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## Welcome to eJay!

After the best selling Dance eJay and Dance eJay 2 we present you with the latest version, Dance eJay 2+. It includes the matching add on Samplekits Vol. 4 – Vol.6, offering more than 3,500 House and Dance sounds in all, every one produced by international music pros.

Dance eJay 2+ is the ultimate studio where you can create your own Dance and House hits. And like all eJay products Dance eJay 2+ is extremely user-friendly with the now well-known, innovative eJay user interface.

Create your own drum loops live on your keyboard and then play them in your own tunes. The integrated drum machine, "The Groove Generator" comes with more than 500 additional drum sounds and lots of effects to give your tunes an individual dancefloor feeling. Or add your own raps and vocal lines and spice them up with the Robotize, Echo Distortion and Filter Effects! Anything is possible. Surprise your friends with your own robot voice, monster voice and other tricks.

If you want to let us know what you think about Dance eJay 2+, you are always welcome to visit us on the Internet at the eJay Homepage [www.eJay.com](http://www.eJay.com). Here, you'll meet a lot of other "eJayers" there to trade sounds and mixes. And to help you feel at home, we have already reserved space for your own eJay Homepage.

**Get the Groove – Funk it up – Make it your own - Create your music now!**

The eJay Team.



## Installation of Dance eJay 2+

### Program-Installation

Insert the Dance eJay CD-ROM into the CD-ROM drive. When autostart is active, Dance eJay 2+ will start automatically. When starting manually, select RUN from the START menu, enter D:\DANCE2.EXE (D: names the CD-ROM drive), and press OK.

### Sound Installation

During the installation process, only the samples are copied to your hard drive. The program files remain on the CD. The CD must be in the CD drive to run Dance eJay 2+.

### Quick Start

Quick start is suitable for all high powered systems. The chosen installation path will only be used for temporary files (40 MB). The samples will not be copied to your hard disk.

### Minimal Installation (recommended)

Minimal Installation places 60 MB of data onto the hard disk. This results in an improved performance of Dance eJay 2+.

### Full Installation

Full Installation is recommended for very slow CD-ROM drives only. Hard disk space required: 500 MB.

In either case the CD-ROM must remain in the CD-ROM drive. During the installation a program group called "Dance eJay 2+" with an icon for Dance eJay 2 and another for the Uninstall will be created. From within this program group the setup can also be started manually.

### System Requirements

- Pentium 66 or higher
- 16 MB RAM
- 4 Speed CD-ROM Drive
- 40 MB free hard disk space
- 256 colors
- 16 Bit soundcard (DirectX compatible)
- Windows 95, 98 or NT 4.0



## The Main Screen

After the installation you will see the Main Screen of Dance eJay 2+. This is where you arrange your tunes, call up the different functions and playback your mixes.



## Gettin' Started

When you run Dance eJay 2 for the first time, the START.MIX will be loaded automatically. Click PLAY and listen to what Dance eJay 2 has to offer. Click on NEW to clear the Play Window. Now it's time to create your own first mix.

### Step 1

Choose one of the Sound Groups shown on either side of the Sound Window. For example: LOOP. Double click on one of the samples to listen to it. You can see more samples by scrolling down using the scroll bar on the right.

### Step 2

Choose any sample by clicking and holding the left mouse button and move it onto one of the 16 tracks above. As soon as you let go, it will be positioned on the next bar automatically. You can move it with the mouse, or copy it with the right mouse button.

### Step 3

Choose another Sound Group (for example BASS) and move more samples onto the audio tracks shown in the Play Window. Press PLAY and listen to your first own mix.

Get down, eJay!



## Help Functions

For a selection of the different help functions please click on the question mark at the upper right corner of the Main Screen. The help dialogue box will pop up and give you a selection of available help functions.

### Intro Tutorials

This option gives you a quick and easy introduction to Dance eJay 2+. The tutorial has several different chapters. You can skip back and forth between the chapters, pause the introduction or quit the Help function using the buttons on the panel. This introduction not only helps you to get an idea of all the functions, it's also a lot of fun.

### On Screen Help

By selecting On-Screen Help you access the Help database. This is where you can search for specific topics. All functions are explained in depth. You will also find a list of the key commands and more information on other eJay products.

