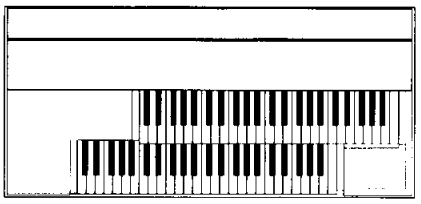
4 Rhythm, Accompaniment and Percussion



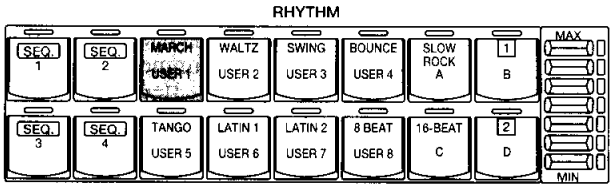
The Rhythm features of the Electone use actual drum and percussion sampled sounds to automatically play various rhythm patterns. Automatic Accompaniment functions are used with the rhythm patterns, providing appropriate and completely automatic accompaniment to match the style of the rhythm pattern selected. Moreover, the Electone has a Keyboard Percussion feature that allows you to play drum and percussion sounds from the Lower keyboard and Pedalboard.

Rhythm Patterns

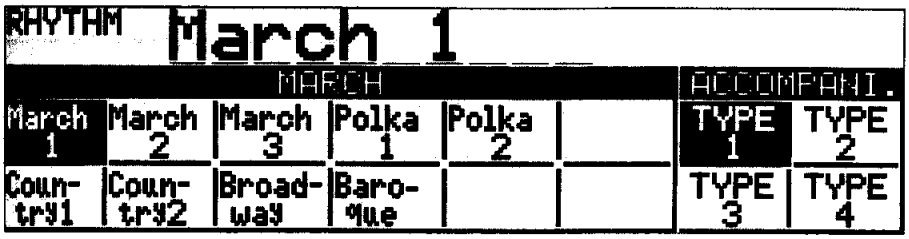
Ten different rhythm categories in various styles can be instantly selected from the front panel. The Electone has many more "hidden" rhythm patterns, however. A total of 66 rhythm patterns are available, and can be selected by using the display.

To select and play a rhythm pattern:

1. Choose a rhythm pattern by pressing one of the Rhythm Select buttons in the Rhythm section on the panel.

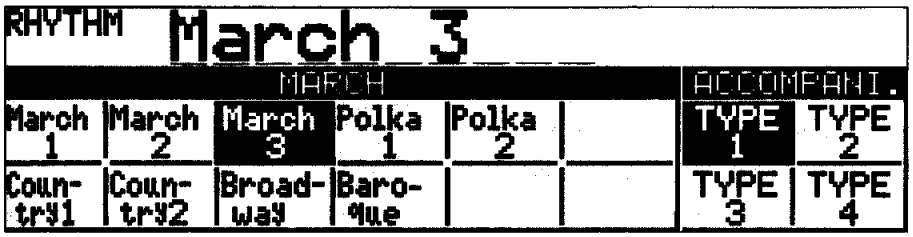


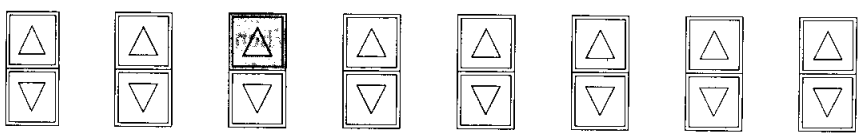
Rhythm Pattern Page



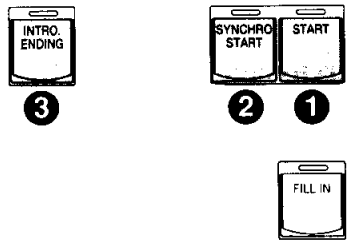
From this display, you can also select other rhythm patterns. These additional patterns are generally variations on the basic rhythm categories.

To select a rhythm pattern from each category in the display, press the Data Control button corresponding to the rhythm you wish to play, as you do with the voices. (Refer to the Rhythm Pattern Chart on page 43 for a list of available rhythms.)





2. Turn the rhythm on. You can use one of three buttons to turn on the rhythm:



1 START

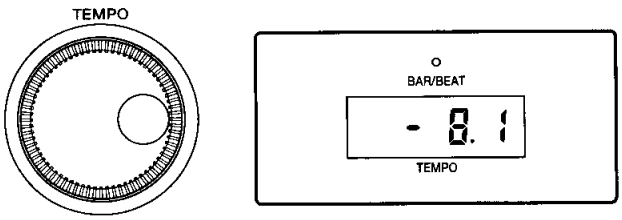
This button does as its name indicates; the rhythm begins as soon as the button is pressed. To stop the rhythm, press this button again.

2 SYNCHRO START

This button puts the rhythm pattern in "stand-by"; the rhythm will start when you press a note on the Lower keyboard or Pedalboard. To stop the rhythm, press this button again.

3 INTRO. ENDING

Pressing this button automatically plays a short introduction (of up to eight measures) before starting the actual rhythm pattern. First, press the INTRO. ENDING button, then the START or SYNCRO START buttons. While the introduction is playing, the display shows the countdown to the first measure of the pattern. For example, if there is an eight-measure lead-in for a pattern in 4/4 time, the following display appears:



Pressing the INTRO. ENDING button again while the pattern is being played will automatically add an ending phrase before stopping the rhythm.

LEAD IN

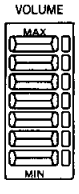
Pressing the START button while holding down the INTRO. ENDING button automatically plays a special one-measure Lead In, with a click on each beat, to cue you in to the beginning of the song.

Note: The left footswitch can also be used to turn the rhythm off and on in the middle of song. However, it cannot be used to start the rhythm at the beginning of a song. (To assign the footswitch for rhythm control, see p. 104.)

ABOUT SYNCHRO START: Synchro Start functions quite differently when the Auto Bass Chord feature is turned on and the Accompaniment Memory is turned off. The rhythm pattern starts when a key on the Lower keyboard is played, but then immediately stops when the key is released. To keep this from happening, turn the Memory function on. (Refer to the Automatic Accompaniment section, p44, for details on Auto Bass Chord and Memory.)

