	19
SYNTH. CLAVI. 2	20
XYLOPHONE 1	21
XYLOPHONE 2	22
BELL-LYRA	23
TRUMPET 2	24
TRUMPET 3	25
SAXOPHONE 1	26
SAXOPHONE 2	27
SAXOPHONE 3	28
BLUES HARMONICA 2	29
CELLO	30
WOOD BASS	31
GUITAR	32
ELEC. GUITAR 2	33
ELEC. GUITAR 3	34
ELEC. BASS 1	35
ELEC. BASS 2	36
SYNTH. BASS 2	37
SYNTH. BASS 3	38
SITAR 1	39
SITAR 2	40
SYNTH. SHAMISEN	41

TONE NAME	SOUND DATA NO.
SYNTH. KOTO	42
HUMAN VOICE 2	43
HUMAN VOICE 3	44
HUMAN VOICE 4	45
MUSIC BOX	46
SYNTH. BLOCKS	47
GLASS SOUND 1	48
GLASS SOUND 2	49
AFRO-PERCUSSION 1	50
AFRO-PERCUSSION 2	51
AFRO-PERCUSSION 3	52
STEEL DRUM 2	53
STEEL DRUM 3	54
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FANTASTIC SOUND 1	64
FANTASTIC SOUND 2	65
FANTASTIC SOUND 3	66
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CAVERNOUS SOUND	69
DANGEROUS SOUND 1	70
DANGEROUS SOUND 2	71
LASER GUN 1	72
LASER GUN 2	73
ANIMATION SOUND	74
MOTORCYCLE SOUND	75
EXPLOSION SOUND	76
TELEPHONE CALL	77
COMPUTER GAME SOU	ND 78
'70's SYNTHESIZER SOU	JND 79
THUNDER SOUND	80
MEOW	81

SOUND DA											
NO. TONE NO.	- Contract	TONE	NAME	01	CA	RTRIC	DGE N	10.	TC	ONE I	NO.
PARAMETER	SYM	TH.	BRASS	2		8					
	NOISE     +/-       OFF     +	DETUNE DCTAVE NOT 0 000 (0~3) (0~1	TE FINE	WAVE 1 (1~4)	VIB DELAY 60 (0~99)	RATO RA 5 (0~	0	DEPT 08 (0~99		+/	TAVE RANG 0 (0~1)
1		100 2	2								00
WAVE FORM       FIRST     SECOND       3     0       (1~8)     (0~8)			DCO WAVE FIRST 5 (1~8)	2 FORM SECONI 0 (0~8)	2						
E N STEP 1 2 3	V (PITCH)	7 8	STEP	1 2	ENV 3	(PITC	H)		7		-
RATE 50			(0~99) RATE	99 68		4	3	6	/	8	(0~9
LEVEL 00											
SUS/END END		(	0~99) LEVEL SUS/END	60 00				-			(0~9
DCW 1 KEY FOLLOW 0 (0~9)			CCW KEY FOLLC 2	and and the subscript							
E N STEP 1 2 3	V (WAVE) 4 5 6	7 8	STEP	1 2	ENV 3	(WAV	E)	6	7	8	
RATE 63 27 18			0~99) RATE	76 55		39				0	(0~9
LEVEL 81 65 50	64 50 00	0	0~99) LEVEL	99 96		00		1 02			(0~9
SUS/END	SUS END		SUS/END	00 30		END		-		-	10-0
004.4											50
DCA 1			DCA	A CANANGE MENTER							
0 (0 ~ 9)			KEY FOLLO	W (0~9)							
			2	(0-3)							
E N STEP 1 2 3	V (AMP) 4 5 6	7 8	STEP	1 2	ENV 3	(AMP	) 5	6	7	8	are
RATE 83 36			0~99) RATE	71 32		32		5		5	(0~9
LEVEL 99 00		(0	0~99) LEVEL	99 91		00					(0~99
				SUS		00		1			10 0



	MODUI	ATION
LINE SELECT	RING	NOISE
1+1'	OFF	OFF

SECOND 0

(0~8)

2 3

00

END

1

99 68

33

(1,2,1+2',1+1')

DCO 1

FIRST

3

(1~8)

STEP

RATE

LEVEL

SUS/END

WAVE FORM

1

OFF	OFF
(ON/	OFF)

E N V (PITCH)

4 5 6

7

8

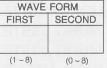
(0 - 99)

(0~99)

DETUNE +/- OCTAVE NOTE FINE 00 07 + 0 (+/-) (0 ~ 3) (0 ~ 11)(0 ~ 60)

# 2





WAVE

1

(1 - 4)

DELAY

00

(0~99)

RATE

50

(0 - 99)

DEPTH

00

(0~99)

		E	NV	(PITCI	H)				
STEP	1	2	3	4	5	6	7	8	
RATE									. (0 ~ 9
LEVEL									(0~9
SUS/END									

TONE NO.

OCTAVE

+/- RANGE 1

(+/-) (0~1)

-

DCW 1

**KEY FOLLOW** 

3  $(0 \sim 9)$ 

		E	NV	(WAVE	)				
STEP	1	2	3	4	5	6	7	8	-
RATE	66	47	47	58					(0~99)
LEVEL	78	88	24	00					(0 ~ 99)
SUS/END			SUS	END					

#### DCA 1

**KEY FOLLOW** 

9 (0~9)

		E	ENV	(AMP)					
STEP	1	2	3	4	5	6	7	8	
RATE	82	36	79	34					(0~99
LEVEL	99	91	59	00					(0~99
SUS/END		SUS		END					

	8	7	6	5	4	3	2	1	STEP
(0~99									RATE
(0 ~ 99			10						LEVEL
									SUS/END

E N V (WAVE)



DCW 2

KEY FOLLOW

(0~9)

**KEY FOLLOW** (0 - 9)

			ENV	(AMP	)				
STEP	1	2	3	4	5	6	7	8	
RATE									(0~99
LEVEL									(0~99)
SUS/END									

COMMENT

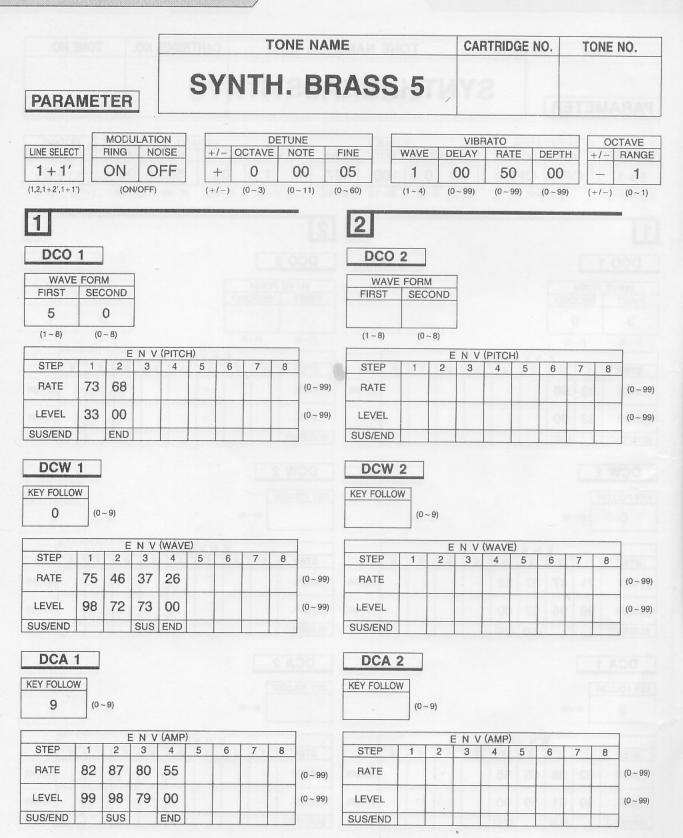
Subdued sound.

2

$\begin{array}{c c c c c c c c c c c c c c c c c c c $	SOUND DATA-3											
PARAMETER       MODULATION       DETUNE       VIBRATO       OCTAVE         11 + 1'       OFF OFF       + 0       000       00       00       50       00       + 0         (11+1)       (010FF)       + 0       0-11       0-50       00       <	IOT		E	01	CAI	RTRID	GE N	10.	тс	ONE I	NO.	
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	PARAMETER SYNTH.	BR	ASS	4		3			113	MA	RAS	
DC0 1 $WAVE FORM \\ FIRST SECOND \\ 3 0 \\ (1-6) (0-8) \\ (1-6) (0-8) \\ (1-6) (0-8) \\ (1-6) (0-8) \\ (1-6) (0-9) \\$	LINE SELECT     RING     NOISE       1+1'     OFF     OFF	NOTE I 00	07	10	DELAY 00	RA	0	00		+/-	RANGE	
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	1	121	2							VIIII	11	
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	DCO 1		DCO 2	2								
E         N         V (PITCH)           STEP         1         2         3         4         5         6         7         8           RATE         99         68         0         0         0         9         68         0         0         9         0         0         0         9         0         0         0         9         0         0         0         0         0         0         0         9         0         0         0         9         0         0         0         9         0         0         9         0         0         9         0         0         9         0         0         9         0         0         9         0         9         0         0         9         0         9         0         0         9         0         9         0         9         0         0         9         0         9         0         0         9         0         9         0         9         0         9         0         9         0         9         0         9         0         9         0         9         0         9         0         9	FIRST SECOND		and the second se	and the second se	D							
STEP       1       2       3       4       5       6       7       8         RATE       99       68       1       2       3       4       5       6       7       8         LEVEL       33       00       1       1       2       3       4       5       6       7       8         UEVEL       33       00       1       1       1       2       3       4       5       6       7       8       (0-9)         DCW 1       1       2       3       4       5       6       7       8       (0-9)         KEY FOLLOW 0       (0-9)		- 10 - 10 - 10 - 10 - 10 - 10 - 10 - 10	(1~8)	(0~8)					1-0		0-11	
LEVEL       33       00       0 </td <td></td> <td></td> <td>STEP</td> <td>1 2</td> <td></td> <td>1</td> <td></td> <td>6</td> <td>7</td> <td>8</td> <td></td>			STEP	1 2		1		6	7	8		
SUS/END       END       (0 - 99)       SUS/END       SUS/END         DCW 1       DCW 2         KEY FOLLOW 0       (0 - 9)       KEY FOLLOW       (0 - 9)         STEP       1       2       3       4       5       6       7       8         RATE       71       47       37       58       (0 - 9)       KEY FOLLOW       (0 - 9)       LEVEL       99       96       52       00       (0 - 9)       LEVEL       99       96       52       00       (0 - 9)       EVEL       1       2       3       4       5       6       7       8       RATE       1       2       3       4       5       6       7       8         BATE       71       47       37       58       0       0       9       1       2       3       4       5       6       7       8         BATE       99       96       52       00       0       0 - 99       0       0       9       0       0       9         BCA 1       2       3       4       5       6       7       8       8       1       2       3       4       5       6	RATE 99 68	(0~99)	RATE					88	8		(0~99)	
$\begin{array}{c c c c c c c c c c c c c c c c c c c $		(0~99)						CX.	24		(0~99)	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	DCW 1		DCW (							1 10		
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$												
STEP       1       2       3       4       5       6       7       8         RATE       71       47       37       58       0       <			KETTOLLOW	-								
RATE       71       47       37       58       0       0       99       96       52       00       0       0       90       90       90       92       00       0       0       90<						(WAVE	-				]	
LEVEL       99       96       52       00       0		(0~99)		1 2	3	4	5	6	7	8	(0, 00)	
SUS/END     SUS     END     SUS     END       DCA 1     SUS/END     SUS/END     SUS/END       KEY FOLLOW     0~9)     (0~9)       (0~9)     (0~9)       E N V (AMP)     (0~9)       STEP     1     2     3     4     5     6     7     8       RATE     82     36     65     55     0     (0~9)     IEVEL     0     0     0     0       LEVEL     99     91     59     00     0     0     0     0     0     0     0     0		-										
KEY FOLLOW       (0~9)         9       (0~9)         E N V (AMP)       0~9)         STEP       1       2       3       4       5       6       7       8         RATE       82       36       65       55       0       0~99)       RATE       0       0       0~99         LEVEL       99       91       59       00       0       0       0~99)       LEVEL       0       0       0       0~99		(0~99)									(0 ~ 99)	
9       (0~9)         E N V (AMP)       0(~9)         STEP       1       2       3       4       5       6       7       8         RATE       82       36       65       55       0       0(~9)       RATE       1       2       3       4       5       6       7       8         LEVEL       99       91       59       00       0       0       0(~99)       LEVEL       0       0       0       9	DCA 1		DCA 2									
E N V (AMP)         STEP       1       2       3       4       5       6       7       8         RATE       82       36       65       55       0       0~99)       RATE       1       2       3       4       5       6       7       8         LEVEL       99       91       59       00       0       0       0       0~99)       LEVEL       0       0       0       0       9	KEY FOLLOW			ALCO PRIMA								
STEP       1       2       3       4       5       6       7       8         RATE       82       36       65       55       55       55       55       55       55       6       7       8       8       8       6       7       8       8       6       7       8       8       8       6       7       8       8       6       7       8       8       8       6       7       8	9 (0~9)			(0~9)								
RATE     82     36     65     55     (0~99)     RATE     I <td></td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>			0									
LEVEL         99         91         59         00         (0~99)         LEVEL         (0~99) <th (<="" td=""><td></td><td>(0~99)</td><td></td><td>1 2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>(0 - 90)</td></th>	<td></td> <td>(0~99)</td> <td></td> <td>1 2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>(0 - 90)</td>		(0~99)		1 2	3	4	5	6	7	8	(0 - 90)
								-				
	Level         99         91         59         00           SUS/END         SUS         END	- (0~99)	SUS/END			-					(0~99)	

COMMENT

Strong attack.



COMMENT WAH added by RING MODULATION and slight DETUNE.

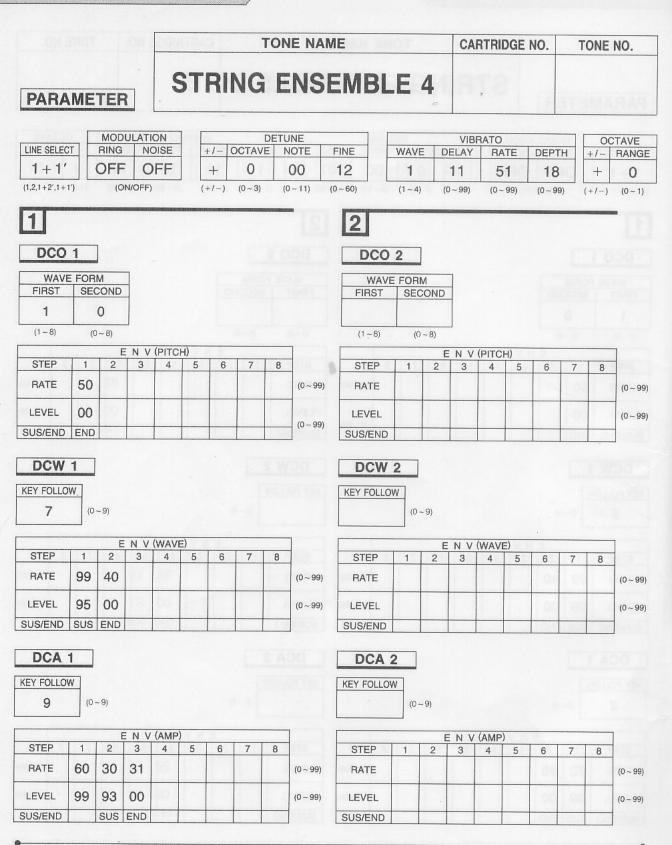
SOUND DATA -	5	
AUTRIC NO. TONE NO.	TONE NAME	CARTRIDGE NO. TONE NO.
PARAMETER	RING ENSEMBLE	3
1+1' OFF OFF	DETUNE         WAVE           /-         OCTAVE         NOTE         FINE           +         0         00         07         1           /-)         (0~3)         (0~11)         (0~60)         (1~4)	VIBRATO         OCTAVE           DELAY         RATE         DEPTH           11         51         18           (0-99)         (0-99)         (0-99)
1	2	
DCO 1	DCO 2	
WAVE FORM FIRST SECOND 1 0 (1 ~ 8) (0 ~ 8)	WAVE FORM FIRST SEC	OND
E N V (PITCH)	(1~8) (0-	E N V (PITCH)
STEP 1 2 3 4 5	6 7 8 STEP 1	2 3 4 5 6 7 8
RATE 50	(0~99) RATE	(0~
LEVEL 00	(0~99)	(0~
DCW 1 KEY FOLLOW 2 (0~9)	DCW 2 KEY FOLLOW	~ 9)
E N V (WAVE)		E N V (WAVE)
STEP 1 2 3 4 5	6 7 8 STEP 1	2 3 4 5 6 7 8
RATE 99 40	(0~99) RATE	(0~
LEVEL 99 00	(0~99) LEVEL	(0~
SUS/END SUS END	SUS/END	
DCA 1	DCA 2	
KEY FOLLOW           2         (0~9)	KEY FOLLOW	- 9)
E N V (AMP)		E N V (AMP)
STEP         1         2         3         4         5           RATE         72         38         3         3         3         4         5	6 7 8 STEP 1	2 3 4 5 6 7 8
	(0~99) RATE	(0~
LEVEL 99 00	(0~99) LEVEL	(0~
SUS/END SUS END	SUS/END	

6

**COMMENT** Bright string ensemble.

•



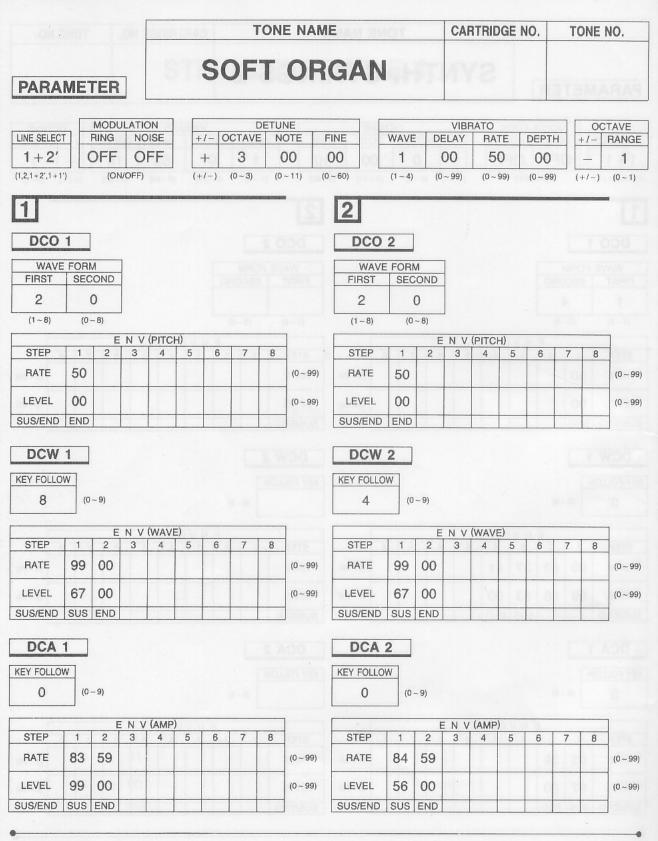


**COMMENT** Similar to a string quartet.

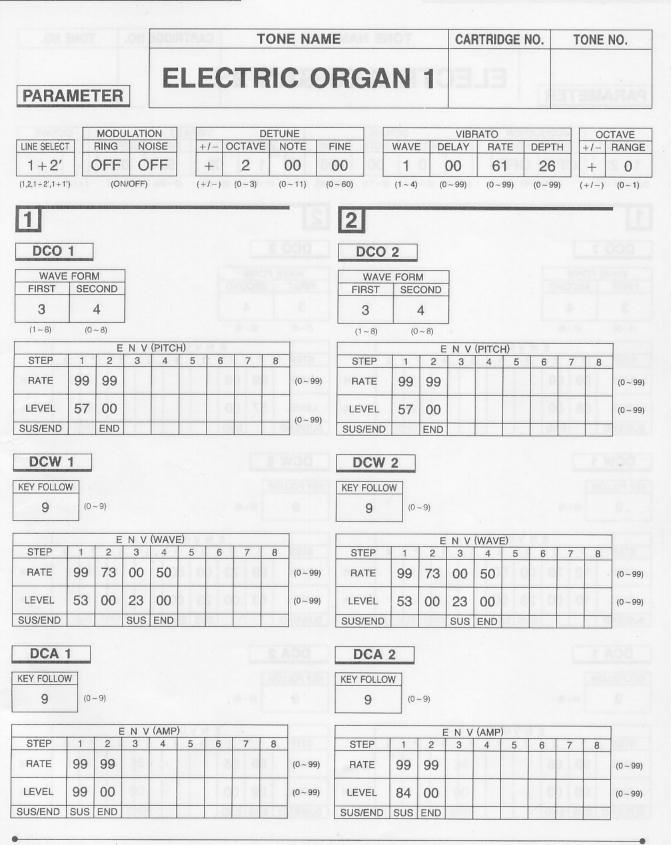
ON SHOT ON LONGT	TOM	IE NAM	E	CA	RTRIDGE NO.	TONE	NO.
PARAMETER	NTH.	STF	RINGS 2	2			RAY
MODULATION           RING         NOISE           1 + 1'         OFF         OFF           1,2,1+2',1+1')         (ON/OFF)	+ 0	NOTE F	FINE 10 0~60) (1~4)	the second s	BRATO RATE DEF 53 1 (0~99) (0~	РТН +/- 8 +	CTAVE RANG 1 (0~1)
1		12	2			N THE STATISTIC POLICY IN THE STATE	1
DCO 1			DCO 2				
WAVE FORM FIRST SECOND 1 4			WAVE FORM FIRST SEC				
(1~8) (0~8)			(1~8) (0~	- 8)			
E N V (PITCH) STEP 1 2 3 4 5	6 7 8	7	STEP 1	E N V 2 3	(PITCH)	7 8	7
RATE 50		(0 ~ 99)	RATE	2 3	4 5 0	7 8	(0~9
LEVEL 00	0	(0 ~ 99)	LEVEL			04	(0 ~ 9
SUS/END END			SUS/END				
DCW 1			DCW 2				
EY FOLLOW			KEY FOLLOW				
0 (0~9)			(0 -	9)			
E N V (WAVE)		7		ENV	' (WAVE)		7
STEP 1 2 3 4 5	6 7 8		STEP 1	2 3	4 5 6	7 8	-
RATE 99 83 37 41		(0 ~ 99)	RATE				(0~9
LEVEL 99 96 83 00		(0~99)	LEVEL	0 13			(0~9
SUS/END SUS END			SUS/END				
DCA 1			DCA 2				
EY FOLLOW			KEY FOLLOW				
0 (0~9)			(0~	9)			
ENV(AMP)			0750		/ (AMP)		]
STEP         1         2         3         4         5           RATE         93         39	6 7 8	(0 ~ 99)	STEP 1 RATE	2 3	4 5 6	7 8	(0~9
LEVEL 87 00		(0~99)	LEVEL				(0~9)

COMMENT Synthesized string sound often used in modern music.





