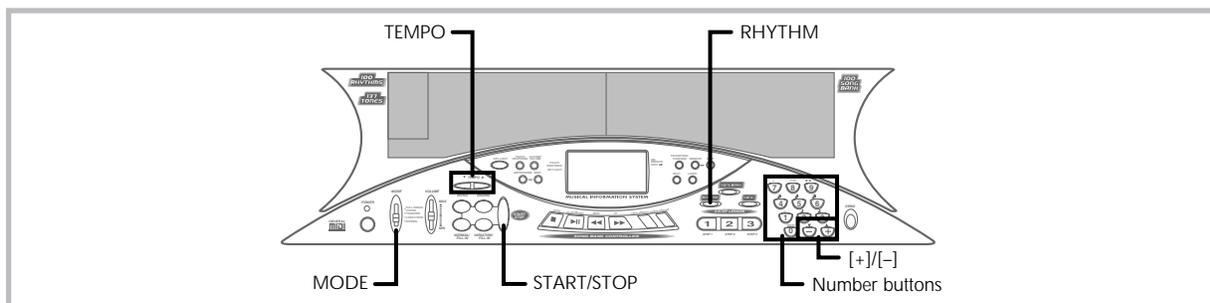


# Auto Accompaniment



This keyboard automatically plays bass and chord parts in accordance with the chords you finger. The bass and chord parts are played using sounds and tones that are automatically selected to select the rhythm you are using. All of this means that you get full, realistic accompaniments for the melody notes you play with your right hand, creating the mood of a one-person ensemble.

## Selecting a Rhythm

This keyboard provides you with 100 exciting rhythms that you can select using the following procedure.

### To select a rhythm

1. Find the rhythm you want to use in the "Rhythm List" (page A-4) and note its rhythm number.
2. Press the **RHYTHM** button.



Indicator appears

3. Use the **number buttons** to input the two digit rhythm number for the rhythm you want to select.  
*Example:* To select "76 RHUMBA", input 7 and then 6.



### NOTE

You can also increment the displayed rhythm number by pressing [+], and decrement it by pressing [-].

## Playing a Rhythm

Use the following procedure to start and stop rhythm play.

### To play a rhythm

1. Set the **MODE** switch to NORMAL.
2. Press the **START/STOP** button to start play of the currently selected rhythm.
3. To stop rhythm play, press the **START/STOP** button again.

### NOTE

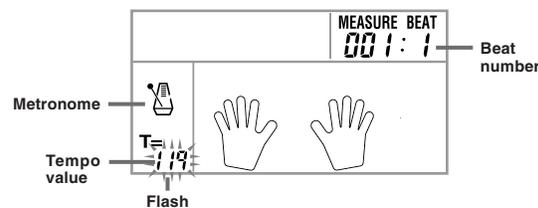
All of the keyboard keys are melody keys while the MODE switch is set to NORMAL.

## Adjusting the Tempo

The tempo (beats per minute) can be set to a value in the range of 40 to 255. The tempo value you set is used for Song Bank, 3-step lesson, and Auto Accompaniment chord play, as well as playback from memory and metronome operation.

### To set the tempo

1. Use the **TEMPO** buttons to set the tempo.  
▲ : Increase the tempo value.  
▼ : Decreases the tempo value.



### NOTES

- While the tempo value is flashing, you can also use the number buttons or [+], and [-] to input a three-digit value. Note that you must input leading zeros, so 90 is input as 090.
- Pressing both the ▲ and ▼ TEMPO buttons at the same time automatically returns the currently selected rhythm to its default tempo.

## Using Auto Accompaniment

The following procedure describes how to use the keyboard's Auto Accompaniment feature. Before starting, you should first select the rhythm you want to use and set the tempo of the rhythm to the value you want.

### To use Auto Accompaniment

1. Set the **MODE** switch to CASIO CHORD, FINGERED, or FULL RANGE CHORD.
2. Press the **START/STOP** button to start play of the currently selected rhythm.
3. Play a chord.
  - The actual procedure you should use to play a chord depends on the current MODE switch position. Refer to the following pages for details on chord play.

