



**Welcome To**  
**Music For Multimedia!**

**Over 350 musical selections!**  
**Nearly four hours of music!**  
**No repeated selections!**  
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## Flute And Piano Mix

### Avant-Garde Effects

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:31**

**Directory: ACOUSTIC**

**Filename: MIX.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Flute 1

### Avant-Garde Effects

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:28**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE01.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Flute 2

### Folk Melody (High Register)

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:00**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE02.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Flute 3**

### **Minor Melody (Low Register)**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:30**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE03.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Flute 4

### Lively Classical-Style Melody

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:20**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE04.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Flute 5**

### **Movie Theme (Major/Minor)**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:44**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE05.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Flute 6

### Whole Tone Echoes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE06.WAV**

**Format: 16-bit / 22k / Mono**





## **Solo Flute 7**

### **Echo Flourish, Ascending**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE07.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Flute 8**

### **Echo Flourish, Descending**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE08.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Flute 9**

### **Echo Fanfare**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE09.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Flute 10**

### **Echo Folk Song**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:03**

**Directory: ACOUSTIC\FLUTE**

**Filename: FLUTE10.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 1

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:04**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR01.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 2

### Minor Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR02.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 3

### "Spain" Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR03.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 4

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:05**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR04.WAV**

**Format: 16-bit / 22k / Mono**





## Solo Guitar 5

### Mixed Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR05.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 6

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR06.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 7

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR07.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 8

### Minor Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR08.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 9

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR09.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Guitar 10

### Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: ACOUSTIC\GUITAR**

**Filename: GUITAR10.WAV**

**Format: 16-bit / 22k / Mono**



## **"Quando men vo" from La Boheme**

**Giacomo Puccini**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 1:54**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO01.WAV**

**Format: 16-bit / 22k / Mono**



## **Two PAVANES**

**Luis Milan**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 1:21**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO02.WAV**

**Format: 16-bit / 22k / Mono**





## **The Chaconne (opening)**

**Johann Sebastian Bach**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:49**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO03.WAV**

**Format: 16-bit / 22k / Mono**



## **The Chaconne (middle)**

**Johann Sebastian Bach**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:47**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO04.WAV**

**Format: 16-bit / 22k / Mono**



## La-bas, vers l'église (song)

Maurice Ravel

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:35**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO05.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 1**

### **New Age Ostinato**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:29**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO06.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Piano 2

### Impressionistic Waltz

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:50**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO07.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 3**

### **Avant-Garde Solo**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO08.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Piano 4

New Age

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:37**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO09.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Piano 5

### Slow Blues

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO10.WAV**

**Format: 16-bit / 22k / Mono**





## Solo Piano 6

### Contemporary Octaves

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:32**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO11.WAV**

**Format: 16-bit / 22k / Mono**



## Solo Piano 7

### Trill

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO12.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 8**

### **Romantic Movie Theme**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:49**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO13.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 9**

### **Slow Jazz-Pop**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 1:04**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO14.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 10**

### **Up-Beat New Age**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:59**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO15.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 11**

### **New Age Bebop**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:48**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO16.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 12**

### **New Age Country**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:54**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO17.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 13**

### **Avant-Garde Bebop**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:33**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO18.WAV**

**Format: 16-bit / 22k / Mono**





## **Solo Piano 14**

### **Slow Gospel**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:31**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO19.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 15**

### **Pop Ballad**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:02**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO20.WAV**

**Format: 16-bit / 22k / Mono**



## **Solo Piano 16**

### **Avant-Garde**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO21.WAV**

**Format: 16-bit / 22k / Mono**



# Nocturne in E-flat Major

Frederic Chopin

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 6:20**

**Directory: ACOUSTIC\PIANO**

**Filename: PIANO22.WAV**

**Format: 16-bit / 22k / Mono**



# Classical Background 1

## Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:09**

**Directory: BG\_CLASS**

**Filename: BGCLAS01.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 2

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:05**

**Directory: BG\_CLASS**

**Filename: BGCLAS02.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 3

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS03.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 4

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:38**

**Directory: BG\_CLASS**

**Filename: BGCLAS04.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 5

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:09**

**Directory: BG\_CLASS**

**Filename: BGCLAS05.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 6

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS06.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 7

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS07.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 8

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS08.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 9

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:36**

**Directory: BG\_CLASS**

**Filename: BGCLAS09.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 10

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS10.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 11

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:30**

**Directory: BG\_CLASS**

**Filename: BGCLAS11.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 12

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS12.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 13

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS13.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 14

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:44**

**Directory: BG\_CLASS**

**Filename: BGCLAS14.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 15

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:33**

**Directory: BG\_CLASS**

**Filename: BGCLAS15.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 16

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:33**

**Directory: BG\_CLASS**

**Filename: BGCLAS16.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 17

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:31**

**Directory: BG\_CLASS**

**Filename: BGCLAS17.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 18

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:36**

**Directory: BG\_CLASS**

**Filename: BGCLAS18.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 19

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:34**

**Directory: BG\_CLASS**

**Filename: BGCLAS19.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 20

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:39**

**Directory: BG\_CLASS**

**Filename: BGCLAS20.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 21

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS21.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 22

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS22.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 23

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS23.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 24

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS24.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 25

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:36**

**Directory: BG\_CLASS**

**Filename: BGCLAS25.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 26

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:32**

**Directory: BG\_CLASS**

**Filename: BGCLAS26.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 27

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:28**

**Directory: BG\_CLASS**

**Filename: BGCLAS27.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 28

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:39**

**Directory: BG\_CLASS**

**Filename: BGCLAS28.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 29

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:12**

**Directory: BG\_CLASS**

**Filename: BGCLAS29.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 30

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS30.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 31

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:37**

**Directory: BG\_CLASS**

**Filename: BGCLAS31.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 32

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS32.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 33

