



WELCOME TO THE MUSICAL WORLD OF YAMAHA

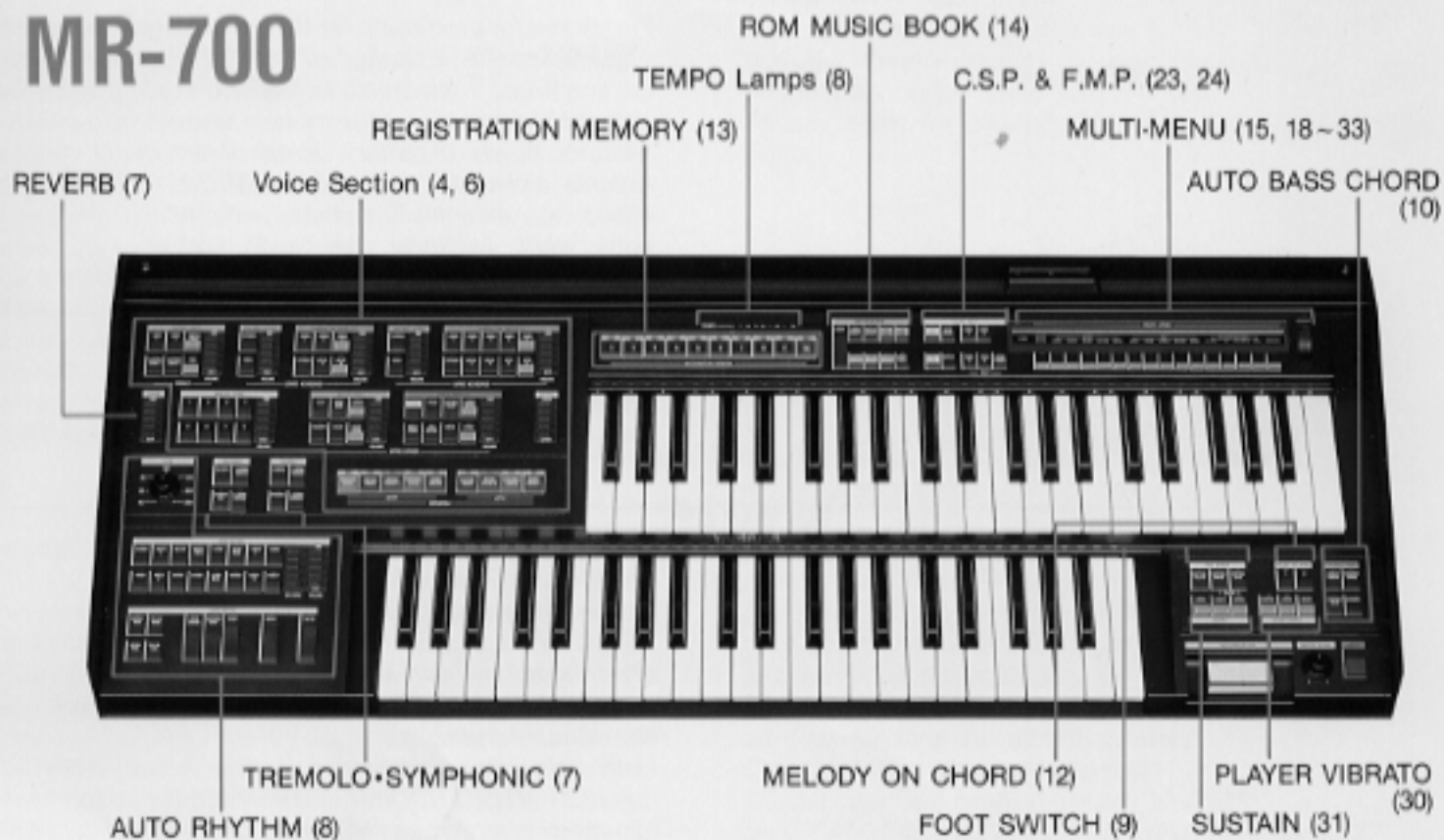
WILLKOMMEN IN DER MUSIKALISCHEN WELT VON YAMAHA

UNE ENTREE TRIOMPHALE DANS L'UNIVERS DE LA MUSIQUE

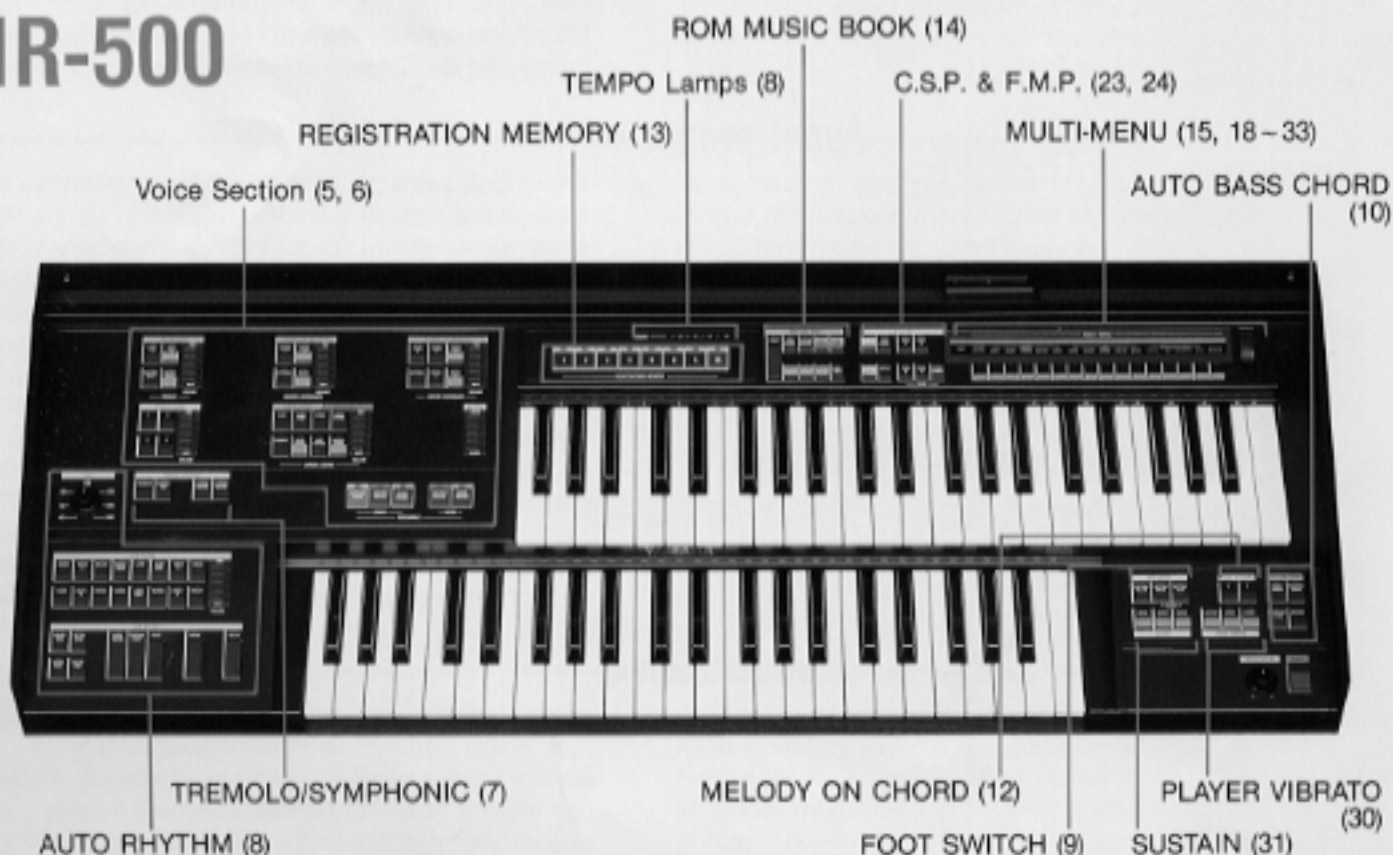
BIENVENIDO AL MUNDO MUSICAL DE YAMAHA

**YAMAHA ELECTONE®**

# MR-700



# MR-500



●The numbers in brackets indicate the pages in this manual where you will find an explanation of these parts and features.

●Die in Klammern angegebenen Zahlen beziehen sich auf die Seiten in dieser Bedienungsanleitung, auf denen Sie die Erklärung der betreffenden Teile und Funktionen finden.

●On trouvera de plus amples renseignements sur ces commandes et caractéristiques en consultant les pages indiquées entre parenthèses.

●Los números entre corchetes indican las páginas de este manual en las que encontrará las explicaciones sobre estas partes y características.

## Introduction ●

*Thank you for purchasing an MR-Series Yamaha Electone. The MR-Series is a totally new kind of Electone, utilizing the very latest in electronic technology, made possible by Yamaha's experience as a musical instrument manufacturer for nearly a century. Some of the many exciting features included are the ROM MUSIC BOOK which allows you to enjoy automatic performances and play parts while following the Guide Lamps, the Chord Sequence Programmer which lets you preprogram the accompaniment (CHORDS/BASS) before you actually begin to play the melody, the Full Music Programmer which enables you to record and play back your own performances on the Upper, Lower and Pedal Keyboards independent of each other, and the Registration Memory System*

## Vorwort ●

*Wir danken Ihnen, daß Sie sich für eine Yamaha Electone der MR-Serie entschieden haben.*

*Bei den Modellen der MR-Serie handelt es sich um eine völlig neue Art von Electone. Yamaha hat hier sowohl das Allerneueste an elektronischer Technik eingesetzt als auch seine fast hundertjährige Erfahrung als Hersteller hochwertiger Musikinstrumente.*

*Unter den vielen aufregenden Besonderheiten finden Sie das ROM MUSIC BOOK, mit dem Sie automatische Aufführungen genießen können. Außerdem können Sie dazu Teile von Musikstücken spielen, indem Sie sich an die Führungslampen halten. Weiterhin finden Sie die Funktion Chord Sequence Programmer (Akkordfolge-Programmierer), mit der Sie die Begleitung (Akkorde und Baß) vorprogram-*

## Avant-propos ●

*Avant tout, merci pour avoir porté votre choix sur un Electone Yamaha de la série MR.*

*Dernière née parmi les séries d'Electone, la série MR qui recèle tous les secrets de la technologie électronique la plus évoluée, bénéficie aussi de l'expérience accumulée par Yamaha depuis presque 100 ans. On relève sur ces instruments tout une gamme de caractéristiques exclusives, à savoir: la ROM MUSIC BOOK qui met à votre portée les arrangements automatiques les plus divers et vous permet de jouer en suivant les indications fournies par des lampions de guidage, le programmeur de séquence d'accords qui offre la possibilité de programmer des accompagnements (CHORD/BASS) avant d'attaquer la mélodie, le programmeur musical universel qui rend possible l'enre-*

## Introducción ●

*Gracias por haber adquirido un Electone Yamaha de la serie MR.*

*La MR es una serie completamente nueva de Electones que utilizan lo último en tecnología electrónica, y que ha sido posible gracias a la experiencia de Yamaha como fabricante de instrumentos musicales durante cerca de un siglo. Algunas de las muchas excitantes características incluidas son la cápsula ROM MUSIC BOOK, que le permitirá disfrutar de ejecuciones automáticas y tocar partes siguiendo las lámparas guía, el programador de secuencias de acordes, con el que podrá memorizar el acompañamiento (CHORD/BASS) antes de comenzar a tocar la melodía, el programador musical completo, que le permitirá grabar y reproducir sus propias ejecuciones en los tecla-*

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which allows you to memorize voice, volume and rhythm selections as well as all the necessary effects and have these settings available for instant access. Thanks to these outstanding features, your playing potential becomes almost limitless. In addition, the basic performance features such as sound authenticity, auto rhythm and auto accompaniment functions have also been greatly improved, providing you with an instrument which offers you whole new worlds of musical expression.