### Quick Tips

"Quick Tips" are very useful if you want to have a quick overview of what functions the different buttons have. As soon as your mouse moves over a button or area of the screen, a dialogue box appears and gives you a short explanation of the feature. To disable the Quick Tips, simply click on the check box. To enable the Quick Tips click on the Check Box to show the "Tick".



## The Functions Explained Separately

Sounds

Sound Groups

Play Window

Volume Controls

Loading and Saving Tunes

Recording

Effects Studio

Installing and Importing Sounds

Timestretching

Groove Generator

Drum Matrix



## Samples

With over 3500 samples it could be easy to lose track. Every sample has it's own sample name describing the sound, so it should be easy to keep an overview.

Stereo Sounds are marked with the letter L for left and R for right. Some samples are marked with an asterix (\*). These samples include different chords. This means that samples with (\*) fit together best, but can also be combined with others. All the samples of Dance eJay 2+ are based on A-minor and are recorded at 140 bpm (beats per minute).

### Listening to single Samples

You can listen to samples in the Sound Window or directly by double clicking on the tracks themselves.

### Select several Samples

By clicking on several samples while holding down the Shift key or by selecting an area you can select more than one sample.

### Moving Samples

Using the left mouse button you can move either a single sample or a selected group of samples.

### Copying Samples

With the right mouse button you are able to copy one sample or a selected group of samples. Another way to copy: hold down the Alt key while moving a sample.

### Erasing Samples

To erase a sample simply drag it from the playback window and drop it onto the trashcan. You can also select a sample and press the delete key on your keyboard. Another way is to use the eraser on the right of the mainscreen. The Erase button turns your cursor into a little eraser. With this tool you are able to erase samples from the tracks. To deactivate the eraser, just press Erase once more. Another way to erase: Simply drop the sample out of the track area.

### Stereo Samples

Stereo Sounds are split into two audio channels indicated by L and R. Place the left channel sample (i.e. sand man 1L) on track 7 and the right channel sample (i.e. sand man 1R) on track 8. By clicking the left or right "speaker" of each track, you can connect the track to the left or right playback channel of your soundcard (green "speaker" = active - blue "speakers" = not active). This way you can connect single tracks to one channel or mute a track (both "speakers" blue). Now activate the left speaker on track 7 (left green - right blue) and the right speaker on track 8 (left blue - right green).

### Volume Control of single samples

The volume of each individual sample can be edited in the Play Window. Select a single sample by clicking on it. You will now see a horizontal line on the sample. By clicking on the line a volume fader will appear and you can adjust the volume level of this individual sample.

### Cut single samples



The play length and starting point of each individual sample can be edited in the Play Window. This is very useful if you want to cut imported samples to a specific length.

Select a single sample by clicking on it. You will now see a line on the left of the sample and another on the right. By clicking and moving the line on the left you cut the beginning of the sample. By clicking and moving the line on the right you cut the end of the sample.



## Sound Groups

### Sound Group Buttons

Using the buttons on the left and right hand side of the Sound Window you can choose the different sound groups (BASS, LOOP, DRUM etc.) In the Sound Window you will now see a number of the samples from the chosen Sound Group. You can scroll using the bar on the right side of the Window to see other samples in this group.

### Sorting of the Samples in the Sample Window

The samples in the Sound Window can be sorted using different criteria. A click on the right mouse button shows the options:

Sorting:	None
Sorting:	Alphabetical order (sample names)
Sorting:	Harmony (*)
Sorting:	Length (length of the sample)



## Play Window

After you select a sample from the Sound Window you drag and drop it onto one of the 16 audio tracks. This is where you copy, move, erase and listen to the samples. You can even change the position of the samples in your tune whilst running playback. Just drag and drop the samples on and off the Play Window. The playback won't stop and you can always hear what you have just changed in your arrangement.

### Auto Position Helper

The samples you move from the Sound Window to one of the tracks are automatically placed on the next bar. If you want to place a sample between bars (useful when using imported samples), move them whilst holding down the Ctrl key, now you can position them by a 16th of a note.

### Speakers left/right

By clicking the left or right "speaker" button to the left of each track, you can connect the track to the left or right playback channel of your soundcard (green "speaker" = active - blue "speaker" = not active). This way you can connect single tracks to one channel or mute a track (both "speakers" blue).

### Position Display

The Position Display shows which bar you are currently playing as you only see a part of the tune in the Play Window. The numbers to the left and right of the Position Display show you where you are in the tune.

