USER’S GUIDE
Please keep all information for future reference.

Safety Precautions
Before trying to use the Digital Keyboard, be sure to read the separate “Safety Precautions”.

GUÍA DEL USUARIO
Guarde toda información para tener como referencia futura.

Precauciones de seguridad
Antes de intentar usar el teclado digital, asegúrese de leer las “Precauciones de seguridad” separadas.
Important!
Please note the following important information before using this product.

- Before using the optional AD-E95100L Adaptor to power the unit, be sure to check the AC Adaptor for any damage first. Carefully check the power cord for breakage, cuts, exposed wire and other serious damage. Never let children use an AC adaptor that is seriously damaged.
- Never attempt to recharge batteries.
- Do not use rechargeable batteries.
- Never mix old batteries with new ones.
- Use recommended batteries or equivalent types.
- Always make sure that positive (+) and negative (–) poles are facing correctly as indicated near the battery compartment.
- Replace batteries as soon as possible after any sign they are getting weak.
- Do not short-circuit the battery terminals.
- The product is not intended for children under 3 years.
- Use only CASIO AD-E95100L adaptor.
- The AC adaptor is not a toy.
- Be sure to disconnect the AC adaptor before cleaning the product.

FCC WARNING
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Declaration of Conformity
Model Number: CTK-2080/CTK-2200/CTK-2300/CTK-3200
Trade Name: CASIO COMPUTER CO., LTD.
Responsible party: CASIO AMERICA, INC.
Address: 570 MT. PLEASANT AVENUE, DOVER, NEW JERSEY 07801
Telephone number: 973-361-5400
This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This mark applies in EU countries only.

Manufacturer:
CASIO COMPUTER CO., LTD.
6-2, Hon-machi 1-chome, Shibuya-ku, Tokyo 151-8543, Japan
Responsible within the European Union:
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● The contents of this manual are subject to change without notice.

● The actual appearance of the product may be different from that shown in the illustrations in this User’s Guide.

● Company and product names used in this manual may be registered trademarks of others.
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MIDI Implementation Chart

Included Accessories
- Music Stand
- Song Book
- Leaflets
  - Safety Precautions
  - Appendix
  - Other (Warranty, etc.)

Separately Available Accessories
- You can get information about accessories that are separately for this product from the CASIO catalog available from your retailer, and from the CASIO website at the following URL.

http://world.casio.com/
In this manual, the term "Digital Keyboard" refers to the CTK-2080/CTK-2200/CTK-2300/CTK-3200.
Illustrations in this User’s Guide show the CTK-3200.
In this manual, buttons and other controllers are identified using the numbers shown below.
The following explains the meaning of the symbol that appears on the product console and with the key names below.

: Indicates a function that is enabled by holding down the button for some time.

1. **POWER** button [E-6]
2. **VOLUME** slider [E-6]
3. **FUNCTION** button [E-4]
4. **SAMPLING** button [E-13]
5. **METRONOME, BEAT** button [E-8]
6. **TEMPO** buttons [E-9, 19, 33]
7. **INTRO, REPEAT** button [E-18, 32]
8. **NORMAL/FILL-IN, REW** button [E-18, 32]
9. **VAR./FILL-IN, FF** button [E-18, 32]
10. **SYNCHRO/ENDING, PAUSE** button [E-18, 32]
11. **START/STOP, PLAY/STOP** button [E-17, 29]
12. **ACCOMP, CHORDS, PART SELECT** button [E-20, 30]
13. **TONE** button [E-10]
14. **RHYTHM, ONE TOUCH PRESET** button [E-29, 33]
15. **SONG BANK** button [E-17]
16. **Number buttons, [-]/[+] keys** [E-4]
17. **VOICE PAD 1, LISTEN** button [E-8, 23]
18. **VOICE PAD 2, WATCH** button [E-8, 23]
19. **VOICE PAD 3, REMEMBER** button [E-8, 24]
20. **VOICE PAD 4, NEXT** button [E-8, 22]
21. **VOICE PAD 5, AUTO** button [E-8, 25]
22. **SET SELECT, MUSIC CHALLENGE** button [E-8, 27]
23. **Speakers**
24. **Song Bank list**
25. **Rhythm list**
26. **Display**
27. **Tone list**
28. **PITCH BEND wheel (CTK-3200 only)**
29. **CHORD root names** [E-30]
30. **Percussion instrument list** [E-10]
General Guide

Using the 10-key Pad (16)

Use the number buttons and the [-] and [+] keys to change the settings of the parameters that appear in the upper left area of the display.

Example: To enter tone number 004, input 0 → 0 → 4.

Number Buttons

Use the number buttons to enter numbers and values.
- Enter the same number of digits as the currently displayed value.
- Negative values cannot be input using the number buttons. Use [+] (increase) and [-] (decrease) instead.

[-] and [+ ] Keys

You can use the [+] (increase) and [-] (decrease) keys to change the displayed number or value.
- Holding down either key scrolls the displayed setting.
- Pressing both keys at the same time will revert to the initial default setting or the recommended setting.

Using the FUNCTION Button (3)

Use the FUNCTION button (3) to access settings that let you select the reverb type, pedal effect, etc.

1. Press 3 (FUNCTION).

2. Next press 3 (FUNCTION) until the parameter whose setting you want to change is displayed. Each press of 3 (FUNCTION) cycles through the available parameters.

3. When the parameter you want is displayed, use 16 (10-key) to change its setting.
- The parameter setting will disappear from the upper left area of the screen if you do not perform any operation for some time.

IMPORTANT!
- The tone and other parameters revert to their initial defaults whenever you turn on power (page E-6).
Getting Ready to Play

Preparing the Music Stand

Power Supply
Either an AC adaptor or batteries can be used to power this Digital Keyboard. Normally, use of AC adaptor power is recommended.

- The AC adaptor does not come with this Digital Keyboard. Purchase it separately from your retailer. See page E-1 for information about options.

- Be sure to turn off Digital Keyboard power before connecting or disconnecting the AC adaptor.

- The AC adaptor will become warm to the touch after very long use. This is normal and does not indicate malfunction.

- To prevent breaking of the wire, take care to avoid putting any type of load on the power cord.

- Never insert metal, pencils, or any other objects into the product’s 9.5V DC terminal. Doing so creates the risk of accident.

Using the AC Adaptor
Make sure that you use only the AC adaptor specified for this Digital Keyboard. Use of a different type of AC adaptor can cause malfunction.

Specified AC Adaptor: AD-E95100L
(JEITA Standard plug)

- Household power outlet
- DC 9.5V terminal

IMPORTANT!
- Be sure to turn off Digital Keyboard power before connecting or disconnecting the AC adaptor.

Using Batteries

IMPORTANT!
- It is up to you to prepare six commercially available AA-size batteries. Do not use oxyride batteries or any other nickel based batteries.

1. Open the battery cover on the bottom of the Digital Keyboard.

2. Load six AA-size batteries into the battery compartment.
Make sure the positive + and negative − ends of the batteries are facing as shown in the illustration.

3. Insert the tabs of the battery cover into the holes on the side of the battery compartment, and close the cover.

Low Battery Indication
The indicator shown below starts to flash to let you know when battery power is low. Replace the batteries with new ones.
Playing the Digital Keyboard

Turning on Power and Playing

1. Press 1.
   This turns on power.
   • To turn off the Digital Keyboard, press 1 again.

2. Try playing something on the keyboard. Use 2 to adjust volume.

   ![Keyboard Diagram]

   **IMPORTANT!**
   • Turning off the Digital Keyboard power causes all current settings and sampled sounds (page E-13) to be cleared. The Digital Keyboard will revert to initial default settings the next time you turn it on.

   **Auto Power Off**
   If you do not perform any operation on the Digital Keyboard for one of the trigger times noted below, Auto Power Off will turn off power.
   - During battery operation: 6 minutes
   - During AC adaptor operation: 30 minutes

   ■ Disabling Auto Power Off
   You can disable Auto Power Off to ensure that power is not turned off automatically during a concert, etc.

   1. While holding down 13 (TONE), turn on power.
      Auto Power Off will be disabled.

   ![Auto Power Off Diagram]

Using Headphones

Using headphones cuts off output from the built-in speakers, which means you can practice playing even late at night without disturbing others.

• Be sure to turn down the volume level before connecting headphones.

   ![Headphones Diagram]

   **NOTE**
   • Headphones do not come with the Digital Keyboard.
   • Use commercially available headphones. See page E-1 for information about options.

   **IMPORTANT!**
   • Do not listen to very high volume output over headphones for long period. Doing so creates the risk of hearing damage.
   • If you are using headphones that require an adaptor plug, make sure you do not leave the adaptor plugged in when removing the headphones.
Touch Response alters tone volume in accordance with keyboard pressure (speed). This provides you some of the same expressivity you get on an acoustic piano.

1. Press ③ (FUNCTION) a number of times until “Touch” appears on the display (page E-4).

2. Use ⑥ (10-key) [-] and [+ ] keys to select one of the three Touch Response sensitivity settings.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off (oFF)</td>
<td>Touch Response is turned off. Sound volume is fixed, regardless of key press speed.</td>
</tr>
<tr>
<td>Type 1 (1)</td>
<td>Normal Touch Response</td>
</tr>
<tr>
<td>Type 2 (2)</td>
<td>More sensitive Touch Response than Type 1</td>
</tr>
</tbody>
</table>
Using the Voice Pads

You can use the voice pads to sound various sound effects or even sounds you have sampled ("Sampling", page E-13). Use the voice pads to add something extra to your performances.

1. Press (RHYTHM).

![Voice Pad Diagram]

2. Press a pad (1 through 5, through ) to sound what is assigned to it.

There are four sets of voice pad sounds numbered 1 through 4 (see below). Each press of cycles through the sound sets 1 through 4.