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:34**

**Directory: BG\_CLASS**

**Filename: BGCLAS33.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 34

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:28**

**Directory: BG\_CLASS**

**Filename: BGCLAS34.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 35

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS35.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 36

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS36.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 37

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS37.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 38

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:31**

**Directory: BG\_CLASS**

**Filename: BGCLAS38.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 39

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:38**

**Directory: BG\_CLASS**

**Filename: BGCLAS39.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 40

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS40.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 41

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:33**

**Directory: BG\_CLASS**

**Filename: BGCLAS41.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 42

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS42.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 43

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS43.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 44

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS44.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 45

### Keyboard Performance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:11**

**Directory: BG\_CLASS**

**Filename: BGCLAS45.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 46

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:26**

**Directory: BG\_CLASS**

**Filename: BGCLAS46.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 47

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:26**

**Directory: BG\_CLASS**

**Filename: BGCLAS47.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 48

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:26**

**Directory: BG\_CLASS**

**Filename: BGCLAS48.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 49

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:21**

**Directory: BG\_CLASS**

**Filename: BGCLAS49.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 50

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:31**

**Directory: BG\_CLASS**

**Filename: BGCLAS50.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 51

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:28**

**Directory: BG\_CLASS**

**Filename: BGCLAS51.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 52

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:25**

**Directory: BG\_CLASS**

**Filename: BGCLAS52.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 53

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:42**

**Directory: BG\_CLASS**

**Filename: BGCLAS53.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 54

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:21**

**Directory: BG\_CLASS**

**Filename: BGCLAS54.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 55

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:47**

**Directory: BG\_CLASS**

**Filename: BGCLAS55.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 56

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:44**

**Directory: BG\_CLASS**

**Filename: BGCLAS56.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 57

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS57.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 58

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:29**

**Directory: BG\_CLASS**

**Filename: BGCLAS58.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 59

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:37**

**Directory: BG\_CLASS**

**Filename: BGCLAS59.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 60

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS60.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 61

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 1:03**

**Directory: BG\_CLASS**

**Filename: BGCLAS61.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 62

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS62.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 63

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:39**

**Directory: BG\_CLASS**

**Filename: BGCLAS63.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 64

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:23**

**Directory: BG\_CLASS**

**Filename: BGCLAS64.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 65

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:32**

**Directory: BG\_CLASS**

**Filename: BGCLAS65.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 66

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:40**

**Directory: BG\_CLASS**

**Filename: BGCLAS66.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 67

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:39**

**Directory: BG\_CLASS**

**Filename: BGCLAS67.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 68

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:25**

**Directory: BG\_CLASS**

**Filename: BGCLAS68.WAV**

**Format: 16-bit / 11k / Mono**





## Classical Background 69

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:33**

**Directory: BG\_CLASS**

**Filename: BGCLAS69.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 70

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:35**

**Directory: BG\_CLASS**

**Filename: BGCLAS70.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 71

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:29**

**Directory: BG\_CLASS**

**Filename: BGCLAS71.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 72

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:25**

**Directory: BG\_CLASS**

**Filename: BGCLAS72.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 73

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:28**

**Directory: BG\_CLASS**

**Filename: BGCLAS73.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 74

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:54**

**Directory: BG\_CLASS**

**Filename: BGCLAS74.WAV**

**Format: 16-bit / 11k / Mono**



## Classical Background 75

### Four-Part Ensemble

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_class.wav}
```

**Duration: 0:25**

**Directory: BG\_CLASS**

**Filename: BGCLAS75.WAV**

**Format: 16-bit / 11k / Mono**



## **Waltz #5**

**Johannes Brahms**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 1:04**

**Directory: CLASSICL**

**Filename: BRAHMS.WAV**

**Format: 16-bit / 22k / Stereo**





## Four Preludes

Frederic Chopin

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 3:24**

**Directory: CLASSICL**

**Filename: CHOPIN.WAV**

**Format: 16-bit / 44k / Stereo**



## On Hearing The First Cuckoo

Frederick Delius

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 5:22**

**Directory: CLASSICL**

**Filename: DELIUS.WAV**

**Format: 16-bit / 44k / Stereo**



# Lagrima

Francesco Tarrega

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 1:17**

**Directory: CLASSICL**

**Filename: LAGRIMA.WAV**

**Format: 16-bit / 44k / Stereo**



# Pavana

Francesco Tarrega

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 1:31**

**Directory: CLASSICL**

**Filename: PAVANA.WAV**

**Format: 16-bit / 22k / Stereo**



## **Jesu, Joy of Man's Desiring (excerpt)**

**Johann Sebastian Bach**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:24**

**Directory: CLASSICX**

**Filename: BACH.WAV**

**Format: 16-bit / 22k / Mono**



## **Symphony #5, Mvt. 1 (excerpt)**

**Ludwig van Beethoven**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:18**

**Directory: CLASSICX**

**Filename: BEETHOVN.WAV**

**Format: 16-bit / 22k / Mono**



## **Waltz #6 (excerpt)**

**Johannes Brahms**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:11**

**Directory: CLASSICX**

**Filename: BRAHMSX.WAV**

**Format: 16-bit / 22k / Mono**



## **The Prodigal Son (excerpt)**

**Claude Debussy**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:20**

**Directory: CLASSICX**

**Filename: DEBUSSY.WAV**

**Format: 16-bit / 22k / Mono**





## **Royal Fireworks Overture (excerpt)**

**George Frederic Handel**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:13**

**Directory: CLASSICX**

**Filename: HANDEL.WAV**

**Format: 16-bit / 22k / Mono**



## **Symphony #1, Mvt. 1 (excerpt)**

**Franz Joseph Haydn**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:25**

**Directory: CLASSICX**

**Filename: HAYDN.WAV**

**Format: 16-bit / 22k / Mono**



## **Midsummer Night's Dream (excerpt)**

**Felix Mendelssohn**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:15**

**Directory: CLASSICX**

**Filename: MENDELSN.WAV**

**Format: 16-bit / 22k / Mono**



## **A Little Night Music (excerpt)**

**Wolfgang Amadeus Mozart**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']}[share Wave]wave.wav}
```