The red number and the line which moves over the audio tracks show your current position. If you want to change your position in the tune just click on the bar number that you want your new position to be; this number then turns red, showing the new position.

By double clicking on any bar number, it automatically moves to the left end of the bar display. By double clicking on the outside bar numbers on the left or right, you move the displayed section in the Play Window 22 bars either left or right. With the scroll bar beneath the tracks you can also move the displayed section in the Play Window.

If you want to listen to a specific part of your tune over and over again you can select the specific bars on the Position Display by clicking and holding the left mouse button. All selected bars will now be green. Press the Loop button and your selected area will repeat over and over again.

### Control Buttons

The Control Buttons are similar to those you will find on a tape deck or CD player. You can stop, pause, rewind or fast forward the playback of your tune. You can even jump to the beginning and end of your tune or have it play over and over again in repeat (loop) mode.

### Volume and Pitch

Using the Master Volume fader you are able to adjust the overall volume of the mix. Using the Master Pitch fader you are able to play back your Mix faster or slower, just like the pitch control on a turntable.



## Mixing desk - Volume Controls

The volume of each track can be adjusted with the mixing desk.

Click on the mixer symbol in the menu bar and the mixing desk with volume faders for each track will appear in the sample window. Use these faders to adjust the volume of each track, the drum track and the input of the recording channel. By clicking the left or right "speaker" button on top of each track, you can connect the track to the left or right playback channel of your soundcard. All adjustments made on the mixing desk will be saved with your tune.

Click on the close button to leave the mixing desk.



## Loading and Saving Tunes

### Save Mix

Click on the disk symbol on the menu bar. A dialogue box will appear. Choose "Save Mix" and enter the name of the mix, drive and directory where you want the mix to be saved.

### Save Mix with Imported Samples

If you want to swap mixes which use imported samples with your friends, you will have to save your mix with the imported samples. Simply choose "Save mix with imported samples" in the Save dialogue box and your mix will be saved with all of the imported wave samples and all samples edited in the Effects Studio and Groove Generator.

### Load Mix

Click on the disk symbol on the menu bar. A dialogue box will appear. Choose "Load Mix" and select the drive, directory and name of the mix you want to load.

### Export Mix

Using the export function you are able to save your Dance eJay 2+ Mix as an audio file, it can then be played back with all standard sound programs and even burned onto an audio CD. Click on the disk symbol on the menu bar. A dialogue box will appear. Choose "Export Mix" enter the file name and confirm with OK. Dance eJay 2+ will now save your Mix as a stereo file in Wave format.

### New

Below the disc symbol you find the symbol NEW. A click on this symbol clears the Play Window. There are no samples on the tracks left.



## Recording

Give your mixes an individual touch by adding your own voice and rap rhymes to them. Before you can record with Dance eJay 2+, a microphone must first be connected to the soundcard.

Dance eJay 2+ supports full duplex recording. You can record your voice and listen to your tune at the same time. If your soundcard doesn't support full duplex recording you won't be able to hear your tune while recording.

### Recording

Any of the 16 tracks can be used for recording. You can activate a track for recording by clicking on the microphone symbol shown to the left of each track. When activated the microphone appears red. Click on the bar where you want your recording to start and press the record button. The metronome will count in 8 beats (two bars), the recording will begin on the 9th beat.

Stop ends the recording and automatically saves it in the Waves Sound Group. To listen to your first attempt press Play. If you are not happy with it just repeat your recording and your new version will be saved in the wave Sound Group next to your first recording.

If you want to change your recording and give it your individual twist, just edit your recording in the Effects Studio. So what are you waiting for? Let's go to the Effects Studio...



## **Install and Import Samples**

As well as the samples already included in Dance eJay 2+, you can use the samples from Dance eJay, the Dance eJay Samplekits Vol. 1 to 3 and any standard wave file.

### **Installation of Dance eJay Samples**

Dance eJay 2+ recognizes those samples already installed from Dance eJay or any Dance eJay Samplekit. These sounds will automatically be displayed in the respective Sound Groups.

If you have installed Dance eJay 2+ and you would like to install samples from Dance eJay afterwards, simply make a FULL installation of Dance eJay. After the FULL installation has been completed all the sounds will automatically be displayed in the respective Sound Groups.

Sounds from the Dance eJay Samplekits Vol. 1 to 3 can easily be installed into Dance eJay 2+ using the installer included with each samplekit.