CASIO CHORD .....	Page E-17
FINGERED .....	Page E-17
FULL RANGE CHORD .....	Page E-18

**RHYTHM** 76 Rhumba

**6** m7 MEASURE BEAT 003 : 1

T= 119

**Chord name** **Basic Chord Form**

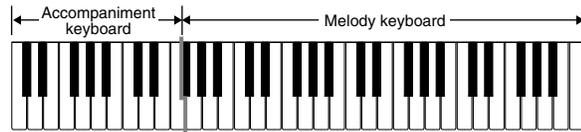
(The chord form that appears here may show notes that differ from those actually pressed on the keyboard. With some chords, inverted chord forms may be displayed.)

4. To stop Auto Accompaniment play, press the **START/STOP** button again.

### CASIO CHORD

This method of chord play makes it possible for anyone to easily play chords, regardless of previous musical knowledge and experience. The following describes the CASIO CHORD "Accompaniment keyboard" and "Melody keyboard", and tells you how to play CASIO CHORDS.

#### CASIO CHORD Accompaniment Keyboard and Melody Keyboard



#### NOTE

The accompaniment keyboard can be used for playing chords only. No sound will be produced if you try playing single melody notes on the accompaniment keyboard.

#### Chord Types

CASIO CHORD accompaniment lets you play four types of chords with minimal fingering.

Chord Types	Example
<b>Major chords</b> Major chord names are marked above the keys of the accompaniment keyboard. Note that the chord produced when you press an accompaniment keyboard does not change octave, regardless of which key you use to play it.	C Major (C) C D E F G A B C D E F 
<b>Minor chords (m)</b> To play a minor chord, keep the major chord key depressed and press any other accompaniment keyboard key located to the right of the major chord key.	C minor (Cm) C D E F G A B C D E F 
<b>Seventh chords (7)</b> To play a seventh chord, keep the major chord key depressed and press any other two accompaniment keyboard keys located to the right of the major chord key.	C seventh (C7) C D E F G A B C D E F 

Chord Types	Example
<b>Minor seventh chords (m7)</b> To play a minor seventh chord, keep the major chord key depressed and press any other three accompaniment keyboard keys located to the right of the major chord key.	C minor seventh (Cm7) C D E F G A B C D E F 

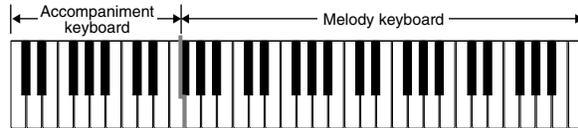
#### NOTE

It makes no difference whether you press black or white keys to the right of a major chord key when playing minor and seventh chords.

### FINGERED

FINGERED provides you with a total of 15 different chord types. The following describes the FINGERED "Accompaniment keyboard" and "Melody keyboard", and tells you how to play a C-root chord using FINGERED.

#### FINGERED Accompaniment Keyboard and Melody Keyboard



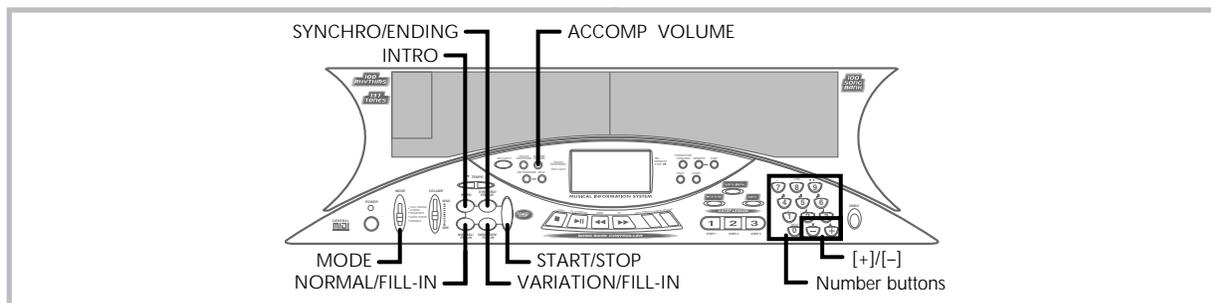
#### NOTE

The accompaniment keyboard can be used for playing chords only. No sound will be produced if you try playing single melody notes on the accompaniment keyboard.

<b>C</b> 	<b>Cm</b> 	<b>Cdim</b> 
<b>Caug *1</b> 	<b>Csus4</b> 	<b>C7 *2</b> 
<b>Cm7 *2</b> 	<b>Cmaj7 *2</b> 	<b>Cm7-5</b> 
<b>C7-5 *1</b> 	<b>C7sus4</b> 	<b>Cadd9 *2</b> 
<b>Cmadd9 *2</b> 	<b>CmM7 *2</b> 	<b>Cdim7 *1</b> 

See the FINGERED Chord Chart on page A-3 for details on playing chords with other roots.

