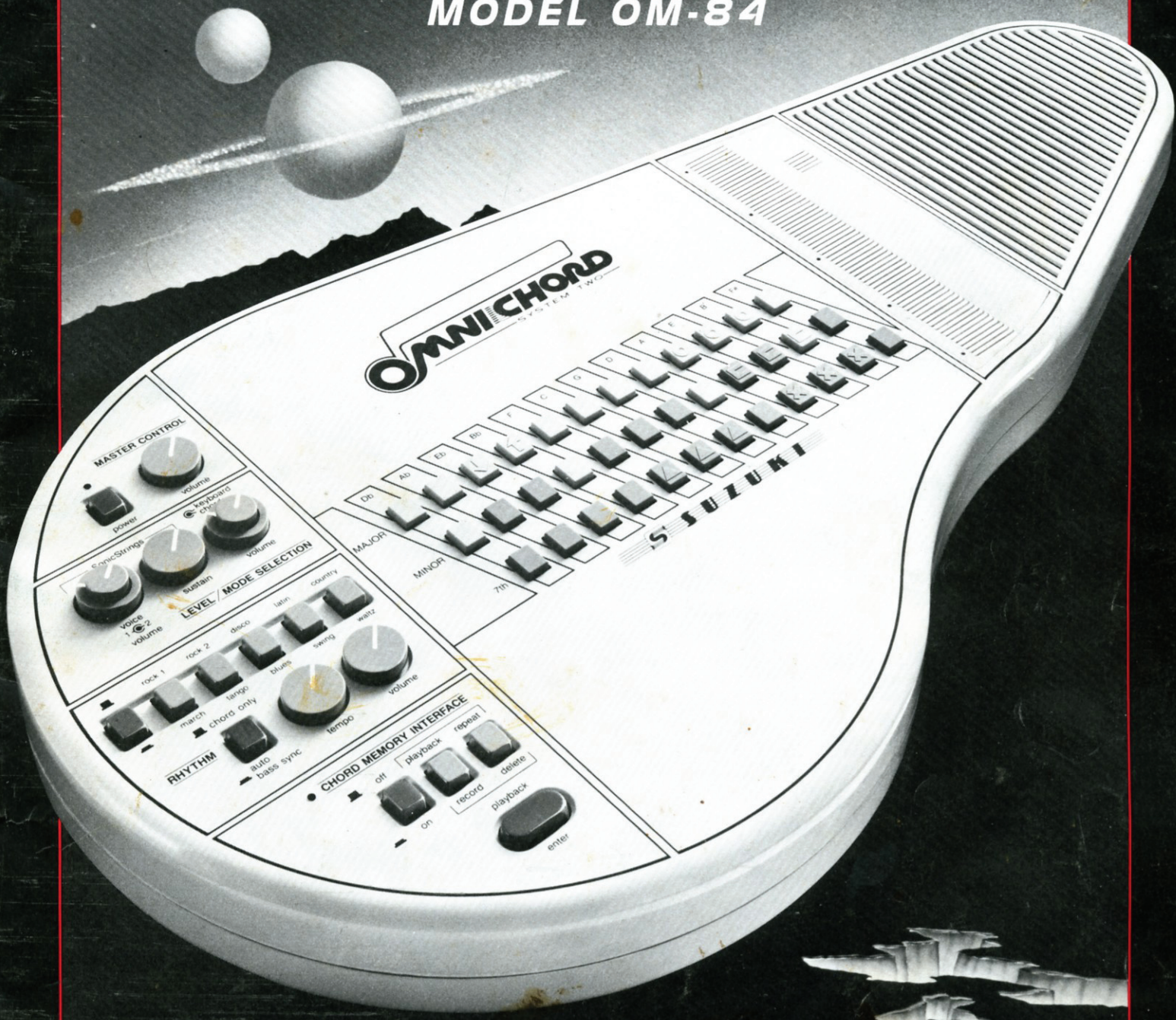
OMNICHORD
SYSTEM TWO
MODEL OM-84



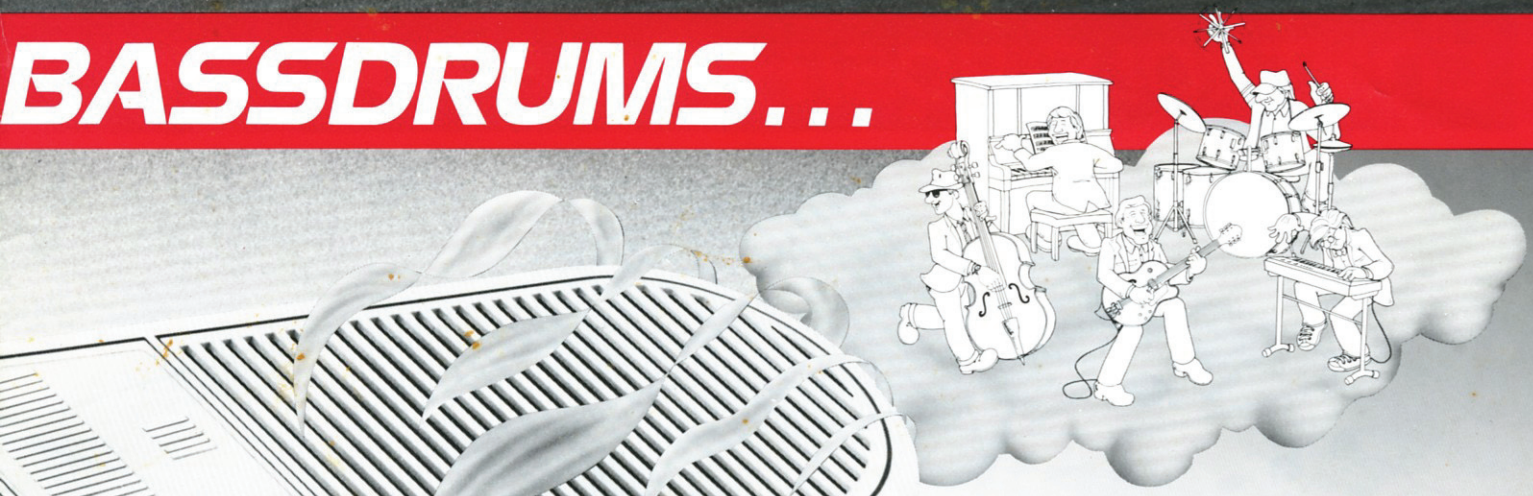
OPERATION MANUAL

SUZUKI

GUITARORGANPIANO



BASSDRUMS...





ALL IN ONE!

TRANSFORM THE LANGUAGE OF MUSIC INTO NEW DIMENSIONS OF FUN AND EXCITEMENT THROUGH THE OMNICHORD SYSTEM TWO EXPERIENCE!

The all new OMNICHORD SYSTEM TWO by Suzuki makes it possible for you to sound like a pro. even if you've never played before.

This electronic musicomputor provides you with the ultimate combination of musical instruments in a light-weight, portable and dynamic sounding package never before available.

Advanced microtechnology allows you to program all the background chords, rhythms, bass and drums to your favorite songs without knowing one note from another. And, as the background is played back automatically, you can add the melody line. The new Omnichord System Two can even be strummed like a guitar to add depth and expression to your music with the amazing SonicStrings strumplate. Your pre-selected chord is electronically matched to the 4 octave strumplate so you can actually strum any songs correct chord progression—just like a guitar! All of Omnichords functions can be used individually or in exciting combinations. There's no end to the music you can make!

This operation manual contains easy-to-follow, step-by-step explanations to all of your Omnichord System Two functions. Read them carefully in order to fully utilize the potential of this exciting new instrument. In just a few minutes, you'll be playing GUITARORGANPIANOBASSDRUMS all at the samt time — Imagine the music!

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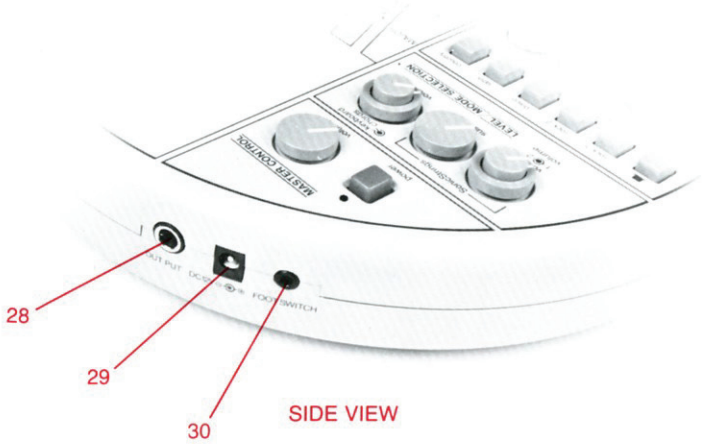
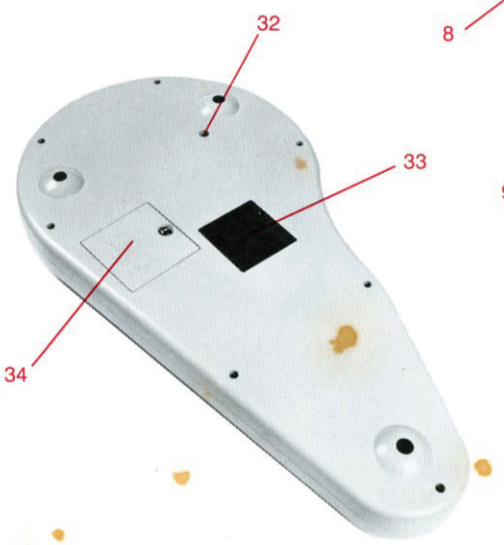
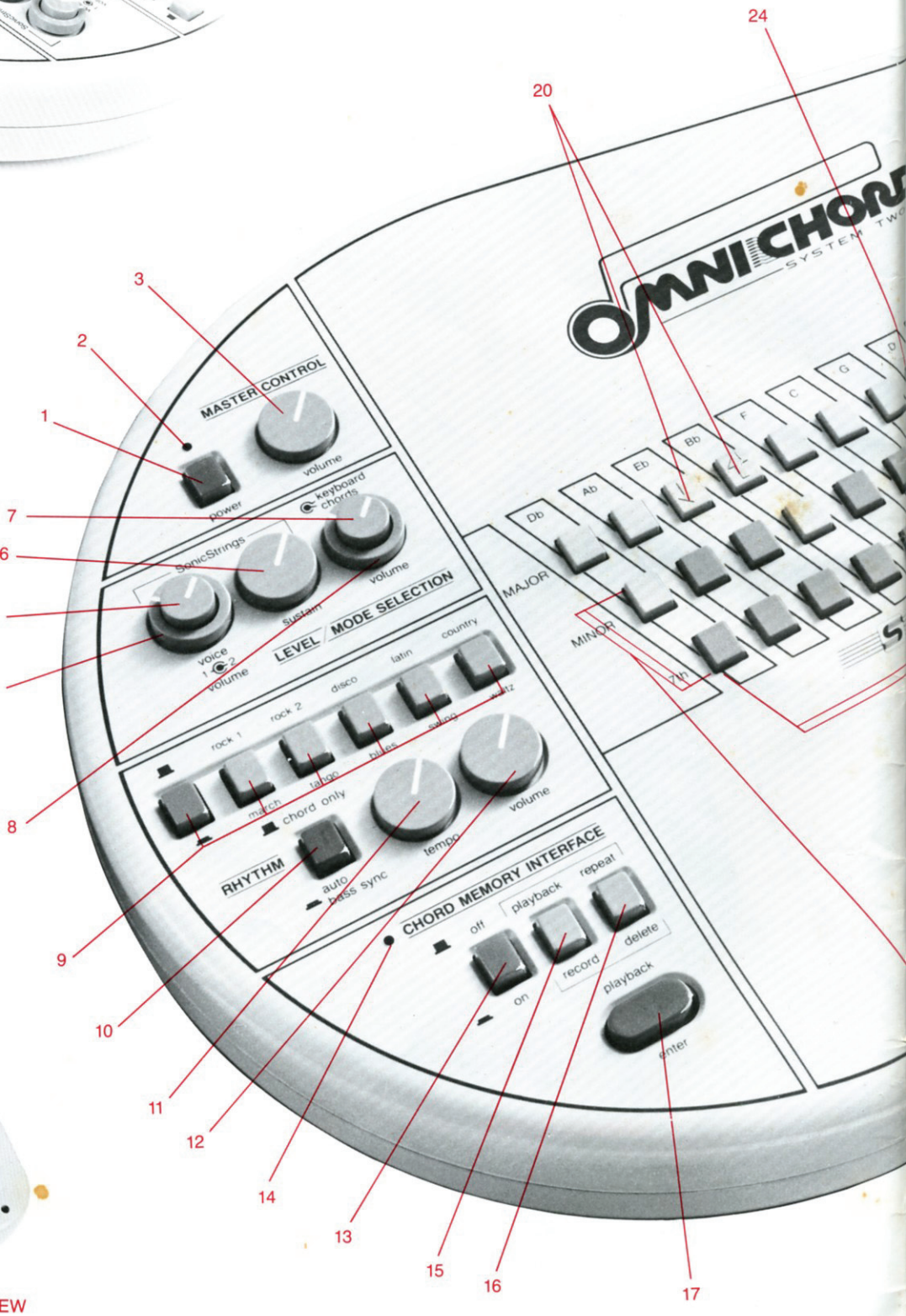
CONTROLS: POSITIONS & FUNCTIONS

