



| Narf's Favorite Covers Set 1 |  |   |  |   |   |
|------------------------------|--|---|--|---|---|
| 24K Magic                    | Scene 1: Syn Bass, Stab Synth and Saw Arp  | Scene 2: Low F plays rise sample  | Super Knob: Removes Tempo synced delay                                     |   |   |
| Africa                       | Scene 1: Main Riff Synth, harmonies included in Marimba sound. <b>Switch to Africa Solo for solo with harmony</b>  | Scene 2: Only use this if you don't want harmony when you play. Flute sound with no harmony           | Scene 3:Flute and Marimba sound with no harmony                            |   |   |
| Africa Solo                  | Scene 1: 1st part of solo with harmony   | Scene 2: 2nd part of solo with harmony  | Scene 3: 3rd part of solo with harmony                                     | Go back to Africa to continue song                |   |
| <u>Billie Jean</u>           | Scene 1: Verse 1 and 2; When playing verse 2, right hand plays bell/pad synth  | Scene 2: Pre-Chorus,; EP layered with thin synth split with brass lead synth                          | Scene 3: Chorus; Main synth + Strings                                      | Scene 4: Main Synth + brass lead synth            |   |
| Can't Feel My Face           | Pad synth + saw synth for verses   | Ribbon isolates pad synth   |  |   |   |
| Can't Stop The Feeling       | Sidechain effect synced to tempo for most sounds   | Scene 1:Piano   | Scene 2: Pre-Chorus, disengage Arp when playing 2nd half of the pre-chorus | Scene 3: Chorus; Piano and synth layer            | Scene 4: Piano and synth layer plus DX EP Arp |
| Don't You Forget About Me    | Scene 1: Intro; Piano + Lead Synth   | Scene 2: Verse / Chorus   | Scene 3: Bridge  |   |   |
| Dreams                       | Scene 1: Intro; Synth and Ac. Guitar layer.  | Super Knob removes Guitar   | Scene 2: Verse and Chorus  | Super Knob controls Cutoff Frequency of the Synth | Scene 3: Outro; Guitar+Synth                  |
| Here I Go Again              | Scene 1: Intro Velocity switches low piano sound   | Scene 2: Verses; EP plus synth  |  |   |   |
| Jump                         | Scene 1: Intro riff and verse  | Scene 2: Pre-Chorus   | Scene 3: Verse 2   | Scene 4: Keys Solo (increased volume)             |   |
| Livin On A Prayer            | Scene 1: Intro; low CDE plays talk box samples, GAB keys play CDE pitch  | Scene 2: Verse; syn string, Play low Eb and F while playing C and D major chords with right hand      | Scene 3: Pre Chorus DX wire synth  | Scene 4: Chorus                                   |   |
| Money For Nothing            | Scene 1: Intro; Play low C note to trigger arpeggio while playing left hand chord. Use Master volume to fade in. Part 6 will not respond to slider volume input. | Velocity will switch on low DX bass notes. Super Knob activates portamento/pitch envelope rise effect | Scene 2: Verse   | Scene 3: Pre-Chorus organ                         |   |
| <u>One Vision</u>            | Low D activates pitch rise and high string fade in   | Bb triggers arpeggiated sample  | Super knob activates flanger effect  |   |   |

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|----------------------|--|--|--|--------------------------------|----------------|
| Radio Gaga           | Left hand triggers arpeggio bass                             | Connect mic for Vocoder when playing right hand chords |  |                                |                |
| Uptown Funk          | Scene 1: Intro; Left hand plays samples, right hand plays EP | Scene 2: used for the rest of the song                 | Playing the F note in the G7 Chords triggers “Yeaaaah!” sample |                                |                |
| Versace On The Floor | Scene 1: Verse   | Scene 2: Chorus  | Scene 3: Chord and Solo split                                  | Scene 4: Bridge (tempo synced) | Scene 5; outro |
|                      |  |  |  |                                |                |

