

YAMAHA



**DIGITAL PROGRAMMABLE ALGORITHM SYNTHESIZER
SYNTHÉTISEUR NUMÉRIQUE À ALGORITHMES
PROGRAMMABLES
DIGITAL PROGRAMMIERBARER ALGORITHMUS
SYNTHESIZER**

**PERFORMANCE NOTES
NOTES SUR LES PERFORMANCES
ANMERKUNGEN ZU DEN PARAMETERN
FÜR
FUNKTIONEN UND INSTRUMENTSTIMMEN**

PERFORMANCE NOTES FOR 128 VOICES

1. PIANO GROUP

No.	Voice Name	Performance Notes
1	Deep Grand	Dignified and deep grand piano.
2	Uprt Piano	Gives the feeling of an upright piano.
3	Honkey Tonk	Honky tonk piano that is slightly out of tune. Perfect for ragtime music.
4	Ivory Ebony	Black and white keys of piano. High pitched piano.
5	Phase Grand	Piano with phasing. Try playing a ballad.
6	Elec Grand	Sound of electric grand piano CP.
7	Piano Bells	Bell can be heard together with the piano.
8	Acous Elec	Mild piano between acoustic and electric sound.

2. ELECTRIC PIANO GROUP

No.	Voice Name	Performance Notes
1	Old Electro	The sound of a typical electronic piano. Slight distortion gives an "old" flavor.
2	New Electro	This is also the sound of a typical electronic piano. Sense of lightness.
3	High Tines	Clear sounding electronic piano.
4	Hard Tines	Powerful sound of electronic piano with feeling of attack.
5	Perco Piano	Electronic piano with special closed-in feeling when keys are released.
6	Wood Piano	Woody piano which sounds similar to marimba.
7	Vibra Belle	Sound of metallic bell-like vibraphone.
8	Piano Brass	Sound of piano and brass ensemble.

3. ORGAN GROUP

No.	Voice Name	Performance Notes
1	Click Organ	Organ sound with realistic clicking sound.
2	Jazz Organ	Dignified jazz organ. This one should be played cool.
3	Ham <n> Eggs	Powerful organ for rock sounds.
4	Drawbars	Typical organ sound created around 16', 8', and 4' drawbars.
5	Club Organ	Mild organ sound.
6	<6 tease>	High tone using high range drawbars. "6 Tease" is expression from the sixties.
7	Gentle Pipe	Solemn pipe organ together with gentle pipe organ.
8	Full Ranks	Organ sound with special properties when keys are released.

4. STRINGS GROUP

No.	Voice Name	Performance Notes
1	Strings	High strings. Try using in the dual mode.
2	Silk Cello	Cool cello sound.
3	Orchestra	Deep orchestra sound.
4	Solo Violin	Solo violin slightly out of tune on rising phrases.
5	Box Cello	Cello with lingering resonance.
6	Rich String	Dazzling strings.
7	5th String	Strings on fifth interval.
8	Pizzicato	Strings played in pizzicato. Sound is more realistic if played in staccato.

5. BRASS GROUP

No.	Voice Name	Performance Notes
1	Horns	Warm sound of horns. Can be used together with strings for ensemble.
2	Brite Brass	Bright brass sound.
3	Flugel Horn	Realistic flugelhorn with the sound of the pipes for the unique brass sound.
4	Trombone	Realism can be increased by adding a bit of portamento.
5	Hard Brass	Hard driving brass sound.
6	Power Brass	Powerful brass sound used for perfect rhythm.
7	BC1 Horns	Try using BC1 to make realistic horn sounds.
8	BC1 Trumpet	This is the sound of a trumpet, also using BC1.

6. PLUCKED GROUP

No.	Voice Name	Performance Notes
1	Pluk Guitar	Guitar with slightly reduced treble.
2	Brt Guitar	Sound of strongly plucked guitar with comping added.
3	Soft Harp	Sound of soft harp.
4	Sitar	Exotic sound of sitar.
5	Jazz Guit	Sound of fully acoustic jazz guitar.
6	Old Banjo	Banjo for blue grass music. Should be played quickly.
7	Kotokoto	Sound of the koto, Japan's representative instrument. Use the bender to draw out nuances.
8	Folk Guit	Sound of a folk guitar. Try playing in arpeggio-style, like the chord work for a guitar.

7. COMPING GROUP

No.	Voice Name	Performance Notes
1	Easy Synth	True synthesizer sound.
2	Easy Clav	Sound of clavichord. Combinations of right and left sounds are the key.
3	>>WOW<<	"Wow wow" for synthesizer sound.
4	Metal Keys	Tone wanders as the keys are held down.
5	Cheeky	Damped synthesizer-like sound with key clicks.
6	Rubber Band	Sound of rubber band.
7	Pick Pluck	Strong attack with damped properties when keys are released.
8	S/H synth	Tone changes randomly as keys are held down.