### **Import Samples**

Click on the disk symbol on the menu bar. A dialogue box will appear. Choose "Import Sounds", select the drive and directory where your import samples are and all importable samples will be displayed.

Select a sample and press play if you want to listen to the sample before importing it. With autoplay activated each sample will automatically play back its sound. Choose "Select all" if you want to import all samples from the selected directory.

### **Rename Import Samples**

Sounds can be renamed by clicking the right mouse button on the sample. Choose "Rename Sound" and fill in the name. Names can be two lines maximum.

### **Erase Import Samples**

To erase import samples from the Sound Group just drag and drop the selected sample onto the trashcan or choose "Erase Sound" from the context menu that appears when clicking the sample with the right mouse button. The sample will then be erased from the Sound Group but not from your hard disk.

### **Filing of Import Samples (WAVE)**

Imported Samples can be filed in the Sound Groups of your choice. Simply drag the imported sample onto one of the twelve Sound Group Buttons (for example: an imported Loop from the Sound Group WAVE can be moved to the Sound Group LOOP).



## Timestretching

Sounds with a tempo other than 140 bpm (e.g. Sounds from Hip Hop eJay or Rave eJay) can be adjusted to the Dance eJay tempo with the Time Stretcher.

### Tempo Adjustment

Simply drag and drop a sample onto the clock symbol. The Time Stretcher opens in the Sound Window. Click on the Loop symbol if you want to play back the sample in repeat mode. The tempo of the sample can be adjusted by moving the Fader.

Dance eJay 2+ automatically recognizes the original tempo of the imported sample and changes the tempo to 140 bpm. Click on the text field and a dialogue box will appear where you can type in the original tempo of the sample and the tempo that you want the sample to be converted to (Output Tempo).

After you have adjusted the tempo click on "Save". The sample will now be displayed next to the original sample in the sample window.

Return to the main menu by clicking on the Close button.





## Effects Studio

Dance eJay 2+ samples and wave samples can be edited in the Effects Studio. Everything from robot-talk to monster and comic voices is possible.

### Edit Sounds

Simply drag and drop a sample onto the Effects Studio symbol on the menu bar. The Effects Studio will appear and give you lots of possibilities to change your samples.

Press the Loop button in the Effects Studio to have your sample play back in repeat mode and listen to the changes you have made.

### Keyboard

You can change the pitch of the sample by moving the keys on the keyboard up and down. The key indicated with a circle represents the original pitch of the sample.

### Effects Section

#### Filter

Using the filter section, frequencies of the samples can be raised or lowered. Using the button on the upper left (next to FILTER) the filter section is activated or deactivated (green: on / blue: off).

- CUTOFF:** Cutoff frequency of lowpass filter.
- RESONANCE:** Adjusts overtones of the Cutoff frequency.
- OVERDRIVE:** Distortion of resonance.
- EFFECT VOL:** Controls the balance of original sound and filtered sound.

RESONANCE and OVERDRIVE affect each other. Therefore it is recommended to first raise the Resonance control and then regulate the Overdrive.

#### Echo

Echo adds repeats to the original sound with a delay. The button on the upper left side (next to Echo) activates or deactivates the Echo (green: on/ blue: off). The following options are at your disposal:

- TIME:** Regulates the amount of delay (maximum delay: 1/2 bar).
- FEEDBACK:** Regulates the number of echo repeats.
- EFFECT VOL:** Regulates the balance of the echo and original sound.

#### Robotize

With the Robotize section robotize effects can be added to the sounds. The button on the upper left side (next to Robotize) activates or deactivates the Robotize (green: on/ blue: off).

- COLOR:** regulates the sound color of the robotize effect.
- EFFECT VOL:** regulates the balance of robotized and original sound

## **Distortion**

Using the Distortion section, sounds can be distorted in two different ways. The button on the upper left side (next to Distortion) activates or deactivates the Distortion section (green: on/ blue: off). The two different distortion effects are:

**DIRTY:** extreme distortion of the sound at the output of the effect section.

**NOISE:** percussive distortion of the sound at the input of the effect section.

## **Volume**

The Volume control regulates the output volume of the sample. The button on the upper left side (next to Volume) activates or deactivates the Volume section (green: on/ blue: off).

## **Save**

Saves the edited sample on your hard disk. The sample is now shown next to the original sample. Click the right mouse button to either rename or erase the sample from the hard disk.