# Narf’s Favorite Covers Set 2

|                                    |   |  |  |  |  |
|------------------------------------|---|--|--|--|--|
| A Sky Full of Stars                | Scene 1: Piano with pad and synth bass, use Superknob to introduce pad and synth bass. Press MOTION SEQ TRIGGER Button to automate Superknob and MOTION SEQ HOLD button to freeze position.                                   | Scene 2: Sounds from Scene 1 is layered with a trance synth which fades in using the Superknob. Play high C for synth sound effect   | Scene 3: Trance synth  |  |  |
| Ain't Nobody                       | Scene 1: Low C triggers arpeggiated intro sample which will fade out after several seconds. Left hand synth right hand claw synth hybrid  | Scene 2: Switch to scene 2 to play strings using left hand while right hand riff is played   |  |  |  |
| Boys of Summer                     | Scene 1: Main Synth, Super Knob controls brightness and harshness of the sound  | Scene 2: Layers organ sound for the right hand   | Scene 3: Phased Synth. High C plays synth seagull  |  |  |
| Everybody Want’s to Rule the World | Split: Left hand plays main synth riff, right hand plays intro and solo chinky vox synth  |  |  |  |  |
| Just Can’t Get Enough              | Scene 1: Main synth riff and FM bell synth  | Scene 2: Right hand plays synth bell, left hand plays trumpet/brass sounds.  | High C plays synth rise. For 61 and 76 key note keyboards, octave button needs to be pressed |  |  |
| Kashmir                            | Scene 1: Play main brass/string riff. Assign 1 button triggers string gliss fall sound.   | Scene 2: Play eastern-style strings  |  |  |  |
| Hungry Like the Wolf               | Split: Left hand plays random arp synth right hand plays main synth. Superknob activates phaser effect  |  |  |  |  |
| It’s My Life                       | Scene 1: Low C plays talkbox sample layered with piano. Bit crushed piano played by right hand high notes play synced synth sound   | Scene 2: Synth / choir layer. Superknob adds church organ  |  |  |  |
| Locked Out of Heaven               | Scene 1: Low C to Eb notes play samples. Main heavy synth   | Scene 2: Chorus lead sound   |  |  |  |
| Party Rock Anthem                  | Scene 1: Main riff synth. Superknob alters attack and cutoff frequency for verses. Hold low C to play white noise rise  | Scene 2: Right hand plays second riff and left plays square synth  |  |  |  |
| Rock With You                      | Scene 1:Left hand plays EP, right hand plays sine lead. Aftertouch/mod wheel for pitch modulation. Highest notes play strings. Assign 2 switch triggers string gliss fall.  | Scene 2: Lower keyboard plays EP, velocity triggers bell sound for right hand part, upper keyboard plays horn section. For second verse press Assign 1 button for string sound to accompany bass notes | Scene 3: Synth layer and solo synth/string layer.  |  |  |
| Rosanna                            | Scene 1: Lower keyboard plays piano, upper plays brass. High C triggers band hit sample   | Scene 2:Organ layer is added   | Scene 3: Synth layer is added to piano   | Scene 4: Solo brass synth. Assign 1 switches to delayed sine synth, mod wheel adds portamento brass synth. Assign 2 raises cutoff frequency for the pitch bend portion of the solo |  |
| Separate Ways                      | Scene 1: Main riff synth. Superknob alters attack and cutoff frequency. High notes play feedback sine whistle synth   | Scene 2: Alternative to the Superknob for verses.  |  |  |  |
| Superstition                       | Scene 1: Clav and brass split   | Scene 2: Clav only   |  |  |  |
| The Final Countdown                | Scene 1: Low C-F play layered thunder and pulsing noise sfx. F# plays intro bend synth. Left hand E to F# play synth for chords. Eb plays synth rise to be triggered while playing F#m chord. Upper keyboard main riff synth. | Scene 2: Choir synth to be played after intro  |  |  |  |



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| The Way You Make Me Feel | Scene 1: Lower Keys play brass/string synth, upper keys strings | Scene 2: Lower Keys play brass/string synth, upper keys brass | Scene 1: Lower Keys play brass/string synth, upper keys lead sync synth |  |  |
|                          |   |   |   |  |  |