<table>
<thead>
<tr>
<th>Pad Set</th>
<th>Pad 1</th>
<th>Pad 2</th>
<th>Pad 3</th>
<th>Pad 4</th>
<th>Pad 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set 1</td>
<td>TONE 402 &quot;VOICE PAD 1&quot;</td>
<td>TONE 403 &quot;VOICE PAD 2&quot;</td>
<td>TONE 404 &quot;VOICE PAD 3&quot;</td>
<td>TONE 401 &quot;ORIGINAL&quot;*1</td>
<td></td>
</tr>
<tr>
<td>Set 2</td>
<td>Set 1 sounds with various pitches.*2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set 3</td>
<td>Set 1 sounds repeated.*3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set 4</td>
<td>XIAO LUO GUNSHOT BONGO CONGA TAMBOURINE</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*1: Pad 5 plays original sound raised a perfect fifth.
*2: Pad 1: Up a perfect fifth; Pad 2: Down a perfect fifth; Pad 3: Same as Set 1; Pad 4: Up a major third; Pad 5: Down a perfect fifth
*3: Pads 1 and 5: Gradually rising pitch; Pad 2: Gradually falling pitch

Example: When Set 2 is selected

![Pad Set Diagram]

Sounding Sampled Sounds with the Voice Pads

Sampling sounds will change the tones assigned to sets 1 through 3 to the sampled sounds. For more information, see page E-13.

Using the Metronome

The metronome lets you play and practice along with a steady beat to help keep you on tempo.

Start/Stop

1. Press .
   This starts the metronome.

![Metronome Pattern]

2. Press again to stop the metronome.

Changing the Beats per Measure

You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing.

- You can specify 0, or a value from 2 to 6 as the number of beat per measure.
- When playing a built-in song, the beats per measure setting (which determines when the bell sounds) is configured automatically for the currently selected song.

1. Hold down until the beats per measure setting screen appears on the display.

![Tempo Measure]

- If you do not perform any operation for after the beats per measure setting screen appears, the display will return to the screen displayed before you pressed .

2. Use (10-key) to enter the number of beats per measure.

- The bell will not sound if you specify 0 for this setting. In this case, all beats are indicated by a click sound. This setting lets you practice with a steady beat, without worrying how many beats there are in each measure.
Changing the Metronome Tempo

Use the following procedure to change the tempo of the metronome.

   Use ▼ (slower) and ▲ (faster) to change the tempo setting. Holding down either button changes the setting at high speed.
   • Pressing ▼ and ▲ at the same time will initialize the tempo setting in accordance with the currently selected song or rhythm.
   • Pressing 6 causes the tempo value to flash on the display. While the tempo value is flashing, you can use 10 (10-key) to change it.
     Note that you must input leading zeros, so 89 is input as 089.
   • The tempo value will stop flashing if you do not perform any operation for a short while.

![Tempo value (flashes)]

Changing the Metronome Sound Volume

The metronome volume setting is changed automatically with the volume level of the currently selected Auto Accompaniment or song. The metronome volume cannot be adjusted independently.

• For information about changing the Auto Accompaniment volume, see page E-33.
• For information about changing the song volume, see page E-19.

NOTE

• You cannot adjust the balance between the metronome and note volume during Auto Accompaniment and built-in tune play.
Controlling the Keyboard Sounds

Select from a variety of musical instrument sounds

Your Digital Keyboard lets you select tones for a wide variety of musical instrument sounds, including violin, flute, orchestra, and more. Even the same song sound takes on a different feel by changing the instrument type.

To select an instrument for playing

1. Press \( \textbf{13} \) (TONE).

   ![](image1)

   **Tone number**

   \( \textbf{001} \)

   **St. GrPno**

   **Tone name**

2. Use \( \textbf{10-key} \) to select the tone number you want.

   The corresponding tone number and tone name will appear on the screen.

   - Use the number buttons to enter the tone number.
   - Specify three digits for the tone number.
   - Example: To select 001, enter \( 0 \rightarrow 0 \rightarrow 1 \).

   \( \textbf{3} \) Try playing something on the keyboard.

   The tone of the instrument you selected will sound.

   ![](image2)

   \( \textbf{3} \) See the separate “Appendix” for a complete list of available tones.

   \( \textbf{3} \) When one of the drum sets is selected (tone numbers 395 through 400), each keyboard key is assigned a different percussion sound.

### Playing with a Piano Tone (Piano Setup)

Press \( \textbf{13} \) (TONE) and \( \textbf{16} \) (RHYTHM) at the same time. This selects the grand piano tone.

**Settings**

- **Tone Number:** “001”
- **Reverb:** “06”
- **Transpose:** “00”
- **Touch Response (CTK-3200 only):**
  - Off: Returns to initial default
  - On: No change
- **Pedal Effect:** SUS
- **Rhythm Number:** “131”
- **Accompaniment:** Rhythm part only
- **Local Control:** On
- **Drum Assign:** Off
Controlling the Keyboard Sounds

Using Reverb
Reverb adds reverberation to notes. You can change the duration of the reverb.

1. Press 3 (FUNCTION) a number of times until “Reverb” appears on the display (page E-4).

2. Use the 10 (10-key) [–] and [+] keys to select the reverb setting you want.

<table>
<thead>
<tr>
<th>Off (oFF)</th>
<th>Turns off reverb.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 10</td>
<td>The larger the number selected, the longer the reverb duration.</td>
</tr>
</tbody>
</table>

Using a Pedal
A pedal can be used to change notes in various ways while playing.
- A pedal unit does not come with the Digital Keyboard. Purchase one separately from your retailer. See page E-1 for information about options.

Connecting a Pedal Unit
Connect an optional pedal unit.

Selecting the Pedal Effect
1. Press 3 (FUNCTION) a number of times until “Jack” appears on the display (page E-4).

2. Use the 10 (10-key) [–] and [+] keys to select the pedal effect you want.
- The following shows the available pedal effects.

<table>
<thead>
<tr>
<th>Sustain (SUS)</th>
<th>Sustains notes played while the pedal is depressed. Organ and other similar tone notes are sustained even if the pedal is not pressed.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sostenuto (SoS)</td>
<td>Sustains notes that are playing when the pedal is depressed before the keyboard keys are released.</td>
</tr>
<tr>
<td>Soft (SFt)</td>
<td>Slightly softens notes played while the pedal is depressed.</td>
</tr>
<tr>
<td>Rhythm (rHy)</td>
<td>Pressing the pedal starts and stops Auto Accompaniment or song playback.</td>
</tr>
</tbody>
</table>
Controlling the Keyboard Sounds

Changing the Pitch (Transpose, Tuning)

Changing the Pitch in Semitone Steps (Transpose)

The transpose feature lets you change the pitch, in semitone steps. A simple operation lets you instantly change the pitch to match that of a singer.
- The transpose setting range is –12 to +12 semitones.

1. Press 3 (FUNCTION).

2. Use the 16 (10-key) [–] and [+] keys to select the transpose setting you want.

Fine Tuning (Tuning)

Use the tuning feature when you need to adjust the pitch slightly to play along with another musical instrument. Also, some artists perform their music with slightly altered tuning. You can use the tuning feature to adjust tuning so it exactly matches a performance on a CD.
- The tuning feature specifies the frequency of the A4 note. You can set a frequency within the range of 415.5 to 465.9 Hz. The initial default setting is 440.0 Hz.

1. Press 3 (FUNCTION) a number of times until “Tune” appears on the display (page E-4).

2. Use the 16 (10-key) [–] and [+] keys to adjust the tuning.
- Performing this step causes the display to change from “Tune” to a value that indicates the current frequency setting as shown below. You can change the frequency in 0.1Hz steps.

   440 Hz

- Even if you do not perform a 16 (10-key) operation to adjust the tuning, the current frequency setting will appear automatically after a few seconds.

Using the Pitch Bend Wheel to Shift the Pitch of Notes (CTK-3200 only)

You can use the pitch bend wheel to slide the pitch of notes smoothly upwards and downwards. This technique makes it possible to produce effects that are similar to sounds produced when bending notes on a saxophone or electric guitar.

To play with the pitch bend wheel

1. While playing a note on the keyboard, rotate the pitch bend wheel on the left of the keyboard upwards or downwards.
   The amount the note bends depends on how much you rotate the pitch bend wheel.
   - Do not have the pitch bend wheel rotated as you turn on the Digital Keyboard.

Specifying the Pitch Bend Range

Use the following procedure to specify how much the pitch of the note changes whenever the pitch bend wheel is rotated upwards or downwards. You can specify a range from 0 to 12 semitones (one octave).

1. Press 3 (FUNCTION) a number of times until “Bend Rng” appears on the display (page E-4).

2. Use the 16 (10-key) [–] and [+] keys to change the range.
Controlling the Keyboard Sounds

You can use the Digital Keyboard to sample a sound from a portable audio player, or other device, and then play the sound with the keyboard keys or voice pads. For example, you could sample the bark of your dog and then use the sound in a melody. You also can sample and use passages from a CD. The sampling feature is a great way to create new sounds that are highly creative.

**Connection**

Connect an external device.

- **NOTE**
  
  - Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end.

- **IMPORTANT!**
  
  - Turn off the external device and the Digital Keyboard before connecting them.
  - Sampled sounds are recorded in monaural.

**Sampling a Sound and Playing It**

There are two sampling methods: full sampling and short sampling.

- **Full Sampling**
  
  This method allows sampling of a single sound with a duration of one second.

  1. Turn the volume levels of the external device and Digital Keyboard down.
  2. Turn on the external device and then the Digital Keyboard.
  3. Press and immediately release it. This enters record standby.

- **Output the sound from the external device.**
  
  The Digital Keyboard will start sampling automatically, and stop after one second.
  - Sampling will not start if the volume level of the external device is too low.
  - What you sample is stored as tone number 401.

  4. Try playing something on the keyboard.

- You can press pad 4 or 5 (or ) to sound the sampled sound (page E-8).

- **NOTE**
  
  - A new sample replaces sample data currently assigned to tone number 401. All of the old data (including short sampled sounds) is deleted.
Controlling the Keyboard Sounds

■ Short Sampling
With short sampling, you can sample up to three sounds, each one with a duration of approximately 0.3 seconds. You can sound the short sampled sounds using voice pads 1 through 3.