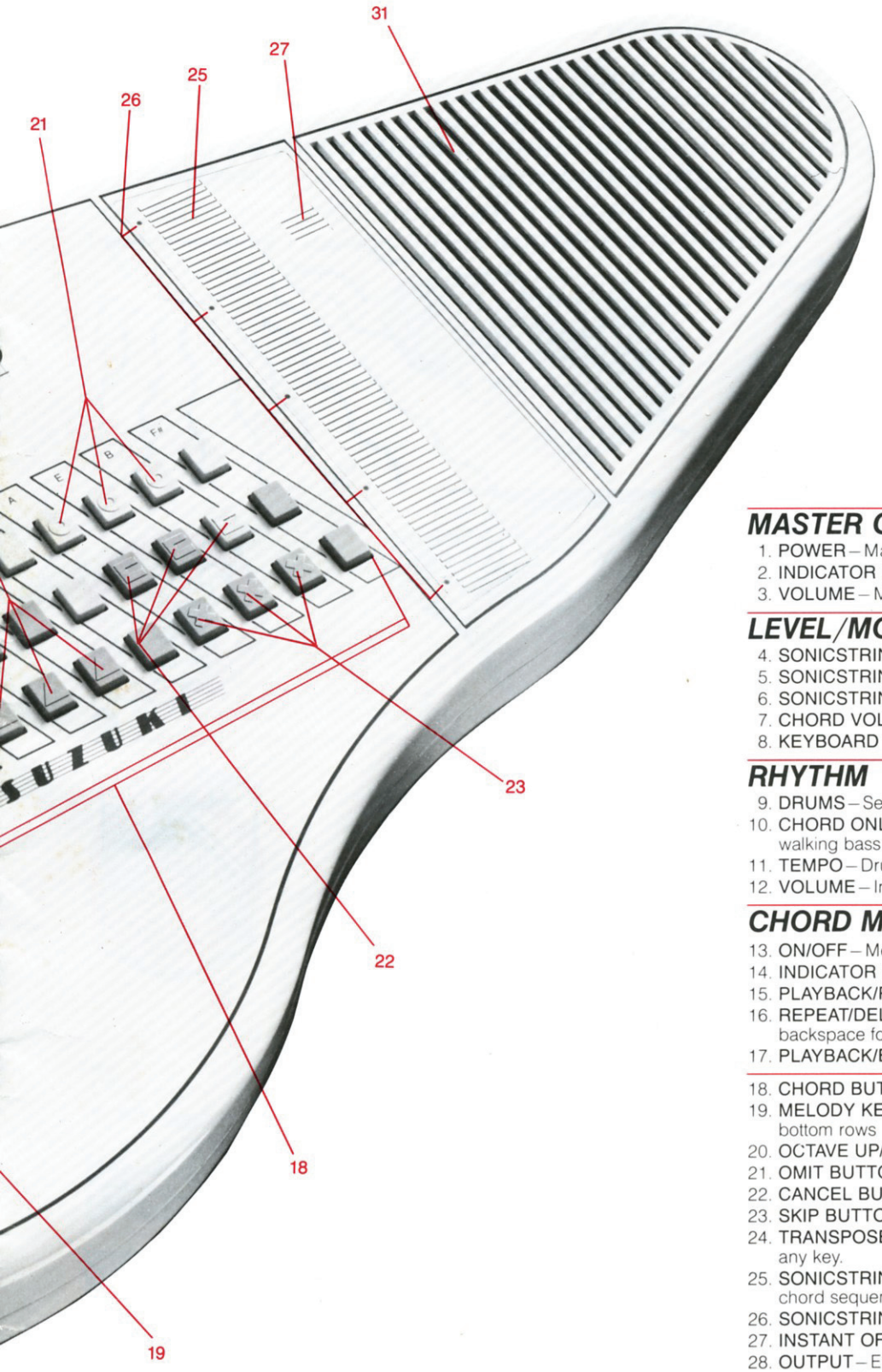


SIDE VIEW



BOTTOM VIEW





MASTER CONTROL

1. POWER – Main on/off switch
2. INDICATOR LIGHT – Main unit on/off indicator
3. VOLUME – Master control

LEVEL/MODE SELECTION

4. SONICSTRINGS VOICE 1 & volume level – vibrato voice
5. SONICSTRINGS VOICE 2 & volume level – standard voice
6. SONICSTRINGS SUSTAIN – resonance or decay level
7. CHORD VOLUME – Individual organ volume level
8. KEYBOARD VOLUME – Individual piano volume level

RHYTHM

9. DRUMS – Selection buttons for 10 different drum patterns
10. CHORD ONLY/AUTO BASS SYNC – play chords (up), add walking bass (down)
11. TEMPO – Drum & bass speed control
12. VOLUME – Individual drum volume level

CHORD MEMORY INTERFACE

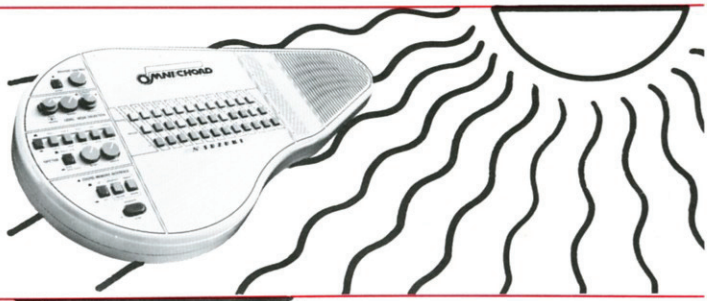
13. ON/OFF – Memory activator button
14. INDICATOR LIGHT – Memory on/off indicator
15. PLAYBACK/RECORD – Mode setting
16. REPEAT/DELETE – Recorded song plays again/memory backspace for correction
17. PLAYBACK/ENTER – 1 finger chord play/enter chords to memory
18. CHORD BUTTONS – 36 softouch chord buttons
19. MELODY KEYBOARD – Shown in darker gray color, middle & bottom rows
20. OCTAVE UP/OCTAVE DOWN – For extended keyboard range
21. OMIT BUTTONS – Memory chord erase
22. CANCEL BUTTONS – Clears everything in memory
23. SKIP BUTTONS – goes to 2nd song in memory or 2nd ending
24. TRANSPOSE BUTTONS – Chords can be raised or lowered to any key.
25. SONICSTRINGS STRUMPLATE – 4 octave touch sensitive chord sequencer
26. SONICSTRINGS OCTAVE INDICATORS
27. INSTANT OFF – Touch anytime to stop all sound
28. OUTPUT – External sound system jack
29. DC12V – Optional A/C adapter jack
30. FOOTSWITCH – Optional chord playback footswitch jack
31. SPEAKER
32. TUNING ADJUSTMENT – Raise or lower Omnichord pitch to match accompanying instruments
33. SERIAL # PLATE
34. BATTERY DOOR

PRECAUTIONS

DO'S AND DON'TS TO MAKE YOUR OMNICHORD LAST A LIFETIME!

Omnichord System Two is a unique musical instrument that allows anyone to make music instantly. This is accomplished by the use of a microprocessor which translates your commands into the language of music. All solid state components have been used in the electronic section of your Omnichord which is protected by an unbreakable ABS plastic case. With a minimum of care, this product will provide years of dependable operation. Completely portable and always perfectly in tune, Omnichord goes anywhere the fun is. But no matter where you take Omnichord, always observe these important precautions:

Never leave your instrument near extreme heat or in the direct rays of the sunlight. Keep away from radiators, heaters or the back window ledge of your car.



Do not use your Omnichord near moisture or place liquids on top of, or near your instrument. If liquid is spilled inside the instrument, it will require extensive repairs.





To clean the cabinet, buttons or touchplate, use a soft, damp cloth. Gently wipe the surface of fingerprints, dust or dirt. Do not use solvents such as benzine or any abrasive cleaners. They will permanently damage the finish.



soft cloth



When not in use, turn your Omnichord off. This will not only prolong the battery life but reduce wear on all the electronic components.



Your Omnichord is designed to operate with batteries or the optional A/C adapter. Do not plug into any 12 Volt power source such as the cigarette lighter in your car. This will seriously damage the electronic components and void your warranty.





To avoid electrical shock, never open the instrument. If service is needed, contact your Authorized Suzuki Musical Instrument Dealer for repair and parts. Opening the instrument will also void the warranty.