| Narf’s Favorite Covers Set 3        |  |  |   |   |   |
|-------------------------------------|--|--|---|---|---|
| <u>Take On Me</u> Intro             | Lower Keys plays pad sound Upper Keys plays DX bell sound for intro.   |  | Go to Take On Me Riff   |   |   |
| Take On Me Riff                     | Scene 1: Main Riff synth on the upper keys pad on lower keys. Slider 2 and 3 controls volume of the DX component of the sound for a harder sounding attack   | Scene 2: A bell sound is added to the F# in the Bm Chord, G# in the E Chord. When playing the D Chord don’t play the F# note, the A note has the bell. When playing the last E Chord don’t play the G#, the B note has the bell. | Go to Take On Me Verse  |   |   |
| Take On Me Verse                    | Scene 1:Arpeggio is activated both in fixed note mode and do not latch. To ensure continuous playing notes in the chord must always be played and proper pedalling is essential otherwise, the arp will re-trigger.  | Scene 2: Arpeggio deactivated and synth flute sound can be played normally   | Go to Take On Me Chorus,  |   |   |
| Take On Me Chorus                   | By default, choir sound is on.   | Scene 1: Mutes the choir sound if you prefer your singers to harmonize   | Return to Take On Me Verse, Go to Take On Me Solo the second time   |   |   |
| Take On Me Solo                     | Scene 1: DX solo bell sound, High F onwards will trigger chromatic arp   | Scene 2: Adds synth pad  | Return to Take On Me Riff   |   |   |
| <u>A Little Respect</u>             | Scene 1: Rhythmic arp Play single notes for major chords. Play Am with a D note. Refer to video for complete chord progression.  | Super Knob adds Guitar   | Left Hand plays DX wire synth   |   |   |
| Always Something There To Remind Me | Scene 1: Right Hand plays main riff in octaves. Left hand single descending notes  | Scene 2:Lower Synth and Upper Vox synth split. Lower chords trigger short bell sound using velocity  | Scene 3:Adds Choir to lower part.   |   |   |
| <u>Cars</u>                         | Scene 1: Start song with Low A note for LFO synth. Low D triggers Square synth arpeggio Right hand plays main lead pad sound   | Scene 2: Deactivates arpeggio. Play Lower part for verses. Volume increased  | Scene 3: Refrain instrumental. Split between pulse pad and synth brass lead   | Scene 4: While playing low D, flanged synth pad is played with left thumb. Main lead pad on right   |   |
| Died In Your Arms                   | Scene 1:String and Vox synth split. Turn on Arpeggio and both left and right hand parts play automatically.  | Scene 2:Synth Pad Layer  | Scene 3:Synth Pad Layer with Piano  | Scene 7: Right Hand Arp, play left hand   | Scene 8: Left Hand Arp, Play right hand chords  |
| Dancing In The Dark                 | Guitar and Synth on Lower part: Main Synth on Upper part   |  |   |   |   |
| Don’t Stop Believin’                | Scene 1: Piano/CP Grand Layer  | Scene 2: Synth   |   |   |   |
| <u>Head Over Heels</u>              | Scene 1: Intro Piano and Synth Bell layer (Assignable Switch disables Synth Bell)  | Scene 2: Verse/Chorus, Piano, Synth String on low G and E notes. Pizzicato from high E note  | Scene 3: Left hand organ, Right hand solo portamento on A note. Press Assign Switch 1 once the pitch rise is done and play the solo. <u>Watch Solo HERE</u> | Scene 4: Verse after solo, similar to Scene 2 but with loud wire synth (high D to A)on right hand. Synth strings on C and A. Switch to Scene 5 for chorus | Scene 5: Chorus 2 like Scene 2. Go back to Scene 1 for 2nd instrumental like intro, Assign Switch is still pressed. |
| <u>I Want To Break Free</u>         | Scene 1: Synth String Organ  | Scene 2: Comp Synth  | Scene 3: Solo Synth Super Knob: Overdrive Layer go back to Scene 1 after solo   |   |   |
| Never Tear Us Apart                 | Lower: Synth String and Cello layer  | Upper: DX Bell Synth   |   |   |   |
| <u>Sweet Dreams</u>                 | Scene 1: <b>4-Way Keyboard Split</b> Main Riff Arpeggio on low C, While playing refrain, Left hand synth has a “cheat” note on B pitched to C so as not to overlap with solo synth. Play high notes for choir part. Solo synth is in between played while pressing low C for main riff | Scene 2: Bridge. Synth and Piano Layer. Return to Scene 1 for instrumental solo  | Super Knob pans the 2 arpeggiated parts in opposite directions.   |   |   |

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|----------|---|--|------------------------------------|--|
| The Look | Scene 1: 2-Way Split Guitar Intro. Play at high velocity. Arp activates automatic bass on left hand | Scene 2: <b>4-Way Keyboard Split.</b> Lower arp bass(play single notes), Synth Pad, Right hand Sync Synth. Vox synth on A and B notes. | Scene 3: Adds synth arp to scene 2 |  |
|----------|---|--|------------------------------------|--|