1. Connect an external device to the Digital Keyboard.
   Refer to steps 1 through 2 under “Full Sampling” (page E-13).

2. While holding down ④, press the voice pad (⑦, ⑧, or ⑨) that corresponds to the tone number where you want to store the sound.
   • The relationship between tone numbers and voice pads is shown below.

<table>
<thead>
<tr>
<th>Selected Tone Number</th>
<th>402</th>
<th>403</th>
<th>404</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pressed Voice Pad</td>
<td>Pad 1 (⑦)</td>
<td>Pad 2 (⑧)</td>
<td>Pad 3 (⑨)</td>
</tr>
</tbody>
</table>

Example: When voice pad 3 (Tone Number 404) is selected

3. Output the sound from the external device.
   Sampling starts automatically and stops after about 0.3 seconds.
   • Sampling will not start if the volume level of the external device is too low.

4. Try playing something on the keyboard.
   • You also can sound the sampled sound by pressing the voice pad you pressed in step 2.

NOTE
• Sampling a new sound deletes the sound assigned to the same tone number and the full sampling sound (page E-13).
Turning off power clears sampled data!

Turning off power will cause all sampled sound data to be deleted.

■ How sampled sounds are played

Pressing Middle C (C4) will play back the original sound. The keys to the left and right of C4 play the sound at different pitches.

Set 1 of voice pads 1 through 4 (br through ck) produce sampled sounds without modification.

Starting a Sampling Operation Manually

1. Press 3 (FUNCTION) a number of times until “SmplAuto” appears on the display (page E-4).

2. Press 18 (10-key) [–] key to select the OFF setting.

This enables manual sampling. When this setting is selected, sampling starts as soon as you release 4 in step 3 under “Full Sampling” (page E-13) or step 2 under “Short Sampling” (page E-14).

IMPORTANT!

• When the above setting is “OFF”, sampling starts when you release 4, not when you press it. Sampling will not start if you keep 4 depressed.

Applying Effects to a Sampled Sound

You can use the following procedure to apply various settings to the sampled tone assigned to tone number 401.

1. Use 16 (10-key) to select a tone number from 405 to 414.

Tone numbers 405 to 414 actually represent effects assigned to tone number 401. Selecting a tone will play the sampled sound in a loop, along with the applicable effect, as described below.

<table>
<thead>
<tr>
<th>Tone No.</th>
<th>Effect Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>405</td>
<td>Loop 1</td>
<td>Loops the sampled sound.</td>
</tr>
<tr>
<td>406</td>
<td>Loop 2</td>
<td>Loops the sample sound and raises the pitch of the resonating sound when the keyboard key is released.</td>
</tr>
<tr>
<td>407</td>
<td>Loop 3</td>
<td>Loops the sample sound and lowers the pitch of the resonating sound when the keyboard key is released.</td>
</tr>
<tr>
<td>408</td>
<td>Pitch 1</td>
<td>Changes the pitch from low to high, at an increasing rate.</td>
</tr>
<tr>
<td>409</td>
<td>Pitch 2</td>
<td>Changes pitch from high to low, at a decreasing rate.</td>
</tr>
<tr>
<td>410</td>
<td>Pitch 3</td>
<td>Changes pitch from high to low, at a decreasing rate, and then raises the pitch when the key is released.</td>
</tr>
<tr>
<td>411</td>
<td>Tremolo</td>
<td>Alternates volume between high and low.</td>
</tr>
<tr>
<td>412</td>
<td>Funny 1</td>
<td>Adds vibrato and changes pitch by a gradually increasing amount.</td>
</tr>
<tr>
<td>413</td>
<td>Funny 2</td>
<td>Alternates between high pitch and low pitch.</td>
</tr>
<tr>
<td>414</td>
<td>Funny 3</td>
<td>Adds vibrato and changes pitch from low to high.</td>
</tr>
</tbody>
</table>
Using a Sampled Sound in a Rhythm (Drum Assign)

Use the following procedure to replace a percussive instrument with a sampled sound you sampled with short sampling and play auto accompaniment rhythms (page E-29) with it.

1. Press 3 (FUNCTION) and 4 at the same time.

2. Use the 10 (10-key) [-] and [+] keys to select the drum assign type you want.

<table>
<thead>
<tr>
<th>Drum Assign</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off (oFF)</td>
<td>Sampled sound does not sound.</td>
</tr>
<tr>
<td>Type 1 (dr1)</td>
<td>Replaces the bass drum of the rhythm pattern with tone number 402, and the snare drum with tone number 403.</td>
</tr>
<tr>
<td>Type 2 (dr2)</td>
<td>Replaces more of the percussive instruments than Type 1 with tone numbers 402, 403, and 404.</td>
</tr>
</tbody>
</table>


The rhythm sounds in accordance with the drum assign type you selected in step 2.

*NOTE*

* Some rhythm part drum sounds cannot be replaced by sampled sounds.
Playing Built-in Songs

With this Digital Keyboard, built-in tune data is referred to as "songs". You can listen to the built-in songs for your own enjoyment, or you can play along with them for practice.

**NOTE**
- In addition to simple listening enjoyment, the built-in songs can be used with the lesson system (page E-21) for practice.

**Playing the Demo Songs**

Use the following procedure to play back built-in songs (001 to 090).

1. Press \( \text{bl and bm} \) at the same time.
   This will start playback of the demo songs. Demo playback continues until you stop it.
   - See page E-42 for a complete list of available songs.
   - Demo playback always starts from song number 001.

2. To change to another song while demo playback is in progress, use \( \text{bq (10-key) [-] and [+] keys} \) to enter the song number you want (page E-4).
   - Specifying three digits for the song number.
   - Example: To select 001, enter 0 → 0 → 0 → 1.

3. To stop demo playback, press \( \text{bl} \).
   Demo playback continues until you stop it by pressing \( \text{bl} \).

**Playing Back a Particular Song**

Use the procedure below to play back one of the built-in songs. You can play along on the keyboard with song playback.

**Start/Stop**

1. **Press \( \text{bp (SONG BANK)} \).**

2. **Use \( \text{bq (10-key)} \) to enter the number of the song you want.**
   - See page E-42 for a complete list of available songs.
   - Use the number buttons to enter the song number.
   - Specify three digits for the song number.
   - Example: To select 001, enter 0 → 0 → 0 → 1.
Playing Built-in Songs

3. Press 11.
   This starts playback of the song.

4. Press 11 again to stop playback.
   Song playback will continue (repeat) until you press 11 to stop it. You can cancel song repeat by pressing 7.

Pause, Skip Forward, Skip Back

Use the operations in this section to perform pause, skip forward, and skip back operations.

■ Pause

1. Press 11.
   This pauses song playback.

2. Press 11 again to resume playback from the point where you paused it.

■ Skip Forward

   This skips song playback forward to the next measure. Each press of 9 skips ahead one measure. Holding down 9 skips forward at high speed until you release it.
   • Pressing 9 while song playback is stopped performs lesson function phrase skip forward (page E-22).

■ Skip Back

1. Press 8.
   This skips song playback back to the previous measure. Each press of 8 skips back one measure. Holding down 8 skips back at high speed until you release it.
   • Pressing 8 while song playback is stopped performs lesson function phrase skip back (page E-22).

Repeating Playback of Specific Measures

You can use the procedure in this section to repeat particular measures for practice playing along until you master it. You can specify the start measure and the end measure of the section you want to play and practice.

1. Press 7 to temporarily turn off song repeat.
2. When song playback reaches the measure you want to specify as the start measure, press 7.
   This specifies the measure as the start measure.

3. When playback reaches the measure you want to select as the end measure, press 7 again.
   This specifies the measure as the end measure and starts repeat playback of the measures in the specified range.
   • During repeat play you can use 9 to pause playback, 3 to skip forward, or 8 to skip back.

4. Pressing 7 again returns to normal playback.
   Changing the song number clears the start measure and end measure of the repeat operation.

Changing Playback Speed (Tempo)

You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc.

   Use \ (slower) and \ (faster) to change the tempo setting. Holding down either button changes the setting at high speed.
   • Pressing \ and \ at the same time will return the current song to its original default tempo.
   • Pressing 6 causes the tempo value to flash on the display. While the tempo value is flashing, you can use 1 (10-key) to change it. The tempo value will stop flashing if you do not perform any operation for a short while.
   • Changing the song number will return the song to its original default tempo.

Adjusting the Song Volume

Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume.

1. Press 3 (FUNCTION) a number of times until “Song Vol” appears on the display (page E-4).

2. Use the 10 (10-key) [-] and [+] keys to adjust the song volume.
Playing with the Tone as Song Playback

The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes.

1. After selecting a song, hold down \( \text{bp} \) (SONG BANK) for about two seconds until the displayed tone name changes to the tone name of the song.
   - If your currently selected tone is the same as the song tone, the display contents will not change.

2. Play along with song playback.

   NOTE
   - If you select a song that uses different tones for left and right hand play, the right hand part tone is assigned to the keyboard.

Turning Off the Part of One Hand for Practice (Part Select)

You can turn off the right hand part or the left hand part of a song during playback and practice playing the along with the remaining part.

1. Press \( \text{bl} \) to select the part you want to turn off.
   - Each press of \( \text{bl} \) cycles through the settings shown below.

   - Right hand part off
   - Left hand part off
   - Both hand parts off
   - Both hand parts on

2. Press \( \text{bl} \).
   - This starts playback in accordance with the setting you selected in step 1.

   NOTE
   - During playback with one part turned off, only the notes of the part that is turned off are shown on the display.
Using Built-in Songs to Master Keyboard Play

To master a song, it is best to break it up into shorter parts (phrases), master the phrases, and then put everything together. Your Digital Keyboard comes with a Step Up Lesson feature that helps you to do just that.

### Phrases

The built-in songs are pre-divided into phrases to help you master keyboard play.