3. Set the volume.

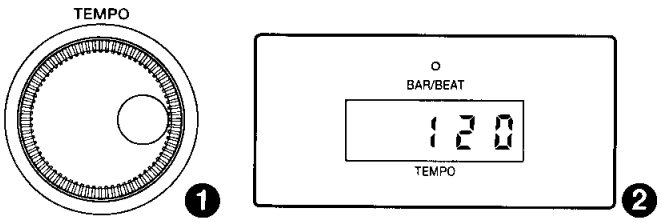
Press the VOLUME controls to the right of the Rhythm Select buttons to set the desired level of the rhythm. The controls have seven volume settings, from a minimum of 0, or no sound, to a maximum of full volume.



Fine adjustments in the volume of the rhythm pattern can also be made from the Rhythm Condition page (see p. 41).

Note: When the Electone is turned on, the Volume is automatically set to 0.

4. Set the tempo.



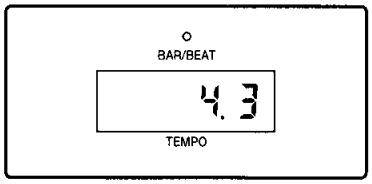
1 TEMPO Dial

For adjusting the speed of the rhythm. Turn the dial clockwise to increase the tempo, and counter- clockwise to decrease it.

2 TEMPO Display

Shows the current tempo. (Displayed values are given in beats per minute, just as on a conventional metronome.) The tempo range is 40 to 240 beats per minute.

When the rhythm pattern begins playing, the TEMPO display changes function to a bar/beat indicator.



The number on the left indicates the current bar or measure and the one on the right indicates the number of the beat in each bar.
The beat indicator lamp above the display also indicates the beats.

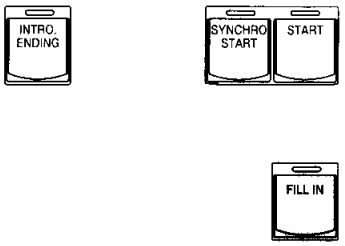
Fill In Patterns

Fill In patterns are designed to be used as temporary and regular rhythmic breaks to spice up a repeating rhythm pattern. Like the regular rhythm patterns, all Fill In patterns have been designed to perfectly match the bass and chord parts of the Automatic Accompaniment feature.

To use the Fill In patterns:

1. Select and play a rhythm pattern.

2. As you play the Electone along with the rhythm pattern, occasionally press the FILL IN button.



For best results, press the FILL IN button just at the beginning or the first beat of a measure.

USING A FILL IN FOR THE START OF A SONG:
Fill In patterns can also be used as introductions; simply press the FILL IN button before starting the rhythm with the START or SYNCHRO START buttons.

PLAYING PARTIAL FILL IN PATTERNS:
You can also start Fill In patterns within a bar, in order to play only the final one or two beats of the Fill In pattern and create additional rhythmic interest. Since the Fill In feature is very sensitive to bar/beat boundaries, you should be very careful to "play" the FILL IN button precisely on (or just slightly before) the beat that you want the Fill In pattern to begin.

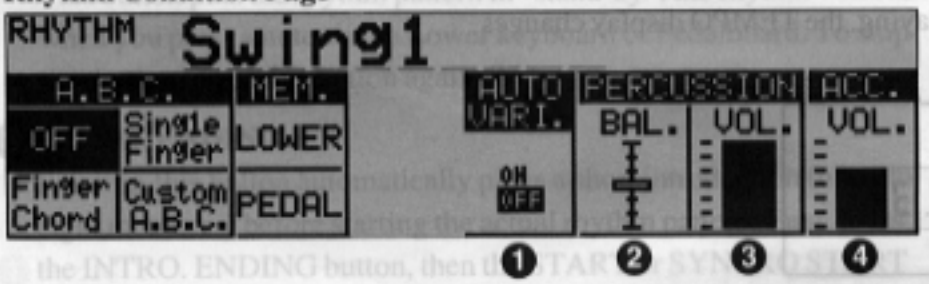
Rhythm Condition Page

Auto Variation, Percussion, and Accompaniment Volume Controls

To select the Rhythm Condition page:

Choose a rhythm pattern, and press that pattern's panel button again(or again press the Data Control button corresponding to the selected rhythm). (The button should be pressed only once if the Rhythm display has already been called up; otherwise press the button twice.)

Rhythm Condition Page



❶ Auto Variation

The Auto Variation function lets you set pattern variations to be played automatically. When set to ON, Auto Variation automatically substitutes additional pattern variations to make the rhythm more interesting and complex.

Note: The Auto Variation function is not applied to some of the rhythm patterns.

Percussion Controls

❷ Balance

Determines the balance between two main sound types of the rhythm patterns: the drum sounds and the cymbal sounds. Higher settings emphasize the cymbal sounds, while lower settings emphasize the drums.

❸ Volume

Fine adjustment of the overall volume of the rhythm patterns and Keyboard Percussion.

❹ Accompaniment Volume

(This control is the same as that described in the Accompaniment section, p. 47.)

Dotted Buttons

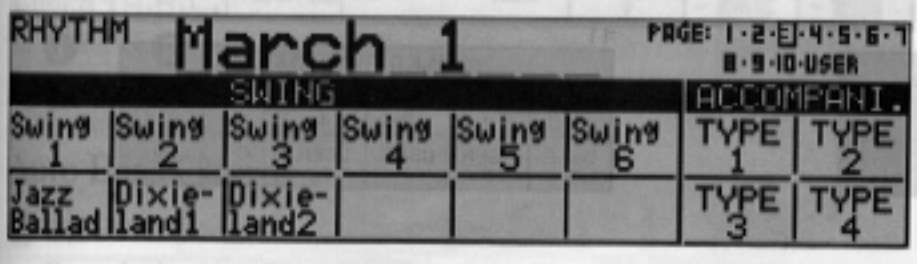
The Rhythm section also has, like the voice sections, dotted buttons from which rhythm patterns can be selected. These dotted buttons function as "wild card" rhythm pattern selectors; any of the rhythm patterns available from the panel buttons, the Rhythm Menus or User rhythms can be selected from these buttons.

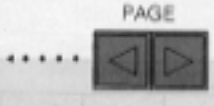
As with the Voice sections' dotted buttons, you can set two or three rhythm patterns from the same page to be selected from different buttons (one from the original Rhythm button, and the others from the dotted buttons).

To select a rhythm pattern from a dotted button:

1. Press one of the dotted buttons on the right side of the Rhythm section.

2. Select one of the pages with the Page Select buttons, and choose a rhythm pattern from the display.





Each page represents the same general rhythm pattern types as those selected from the panel buttons. The currently assigned rhythm name appears at the top of the display when the page has been selected.

Select the User page when you wish to play rhythm patterns you've created with the Rhythm Pattern Programmer function. (See p.84.)

