



Electone® *STAGEA*®
ELB-01

Playing the ELB-01
Tutorial

STAGEA

About This Manual

(Read this first!)

This manual is made up of two sections, Part 1 and Part 2. Part 1 covers basic information about playing the Electone, including the proper playing posture, and selecting Voices and Rhythms. Part 2 focuses on more advanced topics, including reading music scores, and detailed instructions on actually performing with two separate scores.

After learning about the basic Electone functions in Part 1, try performing with the two scores in Part 2. The first score is very easy to play, even if you have little or no previous keyboard experience. The second, on the other hand, is more difficult—so if you're a beginner you may want to start out with the first song.

When you need more specific instructions or want to explore a feature or function in greater detail, refer to the separate Owner's Manual. In addition, the Owner's Manual contains basic information such as the Panel Layout and Quick Introductory Guide (pages 9 – 20)—helpful sections you should read before working through this booklet.

Dive in now, and let's start!

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Part 1

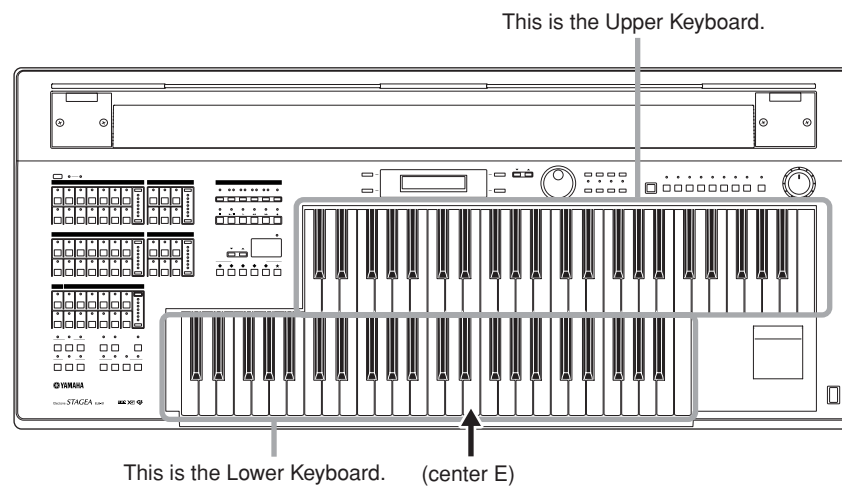
Using the Electone



Turning on the power

Sitting

Sit on the bench so that you're roughly at the center of the Electone.



Position yourself so that your 'belly button' is roughly in line with the central "E" key on the Lower keyboard.

The posture

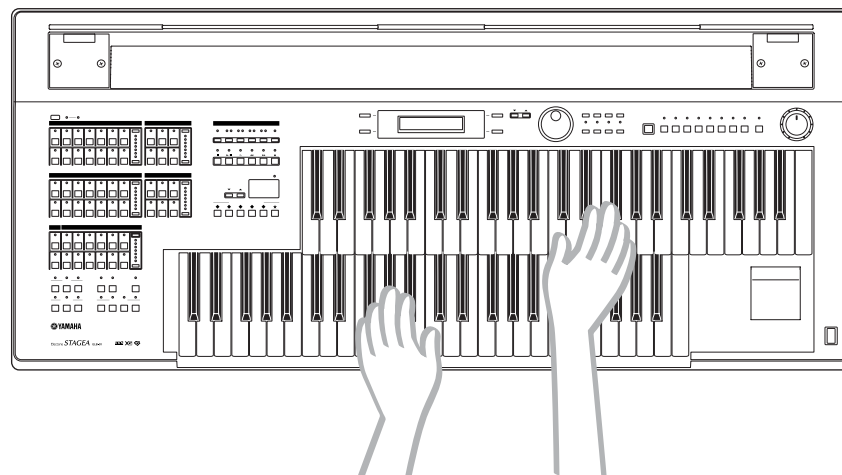
Put your hands on the keyboards.

Put your left foot on the Pedalboard, and your right foot on the Expression Pedal—and sit up straight.

Both hands

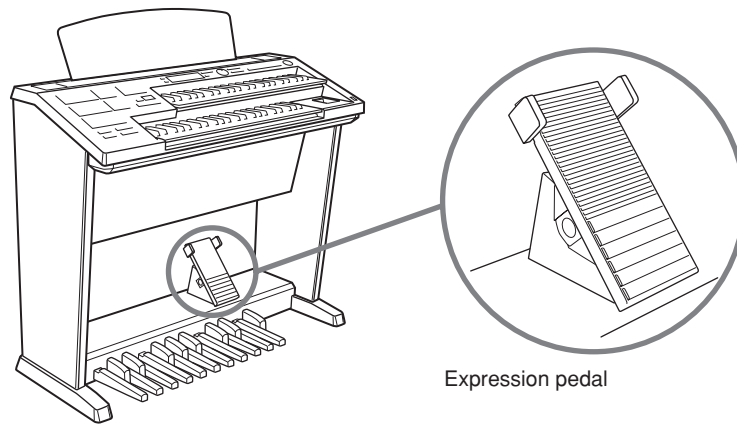
Put your right hand on the Upper Keyboard, and your left on the Lower Keyboard.

Again, sit up straight, but don't be too tight. Relax, you're going to have fun!

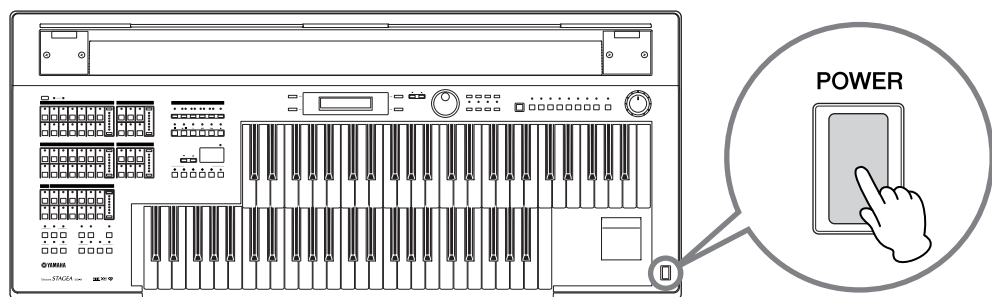


Right foot

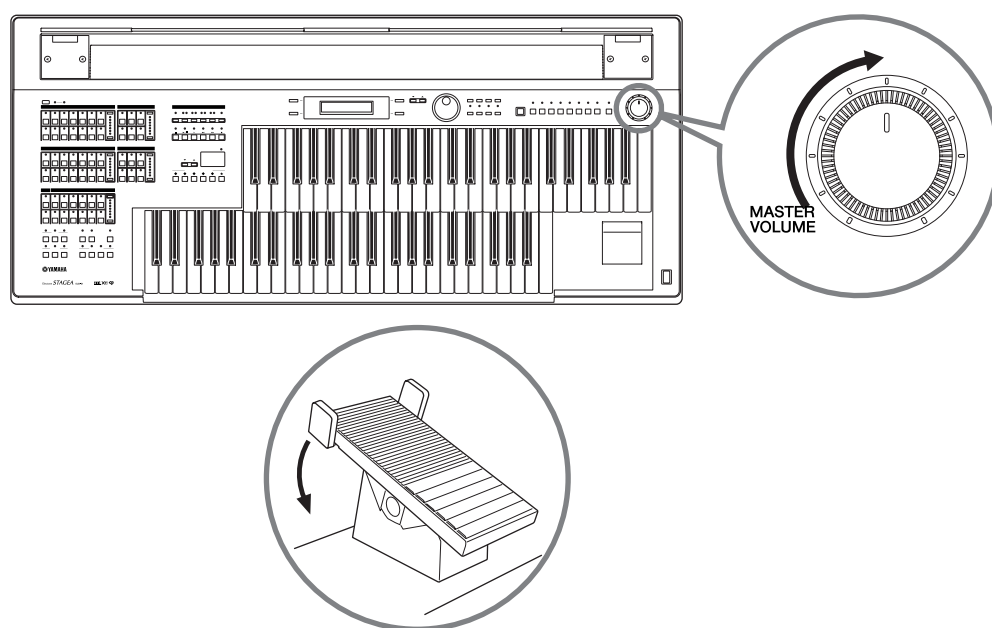
Put your right foot on the Expression pedal. Be careful to keep your original posture when you use the pedal, since moving the pedal with your foot may throw your body slightly off balance.



Turn on the Electone by pressing the [POWER] switch.



Set the MASTER VOLUME control and press the Expression pedal down with your foot. The more you press down, the greater the volume.



That's it! Now, you're ready to play the Electone.



Sounds

Try out any one of the keyboards!

Keep in mind that the sounds made by each of the keyboards may be different.

You can select the desired Voice for each of the keyboards—the Upper Keyboard, Lower Keyboard and Pedalboard.