<table>
<thead>
<tr>
<th>Phrases</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Song start</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Phrase 1</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Phrase 2</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Phrase 3</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>. . .</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Final Phrase</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Song end</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Step Up Lesson Flow

Step Up Lesson takes you through practice of the right hand part, left hand part, and both hand parts for each phrase of a song. Master all of the phrases and you master the song.

**Phrase 1**
- Right Hand Lesson 1, 2, 3
- Left Hand Lesson 1, 2, 3
- Both Hand Lesson 1, 2, 3

Repeat the above to practice phrase 2, 3, 4, and so on, until you reach the final phrase of the song.

After mastering all of the phrases, practice the entire song.

Now you have mastered the entire song!
Using Built-in Songs to Master Keyboard Play

Messages that Appear during Lessons

The following are the messages that appear on the display during Step Lessons.

<table>
<thead>
<tr>
<th>Message</th>
<th>Description</th>
</tr>
</thead>
</table>
| <Phrase>  | Appears when you select a phrase, when a lesson starts, etc.  
  • Note that certain phrases will cause “<Wait>” to appear instead of “<Phrase>”. |
| <Wait>    | Appears when the lesson starts with an intro or fill-in phrase that is not included in the phrases to be practiced. Play toll advance automatically to the next phrase after the unincluded phrase plays, so wait until then to start playing on the keyboard. |
| NextPhrs  | Appears when advancing automatically to the next phrase. This message appears following a phrase for which “<Wait>” (see above) is displayed, and during an Auto Step Up Lesson (page E-25). |
| From Top  | This message appears during Auto Step Up Lesson (page E-25) immediately before practice from Phrase 1 up until the phrase currently being practiced. |
| Complete  | Appears at the end of Auto Step Up Lesson (page E-25). |

Selecting the Song, Phrase, and Part You Want to Practice

First, select the song, phrase, and part you want to practice.

1. Select the song you want to practice (page E-17).
   This will select the first phrase of the song.

2. Press \( \text{20} \) (or \( \text{9} \)) to move forward one phrase, or \( \text{8} \) to move back one phrase.
   • Holding down \( \text{1} \) or \( \text{8} \) scrolls through phrases at high speed.
   • The Digital Keyboard remembers the last phrase you practiced for up to 20 songs. To recall the last practice phrase for the current song (if it is available), hold down \( \text{20} \).

3. Press \( \text{12} \) to select the part you want to practice.
   Each press of \( \text{12} \) cycles through the settings shown below.

   * This indicator (setting) is skipped if you press \( \text{12} \) while a lesson is in progress.

4. Hold down \( \text{16} \) (SONG BANK) for about two seconds.
   The same tone used for song playback will be assigned to the keyboard (page E-20).
Using Built-in Songs to Master Keyboard Play

Lessons 1, 2, and 3

Now it is time to start the lessons. First, select the song and part you want to practice.

Lesson 1: Listen to the song.

First, listen to the example a few times to familiarize yourself with what it sounds like.

1. Press \[ \text{br} \].
   This starts example play.

2. To stop Lesson 1, press \[ \text{br} \] or \[ \text{bl} \].

Lesson 2: Watch how the song is played.

Play the song on the keyboard. During this lesson, the display shows the key you need to press next. Voice fingering guide also uses a simulate voice to announce which finger you should use. Follow the instructions to press the correct keyboard keys and play the notes. Don’t worry if you play the wrong note. Song playback will wait until you play the correct note. Take your time and play at your own pace.

1. Press \[ \text{br} \].
   This starts Lesson 2.

2. Play notes on the keyboard in accordance with the instructions provided on the display and by voice fingering guide.

During this lesson, the display shows the key you need to press next. Voice fingering guide uses a simulate voice to announce which finger you should use.

   ![Lesson 2 Guidance]

   Master playing the correct note with the correct finger as instructed by the guidance. Practice playing with the correct timing.

   Song playback will wait for you to play the correct note.
   - Keyboard key goes from flashing to lit.
   - Note guide sounds the correct note to be played.
   - Voice Fingering Guide tells you what finger to use.

   Pressing the correct keyboard key causes song playback to resume and the key for the next note flashes.

3. To stop Lesson 2, press \[ \text{br} \] or \[ \text{bl} \].

   ● If you complete Lesson 2 play to the end, a score that rates your play appears on the screen.

<table>
<thead>
<tr>
<th>Bravo!</th>
<th>You pass! Advance to the next lesson.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Again!</td>
<td>Go back and try again.</td>
</tr>
</tbody>
</table>
Lesson 3: Remember what you learned as you play.

Though song playback stands by waiting for you to press the correct keys as in Lesson 2, the Digital Keyboard does not provide any guidance about what note you need to play next. Remember everything you have learned up to Lesson 2 as you play.

   This starts Lesson 3.

2. Play the song along with the song playback.

   <Lesson 3 Guidance>
   Press the keyboard keys you learned in Lesson 2.
   Song playback will wait for you to play the correct note.
   Note guide sounds the correct note to be played.
   If you are still unable to press the correct keyboard key, the Digital Keyboard will display keyboard guidance and voice fingering guide will tell you what finger to use, just as in Lesson 2.
   Pressing the correct key will cause song playback to resume.

3. To stop Lesson 3, press 18 or 11.
   If you complete Lesson 3 play to the end, a score that rates your play appears on the screen the same as with Lesson 2.

Playing a Particular Song All the Way Through

After you successfully complete all of the phrases in Lessons 1, 2, and 3, it is time to try playing the entire song from beginning to end.

1. Use 12 to turn off both hand parts and then press 11.
   Try playing with both hands and find out how the Digital Keyboard evaluates your effort.

Lesson Settings

Playing without Phrase Repeat

You can turn off phrase repeat for Lessons 1, 2, and 3.

1. Press 7.
   This disables phrase repeat play.

Turning Off Voice Fingering Guide

Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3.

1. Press 3 (FUNCTION) a number of times until “Speak” appears on the display (page E-4).

2. Press the 10 (10-key) [-] key to select the OFF setting.
Turning Off Note Guide

Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3.

1. Press 3 (FUNCTION) a number of times until “NoteGuid” appears on the display (page E-4).

![Note Guid] (Flashes)

2. Press the 16 (10-key) [-] key to select the OFF setting.

Turning Off Performance Evaluation

Use the following procedure to turn off performance evaluation, which evaluates your performance and displays a score in Lesson 2 and Lesson 3.

1. Press 3 (FUNCTION) a number of times until “Scoring” appears on the display (page E-4).

![Scoring] (Flashes)

2. Press the 16 (10-key) [-] key to select the OFF setting.

Using Auto Step Up Lesson

With Auto Step Up Lesson, the Digital Keyboard advances through each lesson automatically.

1. Select the song and part you want to practice (page E-17).


   Listen to the first phrase in Lesson 1.
   - In Lesson 1, the sample phrase is played only once before advancing to Lesson 2.
   - In Lesson 2 and Lesson 3, the Digital Keyboard advances to the next lesson if you are able to achieve the “Bravo!” evaluation result.
   - To cancel a lesson, press 24 or 11.

   ![NOTE](Flashes)
   - You can change the step and phrase during Auto Step Up Lesson using 8, 9, and 10 to 20.
   - Starting Auto Step Up Lesson turns on Phrase Repeat (page E-24), Note Guide (page E-25) and Performance Evaluation (page E-25) automatically. These features cannot be turned off during lessons.

Lesson Play without Dividing Songs into Phrases

When the phrase function is turned off, lessons go through an entire song from beginning to end, without dividing it up between phrases.

1. Press 3 (FUNCTION) a number of times until “PhraseLn” appears on the display (page E-4).

![Phrase Ln] (Flashes)

2. Press the 16 (10-key) [-] key to select the OFF setting.
**Auto Step Up Lesson Procedure**

<table>
<thead>
<tr>
<th>Phrase 1</th>
<th>Lesson 1</th>
<th>Lesson 2</th>
<th>Lesson 3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Phrase 2</th>
<th>Lesson 1</th>
<th>Lesson 2</th>
<th>Lesson 3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Phrase 3</th>
<th>Lesson 1</th>
<th>Lesson 2</th>
<th>Lesson 3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Auto Step Up Lesson advances to the next phrase, regardless of whether the “Bravo!” result is attained.
Music Challenge is a game that measures your reaction speed as you press keys in response to on-screen keyboard indicators and fingering guide indications.

1. Press \textcolor{red}{13} (SONG BANK).

2. Press \textcolor{red}{22}.
   This causes a key on the on-screen keyboard to start to flash, and starts the Music Challenge song.

3. After the on-screen keyboard indicator changes from flashing to lit, press the indicated key with the indicated finger as quickly as possible.
   This causes the on-screen keyboard key to go out to let you know that you cleared the first note. The next on-screen keyboard key starts to flash, so get ready to press the next key.
   \begin{itemize}
   \item The time it takes you to press the keyboard key after the on-screen key lights appears on the display (Unit: 0.1 sec). The shorter the time, the higher your score.
   \item Pressing a keyboard key before the on-screen key goes from flashing to lit, will not advance to the next note.
   \end{itemize}
4. The game ends when you advance successfully through 20 notes.
   - Your score and playing time appear on the display. After a short while, the playing time display changes to an evaluation result. To clear the evaluation result from the display, press 11 (TONE), 16 (RHYTHM), or 19 (SONG BANK).
   - You can cancel a game at any time by pressing 24 or 16.

![Evaluation Result Diagram]

**Evaluation Result**

<table>
<thead>
<tr>
<th>S</th>
<th>&lt;High&gt;</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>&lt;Low&gt;</td>
</tr>
</tbody>
</table>

**NOTE:**
- Notes and fingering guide fingers are indicated randomly.
- The tempo of the game songs cannot be changed.
- All buttons except 1, 16, and 24 are disabled while a game is in progress.
With Auto Accompaniment, simply select an accompaniment pattern. Each time you play a chord with your left hand the appropriate accompaniment will play automatically. It’s like having a personal backup group along with you wherever you go.

**NOTE**
- Auto Accompaniments are made up of the following three parts.
  1. Rhythm
  2. Bass
  3. Harmony

You can have only the rhythm part play, or you can have all three parts play at the same time.