| Narf’s Favorite Covers Set 4 |   |  |  |  |  |
|------------------------------|---|--|--|--|--|
| <u>Blue Monday</u>           | Scene 1: Intro Synth, Lower F triggers Bass Arp (Fixed Notes)   | Scene 2: <b>4-Way Keyboard Split.</b> Lower F triggers Bass Arp, Play Dm Chord for Choir, Middle:Square Pad Synth, Top: Bell Bad | Scene 3: Lower F triggers Bass Arp, Top plays hybrid Sax Synth Brass   |  |  |
| Crazy In Love                | Layered Brass and Sax Play hard for Brass fall  |  |  |  |  |
| Footloose                    | Scene 1: Organ Synth Stabs  | Scene 2: Pre-Chorus 1, Plays D and A Major Chords  | Scene 3: Pre-Chorus 2, Plays ascending chord progression   | Scene 4: Chorus  |  |
| Get Lucky                    | Scene 1: Intro Piano/Rhodes   | Scene 2: Verse Piano   | Scene 3: Piano String Layer/ Pulse Synth Lead  | Vocoder Sample on high C note  |  |
| <u>Give It Up</u>            | Keyboard Split: Lower: Saw Synth, Upper: Brass & Piccolo layer. Low C Plays Rise Synth  | For 61 note keyboard,Press Octave + to reach high notes  |  |  |  |
| <u>Heart Of Glass</u>        | Scene 1: Lower: single notes play arp, Upper: Phased String Synth   | Scene 2: Chorus Lower: single notes play arp, Upper: String Synth  | Scene 3 Lower: single notes play arp, Upper: Organ   |  |  |
| I Gotta Feeling              | Scene 7: Guitar Riff on Low G Mid: Orchestral Strings Top: Synth Strings (Orchestral strings do not respond to Sustain Pedal)   | Scene 8: Verse Guitar Riff on Low G, Guitar,   | Scene 1& 2 no arpeggios  |  |  |
| <u>Let’s Groove</u>          | Scene 1: 3-Way Split: Low: Let’s Groove Samples from Low C, play chromatically. After 1 round play from G#. C and G# layered with pad synth. Mid: Rhodes Piano High: Velocity Triggered Brass | Scene 2: 2-Way Split: Rhodes and Velocity Triggered Brass  |  |  |  |
| Moves Like Jagger            | Scene 1: 5-Way Split: Low E and High C Triggers Whistle Sample, Side Chain Bass from F to E, Side Chain Strings from F to Bb, High B pays Siren sound   | Scene 2: Bridge Sounds alternate betweenOoh and Aah Choir.   |  |  |  |
| Play That Funky Music        | 3-Way Split:  | Lower: E. Guitar   | Mid:Baritone Sax   | High: Velocity Triggered Brass   |  |
| <u>Poker Face</u>            | Scene 1: Arp on Low G#, play for one bar then switch to Scene 2   | Scene 2: 3-Way Split Adds Synth to Arp, Mid:B to E Square Lead Synth (Super Knob adds 2nd synth and grit). F to A Samples.       | Scene 3: Play Low G# to trigger chorus Bass and Choir Arp. High: Play Chorus Synth Chords and trigger sample | Scene 4: Solo Synth, Assign 1 Switch adds high octave to Solo Synth. Use Mod-Wheel to modulate pitch frequency |  |
| <u>Push It</u>               | Scene 1: Split: Low Square Synth Bass High: Synth Strings   | Scene 2: 3-Way Split: Low Square Synth Bass , High: Lead Synth, G & G# for interlude Synth                                       |  |  |  |
| <u>Rebel Yell</u>            | Scene 1: Split: Lower Synth String Upper: Intro Bell Synth Switch to Scene 2 after intro  | Scene 2; Lower Synth String Upper: B note bend Lead Synth  | Scene 3: 3-Way Split Low: Square Bass Mid: Synth String High: Lead Synth                                     |  |  |
| <u>Shut Up &amp; Dance</u>   | Scene 1: Phased Synth, Super Knob adds more Phaser effect   | Scene 2: Solo Portamento Synth, Low C triggers Arp Sample (arp has fixed tempo) Re-trigger to sync live                          |  |  |  |
| <u>Tainted Love</u>          | Scene 1: 3-Way Split Play Low C for Blip Sound. Low: Brass Synth, Play G note for Square Synth Hit, High: Main Synth  | Scene 2: Removes lower sounds from Scene 1.  |  |  |  |
| <u>Treasure</u>              | Scene 1: Intro & Chorus Lower: Synth/ Rhodes Layer High: Lead Synth from G to C, “Peeew” on D   | Scene 2: Verse Lower: Rhodes Upper: Bell Pad Synth   | Scene 3: Same as Scene 1 for Chorus  | Scene 4: Lower: Synth/ Rhodes Layer Upper: Bell Pad Synth  |  |

| Narf’s Favorite Covers Set 5 |  |   |   |   |  |
|------------------------------|--|---|---|---|--|
| Another One Bites The Dust   | C2 to Eb2: Reverse Intro Piano E2 to C3: Various Sound Effects | F3 to D4: Spacey Synth <b>Super Knob</b> controls direction of the bend | F4 to G#5: Electric Bass layered with E. Guitar. Use <b>Super Knob</b> to bring in guitar | A5 to G9: Electric Guitar with Arpeggio |  |