**Duration: 0:19**

**Directory: CLASSICX**

**Filename: MOZART.WAV**

**Format: 16-bit / 22k / Mono**



## **Caprice #24 (excerpt)**

**Niccolo Paganini**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:10**

**Directory: CLASSICX**

**Filename: PAGANINI.WAV**

**Format: 16-bit / 22k / Mono**



## **Le Rappel des Oiseaux (excerpt)**

**Jean Philippe Rameau**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
' ][share Wave]wave.wav}
```

**Duration: 1:01**

**Directory: CLASSICX**

**Filename: RAMEAU.WAV**

**Format: 16-bit / 22k / Mono**



## **Hark! Hark! The Lark (excerpt)**

**Franz Schubert**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:15**

**Directory: CLASSICX**

**Filename: SCHUBERT.WAV**

**Format: 16-bit / 22k / Mono**



## **Traumerei (excerpt)**

**Robert Schumann**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:22**

**Directory: CLASSICX**

**Filename: SCHUMANN.WAV**

**Format: 16-bit / 22k / Mono**





## Swan Lake Overture (excerpt)

Peter Ilyich Tchaikovsky

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:15**

**Directory: CLASSICX**

**Filename: TCHAIKOV.WAV**

**Format: 16-bit / 22k / Mono**



## **Tristan And Isolde Prelude (excerpt)**

**Richard Wagner**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']}[share Wave]wave.wav}
```

**Duration: 0:16**

**Directory: CLASSICX**

**Filename: WAGNER.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Fanfare 1

## Bubbly Pad 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF01.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 2**

### **Bubbly Pad 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF02.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 3**

### **Breathy Synth 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF03.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 4**

### **Breathy Synth 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:11**

**Directory: FNTSY\_FF**

**Filename: FNTSFF04.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 5**

### **Spun Glass 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF05.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 6**

### **Spun Glass 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:12**

**Directory: FNTSY\_FF**

**Filename: FNTSFF06.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Fanfare 7**

### **Pizzicato Synth**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:05**

**Directory: FNTSY\_FF**

**Filename: FNTSFF07.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 8**

### **Windy Pad**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:13**

**Directory: FNTSY\_FF**

**Filename: FNTSFF08.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Fanfare 9

## Analog Pad 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:11**

**Directory: FNTSY\_FF**

**Filename: FNTSFF09.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Fanfare 10

## Analog Pad 2

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave\_ff.wav}

**Duration: 0:08**

**Directory: FNTSY\_FF**

**Filename: FNTSFF10.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Fanfare 11

## Echoes 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:05**

**Directory: FNTSY\_FF**

**Filename: FNTSFF11.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 12**

### **Echoes 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:06**

**Directory: FNTSY\_FF**

**Filename: FNTSFF12.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 13**

### **Airy Pad 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave\_ff.wav}

**Duration: 0:07**

**Directory: FNTSY\_FF**

**Filename: FNTSFF13.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 14**

### **Airy Pad 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave\_ff.wav}

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF14.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Fanfare 15**