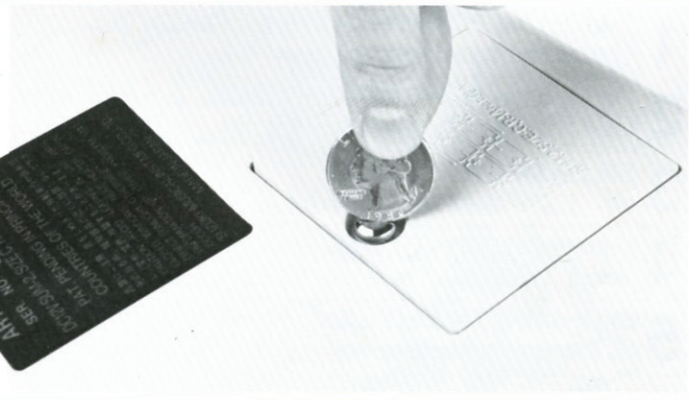
SET-UP

After removing the instrument, batteries and instruction manual from the packing carton and shipping materials, store the box and shipping material for use at a later time. They make an ideal container if it becomes necessary to transport the instrument.

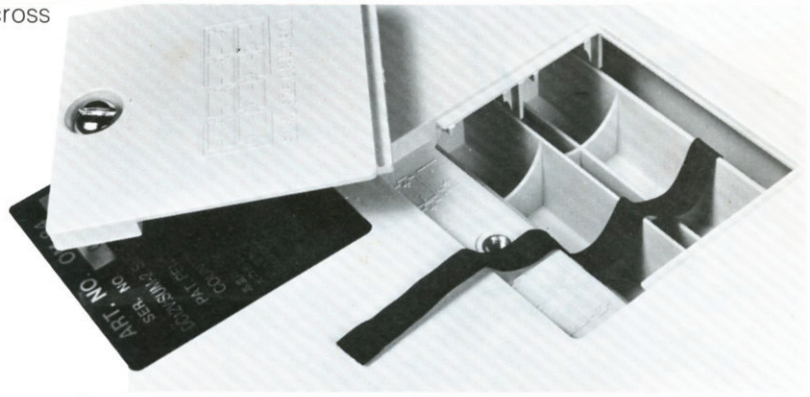
BATTERY INSTALLATION

Your Omnichord comes complete with 8 batteries. (Size C, or SUM-2, or R-14) It is ready to use right from the shipping carton without any preparation or assembly. It is recommended that you use alkaline batteries, not zinc, to avoid battery leakage. Follow these simple instructions to correctly load the instrument with batteries:

1 Turn the Omnichord over. Use a small screwdriver or coin to unscrew and remove the battery door:

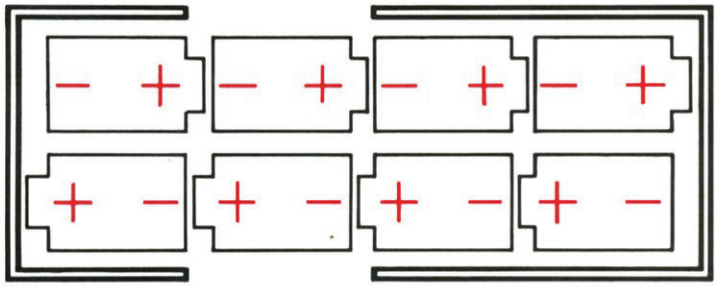


2 Next, to aid battery replacement, place strap across the battery compartment as shown:



3 Insert the 8 batteries included in the shipping carton using the diagram on the battery door of the instrument and re-close the door. If there is no power, re-check to make sure you have correctly inserted the batteries, and replace the battery door.





Function:

ORGAN ONE FINGER CHORD PLAY



MAJOR • MINOR • SEVENTH CHORDS

The Omnichord System Two is capable of playing up to 84 different chord combinations. These chords are played by pressing the 36 softouch chord buttons with either 1, 2 or 3 fingers. This section explains the simple one finger play. By using only one finger, you can play major, minor or seventh chords in any key.

Begin by placing all the control buttons in the **UP** position. Now set-up the Omnichord by following these steps:

1 Depress the **POWER** button to turn on the instrument. The red indicator light will glow.

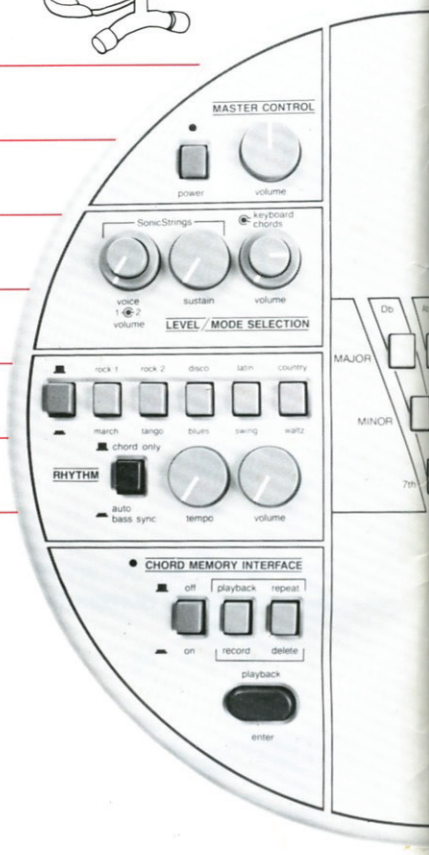
2 Depress the **PLAYBACK/RECORD** button located in the Chord Memory Interface section.

3 Set the **MASTER VOLUME** about 12 o'clock or as desired.

4 Set the **CHORD VOLUME** about 3 o'clock or as desired.

5 Set the **RHYTHM VOLUME** all the way to the left or off.

6 Using your left hand, depress any of the 36 softouch chord buttons and your selected chord will play.





To accompany yourself with the Omnichord in this mode, simply read the English chord symbols to your favorite song and press the corresponding chord button on the Omnichord. Sing along and change chords as the music continues.

7 Omnichord is equipped with an **INSTANT OFF** control. If you wish to stop the chord sound, touch the **INSTANT OFF** area. This feature becomes necessary during a pause or at the end of a song. It will immediately shut off the chord sound without having to turn off the instrument power. To reactivate the sound, simply push any chord button again.



Function:

ORGAN MULTIPLE FINGER CHORD PLAY

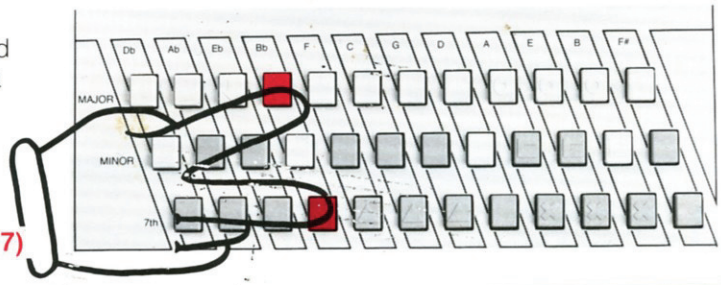


MAJOR SEVENTH • MINOR SEVENTH AUGMENTED • DIMINISHED CHORDS

The chord section of the Omnichord System Two is capable of playing more complex chord progressions, including Major 7th, Minor 7th, Augmented and Diminished chords. To play these chords, you will push two or three chord buttons simultaneously. The Omnichord controls are set up exactly the same as described on the previous page. Do not change the settings.

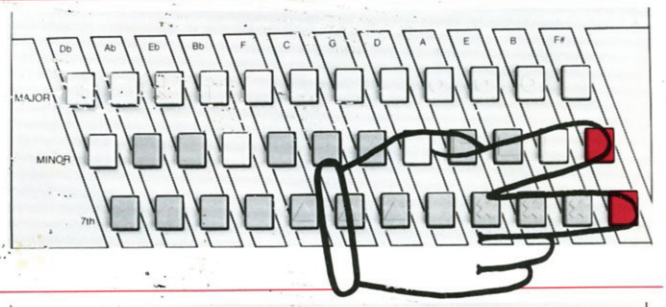
1 To play a Major 7th chord, select a key. (Dd,Ab,Eb,Bb, F,C,G,D,A,E,B, or F#). Press the **MAJOR** and **7th** chord buttons together (top and bottom rows). This will produce a Major 7th chord. For example, if your music calls for a Bb Major 7th chord, you would press the chord buttons as shown here:

(Bb Maj 7)



2 To play a Minor 7th chord, select a key. Press the **MINOR** and **7th** chord buttons together (middle and bottom rows). This will produce a Minor 7th chord. For example, if your music calls for an F# Minor 7th chord, you would press the chord buttons as shown here:

(F# Min 7)



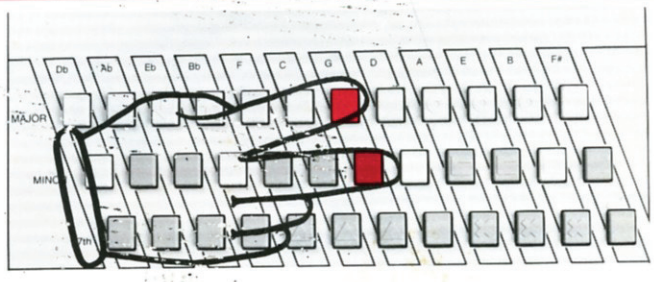
3 To play an augmented chord, select a key. Press the **MAJOR, MINOR** and **7th** chord buttons together (top, middle and bottom rows). This will produce an augmented chord. For example, if your music calls for an A augmented chord, you would push the chord buttons as shown here:

(A aug)



4 To play a diminished chord, select a key. Press the **MAJOR** and **MINOR** chord buttons together (top and middle rows). This will produce a diminished chord. For example, if your music calls for a G diminished chord, you would push the chord buttons as shown here:

(G dim)



TO REVIEW BRIEFLY

MAJOR 7th CHORDS: Any top & bottom row chord button pushed together in the same key.

MINOR 7th CHORDS: Any middle and bottom row chord pushed together in the same key.

AUGMENTED CHORDS: Any top, middle and bottom row chord button pushed together in the same key.

DIMINISHED CHORDS: Any top and middle row chord button pushed together in the same key.

These chord combinations together with the one finger play chords will produce 84 different chord combinations so that you can accompany yourself to almost all of your favorite songs in the organ mode. Next, we will learn how to add the guitar, bass and drum patterns to your selected chords.



SONICSTRINGS STRUMPLATE SET-UP AND PLAY

The Omnichord System Two is equipped with a unique feature called a SonicStrings Strumplate. The SonicStrings are electronically charged and therefore respond instantly to the touch of your fingers. The SonicStrings let you actually strum four octaves of your pre-selected chord in perfect pitch without the use of any strings to tune or break! Now you can add depth and true musical expression to every song you play.

To play the Omnichord just like a guitar using the SonicStrings Strumplate, set all the controls as described in the Organ section. Now follow these simple steps:

1 Turn the **CHORD VOLUME** knob all the way to the left or off.

2 Set the **SONICSTRINGS VOICE 2** (inner knob) to 3 o'clock or as desired. The outer knob and voice should be all the way to the left, or off.