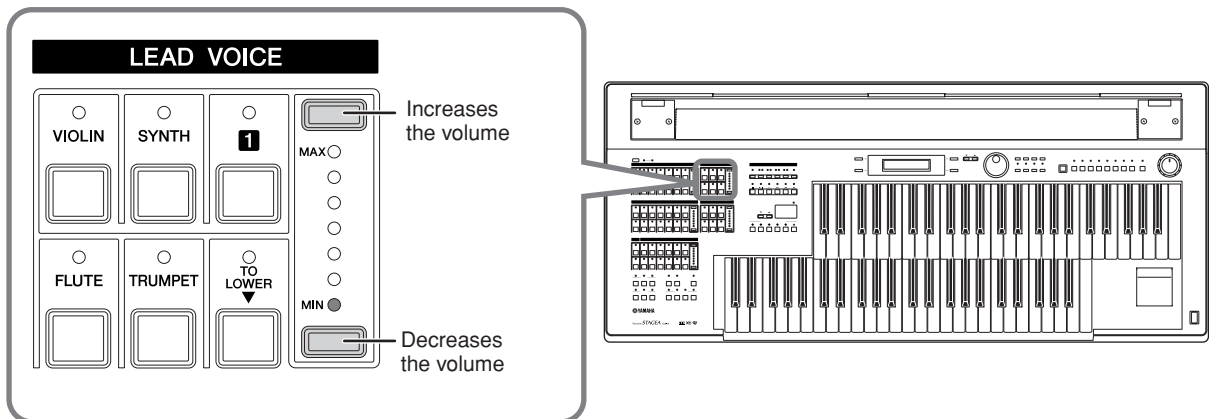
The secret behind the Upper Keyboard sounds

If you listen closely to the sound of the Upper Keyboard, you may notice that it sounds ‘fatter’ and more richly textured than the sounds of the other keyboard. The reason is that the Upper Keyboard actually produces two different sounds: the Upper Keyboard Voice and the Lead Voice.



Think of the Lead Voice as a solo instrument, such as Trumpet or Flute—in other words, an instrument that plays the solo or lead part in an orchestra. The Lead Voice sounds together in a layer with the Upper Keyboard Voice, thus enriching the overall sound.

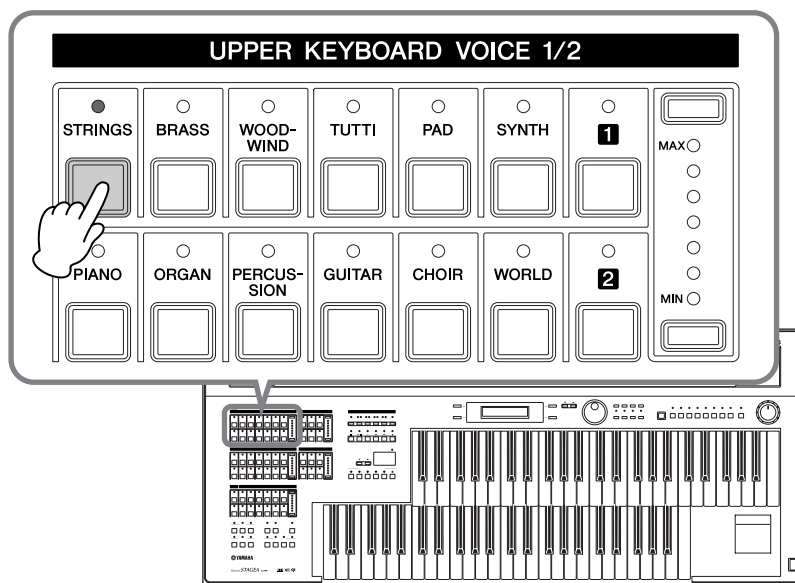
Turn the Lead Voice volume to minimum and to listen only to the Upper Keyboard Voice.



Try out the keys on the Upper Keyboard now and listen to the Upper Keyboard Voice by itself!

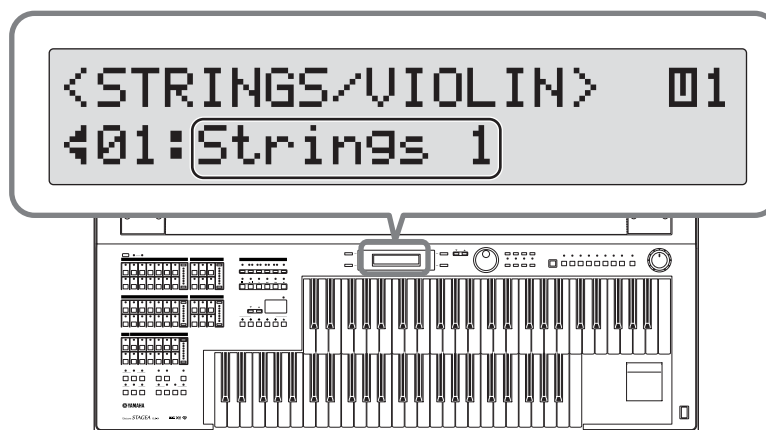
To begin with, select a Upper Keyboard Voice

Press the [STRINGS] button in the Upper Keyboard Voice 1/2 section.



Try playing some of the keys on the Upper Keyboard, and check out the Strings sound.

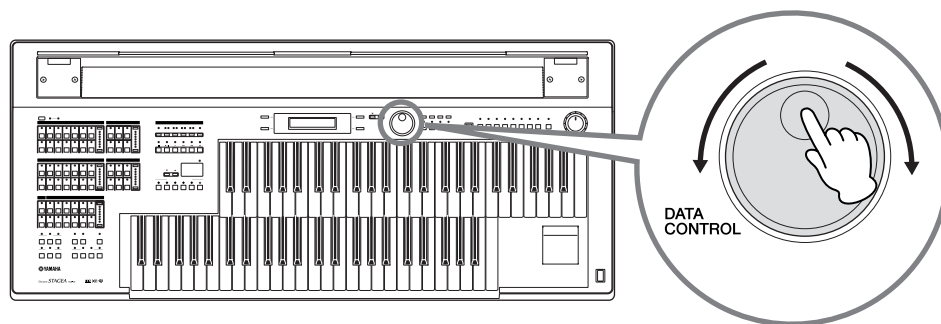
Take a look at the display on the panel



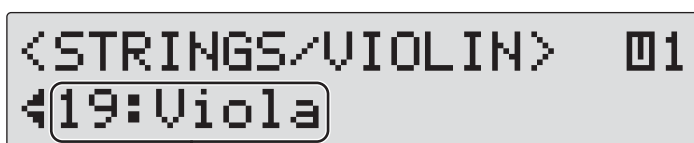
You may not be able to notice it right away, but the [STRINGS] button actually has a variety of “hidden” Strings and Violin sounds in it.

Since the Voice name “Strings 1” is shown at the bottom of the display, you know that the “Strings 1” Voice sounds when you play the keys on the Upper Keyboard.

Naturally, you can select any of the other Strings or Violin Voices hidden away in the [STRINGS] button. These hidden Voices can be displayed and selected by turning the DATA CONTROL dial.



For example, we'll call up the Voice "19: Viola" here.



Currently selected Voice is displayed here

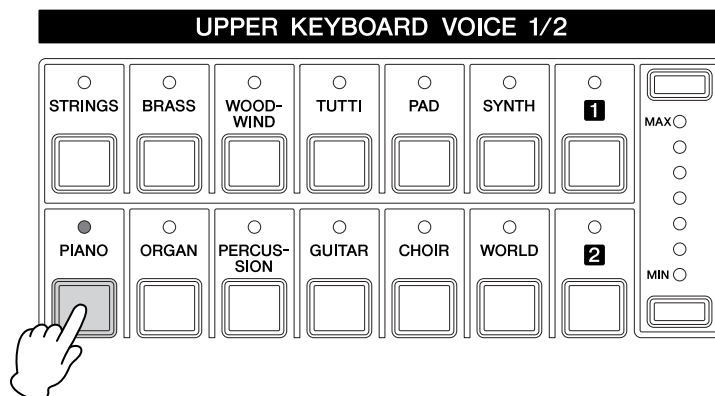
Try out keys on the Upper Keyboard now and listen to the Viola sound.

 **Memo**

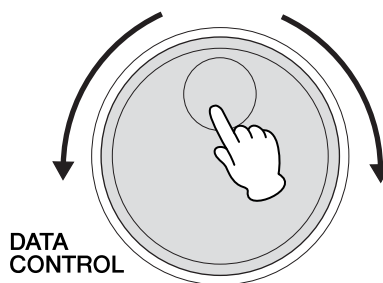
Select the hidden Voices by turning the DATA CONTROL dial clockwise. When the last Voice is called up, the display doesn't change, even when you turn the DATA CONTROL dial clockwise. To go back and select Voices in reverse, turn the DATA CONTROL dial counter-clockwise.

Next, try playing a Piano Voice

Press the [PIANO] button and try playing the keys on the Upper Keyboard. Now, the Electone sounds just like a piano.



The [PIANO] button also has various hidden Piano sounds in it. Select the desired Piano Voice by using the DATA CONTROL dial.



There are various other Voice buttons in the Upper Keyboard Voice 1/2 section—so try them out now and find some of your favorite Voices!

Memo

If you want to know more about each Voice and its characteristics, take a look at the Voice List on page 34 in the Owner's Manual.

Keep in mind that you can select Voices for the Lower Keyboard and the Pedalboard, just as you did for the Upper Keyboard. For the Lower Keyboard, press the Voice button in the Lower Keyboard Voice 1/2 section. For the Pedalboard, press the Voice button in the Pedal Voice 1/2 section.