### **Staccato Run**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:06**

**Directory: FNTSY\_FF**

**Filename: FNTSFF15.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 16**

### **Staccato Fall**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:05**

**Directory: FNTSY\_FF**

**Filename: FNTSFF16.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 17**

### **Washy Pad 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:07**

**Directory: FNTSY\_FF**

**Filename: FNTSFF17.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 18**

### **Washy Pad 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_ff.wav}
```

**Duration: 0:08**

**Directory: FNTSY\_FF**

**Filename: FNTSFF18.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Fanfare 19

## Space Rise

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave\_ff.wav}

**Duration: 0:09**

**Directory: FNTSY\_FF**

**Filename: FNTSFF19.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Fanfare 20**

### **Space Fall**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave\_ff.wav}

**Duration: 0:11**

**Directory: FNTSY\_FF**

**Filename: FNTSFF20.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Background 1

## Long Rain

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:01**

**Directory: FNTSY\_ML**

**Filename: FNTSML01.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 2

### Fantasia 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:39**

**Directory: FNTSY\_ML**

**Filename: FNTSML02.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 3**

### **Half Moon 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML03.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 4**

### **Folk Theme**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:36**

**Directory: FNTSY\_ML**

**Filename: FNTSML04.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 5**

### **String Wash**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:06**

**Directory: FNTSY\_ML**

**Filename: FNTSML05.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 6**

### **World Dance 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 1:06**

**Directory: FNTSY\_ML**

**Filename: FNTSML06.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 7**

### **Aurora Borealis 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 1:10**

**Directory: FNTSY\_ML**

**Filename: FNTSML07.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 8**

### **Aurora Borealis 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML08.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 9**

### **Beach Walk**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML09.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 10**

### **Pastoral Strings**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:45**

**Directory: FNTSY\_ML**

**Filename: FNTSML10.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 11**

### **Child Song 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML11.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 12

### Nocturne

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:36**

**Directory: FNTSY\_ML**

**Filename: FNTSML12.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 13**

### **Child Song 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:33**

**Directory: FNTSY\_ML**

**Filename: FNTSML13.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 14**

### **Symphonic Overture 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML14.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 15**

### **World Star**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML15.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 16**

### **Mysterioso Prelude**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:33**

**Directory: FNTSY\_ML**

**Filename: FNTSML16.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 17**

### **Fantasia 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML17.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 18**

### **Shimmering Piano 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:37**

**Directory: FNTSY\_ML**

**Filename: FNTSML18.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 19**

### **Flutter Pad 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:33**

**Directory: FNTSY\_ML**

**Filename: FNTSML19.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 20**

### **Harmonium Synth 1**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML20.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 21**

### **Harmonium Synth 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML21.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 22**

### **Sweep Pad**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML22.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 23**

### **Spun Glass 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:33**

**Directory: FNTSY\_ML**

**Filename: FNTSML23.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 24**

### **Spun Glass 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML24.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 25**

### **Avant-Garde Synth 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML25.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 26**

### **Avant-Garde Synth 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML26.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 27**

### **Half Moon 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML27.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 28**

### **Digital Native Dance 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML28.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 29**

### **Digital Native Dance 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:47**

**Directory: FNTSY\_ML**

**Filename: FNTSML29.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 30**

### **Plucked Nylon 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:37**

**Directory: FNTSY\_ML**

**Filename: FNTSML30.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 31**

### **Plucked Nylon 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML31.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 32**

### **Swish Pad 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:33**

**Directory: FNTSY\_ML**

**Filename: FNTSML32.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 33**

### **Swish Pad 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:37**

**Directory: FNTSY\_ML**

**Filename: FNTSML33.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 34**

### **Layered Synth 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML34.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 35**

### **Rez Strings 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML35.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 36**

### **First Snow 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 0:32**

**Directory: FNTSY\_ML**

**Filename: FNTSML36.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 37**

### **First Snow 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:34**

**Directory: FNTSY\_ML**

**Filename: FNTSML37.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 38**

### **Soundtrack 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML38.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 39**

### **Heartbeat**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:35**

**Directory: FNTSY\_ML**

**Filename: FNTSML39.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 40**

### **Spun Glass 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:02**

**Directory: FNTSY\_ML**

**Filename: FNTSML40.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 41**

### **Spun Glass 4**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:10**

**Directory: FNTSY\_ML**

**Filename: FNTSML41.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 42**

### **Star Burst 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

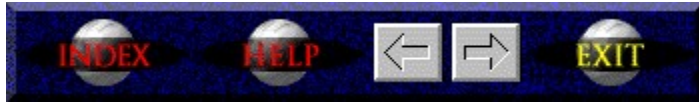
**Duration: 0:57**

**Directory: FNTSY\_ML**

**Filename: FNTSML42.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 43**

### **Star Burst 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:00**

**Directory: FNTSY\_ML**

**Filename: FNTSML43.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 44**

### **Avant-Garde Synth 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:14**

**Directory: FNTSY\_ML**

**Filename: FNTSML44.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 45**

### **Layered Ostinato**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:23**

**Directory: FNTSY\_ML**

**Filename: FNTSML45.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 46**

### **Fusion Groove 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav]}
```