3 Set the **SONICSTRINGS SUSTAIN** knob to about 3 o'clock or as desired.

4 Press any chord button with your left hand, then strum the SonicStrings Strumplate gently starting from bottom to top with your right finger or thumb.



PLEASE NOTE: DO NOT use your fingernails or any sharp object on the SonicStrings Strumplate. A slight downward pressure from your fingers is all that is necessary to activate this sensitive area.

ADDITIONAL EFFECTS

1 MULTIPLE SONICSTRINGS VOICES: Turn the **SONICSTRINGS VOICE 2** all the way to the left or off (inner knob). Turn **VOICE 1** (outer knob) to about 3 o'clock. Push a chord button and strum the SonicStrings Strumplate again. Notice that voice number 1 has a wavy or vibrato effect. Both Voice 1 and Voice 2 can be used together to produce unlimited sound variations on the SonicStrings Strumplate.

For example, turn both Voice 1 and Voice 2 to about 12 o'clock. Push a chord button and strum the SonicStrings. Each voice knob also functions as a volume control for that voice. The exact sound effect can easily be controlled in this manner.

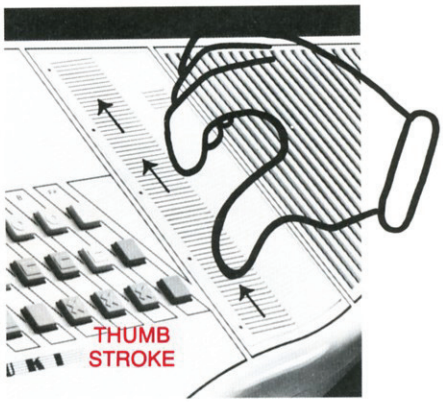
2 The **SUSTAIN** control will produce various degrees of lasting resonance or decay of the SonicStrings Strumplate. You can set this control as desired depending on the song you select. Try turning the **SUSTAIN** control all the way to the left or off. Push a chord button and strum the SonicStrings. A banjo like sound is now in effect.

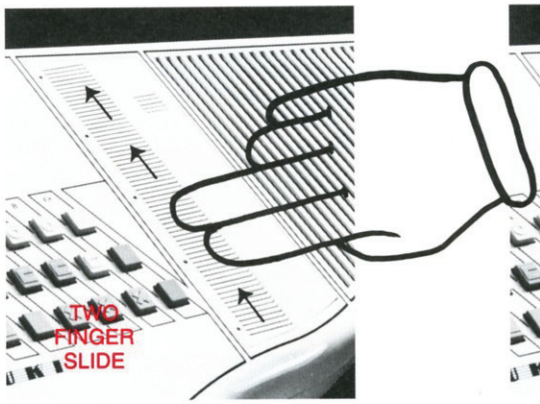


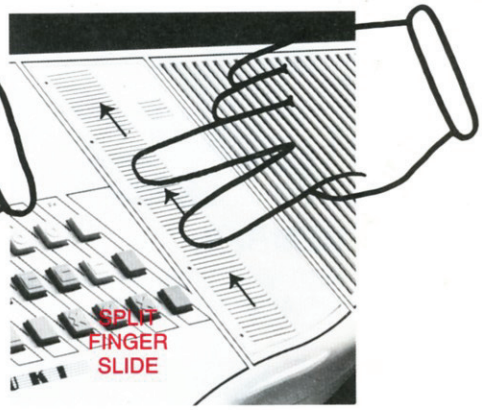
PLAYING TECHNIQUES

The SonicStrings Strumplate is automatically set-up to play the correct chord progression of your pre-selected chord. But just like a guitar, there are many different ways to strum your chord. There is no correct way because you determine what method of play sounds best for each individual song. Here are some interesting effects to try:

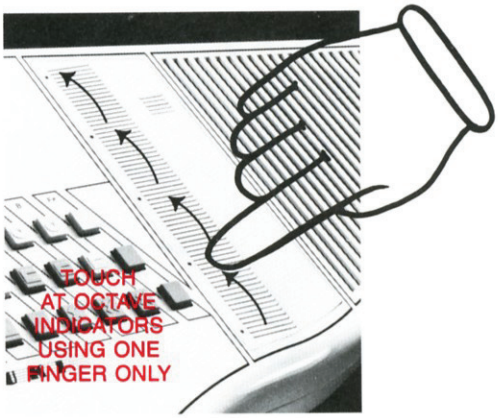
1 SLIDE PLAY – Set sustain to 3 o'clock and push a chord button. Then simply run your finger or thumb from the bottom of the strumplate all the way to the top. Now try the same slide but place two fingers on the strumplate at once. Now try three. The more surface area you cover with your fingers, the fuller the chord sound becomes. Of course, you can also strum from top to bottom.

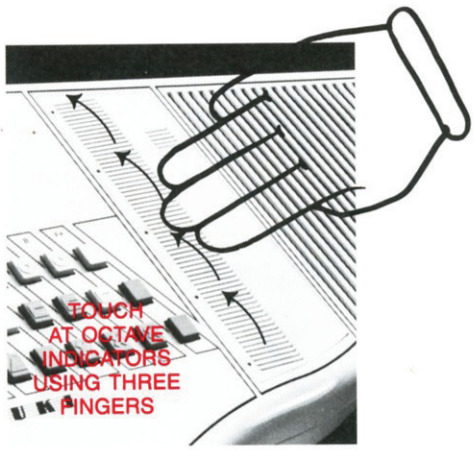


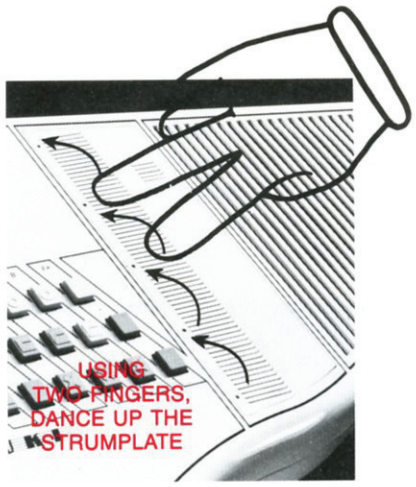




2 TOUCH PLAY – Using the ball of your finger, pat the strumplate in four to six places starting at the bottom. Now use two, three, even four fingers as shown here. Now you can hear each octave of the chord as you pat the strumplate. Change from Voice 1 to Voice 2 and vary the sustain controls for many different sound variations.



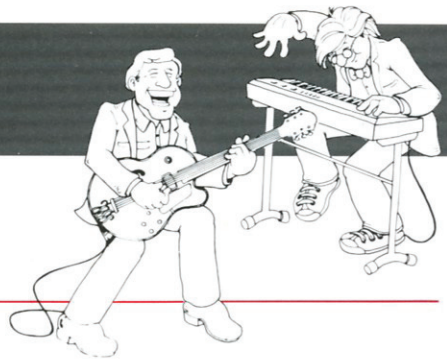




The SonicStrings Strumplate is one of the unique features that make your Omnichord System Two so much fun to play. So experiment for yourself to find other playing possibilities. And most importantly, have a good time!

Function:

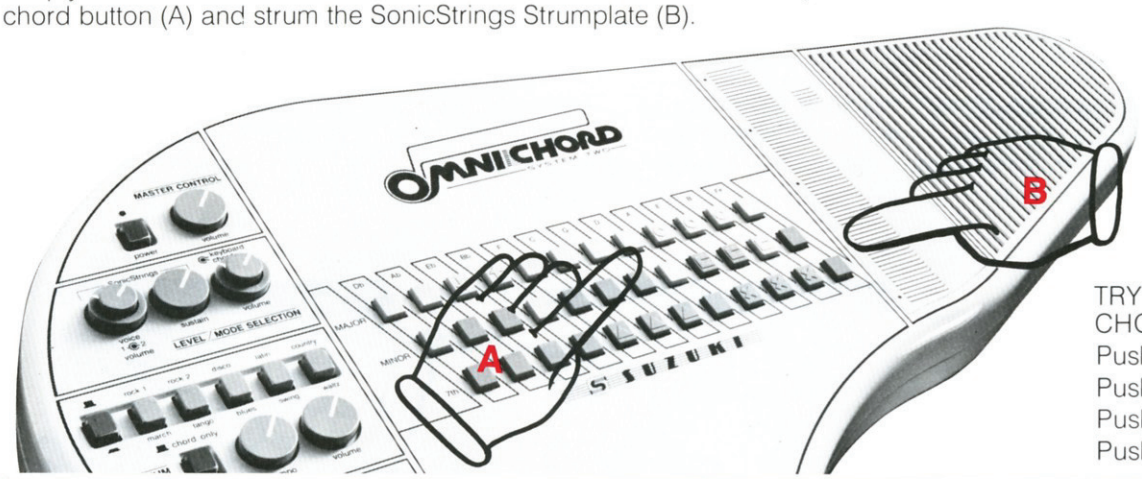
COMBINATION PLAY



We have learned how to play the organ or chord section and the guitar section of the Omnichord individually. Now we'll combine the two for a rich, full background sound. Your settings should remain the same as described in the organ section.

TO COMBINE ORGAN AND GUITAR SECTIONS

Simply turn the **CHORD VOLUME** knob to about 3 o'clock. Press any chord button (A) and strum the SonicStrings Strumplate (B).



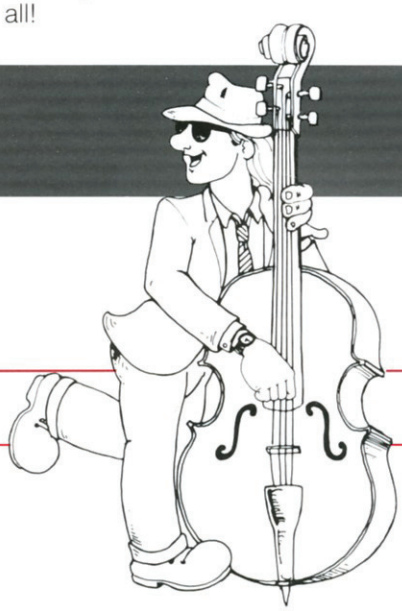
TRY THIS
CHORD PROGRESSION:
Push C Major – then strum
Push F Major – then strum
Push G Major – then strum
Push C Major – then strum

REMEMBER:

that each section, organ and guitar has its own individual volume controls so you can emphasize either section as desired. Also, the SonicStrings has multiple voicing and sustain controls. Try them all!