### Playing the Rhythm Part only

The rhythm part is the foundation each Auto Accompaniment. Your Digital Keyboard comes with a variety of built-in rhythms, including 8-beat and waltz. Use the following procedure to play the basic rhythm part.

### Starting and Stopping the Rhythm Part only

1. **Press (RHYTHM).**
2. **Use (10-key) to select the rhythm number you want.**
   - See the separate “Appendix” for information about individual rhythms.
   - Use the number buttons to enter the rhythm number. Specify three digits for the rhythm number.
   - Example: To select 001, enter 0 → 0 → 1.
3. **Press or .**
   - This starts the rhythm.
   - This pattern changes with each beat.
4. **Play along with the rhythm.**
5. **To stop the rhythm, press ** again.**
Using Auto Accompaniment

Playing All Parts

Auto Accompaniment with Chords

Playing a chord with your left hand automatically adds bass and harmony accompaniment parts to the currently selected rhythm. It is just like having your own personal back up group on call.

1. Start play of the Auto Accompaniment rhythm part.

2. Press \( \text{bm} \). This enables chord input on the accompaniment keyboard.

3. Use the accompaniment keyboard to play chords. This will cause bass and harmony Auto Accompaniment parts to be added to the rhythm part.

4. Play other chords with left hand as you play the melody with your right hand.

5. Pressing \( \text{bm} \) again returns to rhythm only accompaniment.

NOTE

- For information about starting Auto Accompaniment as soon as a chord is played, see “Using Synchro Start” on page E-33.

Selecting a Chord Input Mode

You can select from among the following five chord input modes.
- FINGERED 1
- FINGERED 2
- FINGERED 3
- CASIO CHORD
- FULL RANGE CHORD

1. Hold down \( \text{bm} \) until the chord input mode selection screen appears on the display.

2. Use the \( \text{(10-key) [–] and [+] keys to select the chord input mode you want.} \)
   - If you do not perform any operation after the chord input mode selection screen appears, the display will return automatically to the screen that was displayed before you held down \( \text{bm} \).

Example: Pressing D-F#-A-C on the accompaniment keyboard

Accompaniment for the D-F#-A-C chord (D7) sounds.

Chords (no melody played)  Melody

Example: Pressing D-F#-A-C on the accompaniment keyboard

Accompaniment for the D-F#-A-C chord (D7) sounds.
# Using Auto Accompaniment

**FINGERED 1, 2, and 3**

With these three input modes, you play chords on the accompaniment keyboard using their normal chord fingerings. Some chord forms are abbreviated, and can be fingered with one or two keys.

See page E-43 for information about chords that are supported and how they are fingered on the keyboard.

### FINGERED 1

Play the component notes of the chord on the keyboard.

### FINGERED 2

Unlike FINGERED 1, 6th input is not possible. m7 or m7\(^{b5}\) is input.

### FINGERED 3

Unlike FINGERED 1, allows input of fraction chords with the lowest keyboard note as the bass note.

**CASIO CHORD**

With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below.

### CASIO CHORD Fingering

<table>
<thead>
<tr>
<th>Chord Type</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Major Chords</strong></td>
<td></td>
</tr>
<tr>
<td>Letters above the accompaniment keyboard indicate the chord assigned to each key. Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key. All of the accompaniment area keys that are marked with the same chord name play exactly the same chord.</td>
<td></td>
</tr>
<tr>
<td>C (C Major)</td>
<td>[Diagram]</td>
</tr>
<tr>
<td><strong>Minor Chords</strong></td>
<td></td>
</tr>
<tr>
<td>To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right.</td>
<td></td>
</tr>
<tr>
<td>Cm (C Minor)</td>
<td>[Diagram]</td>
</tr>
<tr>
<td><strong>Seventh Chords</strong></td>
<td></td>
</tr>
<tr>
<td>To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right.</td>
<td></td>
</tr>
<tr>
<td>C7 (C Seventh)</td>
<td>[Diagram]</td>
</tr>
<tr>
<td><strong>Minor Seventh Chords</strong></td>
<td></td>
</tr>
<tr>
<td>To play a minor seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right.</td>
<td></td>
</tr>
<tr>
<td>Cm7 (C Minor Seventh)</td>
<td>[Diagram]</td>
</tr>
</tbody>
</table>

### NOTE

- When playing a minor, seventh, or minor seventh chord, it makes no different whether the additional keys you press are black or white.

**FULL RANGE CHORD**

With this mode, you can use the full range of the keyboard to play chords and the melody.

See page E-43 for information about chords that are supported.
Using Auto Accompaniment Effectively

Auto Accompaniment Pattern Variations

Use the following procedures to play intro and ending patterns, to play fill-in patterns, and to play variations of basic Auto Accompaniment patterns.

Auto Accompaniment Variation

Each Auto Accompaniment pattern has a basic “normal pattern” as well as a “variation pattern”.

   This starts the variation pattern.

2. Pressing 8 returns to normal pattern.

Auto Accompaniment Intro

Use the following procedure to play an intro of a few measures.

1. Press 7.
   This starts the intro pattern. Normal pattern play will start when the intro pattern is finished.
   • If you press 9 while an intro pattern is being played, the variation pattern will start when the intro pattern is finished.

Auto Accompaniment Fill-in

Use the procedure below to play a fill-in pattern during a performance.
• A “fill-in” is a short phrase played where you want to change the mood of a piece. A fill-in pattern can be used to create a link between two melodies or an accent.
• Normal and variation patterns have their own unique fill-in patterns.

Normal Pattern Fill-in

1. While a normal pattern is playing, press 8.
   This plays the fill-in for the normal pattern.
   • Normal pattern play will resume after the fill-in pattern is complete.

Variation Pattern Fill-in

1. While a variation pattern is playing, press 9.
   This plays the fill-in for the variation pattern.
   • Variation pattern play will resume after the fill-in pattern is complete.

Auto Accompaniment Ending

Use the following procedure to play an ending of a few measures.

1. While an Auto Accompaniment is playing, press 10.
   This will play the ending pattern and then stop Auto Accompaniment play automatically.
Using Synchro Start
Use the following procedure to configure the Digital Keyboard to start Auto Accompaniment play as soon as you press a keyboard key.

   This enters accompaniment start standby.

2. Play a chord on the keyboard.
   This will start full part accompaniment (normal).

Any of the following operations can be performed while in synchro standby to start a non-normal pattern.
- To start with intro pattern, press 7.
- To start with variation pattern play, press 9.

Changing Auto Accompaniment Speed (Tempo)

Use the following procedure to change Auto Accompaniment speed to a level that suits you.

   Use / (slower) and \\ (faster) to change the tempo setting. Holding down either button changes the setting at high speed.
   - Pressing / and \\ at the same time will initialize the rhythm setting in accordance with the currently selected rhythm.
   - While the tempo value is flashing, you also can use 16 (10-key) to change it.
   - If you do not perform any operation for after the tempo setting screen appears, the display will return to the screen displayed before you pressed 6.

Adjusting the Accompaniment Volume

Use the following procedure to adjust the balance between what you are playing on the keyboard and the volume of the Auto Accompaniment.

1. Press 3 (FUNCTION) a number of times until “AcompVol” appears on the display (page E-4).

2. Use the 10-key [-] and [+] keys to adjust the accompaniment volume.

Using One-Touch Preset

With One-Touch Preset, the Digital Keyboard automatically configures optimal tone, tempo, and other settings in accordance with the rhythm pattern you select.

1. Hold down 14 (RHYTHM) until the current tone screen appears on the display.
   This will automatically apply the One-Touch Preset settings in accordance with the rhythm pattern that is currently selected.

2. Play a chord on the keyboard.
   This will start accompaniment automatically.
Connecting External Devices

You can connect the Digital Keyboard to a computer and exchange MIDI data between them. You can send play data from the Digital Keyboard to music software running on your computer, or you can send MIDI data from your computer to the Digital Keyboard for playback.

The following shows the minimum computer system requirements for sending and receiving MIDI data. Check to make sure that your computer complies with these requirements before connecting the Digital Keyboard to it.

- **Operating System**
  - Windows® XP (SP2 or later) *1
  - Windows Vista® *2
  - Windows® 7 *3
  - Mac OS® X (10.3.9, 10.4.11, 10.5.8 or later, 10.6.6 or later)
  - *1: Windows XP Home Edition
  - Windows XP Professional (32-bit)
  - *2: Windows Vista (32-bit)
  - *3: Windows 7 (32-bit, 64-bit)

- **USB port**

**IMPORTANT!**

- Never connect to a computer that does not conform to the above requirements. Doing so can cause problems with your computer.

Connecting a Computer

You can connect the Digital Keyboard to a computer and exchange MIDI data between them. You can send play data from the Digital Keyboard to music software running on your computer, or you can send MIDI data from your computer to the Digital Keyboard for playback.

**Connecting the Digital Keyboard to Your Computer**

**IMPORTANT!**

- Make sure you follow the steps of the procedure below exactly. Connecting incorrectly can make data send and receive impossible.

1. Turn off the Digital Keyboard and then start up your computer.
   - Do not start up the music software on your computer yet!

2. After starting up your computer, use a commercially available USB cable to connect it to the Digital Keyboard.

3. Turn on the Digital Keyboard.
   - If this is the first time you are connecting the Digital Keyboard to your computer, the driver software required to send and receive data will be installed on your computer automatically.

4. Start up your computer’s music software.
5. Configure the music software settings to select one of the following as the MIDI device.
   CASIO USB-MIDI: (For Windows 7, Windows Vista, Mac OS X)
   USB Audio Device: (For Windows XP)
   • For information about how to select the MIDI device, see the user documentation that comes with the music software you are using.

   IMPORTANT!
   • Be sure to turn on the Digital Keyboard first before starting up your computer’s music software.
   • USB send and receive is disabled during playback of a Song Bank song (page E-17).