Rhythm Menus

This chart lists all 66 of the rhythm patterns available on the Electone. The numbers in the chart correspond to the page numbers shown in the display.

1

MARCH					
March 1	March 2	March 3	Polka 1	Polka 2	
Country 1	Country 2	Broadway	Baroque		

2

WALTZ					
Waltz 1	Waltz 2	Waltz 3	Waltz 4	Waltz 5	
Jazz Waltz 1	Jazz Waltz 2	Jazz Waltz 3	Bolero		

3

SWING					
Swing 1	Swing 2	Swing 3	Swing 4	Swing 5	Swing 6
Jazz Ballad	Dixieland 1	Dixieland 2			

4

BOUNCE					
Bounce 1	Bounce 2	Bounce 3			
Reggae 1	Reggae 2				

5

SLOW ROCK					
Slow Rock 1	Slow Rock 2	Slow Rock 3			

6

TANGO					
Tango 1	Tango 2	Tango 3			

7

LATIN 1					
Cha-cha	Rhumba	Beguine			
Mambo	Salsa				

8

LATIN 2					
Samba 1	Samba 2	Samba 3			
Bossa-nova 1	Bossa-nova 2	Bossa-nova 3			

9

8 BEAT					
8 Beat 1	8 Beat 2	8 Beat 3	8 Beat 4	8 Beat 5	
Dance Pop 1	Dance Pop 2	Dance Pop 3	Dance Pop 4		

10

16 BEAT					
16Beat 1	16Beat 2	16Beat 3	16Beat 4	16Beat 5	
16Beat Funk 1	16Beat Funk 2	16Beat Funk 3			

11

USER RHYTHM					
USER 1	USER 2	USER 3	USER 4	A	B
USER 5	USER 6	USER 7	USER 8	C	D

Automatic Accompaniment — Auto Bass Chord

The Auto Bass Chord (A.B.C.) function works with the Rhythm section of the Electone to automatically produce chord and bass accompaniment as you play. It adds a entirely new dimension to your performance by effectively putting a full backing band at your disposal. Depending on the feature or mode selected, you can play anything from a single note to a full chord on the Lower keyboard and hear complete, rhythmical bass and chord accompaniment.

The A.B.C. accompaniment patterns have been specially programmed to match the style of the rhythm pattern selected, and accordingly, the accompaniment also changes to match the Fill In and Ending patterns. Four different types of accompaniment can be selected for each rhythm pattern, providing an exceptionally wide variety of styles and variations for adding spice to your musical arrangements.

There are three Auto Bass Chord modes — Single Finger, Fingered Chord and Custom A.B.C. — and they can be selected from either the Rhythm Condition page or the A.B.C./M.O.C. page.

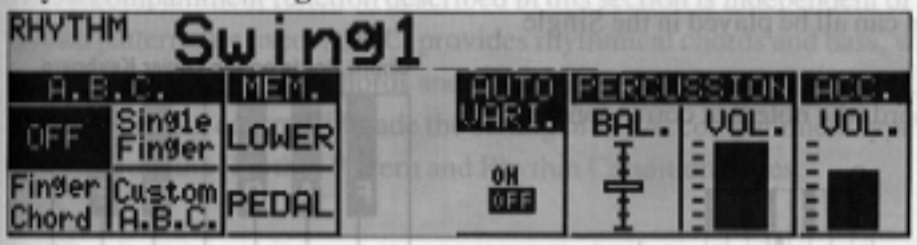
To select the A.B.C. function, call up the Rhythm Condition page:

From the Rhythm Pattern display, press the selected rhythm's button once again.

or

From any other display, press a Rhythm button twice.

Rhythm Condition Page



Auto Bass Chord

❶ Off

Cancels the Auto Bass Chord function.

❷ Single Finger Mode

The Single Finger mode provides the fastest and easiest means to obtain many different chord/bass combinations, by simply using one, or at most, two or three fingers to play the chords.

Refer to the chart below, Chords Recognized in the Single Finger Mode, for details on playing chords in this mode.

❸ Fingered Chord Mode

The Fingered Chord mode automatically produces bass and chord accompaniment for chords played in the Lower keyboard. It allows you to use a wider range of chord types than in the Single Finger mode. In the Fingered Chord mode, you play all the notes of the chord while the Auto Bass Chord function automatically selects the appropriate bass pattern.

Refer to the chart below, Chords Recognized in the Fingered Chord Mode, for details on playing chords in this mode.

❹ Custom A.B.C. Mode

The Custom A.B.C. mode is a slight variation on the Fingered Chord mode. It allows you to determine what bass notes will be played in the accompaniment by playing a note on the Pedalboard along with the chords you play in the Lower keyboard. In this way, you have greater control over the actual notes of the accompaniment and the freedom to use a wider variety of chords and voicings, yet are still able to take advantage of the automatic accompaniment capabilities of the Auto Bass Chord feature.

Memory

Memory

The Memory function allows you to have the bass and chord accompaniment continue even after you release your fingers from the keyboard. Independent Memory settings are available for the Lower keyboard and Pedalboard, making it possible, for example, to have the bass continue with the rhythm while the chord accompaniment "rests." The Memory function can also be used independently from the A.B.C. feature but is effective only when rhythm patterns are used.

Note: Auto Bass Chord functions can also be selected from the A.B.C./M.O.C. page. To select the A.B.C./M.O.C. page, press the A.B.C./M.O.C. button in the DISPLAY SELECT section.

❺ Lower

Selecting this keeps the chord accompaniment of the Lower Keyboard voices playing even after you release your fingers from the Lower keyboard.

❻ Pedal

Selecting this keeps the bass accompaniment of the Pedalboard voices playing even after you release your fingers from the Lower keyboard.

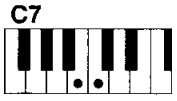
Chords Recognized in the Single Finger Mode (Key of C)

Major, minor, 7th and minor 7th chords can all be played in the Single Finger mode.

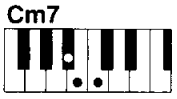
Major chords: Press the root of the chord (the note that corresponds to the chord's name).

Minor chords: Simultaneously press the root and any one black key to the left of it.

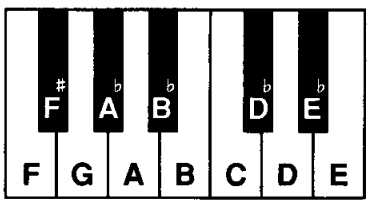
7th chords: Simultaneously press the root and any one white key to the left of it.