Function:

BASS WALKING BASS LINE



TO ADD THE WALKING BASS LINE

1 Select one of the 10 different drum rhythms and press that button down.

2 Depress the auto bass sync button.

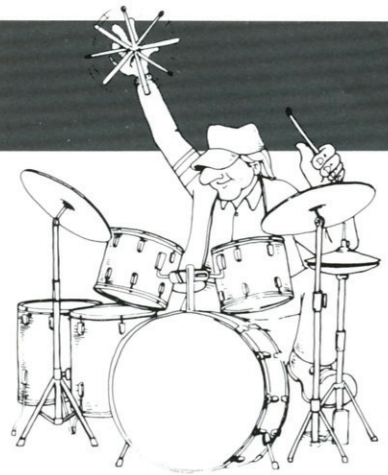
3 Push a chord button and the walking bass line is automatically added to any chord you choose. Try all the different rhythms to alter the bass pattern. Turn the **TEMPO** knob to the right for a faster speed or to the left for a slower speed. Now strum the SonicStrings in time with the walking bass beat!





Function:

DRUMS



USING THE RHYTHM SECTION

You are now ready to add the drums to complete the background chords, guitar and bass patterns we have demonstrated so far. To add the drums simply turn the VOLUME knob in the Rhythm section to the right. The farther to the right the knob is turned, the louder the drums will sound. Push any chord button and the completed chord, bass and drums accompaniment will play. Add the guitar portion by strumming the SonicStrings.

Function:

ADDITIONAL COMBINATIONS

The following instruments and combinations have been demonstrated so far:

1. Organ chords only
2. Guitar only
3. Organ/guitar combination
4. Organ/guitar/walking bass
5. Organ/guitar/walking bass/drums

CREATING A DRUM ONLY INTRODUCTION

You may wish to start a song with just a drum introduction. This can be done by simply turning off the CHORD VOLUME knob in the Level/Mode Selection area. Push any chord button, then turn this knob to the left. The SonicStrings Strumplate is still operational. When the song begins, turn the chord volume knob to the right to bring in the chords and walking bass sections.

CREATING A CHORD AND DRUM INTRODUCTION

To start a song with only the chords and drums playing, simply press the auto bass sync button in the rhythm section to the up position. Push any chord button. You will now hear only your selected chord and the drums. The SonicStrings Strumplate is operational. To bring in the walking bass line, simply depress the auto bass sync button.

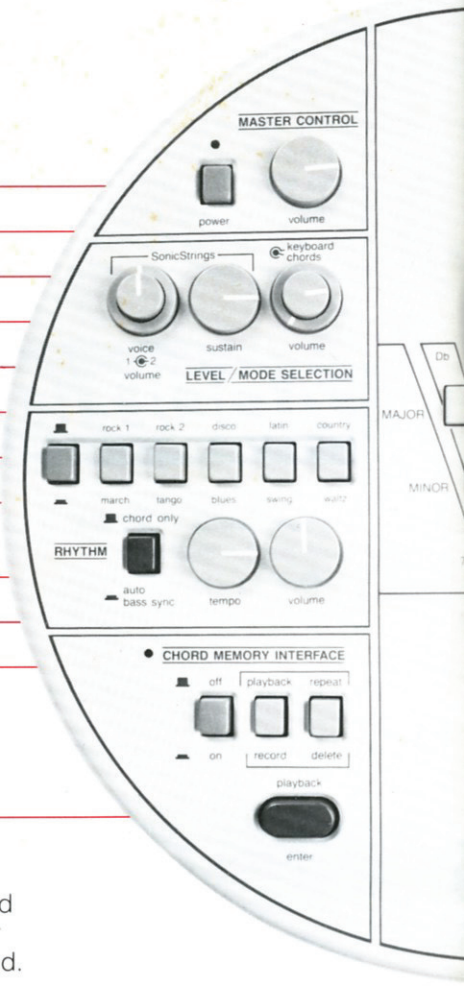


DEMONSTRATION SONG BEGINNING LEVEL

A SONG COMBINING SIMPLE FUNCTIONS (USING 1 FINGER, MAJOR, MINOR AND SEVENTH CHORDS)

To play the following demonstration song, set up the Omnichord by following these simple steps:

1. Depress the **POWER** button in Master Control Section.
2. Set the **VOLUME** in the Master Control Section at 3 o'clock.
3. Set the **SONICSTRINGS VOICE 1 & 2** at 12 o'clock.
4. Set the **SONICSTRINGS SUSTAIN** at 3 o'clock.
5. Set the **CHORD VOLUME** at 3 o'clock.
6. Depress the **BLUE** button and the **MARCH** button in the Rhythm section.
7. Depress the **AUTO BASS SYNC** button in the rhythm section.
8. Set the **TEMPO** knob at about 3 o'clock. (Increase the speed as desired after you have played the song a few times.)
9. Set the **VOLUME** knob at 12 o'clock.
10. Depress the **PLAYBACK/RECORD** button in the Chord Memory Interface section.



Now you are ready to begin the song. The first chord is "C". Push the **C** chord button in the major or top row. (The chord symbol for a major chord is not printed 'C MAJOR'. It is printed just 'C'. Anytime you see a chord without any further designation after it, you will play a Major chord.)

When you push the C chord button, all the background instruments will begin to play. Now sing the words to the song as you change chords and strum the SonicStrings Strumplate every time a new chord symbol is written. Every time you press another chord button, the bass pattern and SonicStrings will automatically be programmed to play your selected chord. When the song is over, push the **INSTANT OFF** area to stop all the sound.

CLIMB EV'RY MOUNTAIN

(From "The SOUND OF MUSIC")
Words by OSCAR HAMMERSTEIN II
Music by RICHARD RODGERS

C D7 G G Gm C7 F F
Climb ev'ry mountain, search high and low.

Fm Fm C C Dm G7 C C
Follow ev'ry byway, ev'ry path you know.

C D7 G G Gm C F F
Climb ev'ry mountain, ford ev'ry stream,

Fm Fm C C Dm G7 C C7
Follow ev'ry rainbow, til you find your dream!

F F Dm G7 C C Am D7
A dream that will need all the love you can give.

G G Em A7 D D D7 D7
Ev'ry day of your life for as long as you live.

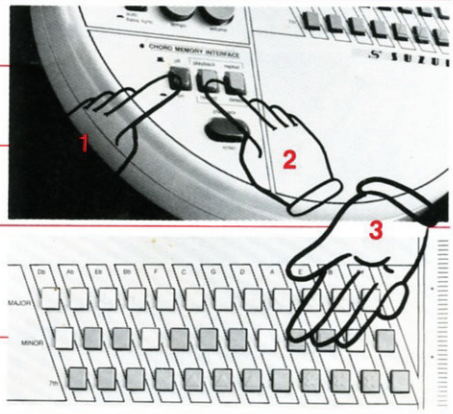
C A7 D D Dm G7 C C
Climb ev'ry mountain, ford ev'ry stream.

Am Am Dm DmC C F G7 C Dm C
Follow ev'ry rainbow till you find your dream!

MEMORY PROGRAMMING

The Omnichord System Two is equipped with a full function programmable memory. This feature has two purposes. First, it allows you to pre-program or record the chords of a song into the memory for one finger playback. You can now change chords as fast and easy as pushing a single button. Second, when you are playing a pre-recorded song from memory, it is very easy to strum the SonicStrings Strumplate because you no longer have to read the music and hunt for the chord symbols on the Omnichord. Add depth and true musical expression to any song with the SonicStrings Strumplate.

TO PROGRAM A SONG INTO THE CHORD MEMORY:



1 Depress the **ON/OFF** button in the Chord Memory Interface Section.

2 Depress the **PLAYBACK/RECORD** button so it is in the Down position.

3 Depress the three ⊏ buttons located in the Chord Section simultaneously. This will completely clear the memory of any chords. Press the three ⊏ buttons anytime to clear the memory of all chords.

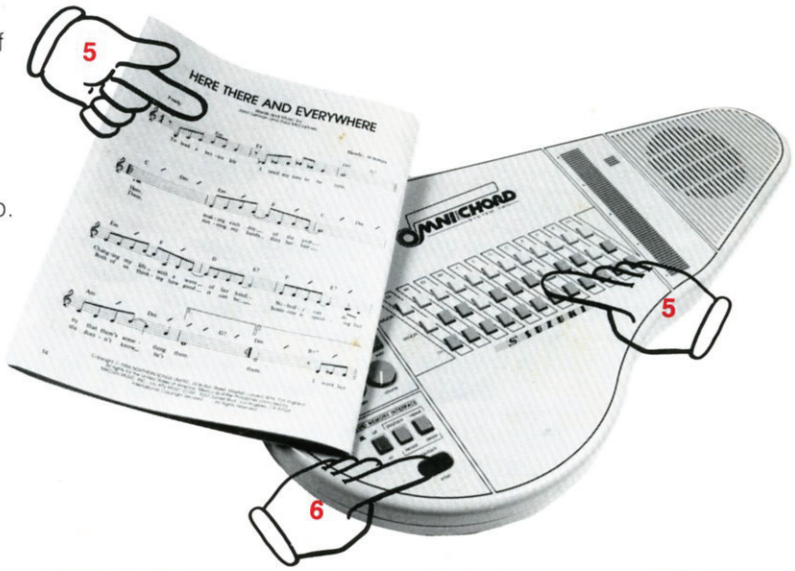
4 Set the keyboard volume at 12 o'clock.

IMPORTANT:

The chord memory is capable of storing 51 different chords. If you enter 52 chords or more, a constant beeping sound will be heard. If this happens, simply depress the **ON/OFF** button twice. Then push the three ⊏ chord buttons simultaneously to clear the memory and start again.

5 Now you are ready to enter the chords of a song to memory. Read the chord symbols of your selected song. Press the corresponding chord button on the Omnichord and your chord will play.

6 Next, press the **PLAYBACK/ENTER** button. A beep will be heard and the chord will stop. The chord is now in memory. Continue this process until all the chords of your song are in memory.



NOTE:

If you push the wrong chord button, it is not entered to the memory until you push the **PLAYBACK/ENTER** button. Simply correct the chord by pushing the correct chord button. Then press the **PLAYBACK/ENTER** button to enter the chord to memory.

MEMORY LOSS

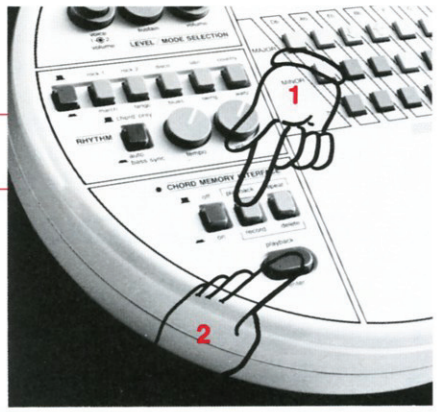
Songs recorded into the **MEMORY** of the Omnichord will remain in the memory as long as:

1 The instrument is plugged into the A/C power source and the A/C adapter is plugged into a wall socket, OR

2 The instrument has battery power. You will lose all memory storage if you unplug the Omnichord from the wall and remove the batteries.