- \*1: Inverted fingerings cannot be used. The lowest note is the root.  
 \*2: The same chord can be played without pressing the 5th G.



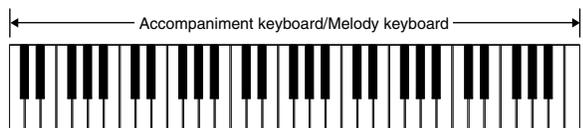
**NOTES**

- Except for the chords specified in note \*1 above, inverted fingerings (i.e. playing E-G-C or G-C-E instead of C-E-G) will produce the same chords as the standard fingering.
- Except for the exception specified in note \*2 above, all of the keys that make up a chord must be pressed. Failure to press even a single key will not play the desired FINGERED chord.
- When the key light system is turned on, the keys of the accompaniment keyboard light to show the chord you played. Though the chord is the same, the form of the chord (the keys that light) may differ from the one you used (the keys you pressed). If you play C Major using the inverted chord form E-G-C, for example, the keys for C-E-G will light.

**FULL RANGE CHORD**

This accompaniment method provides a total of 38 different chord types: the 15 chord types available with FINGERED plus 23 additional types. The keyboard interprets any input of three or more keys that matches a FULL RANGE CHORD pattern to be a chord. Any other input (that is not a FULL RANGE CHORD pattern) is interpreted as melody play. Because of this, there is no need for a separate accompaniment keyboard, so the entire keyboard, from end to end, can be used for both melody and chords.

**FULL RANGE CHORD Accompaniment Keyboard and Melody Keyboard**

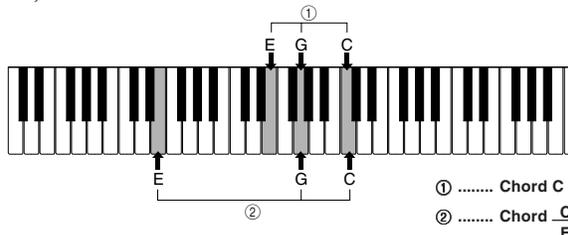


**< Chords Recognized by This Keyboard >**

Chord Types	Number of Types
Corresponding FINGERED Chord	15 (page E-17)
Other Chords	<p>23 The following are examples of chords that use C as the bass note.</p> <p>C<sub>6</sub> • Cm<sub>6</sub> • C<sub>69</sub></p> <p><math>\frac{C^\#}{C}</math> • <math>\frac{D}{C}</math> • <math>\frac{E}{C}</math> • <math>\frac{F}{C}</math> • <math>\frac{G}{C}</math> • <math>\frac{A}{C}</math> • <math>\frac{B}{C}</math></p> <p><math>\frac{B}{C}</math> • <math>\frac{C^\#m}{C}</math> • <math>\frac{Dm}{C}</math> • <math>\frac{Fm}{C}</math> • <math>\frac{Gm}{C}</math> • <math>\frac{Am}{C}</math> • <math>\frac{Bm}{C}</math></p> <p><math>\frac{Dm7-5}{C}</math> • <math>\frac{A7}{C}</math> • <math>\frac{F7}{C}</math> • <math>\frac{Fm7}{C}</math> • <math>\frac{Gm7}{C}</math> • <math>\frac{A^{add9}}{C}</math></p>

**Example: To play the chord C major.**

Any of the fingerings shown in the illustration below will produce C major.

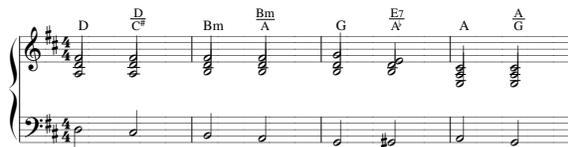


**NOTES**

- As with the FINGERED mode (page E-17), you can play the notes that form a chord in any combination (①).
- When the composite notes of a chord are separated by 6 or more notes, the lowest sound becomes the bass (②).

**< Music Example >**

Tone: 016, Rhythm: 05, Tempo: 070



**Using an Intro Pattern**

This keyboard lets you insert a short intro into a rhythm pattern to make startup smoother and more natural.

The following procedure describes how to use the Intro feature. Before starting, you should first select the rhythm you want to use, and set the tempo.