**COMMENT** Simple, soft reverberated organ composed of harmonics.

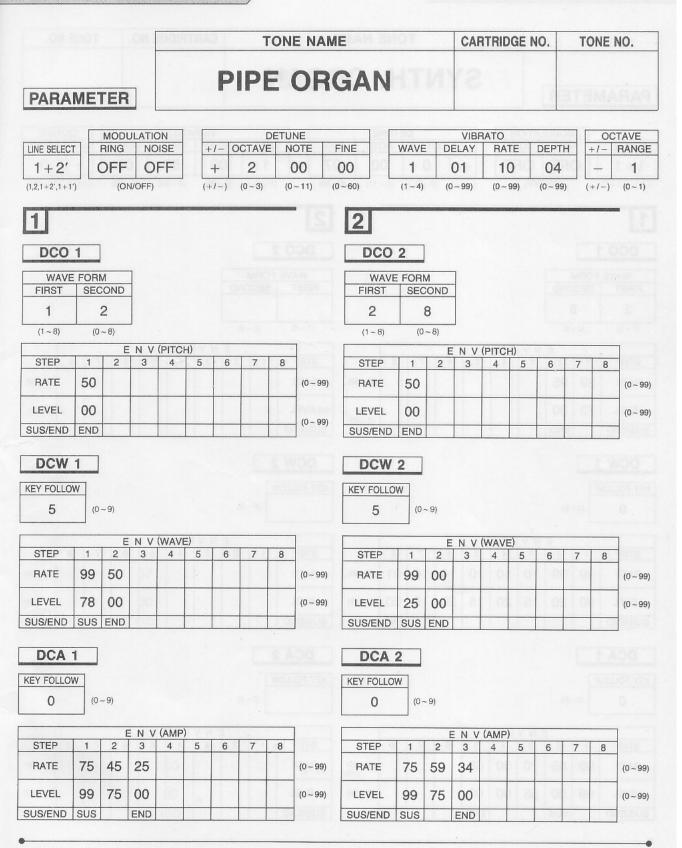


**COMMENT** Electric organ with "click" added using pitch envelope.

9

•							
T CARTERO INC. TONE NO.	ONE NAM	IE	101 .	CARTR	IDGE NO.	TONE	NO.
PARAMETER	RIC O	RGA	N 2	EE	3	атам	PARA
$\begin{array}{c c} \hline \\ \hline $	00	FINE 08 0~60)	1 5	00	D ATE DEP 50 00 ~99) (0~9	тн <u>+/-</u> ) +	CTAVE RANGE 0 (0~1)
1	12	2					11
DCO 1		DCO	2				
WAVE FORM		WAVE	FORM	]			
FIRST SECOND		FIRST	SECOND	-			
(1~8) (0~8)		(1~8)	(0~8)	]			
ENV(PITCH)				N V (PIT	CH)		
STEP         1         2         3         4         5         6         7           RATE         99         99	8 (0 ~ 99)	STEP	1 2	3 4	5 6	7 8	
			99 99				(0~99)
LEVEL 66 00	(0~99)	LEVEL SUS/END	57 00 END				(0~99)
		- SOS/END					
DCW 1		DCW	2				
KEY FOLLOW		KEY FOLLOW	N				
9 (0~9)		9	(0~9)				
E N V (WAVE) STEP 1 2 3 4 5 6 7	0	OTED		N V (WAY			
RATE 12 70 00 50	8 (0 ~ 99)	STEP	1 2 99 73	3 4 00 50	5 6	7 8	(0 - 00)
LEVEL 19 00 23 00							(0~99)
SUS/END         SUS         END	(0 ~ 99)	LEVEL SUS/END	53 00	23 00 SUS END			(0~99)
		COOLIND		SUS LINE	· · · · · · · · · · · · · · · · · · ·		
DCA 1		DCA 2	2				
KEY FOLLOW		KEY FOLLOW	V				
9 (0~9)		9	(0~9)				
E N V (AMP) STEP 1 2 3 4 5 6 7	-			N V (AMI			]
STEP         1         2         3         4         5         6         7           RATE         99         65	8	STEP	1 2	3 4	5 6	7 8	
	(0~99)	RATE	99 65				(0~99)
LEVEL 99 00	(0 ~ 99)	LEVEL	99 00			9 9 9	(0~99)
SUS/END SUS END		SUS/END	SUS END				

**COMMENT** Electric organ with attack effect using pitch envelope.



**COMMENT** Bright pipe organ with beautiful reverberation.

			100	784	2	٦	ONI	E NAM	E AN TH	07		CAI	RTRIC	DGE N	10.	T	ONE	NO.
PARAM	ETEF	1	E	S	YI	T	H	. 01	RGA	N	219						194.0	RAN
LINE SELECT 1 + 1' 1,2,1+2',1+1')			DN DISE FF	[	+	0 (0 ~ 3)	(	DTE F	-60)	WAVE 1 (1~4)		VIBI ELAY 00	RATO RA 5 (0 ~	0	DEPT 00 (0~99			TAVE RANG 0 (0~1)
1			15141110 141041					121	2									
DCO 1									DCO	2								
WAVE FC	RM	-							WAVE			]						
2	8								11101		-one							
(1~8)	(0~8)								(1~8)	(0	~ 8)	]						
STEP 1		ENV 3	(PITC	H)	6	7	8		STEP	1	E	N V 3	(PITC	H)	6	7	8	]
RATE 9						10		(0~99)	RATE									(0~9
LEVEL 7	3 00							numer l	LEVEL									(0~9
SUS/END	END		-			16		(0 ~ 99)	SUS/END									
DCW 1	٦								DCW	2								
KEY FOLLOW									KEY FOLLO									
0	(0~9)								9	(0	~ 9)							
		ENV	(WAV	=)	_			1			F	NV	(WAV	E)				1
STEP 1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE 9	9 99	10	10	10	10	10	01	(0~99)	RATE						0			(0~9
LEVEL 9	20	15	20	15	20	15	00	(0 ~ 99)	LEVEL						0	0		(0~9
SUS/END						SUS	END		SUS/END					8				
DCA 1									DCA	2								
KEY FOLLOW									KEY FOLLO	W								
0	(0 ~ 9)									(0	~ 9)							
	the second se	ENV								1			(AMP					]
STEP 1 RATE 99	2 65	3 70	4	5 65	6	7	8	(0 ~ 99)	STEP RATE	1	2	3	4	5	6	7	8	10 5
		65	00	00												-		(0~9
LEVEL 99		I DE	00	00				(0~99)	LEVEL									(0~9

COLINIE

SUS/END

SUS

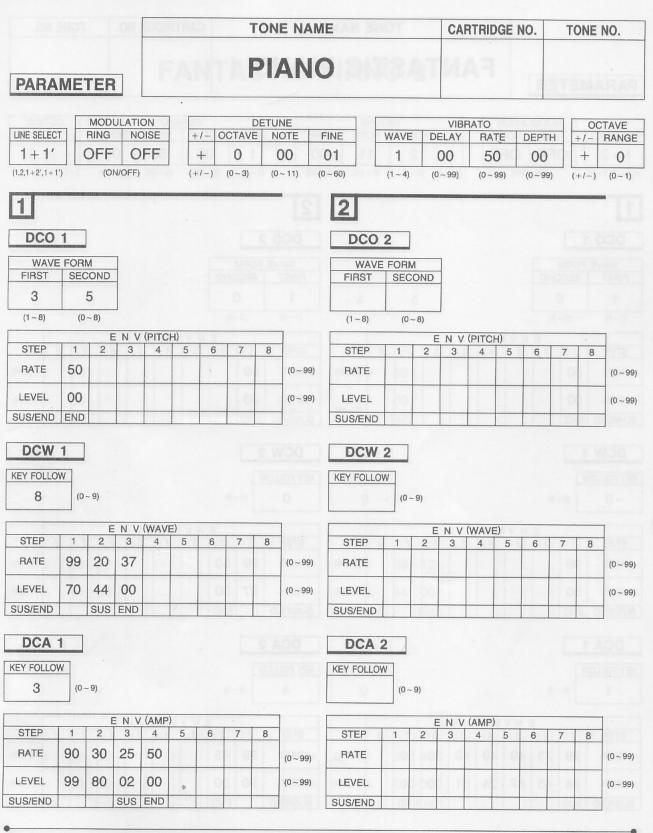
40

**COMMENT** Pitch envelope used for distinctive click. Suitable for quick adlibs.

END

12

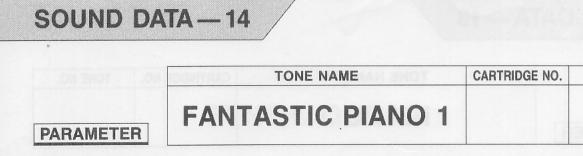
SUS/END



COMMENT

Subdued piano. When tone mix selected, the timbre is suited for solo performances.

B



	MODUI	ATION		DE	TUNE			VIBR	ATO		00	CTAVE
LINE SELECT	RING	NOISE	+/-	OCTAVE	NOTE	FINE	WAVE	DELAY	RATE	DEPTH	+/-	RANGE
1+2'	OFF	OFF	+	2	11	00	10	00	50	00	+	1
(1,2,1+2',1+1')	(ON/	OFF)	(+/-)	(0~3)	(0~11)	(0~60)	(1~4)	(0~99)	(0~99)	(0~99)	(+/-)	(0~1)

IF.		- 61	1000
н.	-	- 8	
		- 8	
н.	- 8	- 8	
н.	-	-	

#### DCO 1

WAVE	FORM
FIRST	SECOND
1	0
(1~8)	(0~8)

DCO	2
WAVE	FORM
FIRST	SECOND
1	0

2

(1~8) (0~8)

DCW 2

(0~9)

(0 - 9)

KEY FOLLOW

0

DCA 2

4

		E	NV	(PITCI	H)		2 million and			
STEP	1	2	3	4	5	6	7	8		
RATE	50								(0~99)	
LEVEL	00	-							(0~99)	
SUS/END	END								(0~33)	S

#### E N V (PITCH) STEP 5 2 3 4 6 8 1 7 RATE 50 $(0 \sim 99)$ LEVEL 00 (0~99) SUS/END END

TONE NO.

#### DCW 1

KEY FOLLOW

0 (0~9)

		E	NV	(WAVI	E)				
STEP	1	2	3	4	5	6	7	8	
RATE	99							1	(0~99
LEVEL	00	3	15.		184	1240		100	(0~99
SUS/END	END								

		E	NV	(WAV	E)			
STEP	1	2	3	4	5	6	7	8
RATE	99	50			1	20		
LEVEL	27	00			0	) ÷	- 0	
SUS/END		END						

#### DCA 1

KEY FOLLOW

1 (0~9)

		1	ENV	(AMF	)				
STEP	1	2	3	4	5	6	7	8	
RATE	99	73	49	49	49	39	50		(0~
LEVEL	84	43	67	24	61	00	00		(0~
SUS/END	SUS						END		

			E	NV	(AMP	)				
	STEP	1	2	3	4	5	6	7	8	
9)	RATE	99	45		0	5 3		10		(0~99)
9)	LEVEL	90	00		10	2 3	) 0	1.9		(0~99)
	SUS/END		END							1

**COMMENT** Echo effect using DCA 1 after envelope for fantasy sound.

4	-			
c	æ	1	k	
81	14	4	8	

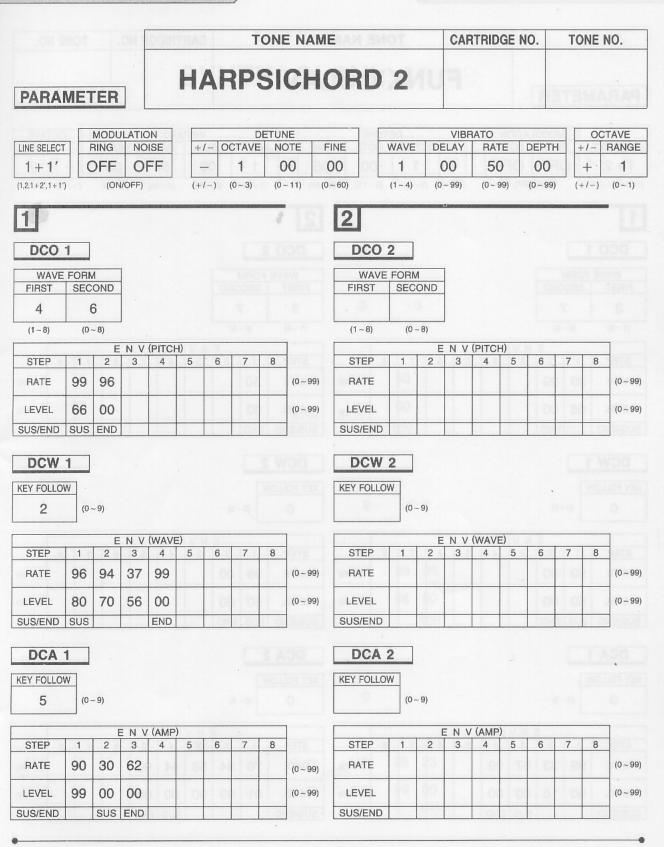
#### SOUND DATA - 15 TONE NAME CARTRIDGE NO. TONE NO. **FANTASTIC PIANO 2** PARAMETER MODULATION DETUNE VIBRATO OCTAVE LINE SELECT NOISE +/- OCTAVE NOTE FINE RING WAVE DELAY RATE DEPTH +/-RANGE 1 + 2'ON OFF 3 00 00 1 00 50 00 + 0 + (1,2,1+2',1+1') (ON/OFF) (+/-) (0~3) (0~11) (0~60) (1~4) (0 - 99)(0~99) (0~99) (+/-) (0~1) 2 DCO 1 DCO<sub>2</sub> WAVE FORM WAVE FORM SECOND SECOND FIRST FIRST 5 0 4 0 (1~8) (0 - 8)(1~8) (0 - 8)E N V (PITCH) E N V (PITCH) STEP 1 2 3 4 5 6 7 8 STEP 1 2 3 4 5 6 7 8 RATE 50 (0 - 99)RATE 50 (0 - 99)LEVEL 00 LEVEL 00 (0~99) (0 - 99)SUS/END END SUS/END END DCW 1 DCW 2 KEY FOLLOW **KEY FOLLOW** $(0 \sim 9)$ 9 (0 - 9)9 E N V (WAVE) E N V (WAVE) STEP 1 2 3 4 5 6 7 8 STEP 2 4 6 7 8 1 3 5 RATE 99 12 99 12 RATE $(0 \sim 99)$ (0 - 99)LEVEL 14 00 $(0 \sim 99)$ LEVEL 44 00 $(0 \sim 99)$ SUS/END END SUS/END END DCA 1 DCA 2 KEY FOLLOW **KEY FOLLOW** 0 $(0 \sim 9)$ 0 (0~9) E N V (AMP) E N V (AMP) STEP STEP 1 2 3 4 5 6 7 8 1 2 3 4 5 6 7 8 RATE 30 RATE 99 98 (0 - 99)49 (0 - 99)LEVEL 99 00 (0~99) LEVEL 63 00 (0 - 99)SUS/END END SUS/END END

**COMMENT** Vibraphone-like clear reverberation.

G

					ATRA			TON	IE NAM	IE	101		CAI	RTRIE	GE I	NO.	T	ONE	NO.
PARA	ME	TEF	2		H	AF	RP	SI	CHO	ORD	1			47		-	373	1147	RAS
			ULATI					DETU					VIB	OTAF				00	TAVE
LINE SELEC		RING		DISE		+/- C	OCTAV			FINE	WAVE		ELAY	RA		DEPT	Н	+/-	RANG
1 + 1'		OFF		FF		-	1			00	1	_	00	50		00		+	1
(1,2,1+2,1+	")	(0	N/OFF)		(+	+/-)	(0 ~ 3)	(0	)~11) ((	0 ~ 60)	(1 ~ 4)	(0	~ 99)	(0 ~	99)	(0~99	)) (	+/-)	(0 ~ 1)
1			a balant terreta		1011200300		PERSONAL PROPERTY		18	2					evening and				11
DCO	1	1								DCO	2								
A DESCRIPTION OF ADDRESS OF	Constanting of the		-								Contractor of the local diversion of the loca								
FIRST	E FOR	M COND								FIRST	E FORM	0ND	-						
3		0																	
(1~8)	1	~ 8)								(1~8)	(0-	~ 8)							
		-	ENV	(PITC	:H)				1		(5		NV	PITCH	-1)	19 39			7
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	50						0		(0~99)	RATE							0		(0~9
LEVEL	00						0		(0~99)	LEVEL									
SUS/END	END	-	-	-		-			(0~99)	SUS/END						-			(0~99
					1				_										
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLL	W								
2	(0	~ 9)									(0 -	- 9)							
STEP	1	2	N V 3	(WAV	E)	6	7	8		STEP	1	E 2	the second s	WAVE			-		
BATE	96	17		7		0	/	0	(0~99)		1	2	3	4	5	6	7	8	
MAIL		-						-	(0~aa)	RATE									(0~99
LEVEL	96	00				10			(0~99)	LEVEL						O			(0~99
SUS/END	SUS	END							]	SUS/END					1				
DOA	4										-								
DCA	-									DCA	2								
KEY FOLLO	W									KEY FOLLO	W								
1	(0	~ 9)									(0~	9)							
				1					1	L									
STEP	1	2	ENV 3	(AMP 4	5	6	7	8	ara di	STEP	1	2 E	N V 3	(AMP) 4	5	6	7	8	-
RATE	84	35	46						(0 ~ 99)	RATE	-	-	-	-	0	0	1	0	(0, 00)
												-						-	(0 ~ 99)
LEVEL	99	00	00						(0~99)	LEVEL		2				00	R		(0 ~ 99)
SUS/END		SUS	CNID					100000000000		SUS/END			-				-		

**COMMENT** Bright reverberation.



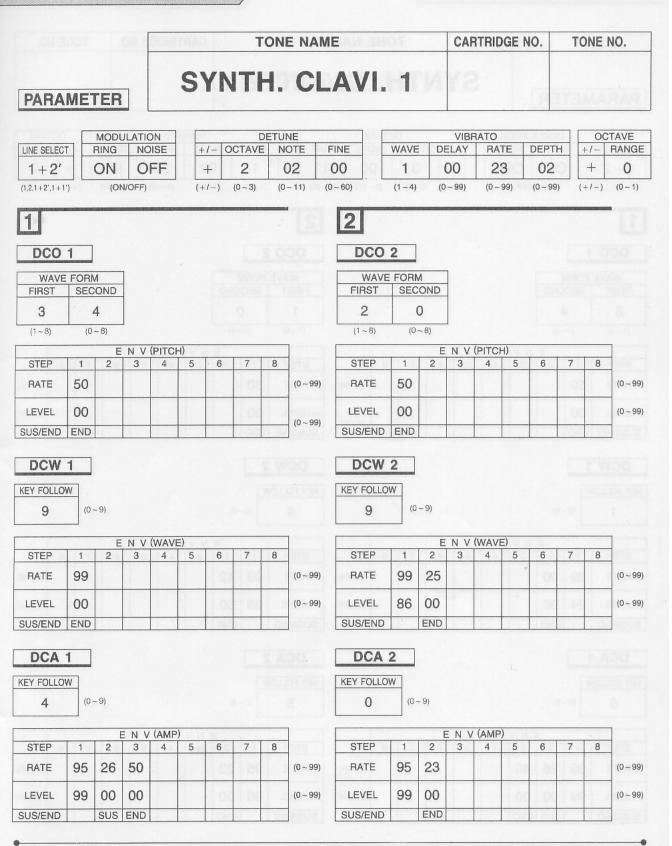
**COMMENT** Realistic harpsichord with metallic reverberation.

Ø

				1001	ATRI	0		TON		IE	IOT		CA	RTR	DGE	NO.	٢	ONE	NO.
PARA	ME	TEF	1		H	FL	JN	K	Y CI	LAVI		191		-			31		ANA
LINE SELECT 1 + 2' (1,2,1+2',1+)				OISE OFF		+/- (	DCTAN 1 (0~3)	-	00 00	FINE 06 0~60)	WAV 1 (1~4	T	VIE DELAY 00 0 ~ 99)	E	) ATE 50 ~ 99)	DEP 00 (0 - 9	)	00 +/- + (+/-)	CTAVE RANGE 0 (0~1)
1						109966-382			2	2									0
DCO           WAVI           FIRST           3           (1 ~ 8)	E FOR	M COND 7 ~ 8)								DCO WAV FIRST 3 (1~8)	E FOR	M COND 7 ~ 8)							
STEP	1	2	N V	(PITC	H)	6	7	8		STEP	1	2	ENV 3		CH)	6	7	1.0	7
RATE	99	99							(0~99)	RATE	50	-		4	5	0	1	8	(0~99)
LEVEL SUS/END	66	00 END							(0 ~ 99)	LEVEL SUS/END	00 END			,		10	8		(0~99)
DCW KEY FOLLC	W	~ 9)					ci - 0	K V	00 88 PB	DCW KEY FOLLO	W	~ 9)							
STEP	1 1	2	N V 3	(WAV	E)	6	7	8		STEP	1	E	N V	(WAV	1		7		]
RATE	99	00							(0~99)	RATE	99	00	3	4	5	6	7	8	(0~99)
LEVEL SUS/END	50 sus	00 END							(0~99)	LEVEL SUS/END	50	00		0	0	0	0		(0~99)
DCA	1							5.0		DCA	2								
KEY FOLLO	-	- 9)								KEY FOLLO		~ 9)							
				(AMP					]					(AMP	)				
STEP RATE	1 99	2 33	3 57	4 99	5	6	7	8	(0~99)	STEP RATE	1 76	2 94	3 58	4	5 90	6	7	8	(0 ~ 99)
LEVEL	90	16	00						(0 ~ 99)	LEVEL	01	99	90	00		10	1.01		(0~99)
LLVLL																			

**COMMENT** Combination of waveform and resonance waveform for funky effect.

B

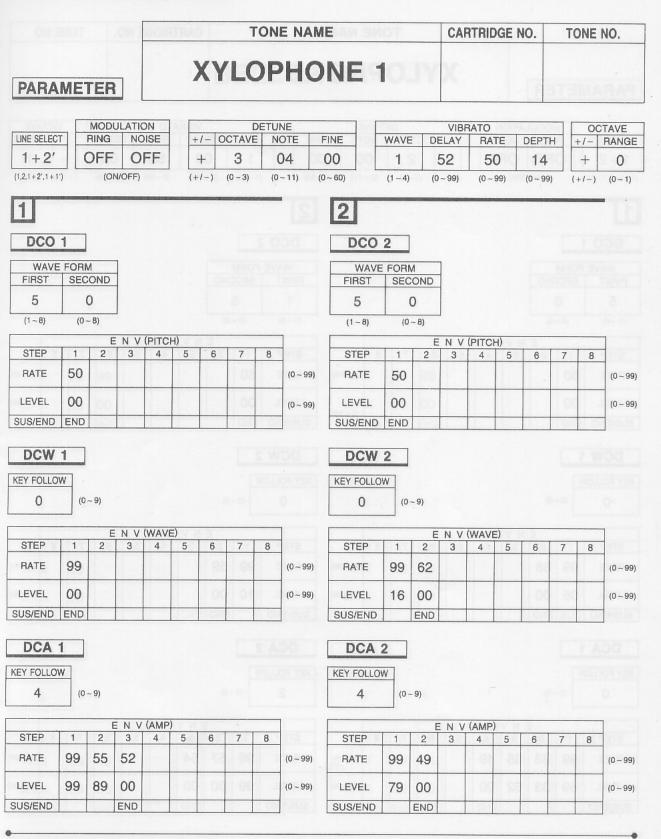


COMMENT

Selecting waveforms 3 and 4 for DCO 1 and adding DCO 2 RING MODU-

				79.4			TON	E NAM	E	07		CAF	RTRIC	GE I	NO.	TC	ONE	NO.
PARAMI	TEF	1		S	YN	IT	H.	CL	AVI.	2	N				T.P.B	73	11.4	RAG
		ULATI				and the second se	DETU						RATO					TAVE
LINE SELECT	RING				+ C	CTAV		00	11	WAVE 1		ELAY	RA		DEPTH 02		+/-	RANGE 0
(1,2,1+2',1+1')		N/OFF)				(0~3)	_		0~60)	(1~4)		~ 99)	(0~		(0~99)		+/-)	(0 ~ 1)
		RAN BERTANDAR SAN	Ind and an average state	Columbia Char	desite to a state			-		N-IF-IN-IN-IF-I								-
1									2									
DCO 1									DCO	2								
WAVE FO		]							WAVE			]						
FIRST S	ECOND 4								FIRST		OND							
(1~8)	+ (0~8)								(1~8)		~ 8)	]						
	the second se		(PITC	H)							-	NV	(PITCI	H)				]
STEP 1		3	4	5	6	7	8	10.00	STEP	1	2	3	4	5	6	7	8	-
RATE 5	)			-				(0~99)	RATE	50								(0~99
LEVEL 0						0		(0~99)	LEVEL	00								(0~99
SUS/END EN	D								SUS/END	END								
DCW 1									DCW	2								
KEY FOLLOW									KEY FOLLO	W								
1	(0~9)								4	(0)	9)							
			(WAV	=)				1			F	NV	(WAVE	=)				1
STEP 1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE 9	00							(0~99)	RATE	99	42					B		(0~99
LEVEL 24	1 00				C	13		(0~99)	LEVEL	89	00							(0~99
SUS/END	END								SUS/END		END							
DCA 1	7								DCA	2								
KEY FOLLOW	-								KEY FOLLO									
	0~9)								5		~ 9)							
								_										_
STEP 1		ENV 3	/ (AMP 4	) 5	6	7	8		STEP	1	2	ENV 3	(AMP)	) 5	6	7	8	
RATE 95		45			25	6		(0~99)	RATE	95	23			108	1.85	3		(0~99)
LEVEL 99	00	00				-		(0 ~ 99)	LEVEL	99	00					T ar		(0~99)
	100	00				1.		10 001	La VLL	00	100	and the second se						10-00