This manual has been designed to help you get acquainted with your MR-Series Electone and to make its fascinating possibilities easily within your reach. We recommend that you actually sit at your Electone while carefully reviewing these materials.

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mieren können, ehe Sie die Melodie zu spielen beginnen, den Full Music Programmer (Musik-Gesamtprogrammierer), der es Ihnen ermöglicht, Ihre eigenen Aufführungen auf dem oberen und unteren Manual sowie auf den Pedalen unabhängig voneinander aufzunehmen und wiederzugeben und das Registration Memory System (Registrierspeicher-System), mit dem Sie Stimme, Lautstärke sowie die Wahl des Rhythmus sowie alle notwendigen Effekte speichern und auf Tastendruck jederzeit sofort abrufen können. Dank dieser hervorragenden Besonderheiten haben Sie nun praktisch unbegrenzte Spielmöglichkeiten. Zudem ist die grundlegende Leistung dieser Electones, etwa im Hinblick auf Klanglichkeit oder die Funktionen Auto Rhythmus und Automatische Begleitung, ebenfalls wesentlich

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gissement et la lecture de vos propres performances sur les claviers supérieur et inférieur et sur le pédalier, indépendamment les uns des autres, le système à registre de mémoire pour la mise en mémoire des tonalités, du volume et des sélections de rythme, ainsi que tous les effets nécessaires, sans compter que tous ces réglages sont instantanément accessibles! Autant de fonctions qui représentent un potentiel de reproduction sonore quasi-illimité.

Le présent manuel a été rédigé à l'attention de ceux qui seront appelés à jouer sur un Electone de la série MR, et qui souhaitent en acquérir une connaissance précise. Une règle d'or: ne séparez jamais l'étude de la pratique. Asseyez-vous donc au clavier, et feuillotez attentivement les pages de ce manuel.

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dos superior, inferior, y de pedales independientemente entre sí, y el sistema memorizador de registros, que le permitirá memorizar voces, niveles de volumen, y selecciones rítmicas, así como todos los efectos necesarios y poder utilizar instantáneamente estos ajustes en el momento que lo desee. Gracias a estas excelentes características, su potencial como organista será prácticamente ilimitado. Además se han mejorado enormemente las características básicas de ejecución, tales como autenticidad del sonido, y funciones de ritmo y acompañamiento automático, para ofrecerle un instrumento que le brindará todo un nuevo mundo de expresión musical.

Este manual ha sido diseñado para ayudarle a familiarizarse con su Electone de la serie MR y para poner sus fas-

Before you begin, take a moment to read the Installation and Maintenance sections on page 2, which contain important information about your Electone.

Thanks again for choosing Yamaha. Your fun has just begun!

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verbessert worden. Diese Instrumente ermöglichen Ihnen deshalb ganz neue Welten des musikalischen Ausdrucks. Diese Bedienungsanleitung soll Ihnen dabei helfen ihre neue Electone der MR-Serie kennenzulernen und Ihnen die faszinierenden Möglichkeiten, die sie Ihnen bietet, noch leichter zugänglich zu machen. Wir empfehlen Ihnen, sich an Ihre Electone zu setzen, während Sie den Inhalt dieser Anleitung genau durchgehen.

Ehe Sie beginnen, nehmen Sie sich bitte die Zeit und lesen Sie die Abschnitte über Aufstellung und Wartung auf Seite 2. Sie enthalten wichtige Informationen über Ihre Electone. Wir danken Ihnen nochmals für Ihre Wahl eines Instruments von Yamaha und wünschen Ihnen viel Spaß.

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Mais avant toute chose, consacrez quelques instants à la lecture des sections d'installation et d'entretien de la page 2 qui renferment un certain nombre de précautions très importantes relatives à l'Electone.

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cinantes posibilidades al alcance fácil de sus manos. Le recomendamos que lea cuidadosamente este manual sentido ante su Electone. Antes de comenzar, consulte las secciones de Instalación y Mantenimiento de la página 2, porque contienen información importante sobre su Electone.

Gracias de nuevo por haber elegido Yamaha, y ¡diviértase!

## Contents

	Page
<b>I. Before Playing</b>	
•Installation and Maintenance.....	2
<b>II. The Basic Features of Your Electone</b>	
1. First, Let's Produce Some Sounds.....	3
2. Now, Let's Create Some Registrations .....	4
3. Using Effects for an Even Richer Sound .....	7
4. Adding Rhythm .....	8
5. Having Fun With Automatic Accompaniment .....	10
6. Harmonizing the Melody .....	12
7. Memorizing Your Favorite Registrations.....	13
<b>III. How To Enjoy the ROM MUSIC BOOK .....</b>	<b>14</b>

<b>IV. What Multi Menu Can Do For You</b>	
1. You Can Recall 16 Different Registrations.....	18
2. Programming the Accompaniment .....	19
3. Recording and Playing Back a Performance .....	24
4. 28 Additional Voices Can Be Transferred To The Control Panel.....	29
5. You Can Also Memorize Vibrato and Sustain Effects .....	30
6. Transposing and Changing Pitch.....	31
7. Transferring Memorized Information to a Pack or Cassette .....	32
<b>V. Useful Information</b>	
•Accessory Jacks .....	34
•Electromagnetic Interference .....	34
•Troubleshooting.....	35
•Specifications.....	36
■FCC Certification (USA).....	37

## Inhaltsverzeichnis

	Seite
<b>I. Ehe Sie Zu Spielen Beginnen</b>	
•Aufbau und Instandhaltung.....	2
<b>II. Grundfunktionen Ihrer Electone</b>	
1. Zunächst wollen wir einige Töne erzeugen .....	3
2. Lassen Sie uns nun einige RegisterEinstellungen vornehmen .....	4
3. Einsatz von Effekten für ein noch reichhaltigeres Klangbild.....	7
4. Einsatz der Rhythmus-Einrichtung.....	8
5. Spielvergnügen mit der automatischen Begleitung .....	10
6. Harmonisierung der Melodie.....	12
7. Speicherung Ihrer Lieblings- RegisterEinstellungen .....	13
<b>III. Verwendung Des ROM MUSIC BOOK.....</b>	<b>14</b>

<b>IV. Welche Vorteile bietet Ihnen Multi Menu</b>	
1. Sie können 16 verschiedene RegisterEinstellungen abrufen .....	18
2. Programmierung der Begleitung .....	19
3. Aufnahme und Wiedergabe einer Darbietung.....	24
4. Auf das Bedienungsfeld können 28 zusätzliche Stimmen übertragen werden .....	29
5. Sie können auch Vibrato- und Sustain-Effekte speichern.....	30
6. Transponieren und Tonhöhen-Änderung .....	31
7. Übertragen gespeicherter Informationen auf ein Speicher-Pack oder auf Tonband-Cassette .....	32
<b>V. Nützliche Informationen</b>	
•Buchsen für Zusatzgeräte .....	34
•Elektromagnetische Interferenzen.....	34
•Störungsbeseitigung .....	35
•Technische Daten.....	36

## Table des matières

	Page
<b>I. Avant de jouer</b>	
•Installation et entretien .....	2
<b>II. Fonctions principales de l'Electone</b>	
1. Premiers pas dans la production sonore.....	3
2. Création de registres .....	4
3. Création de quelques effets.....	7
4. Intervention du rythme .....	8
5. Les prodiges de l'accompagnement automatique .....	10
6. Harmonisation de la mélodie.....	12
7. Sauvegarde des registres favoris.....	13
<b>III. Utilisation de la ROM MUSIC BOOK.....</b>	<b>14</b>

<b>IV. Ce que le Multi Menu vous apprend</b>	
1. Rappels de 16 registres différents.....	18
2. Programmation de l'accompagnement.....	19
3. Enregistrement et reproduction d'un air de musique .....	24
4. Possibilité de transférer 28 sonorités de plus sur le panneau de commande.....	29
5. Possibilité de sauvegarder les effets de soutien et de vibration .....	30
6. Transposition et changement de ton.....	31
7. Transfert d'informations mémorisées sur un accu mémoire ou une cassette.....	32
<b>V. Informations diverses</b>	
•Prises de raccordement.....	34
•Interférence électromagnétique.....	34
•Dépistage des pannes .....	35
•Spécifications.....	36

## Índice

	Página
<b>I. Antes de empezar a tocar</b>	
•Instalación y mantenimiento.....	2
<b>II. Características básicas de su Electone</b>	
1. Antes de nada, produzcamos algunos sonidos ....	3
2. Ahora, creemos algunos registros.....	4
3. Utilización de efectos para lograr un sonido más rico todavía.....	7
4. Adición de ritmos .....	8
5. Utilización del acompañamiento automático.....	10
6. Armonización de melodías.....	12
7. Memorización de sus registros favoritos .....	13

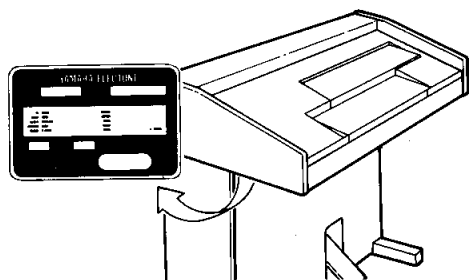
<b>III. Cómo disfrutar de la cápsula ROM MUSIC BOOK ...</b>	<b>14</b>
<b>IV. Lo que el menú múltiple puede hacer por usted</b>	
1. Usted puede utilizar 16 registros diferentes .....	18
2. Programación de acompañamientos.....	19
3. Grabación y reproducción de ejecuciones.....	24
4. Al panel de control pueden transferirse 28 voces adicionales .....	29
5. Usted también puede memorizar efectos de vibrato y sostenido.....	30
6. Transposición y cambio de diapasón.....	31
7. Transferencia de información memorizada a un cartucho RAM o a un casete .....	32
<b>V. Información útil</b>	
•Tomas para accesorios.....	34
•Interferencia electromagnética.....	34
•Solución de problemas .....	35
•Especificaciones.....	36

## INSTALLATION AND MAINTENANCE

Your new Electone does not require professional installation or routine maintenance. However, it is IMPORTANT that you be aware of the following:

### ■ INSTALLATION

1. **WARNING:** Do not allow your Electone or its bench to rest on or be installed over power cords of any type. An electrical shock and/or fire hazard could possibly result from this type of improper installation
2. **WARNING:** Do not place objects on your Electone power cord or place it in a position where anyone could trip over, walk on or roll anything over it. An improper installation of this type creates a personal injury/fire hazard possibility.
3. **Main Power Supply Verification:** Your Electone has been manufactured specifically for the main supply voltages used in your area. If you should move, or if any doubt exists, please consult your local authorized Electone dealer for instructions. The main supply voltage is printed on the name plate.



4. **Environment:** Your Electone should not be installed in a position that exposes the cabinet to direct sunlight or air currents having high humidity or heat levels. This type of installation can cause contact oxidation, case joint separation, and cabinet finish problems.
5. **Vinyl Products:** Do not set vinyl items, (i.e., headphones, vinyl doilies, etc.) on the finished surfaces of your Electone or use a polyvinyl material to cover the unit for any extended period of time. A chemical reaction may occur between the finish chemical and those contained in the polyvinyl products resulting in a permanent marring of the finish.
6. **Top Cover** The top cover was not designed to support decorative items, nor to withstand substantial pressure. Do not permit anyone to sit, lean or climb on this assembly.
7. **Electromagnetic Interference (RFI):** Your Electone has been type tested and found to comply with all applicable regulations. However, if it is installed in the immediate proximity of other electronic devices, some form of interference may occur.