Minor 7th chords: Simultaneously press the root as well as any black key and any white key to the left of it.



Chord Roots on the Lower Keyboard



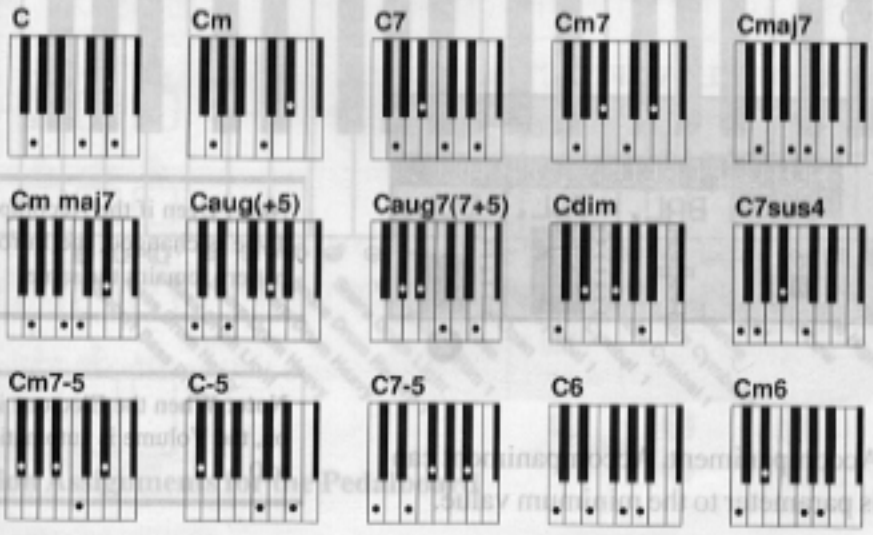
Note: Minor, 7th and minor 7th chords with black key roots (such as $B^{\flat}$ or $F^{\#}$) are played in the same way as those with white key roots.

Note: With Single Finger, the chord produced will sound in the same octave regardless of where it is played on the Lower keyboard.

PLAYING SINGLE FINGER CHORDS WITHOUT RHYTHM:
Auto Bass Chord is generally used with rhythm patterns to create full rhythmic accompaniment, but it can also be used in the Single Finger mode to add full continuous chords to your performance without the use of the rhythm. Simply leave the rhythm off in Single Finger mode, and play Single Finger chords from the Lower keyboard.

Note: If you forget to cancel the Single Finger or Fingered Chord accompaniment functions, single notes that you play will be sounded as continuous chords.

Chords Recognized in the Fingered Chord Mode (Key of C)

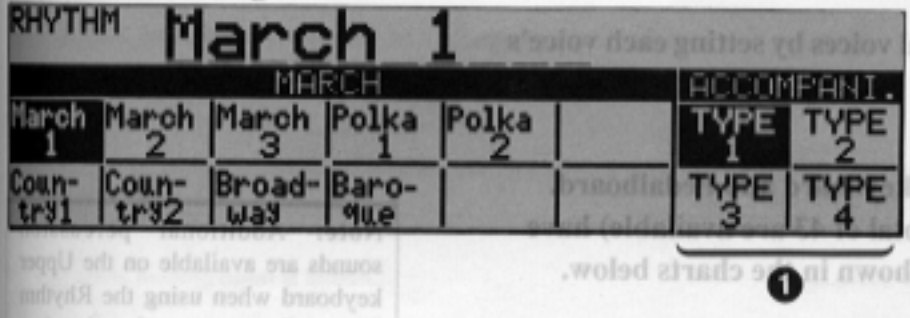


Accompaniment Controls

The Accompaniment function described in this section is independent of the A.B.C. accompaniment. When rhythm patterns are used, A.B.C. provides rhythmical chords and bass, while the Accompaniment of this section provides arpeggiated chords and other instrumental embellishments. Accompaniment controls include the setting of the Accompaniment type and its volume. These controls are selected from the Rhythm Pattern and Rhythm Condition pages.

To select the Accompaniment controls in the Rhythm Pattern page:
Press any of the RHYTHM buttons once.

Rhythm Pattern Page



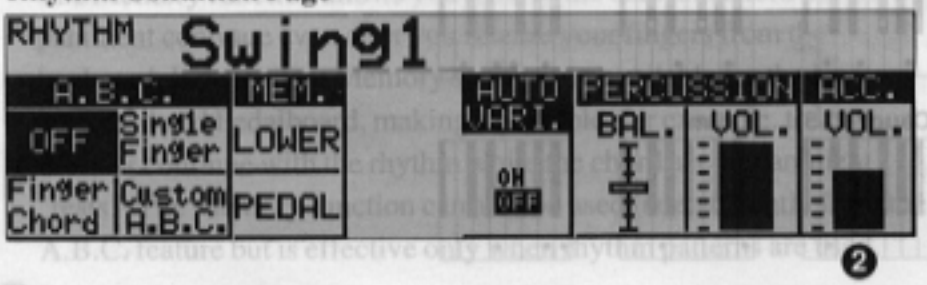
Accompaniment

❶ Type 1 - Type 4

These settings provide various types of rhythmic and melodic accompaniment, and generally become more complex according to the type number.

To turn the Accompaniment function off, press the Data Control button corresponding to the currently selected type. (When off, all types should appear in normal display.)

Rhythm Condition Page



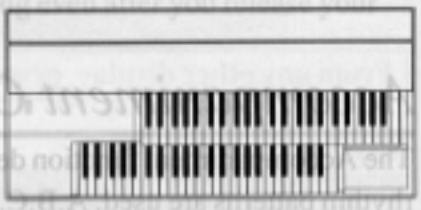
Note: Even if the Accompaniment Type is changed, the Intro/Ending pattern remains the same.

❷ Volume

Determines the volume of the Accompaniment. Accompaniment can also be turned off by setting this parameter to the minimum value.

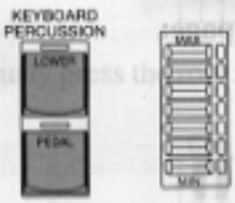
Note: When the Electone is turned on, the Volume is automatically set to 0.

Keyboard Percussion



To play the Keyboard Percussion sounds:

1. Turn on the Keyboard Percussion function by pressing either or both the LOWER and PEDAL buttons in the KEYBOARD PERCUSSION section. Keyboard Percussion switches for the Lower keyboard and Pedalboard can be used together or independently as you wish.