   NOTE
   • Once you are able to connect successfully, there is no problem with leaving the USB cable connected when you turn off your computer and/or Digital Keyboard.
   • This Digital Keyboard conforms to General MIDI Level 1 (GM).
   • For detailed specifications and connections that apply to MIDI data send and receive by this Digital Keyboard, see the latest support information provided by the website at the following URL.
   http://world.casio.com/

   MIDI Settings

   Keyboard Channel
   A keyboard channel is the channel used for sending Digital Keyboard data to a computer. You can select the channel you want for sending Digital Keyboard data to a computer.
   • The keyboard channel setting range is 01 to 16.

   1. Press 3 (FUNCTION) a number of times until “Keybd Ch” appears on the display (page E-4).

   2. Use the 10-key [-] and [+] keys to change the keyboard channel.

   Navigate Channels
   The navigate channels can be used to display only the notes of a particular channel (part) as on-screen guide information from among the note information of a tune sent from the computer.

   Specifying the Navigate Channels
   From among the 16 available channels (numbered 1 to 16), you can specify any two neighboring channels (such as 05 and 06) as navigate channels. The smaller numbered channel is the navigate (L) channel, while the larger numbered channel is the navigate (R) channel. Specifying the navigate (R) channel will automatically configure the navigate (L) channel as well.

   1. Press 3 (FUNCTION) a number of times until “Navi. Ch” appears on the display (page E-4).

   2. Use the 10-key to specify the navigate (R) channel.
   This also will automatically configure the next lower channel number as the navigate (L) channel.
Turning Off the Navigate Channel Sound and Playing the Part on the Keyboard

You can turn off the sound on one or both of the navigate channels and play the cancelled part on the keyboard yourself.

1. Press \( \text{F1} \) to select the channel setting you want to turn off.
   Each press of \( \text{F1} \) cycles through settings (1) through (4) described below.
   - If you turn off one channel, you can play the cancelled part on the keyboard using the same tone as the channel you turned off. If you turn off both channels (option (3)), what you play on the keyboard sounds using the tone of the navigate (R) channel.

<table>
<thead>
<tr>
<th>Selected channel indicator appears.</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Navigate Channel Sound" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Navigate (L) Channel</th>
<th>Navigate (R) Channel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sound</td>
<td>On-screen Guide</td>
<td>Sound</td>
</tr>
<tr>
<td>(1) R only displayed</td>
<td>( \text{O} )</td>
<td>( \text{X} )</td>
</tr>
<tr>
<td>(2) L only displayed</td>
<td>( \text{X} )</td>
<td>( \text{O} )</td>
</tr>
<tr>
<td>(3) LR displayed</td>
<td>( \text{X} )</td>
<td>( \text{O} )</td>
</tr>
<tr>
<td>(4) LR nor displayed</td>
<td>( \text{O} )</td>
<td>( \text{O} )</td>
</tr>
</tbody>
</table>

Local Control

There are times when exchanging data with a computer when you may not want the Digital Keyboard to sound notes you play on its keyboard. The local control setting lets you do just that.

1. Press \( \text{F3} \) (FUNCTION) a number of times until “Local” appears on the display (page E-4).

   ![Local Control](image)

2. Use the \( \text{F10} \) (10-key) [-] and [+] keys to specify the local control setting.

Accomp Out

Enabling the Accomp Out setting causes Auto Accompaniment data to be sent to the computer.

1. Press \( \text{F3} \) (FUNCTION) a number of times until “AcompOut” appears on the display (page E-4).

   ![Accomp Out](image)

2. Use the \( \text{F10} \) (10-key) [-] and [+] keys to turn Accomp Out on or off.
Connecting to Audio Equipment

This Digital Keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment.

Outputting Digital Keyboard Notes to Audio Equipment

Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo standard plug on one end and a plug that matches the configuration of the external device on the other end.

**IMPORTANT!**

- Turn off the external device when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off.
- After connecting, turn on the Digital Keyboard and then the external device.
- If Digital Keyboard notes sound distorted when they are sounded from external audio equipment, lower the Digital Keyboard's volume setting.

---

### When connecting to Audio equipment

[Diagram: Stereo standard plug from Digital Keyboard PHONES/OUTPUT jack to Audio equipment, amplifier, etc.]

---

Playing an External Device from the Digital Keyboard

Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end.

**IMPORTANT!**

- Turn off the Digital Keyboard when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off.
- After connecting, turn on the external device and then the Digital Keyboard.
- If notes are distorted when they are sounded on the external device, lower the volume setting of the external device.

---

### When playing an external device from the Digital Keyboard

[Diagram: Stereo mini plug from Digital Keyboard AUDIO IN jack to Portable audio player, etc.]
## Troubleshooting

<table>
<thead>
<tr>
<th>Symptom</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Included Accessories</strong></td>
<td>I can’t find something that should be here. Carefully check inside all of the packing materials.</td>
</tr>
<tr>
<td>Symptom</td>
<td>Action</td>
</tr>
<tr>
<td>------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Some notes are cut off while they are playing.</td>
<td>Notes are cut off whenever the number of notes being sounded exceeds the maximum polyphony value of 48 (24 for some tones). This does not indicate malfunction.</td>
</tr>
</tbody>
</table>
| The volume or tone setting I made has changed.                        | • Adjust the main volume setting (page E-6).  
• Turn power off and then back on to initialize all Digital Keyboard settings (page E-6).  
• Replace the batteries with new ones or switch over to AC adaptor power (page E-5). |
| Output volume does not change even though I change my keyboard touch (CTK-3200 only). | • Change the Touch Response setting (page E-7).  
• Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). |
| In certain keyboard ranges, the volume and tone quality sound are slightly different from those in other keyboard ranges. | This is due to system limitations. It does not indicate malfunction. |
| With some tones, octaves do not change at the far ends of the keyboard. | This is due to system limitations. It does not indicate malfunction. |
| The pitch of the notes does not match other accompanying instruments or sounds strange when played long with other instruments. | • Check and adjust the transpose (page E-12) and tuning settings (page E-12).  
• Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). |
| The reverb of notes seems to change suddenly.                         | • Check and adjust the reverb setting (page E-11).  
• Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). |
| Sounds I sampled were deleted.                                         | Sampled data is deleted whenever Digital Keyboard power is turned off (page E-15). |

**Operation**

| When I perform a skip forward or skip back operation, the skip operation moves multiple song measures instead of only a single measure. | While song playback is stopped or a Step Up Lesson is in progress, skip forward and skip back operations are performed in phrase units (page E-18). |

**Computer Connection**

| I can’t exchange data between the Digital Keyboard and a computer. | • Check to make sure that the USB cable is connected to the Digital Keyboard and computer, and that the device is selected correctly with your computer’s music software settings (page E-34).  
• Turn off the Digital Keyboard and then exit the music software on your computer. Next, turn the Digital Keyboard back on and then restart the music software on your computer. |
### Specifications

<table>
<thead>
<tr>
<th>Model</th>
<th>CTK-2080/CTK-2200/CTK-2300/CTK-3200</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Keyboard</strong></td>
<td></td>
</tr>
<tr>
<td>Touch Response</td>
<td>61 standard-size keys</td>
</tr>
<tr>
<td>(CTK-3200 only)</td>
<td>2 types, Off</td>
</tr>
<tr>
<td><strong>Maximum Polyphony</strong></td>
<td>48 notes (24 for certain tones)</td>
</tr>
<tr>
<td><strong>Tones</strong></td>
<td></td>
</tr>
<tr>
<td>Built-in Tones</td>
<td>400</td>
</tr>
<tr>
<td>Sampling Tones</td>
<td>1 (Full Sampling) or 3 (Short Sampling)</td>
</tr>
<tr>
<td>Sampling Time:</td>
<td>1 second (Full Sampling) or approximately 0.3 seconds each (Short Sampling)</td>
</tr>
<tr>
<td>Effects:</td>
<td>10 types (for Full Sampling samples)</td>
</tr>
<tr>
<td><strong>Reverb</strong></td>
<td>1 to 10, Off</td>
</tr>
<tr>
<td><strong>Voice Pad</strong></td>
<td>5 pads x 4 sets</td>
</tr>
<tr>
<td>(3 sets for sampled sounds, 1 set for percussion only)</td>
<td></td>
</tr>
<tr>
<td><strong>Metronome</strong></td>
<td></td>
</tr>
<tr>
<td>Beats per Measure</td>
<td>0, 2 to 6</td>
</tr>
<tr>
<td>Tempo Range</td>
<td>30 to 255</td>
</tr>
<tr>
<td><strong>Song Bank</strong></td>
<td>110</td>
</tr>
<tr>
<td><strong>Step Up Lesson</strong></td>
<td></td>
</tr>
<tr>
<td>Lessons</td>
<td>4 (Listen, Watch, Remember, Auto)</td>
</tr>
<tr>
<td>Lesson Part</td>
<td>L, R, LR</td>
</tr>
<tr>
<td><strong>Music Challenge</strong></td>
<td>20 notes</td>
</tr>
<tr>
<td><strong>Auto Accompaniment</strong></td>
<td></td>
</tr>
<tr>
<td>Rhythm Patterns</td>
<td>150</td>
</tr>
<tr>
<td>One Touch Presets</td>
<td>150</td>
</tr>
<tr>
<td><strong>Other Functions</strong></td>
<td></td>
</tr>
<tr>
<td>Transpose</td>
<td>±1 octaves (~12 to +12 semitones)</td>
</tr>
<tr>
<td>Tuning</td>
<td>A4 = 415.5 to 465.9 Hz (Initial Default: 440.0 Hz)</td>
</tr>
<tr>
<td><strong>MIDI</strong></td>
<td>16 multi-timbre received, GM Level 1 standard</td>
</tr>
<tr>
<td><strong>Musical Information Function</strong></td>
<td>Tone, Rhythm, Song Bank numbers and names, staff notation, fingering, pedal operation, tempo, measure and beat number, chord name, etc.</td>
</tr>
<tr>
<td><strong>Pitch Bend Wheel</strong></td>
<td>Pitch Bend Range 0 to 12 semitones</td>
</tr>
<tr>
<td>(CTK-3200 only)</td>
<td></td>
</tr>
<tr>
<td><strong>Inputs/Outputs</strong></td>
<td></td>
</tr>
<tr>
<td>USB port</td>
<td>TYPE B</td>
</tr>
<tr>
<td>Sustain jack</td>
<td>Standard jack (sustain, sostenuto, soft, rhythm)</td>
</tr>
<tr>
<td>Phones/Output jack</td>
<td>Stereo standard jack</td>
</tr>
<tr>
<td>Output Impedance: 200Ω, Output Voltage: 4.5V (RMS) MAX</td>
<td></td>
</tr>
<tr>
<td>Audio In jack</td>
<td>Stereo mini jack</td>
</tr>
<tr>
<td>Input Impedance: 9kΩ, Input Sensitivity: 200mV</td>
<td></td>
</tr>
<tr>
<td><strong>Power Jack</strong></td>
<td>9.5V DC</td>
</tr>
<tr>
<td><strong>Power Supply</strong></td>
<td>2-way</td>
</tr>
<tr>
<td>Batteries</td>
<td>6 AA-size zinc-carbon batteries or alkaline batteries</td>
</tr>
<tr>
<td>Battery Life</td>
<td>Approximately 3 hours continuous operation on alkaline batteries</td>
</tr>
<tr>
<td>AC Adaptor</td>
<td>AD-E95100L</td>
</tr>
<tr>
<td>Auto Power Off</td>
<td>Approximately 6 minutes (during battery operation) or 30 minutes (during AC adaptor operation) without any operation</td>
</tr>
<tr>
<td><strong>Speakers</strong></td>
<td>10cm x 2</td>
</tr>
<tr>
<td>Output</td>
<td>2W + 2W</td>
</tr>
<tr>
<td><strong>Power Consumption</strong></td>
<td>9.5V ≒ 7.7W</td>
</tr>
</tbody>
</table>
Design and specifications are subject to change without notice.