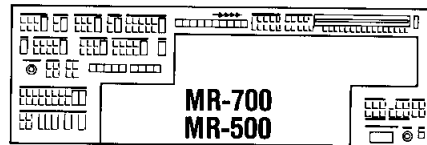
### ■ MAINTENANCE

1. **SERVICE:** Your Electone contains no user serviceable components. Refer all service to qualified service technicians only.
2. **BENCH STRUCTURAL INTEGRITY:** If any motion or an "unsteady" sensation is noted in the bench, please check its structural integrity immediately. Discontinue use until any and all discrepancies are resolved. The bench was designed for seating only. No other applications are recommended.
3. **POWER:** When not in use, always turn your Electone "OFF".
4. **CLEANING/CARE**
  - A) **GENERAL:** DO NOT use chemically harsh (i.e., alcohol, paint thinners, etc.) or abrasive cleaners on any portion of your Electone.
  - B) **KEYS/CONTROL PANEL:** When cleaning the keys and control panels of your Electone please use a soft absorbent-type cloth that has been dampened with a very mild solution of liquid soap and lukewarm water.
  - C) **CABINET/BENCH:** Clean the cabinet portions of your Electone with a slightly dampened cloth containing a neutral cleaning agent. The cleaning agent selected should not contain a high wax content or any other substance that would have a tendency to form a "build-up" on the cabinet.

**IMPORTANT NOTICE:** This product has been tested and approved by independent safety testing laboratories in order that you may be sure that when it is properly installed and used in its normal and customary manner, all foreseeable risks have been eliminated. DO NOT modify this unit or commission others to do so unless specifically authorized by the manufacturer. Product performance and/or safety standards may be diminished. Claims filed under the expressed warranty terms may be denied if the unit is/has been modified. The warranty of title (patent infringement, etc.) will not be defended by the manufacturer in the area(s) that relate to the modification. Implied warranties may also be affected.

## II. The Basic Features of Your Electone

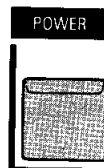
# 1. First, Let's Produce Some Sounds



## POWER/MASTER VOLUME/EXPRESSION PEDAL

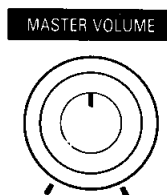
First of all, make sure that the plug is firmly inserted in the wall power outlet, then:

### 1 Turn the Electone on by pressing the POWER SWITCH.



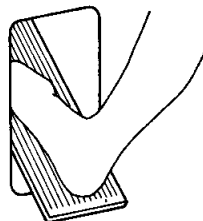
### 2 Set the MASTER VOLUME control.

This control lets you adjust the overall volume of your instrument. For now, place it in about a 12:00 position.



### 3 Place your right foot on the EXPRESSION PEDAL, which controls the overall volume while playing, for increased musical expression.

Push forward with your toes to make it louder, and back with your heel to make it softer.



### 4 Select a registration.

(The illustration shows the MR-700 )



This is the REGISTRATION MEMORY section which provides you with 8 complete registrations for all keyboards at the touch of a single button. Press any one of these buttons (numbered 1, 2, 3...). (See page 13 for additional details.)

### 5 Play some notes.

Now press some notes on the upper, lower and pedal keyboard. Before doing so, please switch off the Single Finger button on the right panel. You will hear some of the sounds available on your new Electone.



#### [Check for correct power voltage]

The correct voltage is indicated on the nameplate under the lower keyboard. Check to see if this voltage is the same as that which is used in your area. If any doubt exists, or if you should move, please consult your local Yamaha dealer for instructions.

#### [Memory when power is off]

At the time the power is turned off, the control panel setting (Registration) will be stored in memory. The same registration will automatically be recalled when the power is again turned on.

- The 8 REGISTRATION MEMORY buttons were programmed before shipment by using the first 8 sounds in the "REGISTRATION MENU" section of your Multi Menu. (See page 18 for details.)

#### [Number of notes able to be produced on each keyboard]

##### Upper/Lower keyboard (MR-700):

Up to 7 notes can be played simultaneously on each keyboard.

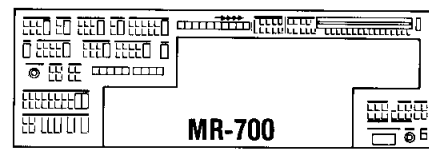
##### Upper/Lower keyboard (MR-500):

Up to 6 notes can be played simultaneously on each keyboard.

##### Pedal keyboard and Custom Voices:

Normally, only one note can be played at a time. When more than two notes are played at the same time, the note farthest to the right has priority. (When the Custom Voices are used alone on the upper or lower keyboard, and more than one note is played, the last note pressed will be heard.)

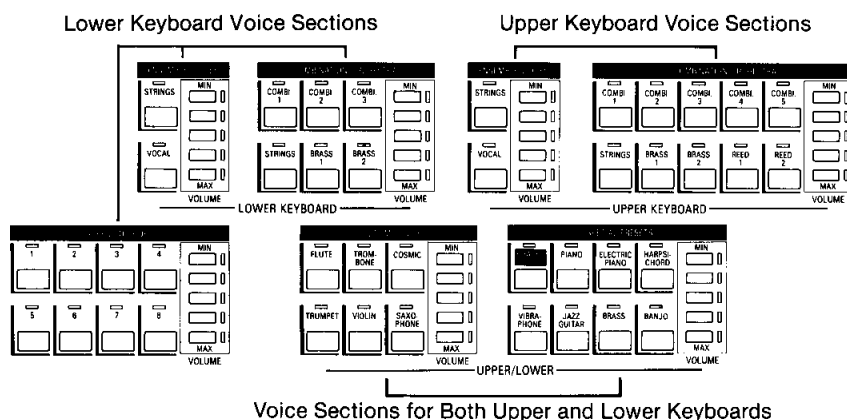
# 2. Now, Let's Create Some Registrations



## Upper and Lower Keyboard Voices (MR-700)

The MR-700 has 2 voice sections for use with the upper keyboard, 3 voice sections for the lower keyboard and 2 voice sections which can be used on either the upper or the lower keyboard.

### 1 Choose one sound from each section.

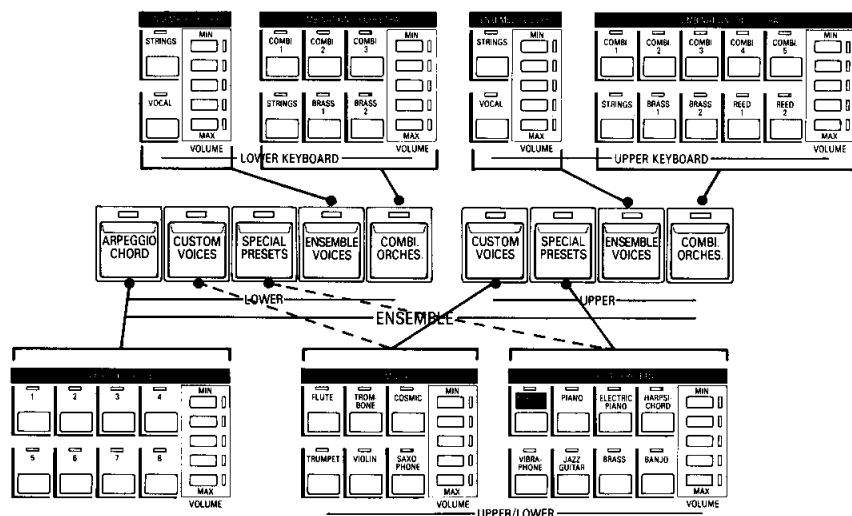


### 2 Set the volume.

Please set the volume to the desired level for each of these sections. Your Electone lets you select one of five volume levels—the top one (MIN) being the softest and the bottom one (MAX) being the loudest.



### 3 Press the desired ENSEMBLE buttons.



The Ensemble Section is your "Control Center" for upper and lower keyboard sounds. Referring to the illustration above, press the buttons which correspond to the voice sections you now want to use. It is possible to combine sections by pressing more than one button for each keyboard.

### 4 Play the upper and lower keyboards.

Experiment with the wide range of possibilities made available by merely changing to other Ensemble combinations.

#### [Characteristics of Each Voice Section]

**COMBINATION/ORCHESTRA:** This voice section consists of two groups of sounds. The Combination group provides a variety of organ sounds, while the Orchestra group recreates the major instrumental sections of an orchestra.

**ENSEMBLE VOICES:** Allows you to choose between the rich sound of a string ensemble and a human chorus.

**SPECIAL PRESETS:** This voice section contains some of the more percussive instrument sounds, including piano and jazz guitar.

**CUSTOM VOICES:** This section contains solo instruments such as flute, saxophone and trombone. These sounds are monophonic, which means that only one note may be played at any given time.

**ARPEGGIO CHORD:** This section offers rhythmic accompaniment (both chords and arpeggios) in synchronization with the rhythm. (See page 6.)

#### [Sounds Preset in Combination]

##### (Upper)

- Combi. 1: Principal (Basic organ)
- Combi. 2: Flute 8'
- Combi. 3: Full organ
- Combi. 4: Jazz organ 1
- Combi. 5: Jazz organ 2

##### (Lower)

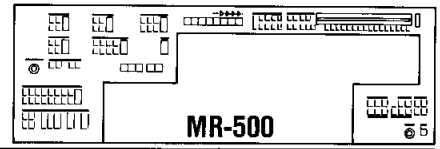
- Combi. 1: Principal (Basic organ)
- Combi. 2: Flute 8'
- Combi. 3: Full organ

#### [PHASER]

This effect can be used only with the Special Presets. It provides a mildly "electronic" sound and adds another dimension to your performance.

- Sounds from Voice Menus 1 + 2 can be transferred from the Multi Menu to any of the grey buttons in the voice sections. (See page 29 for details.)

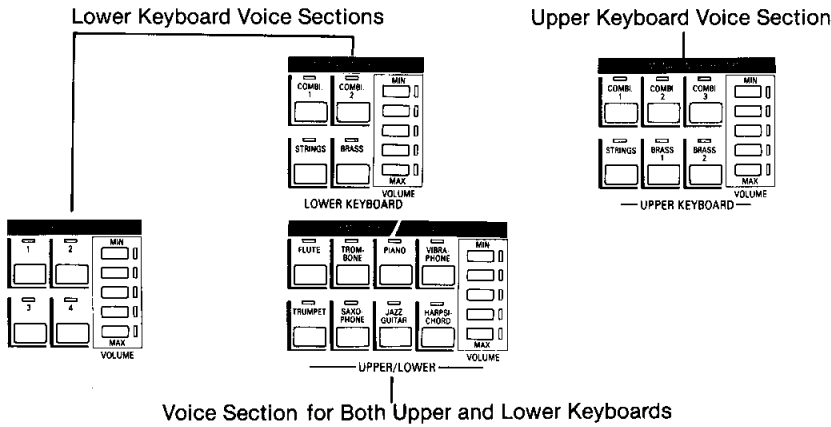




# Upper and Lower Keyboard Voices (MR-500)

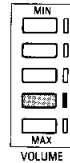
The MR-500 has 1 voice section for use with the upper keyboard, 2 voice sections for the lower keyboard and 1 voice section which can be used on either the upper or the lower keyboard.