**COMMENT** Non-integral harmonics enhanced in attack.

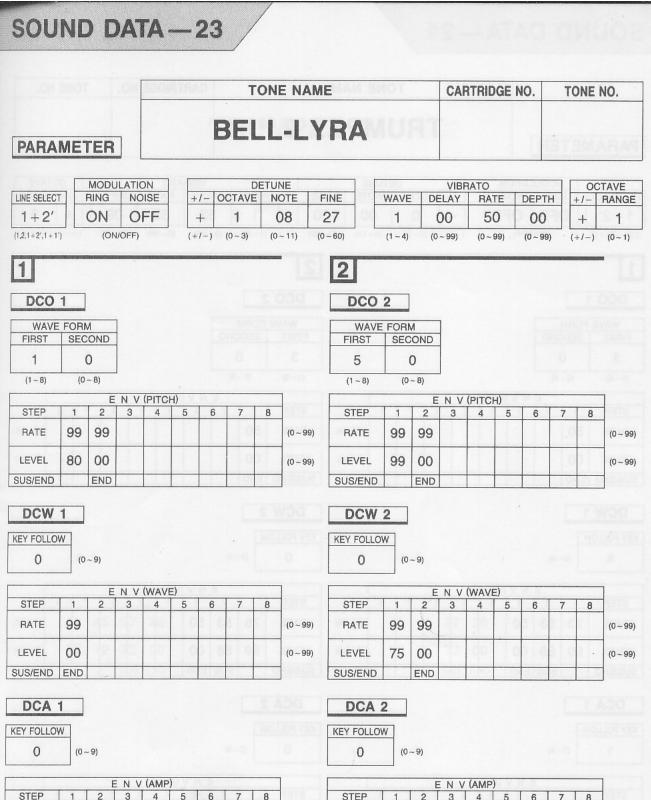


**COMMENT** Comparatively hard mallet effect.

0

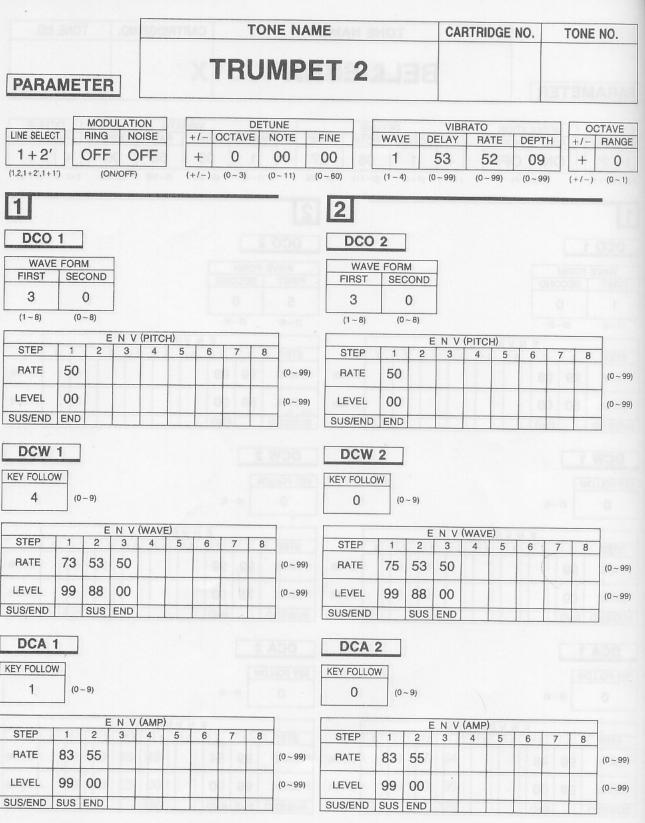
	TON		=			CAR	TRID	CE N	0	TC	NE 1	10
	IONI		<u> </u>			CAR	IRID	GEN	10.	10	INE I	<u>vu.</u>
PARAMETER	XYLOP	HO	NE 2							113	MA	149
MODULATION	DETU	11/1 × 1				VIBF			0000			TAVE
LINE SELECT RING NOISE 1+2' OFF OFF				WAVE		DO	RA1		DEPTH 00	4	-/-	RANGE
(1.2,1+2',1+1') (ON/OFF)				(1~4)	_	~ 99)	(0~9		(0~99)	[. . (·	+/-)	(0~1)
1	19.75091190040100020204040348044004066408	121	2				1977 AG (1971 1971		unotes estates			
DCO 1			DCO	2								
WAVE FORM			WAVE		M OND							
FIRST SECOND 5 0			FIRST 1		5							
(1~8) (0~8)			(1~8)		~ 8)							
E N V (PITC) STEP 1 2 3 4	4) 5 6 7 8		STEP	1	E	N V 3	(PITCH	H) 5	6	7	8	
RATE 50		(0 ~ 99)	RATE	50	-			0		03	0	(0~99)
LEVEL 00		Mai	LEVEL	00						l oc		(0~99)
SUS/END END		(0~99)	SUS/END	END						102		
DCW 1			DCW	2								
KEY FOLLOW			KEY FOLLO									
0 (0~9)			0	(0	~ 9)							
E N V (WAVE	=)	1		_	E	NV	(WAVE	=)				1
STEP 1 2 3 4	5 6 7 8	ine .	STEP	1	2	3	4	5	6	7	8	
RATE 99 58		(0~99)	RATE	99	59				-	1.03		(0~99)
LEVEL 05 00	100 01 3	(0~99)	LEVEL	10	00					00		(0~99)
SUS/END SUS END		]	SUS/END		END							
DCA 1			DCA	2								
KEY FOLLOW	. 0.1		KEY FOLLO									
0 (0~9)			2	(0)	~ 9)							
E N V (AMP STEP 1 2 3 4	5 6 7 8		STEP	1	2	N V 3	(AMP 4	) 5	6	7	8	]
RATE 99 83 85 49		(0~99)	RATE	99	57	54	+	5	0	,	0	(0~99)
LEVEL 69 33 62 00	0100	(0 ~ 99)	LEVEL	99	60	00		101	01	Tel.		(0 ~ 99)
SUS/END END		1000	SUS/END			END						

**COMMENT** Comparatively soft mallet.



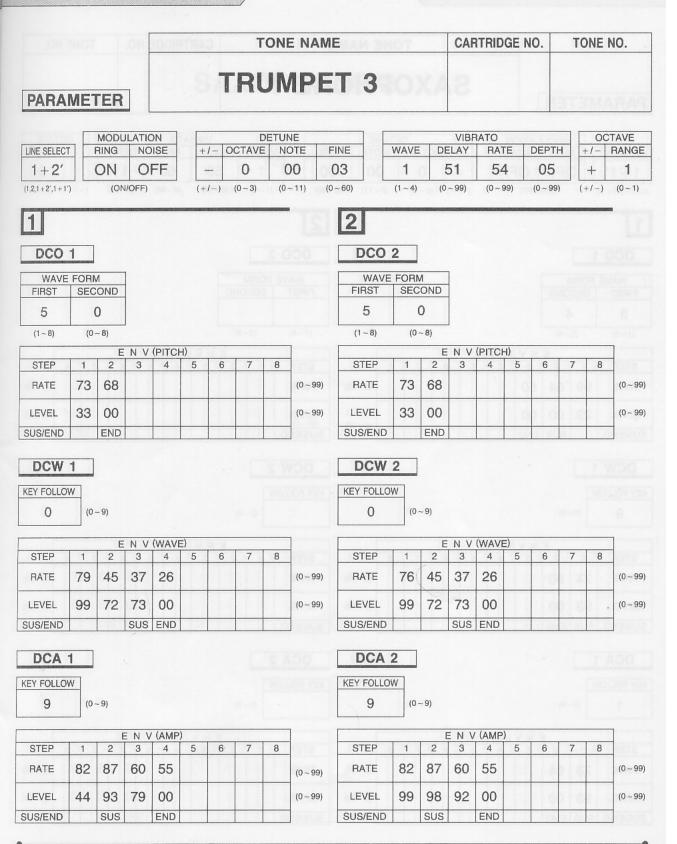
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	99	48		-		5	3 8		(0 ~ 99)	RATE	99	54		45		10	3 0		(0~99)
LEVEL	99	00	- 79	00		0	2 0	2	(0 ~ 99)	LEVEL	99	00	92	(0)		0	9   6	3	(0~99)
SUS/END		END							132.22	SUS/END	SUS	END				10			

COMMENT RING MODULATION used for metallic vibration.

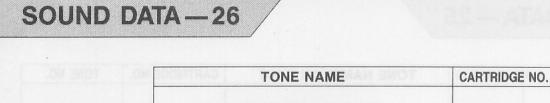


COMMENT Strong attack, crisp trumpet.

24



COMMENT RING MODULATION and slight DETUNE applied.



#### TONE NO.

## SAXOPHONE 1

PARAMETER

	MODU	LATION		DE	TUNE			VIBF	ATO	TALLON	00	CTAVE
LINE SELECT	RING	NOISE	+/-	OCTAVE	NOTE	FINE	WAVE	DELAY	RATE	DEPTH	+/-	RANGE
1+1'	OFF	OFF	+	0	00	00	1	50	60	11	+	0
(1.2.1+2'.1+1')	(ON/	OFF)	(+/-)	(0~3)	(0~11)	(0~60)	(1~4)	(0~99)	(0~99)	$(0 \sim 99)$	(+1-)	(0~1)

2

	46	- 8	
	ж.	- 8	
	а.	- 8	
100		- 88	

000	 -
DCO	

WAVE	FORM
FIRST	SECOND
3	Δ

(1~8)  $(0 \sim 8)$ 

	-	E	NV(	PITCI	-I)	1.2			
STEP	1	2	3	4	5	6	7	8	
RATE	99	64	50			18	3 6		(0~99)
LEVEL	29	00	00			0	3 0		
SUS/END		SUS	END						(0~99)

#### DCO 2 WAVE FORM FIRST SECOND

(1~8) (0 - 8)

		E	NV	(PITCI	H)	1			
STEP	1	2	3	4	5	6	7	8	
RATE						8	3   8		(0~99
LEVEL						0	3 0		(0~99
SUS/END						102			1.00

#### DCW 1

KEY FOLLOW 9

 $(0 \sim 9)$ 

		E	NV	(WAVI	E)	10.0			
STEP	1	2	3	4	5	6	7	8	
RATE	74	50		8		5	10		(0~99)
LEVEL	93	00	do -	0	3 8	2			(0~99)
SUS/END	SUS	END			3181				

#### E N V (WAVE) STEP 1 2 3 4 5 6 7 8 RATE (0~99) LEVEL $(0 \sim 99)$ SUS/END

#### DCA 1

DCA 2

**KEY FOLLOW** 

DCW 2

(0~9)

(0~9)

KEY FOLLOW

KEY FOLLOW 1

(0~9)

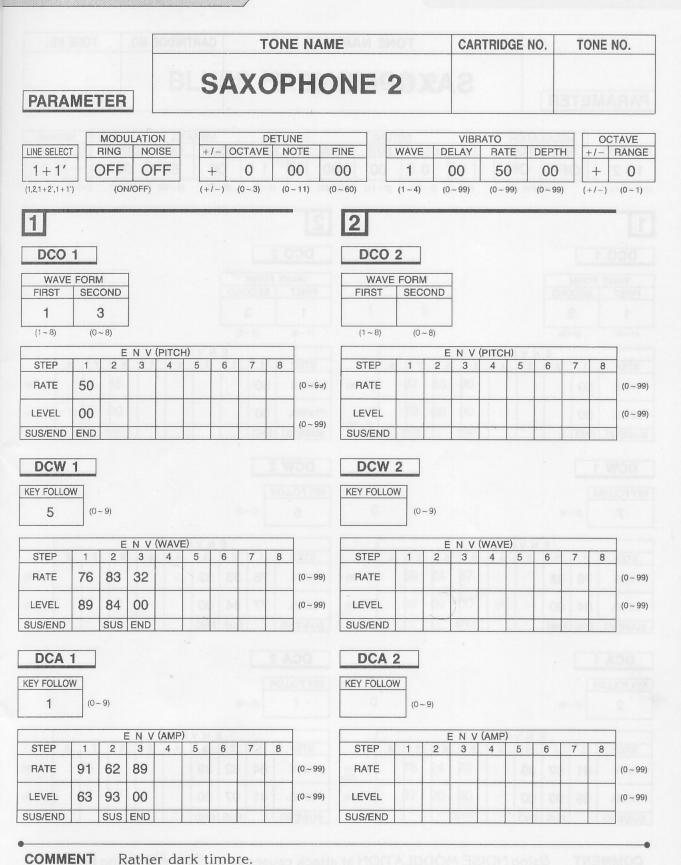
		E	NV	(AMP	)					
STEP	1	2	3	4	5	6	7	8	1918	5
RATE	73	64		3	9 0	2 1	115		(0~99)	F
LEVEL	93	00		10	2 0	8 8	2 8		(0 ~ 99)	L
SUS/END	SUS	END							2.0.0	SU

			1	ENV	(AMP	)				
	STEP	1	2	3	4	5	6	7	8	
99)	RATE	33			3	0	1	15		(0~99)
99)	LEVEL		do		10	0 8	10	2		(0~99)
	SUS/END									

COMMENT

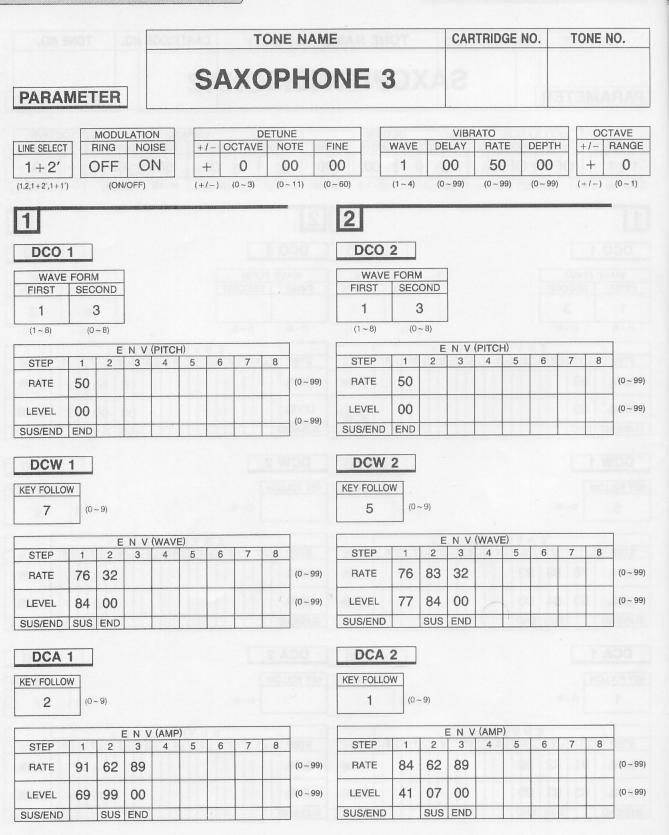
Rather bright timbre.

26

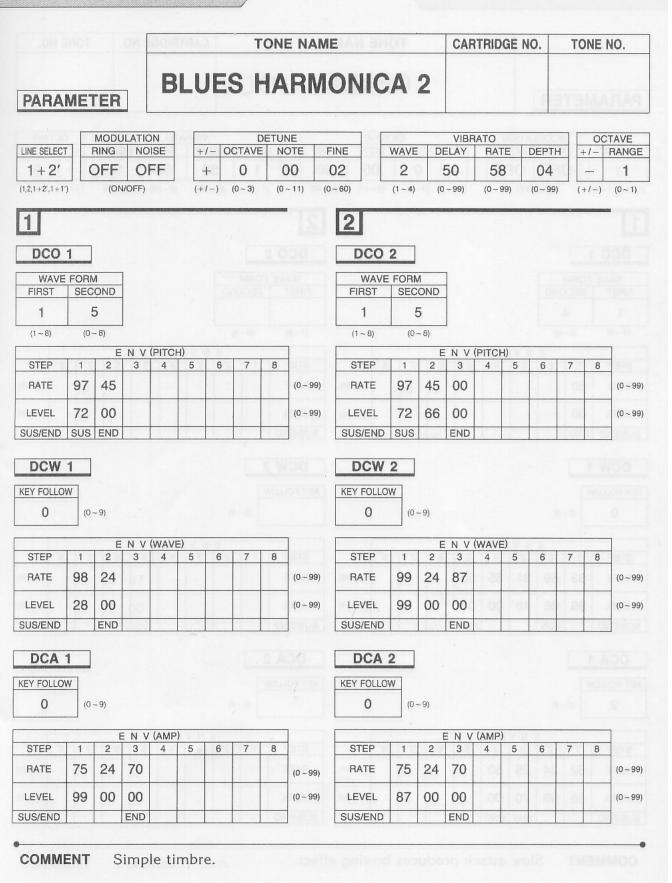


Ø





**COMMENT** Using NOISE MODULATION at attack causes sound of breath being blown.



SOU	ND	D	A	<b>'A</b> -	_3	30		/											
			01	0010	194.0		т	ONI	E NAM	E	101		CAF	RTRID	GE I	NO.	т	DNE I	10.
PARA	MET	ER			5		(	E	LLC	0		23		18		1		MA	149
		MODU		ON			[	DETU	NE		1		VIBR	RATO	in a	1000		OC.	TAVE
LINE SELECT		RING		ISE	+	/- 00	CTAVE	and the second second		INE	WAVE	DI	ELAY	RAT	TE	DEPT	H	automatication grant	RANGE
1	0	OFF	0	FF	-	+	0	(	00	00	1		50	53	3	12		+	0
(1,2,1+2',1+1'	)	(ON	I/OFF)	19-0	(+.	/-) (	(0 ~ 3)	(0	~ 11) (0	~ 60)	(1 ~ 4)	(0	~ 99)	(0 ~ !	99)	(0 ~ 99	) (	+/-)	(0 ~ 1)
DCO WAVE FIRST 1 (1~8) STEP RATE LEVEL SUS/END	FORM	OND 4 ~ 8)	N V 3		H) 5	6	7	8	(0~99) (0~99)	DCO WAV FIRST (1~8) STEP RATE LEVEL SUS/END	E FORM SEC (0-	OND ~ 8)	N V 3	(PITCI 4	H)	6	7	8	(0 ~ 99) (0 ~ 99)
DCW								5.41	00	DCW		-				-	E	IN	(22
KEY FOLLO		~ 9)								KEY FOLL		~ 9)							
			NV	(WAV					]			-		(WAV	-	13			]
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	83	59	31	85	50				(0 ~ 99)	RATE	16				1				(0~99)
LEVEL	99	66	48	00	00	0	10		(0 ~ 99)	LEVEL	17			-			18		(0~99)
SUS/END		SUS			END					SUS/END							12		

#### DCA 1

KEY	FOLL	_OW

2 (0~9)

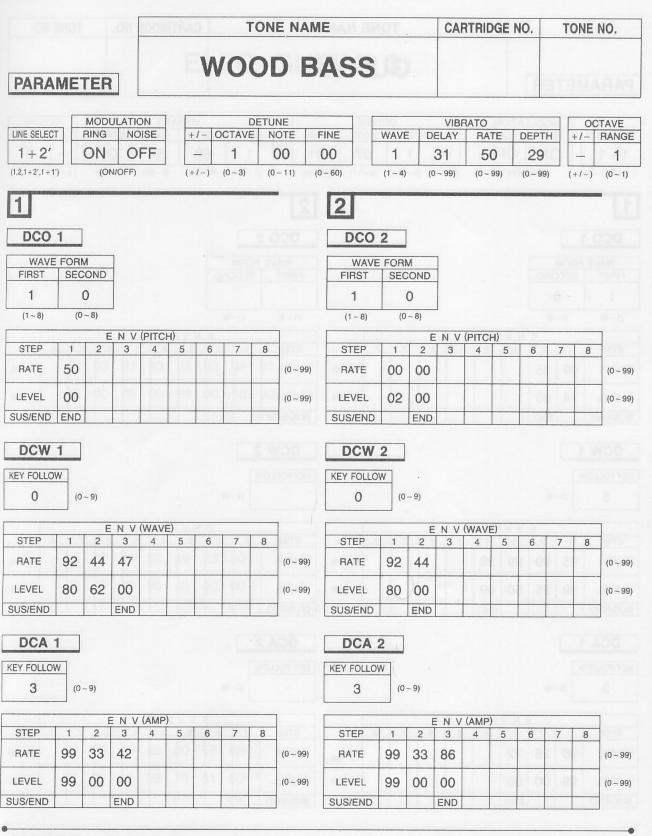
		1	ENV	(AMP)	1				
STEP	1	2	3	4	5	6	7	8	
RATE	62	34	25	50			a		(0~99
LEVEL	68	99	70	00	0	0	1		(0~99
SUS/END			SUS	END					

(0~9)

DCA 2

		1	ENV	(AMP	)				
STEP	1	2	3	4	5	6	7	8	
RATE		12			0	1.00	3		(0~99)
LEVEL			40		0	0	8		(0~99)
SUS/END									

**COMMENT** Slow attack produces bowing effect.



COMMENT

Jazz-like timbre.