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|----------------------------|--|--|--|---|--|
| Bad Guy                    | C2, C#2 & Eb: Samples  | D2,E2 to C#4: Electric Bass  | D4 to G9: Main Lead Sound  |   |  |
| Crazy (Seal)               | Scene 1: Intro<br>Play Vox sound from E4 then use <b>Super Knob</b> to bring in Arp Synth<br>Play Em7 on left hand, Press Scene 2 then play C6 for Orch Hit  | Scene 2:Verse/Chorus<br>Left Hand chords now have Rhythmic Synth<br>Right Hand play piano from G5<br>High E plays Hammond Organ Hit (61 keys must <b>Press Octave+</b> )       | Scene 3: Bridge<br>Layered Piano and Strings<br><b>Super Knob</b> brings in Choir Sounds   |   |  |
| <u>Enjoy The Silence</u>   | Scene 1: Intro/Verse<br>Play highest octave for bell arp.(61 & 76 keys <b>Press Octave+</b> )<br>Left Hand plays Choir<br>Right Hand plays Electric Guitar<br>Option to Press <b>ARP ON</b> and play high C. Arpeggio will re-trigger if you let go of sustain pedal. Hold sustain every 2 chords if you use arp | Scene 2: Refrain<br>Hold Left Hand for Rising Chord  | Scene 3: Refrain 2<br>Reso Synth Bass is added   | Scene 4: Bridge<br>DX Keys sound, play hard for synth brass   | Scene 5: Same as Scene 2 plus synth strings<br>Scene 6: adds Reve Synth Bass |
| <u>Ghost In You</u>        | Left Hand: Brassy Synth  | Right Hand: Staccato Heaven  |  |   |  |
| <u>Human Nature</u>        | <b>*Requires Foot Switch Set to CC82 in Utility</b><br><b>*Requires Expression Pedal controlling Super Knob</b>  | Scene 1Left Hand: G-A-F-Em Synth Brass When playing chord progression for a 2nd time, <b>do not play the G, go straight to A while stepping on Foot Switch for pitch bend.</b> | Right Hand: Play main intro theme. Use Super Knob or Exp Pedal to bring in Bells. (Clockwise)  | Scene 2: Play Verse Piano Chords, play hard for bells. Use Super Knob or Exp Pedal to control Attack of the Brass Synth (Counter-Clockwise) |  |
| <u>Kyrie</u>               | Scene 1: Whistle Arp activated by E2   | Scene 2: Arps are activated by E2, D2 & F2<br>Intro Synth Keys are added<br><b>Super Knob</b> Brings 2nd arp synth on F2 Mod Wheel for Pitch LFO                               | Scene 3: Left Hand Activates G major Bass (Play any note below G#2)<br>Right Hand: <b>Super Knob</b> adds Digital Comp Synth for Stabs | Scene 4: Fmaj Arp   | Scene 5: Arp Off<br>Scene 6: FM Bells  |
| <u>Narcotic</u>            | Play long intro version then use <b>Super Knob</b> to bring in Synth   |  |  |   |  |
| Nutbush City Limits        | Scene 1: Low C plays organ chord<br>E2-D3 Clav<br>Eb3-G9 Brass   | Scene 2: Lead Synth  | Scene 3: Verse Synth   |   |  |
| <u>Oh Sherrie</u>          | Scene 1: Intro<br>Arp Synth, Bell and Synth Pad Layer Flute sound from D5. Adjust volumes using sliders. <b>Press Motion SEQ Trigger to fade out Arpeggio</b>  | Scene 2: Verse 1/Chorus<br>Play Synth Piano then use <b>Super Knob to bring in 2nd synth for Refrain and Chorus</b>  | Scene 3: Verse 2/ Chorus Same as Scene 2 with slightly different synth sound   | ARP buttons 1-8 each have different ARP patterns.   |  |
| <u>Save A Prayer</u>       | D2 note activates arpeggio<br>Right Hand pad sound, play harder to bend notes  | Scene 2: Refrain arpeggio  | Scene 3: Lead Synth  |   |  |
| <u>Sunglasses At Night</u> | Scene 1: Left Hand activates arpeggio<br>Right Hand plays pad sound <b>Super Knob controls stereo pan position of synth</b>  | Scene 2: Arp Off   | Scene 3: Right Hand Piano  |   |  |
| <u>Titanium</u>            | Scene 1: Right Hand Muted Guitar<br>Super Knob/Pedal adds Reverb and Vox Breath<br>Left Hand: Pad/Choir<br><b>Super Knob adds slicer effect</b>  | Scene 2: Right Hand Comp Synth with Arpeggio<br>Left Hand Choir/Trance Synth<br><b>Super Knob raises volume of left hand sounds</b>  | Scene 3: Side Chained Trance Synth with Motion Sequence on Synth Bass notes  |   |  |
| Wake Me Up                 | Scene 1: Guitar and Synth Layer<br>Play hard to bend guitar<br>Play B1(note below lowest C on a 61 key) to activate Side Chain<br><b>Press Motion Trigger to control Super Knob: Clock Wise adds cutoff and volume</b>   | Scene 2: Adds Trance Synth<br><b>Super Knob in maximum position</b>  | Scene 3: No Guitar   | Scene 4: Synth and Piano Layer  |  |
| Walking On Sunshine        | Organ and Brass Split  |  |  |   |  |
| <u>When It's Love</u>      | Scene 1: Intro <b>Super Knob raises volume and cutoff slightly</b>   | Scene 2: Verse/ Chorus <b>Super Knob adds Synth Brass Pad</b>  |  |   |  |

| Narf’s Favorite Covers Set 6 |                            |                               |                                  |  |  |
|------------------------------|----------------------------|-------------------------------|----------------------------------|--|--|
| <u>Baba O’Riley</u>          | Left Hand: Piano           | Left hand F note Arp          | Middle Register Arp 2            |  |  |
| <u>Dakota</u>                | Left Hand Intro mono synth | Right Hand: Guitar            | <b>Mod Wheel Adds Distortion</b> |  |  |
| Dancing On The Ceiling       | Piano Strings Layer        | <b>C# and D# for Arpeggio</b> | Scene 2 for bridge synth pad     |  |  |