## 1 Choose one sound from each section.

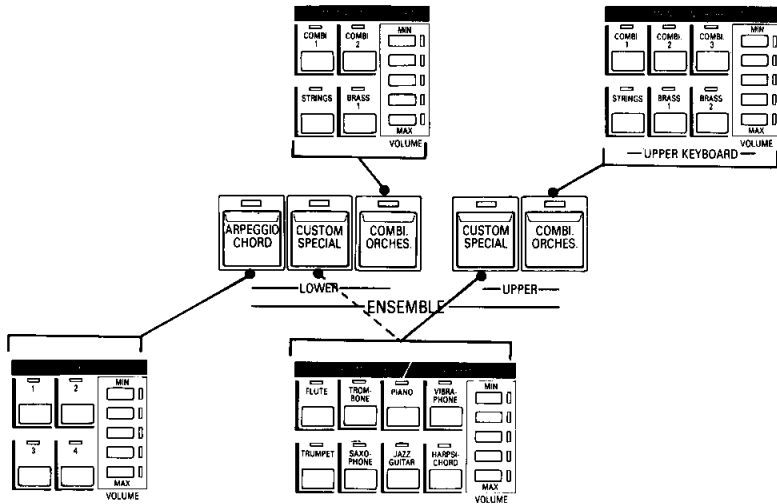


## 2 Set the volume.

Please set the volume to the desired level for each of these sections. Your Electone lets you select one of five volume levels—the top one (MIN) being the softest and the bottom one (MAX) being the loudest.



## 3 Press the desired ENSEMBLE buttons.



The Ensemble Section is your "Control Center" for upper and lower keyboard sounds. Referring to the illustration above, press the buttons which correspond to the voice sections you now want to use. It is possible to combine sections by pressing more than one button for each keyboard.

## 4 Play the upper and lower keyboards.

Experiment with the wide range of possibilities made available by merely changing to other Ensemble combinations.

### [Characteristics of Each Voice Section]

**COMBINATION/ORCHESTRA:** This voice section consists of two groups of sounds. The Combination group provides a variety of organ sounds, while the Orchestra group recreates the major instrumental sections of an orchestra.

**CUSTOM VOICES/SPECIAL PRESETS:** This voice section contains a wide variety of instrumental sounds. Custom Voices offer solo instruments such as Flute, Saxophone and Trombone that are monophonic, meaning that only one note may be played at any given time. Special Presets provide some of the more percussive instruments, including piano and jazz guitar.

**ARPEGGIO CHORD:** This section offers rhythmic accompaniment (both chords and arpeggios) in synchronization with the rhythm. (See page 6.)

### [Sounds Preset in Combination]

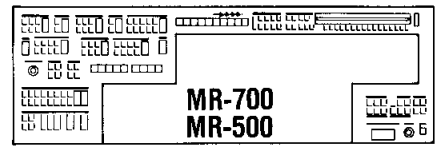
(Upper)

- Combi. 1: Flute 8'
- Combi. 2: Full organ
- Combi. 3: Jazz organ

(Lower)

- Combi. 1: Principal (Basic organ)
- Combi. 2: Flute 8'

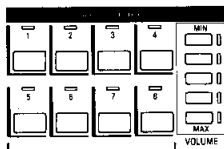
- Sounds from Voice Menus 1 + 2 can be transferred from the Multi Menu to any of the grey buttons in the voice sections. (See page 29 for details.)



# ARPEGGIO CHORD

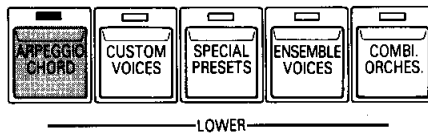
This feature provides harmonic background accompaniment that is synchronized with the rhythm, utilizing both chords and arpeggios.

## 1 Using ARPEGGIO CHORD.



Pattern selectors

(The illustration shows the MR-700)



Choose one of the pattern selectors and set the desired volume. Do not forget to turn on the ARPEGGIO CHORD feature by pressing the appropriate button in the ENSEMBLE section (Lower).

## 2 Select an auto rhythm and start it.

Choose a rhythm pattern and set the desired volume and tempo. Now turn the auto rhythm on. (See page 8 for details.)

## 3 Press some keys on the lower keyboard.

You will now hear an "ARPEGGIO CHORD" pattern based on the notes you have pressed, played at the same tempo (speed) as the rhythm unit. Try some of the other patterns, as well as different rhythms, to hear some of the numerous possibilities.

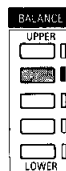
### [ARPEGGIO CHORD patterns]

The Arpeggio Chord patterns and the instruments used in each pattern will change according to the rhythm pattern selected to ensure that an appropriate accompaniment is obtained for each rhythm.

- Since this feature is synchronized with the rhythm, please be sure to start the auto rhythm in order to hear the Arpeggio Chords.
- Arpeggio Chord can also be used with the Auto Bass Chord system. The Automatic Bass pattern will change as you move from one Arpeggio Chord pattern to another. When the MEMORY button is pressed, the Arpeggio Chord accompaniment will continue even if you remove your fingers from the lower keyboard.

# BALANCE

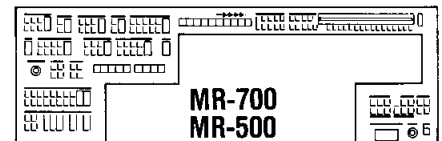
This control lets you adjust the balance between the volume of the upper and lower keyboard. Simply press the button that indicates which keyboard you wish to be louder.



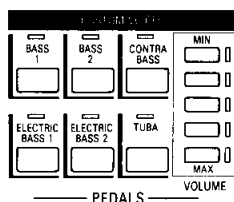
- This control, when set in this position, will provide a balance which is suitable for most situations.

# Pedal Keyboard Voice Section

The pedal keyboard voice section gives you a variety of bass sounds. The pedal keyboard is monophonic, meaning that only one note may be played at any given time.

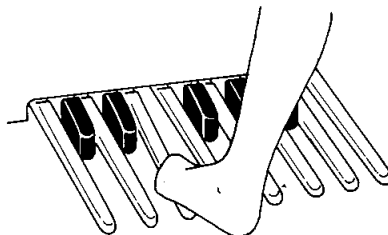


## 1 Select a bass sound and set the volume to the desired level.



(The illustration shows the MR-700)

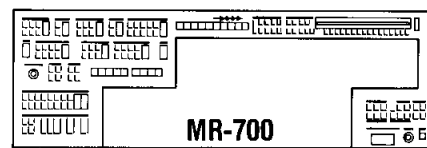
## 2 Play a pedal.



Try some of the other bass sounds in this section.

- If you use the Auto Bass Chord, Single Finger or Fingered Chord modes, you can obtain automatic bass accompaniment without playing the pedal keyboard. (See page 10.)
- Sounds from Voice Menus 1 and 2 can be transferred from the Multi Menu to either of the grey buttons in this voice section. (See page 29 for details.)

# 3. Using Effects for an Even Richer Sound



## TREMOLO and SYMPHONIC (MR-700)

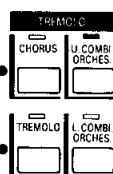
These effects add another dimension to the COMBINATION/ORCHESTRA section. Your MR-700 offers independent Tremolo and Symphonic effects for the Upper and Lower Keyboard at two speeds, fast or slow. Let's take a moment to try each of them.

**1** Select a COMBINATION/ORCHESTRA voice for the upper keyboard. (See page 4.)

**2** Press either Tremolo or Chorus and hold some notes on the Upper Keyboard.

Chorus simulates the sound of a rotating speaker system at slow speed.

Tremolo simulates the sound of a rotating speaker system at fast speed.



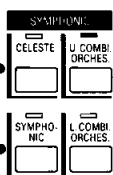
This switch adds the effect to the upper keyboard.

This switch adds the effect to the lower keyboard.

**3** Press either Symphonic or Celeste and hold some notes on the Upper Keyboard.

Celeste produces a slow "electronic" animation.

Symphonic produces a fast "electronic" animation giving the impression that a large number of instruments are played together.



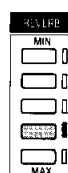
This switch adds the effect to the upper keyboard.

This switch adds the effect to the lower keyboard.

- When both Tremolo and Chorus selectors are turned off, it will seem as if the rotating speaker system has stopped. The spacy effect, however, is still present.
- Your Electone has been designed so that either Celeste or Symphonic will always be on.
- It is not possible to use a Tremolo effect (Tremolo or Chorus) and a Symphonic effect (Symphonic or Celeste) simultaneously on the same keyboard. However, these effects could be combined, for example, by using Tremolo on the upper keyboard and Symphonic on the lower keyboard, or vice versa.
- There are other effects designed to enhance your playing. See pages 30-31 for information regarding PLAYER VIBRATO and SUSTAIN.

## REVERB (MR-700)

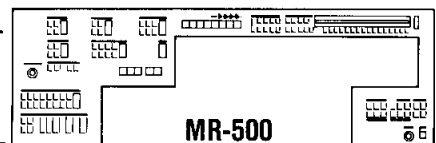
Reverb adds an "echo" effect to the sound of your Electone, giving a sound similar to that found in cathedrals and concert halls. We have provided five different degrees of Reverb, ranging from minimum to maximum.



- Reverb can only be added to the upper and lower keyboards. It will not affect the pedal keyboard or rhythm sounds.

## TREMOLO/SYMPHONIC (MR-500)

These effects add another dimension to the Upper and Lower COMBINATION/ORCHESTRA sections.

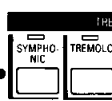


**1** Select a COMBINATION/ORCHESTRA voice for the upper keyboard. (See page 5.)

**2** Press either Tremolo or Symphonic and hold some notes on the upper keyboard.

SYMPHONIC produces an "electronic" animation that gives the impression that a large number of instruments are playing together.

TREMOLO simulates the sound of a rotating speaker system at fast speed.



This switch adds the effect to the upper keyboard.

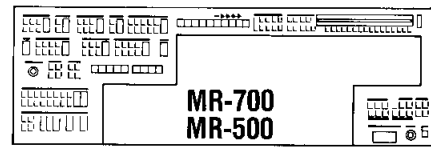
This switch adds the effect to the lower keyboard.

### [CHORUS effect]

If neither the Tremolo nor Symphonic effects are on, a CHORUS effect will be produced that is essentially a slow tremolo.

- There are other effects designed to enhance your playing. See page 30-31 for information regarding PLAYER VIBRATO and SUSTAIN.

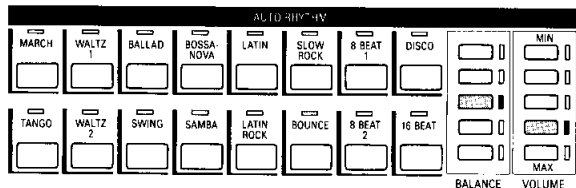
# 4. Adding Rhythm



## AUTO RHYTHM

Gives you 16 different patterns using a variety of authentic percussion sounds.

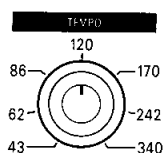
**1** Select one of the rhythm patterns and set the desired volume level.



(The illustration shows the MR-700)

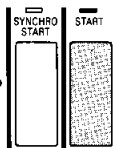
**2** Adjust the tempo (speed) of the rhythm.

This knob is used to control the speed of the rhythm. The tempo will increase if you turn the knob clockwise and will decrease when you turn it counter-clockwise. (The numbers printed around the knob indicate the approximate number of beats per minute.)



**3** Turn the rhythm on.

If you turn this button ON, the rhythm will wait and start with you when you play a note on the lower (or pedal) keyboard.



When this button is turned ON, the rhythm will start immediately.