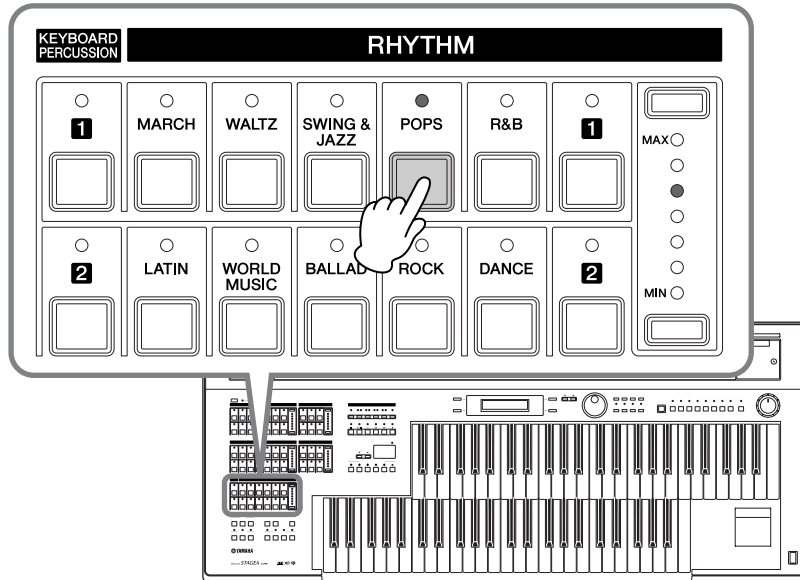
If you want to select the Lead Voice for the Upper Keyboard, press the Voice button in the Lead Voice section.



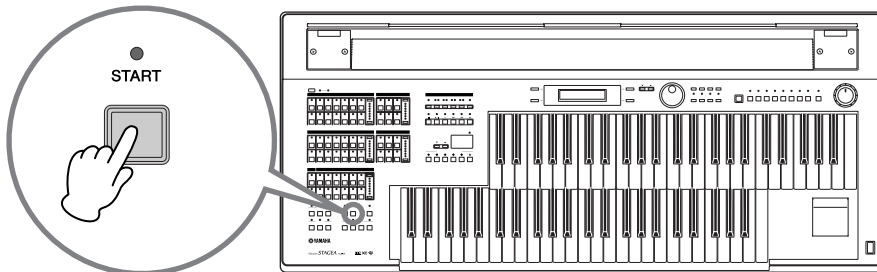
Play the Rhythm

Your Electone is also a rhythm expert, and there are various Rhythm buttons on the panel. Let's play one of the Rhythm patterns now.

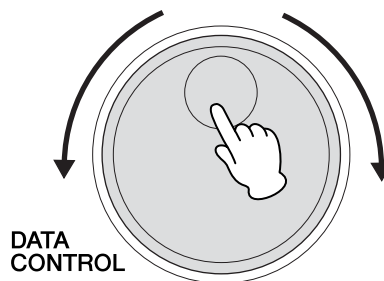
Press the [POPS] button.



Press the [START] button to start the Rhythm!

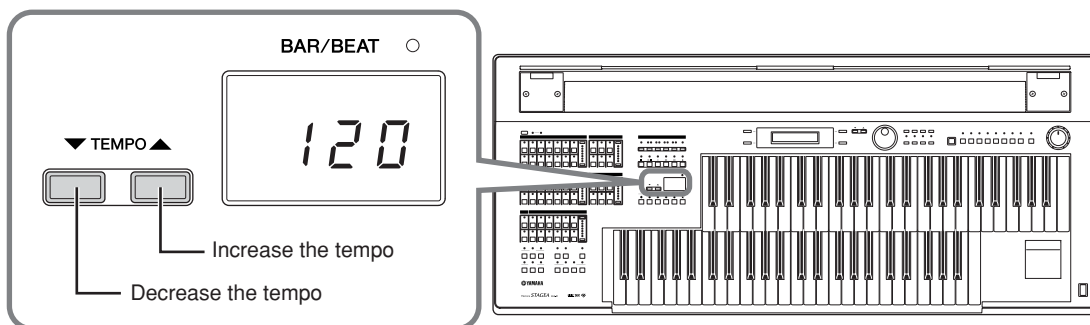


Hidden in the [POPS] button are many different Pop music rhythms. You can select the desired Pops rhythm by using the DATA CONTROL dial.

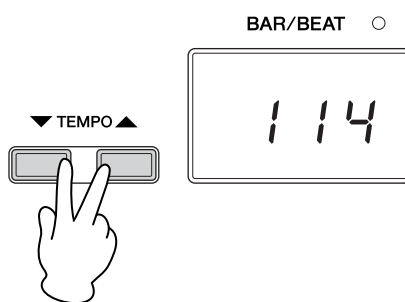


Want to slow down the rhythm, or speed it up? You can adjust the Rhythm tempo with the TEMPO buttons.

Pressing the [▲] button increases the tempo, while pressing the [▼] button decrease it.



To instantly restore the original tempo setting, press the [▲][▼] buttons simultaneously.



Just as with the Voices, there are various rhythm buttons on the panel—so try them out and check out the different rhythm patterns!

Press the [START] button again to stop the rhythm.

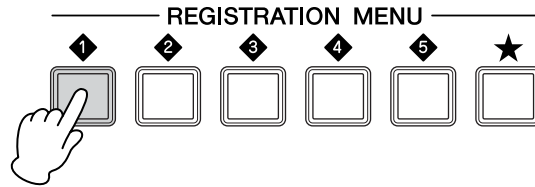




Play the Voice and Rhythm at the same time

Thanks to the Registration Menu buttons, you can call up both Voices and a Rhythm at the same time—with one simple button press.

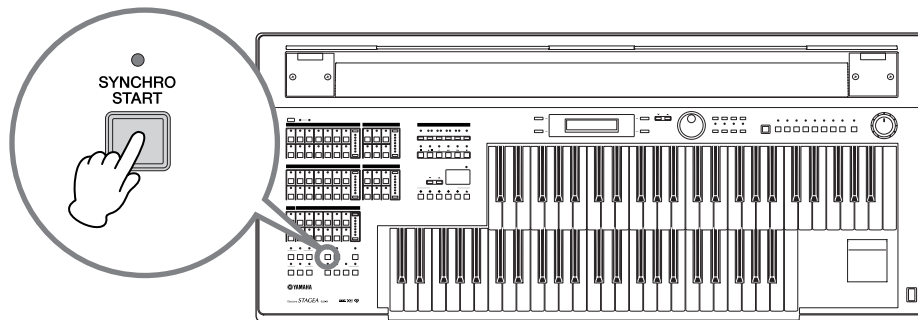
Here, we'll select a March Registration with one of the Registration Menu buttons. Press the [1] button in the Registration Menu button section.



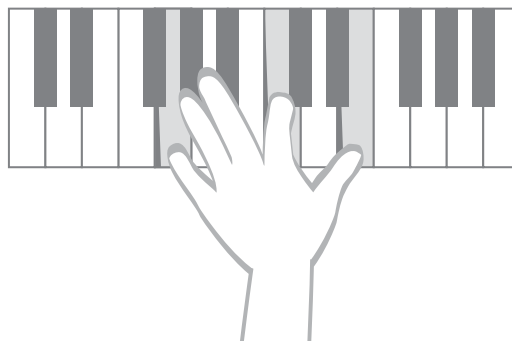
Select the Registration “09: Symphonic March 1” at the bottom of the display by using the DATA CONTROL dial.



Press the [SYNCHRO START] button.



Play a C chord with your left hand on the Lower Keyboard—and the rhythm playback starts immediately!



Did you know that you can add your own bass notes sounds to the rhythm playback? Play the C pedal in rhythm on the first and third beats with your left foot on the Pedalboard while holding down the C chord with your left hand on the Lower Keyboard. Can you hear the bass sounds?

Now, play the melody written below with your right hand on the Upper Keyboard, while playing the Lower Keyboard and Pedalboard. Notice how the sounds of the Lower and Upper Keyboards match the overall feel of the March rhythm. It's a simple phrase, but try playing spiritedly with feeling along with the rhythm.



 **Memo**

A “Registration” is combination of panel settings that can be called up together—including Upper Keyboard Voices, Lower Keyboard Voices, Pedal Voices, a rhythm and so on.

There are many different Registrations—try them out!



Other fun features

The Electone Voices can also be enhanced with effects, such as Reverb, Phaser and so on. What's more, you can play specific Keyboard Percussion sounds—such as snare drum, toms and congas—assigned to the individual keys of the Upper and Lower Keyboards.

Plug in your own USB flash memory device, then record your Electone performance and save it to the USB device. For details, see “Recording” on page 117 in the Owner's Manual.



After playing

After you're finished playing, make sure to turn off the Electone by pressing the [POWER] switch.

Close the protective cover of the Electone to keep the instrument free from dust and other possible damage.

Part 2

Playing the Scores

In Part 1, you learned how to start playing your Electone. Now in Part 2, you can actually perform on the instrument using the scores.

First, we'll show you how to play the specific keys for the notes written in the score, and tell you a little bit more about how to read the scores. Two scores are given here: "When the Saints Go Marching In" and "Jupiter." The first selection is very easy to play, even if you have never touched an electronic keyboard in your life, but the second one requires a bit more skill. Both scores need Registration settings. Before performing, see "Selecting the Registration for performing from the Registration Menu" and store the appropriate Registrations to the numbered buttons on the panel.

