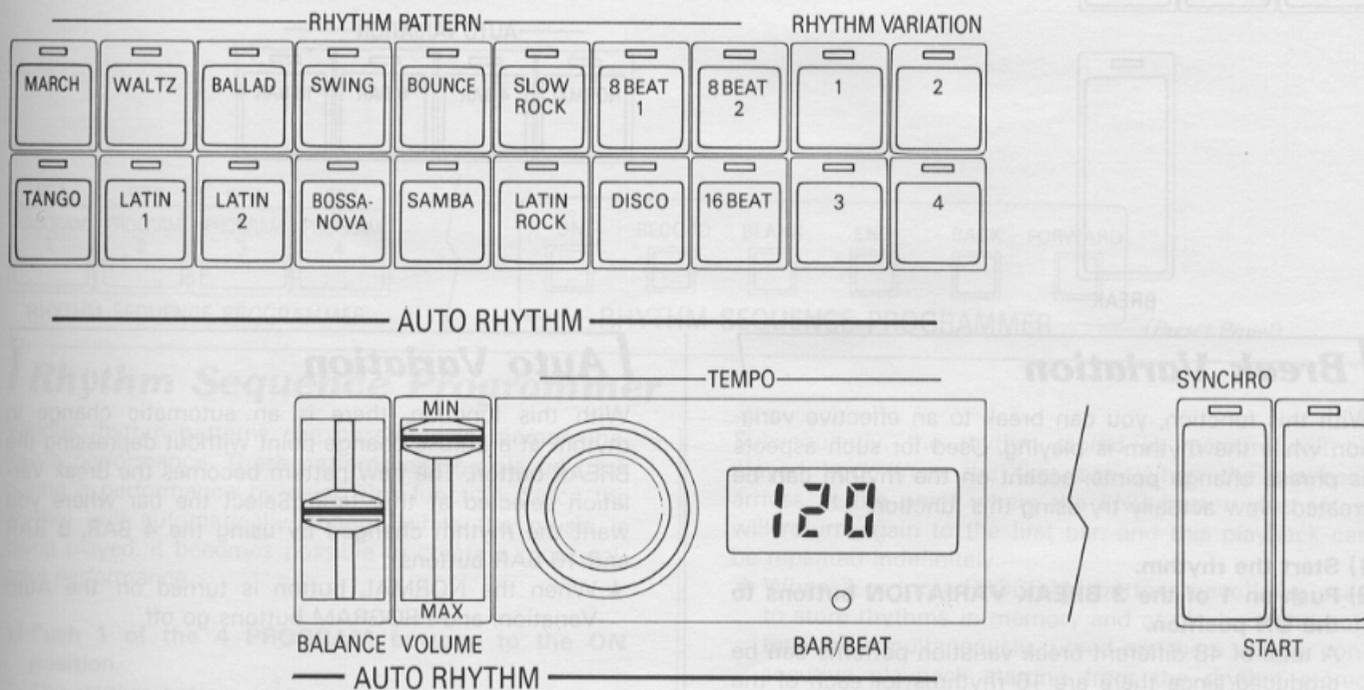


Auto Rhythm Section



Rhythm Pattern and Variation

With 16 basic rhythm patterns you can create realistic rhythmic sounds similar to those of any percussion instrument. Each of the 16 rhythm patterns have four variations. Therefore, a total of 64 different patterns can be produced. Now try making some rhythm sounds.

- 1) Select 1 of the 16 Rhythm Pattern buttons and 1 of the Variation buttons by depressing them.
- 2) Move the VOLUME slider downwards.
- 3) Push the START button to the ON position.

Subsequently, the rhythm which you selected during Step 1 will start. Now, set the other buttons for the Rhythm Patterns and Variations and listen to the various rhythms.

START and SYNCHRO START

When the START button is on, the rhythm will start immediately. If the SYNCHRO START button is on instead, when the lower keyboard or pedals are played, it will simultaneously start the rhythm immediately.

TEMPO control

The TEMPO knob is used to control the rhythm speed. The tempo increases as the knob is turned to the right. A tempo which has been set will be displayed as digits on the Digital Display. The set tempo is also indicated by the flashing of the indicator lamp.

BALANCE control

The BALANCE slider is used to control the balance of the percussion instrument sounds forming the rhythm. When it is in the central position, the balance is normal. As the slider is moved downwards, the sound of the main percussion instrument keeping the rhythm is emphasized. When the slider is moved upwards, all the other percussion instrument sounds are emphasized.