Once the rhythm has started, pressing one of these buttons again will stop the rhythm.

### [BALANCE (MR-700)]

This control allows you to adjust the balance of the different percussion instruments. The middle position approximates levels found in live performance. Moving above the middle position will emphasize cymbals and other high pitched instruments. Moving below the middle position will emphasize the drums.

### [TEMPO lamps]



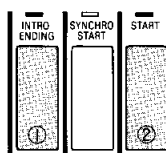
These lamps light up successively from left to right to indicate the tempo of the selected rhythm.

The extreme left red lamp indicates the first beat or down beat of a measure. These rhythm patterns have been designed in two measure segments. All four lamps will be illuminated on the first beat of each segment. When Synchro Start is used, the extreme left lamp will flash, indicating the exact tempo (in quarter notes) until the rhythm is started.

## INTRO/ENDING

**1** Press the INTRO/ENDING switch and then press the start switch.

You will now hear a one measure rhythm introduction.



**2** When you are almost finished with a song, press the INTRO/ENDING switch.

At the moment this switch is pressed, an ending pattern (two measures maximum) is played. As soon as the ending pattern is completed, the rhythm will stop automatically.



### [ENDING VARIATION]



This feature offers you an alternative ending pattern.

- Once the rhythm has been stopped by the foot switch, an intro can be added by turning on the INTRO/ENDING switch. When the rhythm is re-activated, you will hear the intro pattern.

## EXTRA PERCUSSION

This feature will add additional percussion sounds to the normal rhythm patterns.



- Some of the instruments added in Extra percussion are hand clap, tambourine and cow bell, and vary from rhythm to rhythm.

# FILL IN

## 1 Choose a Fill In pattern.

FILL IN provides a variation to the basic rhythm pattern. Referring to the table [FILL IN patterns] on the right, select one of these 4 patterns and start the rhythm.



## 2 Press the FILL IN switch when you want to add this feature.

At the time you press the switch, the selected Fill In pattern will play until the end of that measure, and the rhythm will automatically return to the original pattern at the start of the next measure.



### [Fill In Patterns]

1)		All rhythm patterns change.
2)		Variation pattern of 1).
3)		The basic rhythm pattern does not change. Instead, a new pattern is added.
4)		Variation pattern of 3).

- Should you desire a longer FILL IN pattern, hold the FILL IN button.
- If you press the FILL IN button before starting the rhythm, the Fill In pattern will act as an intro.

# BREAK

If the rhythm is on and this button is pressed, the rhythm will temporarily "stop" until that measure is completed and then will begin again at the start of the next measure.

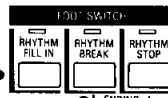


- Should you desire a longer BREAK, hold the break button.
- If you desire less than one measure of BREAK, press this button once to stop the rhythm and press again to re-start it.
- If the BREAK button is on before the rhythm is started, you will obtain a "silent" intro (with no rhythm sounds).

# FOOT SWITCH

## 1 These selectors allow you to use the Foot Switch to perform three different functions.

This will allow you to add a Fill In pattern with the foot switch.



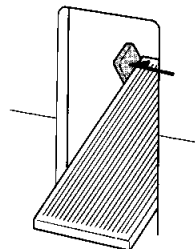
This allows you to stop (and re-start) the rhythm with the foot switch.

This allows you to insert a Break (rhythm stops temporarily) with the Foot switch and then re-start it.

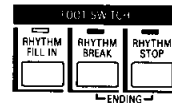
Press one of these buttons and start the rhythm.

## 2 Move the Foot Switch to the left.

At the time the Foot Switch is moved, the function selected in (1) will be immediately performed.



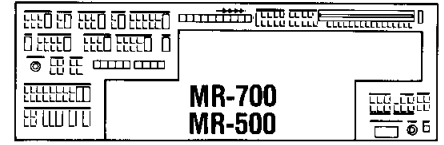
### [ENDING control]



If both the RHYTHM BREAK and RHYTHM STOP buttons are on, and the foot switch is moved to the left, you will obtain an ending pattern and then the rhythm will stop.

- When RHYTHM STOP is used to stop the rhythm, the foot switch can also be used to re-start it again. The lamp above the STOP button will flash until the rhythm is re-activated.

# 5. Having Fun With Automatic Accompaniment



## AUTO BASS CHORD

This function automatically produces chord and bass accompaniment. There are three different ways that you can use this feature, and we're sure that you'll find one just right for you.

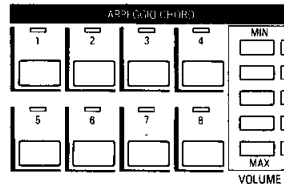
## SINGLE FINGER

This feature allows you to obtain many different chords (and bass) by using just one finger.

**1** Press the button labeled **SINGLE FINGER**.



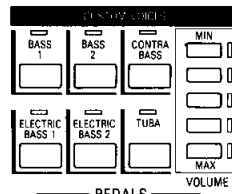
(The illustration shows the MR-700)



**2** Select an Arpeggio Chord pattern and your desired volume level. Be sure to turn on Arpeggio Chord in the Ensemble section. (See page 6.)

Arpeggio chord provides the rhythm accompaniment for A.B.C. You can also add other lower keyboard voices to your accompaniment.

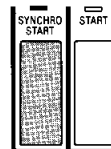
**3** Select a pedal sound and your desired volume level. (See page 6.)



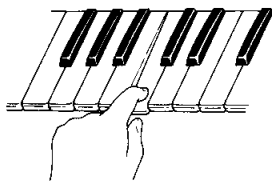
(The illustration shows the MR-700)

**4** Select a rhythm. (See page 8.)

Once you've chosen a rhythm pattern, adjust the tempo to a speed comfortable for you. Then set your desired volume level and turn on SYNCHRO START.



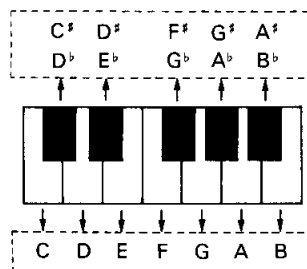
**5** Hold a key on the lower keyboard.



You will now hear a major chord and bass accompaniment in synchronization with the rhythm.

The note you have played is called the "root". A chord derives its name from its root such as C major, F major, etc.

[Relationship between the lower keyboard notes and corresponding major chords]



[Let's try playing other chords!]

**Minor chords:** Simultaneously press the root (name) as well as any black key to the left of it.

(Example: Am)



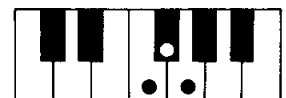
**Seventh chords:** Simultaneously press the root (name) as well as any white key to the left of it.

(Example: G7)



**Minor seventh chords:** Simultaneously press the root (name) as well as any black key and any white key to the left of it.

(Example: Gm7)



- When you change Arpeggio Chord patterns, the bass pattern will automatically be changed.
- With Single Finger, the chord produced will sound in the same octave regardless of where it is played on the lower keyboard.
- When you want to change chords, please lift your finger from the lower keyboard for a moment before pressing the next key.
- When using Single Finger, Custom Voices cannot be played on the lower keyboard.

## MEMORY

This feature allows the chord and bass accompaniment to continue even after you have lifted your fingers from the lower keyboard.



- Memory is linked with the auto rhythm and therefore will operate only if the rhythm is on (whether or not Auto Bass Chord is in use).

# FINGERED CHORD

This feature permits you to play a variety of chords and will automatically provide the proper bass note.

**1 Press the button labeled FINGERED CHORD.**



**2 Select an Arpeggio Chord pattern and your desired volume level. Be sure to turn on Arpeggio Chord in the Ensemble section. (See page 6.)**

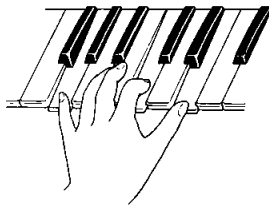
You can also add other lower keyboard voices to your accompaniment.

**3 Select a pedal sound and your desired volume level. (See page 6.)**

**4 Select a rhythm. (See page 8.)**

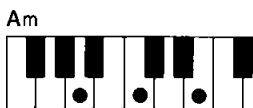
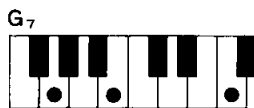
Once you've chosen a rhythm pattern, adjust the tempo to a comfortable speed and volume. If you use SYNCHRO START, the automatic accompaniment and rhythm will start when you play a chord on the lower keyboard.

**5 Hold chord on the lower keyboard.**



You will now hear a chord and bass accompaniment in synchronization with the rhythm. The chord you play forms the basis for the automatic accompaniment. You can also add Memory, if you like.

## [Examples of Fingered Chords]



With Fingered Chord, a variety of other chords becomes available to you, above and beyond the four basic types obtainable with Single Finger.

Your Electone will automatically play the proper bass accompaniment to whatever chord you play.

- When Auto Bass Chord is used without the auto rhythm, your Electone will still provide the chords and bass, but the background will be stationary (not "animated").

**Note:** Arpeggio Chords will not work without rhythm. (See page 6.)

- The chords available in the Fingered Chord are the following: major, minor, 7th, minor7th, major7th, dim, aug, aug7, sus4, 7sus4, 6th, min7-5, major-5, 7-5.

## [CUSTOM A.B.C.]

Custom A.B.C. allows you to play a chord and pedal, and it will automatically create accompaniment patterns for you!

**1) Press the button labeled CUSTOM A.B.C.**



**2) Choose instruments for the lower keyboard (including Arpeggio Chord if you like) and the pedal keyboard. Set all volumes to the level of your choice.**

**3) Select a rhythm.**

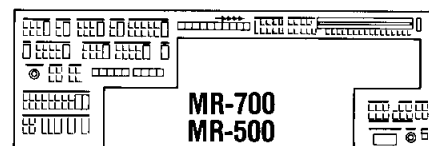
**4) Play a chord on the lower keyboard and press one note on the pedal keyboard.**

You will now hear chord and bass accompaniment in synchronization with the rhythm. Since the note pressed on the pedal keyboard can be any note (i.e., it does not have to be the "root" of the chord played on the lower keyboard), more sophisticated automatic accompaniments become available to you.

- When using Custom A.B.C., the MEMORY button will be used to memorize only the bass accompaniment.

- When using the pedals to play notes that are not part of the chord while using Custom A.B.C., select the upper row of Arpeggio Chord buttons.

# 6. Harmonizing the Melody

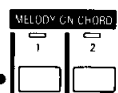


## MELODY ON CHORD

With this function, single note melodies are transformed into beautiful harmonies automatically, enhancing your playing even further.

### 1 Press one of the MELODY ON CHORD buttons.

This will automatically add two notes to your melody.



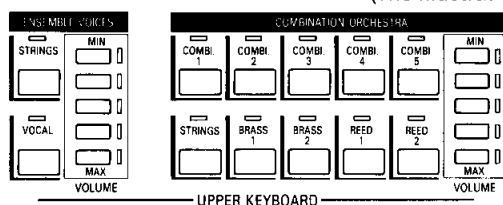
This will automatically add three notes to your melody.

### 2 Select an instrument to play the melody. (See pages 4 and 5.)

Select the sound you want to perform your melody from among the voices available on the upper keyboard. Be sure to turn on the appropriate section in the Ensemble section, and to set all volume levels necessary.

### 3 Select your Harmony voices.

(The illustration shows the MR-700)



Select which voices you wish to play the automatically added harmony from the COMBINATION/ORCHESTRA section. (ENSEMBLE VOICES may also be used on the MR-700 only.) Set the Volume level and be sure that these sections are turned on in the Ensemble section.