Pitch

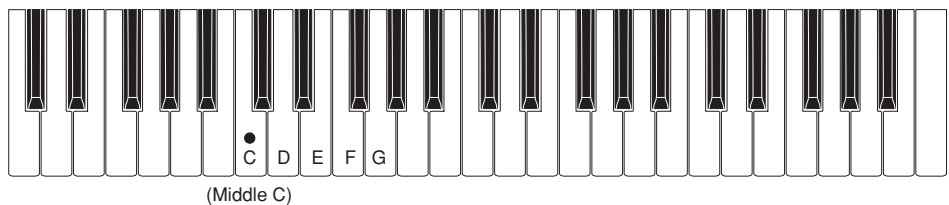
To help you play the notes in the scores, we've shown here what keys you'll need to play on each keyboard to match the notes in the score.

The actual notes produced will depend on the selected Voices.

Right hand



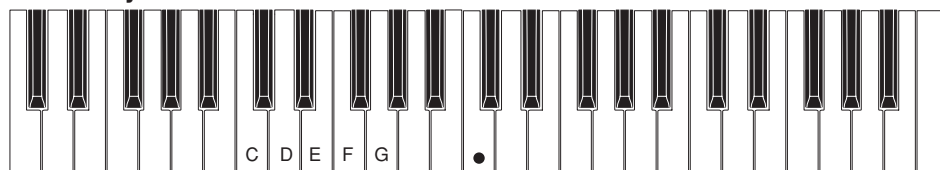
Upper Keyboard



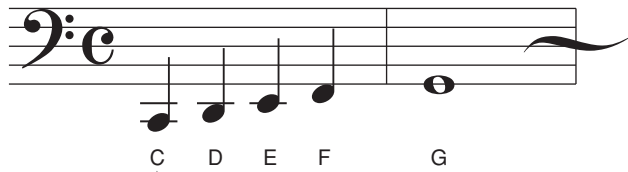
Left hand



Lower Keyboard



Left foot



To play C on the Pedalboard, play the leftmost pedal.



Scores

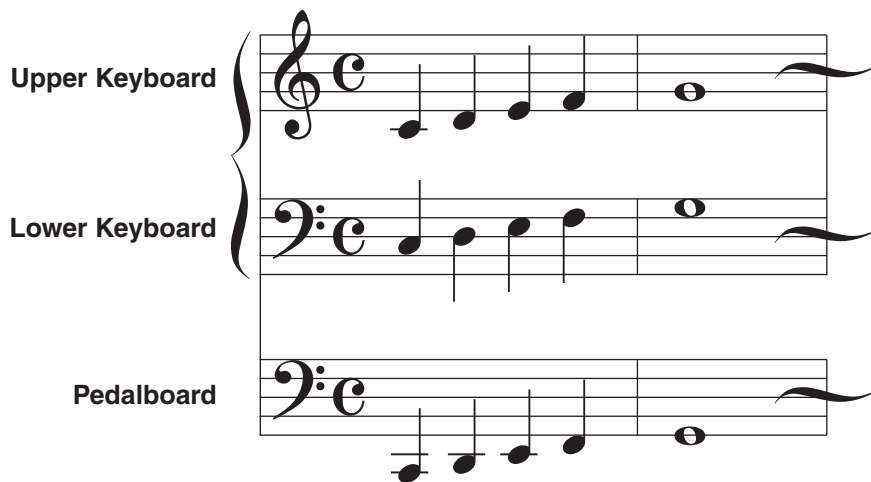
Below are some score examples for the Electone.

Melody Score (one staff)



Play the melody with your right hand. The letters printed above the score (in this case, “C”) indicates what chords and notes you should play on the Lower Keyboard and Pedalboard. (Refer to “Electone Chords” on pages 40 – 41.)

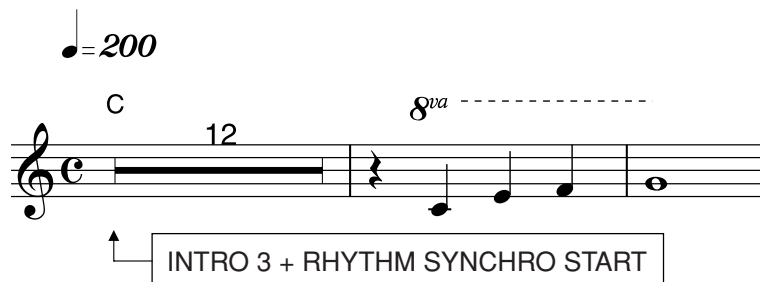
Full Score (three staves)



Shows all notes to be played on the Upper Keyboard, Lower Keyboard and Pedalboard.

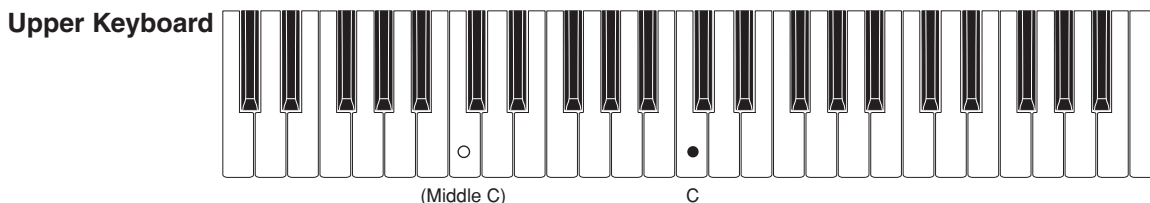
Performance Marks on the Score

These special performance marks indicate which buttons you should press on the panel and when you should press them while playing the Electone. In the example below, first press the INTRO [3] button, then press the [SYNCHRO START] button.



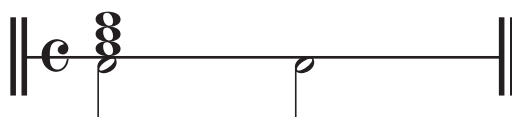
Octave

This “8va” mark indicates that the part underneath should be played one octave higher than written.



Backing Pattern

An example of an appropriate backing pattern is given below. For melody scores, the chord letters above the notation indicate the notes to be played on the Lower keyboard and the Pedalboard. These chord indications show you what notes to play, but give limited information on the timing for playing the keys or how long the keys should be held down in a measure. The example below is more specific, and allows you to play the backing pattern with the appropriate timing.



The notes above the dividing line indicate the rhythm pattern to be played on the Lower Keyboard, while the notes below indicate the timing for the Pedalboard. In this case, play the whole notes with your left hand on the first beat in each measure on the Lower Keyboard and play the half note with your foot on the first and third beats in each measure on the Pedalboard.

When the Saints Go Marching In

American Folk Song

$\bullet = 200$

C 12 8^{va} -----

INTRO 3 + RHYTHM SYNCHRO START

C G7

C F C^{onG}

G7 C (8^{va} ----- |)

ENDING 2 (with right hand)

 **Memo**

“When the Saints Go Marching In” is an traditional American spiritual, and is most closely associated with the birthplace of jazz, New Orleans. Performed in parades, blues and jazz festivals and popularized by many—most notably, Louis Armstrong—it is a well-loved tune all over the world. The bright brass sounds used here in this arrangement match well with the joyful rhythm.

Helpful Hint

The tempo of this piece is fast, so play it energetically keeping with the feel of the double-time rhythm.

Chords



C



C^{on}G



F



G7



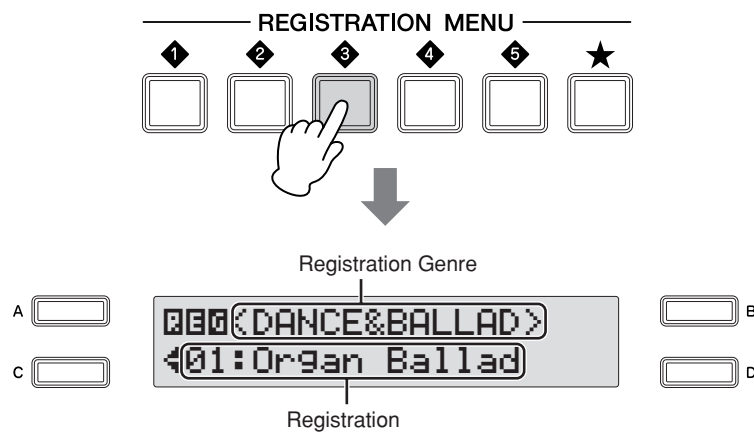
Selecting the Registration for performing from the Registration Menu

Simply select the Registration from the Registration Menu and play the song.

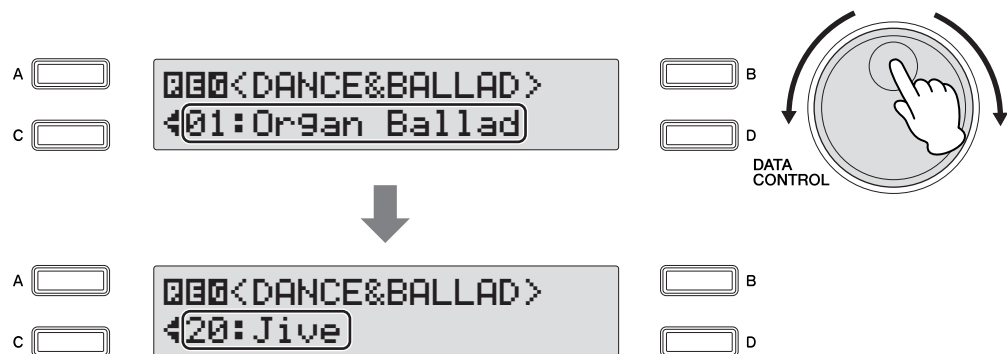
Selecting the Registration

1 Press the Registration Menu [3] button on the panel.

The selected registration is shown at the bottom of the display.