**To insert an intro**

1. Press the **INTRO** button to start the selected rhythm with an intro pattern.
  - With the above setup, the intro pattern is played and the auto accompaniment with intro pattern starts as soon as you play chords on the accompaniment keyboard.

**NOTES**

- The standard rhythm pattern starts to play after the intro pattern is complete.
- Pressing the VARIATION/FILL-IN button while an intro pattern is playing causes the variation pattern to sound after the intro pattern is complete.
- Pressing the SYNCHRO/ENDING button while an intro pattern is playing causes the ending pattern to sound after the intro pattern is complete.

**Using a Fill-in Pattern**

Fill-in patterns let you momentarily change the rhythm pattern to add some interesting variation to your performances.

The following procedure describes how to use the Fill-in feature.

## To insert a fill-in

1. Press the **START/STOP** button to start rhythm play.
2. Press the **NORMAL/FILL-IN** button to insert a fill-in pattern for the rhythm you are using.

### NOTE

The fill-in pattern does not play if you press the **NORMAL/FILL-IN** button while an intro pattern is playing.

## Using a Rhythm Variation

In addition to the standard rhythm pattern, you can also switch to a secondary "variation" rhythm pattern for a bit of variety.

## To insert the variation rhythm pattern

1. Press the **START/STOP** button to start rhythm play.
2. Press the **VARIATION/FILL-IN** button to switch to the variation pattern for the rhythm you are using.

### NOTE

To switch back to the standard rhythm pattern, press the **NORMAL/FILL-IN** button.

## Using a Fill-in Pattern with a Variation Rhythm

You can also insert a fill-in pattern while a variation rhythm pattern is playing.

## To insert a fill-in into a rhythm variation

1. While a variation rhythm pattern is playing, press the **VARIATION/FILL-IN** button to insert a fill-in pattern for the variation rhythm you are using.

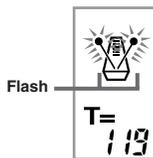
## Synchro Starting Accompaniment with Rhythm Play

You can set up the keyboard to start rhythm play at the same time you play the accompaniment on the keyboard.

The following procedure describes how to use synchro start. Before starting, you should first select the rhythm you want to use, set the tempo, and use the **MODE** switch to select the chord play method you want to use (**NORMAL**, **CASIO CHORD**, **FINGERED**, **FULL RANGE CHORD**).

## To use synchro start

1. Press the **SYNCHRO/ENDING** button to put the keyboard into synchro start standby.



2. Play a chord and the rhythm pattern starts to play automatically.

### NOTES

- If the **MODE** switch is set to **NORMAL**, only the rhythm plays (without a chord) when you play on the accompaniment keyboard.
- If you press the **INTRO** button before playing anything on the keyboard, the rhythm starts automatically with an intro pattern when you play something on the accompaniment keyboard.
- Pressing the **VARIATION/FILL-IN** button before playing anything on the keyboard causes play to start with the variation pattern when something is played on the keyboard.
- To cancel synchro start standby, press the **SYNCHRO/ENDING** button one more time.

## Finishing with an Ending Pattern

You can end your performances with an ending pattern that brings the rhythm pattern you are using to a natural-sounding conclusion. The following procedure describes how to insert an ending pattern. Note that the actual ending pattern played depends on the rhythm pattern you are using.

## To finish with an ending pattern

1. While the rhythm is playing, press the **SYNCHRO/ENDING** button.
  - This causes the ending pattern to play which brings rhythm accompaniment to an end.
  - The timing when the ending pattern starts depends on when you press the **SYNCHRO/ENDING** button. If you press the button before the second beat of the current measure, the ending pattern starts playing immediately. Pressing the button at any point in the measure after the second beat results in the ending pattern playing from the beginning of the following measure.

## Adjusting the Accompaniment Volume

You can adjust the volume of the accompaniment parts as a value in the range of 000 (minimum) to 127.

1. Press the **ACCOMP VOLUME** button.

Current accompaniment volume setting



075 Acomp Vol

2. Use the **number buttons** or the **[+]/[-]** buttons to change the current volume setting value.

Example: 110



110 Acomp Vol

### NOTES

- The current accompaniment volume value that appears in Step 1 automatically clears from the display if you do not input anything within about five seconds.
- Pressing **[+]** and **[-]** buttons at the same time automatically sets an accompaniment volume of 075.