

ID	Titel	Interpret	Hauptinterpret	Interpret	Urheber	Funktion	Industrie-Nummer	NUMMER	NAME	JAHR	Interpretet Unique ID
4.629.254	Change The Game (Remix)	Arnoaud, D.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		407.915
4.629.245	Change The Game (Remix)	Brown, R.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		45.056
4.629.255	Change The Game (Remix)	Carter, S.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		419.022
4.629.256	Change The Game (Remix)	Cox, M.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		422.873
4.629.246	Change The Game (Remix)	DAZ	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		78.494
4.629.247	Change The Game (Remix)	DJ Clue	true	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		78.562
4.629.248	Change The Game (Remix)	Grant, D.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		135.953
4.629.249	Change The Game (Remix)	Kurupt	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		200.224
4.629.250	Change The Game (Remix)	Mahan, Chauncey	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		223.328
4.629.251	Change The Game (Remix)	Memphis Bleek	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		239.623
4.629.252	Change The Game (Remix)	Sigel, Beanie	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		330.774
4.629.253	Change The Game (Remix)	Static	false	true	false		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		342.854
4.629.257	Change The Game (Remix)	Thomas, R.	false	false	true		Universal Music 542 325-2 (BRD 2001, Roc-A-Fella)	12	Change The Game (Remix)		492.227