SOU	ND	) [	) <b>A</b> 1	<b>FA</b>		32		/											
			,04			2	1	ON	E NAM	EIAH BH	01		CAI	RTRIC	GE N	10.	тс	DNE I	NO.
PARA	MET	ER					G	iU	ITA	R	00	>V					919	24.4	RAG
LINE SELEC 1 + 1' (1,2,1+2',1+1)	T F			FF		+	0CTAV 1 (0~3)	(	OTE F	INE 01 ~ 60)	WAVE 1 (1~4)		VIBI ELAY 69 ~ 99)	RATO RA 5 (0~	4	DEPT 05 (0~99			TAVE RANGE 0 (0~1)
1							IN GENERAL PAR		121	2									
DCO	1									DCO	2								
WAVE FIRST	FORM SEC	OND								WAVE FIRST	and the second division of the second divisio	A OND							
(1~8)	(0 -	-	]							(1 ~ 8)	(0 -	- 8)	]						
STEP	1	E	N V	(PITC	H)	6	7	8	-	STEP	1	E	N V 3	(PITC	H)	6	7	8	]
RATE	99	85		-			1		(0~99)	RATE		2	5	-4	5	0	1	0	(0~99)
LEVEL	74	00				1			(0~99)	LEVEL									(0~99)
SUS/END	1	END								SUS/END									
DCW	1									DCW	2								
KEY FOLLO										KEY FOLLO	Reportant								
3	(0 ~	- 9)								KET FOLLO	(0~	- 9)							
			1						_										_
STEP	1	2	3 N	(WAV	E)	6	7	8	Gra	STEP	1	2	N V 3	(WAV	E) 5	6	7	8	
RATE	95	99	99	28	10		2 3		(0~99)	RATE					1		15		(0~99)
LEVEL	99	25	50	00		10	0		(0~99)	LEVEL						n e	10		(0~99)
SUS/END				END				10	- steve	SUS/END									
DCA	4									DCA	-								
DCA	Concession of the second									DCA	Charles Course Street								
KEY FOLLO	(0 ~	9)								KEY FOLLO	(0 ~	- 9)							
	1			(AMP		1	1							(AMP					
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	(0
RATE	90	25	72						(0~99)	RATE						10			(0~99)
LEVEL	99	00	00	0.0	0	0	0.0		(0 ~ 99)	LEVEL					0	0 0	110		(0 ~ 99)

**COMMENT** Suitable for slow, classical selections.

END

SUS/END

32

SUS/END

			NO.		1.5.6		٢	ONI	ENAM	E	1		CAF	TRID	GE I	NO.	T	ONE	NO.
PARA	ME	ΓER			E		EC	. (	GUI	TAR	2	3.						113/	RAS
		MODU					the second second second	DETU	and the second se				VIBF	ATO				00	TAVE
LINE SELEC		RING	1 1 1 1 1 1 1 1	DISE			CTAVE				VAVE	-	LAY	RAT		DEPT	H	+/-	RANGE
1 + 1'		OFF	V/OFF)	FF		+	0 (0 ~ 3)	-		00 ~ 60)	1	_	~ 99)	(0~1		(0 - 99		+	0 (0~1)
										-								(inclusion of the second	
1										2									
DCO	1									DCO 2	2								
	FORM	and the second second second	]							WAVE									
FIRST		OND								FIRST	SEC	OND							
(1~8)		4								(1~8)	(0 -	~ 8)							
(			NV	(PITC	H)	19.3			1				NV	PITCH	H)				7
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	-
RATE	93	93	93	93	93	93	93	93	(0 ~ 99)	RATE									(0~99
LEVEL	66	00	66	00	66	00	66	00	(0 ~ 99)	LEVEL						0			(0 ~ 99
SUS/END					1			END	]	SUS/END									
DCW	1									DCW 2	2								
KEY FOLLO	W									KEY FOLLOW									
6	(0	~ 9)									(0 ~	- 9)							
		E	NV	(WAV	E)				]			E	NV	(WAVE	E)				
STEP	1	2	3	4	5	6	7	8	10.001	STEP	1	2	3	4	5	6	7	8	-
RATE	99	82	99	82	99	23	50		(0~99)	RATE									(0~99
LEVEL	70	99	70	99	85	00	00		(0 ~ 99)	LEVEL						10			(0~99
SUS/END							END			SUS/END									
DCA	1									DCA 2									
KEY FOLLO	W									KEY FOLLOW									
4	(0	~ 9)									(0 ~	- 9)							
			= N V	(AMP	)				1		_	F	NV	(AMP)	)				1
STEP	1	2	3	4	5	6	7	8	4978	STEP	1	2	3	4	5	6	7	8	
RATE	99	95	99	80	20	58	65	2	(0~99)	RATE			-					8	(0~99
		99	82	99	75	51	00		(0~99)	LEVEL						013	5 6	2	(0 ~ 99
LEVEL	62	99	02	33	10	• ·						and the second				1			

**COMMENT** Picking effect produced by pitch envelope.

63

SOL	JNI	DI	DA.	TA		34		/											
			0/		184	5	Т	ON	E NAM	E	OT		CAF	RTRIC	GE N	10.	тс	DNE I	NO.
PARA	ME	TER			E		EC	; (	GUI	TAR	3	Э.	13						
LINE SELEC 1 + 2' (1,2,1+2',1+		RING OFF		DN DISE FF	-	-	[ CTAVE 1 (0 - 3)	(	OTE F	FINE 03 0 - 60)	WAVE 1 (1~4)	0	VIBF ELAY 00 ~99)	RATO RA 5 (0~	0	DEPT 00 (0~99		+/-	TAVE RANGE 1 (0~1)
1	AND DE SEA DAGA			141117309238,310					12	2									
DCO	1									DCO	2								
FIRST	E FOR	M								FIRST	SEC	M COND							
(1~8)	-	5 ~ 8)								4		0 ~ 8)							
		E	-	(PITCI			1					E	NV	-					]
RATE	1 82	2 95	3	4	5	6	7	8	(0~99)	STEP RATE	1	2	3	4	5	6	7	8	(0~99)
LEVEL	69	00							(0~99)	LEVEL	64	00			1 8	0	118		(0~99)
SUS/END		END								SUS/END		END							
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLLO	W								
0	(0	~ 9)								0	(0	~ 9)							
OTED	1	E	N V 3	(WAVE		6	1 7	8	]	OTED		E	N V 3		1			0	]
RATE	92	26	3	4	5	6	7	0	(0~99)	STEP RATE	1 88	38	3	4	5	6	7	8	(0~99)
LEVEL	91	00							(0~99)	LEVEL	82	00	5						(0 ~ 99)
SUS/END		END								SUS/END		END							
DCA	1									DCA	2								
KEY FOLLO	COLOS - CONTRACTO									KEY FOLLO	NUMBER OF STREET, STRE								
0		~ 9)								0		~ 9)							
				(AMP)		-			]			E	ENV	(AMP	)			_	]
STEP RATE	1 99	2 27	3 73	4	5	6	7	8		STEP RATE	1 99	2 39	3 99	4	5	6	7	8	(0 ~ 99)
LEVEL	99	27	00						(0~99) (0~99)	LEVEL	99	92	00	-					(0~99)
SUS/END	33	21	END						(0 - 33)	SUS/END	33	92 SUS						-	(0-99)

COMMENT Realistic feedback sound.

			[	State			٦	ON	E NAM	EANEN	01-		CAF	TRID	GE N	10.	TC	ONE I	NO.
PARA		ER			S	EL	.E	C.	BA	SS	1		3				173	MA	PAR
		MODU	LATIC	ON	Г		1	DETU	NE		Yad		VIBF	RATO				OC	TAVE
LINE SELEC		RING		ISE			CTAVI			INE	WAVE		LAY	RAT		DEPTI	1		RANGE
<b>1 + 1'</b> (1,2,1+2',1+1		ON	I/OFF)	FF		+	0 (0 ~ 3)	_		04 ~ 60)	<b>1</b> (1~4)		33 ~ 99)	(0-9		(0~99		+	0 (0~1)
				-			()	1.		-	(		,			(0 00)			
1										2									
DCO	1									DCO	2								
and the second se	FORM		]								E FORM		1						
FIRST		OND								FIRST	SEC	OND							
(1~8)		3~8)	]							(1~8)	(0	~ 8)							
(1 0)			NV	(PITC)	-1)				1	(1 0)	(0		NV	PITCH	H)				1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	938
RATE	50								(0~99)	RATE									(0~99
LEVEL	00								(0~99)	LEVEL				T Q		TR	18		(0~99
SUS/END	END					1				SUS/END									
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLL	OW								
7	(0	~ 9)									(0	~ 9)							
		E	NV	(WAVE	=)	•			1			E	NV	(WAVE	Ξ)	i.			1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	118
RATE	97	43	50	52					(0~99)	RATE				0			P		(0~99)
LEVEL	99	79	74						(0~99)	LEVEL				10		1 8			(0~99)
SUS/END			SUS	END						SUS/END	)						-		]
DCA	1									DCA	2								
KEY FOLLO	W									KEY FOLL	OW								
0	(0	~ 9)									(0	~ 9)							
			= NL M	(AMP	)				1				E NL M	(AMP	)		_		1
	1	2	3	4	5	6	7	8	1378	STEP	1	2	3	4	5	6	7	8	
STEP		21	61						(0 ~ 99)	RATE				8		3 3			(0~99)
STEP RATE	99					-	and the second se	and the second se	-								-		
	99 99	00	00						(0~99)	LEVEL				10	5 14	010		2	(0~99)

COMMENT H

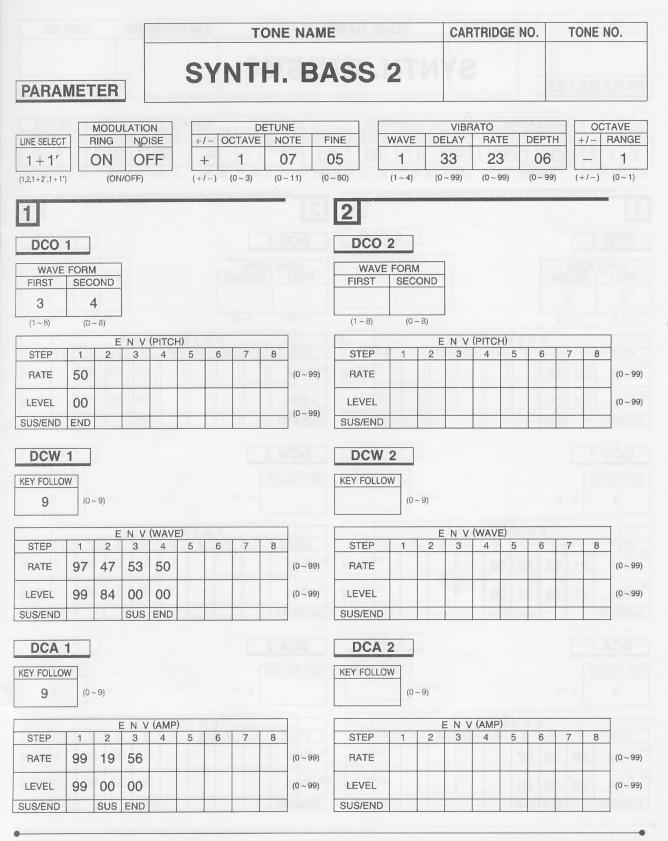
Hard timbre.

00 E NO TONE NO	RTRAD	Т	ONE NA	ME	101		CAF	RTRIDGE	NO.	TONE	NO.
PARAMETER	E	LEC	C. B/	ASS	2	3.1			183	ram/	849
MODULATION			ETUNE					RATO		00	CTAVE
LINE SELECT         RING         NOISE           1+1'         OFF         OFF	+/-	OCTAVE	NOTE 00	FINE 02	WA 1		00	RATE 50	DEPTH	+/-	RANG
(1,2,1+2',1+1') (ON/OFF)	(+/-)	(0~3)	(0~11)	(0~60)	(1 ~		(0~99)	(0~99)	(0~99)	(+/-)	1 (0~1
1	9 2 99 10 Jac 10 10 10 10 10 10 10 10 10 10 10 10 10			2							-
DCO 1				DC	0 2	7					
WAVE FORM					VE FO						
FIRST SECOND				FIRST	S	ECOND					
(1~8) (0~8)				(1~8)		(0~8)					
E N V (PIT	СН)			(			ENV	(PITCH)			7
STEP 1 2 3 4	5 6	7	8	STEP	1	2	3	4 5	6	7 8	-
RATE 99 70 99 00	)		(0~99	) RATE		_					(0~
LEVEL 66 00 66 00			(0~99	) LEVEL		00				0	(0~
SUS/END SUS EN				SUS/EN	D						
DCW 1				DCV	V 2						
KEY FOLLOW				KEY FOL	LOW						
9 (0~9)				0		(0~9)					
E N V (WA	(F)						ENV				7
STEP 1 2 3 4	5 6	7	8	STEP	1	2	3	4 5	6	7 8	
RATE 99 65 99 70			(0~99	RATE				12	100		(0~
LEVEL 99 45 99 00			(0~99)	LEVEL				01		621	(0~
SUS/END SUS EN			1.00	SUS/EN	D						
DCA 1				DCA	2	7					
KEY FOLLOW				KEY FOLI	NAME OF ADDRESS						
9 (0~9)				KET FUL		(0 ~ 9)					
	D)							(1110)			-
E N V (AM STEP 1 2 3 4	5 6	7	8	STEP	1	2	ENV 3	(AMP) 4 5	6	7 8	
RATE 99 76 99 65			(0 ~ 99)	RATE						921	(0~!
LEVEL 99 70 99 00	-		(0 ~ 99)	LEVEL						921	(0~!
SUS/END SUS END		-		SUS/ENI		-					-

COMMENT

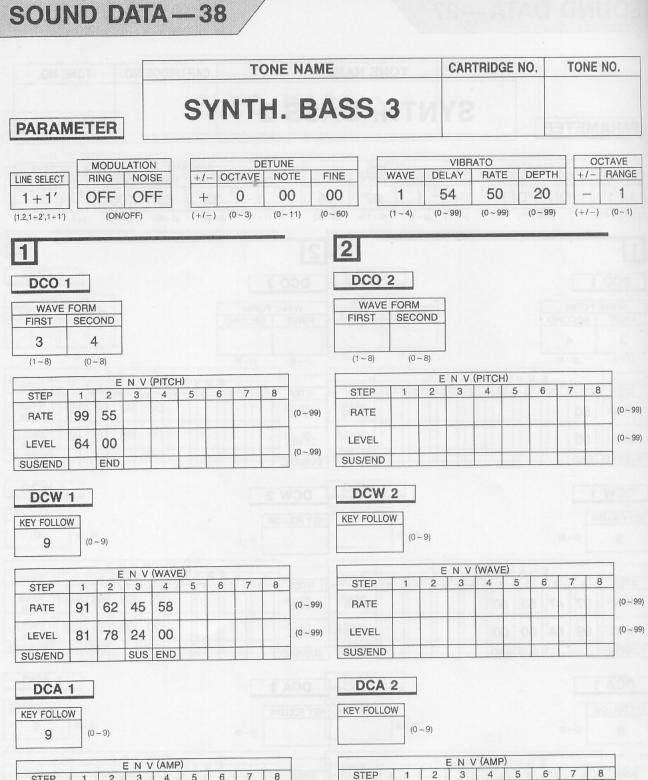
Sound 1 octave higher generated when keyboard released. Chopper bass easily produced.

36



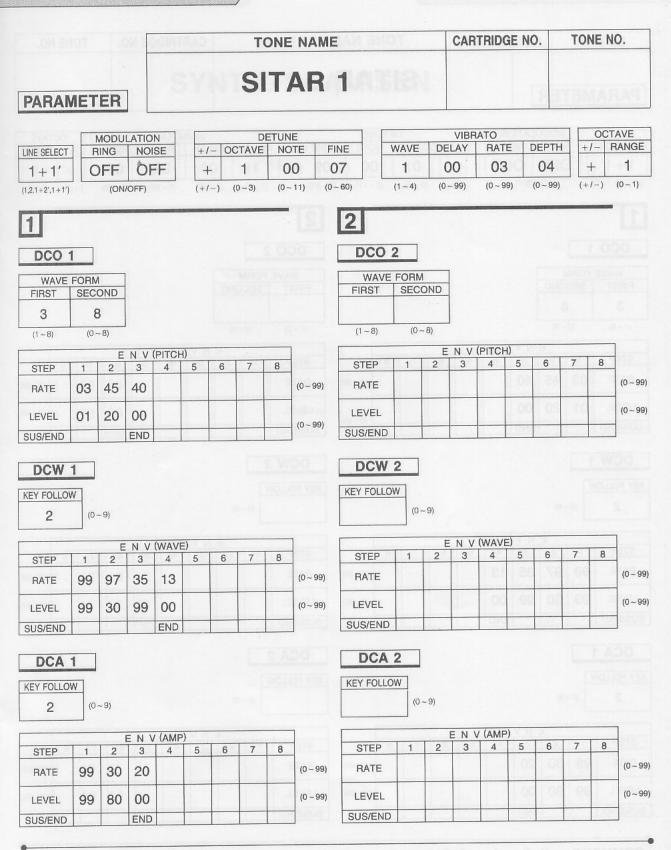
**COMMENT** Deep reverberation.

37



STEP	1	2	3	4	5	0	1	0	_	OTET	-	-	 		-			-
RATE	99	36	52						(0~99)	RATE				3	8 8	- 18	1	(0~99)
LEVEL	99	00	00						(0 ~ 99)	LEVEL				0	0 0	0 8		(0~99)
SUS/END		SUS	END							SUS/END								

**COMMENT** Envelope similar to that of wood bass.



**COMMENT** Hard timbre. Pitch varies when key is held down.

SOU	NC		)AT	<b>A</b> -	_ (	40		/											
			[	0017	THAS		٦	ONI	E NAM	E AM BM	OT		CAF	TRID	GE I	NO.	T	DNE I	10.
PARA	MET	ER			8		S	IT	AR	2	se			-			113	MA	
- AVATOR		MODI	JLATIC					DETUI					and the second states	RATO				and the second se	TAVE
LINE SELECT				FF		<u> - 0</u> +				09	WAVE		ELAY 00	RA		DEPTH 04	-	+/-	RANGE
(1,2,1+2',1+1			I/OFF)				(0 ~ 3)	_		~ 60)	(1 ~ 4)	_	~ 99)	(0~)		(0~99)		+/-)	(0 ~ 1)
1	ining Society		analasi kana						121	2	-								TR
DCO	1									DCO	2								
WAVE FIRST 3	FORM	ond 8	-							FIRST		OND							
(1~8)	(0)	~ 8) F	NV	(PITCI	H)				1	(1~8)	(U	~ 8) F	NV	(PITCI	-1)	_	2		7
STEP	1	2	3	4	5	6	7	8	STR.	STEP	1	2	3	4	5	6	7	8	
RATE	03	45	40						(0~99)	RATE					0	181	13		(0~99)
LEVEL SUS/END	01	20	00 END						(0 ~ 99)	LEVEL SUS/END					0	0 05	1		(0~99)
		-	LITE			-	1					-						-	
DCW	1									DCW									
KEY FOLLO		~ 9)								KEY FOLL		~ 9)							
		E	NV	(WAVE	Ξ)				1			E	NV	(WAVI	Ξ)				7
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	99	97	35	13					(0~99)	RATE				0.0	3	1	9		(0~99)
LEVEL	99	30	99	00				1	(0 ~ 99)	LEVEL				00	0	0.00	8		(0~99)
SUS/END				END				1.132	NGOS	SUS/END									
DCA	1									DCA	2								
KEY FOLLO	W									KEY FOLL	OW								
2	(0	~ 9)									(0	~ 9)							
				(AMP						OTES			ENV				7		]
STEP RATE	1 99	2 30	3 20	4	5	6	7	8	(0~99)	STEP RATE	1	2	3	4	5	6	7	8	(0~99)
									-						0				-
LEVEL SUS/END	99	80	00 END						(0 ~ 99)	LEVEL SUS/END									(0~99)

COMMENT

Softer than SITAR 1. Continuing to press key changes pitch.

				2014	TRA		Т	ONE		1AN 34	01		CAR	TRID	GE N	0.	TO	NE N	10.
PARA	MET	ER		S	Y	Π	"H	. 3	SHA	MIS	EN		8				113	MA	PAR
LINE SELECT 1 + 1' (1,2,1+2',1+1')	F (	NG DN	LATIO NOI OFF)	SE	-	F	E CTAVE 1 (0 ~ 3)	C	DTE F	NE )0 ~ 60)	WAVE 1 (1~4)	2	VIBR LAY 22 ~99)	ATO RAT 53	3	DEPTH 15 (0~99)			AVE RANGE 1 (0~1)
1		eangiann		an of the second se					IST	2									
DCO	1									DCO	2								
WAVE										WAVE	-								
FIRST 2	SEC									FIRST	SEC	UND							
(1~8)	(0 -									(1~8)	(0 -	~ 8)							
(,	(-		N V (	PITCH	H)							T	ΝV						]
STEP	1	2	3	4	5	6	7	8	(0	STEP BATE	1	2	3	4	5	6	7	8	(0~99
RATE	99	99							(0 ~ 99)	HATE									(0~99
LEVEL	73	00							(0~99)	LEVEL	10						0		(0~99
SUS/END		END								SUS/END									]
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLLO	W								
0	(0 -	- 9)									(0 -	- 9)							
				(1.1.1.A.) /	-)				1				NV	(14/ 4 1/1	=)				1
STEP	1	2	N V 3	4	5	6	7	8	ante	STEP	1	2	3	4	5	6	7	8	1
RATE	99	10	10						(0 ~ 99)	RATE		. 55	194			0	1 8		(0~99
LEVEL	15	20	00						(0~99)	LEVEL	1					0			(0~99
SUS/END			END						1	SUS/END									
DCA	-									DCA	2								
										KEY FOLLO									
KEY FOLLO	0.000	- 9)								KET FOLLO		~ 9)							
3		- 3)																	
STEP	1	2	ENV 3	(AMP 4	) 5	6	7	8		STEP	1	2	ENV 3	(AMP	) 5	6	7	8	
RATE	99	65	46						(0~99)	RATE						10	0		(0~99
	99	90	00						(0~99)	LEVEL									(0~99
LEVEL	I CILL																		

COMMENT Comical touch.

NO. TONE NO.	00807	AO	٦	ON	E NAM	E	07		CAF	RTRID	GE N	10.	TC	NE N	10.
PARAMETER		SY	'N	TH	I. K	ото	).	T		s			m	MA	RA
MODULATIO           LINE SELECT         RING         NOI           1 + 1'         ON         OF           (1,2,1+2',1+1')         (ON/OFF)         (ON/OFF)	SE	+/- 0 + (+/-)	CTAVI	(	DTE F	05	WAVE 1 (1~4)		VIBF ELAY 45 ~ 99)	RATO RATO 50 (0~	0	DEPT 07 (0~99			TAVE RANG 1 (0~1)
1					121	2									
DCO 1						DCO	2								
WAVE FORM FIRST SECOND						WAVE FIRST		/I OND							
1 4 (1~8) (0~8)						(1~8)	(0)	~ 8)							
ENV(	PITCH)				]	(1 0)	(0		NV	(PITCI	H)	1.1			1
STEP         1         2         3           RATE         50	4 5	6	7	8	(0 ~ 99)	STEP RATE	1	2	3	4	5	6	7	8	(0~)
LEVEL 00					(0~99)	LEVEL						0	110		(0~)
SUS/END END						SUS/END									
DCW 1						DCW	2								
KEY FOLLOW						KEY FOLLO	N								
9 (0~9)							(0	~ 9)							
ENV	WAVE)				]			E	NV	(WAV	E)	1			1
STEP 1 2 3	4 5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE 99 50		_			(0 ~ 99)	RATE									(0~
LEVEL 61 00					(0~99)	LEVEL						2.0	12		(0~
SUS/END END					]	SUS/END						1			]
DCA 1						DCA 2	2								
KEY FOLLOW						KEY FOLLOW	N								
3 (0~9)							(0 -	- 9)							
FNV	(AMP)		-			OTED	4			(AMP			-		-
	4 5	6	7	8		STEP	1	2	3	4	5	6	7	8	
STEP 1 2 3					10 000	RATE									(0~
					(0~99) (0~99)	LEVEL									(0~

1

COUNT

6

**COMMENT** RING MODULATION applied for reverberated sound of silk strings.

1

THE REAL PROPERTY AND IN THE REAL PROPERTY AND INTERPORT AND I

介

-

			OM	DOIN	840		Т	ONE	NAME	AA SA		-	CART	RIDG	E NO	).	TOM	NE N	0.
PARAN	IET	ER			H	UN	AN	N	VO	ICE	2						13	MA	RA9
								ETUN			VAVE	DEL	VIBRA	TO	: [ ]	EPTH		OCT	
LINE SELECT		NG	OF		+/		TAVE				1	-	4	54		20			1
1+2'		(ON/	OFF)		(+/		0~3)				(1 ~ 4)	(0~		(0 ~ 99	) (	0~99)	(+	/-)	(0~1)
1										2									
DCO 1										DCO 2	2								
WAVE	the state of the s									WAVE	FORM								
FIRST	SECO									1	0200								
(1~8)	(0 ~									(1~8)	(0 ~								
(·· =/		E	NV(	PITCH					]				N V (	PITCH	) 5	6	7	8	
STEP	1	2	3	4	5	6	7	8	(0 ~ 99)	STEP	1 50	2	3	4	5	0	,	0	(0~98
RATE	99	40	00						(0 + 30)							10			(0~99
LEVEL SUS/END	65	66 SUS	00					-	(0 ~ 99)	LEVEL SUS/END	00 END						-		- (0-5.
DCW KEY FOLLOW	V	~ 9)								DCW KEY FOLLOV 4	W	~ 9)							
		E	NV	(WAVE		1			]					(WAVE		6	7	8	-
STEP	1	2	3	4	5	6	7	8	(0~99)	STEP	1 46	2 35	3 54	4	5	0	,	0	(0~9
RATE	99								-						1	20			(0~9
LEVEL	00								(0~99)	LEVEL SUS/END	65	20 SUS	00 END						-
SUS/END	END					1	1	1		COOKEND			1						100
DCA	1									DCA	2								
KEY FOLLO	W									KEY FOLLO									
0	(0	~ 9)								0	(0	~ 9)							
			ENV			1 -	1 -			OTED	1	2	ENV 3	(AMP	) 5	6	7	8	-
STEP	1	2	3	4 60	5	6	7	8	(0~99)	RATE	67	21	12	35					(0~9
RATE	59	21	31			-			-	-				00	315	0.0			(0~!
LEVEL	99	74	75	00			-		(0~99)	LEVEL SUS/END	90	77	90 SUS	END					-
SUS/END	1	SUS		END						SUS/END		1	000	LIND		1	1	-	_

**COMMENT** Transparent human voice covering all ranges.

# SOUND DATA-44 TONE NAME

#### CARTRIDGE NO. TONE NO.

8

(0~99)

 $(0 \sim 99)$ 

# **HUMAN VOICE 3**

		ATION		DE	TUNE			VIBF	ATO		0	CTAVE
LINE SELECT	RING	NOISE	+/-	OCTAVE	NOTE	FINE	WAVE	DELAY	RATE	DEPTH	+/-	RANGE
1+2'	OFF	OFF	+	0	00	01	1	40	60	39	-	1
(1,2,1+2',1+1')	(ON/	OFF)	(+/-)	(0 ~ 3)	(0~11)	(0~60)	(1~4)	(0~99)	(0~99)	(0~99)	(+/-)	(0~1).