### 4 Select a voice for the lower keyboard. (See pages 4 and 5.)

Once you've chosen one, remember to set your volume level and turn the section on in the Ensemble section.

### 5 Play a chord on the lower keyboard and the melody on the upper keyboard.

Harmonies will be automatically added to the melody, and your playing will sound more professional than ever!



**[Use this feature with Auto Bass Chord too!]**

MELODY ON CHORD 1 and 2 can also be used with A.B.C. For example, if you use Single Finger, the chords automatically produced (by one finger) will be added as harmonies to the melody. If Memory and Auto Rhythm are in use, the harmonies will continue even after you have lifted your fingers from the lower keyboard.

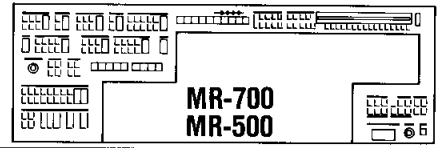
- If MELODY ON CHORD buttons 1 and 2 are used simultaneously, you will obtain a three note harmony that is somewhat reminiscent of "open harmony".



- The automatically added harmony sound is derived from chords played on the lower keyboard. Therefore, no harmony will result when you play only the upper keyboard.
- When a melody is played on the lower range of the upper keyboard, harmony sounds will sometimes not be produced.



# 7. Memorizing Your Favorite Registrations



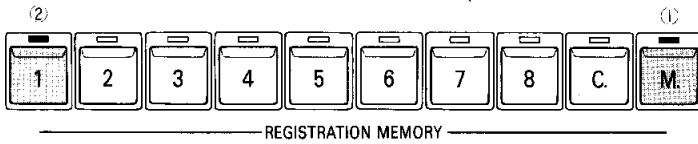
## REGISTRATION MEMORY

This feature lets you store some of your favorite sounds in memory and have them conveniently accessible at the touch of a button.

### How to Memorize a Registration

- 1 By using the control panel, set up your desired registration.
- 2 While pressing the red M. (Memory) button, press the numbered button (1,2,3,...) where you wish to store the sound.

(The illustration shows the MR-700)



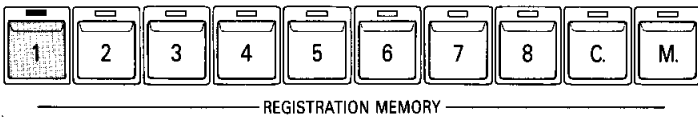
The lamp above the numbered button you pressed will flash briefly, indicating that this registration has been memorized here. Store your other favorite registrations in the same way, utilizing the remaining numbered buttons.

- Registration Memory will not affect the following: Auto Rhythm (Intro/Ending, Synchro Start, Start, Break, Fill-in), Master Volume and some Multi Menu functions (like Transposition/Pitch, C.S.P. and M.P.).
- When a registration is stored in one of the numbered buttons, the previous contents of that respective memory are automatically erased.
- The data stored in the Registration Memory will be retained for at least a week, even when the power is turned off. However, when using C.S.P. and F.M.P., this data will be erased. If you don't want to erase the data, transfer it to the Registration Pack (MR-700) or to a cassette tape. (See page 32 and 33 for details.)

### How to Recall a Registration From Memory

- 1 Press one of the numbered buttons.

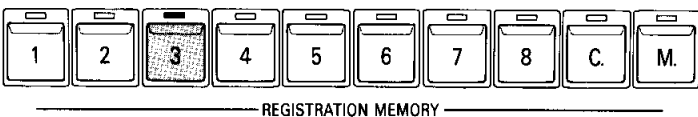
(The illustration shows the MR-700)



As soon as a numbered button is pressed, the registration that is in memory will instantly be set up on the control panel.

- 2 Additional registrations can be recalled by pressing the appropriate numbered buttons.

(The illustration shows the MR-700)

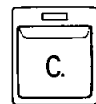


Whenever you press a different numbered button, the control panel setting will instantly change. You can easily see what settings have been memorized.

#### [Altering a Registration]

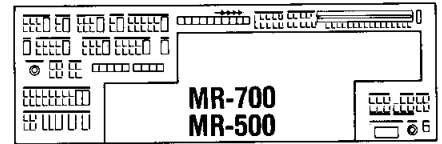
Any registration may be altered to any extent by simply changing the desired controls. Even if you have changed the control panel settings, the memorized registration will not be affected and will remain as it was programmed. If you wish this "altered" registration to be stored in memory, simply hold M. (Memory) button, and press the numbered button (1, 2, 3,...) where you wish to store it.

#### [CANCEL]



Pressing this control will return you to the registration that existed just prior to the use of the Registration Memory buttons.

# III. HOW TO ENJOY THE ROM MUSIC BOOK



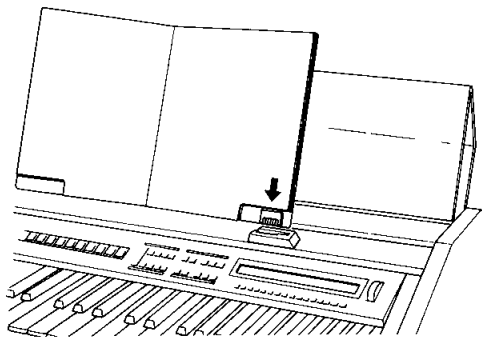
## ROM MUSIC BOOK

You can enjoy listening to automatic performances, or practice various parts (while other parts are being played automatically) by watching the guide lamps.

### Automatic Performance

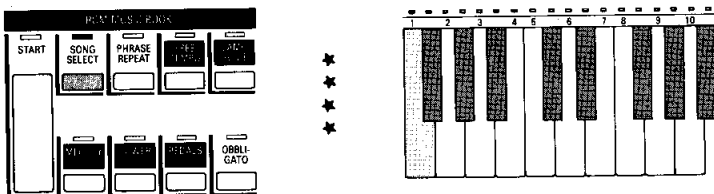
[First, let's listen to an automatic performance]

**1** Insert the ROM MUSIC BOOK into the socket.



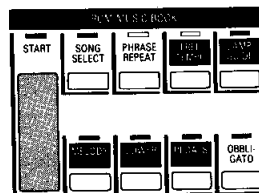
Insert the ROM chip (on the lower right corner of the final page of the ROM MUSIC BOOK) into the Electone socket.

**2** Select a song for playback.



Select a song for playback by pressing a white key on the upper keyboard while holding the Song Select button. The numbers above the white keys correspond to the numbers of the songs in the ROM MUSIC BOOK. The guide lamps for the upper and lower keyboards will flash quickly from left to right to indicate that the selected song is loaded into the Electone. The Song Select Lamp which is blinking will now light, and the Lamp Guide, Melody, Lower, Pedals, Obligato lamps will light automatically.

**3** Press the START button.



The automatic performance starts after one measure of the "metronome" sound. The Melody, Lower, Pedals and Obligato parts will all be played back. Lamps above the Upper (Melody), Lower and Pedal Keyboards will flash, showing the notes to be played. No lamps will light for the Obligato part. Playback stops automatically when the song is finished and the START lamp goes out. Pressing the START button again restarts playback from the beginning. Pressing the START button during playback stops the performance. Listen to the other songs in the ROM MUSIC BOOK, using the same operation.

•Data from the ROM MUSIC BOOK cannot be loaded into the Electone when F.M.P. START, C.S.P. PLAY or C.S.P. CLEAR/RECORD are on.

•If you wish to eliminate the tone that sounds when you are selecting a song, turn off all of the UPPER buttons in the Ensemble Section.

#### [ROM MUSIC BOOK Registration Data]

The ROM MUSIC BOOK contains not only performance data, but also registration data such as voices and rhythms for the various parts.

**Melody Voices:** These pre-programmed voices have been selected from the Multi Menu's ROM MUSIC BOOK Melody Voices section. (Refer to the next page)

**Voices for the Lower and Pedals:** Have been pre-programmed using control panel voices.

**Obligato:** Utilizes both control panel voices as well as some voices not found on the control panel.

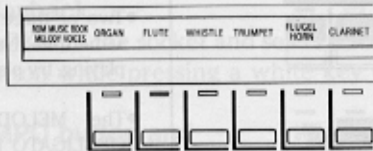
**Rhythm Patterns:** In addition to the 16 rhythms on the control panel, special patterns have also been pre-programmed. When a song includes a special rhythm, the MARCH or WALTZ 1 lamp will light.

Tempo, Effects (except Reverb), Arpeggio Chord and Balance are also pre-programmed.

•When using the ROM MUSIC BOOK, the Auto Bass Chord function cannot be used.

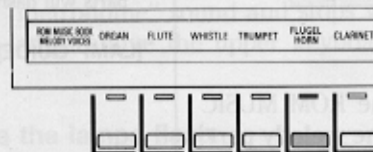
[Let's change the registration]

**4** Locate the Multi-Menu ROM MUSIC BOOK Melody Voices panel. Then press the START button.



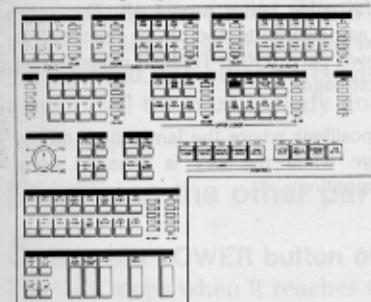
There are 16 ROM MUSIC BOOK Melody Voices in the Multi-Menu. These are used to pre-program appropriate voices for the various songs. The lamps on this Multi-Menu panel will show which voice is being used. (There will be changes in these voices during the performance, depending on the song.)

**5** To change the preset melody registration, press the button (on the Multi-Menu) adjacent to the voice you want to hear.



The lamp for that button will light and the melody voice will change.

**6** Changing other registrations.

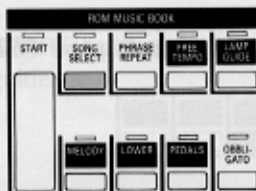


(The illustration shows the MR-700)

After starting playback, other registrations (besides the melody voice) can also be changed directly from the control panel. The following functions can be changed: Voices and Volume setting for the lower keyboard and pedals; Effects; Arpeggio Chord; Auto Rhythm, Tempo, Volume and Balance (MR-700 only). Auto Rhythm Fill-in, Break, etc., can also be added manually at any time.

**7** When finished with the ROM MUSIC BOOK, turn the Song Select button off.

The SONG SELECT button continues to light even when playback is completed. When not using the ROM MUSIC BOOK, always turn the Song Select button off. Otherwise, the F.M.P. and other functions cannot be used.



- Melody voices, Tempo, Rhythm patterns, etc., change automatically during a performance, depending on the song. When the pre-programmed registrations have been changed, the new registrations are in effect only until the next pre-programmed change.
- Changes in Melody voices and other registrations cannot be made until after the START button has been turned on.
- Obligato voices cannot be changed.
- Also, Obligato and Melody volumes cannot be changed.

[Keying Capabilities]

You can also play along with the automatic performances using the upper and lower keyboards. The number of notes available for each keyboard during playback are as follows. **Upper Keyboard:** With the MR-700, up to seven notes can be played at the same time. Up to six notes are available with the MR-500. **Lower Keyboard:** With the MR-700, up to seven notes can be played on the lower keyboard; six are available with the MR-500.

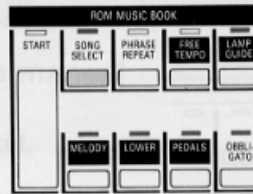
- When playing the upper keyboard, be sure to turn on the UPPER button of the Ensemble section.
- The ROM MUSIC BOOK data loaded into the Electone is erased when the power is turned off.
- ROM MUSIC BOOK data loaded into the Electone can be erased by turning off the Song Select button, in order to use the F.M.P., etc.