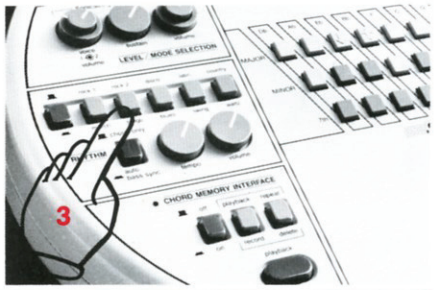
MEMORY PLAYBACK

You now have your songs chords programmed into the memory. To play back the entered chords and play back your songs:



1 Depress the **PLAYBACK/RECORD** button in the chord memory interface section so that it is in the **UP** position.

2 Press the **PLAYBACK/ENTER** button in the chord memory interface section and your first chord will automatically play.



3 Choose the bass line, drum pattern, tempo and volume level of all the accompaniment instruments you wish to use for this song.



4 Begin your song and change chords by pressing the **PLAYBACK/ENTER** button as you follow the words and chord symbols. Each time you press **PLAYBACK/ENTER**, the next chord you programmed will play from the memory.

NOTE:

If you miss a chord cue and wish to start over, simply press the **REPEAT/DELETE** button and begin again.

5 When your song is over, the drum pattern will continue until you touch the instant off area in the strumplate section. If you wish to gradually fade the ending, simply turn the **VOLUME** knob in the Rhythm Section to the left or off.



6 To repeat your entered song, press the **REPEAT/DELETE** button in the Chord Interface Memory Section. A beep will be heard and the Omnichord is ready to start your song again. Press the **PLAYBACK/ENTER** button to begin the song.

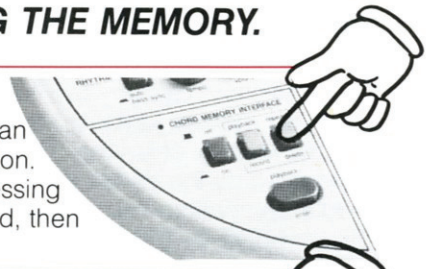
NOTE:

When you are playing back your entered chords from memory, you can always change any section, volume or tempo of the Omnichord. For example, if you are playing a **MARCH** rhythm, simply press any other drum pattern and the Omnichord will automatically change the walking bass line and drum pattern. Let the first measure of your song play for a short time while you adjust the levels to your satisfaction.

Function:

DELETE, OMIT, SKIP CHORD MEMORY INTERFACE

HOW TO CORRECT MISTAKES MADE WHEN PROGRAMMING THE MEMORY.



DELETE

Use this button if you are in the process of committing chords to the memory. You press an incorrect chord button, then enter it to memory by pressing the PLAYBACK/ENTER button. Before proceeding to the next chord, you can recall the incorrectly entered chord by pressing the delete button. This will bring back the very last chord entered. Press the correct chord, then the PLAYBACK/ENTER button and your corrected chord is in memory.

OMIT: O O O



The omit feature is activated by pressing the three "O" symbols in the top or major A,E and B chord buttons simultaneously. Use this feature if:

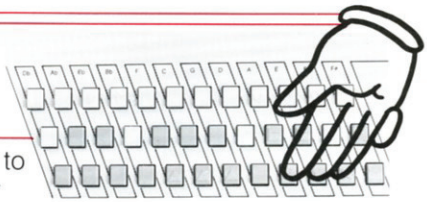
1 You have entered all the chords of a song into the memory but have pushed a chord button at the end of the song that you don't want. If it has not been entered to the memory, you can stop the chord from sounding by pressing the three "O" Omit buttons.

2 You have entered all the chords of your song and are playing it back from the memory. In the middle of the song, you discover an incorrectly entered chord. Push the REPEAT button. Now press the PLAYBACK/RECORD button. Next, press the PLAYBACK/ENTER button until the wrong chord is heard. Press the three "O" Omit buttons to cancel the incorrect chord. Select the correct chord and press PLAYBACK/ENTER. The correct chord has now been inserted in the middle of your song. Press the PLAYBACK/RECORD button to the UP position, then the repeat button, and begin your song again.

NOTE:

If you wish to enter a blank spot in the memory, simply press the PLAYBACK/ENTER button in the memory mode without any chord sounding. This will enter a blank space in your song. If the DRUM VOLUME is on, the drums only will play. If you enter two different songs to memory, put a few blank measures between song 1 and song 2. This will give you time to change the rhythm or reset your balance controls.

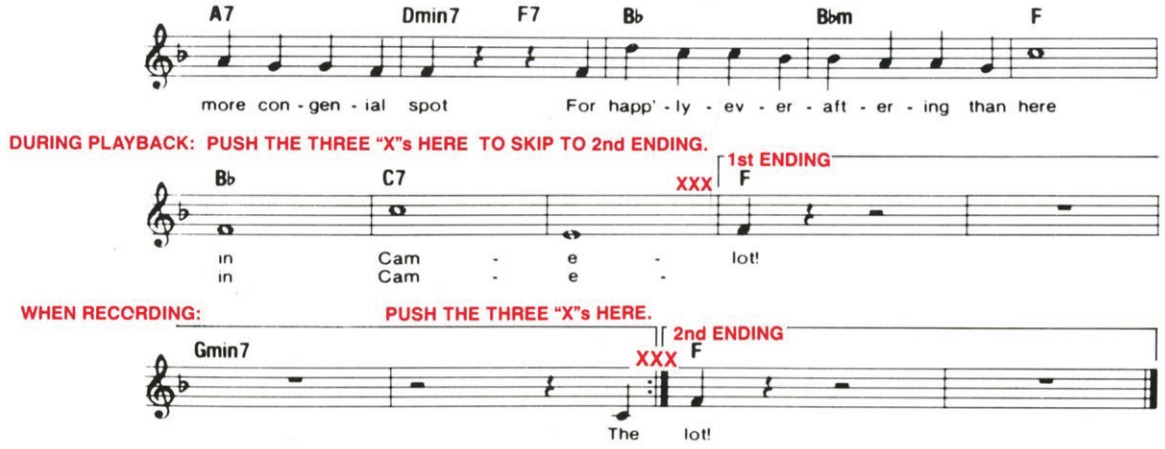
SKIP: X X X



The skip feature is activated by pressing the three "X" symbols in the bottom or 7th A,E and B chord buttons simultaneously: Use this feature if:

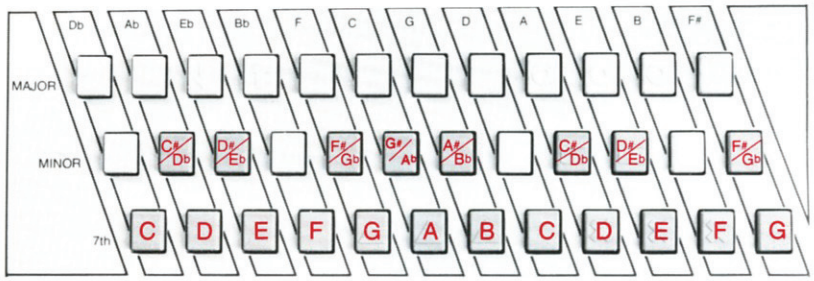
1 You are entering more than one song into the memory. You have entered one song to memory followed by two or three blank measures. Now you are ready to enter your second song. Before beginning, press the three "X" symbols. This will "MARK" the memory so you can return to this spot immediately without having to play all the way through the first song in memory. The REPEAT button will return you to the beginning of the memory. The three "X" symbols will skip to wherever they were entered in the memory during playback. NOTE: The three "X" symbols can only be used to mark the memory ONE TIME.

2 You are entering a song that has a second ending. Begin by entering all the song's chords to memory. When you arrive at the second ending, press the three "X" symbols to mark the memory and proceed to enter the second ending. During playback, push the three "X" symbols when you arrive at the first ending. This will cause the Omnichord to skip immediately to the second ending. See illustration below:



MELODY KEYBOARD WITH ONE FINGER CHORD MEMORY PLAYBACK

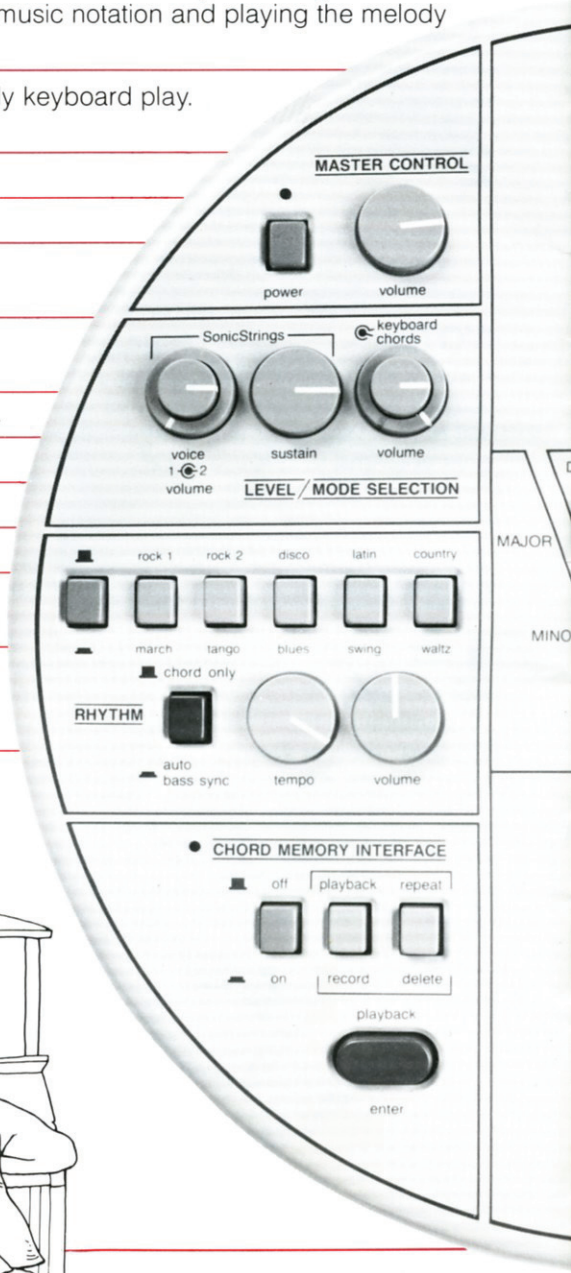
The Omnichord System Two is equipped with a chromatic melody keyboard that enables you to play the melody of a song. This keyboard is designated by the darker key buttons in the middle and bottom row of the chord section. The keyboard begins with the note C through G as shown.



The melody keyboard is activated whenever a recorded song is being played back from memory. So now you have a choice of either strumming the SonicStrings during playback or reading actual music notation and playing the melody line while the Omnichord provides all the background instruments.