**Duration: 1:17**

**Directory: FNTSY\_ML**

**Filename: FNTSML46.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 47**

### **Fusion Groove 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:08**

**Directory: FNTSY\_ML**

**Filename: FNTSML47.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 48**

### **Harp Arpeggios**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:05**

**Directory: FNTSY\_ML**

**Filename: FNTSML48.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 49**

### **Vocal Ostinato**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:42**

**Directory: FNTSY\_ML**

**Filename: FNTSML49.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 50**

### **Guitar Layer**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:16**

**Directory: FNTSY\_ML**

**Filename: FNTSML50.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 51**

### **Electric Flourishes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 1:17**

**Directory: FNTSY\_ML**

**Filename: FNTSML51.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 52**

### **Twelve-String Ballad**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_ml.wav}

**Duration: 1:04**

**Directory: FNTSY\_ML**

**Filename: FNTSML52.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 53**

### **Minor Ostinato**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_ml.wav}
```

**Duration: 0:52**

**Directory: FNTSY\_ML**

**Filename: FNTSML53.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 54**

### **Rez-olution**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM01.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 55

### Synth Waves 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM02.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 56**

### **Synth Waves 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:27**

**Directory: FNTSY\_SM**

**Filename: FNTSSM03.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 57**

### **China Bells**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:21**

**Directory: FNTSY\_SM**

**Filename: FNTSSM04.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 58**

### **Crystal Synth**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM05.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 59**

### **Layered Synth 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM06.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 60**

### **Half Moon Flourish**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:26**

**Directory: FNTSY\_SM**

**Filename: FNTSSM07.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 61**

### **Layered Piano 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:29**

**Directory: FNTSY\_SM**

**Filename: FNTSSM08.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 62**

### **Layered Piano 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM09.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 63**

### **Layered Piano 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:24**

**Directory: FNTSY\_SM**

**Filename: FNTSSM10.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 64**

### **In The Trees 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:23**

**Directory: FNTSY\_SM**

**Filename: FNTSSM11.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 65**

### **In The Trees 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:19**

**Directory: FNTSY\_SM**

**Filename: FNTSSM12.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 66**

### **Electric Guitar**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM13.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 67**

### **Ethnic Geo 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:21**

**Directory: FNTSY\_SM**

**Filename: FNTSSM14.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 68**

### **Ethnic Geo 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:27**

**Directory: FNTSY\_SM**

**Filename: FNTSSM15.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 69**

### **Fantasia 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:27**

**Directory: FNTSY\_SM**

**Filename: FNTSSM16.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 70**

### **Fantasia 4**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM17.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 71**

### **Shimmering Piano 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:20**

**Directory: FNTSY\_SM**

**Filename: FNTSSM18.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 72**

### **Flutter Pad 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:24**

**Directory: FNTSY\_SM**

**Filename: FNTSSM19.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 73**

### **Symphonic Overture 2**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:11**

**Directory: FNTSY\_SM**

**Filename: FNTSSM20.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 74**

### **Symphonic Overture 3**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

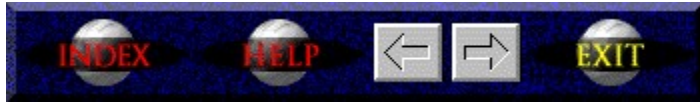
**Duration: 0:13**

**Directory: FNTSY\_SM**

**Filename: FNTSSM21.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 75**

### **Harlequin 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:22**

**Directory: FNTSY\_SM**

**Filename: FNTSSM22.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 76

### Harlequin 2

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM23.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 77**

### **Harlequin 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:20**

**Directory: FNTSY\_SM**

**Filename: FNTSSM24.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 78**

### **Rez Strings 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM25.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 79**

### **Aurora Borealis 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:25**

**Directory: FNTSY\_SM**

**Filename: FNTSSM26.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 80**

### **Dark Synth**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM27.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 81**

### **Echo Bells 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave_sm.wav}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM28.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 82**

### **Echo Bells 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM29.WAV**

**Format: 16-bit / 22k / Mono**





## Fantasy Background 83

### Half Moon 3

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM30.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 84**

### **Half Moon 4**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:23**

**Directory: FNTSY\_SM**

**Filename: FNTSSM31.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 85**

### **World Dance 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:20**

**Directory: FNTSY\_SM**

**Filename: FNTSSM32.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 86**

### **Digital Native Dance 3**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM33.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 87**

### **Plucked Nylon 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM34.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 88**

### **Sad Pad**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM35.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 89**

### **Rez Strings 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:29**

**Directory: FNTSY\_SM**

**Filename: FNTSSM36.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 90**

### **Rez Strings 4**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM37.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 91**

### **Horn Layer**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:23**

**Directory: FNTSY\_SM**

**Filename: FNTSSM38.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 92**

### **Saxophone Pad 1**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:27**

**Directory: FNTSY\_SM**

**Filename: FNTSSM39.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 93**

### **Saxophone Pad 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:24**

**Directory: FNTSY\_SM**

**Filename: FNTSSM40.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 94**

### **Symphonic Overture 4**

{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave\_sm.wav}

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM41.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 95**

### **First Snow 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:24**

**Directory: FNTSY\_SM**

**Filename: FNTSSM42.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 96**

### **Soundtrack 2**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM43.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 97

### Space Port

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave_sm.wav}
```

**Duration: 0:27**

**Directory: FNTSY\_SM**

**Filename: FNTSSM44.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 98**

### **Light Rings**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM45.WAV**

**Format: 16-bit / 22k / Mono**





## **Fantasy Background 99**

### **Layered Synth 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM46.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 100**

### **Layered Synth 4**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM47.WAV**

**Format: 16-bit / 22k / Mono**



# Fantasy Background 101

## Avant-Garde Synth 4

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:25**

**Directory: FNTSY\_SM**

**Filename: FNTSSM48.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 102

### Tethnical 1

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:28**

**Directory: FNTSY\_SM**

**Filename: FNTSSM49.WAV**

**Format: 16-bit / 22k / Mono**



## Fantasy Background 103

### Tethnical 2

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:24**

**Directory: FNTSY\_SM**

**Filename: FNTSSM50.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 104**

### **Child Song 3**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav}
```

**Duration: 0:30**

**Directory: FNTSY\_SM**

**Filename: FNTSSM51.WAV**

**Format: 16-bit / 22k / Mono**



## **Fantasy Background 105**

### **Layered Synth 5**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave_sm.wav]}
```

**Duration: 0:29**

**Directory: FNTSY\_SM**

**Filename: FNTSSM52.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 1

### Xylophone Run

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:08**

**Directory: HITS**

**Filename: HIT01.WAV**

**Format: 16-bit / 22k / Mono**





## Hit 2

### Ghost Vox Slide Up

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:08**

**Directory: HITS**

**Filename: HIT02.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 3

### Acoustic Guitar 1 -- Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:05**

**Directory: HITS**

**Filename: HIT03.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 4

### Acoustic Guitar 2 -- Minor Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '
Music Player
']][share Wave]wave.wav}
```

**Duration: 0:03**

**Directory: HITS**

**Filename: HIT04.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 5

### Piano 1 -- Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:05**

**Directory: HITS**

**Filename: HIT05.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 6

### Piano 2 -- Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: HITS**

**Filename: HIT06.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 7

### Guitar & Piano -- Minor Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: HITS**

**Filename: HIT07.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 8

### Electric Piano -- Major Chord

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:08**

**Directory: HITS**

**Filename: HIT08.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 9

### Timpani Roll

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:08**

**Directory: HITS**

**Filename: HIT09.WAV**

**Format: 16-bit / 22k / Mono**





## Hit 10

### Timpani Hit

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: HITS**

**Filename: HIT10.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 11

### Cymbal Crash

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: HITS**

**Filename: HIT11.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 12

### Digital Native Dance

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:14**

**Directory: HITS**

**Filename: HIT12.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 13

### Space Echo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: HITS**

**Filename: HIT13.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 14

### Pop Run

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:05**

**Directory: HITS**

**Filename: HIT14.WAV**

**Format: 16-bit / 22k / Mono**



## Hit 15

### Pop Hits

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:08**

**Directory: HITS**

**Filename: HIT15.WAV**

**Format: 16-bit / 22k / Mono**



## Interface Set 1

### Background -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveback.wav}
```

**Duration: 0:40**

**Directory: INTERSET**

**Filename: 1BACK.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 1

### Mouse Click #1 -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]waveclick1.wav]}
```

**Duration: 0:01**

**Directory: INTERSET**

**Filename: 1CLICK1.WAV**

**Format: 16-bit / 22k / Stereo**





## Interface Set 1

### Mouse Click #2 -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]waveclick2.wav]}
```