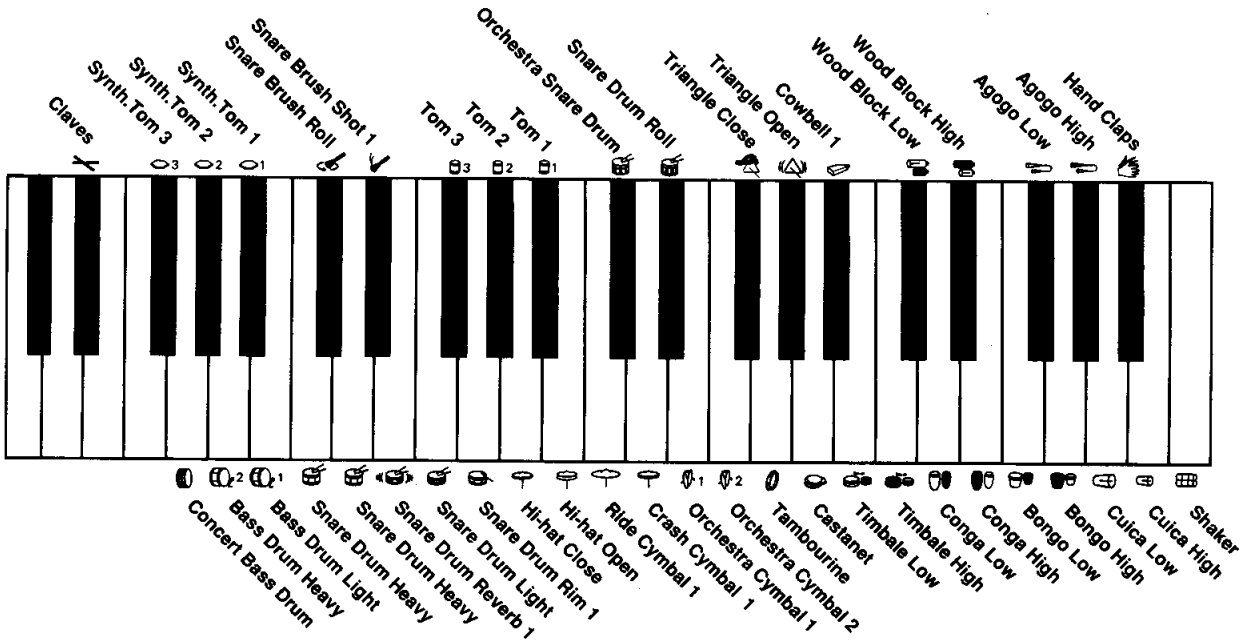
2. Set the volume. The volume of the percussion sounds is set together with that of the rhythm by using the VOLUME controls in the Rhythm section. Set the volume to the desired level.

3. Turn off all the Lower and Pedal voices by setting each voice's volume to MIN.

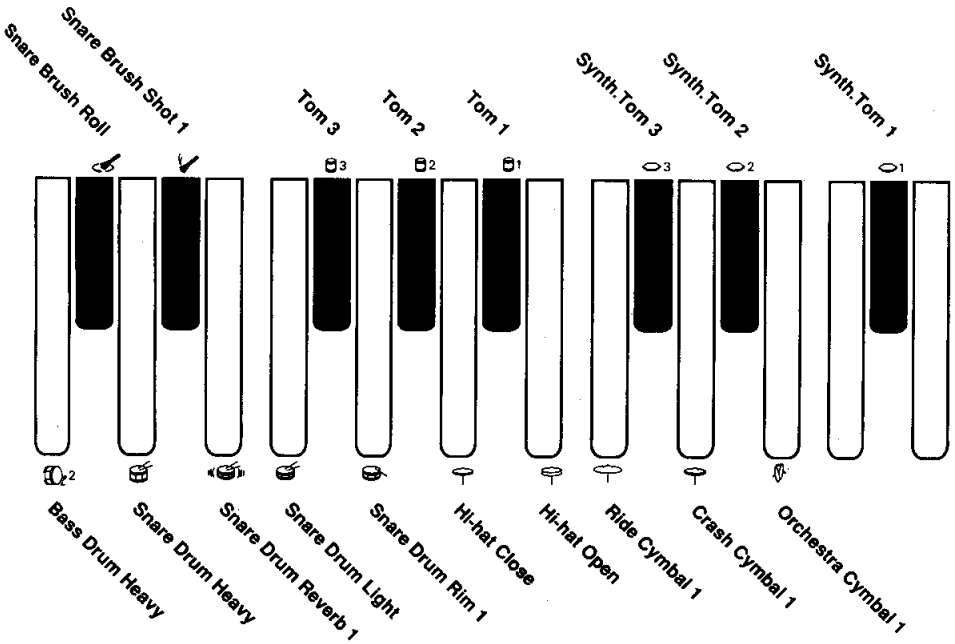
4. Play some notes on the Lower keyboard and Pedalboard. The various percussion sounds (a total of 43 are available) have been assigned to the keyboards as shown in the charts below.

Note: Additional percussion sounds are available on the Upper keyboard when using the Rhythm Pattern Programmer function (see p. 86).

Percussion Assignments for the Lower Keyboard



Percussion Assignments for the Pedalboard



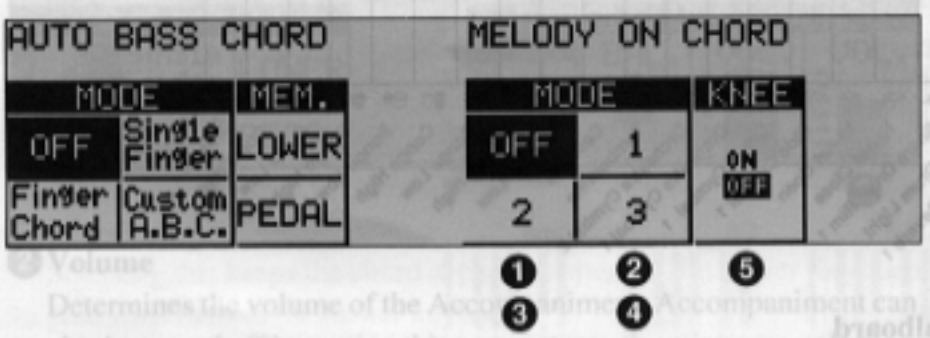
Melody On Chord

The Melody On Chord (M.O.C.) feature automatically adds a harmony part to the melodies you play on the Upper keyboard. The harmony is derived from the chords you play on the Lower keyboard — or from the chords that are played for you, if you use Automatic Accompaniment.