2 Select the Registration “20: Jive” by using the DATA CONTROL dial.

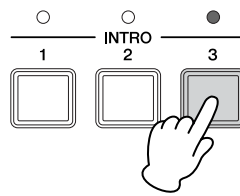


Now, you have completed the setting.

Playing “When the Saints Go Marching In”

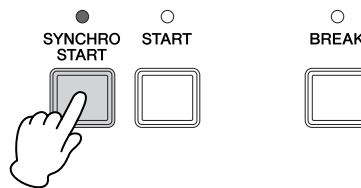
The musical score is written in 3/4 time with a tempo of 200 BPM. It consists of four staves of music. The first staff has a treble clef and a key signature of one flat (B-flat). It starts with a 3-measure rest, followed by a C chord, a 12-measure rest, and then a 3-measure rest with a 6th note indicated. The second staff continues with a C chord, a 1-measure rest, a 2-measure rest, and a G7 chord. The third staff has a C chord, an F chord, and a C^{on}G chord. The fourth staff has a G7 chord, a C^{on} chord with a 6th note indicated, and a 1-measure rest. A box labeled 'INTRO 3 + RHYTHM SYNCHRO START' is positioned above the first staff, and a box labeled 'ENDING 2 (with right hand)' is positioned below the fourth staff.

1 Press the **INTRO [3]** button in the **Rhythm** section.



2 Press the **[SYNCHRO START]** button.

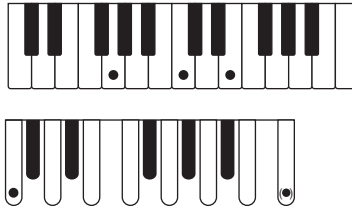
The lamp above the **[SYNCHRO START]** button will light, indicating that the Synchro Start standby mode has been engaged.



What is Synchro Start standby?

The **[SYNCHRO START]** button puts the rhythm in “standby” condition. When the Synchro Start standby mode is engaged, rhythm playback will begin as soon as you play a note on the Lower Keyboard or Pedalboard.

- 3** Play a C chord with your left hand on the Lower Keyboard and a C note with your foot on the Pedalboard, referring as needed to “Chords” on page 19.



As soon as you play the C chord, a gorgeous introduction with full accompaniment will begin playing. Let the introduction continue for twelve bars, then start playing the melody with your right hand on the Upper Keyboard from the second beat in the thirteenth bar. You can visually confirm the beginning of the introduction with the “-13.1” indication in the Bar/Beat display on the panel. The display counts forward to “1.1,” indicating the beginning of the main section. To actually start the tune, play the melody right at “-1.2”.

Make sure to play the melody one octave higher on the keyboard for notes having the “8va” mark.

- 4** After you’ve played the melody to its end, press the ENDING [2] button with your right hand—at the point in the score marked “ENDING 2 (with right hand).”

The ending pattern matching with the selected rhythm automatically starts playing. Keep holding down the keys with your left hand while the ending pattern is playing.

Memo

Jupiter

Composer
Gustav Holst

♩ = 69 MEMORY 1

A F G Am G F G

mp

INTRO 1 + RHYTHM START

Am G F G C^{onE} F G

C B G Am7 G^{onB} G C

mf

FILL IN B

F Am G F C^{onE}

F G **MEMORY 2** C F G Am G

f

F G Am G F G

FILL IN B (with left hand)

C^{onE} F G C

ENDING 1 (with left hand)

 **Memo**

“Jupiter” is one of the seven movements in the magnificent orchestral suite “The Planets” by the British composer Gustav Holst. This suite was completed in 1916 and is based on the concept of the planets of our solar system. “Jupiter” is one of the more well-known and popular pieces from this suite among classical music fans, because of its majestic, beautiful melody.

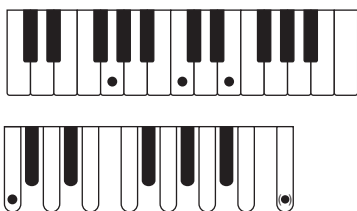
Helpful Hint

In this tune, the Lower Memory function is turned on. When the Lower Memory is set to on, the Lower keyboard Voices and chord accompaniment keep playing (along with the rhythm) even after you release your fingers from the Lower keyboard. This means that if you hit a wrong note by mistake, the “wrong” accompaniment will continue sounding until you re-play the chord. Be very careful to press the correct keys when you play chords with your left hand.

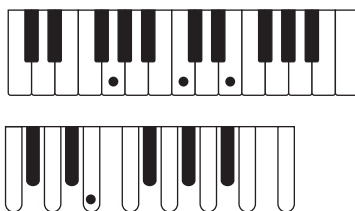
Chords

.....

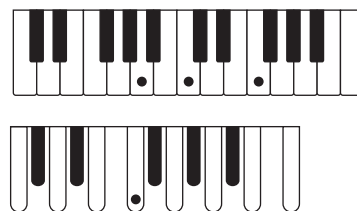
C



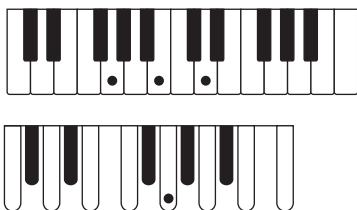
C^{on}E



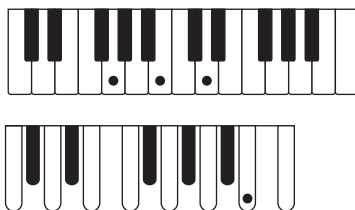
F



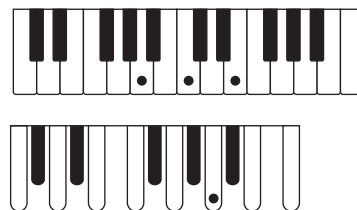
G



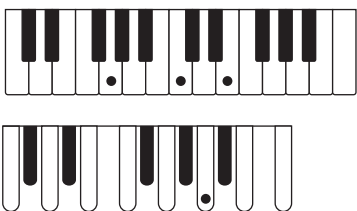
G^{on}B



Am



Am7



Selecting the Registrations for performing from the Registration Menu

To play this tune, you'll need to use two registrations, Memory 1 and Memory 2. For Memory 1, select one of the Registration Menu buttons (as you did in "When the Saints Go Marching In"). For Memory 2, first select a Registration (to serve as a 'template'), then create a new Registration from it by changing the original settings. You can store your created Registrations to the Registration Memory buttons first, then save them for safekeeping to a USB flash memory device.

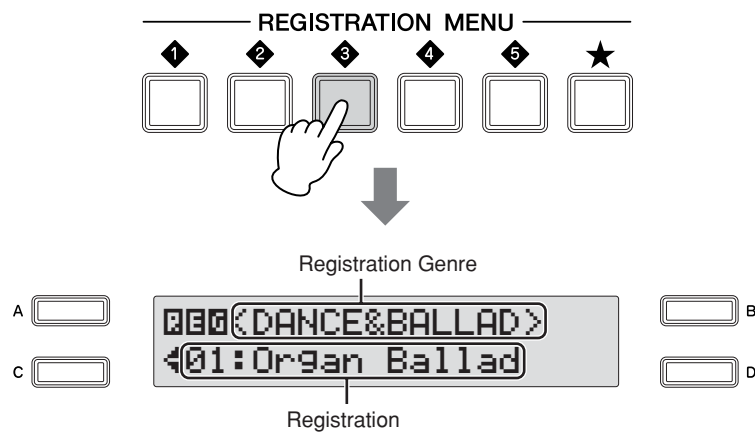
Setting the Registrations

MEMORY

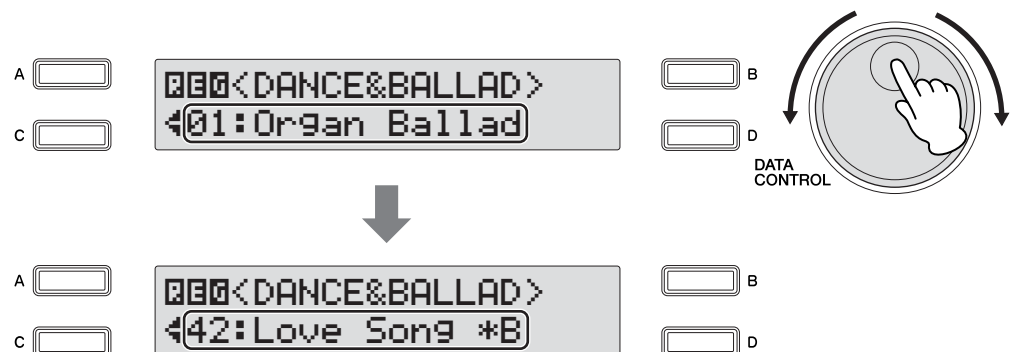
1 Selecting a registration

1 Press the Registration Menu [3] button.

The registration of "Dance & Ballad" genre is displayed.