|                                |   |   |   |  |   |
|--------------------------------|---|---|---|--|---|
| <u>Don't Change</u>            | Scene 1: Intro Synth <b>Super Knob for second part of the Intro</b>   | Scene 2: Verse Synth  |   |  |   |
| <u>Just What I Needed</u>      | Scene 1: Saw Lead <b>Superknob: chorus amount</b>   | Scene 2: Square Lead <b>Mod Wheel: Pitch LFO intensity</b>  |   |  |   |
| <u>Love Walks In</u>           | Piano Synth Layer   | Part 1 Piano, Part 2-4 Synths   | <b>Super Knob adjusts decay of synth</b>                              |  |   |
| Man In The Mirror              | Scene 1: Main Intro sound + String Layer  | Scene 2: Piano + Synth Pad Layer  | Scene 3: Adds Guitar Power Chords for Left Hand                       | Scene 4: Main Intro sound + String Layer + Guitar Power Chords |   |
| <u>Mr. Crowley</u>             | Scene 1: Synth and Synth Bass Split   | <b>Scenes 2 &amp; 4 adds the portamento synth where the low C note is to be played to achieve the pitch dive and back to the high C# to resolve the Asus4 chord</b> | Scene 3 adds the Synth Choir Sound.                                   |  |   |
| Numb                           | Scene 1: Intro theme sound and lo-fi string split. <b>Super Knob:</b> increases Lo-Fi effect                                    | Scene 2: adds distortion guitar for the left hand   | Scene 3: piano and synth layer  | Scene 4: adds distortion guitar for the left hand              |   |
| <u>September</u>               | Lower keyboard: piano and single horn layer. Chorus,: <b>Super Knob or Expression pedal brings in a brass and strings layer</b> | Middle: brass section. Only the A note will respond to the sustain pedal required for the intro. <b>When played hard, the brass fall sound will trigger.</b>        | Top part of the keyboard is the violin and string ensemble layer      | Scene 2 is a string and piano layer without the horns          |   |
| <u>The Show Must Go On</u>     | Scene 1: Main Synth String  | Scene 2: Bridge Strings with Flanger (Super Knob)   | High G# to C contains vocal samples                                   |  |   |
| <u>These Dreams</u>            | Scene 1: Intro- Synth Pad and Bell Bad Split. Super Knob brings in Bell   | Scene 2: Verse Bridge- Synth Pad only   | Scene 3: Chorus- Left Hand- Bell Pad Layer Right Hand-Synth Marimba   | <b>Mod Wheel: Cutoff Frequency control</b>                     |   |
| <u>Time To Pretend</u>         | Scene 1:Low C Synth FX Intro Left Hand: Bass Synth C3: Arp 1C#3: Arp 2 Mid: DX Plucked Wire                                     | Right Hand: Main Lead Synth Upper: Tenori-On Sine Arpeggio (transposed to be played in the key of C)  | Scene 2: Synth Strings/ Brass replaces Right Hand Sounds from Scene 1 |  |   |
| <u>Waiting For A Girl</u>      | Scene 1: Lower Left: Wurli/Brass Synth Layer Mid:Synth Pad High: Digi Bell  | Scene 2: Left Wurli/Brass Synth Layer Bb4to F5 Synth Pad High: Digi Bell  | Scene 3: adds Choir sound   | Scene 4: Same as Scene 2 without Synth Pad                     | <b>Super Knob: Brass Synth Cutoff control</b> |
| <u>We Found Love</u>           | Scene 1: Organ/Synth Intro  | Scene 2: Noise/Rise Layer (C note)+Organ <b>Super Knob brings in Trance Synth layer</b>   | Scene 3: Bridge Synth+Synth Bass                                      |  |   |
| <u>Working For The Weekend</u> | <b>Super Knob fades between the lead synth and pad synth sounds.</b>  | <b>Synth layer + Rise Synth (D4)</b>  |   |  |   |





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## Narf’s Favorite Covers Set 7