The following song will be used to demonstrate recording, playback and melody keyboard play. Set up the Omnichord following these simple steps:

1. Power button down or on.
2. Set the **MASTER VOLUME** at 3 o'clock.
3. Turn **SONICSTRINGS VOICE 1** off and set **SONICSTRINGS VOICE 2** and **SUSTAIN** at 3 o'clock.
4. Set the **CHORD VOLUME** at 3 o'clock and **KEYBOARD VOLUME** at 5 o'clock
5. In the **RHYTHM** Section, depress the blue button and the **MARCH** rhythm.
6. Depress **AUTO BASS SYNC** button.
7. Set **TEMPO** about 4 o'clock or as desired.
8. Set **VOLUME** at 12 o'clock.
9. In the Chord Memory Interface Section, depress the **ON/OFF** button and the **PLAYBACK/RECORD** button.
10. Now record all the chords of the songs by reading the chord symbols, pressing the correct button in the chord section, and entering the chord using the **PLAYBACK/RECORD** button.
11. To play back, simply press the **PLAYBACK/RECORD** button so that it is in the **UP** position and touch the **PLAYBACK/ENTER** button once to begin your background chords.



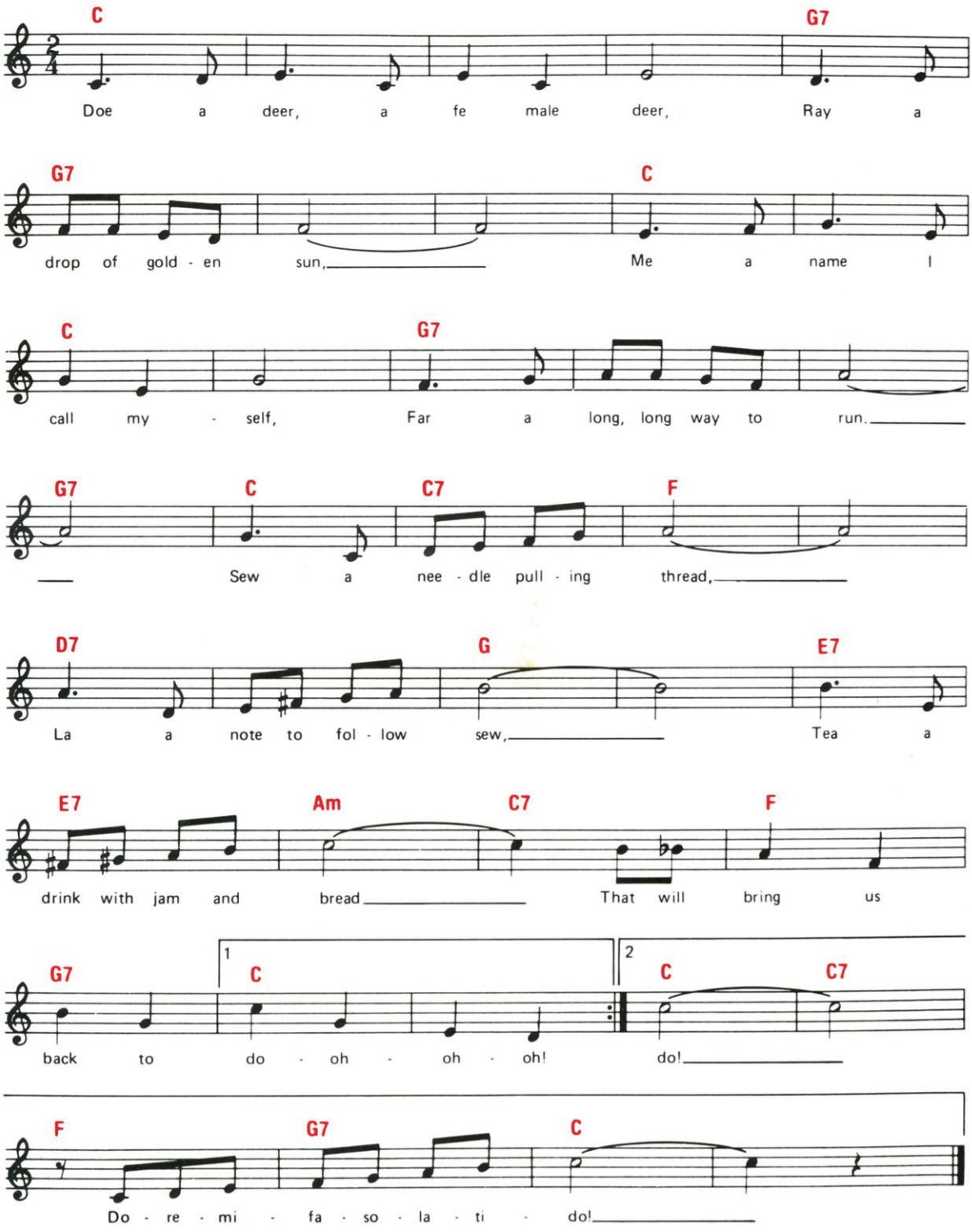


Play the melody with your right hand as you change the chords with your left. During a long note or pause in the melody, try strumming the SonicStrings with your right thumb or finger.

DEMONSTRATION SONG INTERMEDIATE LEVEL

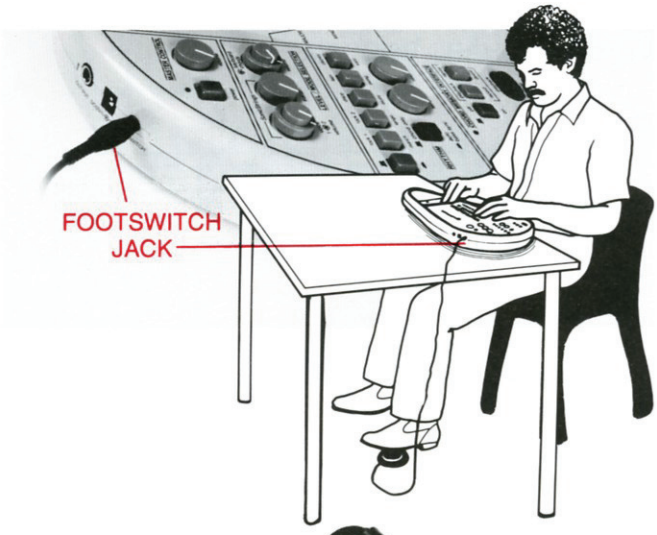
DO-RE-MI

(From "The SOUND OF MUSIC")
Words by OSCAR HAMMERSTEIN II
Music by RICHARD RODGERS



MELODY KEYBOARD WITH FOOTSWITCH CHORD PLAYBACK AND SONICSTRINGS STRUMMING

To fully utilize all the exciting instruments of the Omnichord System Two in combination, you will want to set up the instrument to playback the chords, bass and drum patterns, play the melody keyboard and strum the SonicStrings all at the same time. While this is not possible to do with only two hands, it can be easily accomplished with the use of the optional footswitch (model OFS-2). The footswitch is used in place of your left hand during 1 finger chord playback from memory. Now you can play the chords with your foot, the melody keyboard with your left hand and the SonicStrings with your right hand.



The footswitch should be plugged into the Omnichord in jack number 29 and placed on the floor under your left or right foot. It is activated by a slight downward pressure of your foot. Use either your toe or heel, whichever you find most comfortable. See set-up illustration.

The following demonstration song will show how to use all of Omnichord's features and functions with the use of the optional chord playback footswitch. Set the instrument levels the same as described on page 16 with these exceptions:

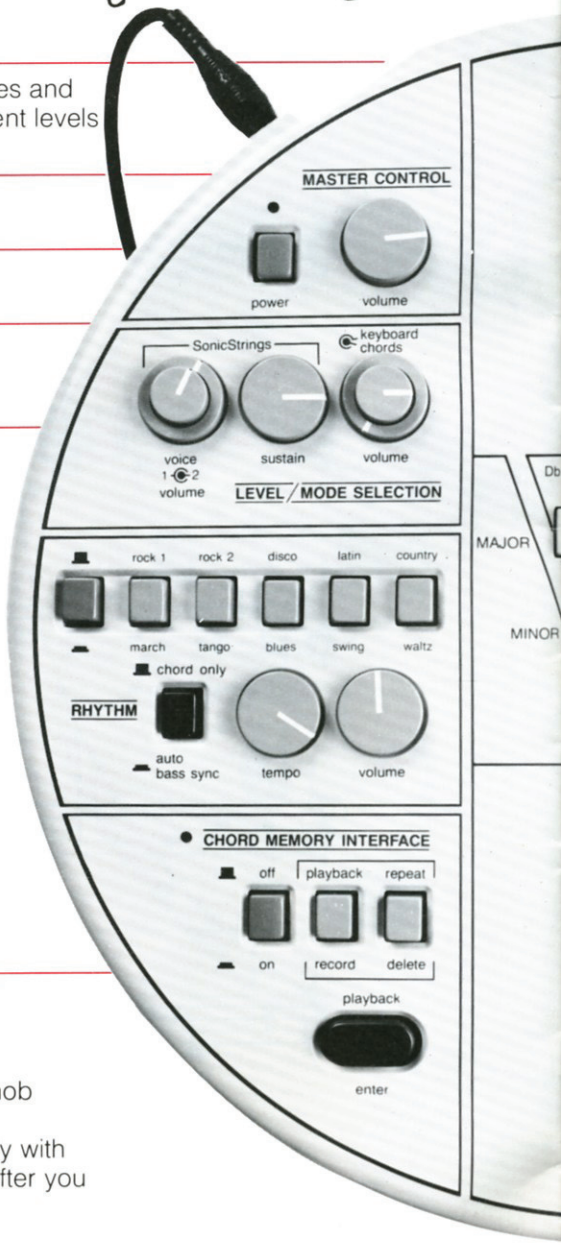
1 Set **SONICSTRINGS VOICE 1** and **SONICSTRINGS VOICE 2** at 1 o'clock

2 The blue rhythm button should be in the **UP** position. Depress the **DISCO** rhythm.

3 Record all the chords of the song into memory. When entering a chord, you can use either the **PLAYBACK/ENTER** button (if the footswitch is unplugged) or you can enter the chords by depressing the footswitch.

4 To play the song back, press the **PLAYBACK/RECORD** button so that it is in the **UP** position and depress the **FOOTSWITCH** once. Your first chord will now play. Each time you press the footswitch, your next chord will play.





