1. WATRWave_At the beach with the mic 1 foot away from the sea crashing into the shore

2. WATRWave_At the dock pointing the mic into the sea barrier. Creates a weird hollow sea crashing

3. AMBTown_At the side of the road 3.PM with medium cicadas, distant chirps and cars. Some distant echoey chatter

4. AMB Town_At the side of the road 2.30 PM Heavy cicadas and distant traffic

5. AMB Town_At the side of the road Heavy cicadas and distant traffic 3PM

6. AMB Town_At the town crossroads with quiet cicadas and traffic passing. Also some tourists and locals talking and walking

7. BIRDMisc_Baby birds (swifts) near the hotel pool being ted by their parents. Cicadas throughout

8. AMBTown_Cliff Top 100 meters from the sea cicadas present while the mic points toward the town and away from the sea. The low rumble of the waves can be subtly heard

9. WATRSurf_Cliff Top 10PM facing away from the water towards the town across the road

10. WATRSurf_Cliff Top 10PM from behind a wall creates a very distant seawash and skyline 2 WATRSurf_Cliff Top 10PM from behind a wall creates a very distant seawash and skyline

11. WATRSurf_Cliff top 11.30 PM distant waves crash

12. WATRSurf_Cliff top facing the sea but hidden behind a wall. Some voices and movement can be heard. The sea has a distant roar to it with gentle cicadas

13. AMBTown_Down at the dock with lapping water and distant sea roar. Distant chatter as kids play

14. AMB Town_Hidden in a back alley with the mic pointing toward the town centre. Distant echoey chatter

15. WATRSplsh_Hotel balcony 4PM medium close voices and pool splashing. Distant cicadas

16. AMBUndr_Melidoni Cave filled with tourists as they mill about. movement and chatter

17. AMBTown_In a small alley equidistant from both the sea roar and a nearby restaurant. Car drives by at the end

18. OBJKey_Jangle the hotel room keys pick up and put down

19. AMBTown_Next to the church which is in the middle of the town. Cicadas come and go with a constant very distant sea wash and chatter

20. WATSurf_On the beach with the mic facing away from the sea but 10 feet away from the wall at the beach 1

21. WATSurf_On the beach with the mic facing away from the sea but 20 feet away from the wall at the beach 2

22. WATSurf_On the beach with the mic facing away from the sea. Some voices are barely audible 1

23. WATSurf_On the beach with the mic facing away from the sea. Some voices are barely audible 2

24. WATSurf_On the beach with the mic facing away toward sea. Some voices are audible

25. OBJCont Open and close the hotel room safe

26. WATRSplsh_Pool side 5.30 PM a kid is playing in the water. splashes and voices and cicadas

27. can be heard...Just 5PM.

28. AMBTown_Side street away from the centre. Mostly cicadas and wood pidgeons but distant movement and voices can be heard....Just 5PM

29. AMBTown_Side street under a balcony with Greeks chatting. Car passes by and someone walks by toward the end

30. AMBTown_Side street with a passing car. constant skyline present

31. AMBTown_Small back street at 11.45 PM. Very quiet cicadas against a smooth distant town ambience. Some cars pass by

32. WATRLap_The dock with the mic less than a foot away from the water. Kids and skyline can be heard also WATRLap_The little bay with the water lapping at the mic. Distant skyline and medium close kids playing WATRPlmb_The hotel toilet flushed

33. WATRLap_The little bay with the water lapping close mic'd. Distant skyline and medium close kids playing

34. WATRLap_The pier on a windy night. The sea roar can be heard close by and a banner hitting the wall occasionally. Some lapping of water as well. 10P

35. WNDWCover_The shower curtains in the hotel room shower opened and closed at different speeds 1 (Zoom F3 Audio Technica BP4025)

36. WNDWCover_The shower curtains in the hotel room shower opened and closed at different speeds 1 (Zoom h2n)