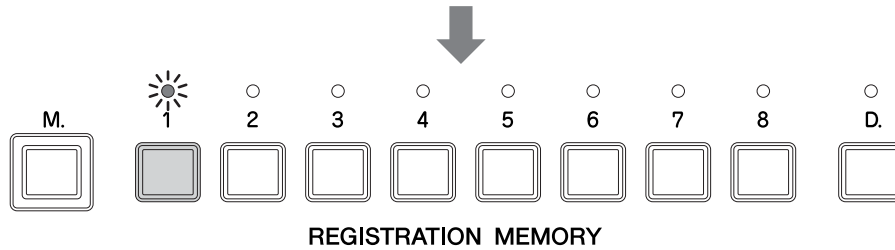
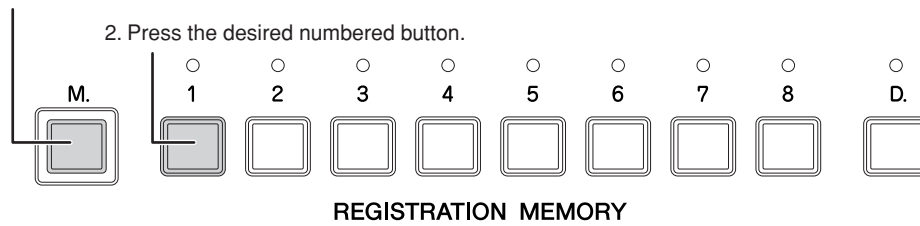
2 Select "42: Love Song *B" by using the DATA CONTROL dial.



3 Store the setting to the Registration Memory [1] button.

While holding down the [M.] (Memory) button in the Registration Memory section, press the [1] button—to which the Registration will be stored.

1. While holding down [M.] button...



When the Registration is stored, the LED above the [1] button flashes momentarily. This completes the settings for Registration Memory 1.

MEMORY

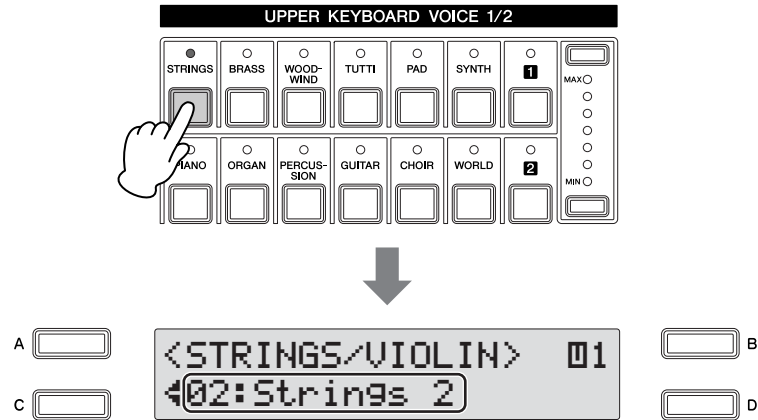
2 Go on to create the second Registration

1 Select Registration “44: Love Song *D” by using the DATA CONTROL dial.



2 The Upper Keyboard Voice of the Registration selected in step 1 above is a Strings Voice. You can create a richer, more dramatic sound by changing the feet of the Strings Voice—to better bring out the melody played on the Upper keyboard.

2-1 Press the [STRINGS] button in the Upper Keyboard 1/2 Voice section.



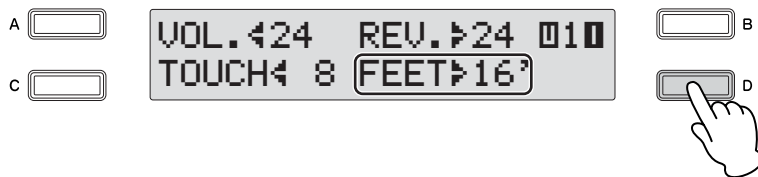
“Strings 2” is displayed at the bottom of the display, indicating that the Voice originally set in Registration “Love Song *D” (selected in step 1) is “Strings 2.”

2-2 Press the [STRINGS] button again to call up the Voice Condition display, in which you can tweak the settings for “Strings 2.”



The Feet setting is shown at the bottom right of the display.

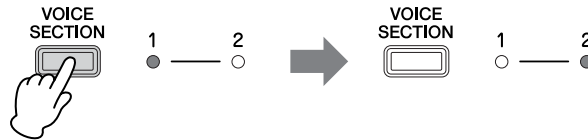
2-3 Change the feet setting to “16” by pressing the [D] button successively.



This makes the sound of the Upper Keyboard richer and warmer.

3 “Timpani 1” is set for the Pedal Voice 2 in the selected registration. Make it a little more simple and sparse, by muting Pedal Voice 2.

3-1 Press the [VOICE SECTION] button at the top left on the panel to light up lamp [2] in the Voice Section as shown below.



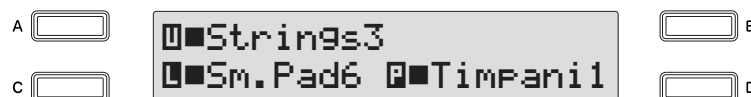
When the Voice Section lamp [2] lights up, you can select a Voice from Voice Section 2 for each Keyboard, or visually confirm the Voices selected from Voice Section 2 for each Keyboard.

What is Voice Section 2?

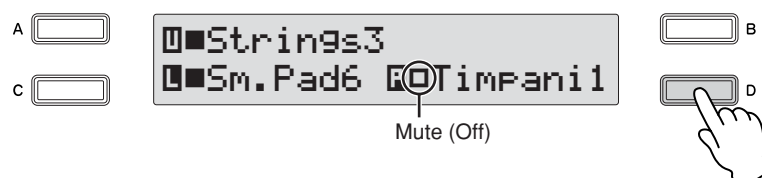
For the Pedalboard, you can play two Voices from a single pedal by selecting Pedal Voice 1 from the Pedal Voice 1 section and Pedal Voice 2 from the Pedal Voice 2 section. To switch between the available Pedal Voice sections, press the [VOICE SECTION] button. For details, see “Switching between Voice section 1 and Voice section 2” on page 29 in the Owner’s Manual.

3-2 Press the [VOICE DISPLAY] button in the DISPLAY SELECT section.

The current Voices selected from Voice section 2 for each keyboard are shown.



3-3 Press the [D] button corresponding to “Timpani 1” in the display to mute the Timpani 1 Voice.



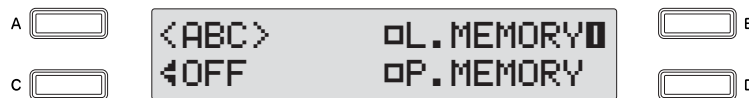
The indicator “■” changes to “□.” Now, the Timpani 1 sound will be off even if you play the Pedalboard.

4 Set the Auto Bass Chord (A.B.C.) function

What is the A.B.C. function?

The A.B.C. function works with the Rhythm section of the Electone to automatically produce bass accompaniment as you play. It adds an entirely new dimension to your performance by effectively putting a full backing band at your disposal.

4-1 Press the [A.B.C./ M.O.C.] button in the DISPLAY SELECT section to call up the A.B.C. display.



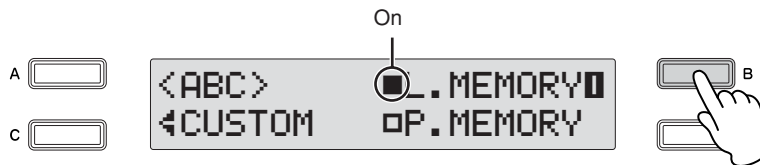
The selected A.B.C. function mode is displayed (in this case, off is selected) at the bottom left of the display.

4-2 Select “CUSTOM” by using the DATA CONTROL dial.



This allows you to determine what bass notes will be played in the accompaniment by playing a note on the Pedalboard during rhythm playback.

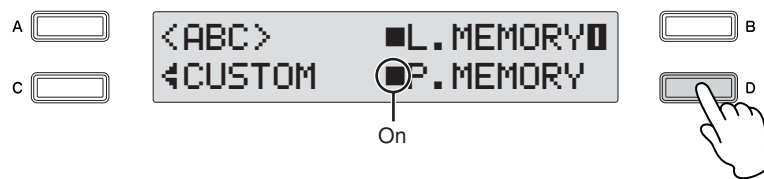
4-3 Press the [B] button to turn Lower Memory on.



What is Lower Memory?

When Lower Memory is set to on, the Lower keyboard Voices and chord accompaniment keep playing even after you release your fingers from the Lower keyboard, while the rhythm plays. This is useful when you play while using the A.B.C. function.

4-4 Press the [D] button to turn Pedal Memory on.



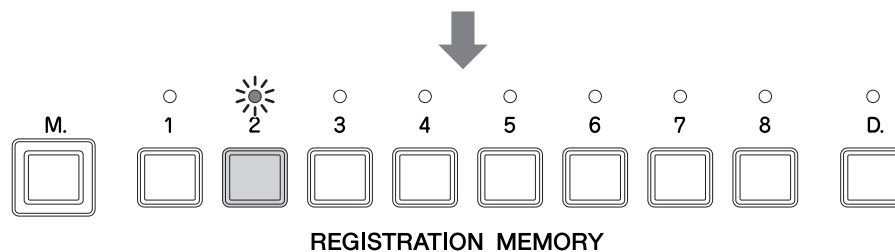
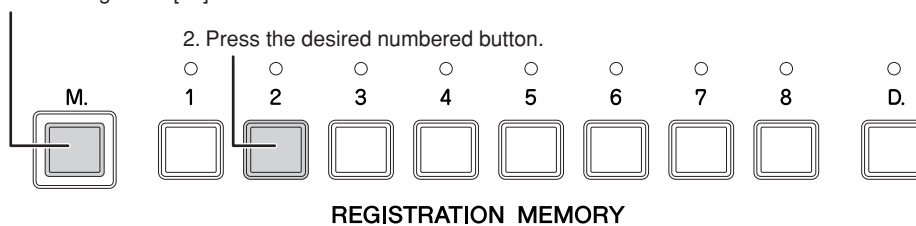
What is Pedal Memory?