Digital Display

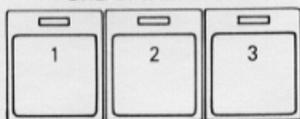
According to how the Rhythm section is being used, various indications such as the rhythm tempo will appear on the Digital Display.

Tempo display: Before starting the rhythm, the rhythm tempo will be displayed in number of quarter notes per minute. If the tempo is changed after the rhythm has been started, this changed tempo will be indicated on the display just for a short period of time.

Bar/Beat display: After the rhythm has been started, the number of bars from the start and the beat are displayed.

★ When the rhythm is stored in memory, only the number of bars is displayed. (Refer to Page 18.)

-BREAK VARIATION-



BREAK

Break Variation

With this function, you can break to an effective variation while the rhythm is playing. Used for such aspects as phrase change points, accent on the rhythm can be created. Now actually try using this function.

- 1) Start the rhythm.
- 2) Push on 1 of the 3 BREAK VARIATION buttons to the ON position.
A total of 48 different break variation patterns can be produced since there are 16 rhythms for each of the 3 buttons.
- 3) Depress the BREAK button.

Now, until the bar ends the Break Variation selected in Step 2 will be produced. With the next bar, the original rhythm will be resumed. When you want to create a longer Break Pattern, continue pressing the BREAK button.

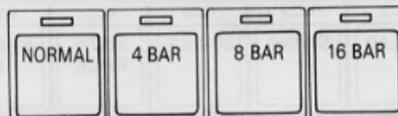
Producing an Introduction

An introduction can be produced by using the Break Variation before starting the rhythm.

First, select the rhythm, and set the BREAK button. Then, if you start the rhythm with the START button, a 1-bar BREAK VARIATION pattern will be produced.

Auto Rhythm Section

AUTO VARIATION

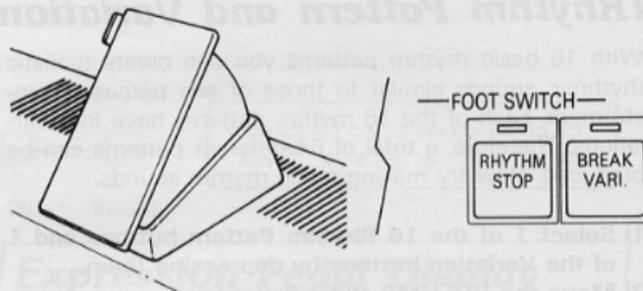


Auto Variation Control

With this function, there is an automatic change in rhythm at a phrase change point without depressing the BREAK button. The new pattern becomes the Break Variation selected at that time. Select the bar where you want the rhythm changed by using the 4 BAR, 8 BAR and 16 BAR buttons.

- ★ When the NORMAL button is turned on, the Auto Variation, and PROGRAM buttons go off.

Foot Switch controls



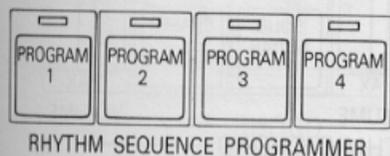
By using the Foot Switch located to the left of the Expression Pedal, you can stop the rhythm or switch to a Break Variation without using your hands.

RHYTHM STOP button: If this button is turned on, the rhythm will stop when the Foot Switch is pushed to the left. If the Foot Switch is pushed once more, the rhythm will start again.

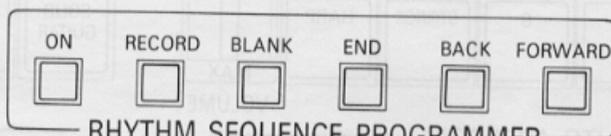
BREAK VARIATION button: When this button is turned on, you can make the Break Variation start by pushing the Foot Switch to the left.

Manual Balance

The number of bars from the start of the rhythm to the end of the rhythm is displayed on the Digital Display. According to how the rhythm section is played, various indicators such as the rhythm tempo will be displayed on the Digital Display. Before starting the rhythm, the tempo will be displayed in number of quarter notes per minute. If the tempo is changed after the rhythm has been started, the changed tempo will be indicated on the display just for a short period of time. After the rhythm has been started, the number of bars from the start of the rhythm to the end of the rhythm is displayed on the Digital Display. The volume for the upper keyboard and the volume for the lower keyboard are indicated on the Digital Display. When the UPPER keyboard is played, the volume for the UPPER keyboard is indicated on the Digital Display. When the LOWER keyboard is played, the volume for the LOWER keyboard is indicated on the Digital Display.