## Operating Precautions

Be sure to read and observe the following operating precautions.

### Location
Avoid the following locations for this product.
- Areas exposed to direct sunlight and high humidity
- Areas subjected to temperature extremes
- Near a radio, TV, video deck, or tuner
  
  *The above devices will not cause malfunction of the product, but interference from the product can cause audio or video interference of a nearby device.*

### User Maintenance
- Never use benzine, alcohol, thinner, or other chemical agents to clean the product.
- To clean the product or its keyboard, wipe with a soft cloth moistened in a weak solution of water and a mild neutral detergent.
  
  *Wring all excess moisture from the cloth before wiping.*

### Included and Optional Accessories
Use only accessories that are specified for use with this product. Use of unauthorized accessories creates the risk of fire, electric shock, and personal injury.

### Weld Lines
Lines may be visible on the exterior of the product. These are “weld lines” that result from the plastic molding process. They are not cracks or scratches.

### Musical Instrument Etiquette
Always be aware of others around you whenever using this product. Be especially careful when playing late at night to keep the volume at levels that do not disturb others. Other steps you can take when playing late at night are closing the window and using headphones.

### Dimensions

<table>
<thead>
<tr>
<th>Dimensions</th>
<th>94.6 × 30.7 × 9.2 cm (37 1/4 × 12 1/16 × 3 5/8 inch)</th>
</tr>
</thead>
</table>
| Weight           | CTK-2080/CTK-2200/CTK-2300: Approximately 3.4kg (7.5 lbs) (without batteries)  
CTK-3200: Approximately 3.5kg (7.7 lbs) (without batteries) |
### SONG BANK

<table>
<thead>
<tr>
<th>WORLD</th>
<th>EVENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>TWINKLE TWINKLE LITTLE STAR</td>
</tr>
<tr>
<td>002</td>
<td>LIGHTLY ROW</td>
</tr>
<tr>
<td>003</td>
<td>LONG LONG AGO</td>
</tr>
<tr>
<td>004</td>
<td>ON TOP OF OLD SMOKEY</td>
</tr>
<tr>
<td>005</td>
<td>SAKURA SAKURA</td>
</tr>
<tr>
<td>006</td>
<td>WHEN THE SAINTS GO MARCHING IN</td>
</tr>
<tr>
<td>007</td>
<td>AMAZING GRACE</td>
</tr>
<tr>
<td>008</td>
<td>AULD LANG SYNE</td>
</tr>
<tr>
<td>009</td>
<td>COME BIRDS</td>
</tr>
<tr>
<td>010</td>
<td>DID YOU EVER SEE A LASSIE?</td>
</tr>
<tr>
<td>011</td>
<td>MICHAEL ROW THE BOAT ASHORE</td>
</tr>
<tr>
<td>012</td>
<td>DANNY BOY</td>
</tr>
<tr>
<td>013</td>
<td>MY BONNIE</td>
</tr>
<tr>
<td>014</td>
<td>HOME SWEET HOME</td>
</tr>
<tr>
<td>015</td>
<td>AURA LEE</td>
</tr>
<tr>
<td>016</td>
<td>HOME ON THE RANGE</td>
</tr>
<tr>
<td>017</td>
<td>ALOHA OE</td>
</tr>
<tr>
<td>018</td>
<td>SANTA LUCIA</td>
</tr>
<tr>
<td>019</td>
<td>FURUSATO</td>
</tr>
<tr>
<td>020</td>
<td>GREENSLEEVES</td>
</tr>
<tr>
<td>021</td>
<td>JOSHUA FOUGHT THE BATTLE OF JERICHO</td>
</tr>
<tr>
<td>022</td>
<td>THE MUFFIN MAN</td>
</tr>
<tr>
<td>023</td>
<td>LONDON BRIDGE</td>
</tr>
<tr>
<td>024</td>
<td>UNDER THE SPREADING CHESTNUT TREE</td>
</tr>
<tr>
<td>025</td>
<td>SIPPIN’ CIDER THROUGH A STRAW</td>
</tr>
<tr>
<td>026</td>
<td>GRANDFATHER’S CLOCK</td>
</tr>
<tr>
<td>027</td>
<td>ANNIE LAURIE</td>
</tr>
<tr>
<td>028</td>
<td>BEAUTIFUL DREAMER</td>
</tr>
<tr>
<td>029</td>
<td>IF YOU’RE HAPPY AND YOU KNOW IT, CLAP YOUR HANDS</td>
</tr>
<tr>
<td>030</td>
<td>MY DARLING CLEMENTINE</td>
</tr>
<tr>
<td>031</td>
<td>LITTLE BROWN JUG</td>
</tr>
<tr>
<td>032</td>
<td>HOUSE OF THE RISING SUN</td>
</tr>
<tr>
<td>033</td>
<td>SHE WORE A YELLOW RIBBON</td>
</tr>
<tr>
<td>034</td>
<td>YANKEE DOODLE</td>
</tr>
<tr>
<td>035</td>
<td>MY OLD KENTUCKY HOME</td>
</tr>
<tr>
<td>036</td>
<td>SZLA DZIEWECZKA</td>
</tr>
<tr>
<td>037</td>
<td>TROIKA</td>
</tr>
<tr>
<td>038</td>
<td>WALTZING MATILDA</td>
</tr>
<tr>
<td>039</td>
<td>ON THE BRIDGE OF AVIGNON</td>
</tr>
<tr>
<td>040</td>
<td>I’VE BEEN WORKING ON THE RAILROAD</td>
</tr>
<tr>
<td>041</td>
<td>OH! SUSANNA</td>
</tr>
<tr>
<td>042</td>
<td>CAMPTOWN RACES</td>
</tr>
<tr>
<td>043</td>
<td>JEANNIE WITH THE LIGHT BROWN HAIR</td>
</tr>
<tr>
<td>044</td>
<td>TURKEY IN THE STRAW</td>
</tr>
<tr>
<td>045</td>
<td>JAMAICA FAREWELL</td>
</tr>
<tr>
<td>046</td>
<td>SILENT NIGHT</td>
</tr>
<tr>
<td>047</td>
<td>WE WISH YOU A MERRY CHRISTMAS</td>
</tr>
<tr>
<td>048</td>
<td>JINGLE Bells</td>
</tr>
<tr>
<td>049</td>
<td>JOY TO THE WORLD</td>
</tr>
<tr>
<td>050</td>
<td>O CHRISTMAS TREE</td>
</tr>
<tr>
<td>051</td>
<td>MARY HAD A LITTLE LAMB</td>
</tr>
<tr>
<td>052</td>
<td>LE CYGNE FROM “LE CARNAVAL DES ANIMAUX”</td>
</tr>
<tr>
<td>053</td>
<td>JE TE VEUX</td>
</tr>
<tr>
<td>054</td>
<td>SONATA op.13 “PATÉTIQUE” 2nd Mov.</td>
</tr>
<tr>
<td>055</td>
<td>HEIDENRÖSLEIN</td>
</tr>
<tr>
<td>056</td>
<td>AIR FROM “SUITE no.3”</td>
</tr>
<tr>
<td>057</td>
<td>SPRING FROM “THE FOUR SEASONS”</td>
</tr>
<tr>
<td>058</td>
<td>HABANERA FROM “CARMEN”</td>
</tr>
<tr>
<td>059</td>
<td>BRINDISI FROM “LA TRAVIATA”</td>
</tr>
<tr>
<td>060</td>
<td>HUNGARIAN DANCES no.5</td>
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<tr>
<td>061</td>
<td>MINUET IN G MAJOR</td>
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<td>062</td>
<td>MUSETTE IN D MAJOR</td>
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<tr>
<td>063</td>
<td>GAVOTTE (GOSSEC)</td>
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<tr>
<td>064</td>
<td>ARABESQUE (BURGMÜLLER)</td>
</tr>
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<td>065</td>
<td>CHOPSTICKS</td>
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<td>066</td>
<td>DECK THE HALL</td>
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<td>067</td>
<td>ODE TO JOY</td>
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<tr>
<td>068</td>
<td>AVE MARIA (GOUNOD)</td>
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<tr>
<td>069</td>
<td>SONATINA op.36 no.1 1st Mov.</td>
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<tr>
<td>070</td>
<td>PRELUDE op.28 no.7 (CHOPIN)</td>
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<td>071</td>
<td>RÊVERIE</td>
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<td>072</td>
<td>GYMNPÉDIES no.1</td>
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<td>073</td>
<td>GOING HOME FROM “FROM THE NEW WORLD”</td>
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<tr>
<td>074</td>
<td>FUR ELISE</td>
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<tr>
<td>075</td>
<td>TURKISH MARCH (MOZART)</td>
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<tr>
<td>076</td>
<td>SONATA op.27 no.2 “MOONLIGHT” 1st Mov.</td>
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<tr>
<td>077</td>
<td>ÉTUDE op.10 no.3 “CHANSON DE L’ADIEU”</td>
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<td>078</td>
<td>THE ENTERTAINER</td>
</tr>
<tr>
<td>079</td>
<td>WEDDING MARCH FROM “MIDSUMMER NIGHT’S DREAM”</td>
</tr>
<tr>
<td>080</td>
<td>AMERICAN PATROL</td>
</tr>
<tr>
<td>081</td>
<td>FROHLICHER LANDMANN</td>
</tr>
<tr>
<td>082</td>
<td>LA CHEVALERESQUE</td>
</tr>
<tr>
<td>083</td>
<td>SONATA K.545 1st Mov.</td>
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<td>084</td>
<td>LA PRIÈRE D’UNE VIERGE</td>
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<tr>
<td>085</td>
<td>VALSE op.64 no.1 “PETIT CHIEN”</td>
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<tr>
<td>086</td>
<td>LIEBSTRÄUME no.3</td>
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<tr>
<td>087</td>
<td>JESUS BLEIBET MEINE FREUDE</td>
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<tr>
<td>088</td>
<td>CANON (PACHELBEL)</td>
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<tr>
<td>089</td>
<td>SERENADE FROM “EINE KLEINE NACHTMUSIK”</td>
</tr>
<tr>
<td>090</td>
<td>MARCH FROM “THE NUTCRACKER”</td>
</tr>
<tr>
<td>091</td>
<td>EXERCISE I</td>
</tr>
<tr>
<td>092</td>
<td>EXERCISE II</td>
</tr>
</tbody>
</table>