**Duration: 0:01**

**Directory: INTERSET**

**Filename: 1CLICK2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 1

### Screen Entry #1 -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen1.wav]}
```

**Duration: 0:02**

**Directory: INTERSET**

**Filename: 1SCREEN1.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 1

### Screen Entry #2 -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen2.wav]}
```

**Duration: 0:03**

**Directory: INTERSET**

**Filename: 1SCREEN2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 1

### Startup -- Piano

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wavestartup.wav}
```

**Duration: 0:15**

**Directory: INTERSET**

**Filename: 1STARTUP.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 2

### Background -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveback.wav}
```

**Duration: 0:31**

**Directory: INTERSET**

**Filename: 2BACK.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 2

### Mouse Click #1 -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveclick1.wav}
```

**Duration: 0:01**

**Directory: INTERSET**

**Filename: 2CLICK1.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 2

### Mouse Click #2 -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveclick2.wav}
```

**Duration: 0:01**

**Directory: INTERSET**

**Filename: 2CLICK2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 2

### Screen Entry #1 -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen1.wav]}
```

**Duration: 0:03**

**Directory: INTERSET**

**Filename: 2SCREEN1.WAV**

**Format: 16-bit / 22k / Stereo**





## Interface Set 2

### Screen Entry #2 -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen2.wav]}
```

**Duration: 0:03**

**Directory: INTERSET**

**Filename: 2SCREEN2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 2

### Startup -- Guitar

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wavestartup.wav}
```

**Duration: 0:09**

**Directory: INTERSET**

**Filename: 2STARTUP.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Background -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]waveback.wav}
```

**Duration: 0:39**

**Directory: INTERSET**

**Filename: 3BACK.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Mouse Click #1 -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveclick1.wav}
```

**Duration: 0:01**

**Directory: INTERSET**

**Filename: 3CLICK1.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Mouse Click #2 -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]waveclick2.wav}
```

**Duration: 0:02**

**Directory: INTERSET**

**Filename: 3CLICK2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Screen Entry #1 -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen1.wav]}
```

**Duration: 0:04**

**Directory: INTERSET**

**Filename: 3SCREEN1.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Screen Entry #2 -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wavescreen2.wav]}
```

**Duration: 0:04**

**Directory: INTERSET**

**Filename: 3SCREEN2.WAV**

**Format: 16-bit / 22k / Stereo**



## Interface Set 3

### Startup -- Jazz Combo

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wavestartup.wav}
```

**Duration: 0:15**

**Directory: INTERSET**

**Filename: 3STARTUP.WAV**

**Format: 16-bit / 22k / Stereo**





## Note Set 1

### Fantasy -- 1 Note

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: NOTESETS**

**Filename: FANTASY1.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 1**

### **Fantasy -- 2 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: NOTESETS**

**Filename: FANTASY2.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 1

### Fantasy -- 3 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:07**

**Directory: NOTESETS**

**Filename: FANTASY3.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 1

### Fantasy -- 4 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:07**

**Directory: NOTESETS**

**Filename: FANTASY4.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 1

### Fantasy -- 5 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:09**

**Directory: NOTESETS**

**Filename: FANTASY5.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 1**

### **Fantasy -- 6 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:10**

**Directory: NOTESETS**

**Filename: FANTASY6.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 1**

### **Fantasy -- 7 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:11**

**Directory: NOTESETS**

**Filename: FANTASY7.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 1**

### **Fantasy -- 8 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:13**

**Directory: NOTESETS**

**Filename: FANTASY8.WAV**

**Format: 16-bit / 22k / Mono**





## Note Set 2

### Fast -- 1 Note

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST1.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 2

### Fast -- 2 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST2.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 2

### Fast -- 3 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST3.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 2**

### **Fast -- 4 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST4.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 2**

### **Fast -- 5 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST5.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 2

### Fast -- 6 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: FAST6.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 2**

### **Fast -- 7 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: NOTESETS**

**Filename: FAST7.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 2

### Fast -- 8 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:03**

**Directory: NOTESETS**

**Filename: FAST8.WAV**

**Format: 16-bit / 22k / Mono**





## Note Set 3

### Harp -- 1 Note

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: NOTESETS**

**Filename: HARP1.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 2 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:04**

**Directory: NOTESETS**

**Filename: HARP2.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 3 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:05**

**Directory: NOTESETS**

**Filename: HARP3.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 4 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:06**

**Directory: NOTESETS**

**Filename: HARP4.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 5 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:08**

**Directory: NOTESETS**

**Filename: HARP5.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 6 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:08**

**Directory: NOTESETS**

**Filename: HARP6.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 7 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:09**

**Directory: NOTESETS**

**Filename: HARP7.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 3

### Harp -- 8 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:11**

**Directory: NOTESETS**

**Filename: HARP8.WAV**

**Format: 16-bit / 22k / Mono**





## Note Set 4

### Jazz -- 1 Note

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ1.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 4**

### **Jazz -- 2 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ2.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 4

### Jazz -- 3 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ3.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 4

### Jazz -- 4 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ4.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 4

### Jazz -- 5 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ5.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 4

### Jazz -- 6 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:02**

**Directory: NOTESETS**

**Filename: JAZZ6.WAV**

**Format: 16-bit / 22k / Mono**



## **Note Set 4**

### **Jazz -- 7 Notes**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: NOTESETS**

**Filename: JAZZ7.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 4

### Jazz -- 8 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:03**

**Directory: NOTESETS**

**Filename: JAZZ8.WAV**

**Format: 16-bit / 22k / Mono**





## Note Set 5

### Snow -- 1 Note

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:06**

**Directory: NOTESETS**

**Filename: SNOW1.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 2 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:07**

**Directory: NOTESETS**

**Filename: SNOW2.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 3 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:09**

**Directory: NOTESETS**

**Filename: SNOW3.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 4 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:10**

**Directory: NOTESETS**

**Filename: SNOW4.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 5 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:11**

**Directory: NOTESETS**

**Filename: SNOW5.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 6 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:12**

**Directory: NOTESETS**

**Filename: SNOW6.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 7 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:13**

**Directory: NOTESETS**

**Filename: SNOW7.WAV**

**Format: 16-bit / 22k / Mono**



## Note Set 5

### Snow -- 8 Notes

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '[share Wave]wave.wav]}
```