RHYTHM SEQUENCE PROGRAMMER



RHYTHM SEQUENCE PROGRAMMER

(Preset Panel)

Rhythm Sequence Programmer

Various rhythm patterns can be stored in memory before a performance. These patterns can be played back during a performance by using this function. Since the rhythm will automatically change while the music is being played, it becomes possible to create a more colorful performance.

1) Push 1 of the 4 PROGRAM buttons to the ON position.

The rhythm pattern to be subsequently programmed will be stored in memory under the button which has been set on. Up to 64 bars can be stored in memory under each of the 4 buttons.

2) Depress the ON button.

The lamp will light, indicating that the rhythm pattern can now be stored in memory.

3) Set the rhythm you want stored in memory.

You can store 16 x 4 (64) rhythm patterns, and 16 x 3 (48) Break Variation Patterns in the Electone's memory. The Introduction pattern can also be stored. Set the START button and monitor the rhythm to be stored in memory.

4) Press the RECORD button the same number of times as the number of bars you want stored in memory are displayed.

Press the RECORD button while watching the digital display. At first, <1> will be displayed. Each time you press the button, the digits will increase by one. These digits indicate the number of bars which will be stored in memory.

★ To store the BREAK VARIATION in memory, set the RECORD button while pressing the BREAK button. To store the Introduction in memory, set the RECORD button while the Introduction is playing.

5) To change the rhythm push the RECORD button to the ON position.

When the number of the bar for the new rhythm is shown on the Digital Display, the rhythm setting will be changed and entered into memory.

6) For just a required number of bars stored in memory, depress the END button.

Subsequently, the ON button lamp will turn off, indicating that playback is now possible.

★ When up to 64 bars have been stored in memory, <F> will be shown on the Digital Display. This indicates that no more bars can be stored in memory.

7) Push the START button again to the ON position.

Subsequently, the rhythm stored in memory will be played back from the first bar. When the playback arrives at the point where the END button was set, it will return again to the first bar, and this playback can be repeated indefinitely.

★ When 2 or more PROGRAM buttons have been used to store rhythms in memory and at playback the buttons are simultaneously turned on, there will be consecutive playback starting from the rhythm stored under the lowest numbered button. If all 4 buttons have been used to store rhythms in memory, up to 256 bars of consecutive playback is possible.

★ Once a rhythm is stored in memory, it will not be erased even when the power is turned off, until a new rhythm is stored using the same PROGRAM button.

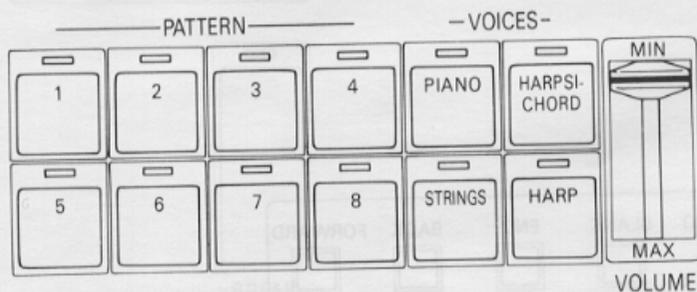
■ BLANK

By using the BLANK button, a bar without any rhythm can be entered into a program. Depress the RECORD button while pressing the BLANK button.

■ BACK and FORWARD

These buttons are used to revise portions of the program as it is stored in memory. First, while watching the digital display, press the BACK button until the digits appear which indicate the bar number you want to revise. After putting the new rhythm into memory, press the FORWARD button until the original bar is reached.

Auto Functions



AUTO ARPEGGIO

Auto Arpeggio

With this function an Arpeggio based on tones played on the lower keyboard can be automatically produced. When it is used as a background sound effect giving the impression of rippling waves, a more impressive performance can be enjoyed. Now, experiment with the Arpeggio sound.

1) Set the Rhythm. (Refer to Page 16.)

The Auto Arpeggio operates in synchronization with the Rhythm. Be sure to start it after setting the Rhythm. By setting the SYNCHRO START on, it is possible to simultaneously start the Rhythm and Arpeggio.

2) Select 1 of the 8 Pattern Select buttons by depressing it.

The patterns which can be produced with these 8 buttons can be respectively altered according to the selected rhythm.

3) Select 1 of the 4 Voice select buttons by depressing it.

Arpeggio will be produced for the tone of the button which was set on.

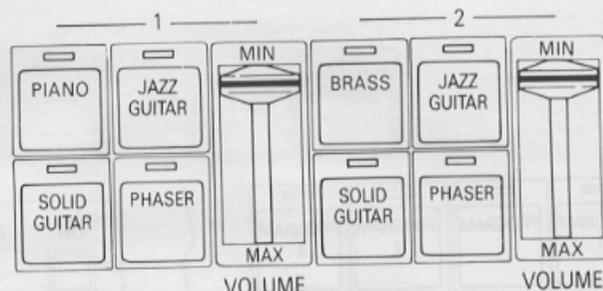
4) Move the VOLUME slider downwards.