										2								
DCO	1									DCO	2							
WAVE	FORM	Λ	]							WAVE	FOR	M	1					
FIRST	SEC	OND								FIRST	-	OND						
8	(	)								6		0						
(1~8)	(0-	- 8)	_							(1~8)	(0	~ 8)	1					
		E	NV	(PITC	H)				]			E	NV	(PITC	H)			
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	Т
RATE	60	00	50				0		(0~99)	RATE	60	50				10		
LEVEL	66	00	00				10		(0~99)	LEVEL	66	00						+
SUS/END	SUS		END							SUS/END	SUS	END	en l'en and					+

#### DCW 1

KEY FOLLOW

6

(0~9)

PARAMETER

41

		E	INV	(WAV	E)				
STEP	1	2	3	4	5	6	7	8	a ma
RATE	70	00	50			10			(0~99)
LEVEL	24	00	00		0				(0~99)
SUS/END	SUS	-	END						

		E	NV	(WAV)	E)	1.0			
STEP	1	2	3	4	5	6	7	8	]
RATE	70	00					10		(0~99)
LEVEL	28	00					10		(0~99)
SUS/END	SUS	END							-

#### DCA 1

KEY FOLLOW

0 (0~9)

			ENV	(AMP)	)				1	
STEP	1	2	3	4	5	6	7	8		ST
RATE	85	80	40	50					(0~99)	RA
LEVEL	99	40	00	00	0		- 0		(0 ~ 99)	LEV
SUS/END	SUS			END						SUS

E	CA	2	
KEY	FOLLO	w	

DCW 2

KEY FOLLOW

5

(0~9)

0 (0~9)

1			ENV	(AMP	)				
STEP	1	2	3	4	5	6	7	8	]
RATE	85	80	50				2 0		(0~99)
LEVEL	99	00	00	0					(0 ~ 99)
SUS/END	SUS		END		-				-

COMMENT

Electrically modified human voice.

				XIN	840		Т	ONE		an an	70		CAR	TRID	GE N	0.	TO	NE N	10.
PARA	MET	ER	] [		H	UN	ΛA	N	VO	ICE	4	M						A	949
LINE SELECT 1 + 2' (1,2,1+2',1+1')	F	RING DFF	ILATIC NO OI	ISE	-	+	0 0 ~ 3)	C	DTE F 00 (	<b>)2</b> ~ 60)	WAVE 1 (1~4)	5	VIBR LAY 0 - 99)	ATO RAT 55	5	DEPTH 25 (0~99)		-   -	TAVE RANGE 1 (0~1)
1										2									
WAVE FIRST 8 (1~8)		OND								DCO WAVE FIRST 7 (1~8)	2 FORM SEC (0-	OND )							
	(0	E	NV		-							E	NV		-				]
STEP RATE	1	2 00	3 00	4	5 00	6 00	7 00	8 00	(0~99)	STEP RATE	1 50	2	3	4	5	6	7	8	(0~99)
LEVEL SUS/END	02	00	02	00	02	00	02	00 END	(0~99)	LEVEL SUS/END	00 END					00	88		(0~99)
DCW KEY FOLLO 9		- 9)								DCW KEY FOLLO 9		- 9)							
	1		NV	1			-			OTED	1.4		NV		1	6	7	8	
STEP RATE	1 99	2 00	3	4	5	6	7	8	(0 ~ 99)	STEP RATE	1 99	2 00	3	4	5	0	/	0	(0 ~ 99)
LEVEL		00				00	85		(0 ~ 99)	LEVEL		00					X		(0~99)
SUS/END	SUS	END								SUS/END	ISUS	END			L				
DCA	1									DCA									
KEY FOLLO		~ 9)								KEY FOLLO		- 9)							
			ĘNV					1			1		E N V				-		]
STEP RATE	1 75	2 80	3 50	4	5	6	7	8	(0 ~ 99)	STEP RATE	1 75	2 80	3 50	4	5	6	7	8	(0 ~ 99)
LEVEL	99	00	00	0	00	85	1.01		(0~99)	LEVEL	99	00	00		ox	00	0		(0 ~ 99)
SUS/END	SUS		END						a start	SUS/END	SUS		END		1				

COMMENT Men's chorus from bass to tenor.

45

SOUND DATA	—46											
ON BHOT LOK DO	TONE	E NAMI	AN 344	70		CAR	TRID	GE N	10.	TO	NE N	10.
PARAMETER	MUSI	СВ	OX			H			Ra	Ta		149
MODULATION           RING         NOISE           1+2'         OFF           (1,2,1+2',1+1')         (ON/OFF)	+ 3 1	0 (	INE D3 ~ 60)	WAVE 1 (1~4)	E	VIBR LAY 5 <b>1</b> ~ 99)	ATO RAT 52 (0~9	2	DEPTH 05 (0~99)			TAVE RANG 1 (0~1)
1			2									
DCO 1			DCO	2								
WAVE FORM FIRST SECOND 1 0			WAVE FIRST	SEC	n OND							
(1~8) (0~8)		l11	(1~8)	(0	~ 8)					-0		1
E N V (PIT) STEP 1 2 3 4	CH) 5 6 7 8		STEP	1	2	N V	(PITC) 4	-1)	6	7	8	
RATE 99 00	08 9	(0~99)	RATE	50	100	00		00	00			(0~9
LEVEL 66 00 SUS/END SUS END	00 - 4	(0 ~ 99)	LEVEL SUS/END	00 END	100	30	00	1 20	00	SQ		(0~9
SUS/END   SUS   END			303/END	TEND								
DCW 1			DCW	2								
KEY FOLLOW 0 (0~9)			KEY FOLLO		- 9)							
	(5)					NV	(14/41/1	-)				1
E N V (WA STEP 1 2 3 4	5 6 7 8		STEP	1	2	3	4	5	6	7	8	
RATE 99		(0~99)	RATE	99	24				00	66		(0~!
LEVEL 00	00 88	(0 ~ 99)	LEVEL	76	00				00	SE		(0~9
SUS/END END			SUS/END	SUS	END				10%			
DCA 1			DCA	2						-		
KEY FOLLOW			KEY FOLLO									
5 (0 - 9)			3		~ 9)							
E N V (AM						EN V						]
STEP 1 2 3 4	5 6 7 8		STEP RATE	1 99	2 56	3 38	4	5	6	7	8	(0, 0
RATE 94 21 37		(0 ~ 99)										(0~9
LEVEL 99 00 00	00 00 00 0	(0~99)	LEVEL SUS/END	74	28	00	00 END	196	100	00		(0~9

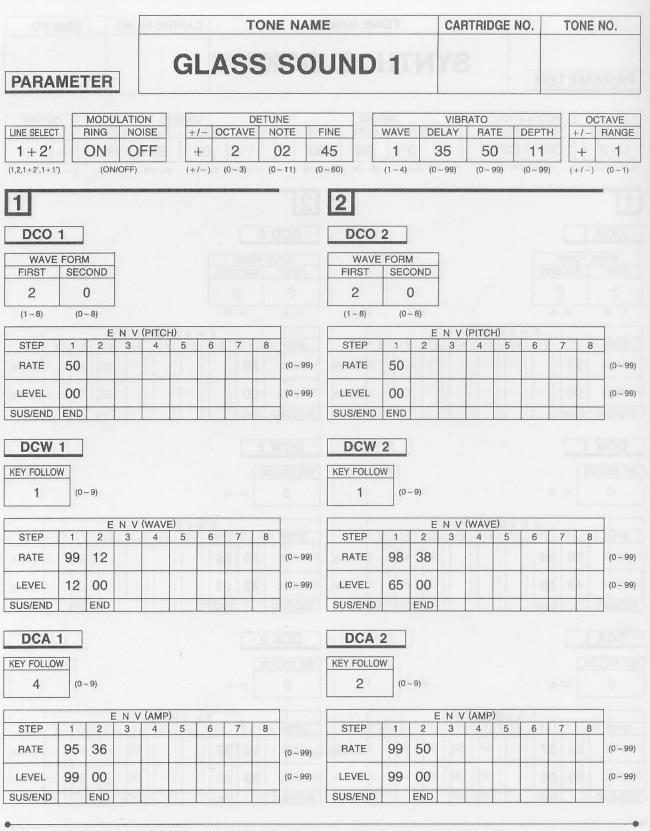
Turning NOISE MODULATION on produces toy music box effect. COMMENT

46

				DOIS	TRA	5	Т	ONE		NAN BR	01		CAR	TRID	GE N	0.	TO	NE N	10.
PARA		ER			S	YN	IT	н.	BL	оск	S	A	38				113	MA	PAR
LINE SELECT 1 + 2' (1,2,1+2',1+1')	F (	MODU IING DN (ON	LATIC NO OFF)	ISE	-		OTAVE 0	C	DTE F 08	3 <b>0</b> ~ 60)	WAVE 1 (1 ~ 4)	(	VIBR LAY )0 -99)	ATO RAT 50	)	DEPTH 00 (0 ~ 99)		/- +	TAVE RANGE 1 (0~1)
1										2									
DCO	1									DCO :	2								
WAVE	FORM									WAVE FIRST	FORM								
2	<u>SLC</u>									2	(								
(1 ~ 8)	(0 ~	8)								(1~8)	(0 -	~ 8)							
OTED			and the second second	(PITC)		6	7	8	-	STEP	1	E 2	N V 3	PITCI 4	H) 5	6	7	8	-
STEP RATE	1 50	2	3	4	5	0	1	0	(0 ~ 99)	RATE	50	-	0			0	İb		(0 ~ 99)
LEVEL	00						b	1	(0~99)	LEVEL	00						0		(0~99)
SUS/END	END							3.0		SUS/END	END								0.0.0
DCW	1									DCW	2								
KEY FOLLO										KEY FOLLO									
0		~ 9)								0		~ 9)							
								-	7					(14/41/1	-\				1
STEP	1	2 2	N V 3	(WAVE	E) 5	6	7	8		STEP	1	2 2	N V 3	4	5	6	7	8	a sere
RATE	76	89				8	e   e	2	(0 ~ 99)	RATE	76	89							(0 ~ 99)
LEVEL	42	00				10	510	3	(0~99)	LEVEL	42	00					2 5		(0~99)
SUS/END		END				300			in a car	SUS/END		END							]
DCA	1									DCA	2								
KEY FOLLO										KEY FOLLO	W								
0		~ 9)								0	(0	- 9)							
			= NL 34	(AMP	)				1			F	ENV	(AMF	)	1 3			1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	alara.
RATE	99	57					3 0	2	(0~99)	RATE	99	57						2	(0~99)
LEVEL	99	00				0	0 0	0	(0 ~ 99)	LEVEL	99	00						2	(0 ~ 99)
	1	END			-				-	SUS/END	1	END			1	1			

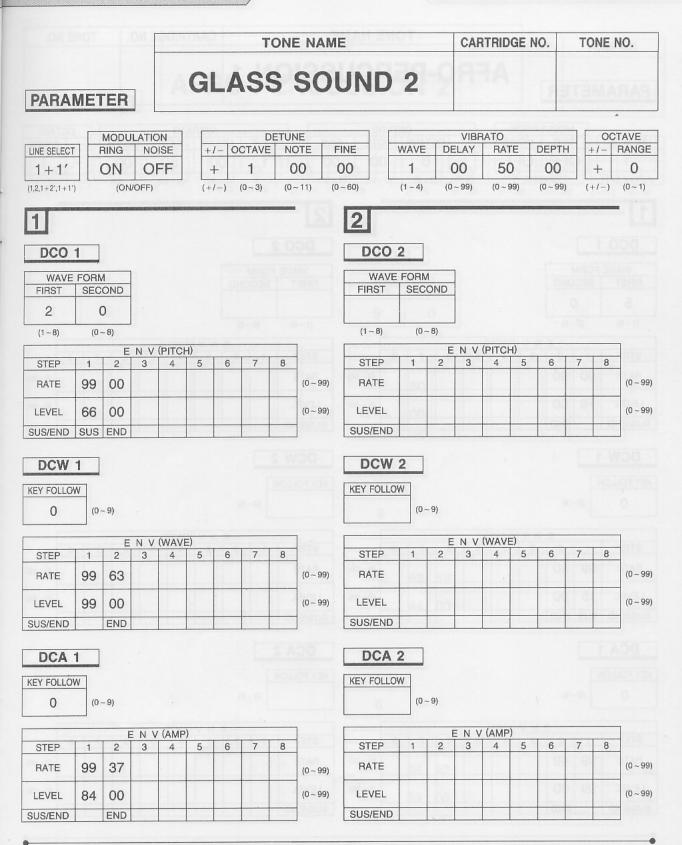
**COMMENT** RING MODULATION produces effect of reverberated wood blocks.

47

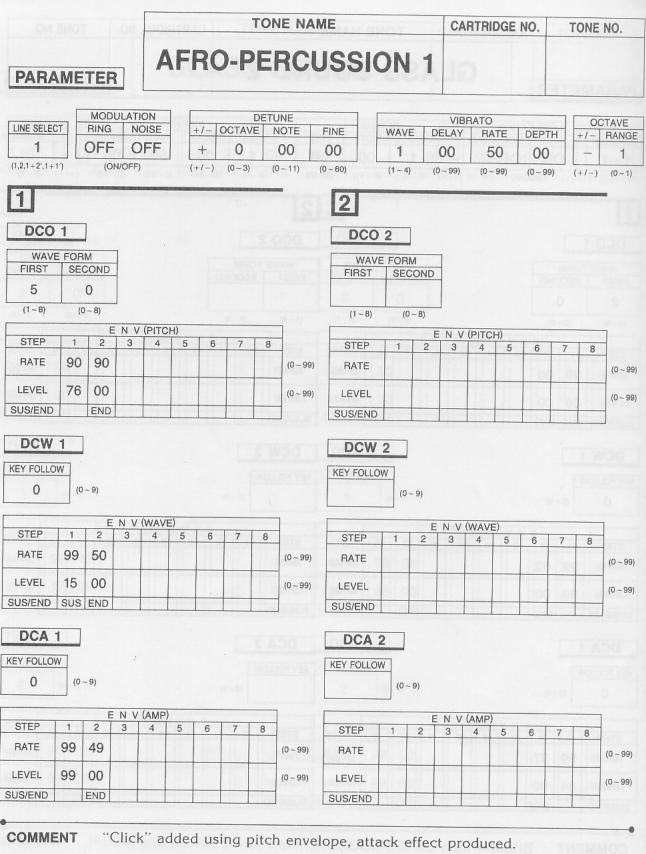


**COMMENT** .Hitting glasses filled with water.

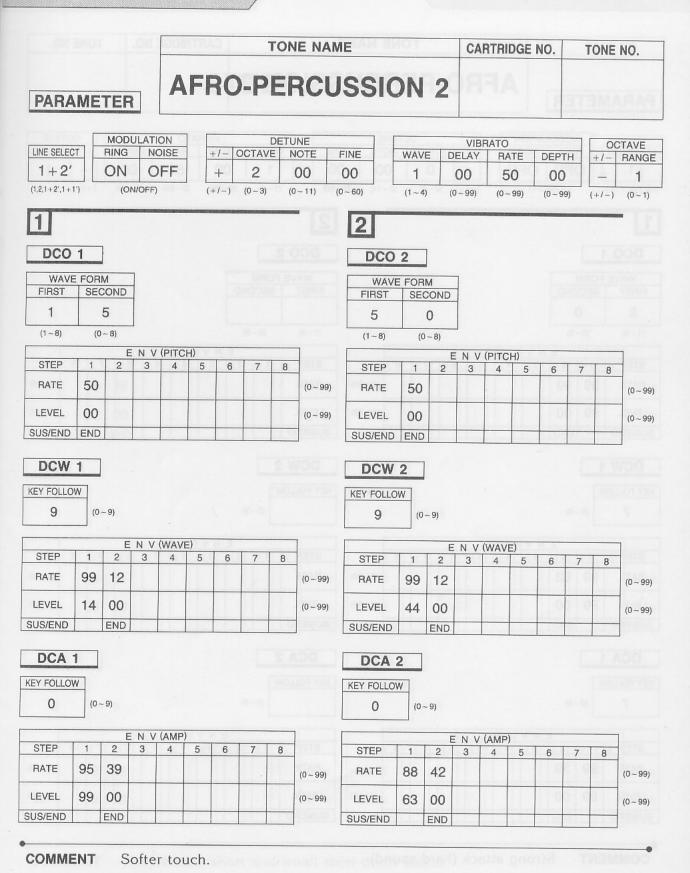
**B** 



COMMENT Brighter than GLASS SOUND 1.



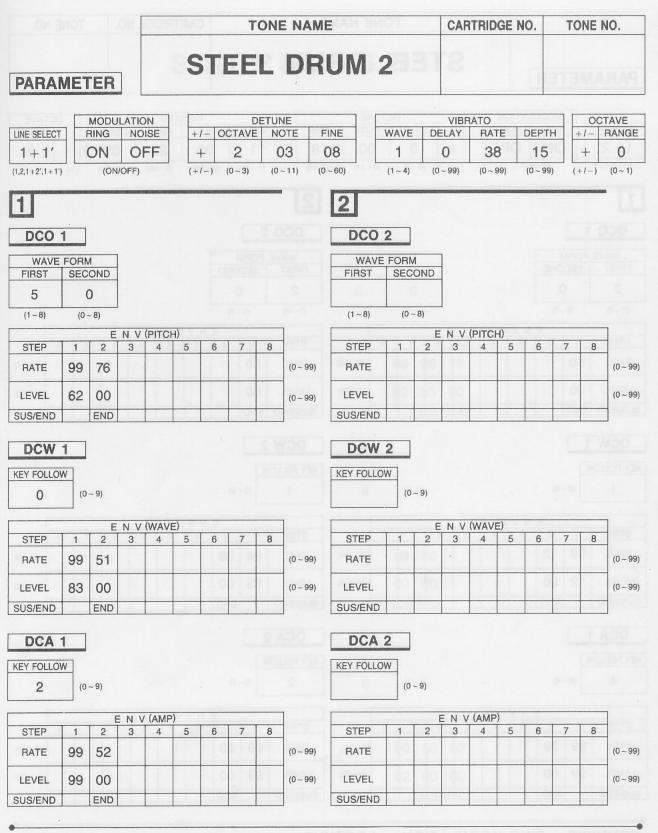
50



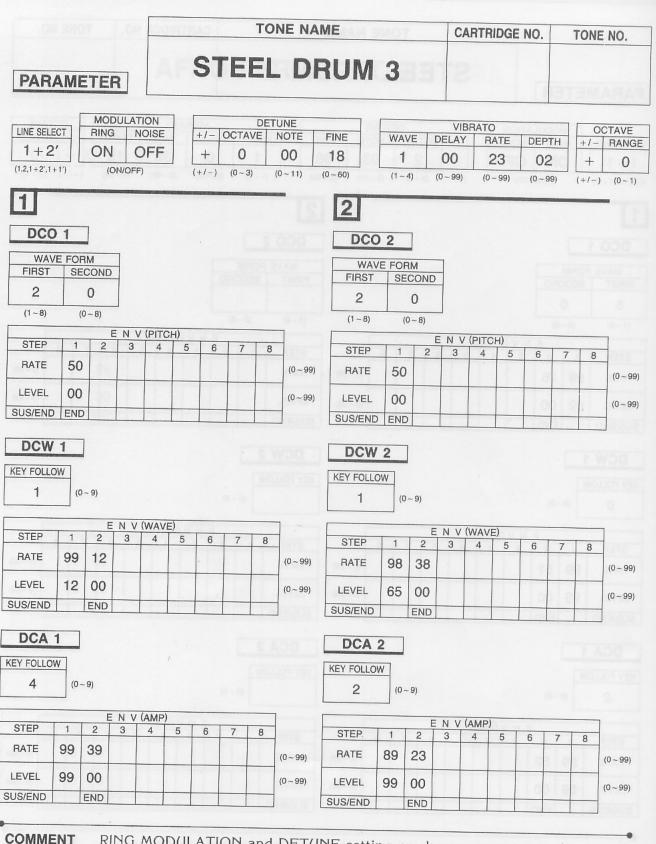
ON BHOT DOR DORTER	TONE NAM	ME	CARTRIDGE NO.	TONE NO.
PARAMETER	RO-PERCU	ISSION 3	AFR	atamaa/
MODULATION	DETUNE		VIBRATO	OCTAVE
	+/- OCTAVE NOTE + 0 00		ELAY RATE DEPT 00 50 00	
			00 50 00 0~99) (0~99) (0~99	
1		2		
DCO 1		DCO 2		
WAVE FORM FIRST SECOND		WAVE FORM FIRST SECOND	F.	
2 0				
(1~8) (0~8)	a.a. 8-0	(1~8) (0~8)	]	
E N V (PITCH) STEP 1 2 3 4 5	6 7 8	STEP 1 2	N V (PITCH)	7 8
RATE 99 99	(0~99)	RATE		(0~)
LEVEL 99 00	(0~99)	LEVEL		(0-1
SUS/END END		SUS/END	·	(0~)
DCW 1		DOW		
KEY FOLLOW		DCW 2		
7 (0~9)		KEY FOLLOW (0~9)		
		(0~9)		
E N V (WAVE) STEP 1 2 3 4 5	6 7 8	STEP 1 2	N V (WAVE) 3 4 5 6	7 8
RATE 99 63	(0~99)	RATE		(0~9
LEVEL 99 00	(0~99)	LEVEL		(0~9
SUS/END END		SUS/END		(0~9
DCA 1				
1		DCA 2		
7 (0 ~ 9)		KEY FOLLOW		
		. (0~9)		
	6 7 8		N V (AMP)	7 0
E N V (AMP) STEP 1 2 3 4 5		STEP 1 2	3 4 5 6	7 8
E N V (AMP)           STEP         1         2         3         4         5           RATE         99         39	(0.00)	RATE		10 0
STEP 1 2 3 4 5	(0~99) (0~99)	RATE		(0 ~ 9)

**COMMENT** Strong attack (hard sound).

62

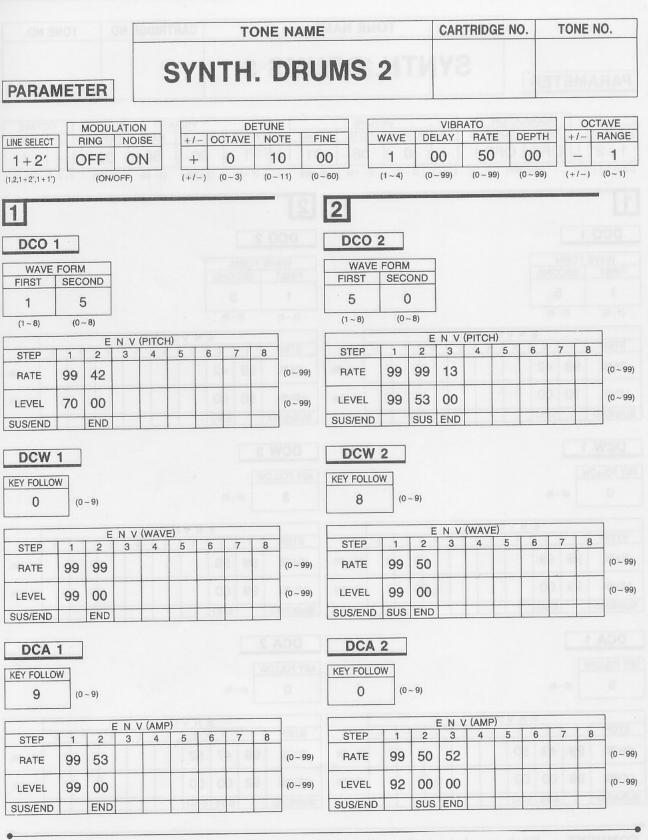


**COMMENT** Reverberate short and small steel drum sound.



RING MODULATION and DETUNE setting produce resonant sound.