# Selective Playback

## [Cancelling the Melody]

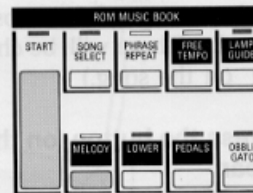
### 1 Select a song for playback.

Insert the ROM MUSIC BOOK into the socket and while holding the Song Select button, press a white key on the upper keyboard. Now the Melody, Lower, Pedals and Obligato lamps will all be lit.



### 2 Turn the MELODY button off and press the START button.

After the "metronome" sound, playback starts with only the melody part cancelled.



### 3 Play the melody on the upper keyboard.

Try playing the melody while looking at the music printed in the ROM MUSIC BOOK. The lamps above the upper keyboard will flash to indicate the melody part. Practice by watching these lamps until the melody is learned. Practicing is made easier by using the FREE TEMPO feature, which is explained on the next page.

## [Cancelling the other parts]

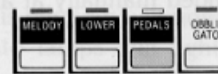
### 4 Turn the LOWER button off and press the START button.

After starting playback (with the Lower part cancelled), try playing the lower keyboard either by reading the music or by watching the guide lamps.



### 5 Turn the PEDALS button off and press the START button.

After starting playback (with the Pedals part cancelled), play the pedal keyboard either by reading the music or by watching the guide lamps.



**Note:** The Obligato part can be cancelled by merely turning the OBBLIGATO button off.

- Two or three parts can be cancelled at the same time. Now that you are accustomed to playing, try playing two or more parts together.

- The MELODY, LOWER, PEDALS and OBBLIGATO buttons can be turned on and off at any time, even during playback.

- The guide lamps are red for the white keys and yellow for the black keys.

- The guide lamps for the cancelled parts will flash one beat ahead of the correct timing (in order to enable you to see what notes are to be played next). The guide lamps for the other parts will flash with the correct timing.

## [LAMP GUIDE]



The LAMP GUIDE button is turned on automatically when song data is loaded. When this button is off, none of the guide lamps will flash. After becoming more skilled, try practicing with the guide lamps turned off. The guide lamps can also be turned off for practicing at your own pace (FREE TEMPO) explained on the next page.

- The positions where the lamps flash do not change when the key is changed using Transposition.



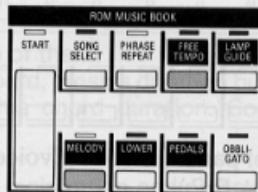
# Practicing at your own pace (FREE TEMPO)

## [Practicing the Melody]

### 1 Select a song for playback.

Insert the ROM MUSIC BOOK into the socket and select a song for playback by holding the SONG SELECT button while pressing a white key on the upper keyboard.

### 2 Press the FREE TEMPO button and turn the MELODY button off.

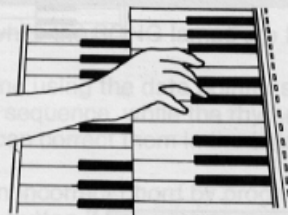


### 3 Press the START button.

Playback starts after the "metronome" sound and stops when it reaches the first melody note. The guide lamps above the upper keyboard flash to show which melody notes to play.

### 4 Play the keys where the lamps flash.

When the key where the guide lamp is flashing is played, playback of the other parts continues until it reaches the next melody note to be played to make your performance smoother. The guide lamps flash one beat ahead of the correct timing to enable you to anticipate the next note to play. When notes indicated by the guide lamps have been played, the other parts will resume at the original tempo until the next melody note is reached.



## [Practicing the other parts]

### 5 Turn the LOWER button off and press the START button.

Playback stops when it reaches the first lower part to be played. Practice the lower part while watching the guide lamps above the lower keyboard.



### 6 Turn the PEDALS button off and press the START button.

Practice the pedal part while watching the flashing guide lamps above the pedal keyboard.



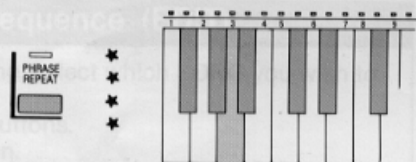
- FREE TEMPO will not function when the Melody, Lower and Pedals parts are all on.

- The FREE TEMPO feature will work when one, and only one part (Melody, Lower or Pedals) is off.

## [PHRASE REPEAT]

Any phrase(s) can be played back repeatedly for practice.

- (1) Select a song for playback by holding the SONG SELECT button and pressing a white key on the upper keyboard.
- (2) By looking at the music, locate the number of the phrase you want to practice.
- (3) While holding the PHRASE REPEAT button, press a white key on the upper keyboard to select that phrase.



For example, press the 3rd white key to practice phrase [3]. To practice phrases [3] through [5], press the 3rd and 5th white keys in that order. The PHRASE REPEAT lamp will light when your finger is removed from the PHRASE REPEAT button.

### (4) Press the START button.

The selected phrase(s) will be played back repeatedly. One measure of rhythm is inserted between phrase repetitions. Phrase practice is also possible with the FREE TEMPO feature turned on.

## [Repeating the entire song]

Instead of selecting a phrase, the entire song can be repeated. When holding the PHRASE REPEAT button, press keys 1 and 26 in that order.

## IV. What Multi Menu Can Do For You

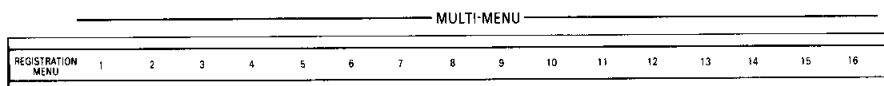
# 1. You Can Recall 16 Different Registrations



## REGISTRATION MENU

This menu offers 16 preprogrammed registrations that can be used directly from the Multi Menu or stored in the Registration Memory Section, all available at the touch of a button.

### 1 Press one of these buttons.....



That registration will now be set up on the control panel (including voices on each keyboard, volumes, rhythm selection, effects and A.B.C.).

### 2 ...and you're ready to play!

Start the auto rhythm, and start playing.  
Take a few moments to listen to the remaining registrations.



- The Registration Menu not only uses the sounds normally available on the control panel, but in some cases, the "grey" buttons that have been changed to other sounds from the Voice Menu (see page 29).
- When using the Registration Menu, any registration may be altered to any extent by simply changing the selected controls. In fact, you may want to store the "altered" Registration as new registrations in the Registration Memory.
- If the power is turned off for a long period of time, the sounds stored in the Registration Memory Section will be automatically replaced by the first eight sounds from the Registration Menu. The previous registrations will be erased.

### [The preset sounds]

	Sound	Rhythm
1	March/Polka	MARCH
2	Pipe organ	(8 BEAT 1)
3	Theater organ	MARCH
4	Jazz organ	BALLAD
5	Jazz combo 1	SWING
6	Jazz combo 2	BOSSANOVA
7	Big band 1	SWING
8	Big band 2	BALLAD
9	Country	MARCH
10	String ensemble	8 BEAT 1
11	Pops ensemble 1	8 BEAT 1
12	Pops ensemble 2	LATIN ROCK
13	Pops ensemble 3	SAMBA
14	Fusion sound 1	16 BEAT
15	Fusion sound 2	DISCO
16	Fusion sound 3	BOUNCE

# 2. Programming the Accompaniment



## CHORD SEQUENCE PROGRAMMER

This feature allows you to easily memorize chord progressions as well as registrations one at a time by simply pressing certain buttons.

### [Quick Overview of the Operation Procedure]

#### How to Record a Sequence (CLEAR/RECORD)

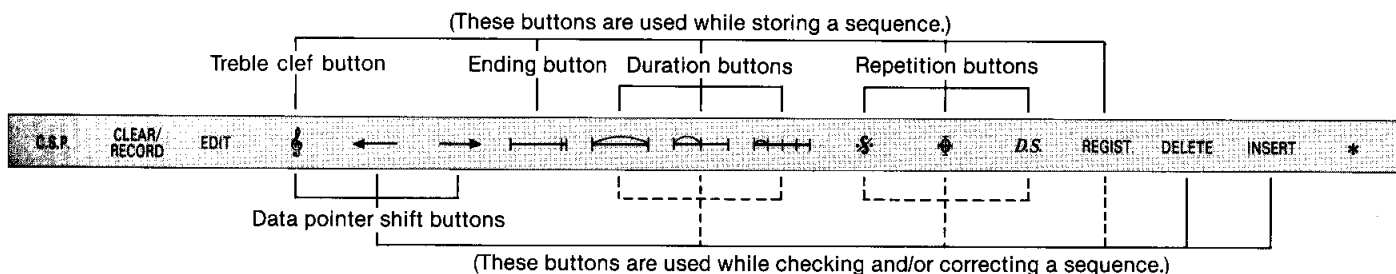
- 1) Set the control panel to the desired registration.
- 2) Press the CLEAR/RECORD button.
- 3) While the SONG lamps are flashing, press one of them.
- 4) While playing the first chord on the lower keyboard, press a duration button. You will hear a beep to confirm that the C.S.P. has memorized this chord duration. Continue programming the remaining chords in the same manner.
- 5) Press a repetition button if necessary.
- 6) To change the registration, simply set the new registration and press the REGIST. button.
- 7) When programming is completed, hold the treble clef button and press the ending button.
- 8) Turn the CLEAR/RECORD button off.  
(Before turning off the Record feature, you may want to check your sequence (chords + registrations) and to make any corrections that you feel are necessary.)

#### Making Changes/Corrections in the Sequence (EDIT)

- 1) Press the EDIT button and, while the SONG lamps are flashing, select which SONG you wish to EDIT. (EDIT lamp is on.)
- 2) Check each item one at a time using the data pointer shift buttons. You may prefer to check the sequence, while the rhythm is on.
- 3) If you detect any errors, you can correct them in the following way. Editing must be done without rhythm.
  - Replace: You can replace an incorrect chord by programming the proper one.
  - Delete: Press the DELETE button if you wish to remove a chord from the sequence.
  - Insert: To insert a chord, press INSERT and then program the chord you wish. Insert must be pressed each time you wish to add a chord.
- 4) Turn off the EDIT function.

#### How to Play Back a Sequence (PLAY)

- 1) Turn on the C.S.P. PLAY button, and while the SONG lamps are flashing, select the song you wish to hear.
- 2) At this point, you may wish to use LEAD COUNT, REPEAT or CHORD CANCEL. (See page 19 for details.)
- 3) Start playback by turning on the auto rhythm.
- 4) If you wish, you can play the melody while the accompaniment is being played back.



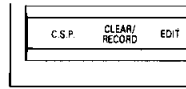
# How to Record a Sequence (CLEAR/RECORD)

## 1 Set the control panel to the desired registration.

If you wish to change registrations during programming, be sure to previously store all Registrations in the Registration Memory.

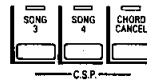
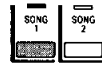
## 2 Press the CLEAR/RECORD button.

The four SONG buttons will start to flash.

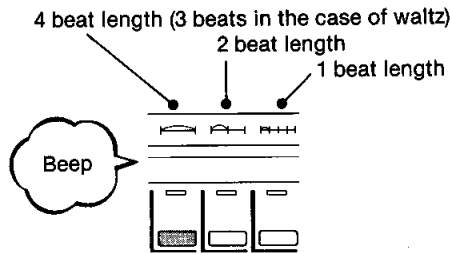
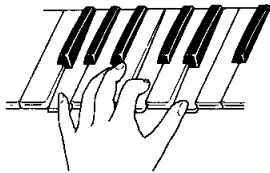


## 3 Select one of the SONG buttons.

While these buttons are flashing, press one of them. The corresponding lamp for the song you have selected and the Clear/Record lamp will stay illuminated.