When Auto Arpeggio is not required, move the slider to the uppermost position.

When the electone has been set like this, if the lower keyboard is played, an Arpeggio based on the played tones will be automatically produced. If a chord is played on the lower keyboard, there will be a broader range for the Arpeggio. Change the setting to different patterns and tones, then compare each of them.

★ If the LOWER MEMORY button for the Auto Bass/Chord function is turned on, the Arpeggio will continue playing even after your fingers leave the Lower Keyboard.

★ When the Break Variation is operating, the Auto Arpeggio will temporarily stop.



RHYTHMIC CHORD

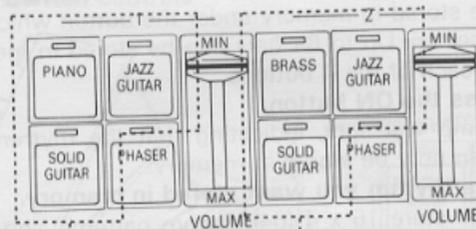
Rhythmic Chord

With this function a rhythm is automatically superimposed on the set tone just by playing the lower keyboard. Now, experiment with this sound.

1) Set the Rhythm. (Refer to Page 16.)

Since the Rhythmic Chord operates in synchronization with the Rhythm, be sure to set the Rhythm before starting it.

2) Select the tone.



Set these one by one

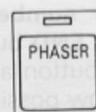
Group [1] and [2] each have 3 tone select buttons. Select one tone button from each group and set it on. Since the superimposition pattern of the rhythm is different for each voice group, two different patterns can be simultaneously produced. Moreover, the pattern will also be altered by the selected rhythm.

3) Move both of the VOLUME sliders downwards.

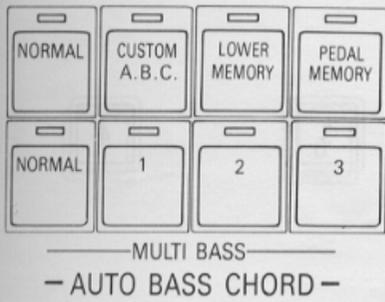
When you want only the pattern for one voice group to be produced, move the slider for the other group to the off position. When a Rhythmic Chord is required, move both sliders to the off position.

After the Electone has been set like this, when the lower keyboard is played the tone selected in Step 2 will automatically create the rhythm. Now, change the setting to other tones and listen to the difference.

■ PHASER



When this button is on, a Phaser effect is created where the tone for the Rhythmic Chord sound selected at that time gradually changes. Set the PHASER to create the effect you like.



Auto Bass/Chord

By simply continuing to depress the pedal keyboard, a bass accompaniment can be automatically obtained with this function. The pattern of the automatic bass accompaniment synchronizes with the rhythm, and the arranged sound that is detected is a sound that matches the chords that are depressed on the lower keyboard. Other possible functions are fluctuation of the bass pattern, and retention of the accompaniment even after fingers or feet are removed from the keyboard.

- 1) Set the Rhythm (Refer to Page 16)
Because the automatic bass is in synchronization with the rhythm, be sure to start after setting the rhythm.
- 2) Set the CUSTOM A.B.C. button.
- 3) Set the tones for the pedal keyboard and the lower keyboard. (Refer to p. 9, 10.)
When the RHYTHMIC CHORD is set, the cutting performance is simultaneously obtained. This can be set according to your tastes. (Refer to p. 19.)
- 4) With the 4 buttons of the MULTI BASS, the pattern of the automatic bass accompaniment is selected.



Set one of the four buttons.

When the NORMAL button is set on, the bass accompaniment will take the pattern where the sound from the depressed keys are repeated. This button also creates an alternating bass where first and fifth degree notes are produced in turns. With buttons 1.2.3., a more complex walking bass can be obtained. The bass patterns obtained with the 4 buttons possess features that match each rhythm pattern. Thus even with the button with the same number, the bass pattern changes when the rhythm is changed.

When these buttons are set, play the chord with the lower keyboard, and depress the pedal keyboard by one note. On the lower keyboard, depressed chords will be produced without any changes. On the pedal keyboard, however, an automatic bass accompaniment is produced, based on the single depressed note. Chord types (almost all chords such as major, minor, or seventh) played on the lower keyboard are automatically detected, and a bass accompaniment that matches the played chord is obtained.