64

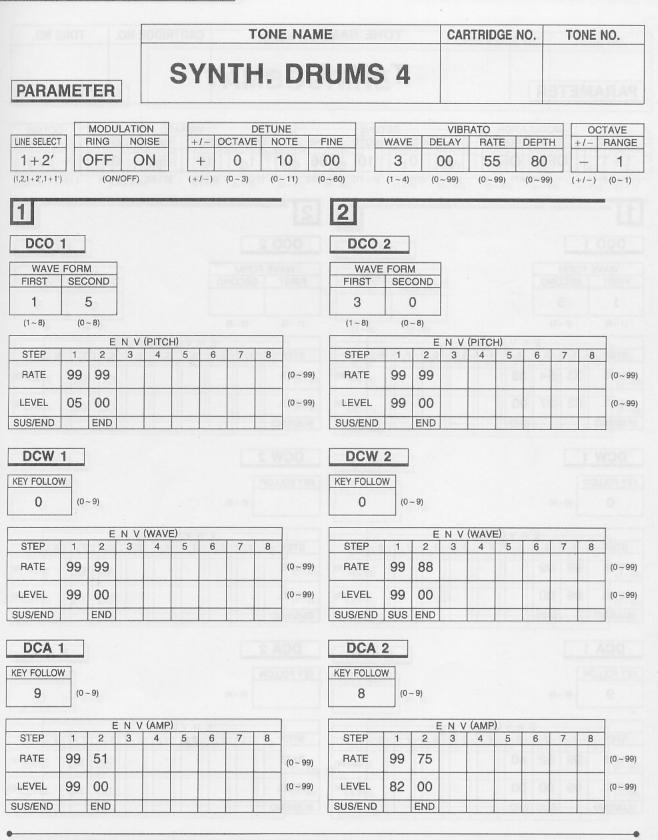


**COMMENT** Quick attack envelope and noise modulation produce percussive timbre.

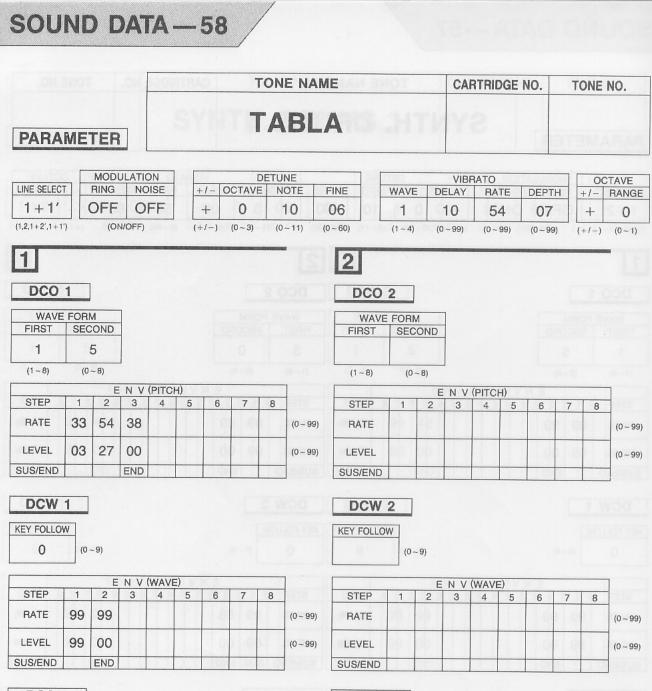
65

	01 500		Т	ON	ENAM	Елеман	or		CAR	TRIDG	E NO	D.	TO	NE N	10.
PARAMETER		SYN	ITF	1.	DRI	JMS	3	TV	Y	2			ITa	44	
MOD	ULATION		[	DETU	NE		-		VIBR	ATO		1088		OCT	AVE
LINE SELECT RING	NOISE	+/-	OCTAVE	-			WAVE		LAY	RATE		EPTH	+	/- F	RANGE
$\frac{1+2'}{(1,2,1+2',1+1')} \qquad OFF \qquad (0)$		+	(0 ~ 3)	_		21 ~ 60)	1 (1~4)	_	) <b>0</b> - 99)	50 (0~99	)) (	00 0~99)	(+	/_)	1 (0~1)
1	Landeline of the first of the	ngan anang sana ng mg			Tel	2									
DCO 1						DCO	2								
WAVE FORM	]					WAVE	FORM	4							
FIRST SECOND	-					FIRST	SEC								
1 5						1		5							
(1 ~ 8) (0 ~ 8)			0-0		1	(1 ~ 8)	(0 -		<b>NI 17</b>	DITOU			1		1
STEP 1 2	E N V (PITC 3 4	H)	7	8		STEP	1	2	3	PITCH)	5	6	7	8	
RATE 99 42		6	0010		(0 ~ 99)	RATE	99	42				13	9		(0~9
LEVEL 70 00			000		(0~99)	LEVEL	66	00					1		(0~9
SUS/END END						SUS/END		END							
DCW 1						DCW	2								
KEY FOLLOW						KEY FOLLO	N								
0 (0~9)						8	(0	~ 9)							
				-	_										1
STEP 1 2	E N V (WAV 3 4	E) 5 6	7	8		STEP	1	2	N V	(WAVE)	5	6	7	8	
			00 0	2	(0 ~ 99)	RATE	99	99				0	10		(0~9
RATE 99 99													10		(0-9
					(0~99)	LEVEL	99	00							
LEVEL 99 00					(0 ~ 99)	LEVEL SUS/END	99	00 END							
LEVEL 99 00 SUS/END ENE					(0~99)	SUS/END									]
LEVEL 99 00					(0~99)									1	]
LEVEL 99 00 SUS/END ENE					(0~99)	SUS/END	2							1.4	]
LEVEL 99 00 SUS/END ENE		,		2	(0 ~ 99)	SUS/END	2							1/	8
LEVEL 99 00 SUS/END ENE DCA 1 KEY FOLLOW		· · · · · · · · · · · · · · · · · · ·		2 / 2 / 2 / 2 /	(0~99)	SUS/END	2	<u>END</u>	ENV	(AMP)				1.4	
LEVEL 99 00 SUS/END ENE DCA 1 KEY FOLLOW		>)	i 7	8	(0~99)	SUS/END	2	<u>END</u>	ENV 3	(AMP) 4	5	6	7	8	
LEVEL 99 00 SUS/END END DCA 1 KEY FOLLOW 9 (0-9)	E N V (AMF 3 4			8	(0~99)	SUS/END DCA KEY FOLLO	2 W (0	<u>END</u> ~ 9)			5	6	7	8	) (0 ~ 9
LEVEL 99 00 SUS/END ENE DCA 1 KEY FOLLOW 9 (0-9) STEP 1 2	E N V (AMF 3 4 50		5 7	8		SUS/END DCA KEY FOLLO 0 STEP	2 W (0	= ND ~ 9) = 2	3		5	6	7	8	) (0 - 9 (0 - 9)

**COMMENT** Pitch envelope makes pitch drop after strike.



COMMENT Heavy drum effect.



#### DCA 1

# DCA 2

(0 - 9)

KEY FOLLOW

9 (0~9)

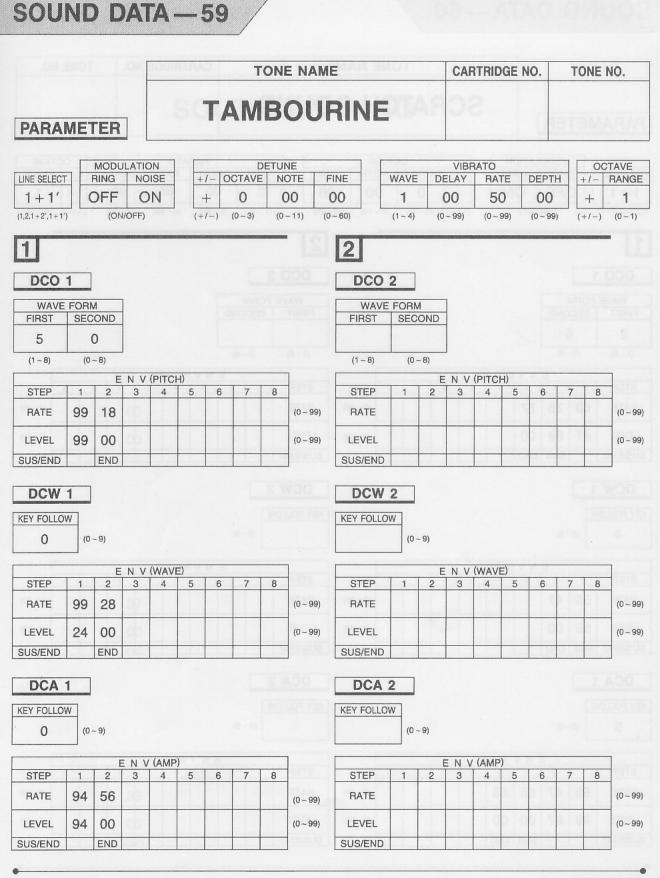
			ENV	(AMP	)								ENV	(AMP	)				7
STEP	1	2	3	4	5	6	7	8	1918	STEP	1	2	3	4	5	6	7	8	
RATE	99	52	40			18	10		(0~99)	RATE		17	62.			10	10		(0~99
LEVEL	99	00	00			10	1 \$		(0~99)	LEVEL	38	00	00			10	1 8		(0~99
SUS/END		SUS	END						(analia)	SUS/END			NO					10	

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#### COMMENT

Indian musical instrument.

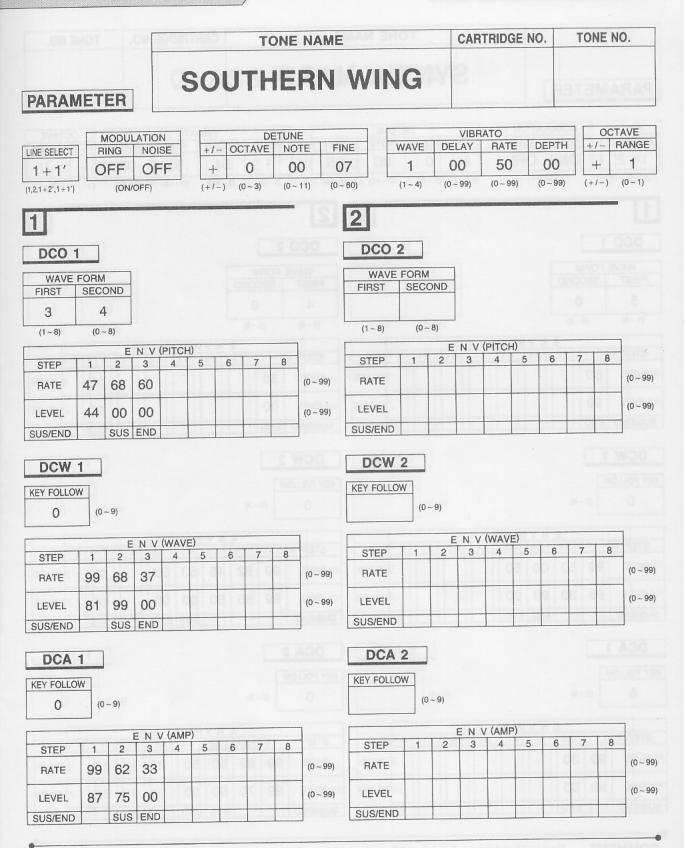
Volume envelope differs in accordance with how long keys are pressed.



COMMENT

Press as many keys as possible.

IDOR NO. TONS NO.	TONE NA	ME	CAF	TRIDGE NO	D. T	ONE	NO.
PARAMETER	SCRATCH	SOUND	AT			ahn/	ARAS
MODULATION	DETUNE			ATO		and the second se	TAVE
LINE SELECT RING NOISE	+/- OCTAVE NOTE	FINE WAVE	DELAY 00	RATE D	99	+/-	RANGE
1 + 1' (1,2,1+2',1+1') OFF ON (ON/OFF)	+ 0 00 (+/-) (0~3) (0~11)	06 2 (0~60) (1~4)	(0~99)			(+/-)	
1		2					-
DCO 1		DCO 2					
WAVE FORM		WAVE FORM	4				
FIRST SECOND		FIRST SEC					
2 5							
(1~8) (0~8)		(1~8) (0-	~ 8)				
E N V (PITC) STEP 1 2 3 4	4) 5 6 7 8	STEP 1	ENV 23	(PITCH)	6 7	8	-
RATE 63 76 67	0~99	Constant State Sta	2 0	4 0			(0~99
							-
	(0~99	SUS/END					(0~9)
SUS/END SUS END	(0~99	SUS/END DCW 2 KEY FOLLOW	- 9)				(0~99
SUS/END SUS END DCW 1 KEY FOLLOW 4 (0 - 9)		SUS/END DCW 2 KEY FOLLOW					0 ~ 99
SUS/END SUS END DCW 1 KEY FOLLOW		SUS/END DCW 2 KEY FOLLOW		(WAVE) 4 5	6 7	8	99
SUS/END SUS END DCW 1 KEY FOLLOW 4 (0-9) E N V (WAVE		SUS/END DCW 2 KEY FOLLOW (0- STEP 1	ENV		6 7	8	
SUS/END         SUS         END           DCW 1	E) 5 6 7 8	) SUS/END DCW 2 (0 - STEP 1 RATE	ENV		6 7	8	
SUS/END         SUS         END           DCW 1	E) 5 6 7 8 0~99	) SUS/END DCW 2 (0 - STEP 1 RATE	ENV		6 7	8	
SUS/END         SUS         END           DCW 1	E) 5 6 7 8 0~99	SUS/END DCW 2 KEY FOLLOW (0- STEP 1 RATE U LEVEL SUS/END	ENV		6 7	8	
SUS/END         SUS         END           DCW 1	E) 5 6 7 8 0~99	SUS/END DCW 2 KEY FOLLOW (0- STEP 1 RATE LEVEL SUS/END DCA 2	ENV		6 7	8	(0 - 9)
SUS/END         SUS         END           DCW 1	E) 5 6 7 8 0~99	SUS/END DCW 2 KEY FOLLOW (0- STEP 1 RATE LEVEL SUS/END DCA 2 KEY FOLLOW	E N V 2 3		6 7	8	
SUS/END         SUS         END           DCW 1	E) 5 6 7 8 0~99	SUS/END DCW 2 KEY FOLLOW (0- STEP 1 RATE LEVEL SUS/END DCA 2	E N V 2 3		6 7	8	
SUS/END     SUS     END       DCW 1       KEY FOLLOW       4       (0-9)       E     N       V       WAVE       STEP     1       2     3       RATE     55       41       LEVEL     59       00     1       SUS/END     SUS       END     1	E)       5     6     7     8       0     99	SUS/END DCW 2 KEY FOLLOW (0- STEP 1 RATE LEVEL SUS/END DCA 2 KEY FOLLOW (0-	E N V 2 3 -9) E N V	4 5			
SUS/END     SUS     END       DCW 1	E)       5     6     7     8       0     99       1     1     1	SUS/END         DCW 2         KEY FOLLOW       (0.         STEP       1         RATE       1         U)       LEVEL         SUS/END       0         DCA 2       KEY FOLLOW         KEY FOLLOW       (0.         STEP       1	E N V 2 3 	4 5	6 7	8	(0 - 99) (0 - 99)
SUS/END         SUS         END           DCW 1	<ul> <li>E)</li> <li>5</li> <li>6</li> <li>7</li> <li>8</li> <li>(0~99</li> <li>(0~99</li> <li>(0~99</li> <li>(0~99</li> <li>(0~99</li> <li>(0~99</li> </ul>	SUS/END         DCW 2         KEY FOLLOW       (0.         STEP       1         RATE       1         U)       LEVEL         SUS/END       0         DCA 2       KEY FOLLOW         KEY FOLLOW       (0.         STEP       1         RATE       0         RATE       0         RATE       1         N       RATE         N       RATE	E N V 2 3 -9) E N V	4 5			



COMMENT Southeast Asia flavor.

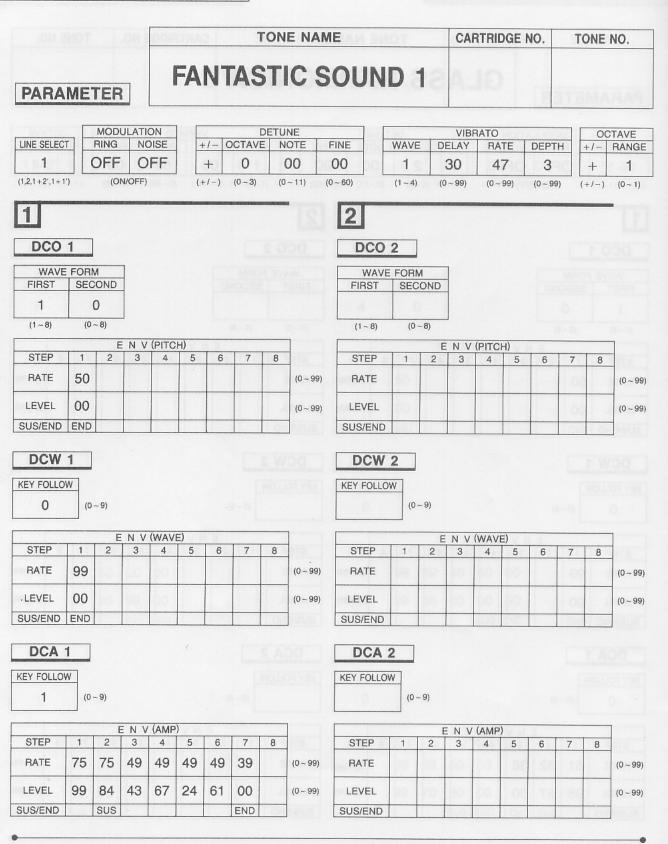
			[	1008	9154.0	01	Т	ONI		Енли ан	TOT		CAF	RTRID	GE N	0.	тс	DNE I	10.
PARA					5	SY	'N	Tŀ	4. H	IARP		π	10	s			ara	111/	PAR
LINE SELECT 1 + 2' (1,2,1+2',1+1'				DN DISE FF	-	+	0 (0 ~ 3)	0	DTE F	INE 05 ~ 60)	WAVE 1 (1~4)		VIBF ELAY 51 ~99)	RATO RA 52 (0~	2	DEPT 05 (0~99		the second s	TAVE RANGE 1 (0~1)
DCO WAVE FIRST	FORM	OND	]			F				2 DCO WAVE FIRST	FORM	OND	]						11 000
(1~8)		0 ~ 8) F		(PITCI	-1)	L			n - 1)	(1~8)		0 ~ 8) E		(PITC)	4)		1-11		1
STEP RATE	1 50	2	3	4	5	6	7	8	(0 ~ 99)	STEP RATE	1 50	2	3	4	5	6	7	8	(0~99)
LEVEL SUS/END	00 END								(0 ~ 99)	LEVEL SUS/END	00 END								(0~99)
DCW	1									DCW	2								
KEY FOLLO		~ 9)										~ 9)							
		E	NV	(WAVI	E)		- 1		1			E	NV	(WAV	E)				1
STEP	1	2	3	4	5	6	7	8	9378	STEP	1	2	3	4	5	6	7	8	1012
RATE	99	50	00	50					(0 ~ 99)	RATE	99	82	46	50	00	2 8	9 9	3	(0 ~ 99)
LEVEL	99	30	99	00					(0~99)		99	85	60	00	00 END	0	2.1	8	(0 ~ 99)
SUS/END		L	1305	END				L	1	SUS/END	1	1		1003	LIND			L	
DCA	1				t					DCA	2								
KEY FOLLO	N									KEY FOLLO	W								
0		- 9)								0	(0	~ 9)							
				(AND	1				1					(AMP	)				1
STEP	1	2		(AMP	5	6	7	8		STEP	1	2	3	AMP 4	5	6	7	8	
RATE	90	30							(0 ~ 99)	RATE	99	89	50	50	6	0	3 0		(0~99)
LEVEL	99	00							(0~99)	LEVEL	99	70	80	00	0				(0 ~ 99)
SUS/END	SUS	END						1	Texaue (	SUS/END			SUS	END					

**COMMENT** Sound sustained when keys held down.

62

			011	001R	TRAS		٦	ON	E NAM	E	01		CAF	RTRIC	GE N	10.	т	ONE	NO.
PARA	ME	ſER		G	L	AS	S	H	ARI	MON	IC	A	12	R			ITA	in A	AA
LINE SELEC <sup>*</sup> 1 + 1 <sup>*</sup> (1,2,1+2 <sup>*</sup> ,1+1			-	DN ISE FF		/- 0 + /-)	стачі 2	(	DTE F	FINE 00	WAVE 1 (1~4)	1	VIBF ELAY OO ~ 99)	RATO RA 50 (0~	0	DEPTI 00 (0~99		+/-	TAVE RANG 1 (0~1)
1									[2]	2									1
DCO	1									DCO	2								
WAVE FIRST	FORM	/ OND								WAVE FIRST		A OND							
1	(	)																	
(1~8)	(0	- 8)	NV		1)				1	(1 ~ 8)	(0 -	~ 8)	NI 14						7 /
STEP	1	2	3	4	5	6	7	8	RE	STEP	1	2	3	(PITCI 4	H)	6	7	8	
RATE	50		64	0.0					(0~99)	RATE									(0~!
LEVEL	00		56	00					(0~99)	LEVEL							00		(0~!
SUS/END	END								Neue	SUS/END								1.01	
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLLO	W								
0	(0 -	- 9)									(0 -	~ 9)							
					-1				1					(	-)				1
STEP	1	2	N V 3	4	=)	6	7	8	merti	STEP	1	2	N V 3	(WAVI 4	E) 5	6	7	8	
RATE	99	28	00						(0~99)	RATE									(0~9
LEVEL	00	00	00						(0~99)	LEVEL							00		(0~9
SUS/END	END									SUS/END									
DCA	4									DCA	0								
	Margan Charles and									DCA	anti-calculation (second								
KEY FOLLO	W (0 -	- 9)								KEY FOLLO		- 9)							
			ENV	(AMP	)				1				E N V	(AMP	)				1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	51	32	36	-		47		200	(0 ~ 99)	RATE	00	es	88	182	63	75	at		(0~9
LEVEL	95	57	00	23		38		004	(0~99)	LEVEL	00	18	100	57	101		68		(0~9
		CLIC	END							SUS/END									-

**COMMENT** The sound produced when the rim of a glass is rubbed.



**COMMENT** Fantasy timbre with echo effect when key is released.

64

			04	DOM	TRA		٦	ON		AM SV	01		CAF	TRID	GE N	10.	тс	NE I	NO.
PARA	MET	ER		F	AI	NT	AS	TI	C S	OUN	D	2	11	A			TB	IA.	RAS
		MODU	JLATIC	N				DETU	NE				VIBF	RATO				OC	TAVE
LINE SELEC		RING		ISE			CTAVI			INE	WAVE		LAY	RAT		DEPTH			RANGE
1 (1,2,1+2',1+1		OFF	I/OFF)	FF		+	0 (0~3)	_		20 ~ 60)	<b>1</b> (1~4)	-	7 <b>1</b> ~ 99)	(0~9		39 (0~99)		+	0 (0~1)
1									121	2							ann an		TE
DCO	1									DCO	2								
WAVE	FORM		]								E FORM								
FIRST		OND								FIRST	SEC	OND							
1 (1~8)		) ~ 8)								(1~8)	(0	~ 8)							
(1 0)	10		NV	(PITCI	н)				]				NV	(PITC)	-1)				
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	64	64	64	00		10			(0~99)	RATE	_								(0~99
LEVEL	64	65	66	00		1 OK	e		(0~99)	LEVEL						01	13		(0~99
SUS/END	1 Acres		SUS	END						SUS/END									
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLL	WC								
9	(0	~ 9)									(0	~ 9)							
		F	NV	(WAVI	=)				1			E	NV	(WAVE	=)				1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	20	28	00				19		(0 ~ 99)	RATE		12					18		(0~99
LEVEL	46	00	00				0		(0 ~ 99)	LEVEL									(0~99
SUS/END			END							SUS/END		1							]
OUDILIND	1									DCA	2								
DCA										KEY FOLL	WC								
	W										(0	~ 9)							
DCA		~ 9)							1			E	ENV	(AMP)	)				
DCA			ENV	(AMP	)					OTED	1	2	3	4	5	0			]
DCA KEY FOLLO O STEP	(0	2	3	4	5	6	7	8		STEP	-		1961 3		5	6	7	8	-
DCA KEY FOLLO 0	(0	1				6 47	7 73	8 29	(0~99)	RATE	1	100	104	08	5	Б	7	8	(0 ~ 99)
DCA KEY FOLLO O STEP	(0	2	3	4	5				(0 ~ 99)				0	50	5	6	7	8	(0~99) (0~99)

COMMENT Complex movement after keys are released.