When Pedal Memory is set to on, the Pedalboard Voices and bass accompaniment keep playing even after you release your foot from the Pedalboard, while the rhythm plays. This is useful when you play while using the A.B.C. function.

5 Store the setting to the Registration Memory [2] button.

While holding down the [M.] (Memory) button in the Registration Memory section, press the [2] button—to which the Registration will be stored.

1. While holding down [M.] button...

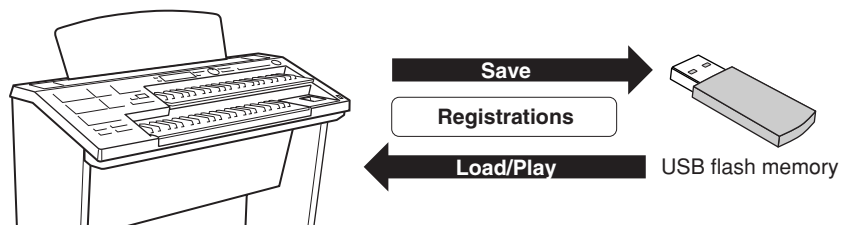


When the Registration is stored, the LED above the [2] button flashes momentarily. This completes the settings for Registration Memory 2.

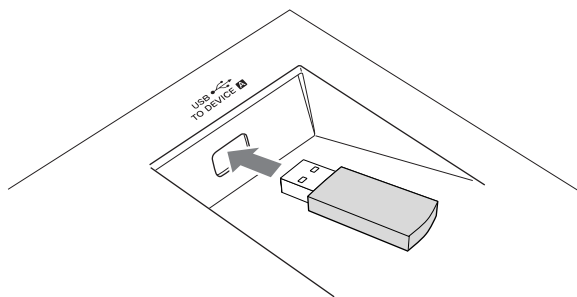
Saving the Registrations to a USB flash memory device

Now that you've stored the created registrations to the numbered buttons on the panel, you should save them to an optional USB flash memory device. Once saved to a USB device, you can easily connect it to the Electone and load back the saved data anytime you wish.

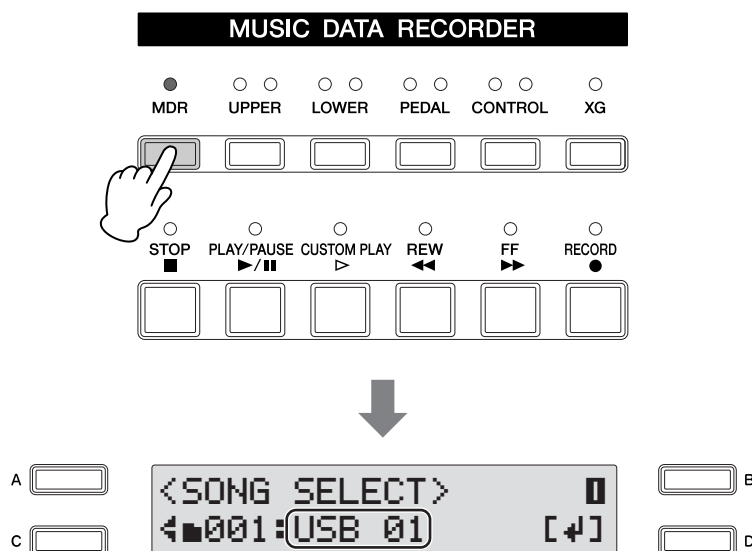
Before purchasing a USB flash memory device, please consult your Yamaha dealer, or an authorized Yamaha distributor for advice and possible compatibility issues.



- 1 Insert the USB flash memory device into the USB TO DEVICE terminal.

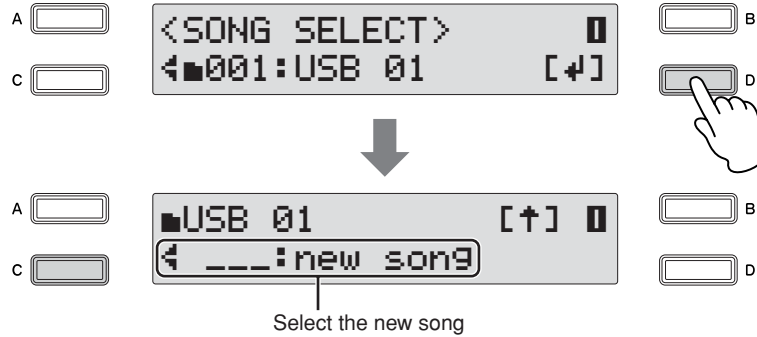


- 2 Press the [MDR] button to call up the Song Select display.



3 Select a blank song “new song” to which you want to save the Registration data.

To select a “new song,” press the [D] button to enter the media, and the selected new song is shown at the bottom of the display. If “new song” is not displayed, turn the DATA CONTROL dial or press the [C] button successively to select a new song.



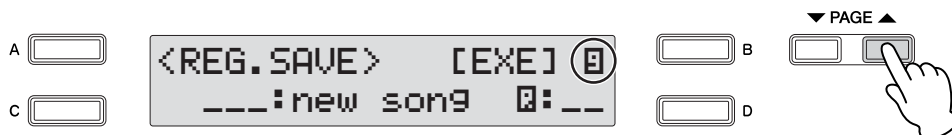
You have selected a new song for saving the Registration data.

What is a Song?

You can think of a Song as being a special container (within certain storage media) for storing recorded Electone data for a piece of music. A single song can contain both the recorded performance and Registrations.

4 Use the PAGE buttons to select Page 9.

The Registration Save display appears.



5 Press the [B] button corresponding to [EXE] in the display.

A message appears, indicating the Registration data is currently being saved. After the message disappears, the song to which the Registration is recorded is automatically named “SONG XX” (xx indicates the number).

Now you have saved your Registrations to the USB flash memory device.

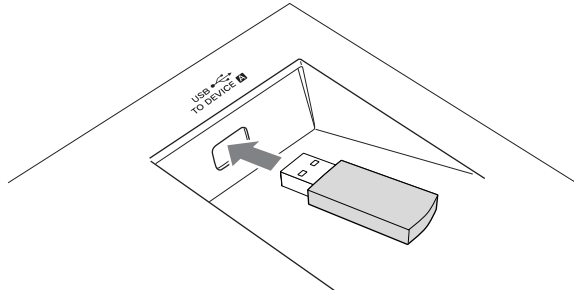
You can change the song name as desired. For details on how to edit the song name, see page 122 in the Owner’s Manual. In this case, giving it the song title “Jupiter” may make it easier to find the song in the future.



Recalling Recorded Registrations

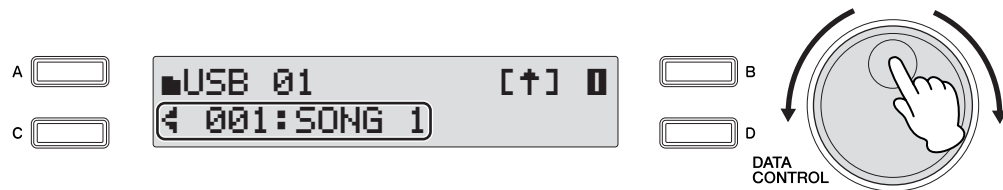
Load back the Registrations in the media to the Electone so that you can use the settings for performing “Jupiter.”

- 1 Insert the USB flash memory into the USB TO DEVICE terminal.

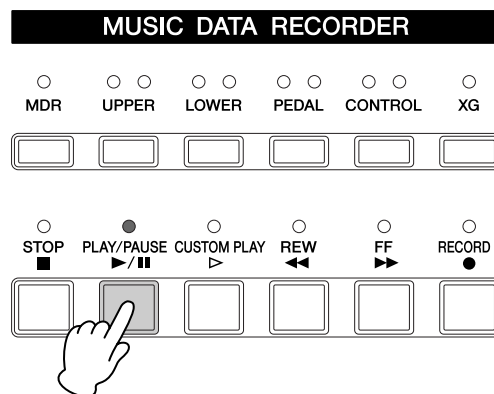


- 2 Press the [MDR] button and select the song to which the Registrations of “Jupiter” have been saved.

For details on selecting a song, see pages 111 – 117 in the Owner’s Manual.



- 3 Press the [PLAY/PAUSE] button.



A message appears, indicating that the Registrations are being loaded. After loading the Registration data, the message closes.

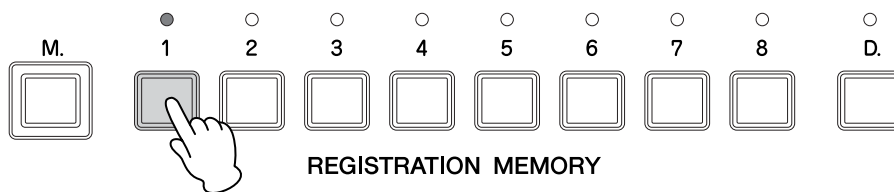
The Registrations are loaded to the numbered buttons on the panel.

Playing “Jupiter”

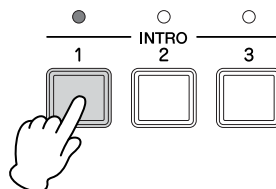
Measures 1-12 of the musical score for 'Jupiter'. The score is in treble and bass clefs. Measure 1 is marked with a 'MEMORY 1' button. Chords include F, G, Am, G, F, G, Am, G, F, G, C, B, Am7, G^{onB}, G, C. Dynamics include *mp* and *mf*. A 'FILL IN B' section is indicated at measure 4.