**Duration: 0:14**

**Directory: NOTESETS**

**Filename: SNOW8.WAV**

**Format: 16-bit / 22k / Mono**





## **"Announcing"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:07**

**Directory: POP\_ROCK**

**Filename: ANNOUNCE.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Boot Up"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]  
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:06**

**Directory: POP\_ROCK**

**Filename: BOOTUP.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Bullets"**

### **Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 0:58**

**Directory: POP\_ROCK**

**Filename: BULLETS.WAV**

**Format: 16-bit / 22k / Stereo**



## **Hip-Hop Groove**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:05**

**Directory: POP\_ROCK**

**Filename: HIPHOP.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Industrial Machine"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:05**

**Directory: POP\_ROCK**

**Filename: MACHINE.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Minor Groove"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:37**

**Directory: POP\_ROCK**

**Filename: MINORGRV.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Motivation"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:04**

**Directory: POP\_ROCK**

**Filename: MOTIVATE.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Minor Pulse"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:10**

**Directory: POP\_ROCK**

**Filename: PULSE.WAV**

**Format: 16-bit / 22k / Stereo**





## **"Pop Stabs"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:00**

**Directory: POP\_ROCK**

**Filename: STABS.WAV**

**Format: 16-bit / 22k / Stereo**



## **"Way To Go"**

**Pop / Rock**

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave_rock.wav}
```

**Duration: 1:09**

**Directory: POP\_ROCK**

**Filename: WAYTOGO.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 1

### Background -- Major Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:27**

**Directory: STORYTRX**

**Filename: MAJOR01.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 2

### Rolled Chord -- Major Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: STORYTRX**

**Filename: MAJOR02.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 3

### Slow Arpeggio -- Major Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:10**

**Directory: STORYTRX**

**Filename: MAJOR03.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 4

### Comic Hit -- Major Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:01**

**Directory: STORYTRX**

**Filename: MAJOR04.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 5

### Background (Chase) -- Minor Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:16**

**Directory: STORYTRX**

**Filename: MINOR01.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 6

### Tremolo 1 -- Minor Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption ' Music Player '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: STORYTRX**

**Filename: MINOR02.WAV**

**Format: 16-bit / 22k / Stereo**





## StoryTrax 7

### Tremolo 2 -- Minor Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:04**

**Directory: STORYTRX**

**Filename: MINOR03.WAV**

**Format: 16-bit / 22k / Stereo**



## StoryTrax 8

### Low Hit -- Minor Key

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][buttons play pause stop scanl scanr][stepsize 1000][slider]
[caption '          Music Player          '][share Wave]wave.wav}
```

**Duration: 0:01**

**Directory: STORYTRX**

**Filename: MINOR04.WAV**

**Format: 16-bit / 22k / Stereo**

**About...**

**BACK**

**H**ello, and welcome to Music For Multimedia, created by Romeo Music International and The JLR Group, Inc.!

**T**his disc is filled with over 350 different musical selections. There is absolutely NO repetition of any piece of music! Many other companies "fill up" their music CD-ROMS with the same few pieces, repeated in different file formats, or with the same few pieces simply cut to different time lengths.

**M**usic for Multimedia is different.

**Quantity... Diversity... Quality...**

(text continues...)

### **Quantity**

**T**his Music for Multimedia CD-ROM has well over 550 megabytes of music, with no repetitions. There's a total of nearly four hours of music! These 350+ pieces of music automatically give you an extensive, professional audio library for your use.

### **Diversity**

**J**ust about every style of music you can think of is on this CD-ROM. There's classical, pop, jazz, folk, world music, avant-garde, gospel-style, blues, fusion, baroque, impressionistic, hip-hop, new age, contemporary, bebop, romantic, and more. In addition to all of these styles of music, the instrumentation is just as diverse. For example, Music for Multimedia has both acoustic instruments and synthesizer instrumentation. There are the sounds of strings, drums, winds, brass, piano, harpsichord, exotic synth sounds, guitars, harp, and much more! There are even both live and synth vocal choir selections.

### **Quality**

**F**inally, there's the outstanding Romeo Music International quality of composition, arrangement, and sound design. If you've ever listened to the radio, gone to the movies, watched TV, or you've ever seen an ice show, Las Vegas show, or Atlantic City show, you've probably heard the music of Romeo Music International. Whether it's the sophisticated sound of the classical performances, or the sparkling quality of the pop/jazz compositions, this Music for Multimedia CD-ROM meets the highest standards of professional-level production music.

**Music for Logos, Transitions,  
Games, Startup Sounds,**

## Kiosks, and Voice-Overs

**T**hrough a research survey we did, we discovered that multimedia developers and producers usually look for music to fit a certain specific need, like "I need music that will work as a background to my voice-over" or "I need a good, short musical hit to go with the company logo" and so on. So, we composed and organized many of the musical examples in this product to fit these needs. Music for Games, for example, includes both lively themes, and mysterious, adventure-like selections. If you're designing a kiosk presentation, you'll probably need a loud, up-beat attention-getter. Be sure to check the Index for special music in the six categories above!

## Intersets

**T**here are three Intersets on this disc. An InterSet is a collection of related pieces specifically designed for use with a product interface. Each set has a startup clip, a background clip, two sounds that can be used for screen entry and/or exit, and two different mouse click sounds. Please note that this is NOT just one piece cut to different lengths. All the elements of an InterSet are similar, but each one is crafted for its specific purpose.