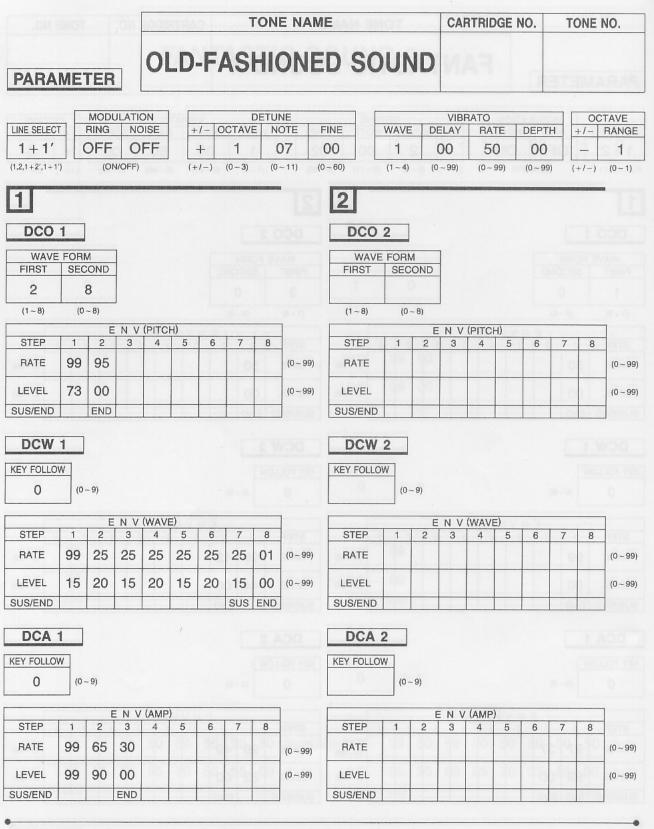
				0009	TRAS		٦	ON		EAN BH	70		CAR	TRID	GE N	0.	то	NE N	0.
PARA	MET	ER		F	FAI	NT/	AS	TI	C S	OUNI	03	3	1.0	B			ETI	MA	149
		MODU	JLATIC	DN			[	DETUN	IE				VIBR	ATO	Ren a			OCT	AVE
LINE SELEC		RING		ISE			CTAVE	-			WAVE		LAY	RAT		DEPTH	4 +		RANGE
1+2'		OFF	I/OFF)	FF	-	+	0	_		<b>06</b>	1	_	- 99)	50 (0~9		00 (0~99)		+	0
		(0)				,				Press of the local division of the local div		1.	,	1		(0 00)			(0 1)
1										2									
DCO	1									DCO	2								
	FORM									WAVE									
FIRST		OND )								FIRST 1	SEC								
(1~8)	(0-									(1~8)	(0~								
				(PITCI	H)									(PITC)					
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	99	90		-					(0~99)	RATE	99	90		00					(0~99)
LEVEL	46	00							(0 ~ 99)	LEVEL	99	00		00	88	35	120		(0~99)
SUS/END		END								SUS/END		END						<u> </u>	
DCW	1									DCW	2								
KEY FOLLO	W									KEY FOLLO	N								
0	(0)	~ 9)								0	(0 -	- 9)							
-			NL M	(WAVI	E)				1			F	NV	(WAVE	=)			-	
		E			5	6	7	8	1.12	STEP	1	2	3	4	5	6	7	8	ant
STEP	1	E 2	3	4	5					UTLI					3 100				
	1 99			4	5				(0 ~ 99)	RATE	99								(0~99)
STEP				4	5				(0 ~ 99) (0 ~ 99)		99 00				00	00	05		
STEP RATE	99			4	5					RATE	00				8	00	.85		
STEP RATE LEVEL SUS/END	99 00 END			4	1				(0 ~ 99)	RATE LEVEL SUS/END	00 END				0	00	05		
STEP RATE LEVEL SUS/END DCA	99 00 END			4					(0 - 99)	RATE LEVEL SUS/END	00 END				00	00	8		(0~99
STEP RATE LEVEL SUS/END DCA KEY FOLLO	99 00 END			4					(0 ~ 99)	RATE LEVEL SUS/END	00 END	- 9)			00	00	8		(0 ~ 99)
STEP RATE LEVEL SUS/END DCA	99 00 END	- 9)	3		,				(0 - 99)	RATE LEVEL SUS/END DCA	00 END 2				01	00	3	1.4	(0 ~ 99)
STEP RATE LEVEL SUS/END DCA KEY FOLLO	99 00 END	- 9)	3	4 (AMP 4	,		7		(0 - 99)	RATE LEVEL SUS/END DCA	00 END 2		<u>N V</u> 3	(AMP) 4	)	6	7	8	(0~99
STEP RATE LEVEL SUS/END DCA KEY FOLLO 0	99 00 END 1 (0	- 9) E	3 = N V	(AMP	·)			401)	(0 - 99)	RATE LEVEL SUS/END DCA 2 KEY FOLLOV 0	00 END 2 (0	E				6 50			(0 ~ 99)
STEP RATE LEVEL SUS/END DCA KEY FOLLO 0 STEP	99 00 END 1 (0.	2 ~9) E 2	3 = N V 3	(AMP	e) 5	6	7	8	(0 ~ 99)	RATE LEVEL SUS/END DCA KEY FOLLOV 0 STEP	00 END 2 (0-	2	3	4	5		7	8	$(0 \sim 99)$ $(0 \sim 99)$ $(0 \sim 99)$ $(0 \sim 99)$ (0 - 99)

**COMMENT** Fantasy sound with characteristic attack and release.

				100	INTRI	3		TON		IE	101		CA	RTRI	DGE	NO.	Т	ONE	NO.
PARA	ME	TEF	1	F	FA	NT	AS	ST	IC S	OUN	D	4		11	0		an		AR
LINE SELEC 1 + 2' (1,2,1+2',1+1)				OISE DN		+/- C + +/-)	0CTAV 2 (0~3)		00 00	FINE 02 0 ~ 60)	WAVI 1 (1~4)		VIB ELAY 00 0~99)	5	TE 0 - 99)	DEP1 00 (0~9		OC +/- + (+/-)	CTAVE RANGE 0 (0~1)
1		NE SANGARGAN DA DA							2	2									
DCO	1									DCO	2	]							
WAV FIRST	E FOR	M	-							FIRST		M	-						
1		0								3		0	1						
(1 ~ 8)	(0	~ 8)	_							(1~8)	(0	~ 8)	]						
STEP	1	2	ENV 3		CH)	6	7	8	-	STEP	1	E	N V 3	(PITC			17		7
RATE	50			1			,		(0~99)	RATE	50	2	3	4	5	6	7	8	(0~99
LEVEL	00								(0~99)	LEVEL	00					10	018		(0~99
SUS/END	END									SUS/END	END								
DCW	1									DCW	2								
KEY FOLLO	DW									KEY FOLLO									
0		~ 9)								9		~ 9)							
					(5)				7					,					-
STEP	1	2	3	(WAV	5	6	7	8		E N V (WAVE)           STEP         1         2         3         4         5         6         7         8									Gita
RATE	99								(0~99)	RATE	99	12	5 2	3 8	3 3	5	8 9	2	(0~99)
LEVEL	00								(0~99)	LEVEL	44	00	5	10	5 3		8 3		(0~99)
SUS/END	END									SUS/END		END							
DCA	1									DCA	2								
KEY FOLLO	W									KEY FOLLO									
0	(0	~ 9)								0		~ 9)							
			E N A	/ (AMF	<b>)</b>	-			1			-	ENV	(					1
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE	97	37							(0 ~ 99)	RATE	99	49			0	5 3	3 8	8	(0~99)
LEVEL	99	00							(0~99)	LEVEL	63	00			0	20	8 8		(0~99)
	100 Bell 10020						1000				10000								

**COMMENT** Fantasy sound using NOISE MODULATION.

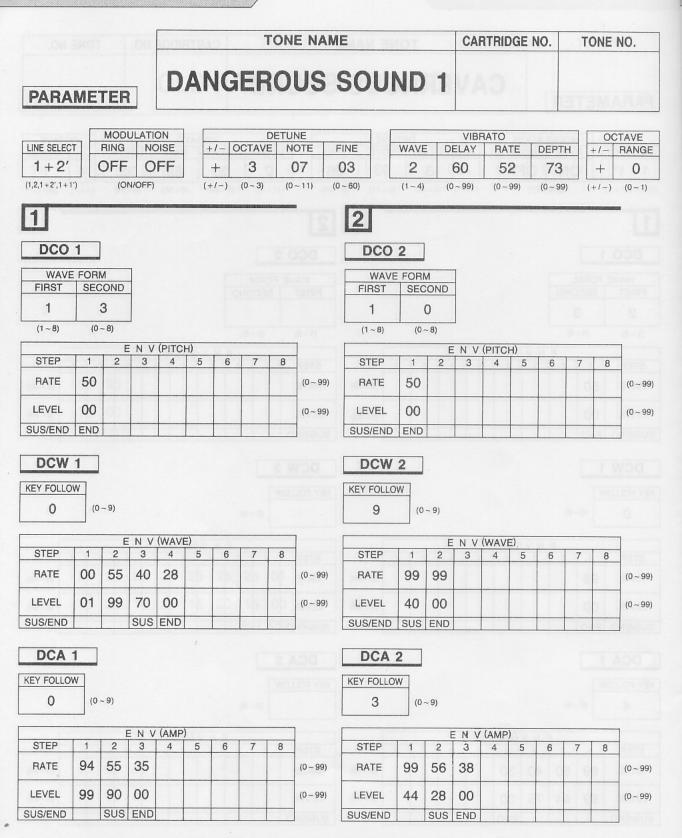
COLINI



COMMENT

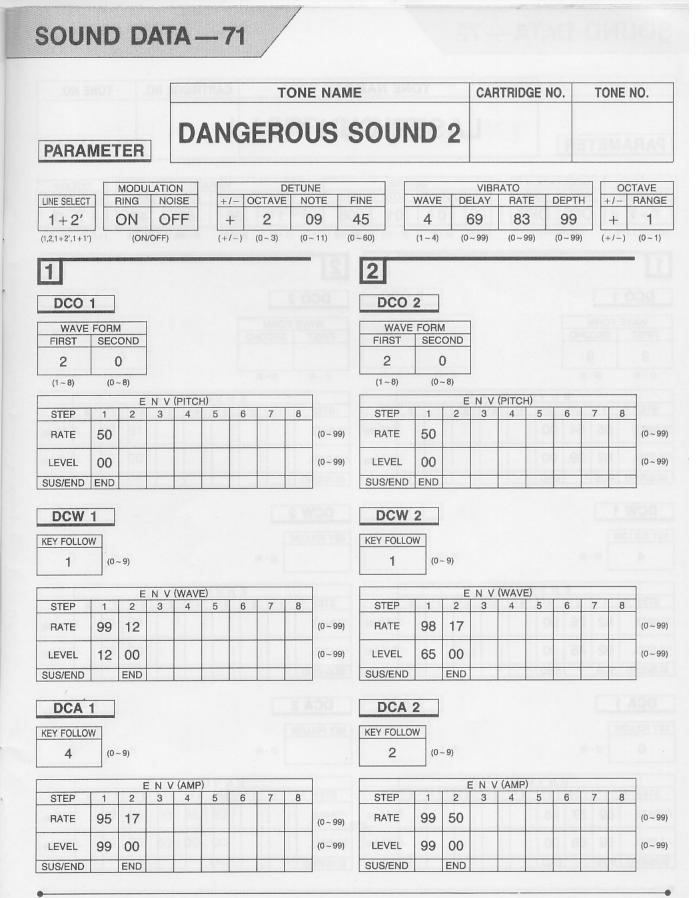
							Т	ON		AAN BI	101		CAR	TRID	GE N	0.	то	NE M	10.
PARA	MET	ER		C	A	VE	RM	10	US	SOU	ND		141	40			113	NA	PAR
		MODU		ON	F	1 100				NE	WAVE		VIBR	ATO RAT	E	DEPTH			TAVE RANGE
LINE SELECT $1 + 1'$	-	DN		FF	+	- 00	3	-		26	2		0	89		38		+	1
(1,2,1+2',1+1'			/OFF)		(+	/-) (	(0 ~ 3)	(0 -		~ 60)	(1 ~ 4)	-	- 99)	(0 ~ 9		(0 ~ 99)		-/-)	(0 ~ 1)
1		nietom parasolika							2	2				and the matteries					
DCO	1									DCO	2								
the second se	FORM										FORM								
FIRST 2	SEC	OND								FIRST	SECO	DND							
(1 ~ 8)	(0 -	de la compañía de la								(1~8)	(0~	8)							
	1			(PITCH	25					E N V (PITCH)									]
STEP	1 50	2	3	4	5	6	7	8	(0~99)	RATE	1	2	3	4	5	6	7	8	(0~99
LEVEL	00						10			LEVEL							0		(0~99
SUS/END	END								(0~99)	SUS/END							-		
DCW	4						-	0.1		DCW	2						Г	11	001
KEY FOLLO										KEY FOLLO									
0	-	~ 9)								INC I TOLLO	(0~	9)							
				h	->				1						-1				7
		E	NV	(WAVE		-						E	NV		5	6	- 1		-
STEP	1	2	3	4	5	6	7	8		STEP	1	2	3	4	5	0	7	8	-
STEP RATE	1 99	2	3	4	5	6	7	8	(0~99)	STEP RATE	1		3	4	5	0	/	8	(0~99
		2	3	4	5	6	7	8	(0 ~ 99) (0 ~ 99)		1		3	4	5	0	/	8	-
RATE	99 00	2	3	4	5	6	7	8		RATE			3	4	5	0		8	-
RATE	99 00 END	2	3	4	5	6	7	8		RATE			3	4	5				-
RATE LEVEL SUS/END	99 00 END	2	3	4	5	6	7	8		RATE LEVEL SUS/END	2		3	4	5				(0~99
RATE LEVEL SUS/END	99 00 END	2	3	4	5	6	7	8		RATE LEVEL SUS/END	2	2	3	4	5				(0~99
RATE LEVEL SUS/END DCA KEY FOLLO 4	99 00 END	~ 9)	ENV	(AMP)	)			5 7		RATE LEVEL SUS/END DCA KEY FOLLO	<b>2</b>	2 9)	N V	(AMP)					(0~99
RATE LEVEL SUS/END DCA (EY FOLLO 4 STEP	99 00 END 1 (0	~ 9) E 2	ENV 3	/ (AMP)		6	7	8	(0 ~ 99)	RATE LEVEL SUS/END DCA KEY FOLLO	2	9)		0		6	7		(0~99
RATE LEVEL SUS/END DCA KEY FOLLO 4	99 00 END 1 (0	- 9) E	ENV	(AMP)	)			5 7		RATE LEVEL SUS/END DCA KEY FOLLO	<b>2</b>	2 9)	N V	(AMP)					(0~99 (0~99 (0~99 (0~99 (0~99

**COMMENT** Sound just like playing in cavern.



**COMMENT** Nothing special as each is pressed. But try holding a keys down.

70



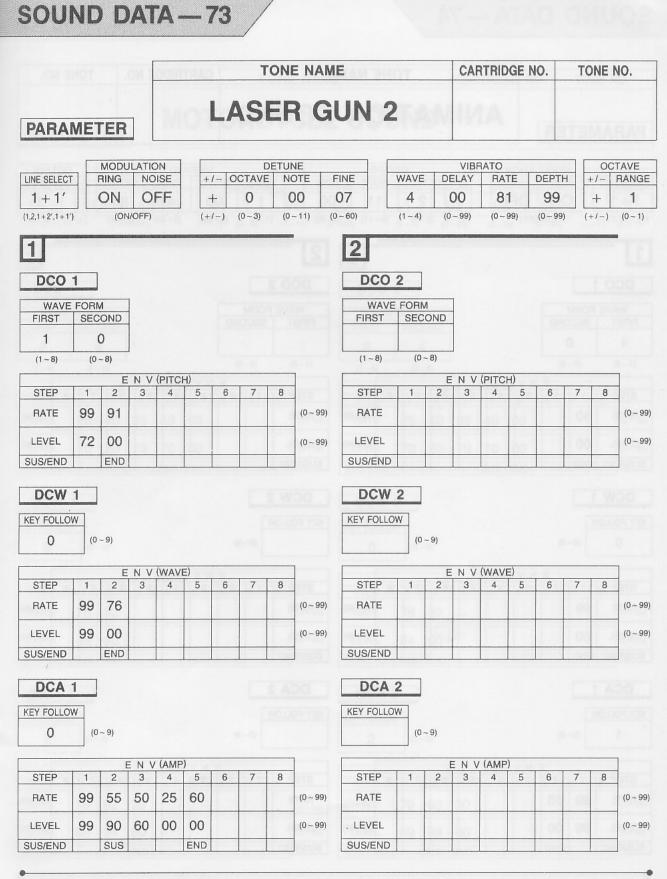
**COMMENT** Rectangular vibrato waveform for characteristic sound.

					9798	3		TON	ENAM	E	107		CA	RTRIC	OGE	NO.	T	ONE	NO.
PARA	ME	TEF	2	D		L	1S	EF	R G	UN ·		36		AC			313		RAS
			ULATI					DETU						RATO					TAVE
LINE SELEC		ON								FINE 06	WAVE 1		ELAY 36	RA		DEPT		+/-	RANGE
(1,2,1+2',1+			N/OFF)	-		+	(0~3)			0~ 60)	(1~4)		~ 99)	(0~		46 (0-99		+	0 (0 ~ 1)
						-			-	-			,	1.	,	10 01	, (	,	
1										2									
DCO	1	]								DCO	2								
WAV	E FOR	M	٦							WAV		M	1						
FIRST		COND								FIRST	SEC	OND							
2		3										-							
(1 ~ 8)	(0	~ 8)	ENV				9-61		1	(1 ~ 8)	(0)	~ 8)		10000			13-01		0-0
STEP	1	2	3	4	H)	6	7	8		STEP	1	2	N V 3	(PITC 4	H)	6	7	8	
RATE	55	54	00				0		(0~99)	RATE	10						0		(0~99
LEVEL	82	39	00						(0~99)	LEVEL			-						(0~99
SUS/END	SUS		END							SUS/END									
DCW	4									Dow	-								
										DCW									
KEY FOLLO		~ 9)								KEY FOLLO		0)							
4	(0	- 3)										~ 9)							
STEP	T a	12	NV		-		-			0755	1			(WAVI				1	]
BATE	1 82	26	3 00	4	5	6	7	8	(0 ~ 99)	STEP RATE	1	2	3	4	5	6	7	8	
	-								(0~99)						-	15			(0~99)
LEVEL	92	45	00	0		0	3		(0~99)	LEVEL	10					0	15		(0~99)
SUS/END	SUS		END		1					SUS/END									]
DCA	1									DCA	2								
KEY FOLLO	W									KEY FOLLO	W								
0	(0	~ 9)									(0 -	- 9)							
STEP	1	2	ENV 3	(AMP	) 5	6	7	8		STEP	1	2 E	N V 3	(AMP)	5	6	7	8	
RATE	62	37	45			10			(0~99)	RATE						-			(0~99)
LEVEL	99	68	00						(0~99)	LEVEL									(0~99)

.

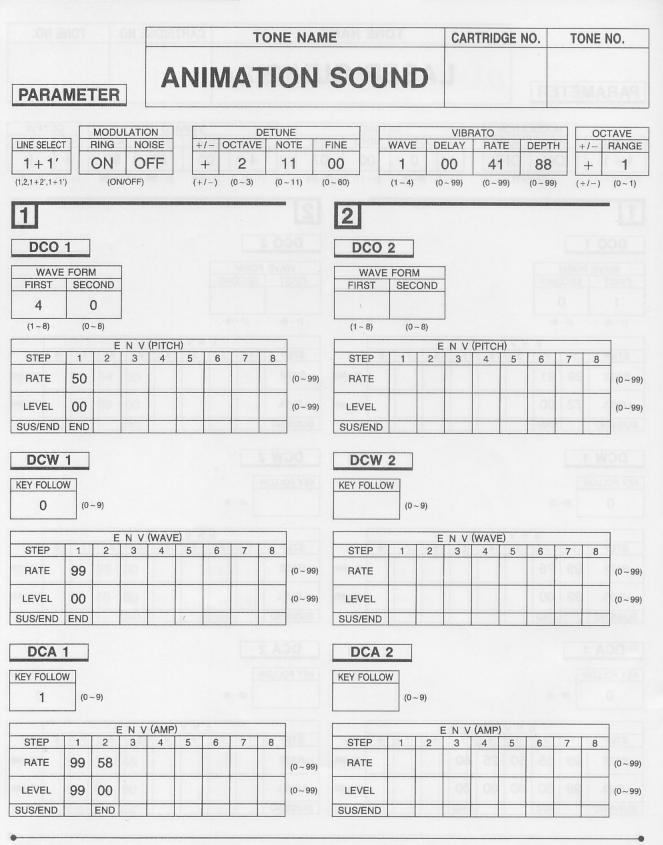
COMMENT

Ð



COMMENT Like sound used in TV games.