Melody On Chord has three different modes, each providing a different set of harmonies to accompany the melody played. The modes are selected from the A.B.C./M.O.C. page.

To select the M.O.C. function:
Press the A.B.C./M.O.C. button in the DISPLAY SELECT section.

Auto Bass Chord / Melody On Chord Page



Melody On Chord

❶ Off
Cancels the Melody On Chord function.

❷ Mode 1
Produces harmonies of up to two notes in a range close to the melody played.

❸ Mode 2
Produces harmonies of up to three notes in a range close to the melody played.

❹ Mode 3
Produces harmonies of up to three notes in a range relatively distant from the melody played.

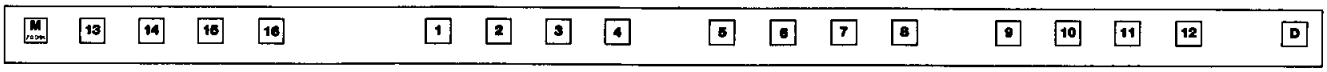
❺ Knee
On/off switch for knee lever control over Melody On Chord operation. To use the Melody On Chord function with knee lever control, first switch the Knee setting to ON, then select one of the three modes (described above). When the control is on, pressing the knee lever to the right activates the Melody On Chord function.

Note: Even when Melody On Chord is on, if the Upper Keyboard voices are set to 0, the Melody On Chord will not sound.

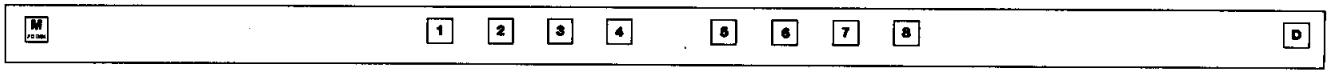
5 Registration Memory

Registration Memory allows you to store virtually all the settings you make on the panel and with the LCD, providing a convenient way to instantly change all voice settings and rhythms while you're playing, with the simple touch of a single button on the Registration Memory panel. The buttons are conveniently located between the Upper and Lower keyboards for easy access while playing.

EL-90



EL-70



Virtually all of the front panel settings and the functions and settings accessible from display pages, such as effects and accompaniment, can be memorized to Registration Memory.

Functions and settings that cannot be memorized are:
Mode in Reverb
Attack in Flute Voices
Registration Shift settings
Pitch/Transpose settings
Voice Edit settings (except for User voices currently assigned to the Dotted buttons)
Voice Disk voices
Rhythm Pattern Programmer patterns (except for User rhythm patterns currently assigned to the Dotted buttons)
Rhythm Sequences
MIDI settings

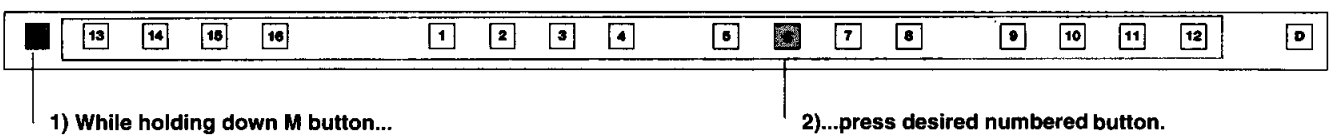
Saving Registrations

Newly created registrations you make can be saved to the Registration Memory panel buttons. All registrations in Registration Memory can also be saved to disk for future recall.

To store registrations to the Registration Memory:

1. After creating your original registration, decide which numbered button you wish to replace (1 - 16 on the EL-90, 1 - 8 on the EL-70).

2. While holding down the M (Memory) button in the Registration Memory section, press the numbered button to which you wish to save your registration.



When the registration is stored, the numbered button flashes momentarily.

To select registrations from Registration Memory:

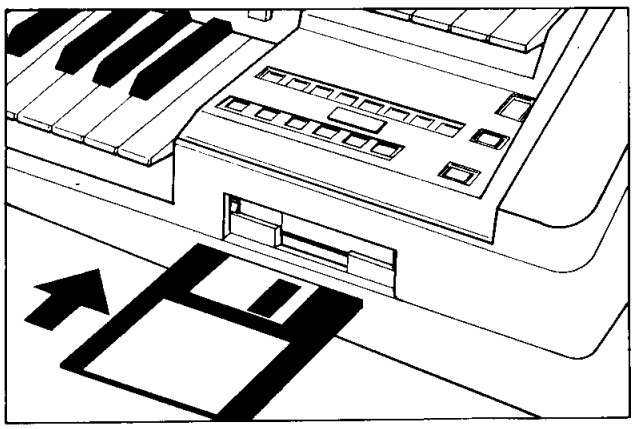
Simply press the numbered button that corresponds to the registration you wish to select.

Using the D (Disable) button:

Rhythm and automatic accompaniment patterns also change when you select different Registration Memory buttons. Pressing the D (Disable) button allows you to keep the same rhythm and accompaniment patterns throughout all your registration changes, or make your own rhythm pattern selections if you want to.

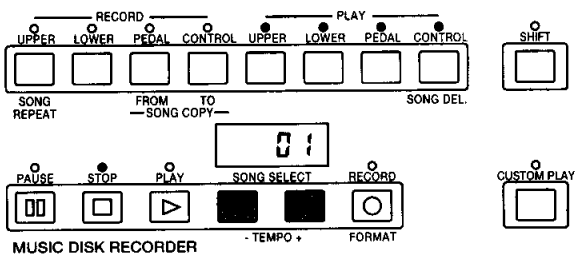
To store all registrations to disk:

1. Insert a formatted disk into the disk slot under the Music Disk Recorder (M.D.R.).



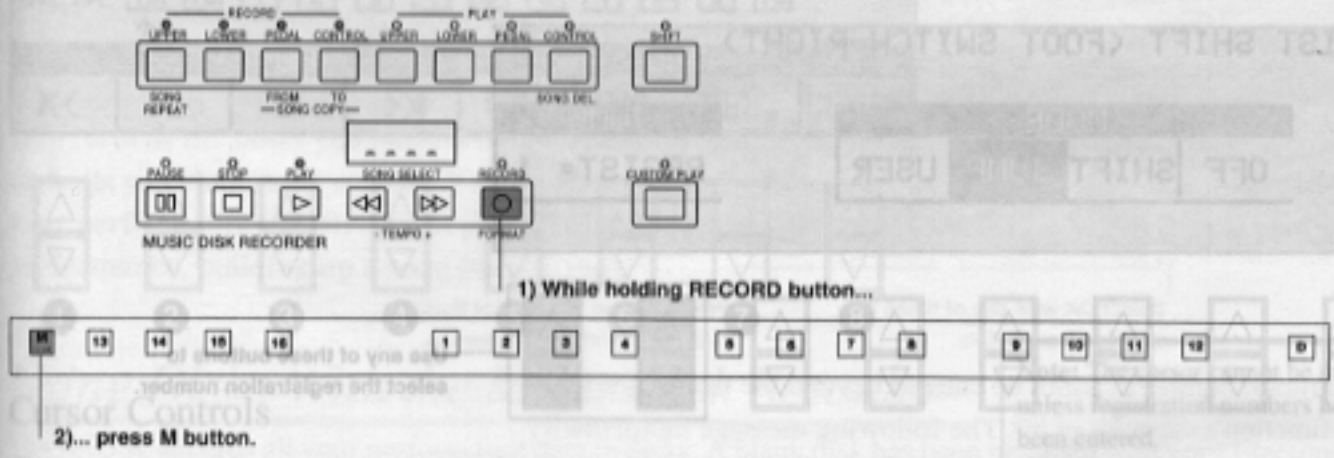
Make certain that the disk is either blank or has data you can erase. If the disk is new and unformatted, you will have to format it. Refer to the instructions Formatting a Disk in the Music Disk Recorder section. (See page 57.)

2. Select a song number on the M.D.R. by using the SONG SELECT buttons.



There are 40 songs, or memory locations, available on a single disk.

3. While holding down the RECORD button on the M.D.R., press the M (Memory) button in Registration Memory.



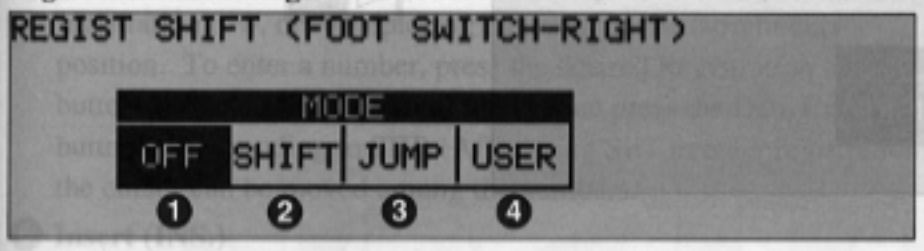
This operation saves all 16 registrations (8 on the EL-70) in Registration Memory to one song. The other 39 available songs on the disk can be used for saving additional batches of 16 registrations.

Registration Shift

The Registration Shift function allows you to change registrations on the Registration Panel without taking your hands from the keyboards. By using the right footswitch on the expression pedal, you can "jump" to a specified registration or step through the panel registrations in sequence, either in numeric order or in any order you specify. Registration Shift has three modes: Shift, Jump and User.

To select the Registration Shift functions:
Press the REGIST SHIFT button in the DISPLAY SELECT section.

Registration Shift Page

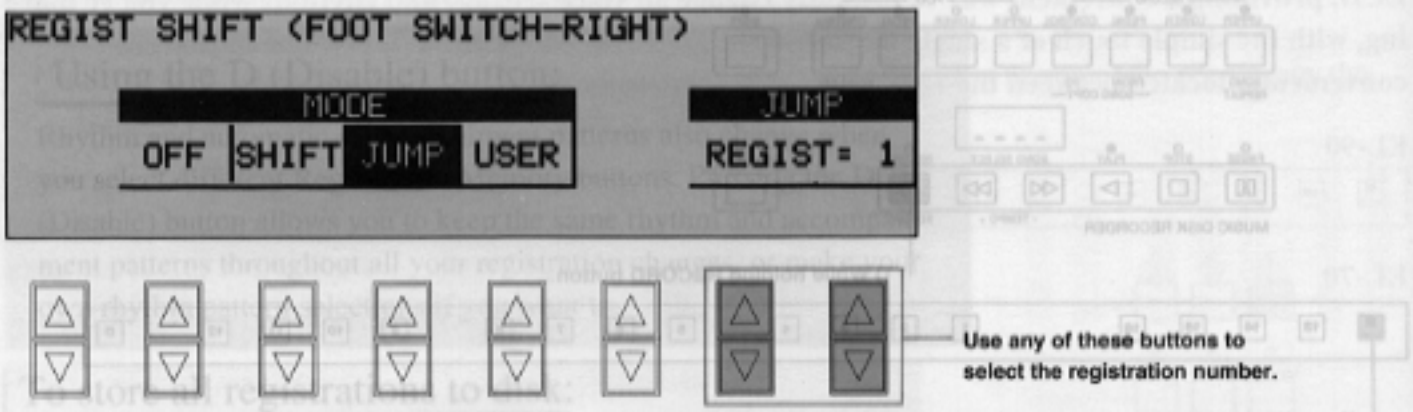


❶ Off
Turns off the Registration Shift assignment.

❷ Shift
Selection of the Shift mode. In the SHIFT mode, each press of the footswitch selects the Registration Memory presets in their numerical order. After the last preset is reached, the function "wraps around" to select the first preset again. The numbered buttons light up as they are selected.

❸ Jump
Selection of the Jump mode. In the Jump mode, each press of the right footswitch selects a specified panel registration.

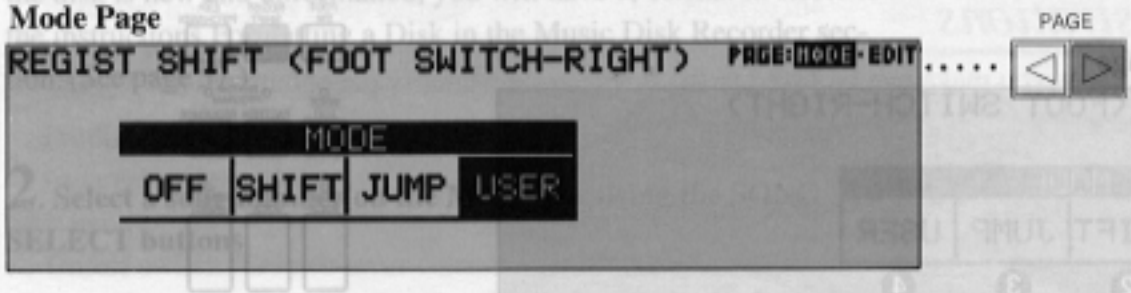
To set the Jump mode function:
Select JUMP in the Registration Shift page, then enter the desired registration number.