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|--|--|--|---|--|---|
| <a href="#">Beat It</a>                              | Scene 1: Intro- Gong ; Hold the D note for descending whistle sound  | Scene 2: Moog Reso Bass (this is barely audible in the recording but is revealed in the isolated keyboard tracks)  | Scene 3: Distortion guitar + Electric Piano   | Scene 4: Adds Synth String Assign 1 Button adds Choir  | Scene 5: Adds rapid arpeggio on the Eb note. Play Gong on right hand  |
| <a href="#">Blinking Lights</a>                      | Scene 1: Intro<br>Play the low F and slowly raise slider 1<br>Turn Super Knob mid-way to open filter<br>As the intro theme is played, turn Super Knob counter clockwise to close filter slightly | Scene 2: Pad/Main Riff<br><br>Scene 3: Verse Arp, play any note below middle C to trigger arpeggiator. Arpeggio gradually increases velocity over 8 bars. This can be played live above middle C | Scene 4: Refrain Arp, play any note below middle C to trigger arpeggiator. This can be played live above middle C | Scene 5: Chorus, Synth Pad/Choir/Male Vox layer. Super Knob increases volume of Choir and Vox.<br><br>Scene 6: Pad/Main Riff (same as Scene 2) | A0-B1: Synth Bass, Assign 1 adds Overdrive. Turn on Part Arp Master to activate Bass Line Arp<br><br>B6-C7: Noise Rise, Reverse Cymbal (play both or singly)<br>A#6: Pentatonic rise with Noise Rise (play after the first round of the 2nd Chorus)<br>A6: Harmony Synth Riser (play after the 2nd Chorus before the last instrumental) |
| <a href="#">Broken Wings</a>                         | Left Hand Pad ; Right Hand Bell  | Super Knob adds Synth Vox  |   |  |   |
| <a href="#">Comfortably Numb</a>                     | Scene 1: Synth Intro. Play D and F# hard to trigger pitch rise. Play C# and B notes hard for delayed guitar sound.   | Scene 2: Adds Horns Super Knob controls volume for Strings   | Scene 3: Chorus Strings Split   | Scene 4: Horns + Strings   |   |
| <a href="#">Drive</a>                                | Scene 1: Left Hand Synth Pad with single pad notes. Right Hand FM Bell   | Scene 2: Synth Brass for Right Hand  | Scene 3: Adds Choir to Left Hand  | Scene 4: Same as Scene 2   | Scene 5: Left Hand Comp Choir, Middle: Choir+Guitar Harmonic Right Hand: FM Bell  |
| <a href="#">Every Little Thing She Does Is Magic</a> | Scene 1: Synth + Piano, Play during first part of the riff. Left hand notes from G to C#   | Scene 2: Play on the 2nd part of the riff, play bass notes as normal. Synth plays the continuation of Scene 1.   | Scene 3: Piano, Play Hard to trigger high percussive sound  | Scene 4: Piano part after Chorus   | Scene 5: Left Hand Triggers arpeggio play Right Hand part hard to trigger higher octave.<br><br>Scene 6: Holds the D Arpeggio   |
| <a href="#">Groove Is In The Heart</a>               | Left Hand Samples C, C#, D & E   | D#, F to Bb, Guitar  | Upper Keyboard Sax  |  |   |
| <a href="#">I Wanna Dance With Somebody</a>          | Left Hand DX Layer   | Right Hand Brass and Synth Brass Layer   | Mod Wheel and Super Knob Modulate Synth Brass   | Press Assign 1 button for harmony notes for the DX riff (see video)  |   |
| <a href="#">No Son Of Mine</a>                       | Eb Plays Sample  | Scene 1: Soft Pad  | Super Knob Adds Brassy Pad  | Scene 2: Bell Layer  |   |
| <a href="#">Owner Of A Lonely Heart</a>              | Scene 1: Distortion Guitar   | Scene 2 & 5: Orch Hits / Guitar  | Scene 3 & 6 Chorus: Electric Grand Piano/ Brass/Strings Split   | Scene 4: Choir Pad   | Samples are in the left hand side of the keyboard. Enlarge and watch the video to note Scene changes. Frequent back and forth changes in scenes 3 and 4 occur during the song.  |
| <a href="#">Rio</a>                                  | Scene 1: Intro<br>Play any low key to trigger the arpeggio. Arpeggio notes are identical to the original for 2 bars.<br>Right Hand Plays Wire Synth layer.                                       | Scene 2: Verse<br>Same sounds as scene 1. Arpeggio is played using E, F# and B notes. Arpeggio pattern is random.  | Scene 3: Chorus Synth Brass for right hand  | Scene 4: Sax Solo Synth String + Ambient synth (play E, F# and B)  | Scene 5: Breakdown Phased Synth and percussive Delayed Synth/ Guitar  |
| <a href="#">Runaway</a>                              | Electric Grand/Synth Layer   |  |   |  |   |
| <a href="#">Shine On You Crazy Diamond</a>           | Scene 1: Heavy Synth Pad F# Triggers Sound FX. Main Lead synth cutoff frequency controlled by Super Knob. Mod Wheel and After Touch modulate pitch   | Slider 6 controls Chimes volume.   | Scene 2: Synth + Guitar   | Scene 3: Organ + Guitar  | Scene 4: Organ + Synth Lead (use Super Knob to adjust brightness of lead sound)   |
| <a href="#">Tom Sawyer</a>                           | Scene 1: Left Hand Low Reso Middle: Synth Strings Right Hand Lead Synth  | Scene 2: Adds Octave to Middle Strings   | Scene 3: Adds low octave Lead Synth sound   |  |   |
| <a href="#">Where The Streets Have No Name</a>       | Intro Pad with Heavy Reverb. Play Low D for Leslie Rotor Noise. Super Knob brings in Chapel Organ  | Upper keyboard: Guitar w/delay for guitar riff   |   |  |   |
| <a href="#">Who Wants To Live Forever</a>            | DX7 SYN-ORCH Patch + Strings Layer   | Super Knob controls Strings Volume   |   |  |   |
|  |  |  |   |  |   |