B



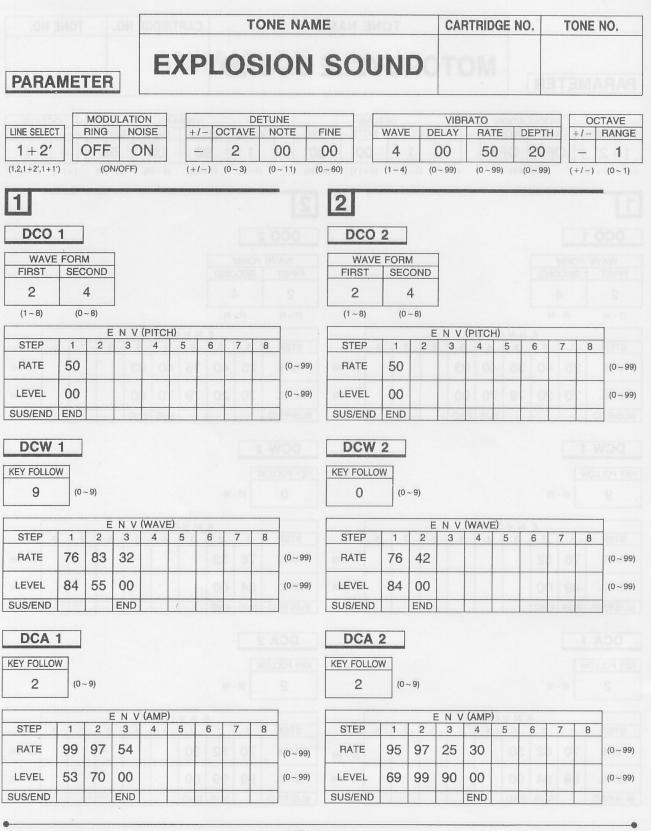
**COMMENT** Animated effect for sound that has many applications.

TONE NA									E	101		CAP	RTRID	GE N	10.	T	ONE	NO.
PARAMETER							CY	CLE	SO	UN	D	9)	(B)			IT	111/	RAG
LINE SELECT	MOD		ON	+	/- IC	OCTAV			INE	WAVI	=   D		RATO		DEPTI	- F		TAVE
1+2'	OFF		FF		00	1			00	1		92	08		56		-	1
(1,2,1+2',1+1')	(0	N/OFF)	(34 - C	(+	/-)	(0~3)	(0	~11) (0	)~60)	(1~4)	) (0	~ 99)	(0~9	99)	(0~99)	) (	+/-)	(0 ~ 1)
1								121	2									1
DCO 1									DCO	2	1							
WAVE FO	ORM	7								E FOR	M	1						
	SECOND	-							FIRST		COND							
2	4 (0~8)	ł							2	_	4							
(1~0)		ENV	(PITC	H)	NH			1	(1~8)	(0)	~8) E	NV	PITCH	-1)				1
	1 2	3	4	5	6	7	8		STEP	1	2	3	4	5	6	7	8	
RATE 2	25 40	35	40	03		0		(0~99)	RATE	25	40	35	40	03		10		(0~9
	70 20	79	70	00		10		(0~99)	LEVEL	70	20	79	70	00		0		(0~99
SUS/END			SUS	END					SUS/END				SUS	END				]
DCW 1									DCW	2								
									KEY FOLLO	I wo								
KEY FOLLOW									RETTOLLC									
KEY FOLLOW	(0 ~ 9)								0		~ 9)							
9	E	ENV(	Contraction in the local division of	-					0			NV	(WAVE	:)				]
9 STEP	E 1 2	N V (	(WAVE	E)	6	7	8	-	0 STEP	(0	E	N V 3	(WAVE	:) 5	6	7	8	
9 STEP RATE 7	1 2 6 32		Contraction in the local division of	-	6	7	8	(0~99)	0 STEP RATE	(0 1 76	2 32				6	7	8	(0 ~ 99
9 STEP RATE 7 LEVEL 4	E 1 2 6 32 9 00		Contraction in the local division of	-	6	7	8	(0 ~ 99) (0 ~ 99)	0 STEP RATE LEVEL	(0 1 76 84	2 32 00				6	7	8	
9 STEP RATE 7 LEVEL 4 SUS/END SU	1 2 6 32		Contraction in the local division of	-	6	7	8		0 STEP RATE	(0 1 76 84	2 32				6	7	8	
9 STEP RATE 7 LEVEL 4	E 1 2 6 32 9 00		Contraction in the local division of	-	6	7			0 STEP RATE LEVEL	(0 1 76 84 SUS	2 32 00				6	7	8	
9 STEP RATE 7 LEVEL 4 SUS/END SI DCA 1	E 1 2 6 32 9 00 JS END		Contraction in the local division of	-	6	7		(0 ~ 99)	0 STEP RATE LEVEL SUS/END DCA	(0 1 76 84 SUS 2	2 32 00				6	7	8	
9 STEP RATE 7 LEVEL 4 SUS/END SU DCA 1	E 1 2 6 32 9 00		Contraction in the local division of	-	6	7		(0 ~ 99)	0 STEP RATE LEVEL SUS/END	(0 1 76 84 SUS <b>2</b>	2 32 00				0	7	8	
9 STEP RATE 7 LEVEL 4 SUS/END SU DCA 1 KEY FOLLOW 2	E 1 2 6 32 9 00 JS END (0~9)	3 = N V	4 (AMP)	)	0			(0 ~ 99)	0 STEP RATE LEVEL SUS/END DCA KEY FOLLO 2	(0 1 76 84 SUS 2 (0	E 32 00 END	3 	4 (AMP)	5		10 A		
9 STEP RATE 7 LEVEL 4 SUS/END SI DCA 1 CEY FOLLOW 2 STEP 1	E 1 2 6 32 9 00 JS END (0~9) 1 2	3 E N V 3	4	5	6	7		(0 ~ 99)	0 STEP RATE LEVEL SUS/END DCA KEY FOLLO 2 STEP	(0 1 76 84 SUS 2 W (0	е 2 32 00 ЕND	3 N V 3	4		0	8 A	8	(0 ~ 99
STEP RATE 7 LEVEL 4 SUS/END SU DCA 1 KEY FOLLOW 2	E 1 2 6 32 9 00 JS END (0~9) 1 2 0 62	3 = N V	4 (AMP)	)	0			(0 ~ 99)	0 STEP RATE LEVEL SUS/END DCA KEY FOLLO 2	(0 1 76 84 SUS 2 (0	E 32 00 END	3 	4 (AMP)	5		10 A		(0 ~ 99 (0 ~ 99 (0 ~ 99

84 B

**COMMENT** Pressing various keys at different timing sounds like motorcycle race.

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**COMMENT** Hitting the mid-range keys produces explosion sound.

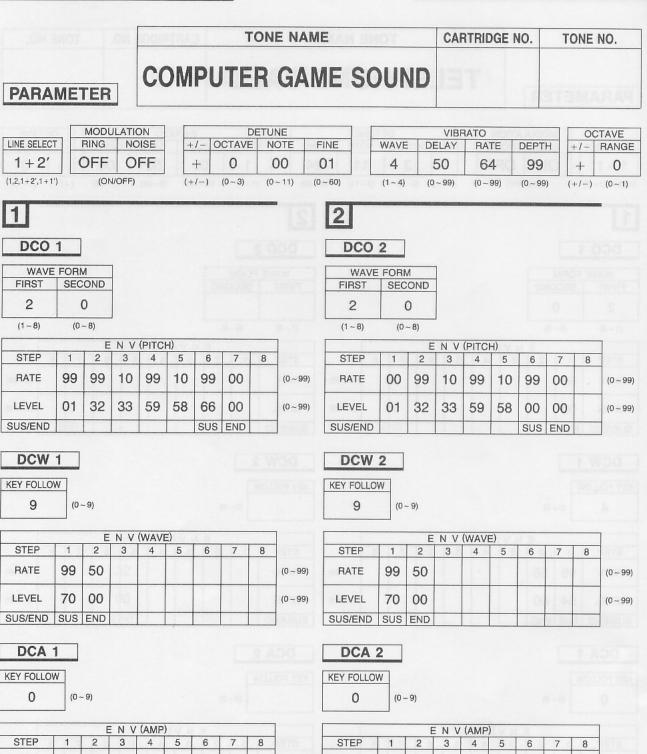
SOUND DATA-	-11			
он зиот он рово	TONE NAME	TONE NAL	CARTRIDGE NO.	TONE NO.
PARAMETER	ELEPHONE	CALL	COMP	PARAMETE
MODULATION           LINE SELECT         RING         NOISE           1 + 1'         ON         OFF           (1,2,1+2',1+1')         (ON/OFF)	DETUNE           +/-         OCTAVE         NOTE         FIN           -         3         11         24           (+/-)         (0~3)         (0~11)         (0~4)	4 1	00 50 0	OCTAVE           +/-         RANGE           00         +         0           -99)         (+/-)         (0~1)
1	2	2		
DCO 1	000 2	DCO 2		
WAVE FORM FIRST SECOND	MIRCH BYAN	WAVE FORM FIRST SECOND	-	
2 0	0 S		1	
(1~8) (0~8)	0-0 0-0	(1~8) (0~8)		
E N V (PITCH)			ENV (PITCH)	
STEP         1         2         3         4           RATE         50	5 6 7 8 (0~99)	STEP 1 2 RATE	3 4 5	6 7 8 (0~99
LEVEL 00	(0~99)	LEVEL SUS/END		(0~99
DCW 1		DCW 2		
KEY FOLLOW	WOLSON YSK	KEY FOLLOW		
4 (0~9)	( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )	(0~9)		
E N V (WAVE)			E N V (WAVE)	
STEP 1 2 3 4	5 6 7 8	STEP 1 2	3 4 5 4	6 7 8
RATE 96 55	(0~99)	RATE		(0 ~ 99
LEVEL 54 00	(0 ~ 99)	LEVEL		(0~99
SUS/END SUS END		SUS/END		
DCA 1	S ASO	DCA 2		
KEY FOLLOW		KEY FOLLOW		
0 (0~9)	a-a 0	(0~9)		
E N V (AMP)			E N V (AMP)	
STEP 1 2 3 4	5 6 7 8	STEP 1 2		3 7 8
RATE 99 03 70 29 9	99 03 70 <sub>(0~99)</sub>	RATE		(0~99
LEVEL 99 97 00 01 9	99 97 00 (0~99)	LEVEL	0101	(0~99
	END			

COMMENT

SOLIND DATA

Pressing any key from  $E_4$  through  $A_4$  produces two telephone rings.

Ø



STEP	1	2	3	4	5	6	7	8	BTB
RATE	99	15	33	50					(0~99)
LEVEL	99	98	50	00					(0~99)
SUS/END			SUS	END					a a u a

	E N V (AMP)												
	STEP	1	2	3	4	5	6	7	]				
~ 99)	RATE	99	00	99	50		8	e					
~ 99)	LEVEL	99	98	90	00	0		10	I				

SUS END

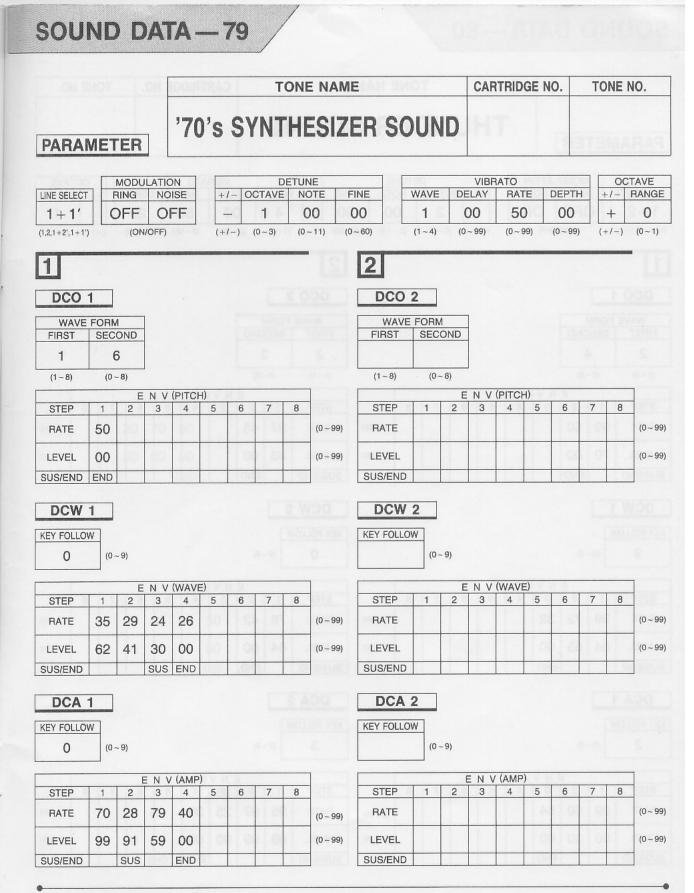
(0 - 99)

(0 ~ 99)

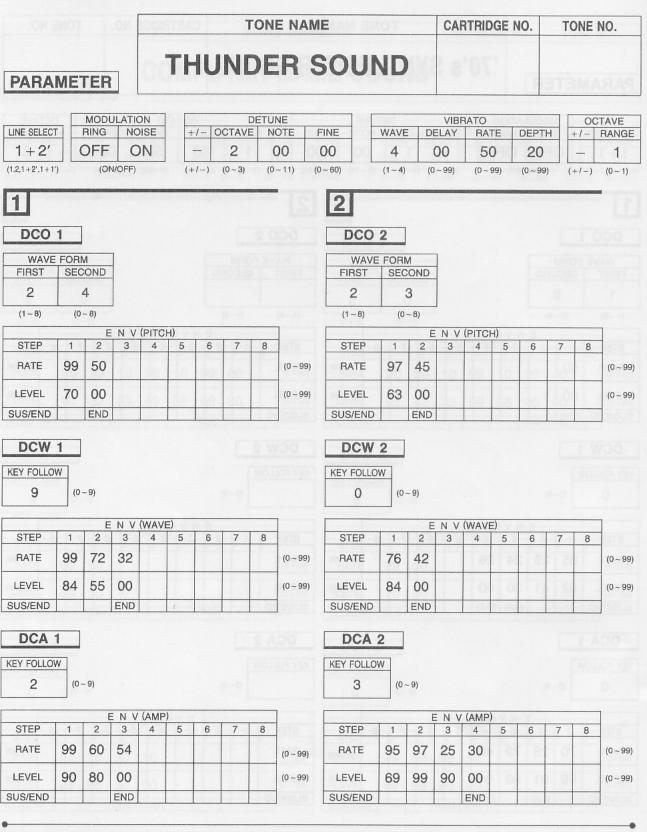
**COMMENT** Comical, computer game sound.

78

SUS/END



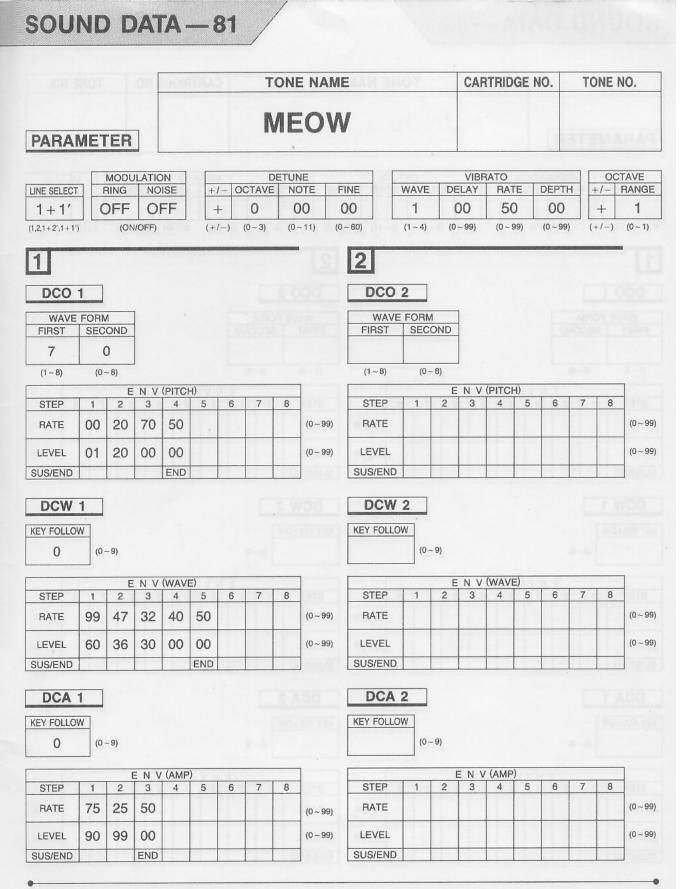
**COMMENT** Resembles analog synthesizer of 1970's.



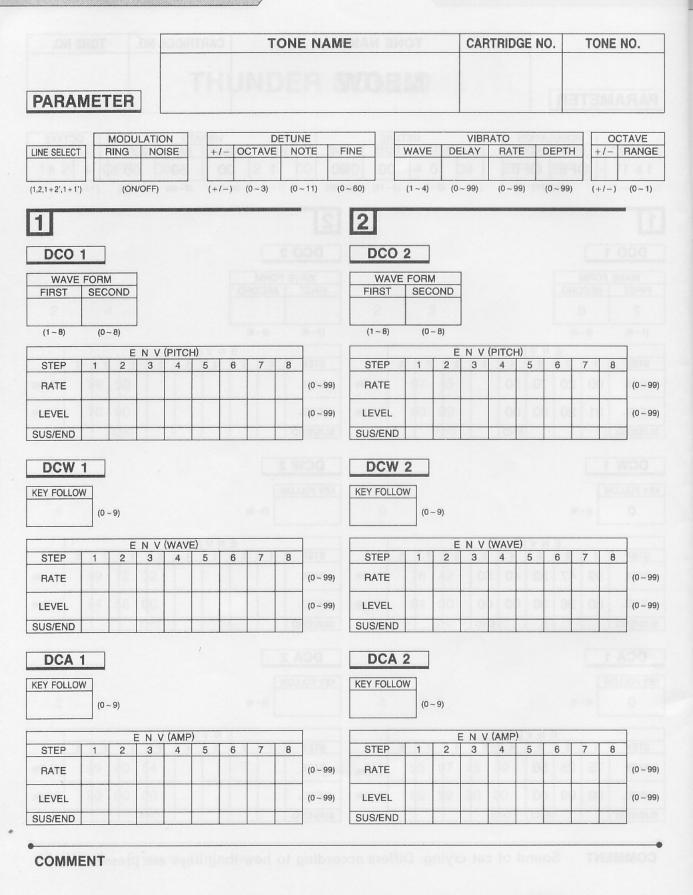
COMMENT P

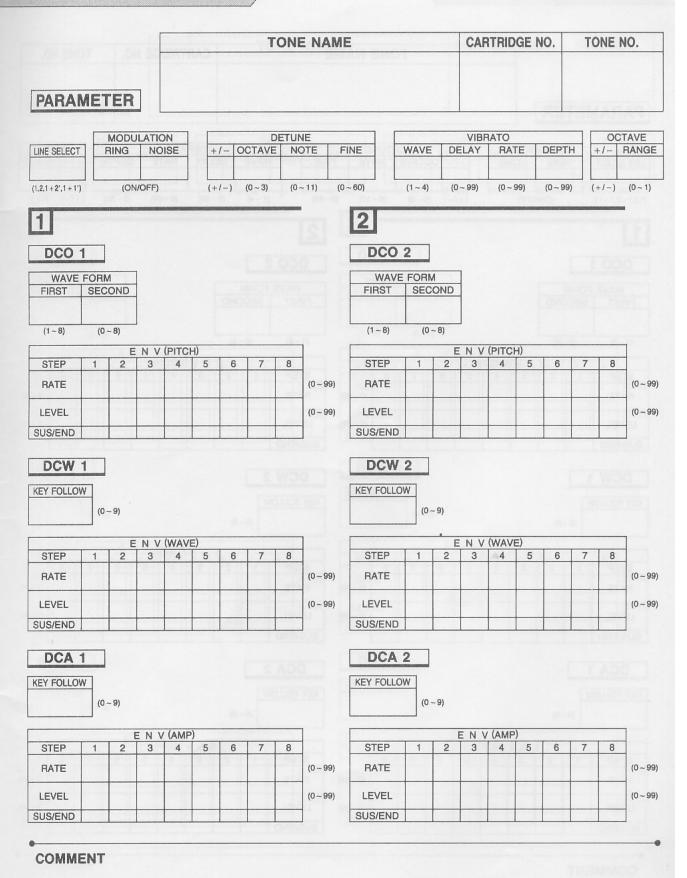
Press multiple keys.

80



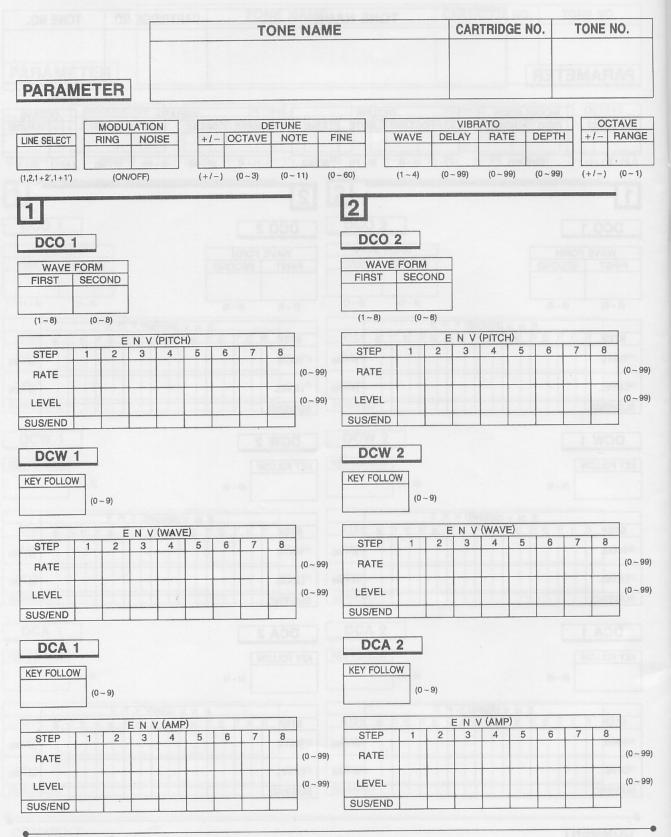
**COMMENT** Sound of cat crying. Differs according to how long keys are pressed.





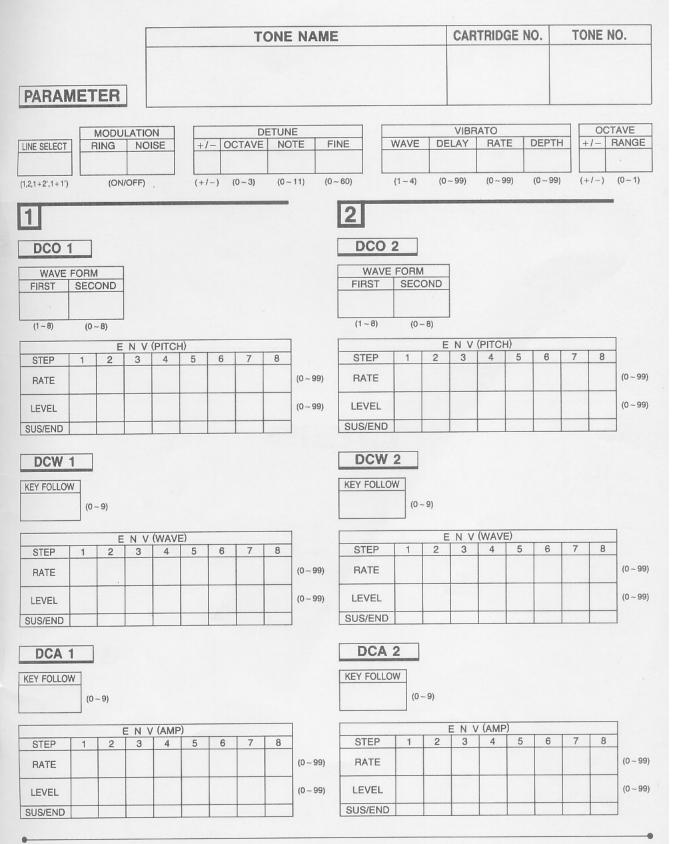
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#### COMMENT

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#### COMMENT

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scanned by Killian