## 4 While playing the first chord, press a duration button.

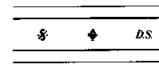


If you wish, you can use the SINGLE FINGER feature of the Auto Bass Chord section, thereby enabling you to memorize the chords by using a single finger. (See page 10 for details.)

When a duration button is pressed, you will hear a "beep", indicating that the chord has been stored in memory. Continue programming the remaining chords in the same manner.

## 5 Press a repetition button, if necessary.

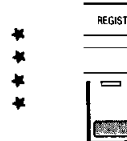
For details on how to use these buttons, please refer to the corresponding section on the right.



## 6 If you wish to change registrations at some point while programming, press the appropriate numbered button in the Registration Memory Section and then press the REGIST. button.

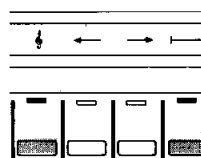


REGISTRATION MEMORY



From this point on, the new registration will be used. If you wish to add a drums, Break, Fill In or Intro/Ending pattern at any point, simply hold the appropriate button and press the REGIST. button.

## 7 When you have completed the chord sequence, end the program by holding the treble clef button and press the ending button.



## 8 Turn the CLEAR/RECORD button off.

Before turning off the Clear/Record feature, you may want to check what you have programmed and make any corrections that you feel are necessary. (See page 22 for details on how to EDIT.)

- The registration on the control panel, as well as the sounds stored in the Registration Memory buttons, are immediately memorized by the C.S.P. when the CLEAR/RECORD button is pressed.

### [Memory Capacity]

Each of the SONG buttons can store up to about 160 events such as chords, repetition symbols, etc., in its memory. When this memory is completely full, a warning sound (3 beeps) will be heard.

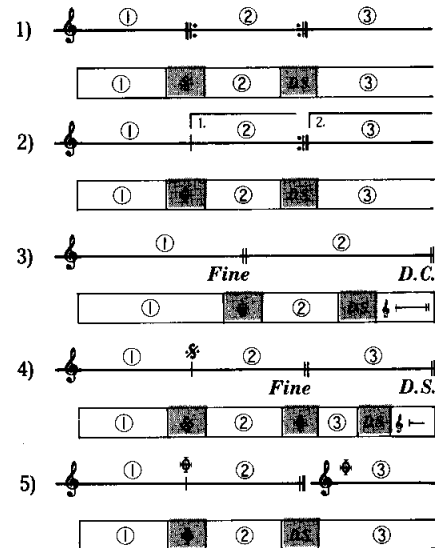
### [No-Chord]

If you wish a measure without Chords, simply press a duration button without playing any notes on the lower keyboard.

**IMPORTANT:** After you have programmed an auto rhythm Intro, please be sure to memorize one no-chord measure. Also, be sure to memorize two no-chord measures after you have programmed an Ending.

### [How to Use the Repetition Symbol Buttons]

When the symbols (S), (D.S) or (F) are used in your music, press the corresponding repetition button while programming where these symbols appear in that music. When other repetition symbols appear, try to use one of these three symbols which most closely applies. (Example)



- Even if you don't use the ending symbol, it will automatically be added at the end of a SONG when CLEAR/RECORD is turned off.

- It is not possible to consecutively memorize different registrations. If you made a mistake during registration, press the (←) button and then enter the correct registration.



[Let's actually program the accompaniment and registrations for the following selection.]

1) **REGISTRATION MENU 1**

Set the tempo between ♩ = 86 and ♩ = 120.

2) Press the CLEAR/RECORD button and while the SONG lamps are flashing, select one of them.



## When The Saints Go Marching In

American Folk Song

Tacet

3) **BREAK or INTRO.** **REGIST.**

**C** **FILL IN** **REGIST.** **G7** **C** **C7**

**F** **Fm** **1. C** **G7** **FILL IN** **REGIST.** **C** **D.S.**

2. **G7**

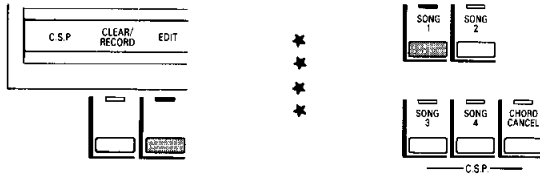
**G7** **ENDING** **REGIST.** **C** **C**

4) Turn off the CLEAR/RECORD button.

5) Turn on the C.S.P. PLAY button and start the auto rhythm. Playback will begin.  
(See page 23.)

# Making Changes/Corrections in the Sequence (EDIT)

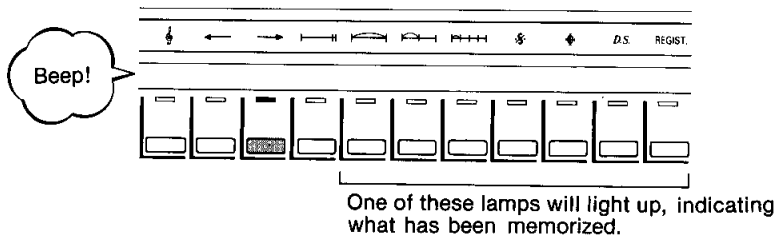
**1** Press the EDIT button, and while the SONG lamps are flashing, select one of them.



The registration memorized for the beginning of the SONG is immediately set up on the control panel, and the first memorized chord will be heard. One of the duration buttons will also be illuminated.

(If a repetition button has been memorized at the beginning, that button will be illuminated.)

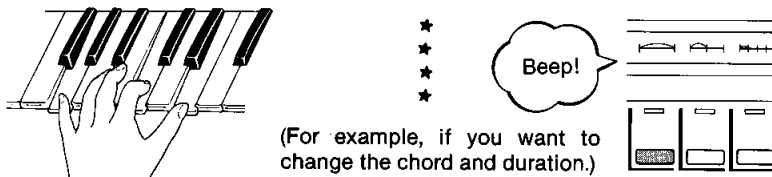
**2** Check each item, one at a time using the (→) data pointer shift button.



Every time the (→) button is pressed, the data pointer will advance to the next item. The information stored at each item is indicated by sounds and lamps in the following manner:

- Chords:** The memorized chord will be heard and the corresponding duration button will light up.
- Repetition symbols:** If a repetition button was used, the corresponding button will light up.
- Altered registration:** If a registration change was made, the control panel lights will change to the new registration and the REGIST. button will light up.

**3** If you detect any errors or wish to make any changes, make them in the following way.



When making Changes/Corrections, leave the data pointer at the point you wish to make the change and do the following:

- Chord correction:** While playing the correct chord, press a duration button.
  - Duration correction:** While playing the same chord, press the correct duration button.
  - Correction of repetition symbols:** Press the correct repetition symbol button.
  - Registration correction:** Set the control panel to the correct Registration or press the correct Registration Memory button. Now press the REGIST. button.
- You can also delete old data and insert new data. (See the sections [DELETE] and [INSERT] on the right.)

**4** Turn the EDIT button off.

## [Various ways of using the data pointer shift buttons]

There are four different ways you can use the data pointer. They are shown in the following table.

→	Advances to the next item (one at a time).
←	Moves back to the preceding item (one at a time).
🎵 →	Immediately advances to the last item in the sequence.
🎵 ←	Immediately moves back to the first item in the sequence.

## [Checking and correction while using CLEAR/RECORD]

Before turning CLEAR/RECORD off, you can check and correct the memorized sequence in the same way as you do with the EDIT function. In this case, first press (🎵 ←) (to get to the first item in the sequence) and then advance the data pointer one item at a time with the (→) button. You can also use the (←) button to check each item while moving back the data pointer one item at a time.

**When you want to check or correct items after the CLEAR/RECORD button has been turned off, be sure to turn on the EDIT function.**

**IMPORTANT!** If you were to turn on the CLEAR/RECORD button again, all of the memorized information would be erased.

## [Checking with the rhythm on]

If you start the auto rhythm during EDIT (or RECORD), the memorized accompaniment will begin as it does when C.S.P. PLAY is used. (However, A.B.C., Arpeggio Chord and repetition symbols will be ignored.) It is possible to stop the auto rhythm at any time during playback to correct any errors found.

## [DELETE]

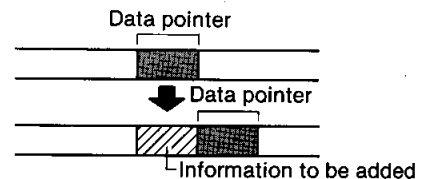


Pressing this button causes the information indicated at the time to be automatically erased (deleted).

## [INSERT]



This button allows you to add new information. Place the data pointer where you wish to make your new entry, push the INSERT button (the lamp will illuminate), and then memorize the additional information (the lamp will go out).



- If the data pointer is at the very beginning of a song, you can change the beginning registration by changing to your new registration and then pressing the REGIST. button.

# How to Play back a Sequence (C.S.P. PLAY)

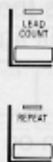
- 1 Turn on the C.S.P. PLAY button and select one of the SONG buttons.

The registration memorized for the beginning of the song will be set up on the control panel.



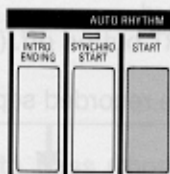
- 2 If you wish, you can now select either the LEAD.COUNT or REPEAT functions.

LEAD.COUNT provides one measure of "metronome" (count-off) before the actual playback of the sequence starts. REPEAT provides a continuous playback of the sequence until stopped.



- 3 Start playback by turning on the auto rhythm.

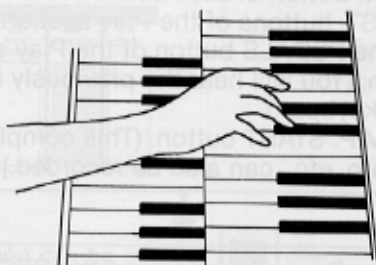
Adjust the rhythm tempo and press the START switch. Playback will commence.



- 4 You may now play the melody while the lower keyboard chord accompaniment as well as the pedal keyboard bass accompaniment are being played back automatically as programmed.

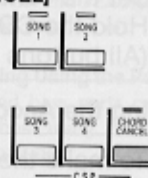
Simply play the melody on the upper keyboard to this accompaniment. The registration will also change automatically as memorized.

When playback has been completed, the auto rhythm will stop (unless REPEAT is on).



- The C.S.P. PLAY button will operate at any time regardless of the position of the Multi Menu. In addition, if you are using the EDIT (or CLEAR/RECORD) function and you press C.S.P. PLAY, those functions will be overridden and playback may commence.

## [CHORD CANCEL]



This button cancels the playback of chord and bass accompaniment. In this way you can play the song manually, and use any registration changes programmed in the sequence. You might say that you have "Registration Sequence Programmer" too!

## [Memorization and Playback of a Song with TACET]

To accommodate a TACET at the beginning of a piece of music, press the auto rhythm BREAK button, then press CLEAR/RECORD and one of the SONG buttons. Now, press the one measure duration button (without playing a chord on the lower keyboard; the TACET has thus been memorized.) During playback, rhythm and chords will start from the second measure.

- You can also manually change the registration during C.S.P. playback from the control panel without affecting the C.S.P. memory. (When RECORD or EDIT is finished, the registrations stored in the Registration Memory section will automatically be memorized in the C.S.P. memory).
- The memorized data will be retained in the C.S.P. memory for at least one week even if the power is turned off. If you wish to store these sequences for a longer period of time, you can use packs or cassette tapes for this purpose. (See page 32-33 for details.)