## Narf’s Favorite Covers Set 8

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|--|---|--|--|--|---|
| Every Teardrop Is A Waterfall            | This Performance defaults to Scene 2  | Scene 1: Intro Pad, Play A chord with left hand. No sound on the right side of the keyboard  | Scene 2: Pad and Main riff Split   | Scene 3: Piano and Synth String Layer                                |   |
| Everybody                                | Multiple Splits:  | Bottom C: Synth/Noise Rise, C# Orch Hit, D Boom, D# Synth Fall, E Synth Rise   | F-Bb- Main Riff Guitar Synth   | B-Eb Synth Pad. F-Eb Bells   | E-C Verse Reso Synth                        |
| Everybody Everybody                      | Scene 1 Right Hand: Organ, Oww Sample on Bb. Turn on Arp for Guitar Riff (trigger with left hand notes)                             | Scene 2: Adds Brass  | Arp for Guitar Riff and Organ Comp Pattern   |  |   |
| Give Me Everything                       | Scene 1: Low C for 16th note Snare, C# Noise Rise, D Boom   | G#-G# Arp Piano. A-B High Intro Piano  | C-Bb Main Riff Synth B-C Bend Mono Synth   | Scene 2: Lower Notes play M1 Organ Bass                              |   |
| Levels                                   | Turn On Arp to Automate Left and Chords. Bottom C activates Synth Arp. Superknob controls Cutoff Frequency                          | Mid Range: Main Riff Pizz Synth. Top: Portamento Lead Synth  | Assign 1 Button or Footswitch activates Vinyl Pitch Drop. F                                    | Scene 2: Drone Synth and Syn Saw Organ Synth                         |   |
| One More Time                            | Loops from C-G, 2 Scenes  | C: Main Loop with Bass and Drums C#-Eb: Chopped samples for Individual beat E:Repeating Sample   | F-F#:Loop without Drums Superknob for High Pass Filter   | G:Loop without Drums Superknob for Low Pass Filter. Right Hand Brass | Scene 2: Right Hand Synth Pad               |
| Only Girl                                | Scene 1: Synth Pad/Flute Layer Bottom C: Synth Rise C#: Boom  | Scene 2: Main Riff Synth   | Arp Activates Side Chain   |  |   |
| PYT                                      | Scene 1: Intro & Refrain. For Intro Left Hand EP and Synth Layer. Right Hand Synth Vox/ Bell. For Refrain: Synth String Layer Added | Scene 2: Verse and 2nd Verse. Left Hand Comp Piano. Right Hand Sine Lead. High Octave (USE OCTAVE + for 61 or 76 key keyboard) for instrumental before 2nd verse | Scene 3: Chorus Left Hand EP Layer + Right Hand Lead   | Connect a Mic for Vocoder  | Scene 4 Vocoder Layer                       |
| Rather Be                                | Scene 1: Strings  | Scene 2: Main Percussive Sine Synth. For verse PRESS ASSIGN 1 BUTTON for Glitch Effect   | Scene 3 Piano  | Scene 4 Piano and Synth Split  | Middle C# Bend Sine Synth                   |
| Right Here Right Now                     | C and C# for Loops. D-D# Right Here Right Now Samples E Breakdown Sample. F: Synth Reso G#-E Synth Choir. F-D Sitar                 | E-C Strings  | Press MOTION SEQ TRIGGER at the same time with the C note. Superknob notches up every 8 counts | Scene 2 changes loop point to every 2 beats.                         | Trigger from C to C# ahead of the next beat |
| Rhythm Is A Dancer                       | Bottom Octave: Bass Left Hand: Pulsing Synth. Mid: Synth String Right Hand: Main Riff Synth   | Arp Activates Bass   | Scene 1 for Intro Scene 2 adds Chords on A, F and G Left Hand Notes                            | Scene 3: Piano and Lead synth for Bridge Part                        |   |
| Sandstorm                                | Scene 1: PRESS ASSIGN 1 and Play E for synth string. Press ASSIGN 1 again and press ARP On for Synth Chords                         | Main Choppy Synth on High E. Top E has a continuous choppy gated synth   | Scene 2 holds Em Chord. Left hand E adds an Arpeggiated Digital Synth                          | Scene 3 Holds Em Chord and adds Saw Arp Synth                        | Scene 4 Restores Chord Changes              |
| Stupid Love                              | C and C# for Samples, Eb to Eb ARP  | Right Hand Synth String/ Brass Layer   |  |  |   |
| We Built This City Intro                 | Bell Synth Intro Sound  |  |  |  |   |
| We Built This City MAIN                  | Scene 1: Low D Digi Piano Swell, Left Hand: Main Wire Synth   | Play Soft for Pluck Synth Play Hard for Synth Brass Stabs  | Scene 2 Verse  | Scene 3 (optional you can play Scene 1) Left Hand Reso Synth         |   |
| <u>You Spin Me Round (Like A Record)</u> | Scene 3 to play Gut and Wire Bell Synth Split   | High C Marimba Riff. High B for Synth Fill Riff  | Scene 1 Intro, Play High C, Trigger with low notes   | Scene 2: Verse Scene 3 Refrain. Scene 4 Chorus. Scene 5 Bridge       |   |
|  |   |  |  |  |   |