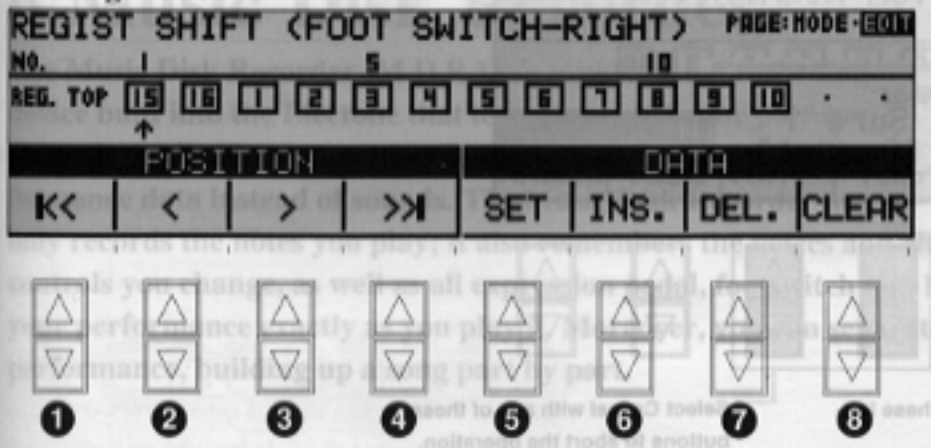
❹ **User**
Selection of the User mode. In the User mode, each press of the right footswitch selects registrations according to the order you specify.
To set the User mode function: Select USER in the Registration Shift page, then select the EDIT page.

There are two pages in the User mode, Mode and Edit. Select the Edit page to program the desired sequence.

Mode Page



Edit Page



Note: The cursor cannot be moved unless registration numbers have been entered.

Note: Though about 15 Registration Shift steps are shown in the display at one time, up to 80 steps can be memorized; use the cursor controls to access the undisplayed steps.

Cursor Controls

The cursor controls are used to move the cursor (the arrow in the display) along the registration row in the display. Entered registration numbers are shown in boxes, while the numbers in the row above indicate the number of successive presses of the right footswitch. Move the cursor to the point you wish to edit.

1. K< — Moves the cursor to the first position.
2. < — Moves the cursor one step to the left.
3. > — Moves the cursor one step to the right.
4. >>I — Moves the cursor to the last position.

Data Controls

The data controls are used to enter and delete registration numbers in the registration row. Move the cursor to the desired position and edit the registration data.

5. **Set**

   For initially entering a registration number to a blank space in the registration row, or for replacing a number at the current cursor position. To enter a number, press the desired Registration Memory button (the selected button will light), then press the Data Control button corresponding to SET. After using SET to enter registrations, the cursor can be moved among the numbers.

6. **Insert (INS.)**

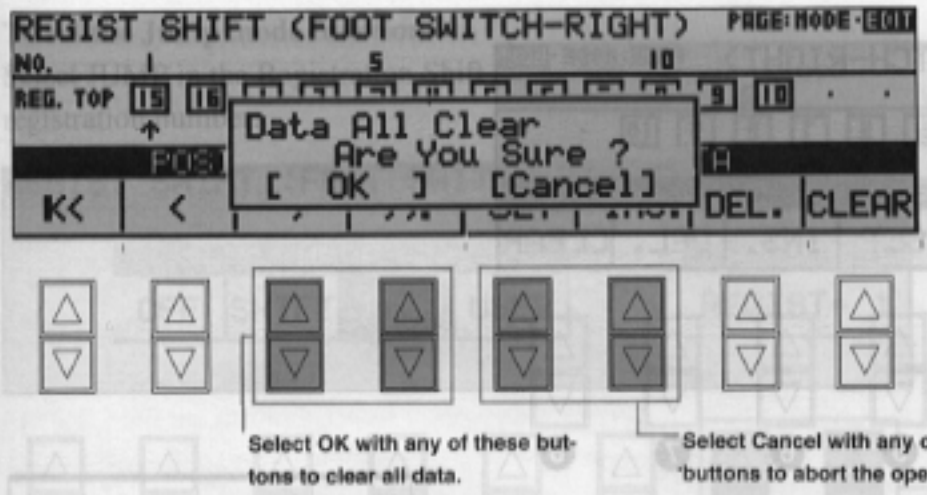
   For inserting a registration number at the current cursor position. The new registration number is inserted at the cursor position and all other numbers to the right of the cursor are moved to accommodate the new number. To perform the operation, first move the cursor to a numbered position. Then press the desired Registration Memory button (the selected button will light), and press the Data Control button corresponding to INS.

7. **Delete (DEL.)**

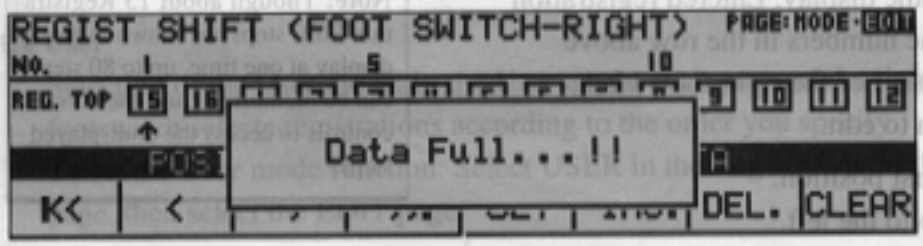
   For deleting a registration number at the current cursor position.

8. **Clear**

   For erasing all current user Registration Shift settings. After selecting CLEAR, the following display appears:



Registration numbers cannot be entered beyond the the Registration Shift function's capacity of 80. The following message momentarily appears when the 80 spaces have been filled:



First delete unnecessary registrations, then perform the operation again.

Resetting the Registration Memory Buttons (Power On Reset)

All current registrations can be deleted at once by using the Power On Reset function. This replaces the registrations you stored with the preset registrations loaded at the factory. To do this:

1. Turn off the power.

2. While holding down the top left Data Control button, turn the power back on.

Be careful when using this operation, since it erases all your Registration Memory settings.

Turning the Electone off erases all panel settings you have made. When the Electone is turned on, Basic Registration 1 is automatically selected. If you have made panel settings you wish to keep, save them to Registration Memory (see p. 50) before turning the Electone off. You can, however, restore the panel settings that were made before the Electone was last turned off. In doing this, first be careful NOT to press any panel buttons (excepting those in Basic Registration) after you turn the Electone back on. Then, to restore the previous settings, hold down the M(Memory) button and press D(Disable) button.