8. PERCUSSION GROUP [1]

No.	Voice Name	Performance Notes
1	Glocken	Charming sound of glockenspiel. Sounds the best when played in high range.
2	Hamarimba	Marimba-like sound.
3	Steel Drums	Sound of steel drums. Effective when used for fill-in.
4	Tube Bells	Sound of tubular bells.
5	Temple Gong	Gong sound. Gives a folk feeling.
6	Mamarimba	Another marimba-like sound. Envelope is slightly shorter.
7	Good Vibes	Vibraphone with realistic tremolo.
8	Bells Bells	Sound of "Big Ben"

9. PERCUSSION GROUP [2]

No.	Voice Name	Performance Notes
1	Electro Tom	Tom sound of electronic drums.
2	Timpani	Sound of timpani. Lingering resonance can be created using staccato.
3	Breakin	Percussion with short envelope. Can be used to create interesting melodies.
4	Xylo Snare	Percussion sound similar to a xylophone and snare played at the same time.
5	Synballs	Sound of ride cymbals. Has touches of synthesizer in it.
6	Hand Drum	Sound of hand drum.
7	Clock Werks	Sound of ticking clock. Try two different intervals alternating with each other.
8	Heifer Bell	Percussion sound similar to cow bell being struck.

10. LEAD SYNTH GROUP

No.	Voice Name	Performance Notes
1	Heavy Synth	Suitably heavy sound of solo synthesizer.
2	Harmo Solo	Harmonica sound. Try creating the feeling of instability in the interval using pitch blending.
3	Feed Lead	Lead synthesizer with feedback.
4	Mono Lead	Mono lead synthesizer. Portamento can be added by playing in legato.
5	Hollow Lead	Woody synthesizer sound with sense of attack.
6	Lyrilyn	Expressive lead synthesizer.
7	Schmooh	Gentle lead synthesizer which reminds one of a lady's voice.
8	Huff Talk	Synthesizer voice lead which sounds like people talking.

11. OTHER KEYBOARD GROUP

No.	Voice Name	Performance Notes
1	Harpsi Low	Low range harpsichord.
2	Harpsi Hi	High range harpsichord.
3	Fuzz Clav	Clavichord sound with added fuzz. Should be played hard.
4	Clear Clav	Light clavichord. Nice feeling can be created with a swinging rhythm.
5	Mute Clav	Muted clavichord.
6	Squeeze Box	Simple lead sound. Perfect for chanson.
7	Celeste	Munich celeste sound.
8	Circus Time	Sound sure to remind one of circus. Should be played with as simple a chord progression as possible.

12. WIND REED GROUP

No.	Voice Name	Performance Notes
1	Claranette	Creates hollow feeling of clarinet.
2	Bassoon	Best feelings when played in lower and mid ranges. Sound of loose basson.
3	Pan Flout	Sound of simple pan flute.
4	Lead Reed	Sound of double reed. Can be used for oboe parts.
5	Mono Sax	Saxaphone in mono mode. Portamento can be added by playing in legato.
6	Flute Wood	Realistic flute with breathy feeling.
7	<BC1> Sax	Saxaphone using BC1. No sound is generated if BC1 is not used.
8	BC1 Hrmnca	Harmonics using BC1. No sound is generated if BC1 is not used.

13. BASS GROUP

No.	Voice Name	Performance Notes
1	Solid Bass	Mild sound of wooden bass. Try playing a running pattern.
2	Pluck Bass	Bass sound with attack feeling of chopper bass.
3	Synthe Bass	This bass sound is essential for funk music. Use of bender must be good.
4	Mono Bass	Bass in mono mode. Portamento can be added by playing in legato.
5	Flap Bass	Sound of synthesizer bass. Rising feeling is very funky.
6	Elec Bass	Electronic bass with high tone.
7	Uprt Bass	Sound of wood bass. Highly realistic feeling of strings.
8	Fretless	Fretless bass. Can be made even more realistic using bender.

14. SOUND EFFECT GROUP [1]

No.	Voice Name	Performance Notes
1	Racing Car	Sound of race cars. Engine throttles up increases as keys are held down.
2	Helicopter	Helicopter sound. Feeling of takeoff when keys are released.
3	Alarm Call	Sound of alarm clock.
4	Ghosties	Slightly comical ghosts.
5	Dopplar FX	Realistic doppler effect. Sound becomes closer as keys are held down and goes away when keys are released.
6	Storm Wind	Storm with thunder.
7	Space Talk	A conversation in space. Interesting effect when keys are released.
8	Birds	Sound of birds chirping. A very relaxing feeling.

15. SOUND EFFECT GROUP [2]

No.	Voice Name	Performance Notes
1	Diesel	Sound of powerful diesel engine.
2	Hole in 1	Hole in one in middle of golf tournament.
3	<<Smash>>	Try pressing five or six keys at once. Gives the effect of glass smashing.
4	FM SQUARE	Square wave created using two operators. Used for creating the sound of woodwinds.
5	FM PULSE	Same pulse wave. Used for creating the sound of plucked strings.
6	FM SAW TOOTH	These are sawtooth waves. Used for creating strings and brass.
7	LFO NOISE	Scale noise with feeling of being in tune.
8	PINK NOISE	Pink noise used for the creation of various noise effects.

16. SOUND EFFECT GROUP [3]

No.	Voice Name	Performance Notes
1	Wind Bells	Sound of noisy bells. Perfect for the sound of bells in the wind.
2	Synvox	Synthesizer voice. Attach scales and try to make it sing.
3	Punk Funk	Funky synthesizer sound. Can even be used as bass.
4	Whistling	Realistic feeling of scratchy whistling. A little portamento can be added.
5	Voices	Realistic intonation of human voices. Can be used for creating a chorus.
6	Zing Plop	Interesting melodic percussion effects can be created when used as synthesizer percussion.
7	Valve Plop	Another type of synthesizer percussion. Short rhythm due to short envelope.
8	Mars to ??	Reply is heard when keyboard is released.