## Groove Generator

To let you add your own personal drum rhythms to tunes, Dance eJay 2+ comes with its own Drum Machine. Play your own dancefloor beats live to tunes and give them the individual touch.

### The Drum Machine

Click on the drum symbol on the menu bar and the Groove Generator screen opens in the Play Window.

You will find 10 different drum pads numbered 1-10 on the top of the Groove Generator. The pads are triggered by the number keys on your keyboard. Try it out and be surprised how cool your keyboard sounds. You can also trigger the drum pads by clicking on them with your mouse.

### Drum Sounds

To change the sound of the drum pads simply choose a sound of one of the drum Sound Groups and drag and drop it on the drum pad of your choice.

The Groove Generator sound archive contains more than 500 drum sounds which can be additionally edited with the Groove Generator Effects Section. You can even use Import Sounds and any other Dance eJay Sound with the Groove Generator. Simply drag and drop the sample from its Sound Group onto one of the pads.

### Edit Drum Sounds

#### Pitch

Change the pitch of each individual sound by clicking on the Pitch button with your mouse. Click and hold the left mouse button and move the fader to change the pitch of the sound.

#### Reverse

Click on Reverse and the play back of the sound will be reversed.

#### Volume Speaker L/R

Choose the Volume fader to adjust the volume level of each sound. To turn the speaker channels on and off click on the speaker symbols.

### Effect Section

Add some extra Effects to your complete drum setup with the Groove Generator Effects Section. The Effects Section is similar to the Effects Studio.

#### Filter

With the Filter section frequencies of each sound can be raised or lowered. With the button on the upper left (next to FILTER) the Filter Section is activated or deactivated (green: on / blue: off).

**CUTOFF:** Cutoff Frequency of Lowpass

**RESONANCE:** Adjusts overtones of the Cutoff Frequency

#### Echo

Echo adds repeats to the original sound with delay. The button on the upper left side (next to Echo) activates or deactivates the Echo section (green: on/ blue: off). The following options are at your disposal:

**TIME:** regulates the time of delay (maximum delay time: ½ bar)

**FEEDBACK:** regulates the number of echo repeats

### **Distortion**

Using the Distortion section, sounds can be distorted. The button on the upper left-hand side (next to Distortion) activates or deactivates the Distortion (green: on/ blue: off).

### **Volume**

The Volume control regulates the output volume of the Groove Generator.

Return to the main menu by clicking on the close button.

### **Recording Drums**

The recording of your own dance floor beats is similar to the recording of your voice using a microphone. You can activate the drum track ready for recording by clicking on the drum symbol to the left of the drum track. When activated the drum symbol is red. Click on the Position Display where you want your recording to start and press the record button. The metronome counts in 8 beats (two bars), the recording starts with the 9th beat. Play your drum beat to your tune by hitting the number keys on your keyboard.

'Stop' ends the recording and saves it automatically in the GrooveG Sound Group. Dance eJay 2+ automatically adjusts your recorded grooves into 1/16th notes. You can always edit these grooves with the Groove Generator Matrix. Drag and drop the GrooveG sample on the Matrix symbol of the menu bar and change the groove until you're satisfied.



## Drum Matrix

Use the Groove Generator Matrix to edit single notes of your dancefloor beats.

The length of the sequence is exactly one bar. The numbers above the matrix mark the 1/16th notes (one bar consists of exactly sixteen 1/16th notes). On the left of each track you find the name of the sound that is being used. With a click of the mouse you can now activate single notes (indicated as a red light) for each individual Drum Pad. You can create your own groove step by step or edit already existing Groove Generator sounds.

### **Loop**

Click on the Loop button if you want to loop the play back of the drum groove.

### **Metronome**

The metronome helps you to keep the timing whilst playing your drum beats.

### **Reset**

Resets the Groove Generator Matrix and deletes all notes.

Return to the mainscreen by clicking on the close button.