---

**Reference**

- **SONG BANK**
- **EVENT**
- **PIANO/CLASSICS**
- **EXERCISE**

---

**Note:** The document appears to be a list of songs from a song bank with categories such as World and Piano Classics.
### Fingering Guide

#### Fingered 1, Fingered 2 Chords

<table>
<thead>
<tr>
<th>Chord</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td><img src="image" alt="C chord" /></td>
</tr>
<tr>
<td>Cm</td>
<td><img src="image" alt="Cm chord" /></td>
</tr>
<tr>
<td>Cdim</td>
<td><img src="image" alt="Cdim chord" /></td>
</tr>
<tr>
<td>Caug</td>
<td><img src="image" alt="Caug chord" /></td>
</tr>
<tr>
<td>Csus4</td>
<td><img src="image" alt="Csus4 chord" /></td>
</tr>
<tr>
<td>Csus2</td>
<td><img src="image" alt="Csus2 chord" /></td>
</tr>
<tr>
<td>C7</td>
<td><img src="image" alt="C7 chord" /></td>
</tr>
<tr>
<td>Cm7</td>
<td><img src="image" alt="Cm7 chord" /></td>
</tr>
<tr>
<td>CM7</td>
<td><img src="image" alt="CM7 chord" /></td>
</tr>
<tr>
<td>Cm7b5</td>
<td><img src="image" alt="Cm7b5 chord" /></td>
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<tr>
<td>C7b5</td>
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<tr>
<td>C7sus4</td>
<td><img src="image" alt="C7sus4 chord" /></td>
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<tr>
<td>Cadd9</td>
<td><img src="image" alt="Cadd9 chord" /></td>
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<tr>
<td>Cmadd9</td>
<td><img src="image" alt="Cmadd9 chord" /></td>
</tr>
<tr>
<td>CmM7</td>
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<td>Cdim7</td>
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<td>C69</td>
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<tr>
<td>Cm6</td>
<td><img src="image" alt="Cm6 chord" /></td>
</tr>
</tbody>
</table>

*1 With Fingered 2, interpreted as Am7.
*2 With Fingered 2, interpreted as Am7b5.
*3 Inverted form not supported in some cases.

#### Fingered 3, Full Range Chords

In addition to the chords that can be fingered with Fingered 1 and Fingered 2, the following chords also are recognized.

<table>
<thead>
<tr>
<th>Chord</th>
<th>Representation</th>
</tr>
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<tbody>
<tr>
<td>C#</td>
<td><img src="image" alt="C# chord" /></td>
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<tr>
<td>D</td>
<td><img src="image" alt="D chord" /></td>
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<tr>
<td>E</td>
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<tr>
<td>F</td>
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<tr>
<td>CmM7</td>
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<tr>
<td>C7</td>
<td><img src="image" alt="C7 chord" /></td>
</tr>
<tr>
<td>C7sus4</td>
<td><img src="image" alt="C7sus4 chord" /></td>
</tr>
</tbody>
</table>

**NOTE**

- With Fingered 3, the lowest note fingered is interpreted as the base note. Inverted forms are not supported.
- With Full Range Chord, when the lowest note fingered is a certain distance from the neighboring note, the chord is interpreted as a fraction chord.
- Unlike Fingered 1, 2, and 3, Full Range Chord requires pressing of at least three keys to form a chord.
<table>
<thead>
<tr>
<th>Chord Type</th>
<th>Root</th>
<th>C</th>
<th>C♯/D♭</th>
<th>D</th>
<th>(D♯)/E♭</th>
<th>E</th>
<th>F</th>
<th>F♯/G♯</th>
<th>G</th>
<th>(G♯)/A♭</th>
<th>A</th>
<th>(A♯)/B♭</th>
<th>B</th>
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</thead>
<tbody>
<tr>
<td>M</td>
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* Since the chord input range is limited, this model may not support some of the chords shown above.
## MIDI Implementation Chart

<table>
<thead>
<tr>
<th>Function</th>
<th>Transmitted</th>
<th>Recognized</th>
<th>Remarks</th>
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<tbody>
<tr>
<td>Basic Channel</td>
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</tr>
<tr>
<td>Default</td>
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<td>1 - 16</td>
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<td>Changed</td>
<td>1 - 16</td>
<td>1 - 16</td>
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<td>Mode</td>
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</tr>
<tr>
<td>Default</td>
<td>Mode 3</td>
<td>Mode 3</td>
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</tr>
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<td>Messages</td>
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<td>Altered</td>
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<td>***</td>
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<td>Note Number</td>
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</tr>
<tr>
<td>True voice</td>
<td>36 - 96</td>
<td>0 - 127</td>
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<td>***</td>
<td>0 - 127 *1</td>
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<tr>
<td>Velocity</td>
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<tr>
<td>Note ON</td>
<td>O 9nH v = 100 (CTK-2080/2200/2300)</td>
<td>O 9nH v = 1 - 127</td>
<td>**: no relation</td>
</tr>
<tr>
<td></td>
<td>1-127 (CTK-3200)</td>
<td>O 9nH v = 0</td>
<td>**: sin relación</td>
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<td>X 9nH v = 0</td>
<td>X 9nH v = 0, 8nH v = *&quot;</td>
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<td>After Touch</td>
<td>Key’s</td>
<td>X</td>
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<td></td>
<td>Ch’s</td>
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<td>X</td>
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<td>Pitch Bender</td>
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<td>X (CTK-2080/2200/2300)</td>
<td>O (CTK-3200)</td>
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<td>Control Change</td>
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<td>0, 32</td>
<td>O</td>
<td>O (MSB only)</td>
<td>Bank select</td>
</tr>
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<td>X</td>
<td>O</td>
<td>Modulation</td>
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<td>6, 38</td>
<td>X (CTK-2080/2200/2300)</td>
<td>O *2</td>
<td>Data entry</td>
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*Note: *" indicates no relation.
*Note: sin relación indicates no relation.
<table>
<thead>
<tr>
<th>Program Change</th>
<th>System Exclusive</th>
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<tbody>
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<td>O *2</td>
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<table>
<thead>
<tr>
<th>System Common</th>
<th>System Real Time</th>
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<tbody>
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<td>Song Pos</td>
<td>X</td>
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<tr>
<td>Song Sel</td>
<td>X</td>
</tr>
<tr>
<td>Tune</td>
<td>X</td>
</tr>
<tr>
<td>Clock</td>
<td>O</td>
</tr>
<tr>
<td>Commands</td>
<td>X</td>
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<table>
<thead>
<tr>
<th>Aux Messages</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>All sound off</td>
<td>*1: Depends on tone.</td>
</tr>
<tr>
<td>Reset all controller</td>
<td>*2: For details about NRPN, RPN, and system exclusive messages, see MIDI Implementation at <a href="http://world.casio.com/">http://world.casio.com/</a>.</td>
</tr>
<tr>
<td>Local ON/OFF</td>
<td>*3: In accordance with pedal effect setting.</td>
</tr>
<tr>
<td>All notes OFF</td>
<td></td>
</tr>
<tr>
<td>Active Sense</td>
<td></td>
</tr>
<tr>
<td>Reset</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mode 1</th>
<th>Mode 2</th>
<th>Mode 3</th>
<th>Mode 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>OMNI ON, POLY</td>
<td>OMNI ON, MONO</td>
<td>OMNI OFF, POLY</td>
<td>OMNI OFF, MONO</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</table>

*1: Depend del tono.
*2: Para obtener información acerca de NRPN, RPN y los mensajes exclusivos del sistema, consulte Implementación MIDI en http://world.casio.com/.
*3: De acuerdo con el ajuste de efecto de pedal.
This recycle mark indicates that the packaging conforms to the environmental protection legislation in Germany.

Esta marca de reciclaje indica que el empaquetado se ajusta a la legislación de protección ambiental en Alemania.