Measures 13-24 of the musical score for 'Jupiter'. Measure 13 is marked with a 'MEMORY 2' button. Chords include F, Am, G, F, C^{onE}, F, G, Am, G, Am, G, G, Am, G, F, G, C. Dynamics include *f*. A 'FILL IN B (with left hand)' section is indicated at measure 15, and an 'ENDING 1 (with left hand)' section is indicated at measure 24.

1 Press the Registration Memory [1] button

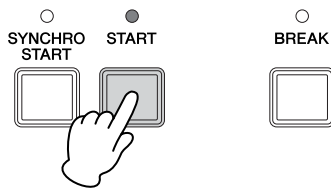


2 Press the INTRO [1] button in the Rhythm section.

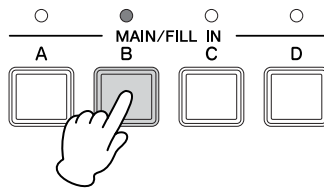


3 Press the [START] button in the Rhythm section.

Start playing from the fourth beat in the first bar.

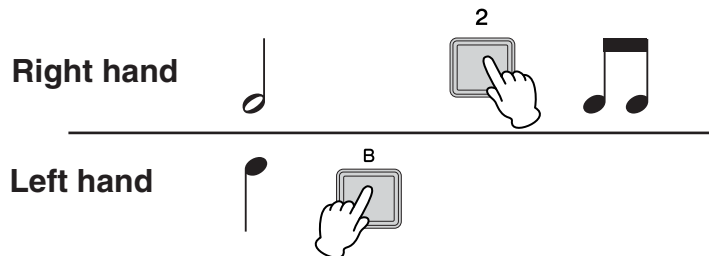


4 Press the FILL IN [B] button in the Rhythm section with your left hand at the point in the score marked “FILL IN B.”



5 Press the FILL IN [B] button in the Rhythm section with your left hand at the point marked “FILL IN B (with left hand)” in the seventeenth measure on the score, and then press the [2] button in the Registration Memory section with your right hand at the point marked “Memory 2” in the same measure on the score.

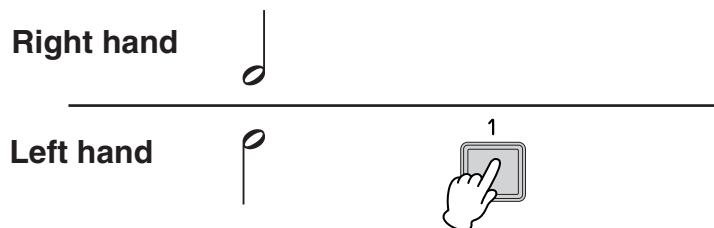
At the seventeenth measure, you'll need to call up the fill in pattern and change the Registration Memory number by pressing the appropriate buttons with the proper timing as you perform.



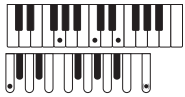
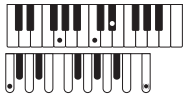
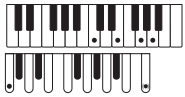


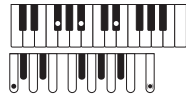
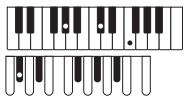
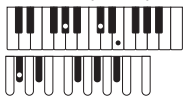
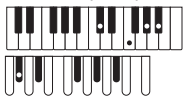
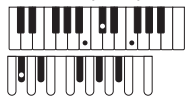
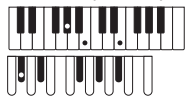
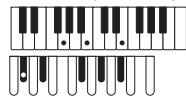
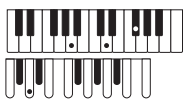
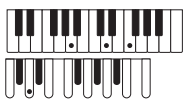
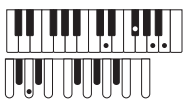
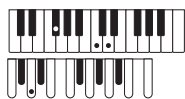
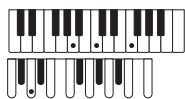
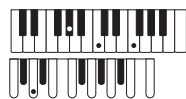






















































Play the notes on the first beat with both hands, and on the second beat, take your left hand from the keyboard and use it to press the FILL IN [B] button, while holding down the keys with your right hand. On the third beat, lift your right hand from the keyboard and use it to press the Registration Memory [2] button. Finally, on the fourth beat, play the melody with right hand while playing the Pedalboard.

6 After playing the melody, press the ENDING [1] button with your left hand at the point marked “ENDING 1 (with left hand)” in the score.









































































Press the ENDING [1] button with your left hand at the third beat in the last measure. The rhythm will automatically stop after the ending phrase is played. While the ending phrase is played, hold down the keys on the Upper Keyboard.



Electone Chords

Major	Minor	Sixth	Seventh	Minor seventh	Minor seventh flatted fifth
C 	Cm 	C6 	C7 	Cm7 	Cm7⁵ 
D^b (C[#]) 	C[#]m (D^bm) 	D^b6 (C[#]6) 	D^b7 (C[#]7) 	C[#]m7 (D^bm7) 	C[#]m7⁵ (D^bm7⁵) 
D 	Dm 	D6 	D7 	Dm7 	Dm7⁵ 
E^b (D[#]) 	D[#]m (E^bm) 	E^b6 (D[#]6) 	E^b7 (D[#]7) 	D[#]m7 (E^bm7) 	D[#]m7⁵ (E^bm7⁵) 
E 	Em 	E6 	E7 	Em7 	Em7⁵ 
F 	Fm 	F6 	F7 	Fm7 	Fm7⁵ 
G^b (F[#]) 	F[#]m (G^bm) 	G^b6 (F[#]6) 	G^b7 (F[#]7) 	F[#]m7 (G^bm7) 	F[#]m7⁵ (G^bm7⁵) 
G 	Gm 	G6 	G7 	Gm7 	Gm7⁵ 
A^b (G[#]) 	G[#]m (A^bm) 	A^b6 (G[#]6) 	A^b7 (G[#]7) 	G[#]m7 (A^bm7) 	G[#]m7⁵ (A^bm7⁵) 
A 	Am 	A6 	A7 	Am7 	Am7⁵ 
B^b (A[#]) 	A[#]m (B^bm) 	B^b6 (A[#]6) 	B^b7 (A[#]7) 	A[#]m7 (B^bm7) 	A[#]m7⁵ (B^bm7⁵) 
B 	Bm 	B6 	B7 	Bm7 	Bm7⁵ 

This chord chart shows the notes you should play when Auto Bass Chord (A.B.C.) is set to Custom. When the accompaniment mode is set to Off or Fingered, make sure to also play the proper root note on the lower keyboard, which is indicated here in the Pedalboard graphic.

Major seventh	Augmented	Diminished	Suspended fourth	Seventh suspended fourth	Minor major seventh
C_{M7} 	C_{aug} 	C_{dim} 	C_{sus4} 	C_{7sus4} 	C_{mM7} 
D^b_{M7} (C[#]_{M7}) 	D^b_{aug} (C[#]_{aug}) 	C[#]_{dim} (D^b_{dim}) 	D^b_{sus4} (C[#]_{sus4}) 	D^b_{7sus4} (C[#]_{7sus4}) 	C[#]_{mM7} (D^b_{mM7}) 
D_{M7} 	D_{aug} 	D_{dim} 	D_{sus4} 	D_{7sus4} 	D_{mM7} 
E^b_{M7} (D[#]_{M7}) 	E^b_{aug} (D[#]_{aug}) 	E^b_{dim} (D[#]_{dim}) 	E^b_{sus4} (D[#]_{sus4}) 	E^b_{7sus4} (D[#]_{7sus4}) 	D[#]_{mM7} (E^b_{mM7}) 
E_{M7} 	E_{aug} 	E_{dim} 	E_{sus4} 	E_{7sus4} 	E_{mM7} 
F_{M7} 	F_{aug} 	F_{dim} 	F_{sus4} 	F_{7sus4} 	F_{mM7} 
G^b_{M7} (F[#]_{M7}) 	G^b_{aug} (F[#]_{aug}) 	F[#]_{dim} (G^b_{dim}) 	F[#]_{sus4} (G^b_{sus4}) 	F[#]_{7sus4} (G^b_{7sus4}) 	F[#]_{mM7} (G^b_{mM7}) 
G_{M7} 	G_{aug} 	G_{dim} 	G_{sus4} 	G_{7sus4} 	G_{mM7} 
A^b_{M7} (G[#]_{M7}) 	A^b_{aug} (G[#]_{aug}) 	A^b_{dim} (G[#]_{dim}) 	G[#]_{sus4} (A^b_{sus4}) 	G[#]_{7sus4} (A^b_{7sus4}) 	G[#]_{mM7} (A^b_{mM7}) 
A_{M7} 	A_{aug} 	A_{dim} 	A_{sus4} 	A_{7sus4} 	A_{mM7} 
B^b_{M7} (A[#]_{M7}) 	B^b_{aug} (A[#]_{aug}) 	B^b_{dim} (A[#]_{dim}) 	B^b_{sus4} (A[#]_{sus4}) 	B^b_{7sus4} (A[#]_{7sus4}) 	B^b_{mM7} (A[#]_{mM7}) 
B_{M7} 	B_{aug} 	B_{dim} 	B_{sus4} 	B_{7sus4} 	B_{mM7} 

Memo

Memo