## NoteSets

**T**he NoteSets are unusual collections. A NoteSet is a collection of files, with one note, then two notes, then three, four, etc. These can be used for the successive presentation of items on a bulleted list, or as audio cues to let users know which item they are viewing (e.g., #4 of a group). There are many applications for the NoteSets--users have found them to be one of the most handy parts of the product.

## StoryTraxÖ

**S**toryTrax is a small collection of "old-time silent movie" elements. They can be used with comic effect for the different parts of a single story. There's the Villain Theme ("you must pay the rent"), the Hero Theme ("I'll save you!"), and various other bits and pieces you can use for the accompaniment to a spoof or children's story.

## Other Highlights

**I**n addition, included free-of-charge, is the InstaPlay Wave Player Database. This easy-to-use database provides the perfect tool for listening to the music on the CD-ROM. It includes information on every file, such as Title, Description, Duration, Directory and Filename, and File Format. There is also an extensive Index (described in detail below), as well as a robust Search feature (described below). Finally, special care was taken to provide files with a variety of useful audio specs, from size-efficient 11K / 16 bit / mono, all the way up to CD-Audio quality 44K / 16 bit / stereo.

## Search

**T**he Search feature is very powerful. It is available at nearly all times. All you have to

do is type the "S" key (upper or lower case). Then, simply type in any word or phrase you want to look up, for example mono, or guitar, or Bach, etc. You'll get a list of all the musical selections that have what you're looking for. Select any piece of music on the list, click the Go To button, and you'll automatically zoom to that selection.

NOTE: If you don't find what you're looking for with Search, try using the Wildcard feature described below. If you still don't find it, check the Index!

**S**earch has many sophisticated features, and has additional Help Information built right into it. You can use the asterisk \* (shift 8) as a "wildcard" to fill in for one or more missing letters. For example, searching for the word "chor\*" will find not only chorus, but chorale, choral, and so on.

**A**lso, you can combine search words any way you want. For example, if you wonder if there are backgrounds, that are piano, and are mono, you can look up [piano AND background AND mono] and you'll discover that there are five such examples.

**I**f you wanted 11K files but not keyboard, you could type in "11K NOT key\*" and you would find thirty such matching entries.

## **Index**

**T**he Index is available at nearly all times. All you have to do is type the "I" key (upper or lower case), or click on the Index button. There are five different indexes, with a combined total of well over 1000 entries and sub-entries. Each index is an alphabetical list of some sort. Using the Master Index is an easy, quick way to look up the details on a specific musical selection that you're interested in. The entries are not limited to the titles of pieces -- you can also find Indexes on Format, Description, Length, and so on.

NOTE: There are many items that are in this CD-ROM, but not specified in the Index. If you don't find what you're looking for with Index, try using Search, especially with the Wildcard feature described above!

**W**e hope you enjoy the  
Romeo Music International  
Music for Multimedia CD-ROM,  
and that you have many  
great opportunities  
to use our music!

---

## Credits and Acknowledgments...

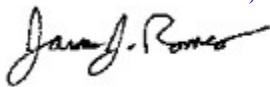
### The Creation of Music For Multimedia

The Music for Multimedia CD-ROM was created over a long period of time by a core team of employees of The JLR Group, Inc. and its division Romeo Music International. It's impossible to list all of the individuals, companies, performing organizations, and other people who were involved. We would like to thank certain people and groups by name for their contributions to this effort. We hope you enjoy the Music for Multimedia CD-ROM, and we hope you take a few moments to read through the Credits and Acknowledgments.

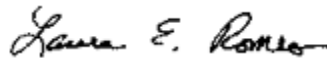
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Laura E. Romeo, V.P. of Production  
Peter Vantine, Director of Special Projects

**James J. Romeo, Ph.D., Senior Editor**



**Laura E. Romeo, V.P. Production**



**Peter Vantine, Director of Special Projects**



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Listed below are some of the Media Artists, Technology Experts, Corporations, Composers, and Special Assistants who contributed to this product.

**G**eorge Litterst, Music Technology Consultant.

Thank you for your generous contribution of time and resources to this project, especially the use of your personal studio, with the Yamaha Disklavier.

**A**lison Reid, Production Assistant.

Thank you for your audio editing and recording efforts during the production of this CD-ROM.

**W**ill Budreau, Production Assistant.

Thank you for your audio editing efforts during the production of this CD-ROM.

**M**att Lahey, Voice-Over Talent.

**CD Titles Inc.**, our publisher.

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**K**en Volcjak, MIDI Guitarist, MIDI Editor.

**J**eff Starfield, CD\WorksÖ, CD-ROM One-Off Service.

**M**icrosoft Corporation, for Viewer, Word, and Word Basic.

**M**eirwyn Walters, legal counsel.

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**A**ll the great composers of the past, for their wonderful music, including J.S. Bach, Mozart, Beethoven, Brahms, Schumann, Schubert, Ravel, Tchaikovsky, Wagner, Mendelssohn, D. Scarlatti, Debussy, Tarrega, Milan, Haydn, Handel, Puccini, Delius, Chopin, Rameau, and Paganini.

**T**hank you, one and all!

**To contact The JLR Group, Inc. and  
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The JLR Group, Inc.  
630 Potter Road, Suite 100  
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**The JLR Group, Inc.  
630 Potter Road, Suite 100  
Framingham, MA 01701**

## Here's how it works!

Click this button to see this Help Screen.

These buttons will take you to the Previous or Next musical selection.



This is the Index Button.  
Click here to access organized lists of all the Music for Multimedia wave files.

Click this button to Exit the InstaPlay<sup>™</sup> database.

## Great Shortcuts!

type B to return back to your previous location  
type C to zoom to the opening InstaPlay screen  
type I or S to access the Index or Search  
type < or > (comma and period) to browse left and right  
type T to trace all the places you have been

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*Click here to hide me...*