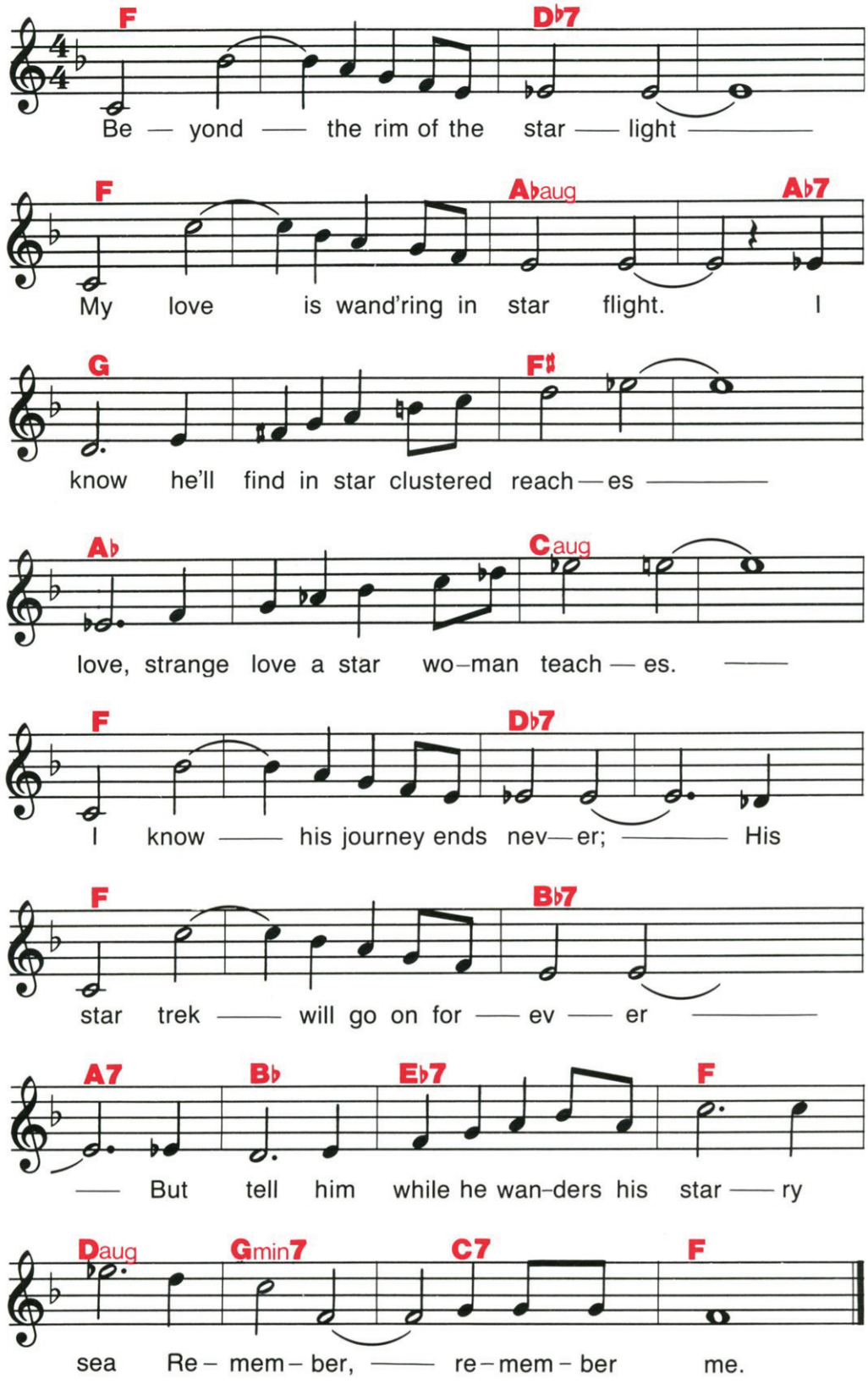
HINT:

Learn each part of any more advanced song slowly at first by practicing the melody and strumming. Press the auto bass sync button so that it is in the **UP** position. This will turn off the walking bass. Next turn the **RHYTHM VOLUME** knob all the way to the left or off. This will turn off the drum beats. Now, slowly play through the song by changing the chords with the footswitch, playing the melody with your left hand and strumming with your right. Add the rhythm sections back in after you have mastered the chord, melody, and strumming techniques.

DEMONSTRATION SONG ADVANCED LEVEL

THEME FROM STAR TREK

(From The Paramount Television Series "STAR TREK")
Words by GENE RODDENBERRY
Music by ALEXANDER COURAGE



Function:

ADDITIONAL FEATURES

KEY TRANSPOSE • MELODY ONLY • OCTAVE UP/OCTAVE DOWN • DRUMS ONLY

The following additional features will become useful as you become more familiar with your Omnichord System Two:

TRANSPOSE FEATURE: ▲▲▲

This feature allows you to change the key or pitch of the entire chord section of the instrument. The two most important reasons for using this feature are (a) If you record a song in memory and plan to sing along during playback, you may find that the pitch is too high or low for your voice. With the transpose feature, you can easily adjust the pitch to match your voice range. (b) If you record a song in memory for playback with another instrument and the instrument is not in the same key or a complicated key, you can adjust the Omnichord's pitch to match the instrument or change to an easier key.

NOTE: The transpose feature effects only the chord section of the instrument, not the melody keyboard.

Follow these easy steps to change or transpose keys:

1 Depress the three triangle symbols located on the 7th, or bottom row. Press all three triangles simultaneously, and a C major chord will sound.

2 While still holding down the three triangle buttons, press the Major chord button in the top row that you wish to transpose the key to. For example, if you wish to raise the chord section by one step, press the three triangles, then press the **D** chord button in the top row. Now the entire chord section is raised by one step. When you press the C chord, it will actually be playing the D chord, or one step higher. To reset the instrument, press the three triangles, then the C major chord button. The instrument has now returned to its original key designations.

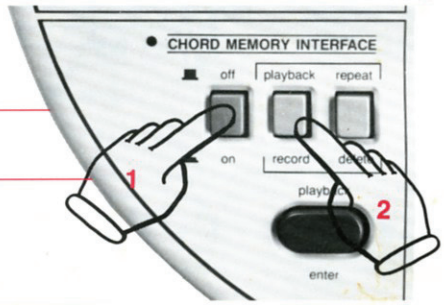
3 To change the pitch of a song recorded in memory, put the song into memory first. Then press and hold the three triangles and your desired key in the major or top row. Make sure the **ON/OFF** button is down to activate the transpose for any song in memory.

MELODY ONLY

The melody only feature is important if you wish to practice the melody line of a song without being distracted by the bass, drums and chords. To activate the melody keyboard only:

1 Depress the **ON/OFF** button in the Chord Memory Interface section.

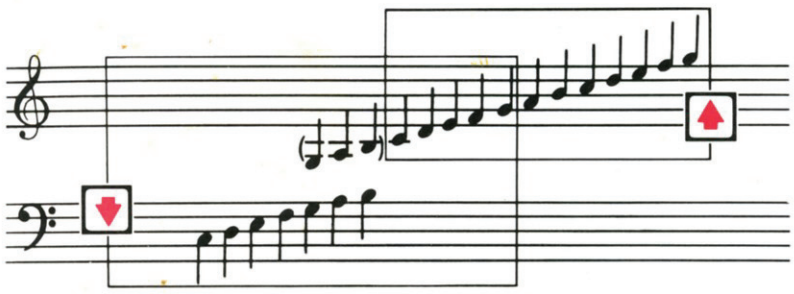
2 The **PLAYBACK/RECORD** button in this section should be in the **UP** position. Now, the keyboard only can be used.



OCTAVE DOWN/OCTAVE UP ▼ ▲

This feature extends the range of the melody keyboard. The Octave down button is the Eb major button with the down arrow and the Octave up button is the Bb major button on the top row.

This illustration shows the effective range of both controls:



DRUMS ONLY

As an introduction to a song, or as a tag at the end of a song, you may want to have the drums only playing.

1 **AT THE BEGINNING OF A SONG:** Set up the controls as described on page 13. Now simply turn the **CHORD VOLUME** knob in the Level Mode Section all the way to the left or off. Now push any chord button. Only the drums will sound. Next, slowly turn the **CHORD VOLUME** knob slowly back to the right. The chord and bass patterns will slowly grow louder.

2 **AT THE END OF A SONG:** When playing back a song from memory, you can continue the drum pattern only if you push the **PLAYBACK/ENTER** button in the Chord Memory Interface Section after the last chord has played. The drum pattern only will play until you push the **INSTANT OFF** or until you reset the memory by pushing the **REPEAT/DELETE** button.

ACCESSORIES/WARRANTY

OPTIONAL PLAYING AND CONVENIENCE ACCESSORIES

The accessories listed below have been specially designed to enhance the enjoyment of your new Omnichord System Two. Have you seen them yet? If not, your Authorized Suzuki Retailer will be happy to show and demonstrate them for you.



A/C Adapter

Model: OCA

Your Omnichord System Two includes batteries. However, to prolong the battery life or for extended periods of play, use this A/C adapter.



Vinyl Carrying Bag/Shoulder Strap

Model: OVP-2

For the musician on the go, this padded carrying bag with zippered storage compartment is the ideal way to transport your Omnichord.



Modular Carrying Case

Model: OMC-2

This beautiful carrying case is constructed of unbreakable plastic with enough storage for A/C adapter, footswitch and batteries. Fully padded, it is the perfect transport or storage case.



Footswitch

Model: OFS-2

By using this accessory, chords in memory can be played back with your foot, leaving your hands free to play melody and strum the SonicStrings.



Headphones

Model: SOP-20

Practice or play in silence with these quality, stereo headphones. Just plug into Omnichord and all sound is transmitted through the headphones only.



Songbooks

Model:

SBC-48 Country Sing-A-Long (48 Pages)
SBB-48 Beatles Sing-A-Long (48 Pages)
SBP-48 Pop Sing-A-Long (48 Pages)
SBO-48 Old Time Favorites Sing-A-Long (48 pgs.)

Sing-A-Long books have been specially written without musical notation—only words and chord symbols so that anyone can play the very first time they try! Easy to intermediate.

OSH-84 Omnichord Spoken Here Songbook (200 Pages)

The ultimate Omnichord Songbook contains over 150 hit songs in every category! Includes words, chord notation and melody lines. A must for every aspiring Omnichord maestro! Written for any playing level—easy, intermediate & advanced.

THE SUZUKI LIMITED WARRANTY

This product, except the exterior cosmetic parts, is warranted by the Suzuki Corporation to the original purchaser to be free from defects in material and workmanship under normal use, as follows:

1. For a period of 90 days from the date of purchase, the Suzuki Corporation will pay the labor charges to repair the defective product. After this 90 day period, you must pay all labor charges.
2. In addition, the Suzuki Corporation will supply, at no charge, new or rebuilt replacements for defective parts for a period of 1 year from the date of purchase.

In the event repairs are needed, the original purchaser will return the product to an Authorized Suzuki Retail Center **with proof of purchase.** The dealer will then repair the product or return for repairs to the Suzuki distribution center (USA) or distributors (other countries). Upon completion of the repair, the unit will be returned to the dealer freight pre-paid. This warranty will not apply to this product if it has been misused, abused or altered. This warranty is void if the product is opened.

Without limiting the foregoing, bending, dropping of unit, broken keys or visible cracks and/or scratches are presumed to be defects resulting from misuse or abuse.

Neither this warranty nor any other warranty expressed or implied, including implied warranties of merchantability, shall extend beyond the warranty period. No responsibility is assumed for any incidental or consequential damages.

In the United States Contact: Suzuki Corporation
San Diego Distribution Center, P.O.Box 261030, San Diego, California 92126
All Other Countries Contact: Original retailer where product was purchased for additional warranty details.

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OMNICHORD
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Omnichord System Two
Model OM-84
Operation Manual

PRINTED IN JAPAN

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