## Key Commands

Ctrl+O	Load Mix
Ctrl+S	Save Mix
Ctrl+N	New Mix
Ctrl+D	Erase
Ctrl+I	Wave Import
Ctrl+E	Wave Export
Ctrl+Z	Undo
Ctrl+C	Copy sounds
Ctrl+V	Insert sounds
Ctrl+X	Cut sounds
Ctrl+A	Select all sounds
Shift+Mouse	Select sounds
Ctrl+Mouse	Position sound by 1/16th notes
Alt+Mouse	Copy sound
Del	Delete marked sounds
Space	Play/Stop
Arrow left	Rewind
Arrow right	Fast forward
Pos1	To the start of the Mix
End	To the end of the Mix

Number Keys and number block trigger Drum Pads



## Notes for System Configuration

### Installation

If your system is equipped with a Single/Double-Speed CD-ROM drive, we recommend the **Full Installation**.

If you use faster CD-ROM drives the **Minimal Installation** should be enough.

**Quick Start** saves samples on hard disk while playing. This way the transfer of the files happens gradually, while the **Minimal Installation** saves the files on hard disk at once.

### Screen Resolution

Dance eJay 2+ runs in 640x480, 800x600 and 1024x768, 1152x864 und 1280x1024 in full screen (there are screen filling graphics for **each resolution**). You can work with 256 color mode, High Color or True Color.

If your PC only has 16 MB-RAM memory, the resolution 640x480 with 256 colors is recommended.

### Import of Wave files

Dance eJay 2+ is also able to play back Wave files. You can **import standard Waves** with 11/22/44 kHz, 8Bit/16Bit, mono. From stereo files only the left channel will be played back.

### Trouble Shooting

Dance eJay 2+ was **successfully tested** on a lot of systems. But problems may occur on disadvantageous system configurations and on PCs with 16 MB RAM because of low memory. Here a good result is usually attained by lowering the screen resolution to 640/480 and using only 256 colors.

#### Error Note: **Sound Start Error**

The note Sound Start Error means that either there is no sound card in the PC or that the sound card has not been installed in Windows correctly. Check if your sound card is available under Windows and if necessary, install the sound card once again.

#### Error Note: **Memory Error**

Memory Error means that the memory of your PC is too low. Check if there is enough capacity for the virtual memory of Windows or if the virtual memory has been de-activated.

Quit all other programs.

Reduce the screen resolution and the color depth of your graphic card.

Error Note: **Play Error**

Play Error means that the performance of your PC does not allow the play back of all 16 tracks. Please call up Setup from the program group "Dance eJay 2" once more for a Minimal or Full Installation.

Error Note: **DirectX Installation**

If a corrupt DirectX installation occurs please install DirectX again. Please install DirectX from the CD-ROM on your hard disk and restart your computer.





## eJay ON THE WEB

### MUSIC ON THE NET

For eJay and much more you'll find us "keeping it loud!" on the World Wide Web. The community already awaits you at [www.eJay.com](http://www.eJay.com)

Here you'll find not only the daily news from the music scene and MP3 world, but also absolutely free sound samples for all your eJay programs. [www.eJay.com](http://www.eJay.com) offers plenty of active and interactive features such as the eJay Mixlab and Artist Area, 24 hour Radio and MP3s, live events, live mixing, reports, interviews, newsletters, top downloads, free software and links to your very own eJay sites. Begin your music & internet journey every day at [www.eJay.com](http://www.eJay.com). Just press the web button on the software and go!

[www.eJay.com](http://www.eJay.com) – Go join the Community!



## The Production Team

### The production team of eJay

Helmut Schmitz, Bernhard Throll, Marc Gminder, Holger Werner, Thorsten Wendlandt, Daniel Früh, Markus Uttenweiler, Timo Peichl, Frank Siefert, Andreas Thumm, Wolfgang Gruel, Michael Colli, Andreas Tell, Jörg Schöpf, Daniela Anker, Gerold Schneider, Ralph Gravenstein, Wolfgang Tischer, Hajo Ewert, Tobias Drewling, Michael Kränzle, Nicole Wallasch, Simon Rein, Alen Jevsenak, Bärbel Schempp, Tanja Hohenstatt, Hyun-Mi Rietschel, Micaela Heber, Karolj Nadj, Agnes Rey, Udo Möllhoff, Frank Preissingner, Sven Rössler, Gordon Anderson, Andy Dickenson, Chris Bauer, Neil A Hart, Jaime Strang.

### Thank to the artists and sound designers:

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Momo Indihar  
Flavio Silva

Vocals: Anja Nedolas  
Frank Riley

Guitar: Markus Birkle

Percussions: Ralf Gottschald

Specials: Heiko Maile

Introduction: Gero Wachholz



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