■ LOWER MEMORY

If this button is set when the rhythm is started, the set tones of the lower keyboard will continue to sound (excluding the decay tones of the SPECIAL PRESETS) even when fingers are removed from the lower keyboard. Therefore, removing fingers from the keyboard is not important, except when changing the chords.

■ PEDAL MEMORY

When this button is set while the CUSTOM A.B.C. is being used, the automatic bass accompaniment will continue to sound even after the feet are removed from the pedal keyboard. Therefore, except when changing the interval of the bass accompaniment, you can freely remove your feet from the pedal keyboard. This function operates not only when the CUSTOM A.B.C. button is set, but whenever the rhythm has started. Also, it is possible to use the LOWER MEMORY and PEDAL MEMORY simultaneously.

★ When the NORMAL button is depressed, CUSTOM A.B.C. is cancelled.

Registration Memory



By using the buttons located between the upper and lower keyboards, you can store in memory all the Registrations for the tones, effects, Rhythm, Auto functions, etc. Since the Registrations stored in memory can be recalled with a single button, settings can be altered with a single touch even during a performance.

[Procedure for storing a Registration in memory]

1) Set the Registration you want stored in memory onto the control panel.

You can store in memory the on/off for all the tones and effects, Rhythm types and tempo, on/off for the Auto functions, and all the slider positions. Moreover, both the PLAYER button for the Vibrato and PROGRAM button for the Rhythm Sequence Programmer can also be stored in memory if you set them.

2) While pressing down the MEMORY button (M.), push 1 of the buttons 1 - 8 to the ON position.

The lamp for the button you have set will flash. This indicates that the Registration has been stored in memory. Try storing your favorite Registrations in memory by using the remaining buttons.

★ The contents of the Registration in memory will not be erased even when the power is turned off, until a new Registration is stored in memory using the same button.

★ Buttons associated with the Master Volume, Registration Pack and Expression Pedal with its indicator, Tremolo Speed and Pitch controls, as well as buttons and switch for the Panel Light have no connection with memory.

[Procedure during a performance]

1) Set the registration to be used in the beginning of the performance onto the control panel and start playing.

Or you may set registrations with buttons 1 - 8 before the performance.

2) When you come to a point in the performance where you want to change to a registration in memory, depress the button for that registration to the ON position.

The lamp for the button you have depressed will flash. The control panel buttons will go on for the registration stored in memory, and the sliders will move to the correct positions which were set in memory. By following the same procedure, registrations stored in memory can be respectively obtained for all of the other 7 buttons when they depressed to the ON position.

★ Even when one of buttons 1-8 is on, registration can be changed on the control panel. At this time, the button lamp will go off but the contents in memory will not be erased. When you push the same button again, the portion you have altered on the control panel will return to its original status.



■ CANCEL (C.)



The last registration (excluding the registration changed by buttons 1-8) which is set on the panel, is constantly stored in memory. Therefore, after changing the registration by depressing buttons 1-8, the registration that was previously set will reappear on the panel whenever the CANCEL button is depressed.

Therefore, by setting a frequently used registration on the panel, it is possible to return to this any number of times by using the CANCEL button.

However, when the registration is changed on the panel while buttons 1-8 are on, the registration is stored in memory with the CANCEL button. In such a case, the registration obtained by depressing the CANCEL button is the registration after the change has been made, rather than the original one.

■ DISABLE (D.)



When this button is on, the setting for the Rhythm section and Auto functions remains the same, even when registrations are changed by depressing the C. button or buttons 1-8 to the ON position. Use this button when you only want to change the setting for the tones and effects.

■ SLIDER DRIVE



SLIDER DRIVE

When this button is on, the slider positions remain the same, even when the C. button or buttons 1-8 are depressed the ON position. Use this when the noise from the slider during operation bothers you.

■ RESET (R.)



When this button is on, the upper left button in each section will go on while the other buttons change to off position. All the sliders will go off or change to normal position. Use this button before beginning to set a new registration on the control panel.

■ Memory when Power is off

When the power is turned off, the status of the buttons and sliders, which were set on the control panel at that time, is automatically stored in memory. Even if the setting is changed while the power is off, when the power is turned on again the Electone will return to the registration which existed when the power was turned off.

There will be cases, though very rarely, when the memorized contents are changed or when the control panel will not function normally due to thunderbolts, etc. In such cases, turn the power switch OFF once. Then, while depressing the RESET button, turn the power switch ON. If, even after performing this operation, the Electone does not function normally, call a service person.