



# Electone® STAGEA®

**ELS-03G**

**ELS-03X**

**ELS-03XR**

**ELS-03XF**

## Basic Instruction Manual

Thank you for purchasing the Yamaha Electone STAGEA. This is an electronic organ equipped with advanced technology and a wide variety of tones, allowing you to enjoy expressive performances.

Please read this manual carefully to make full use of the instrument's built-in functions. After reading, please keep it in a safe place where you can refer to it at any time.

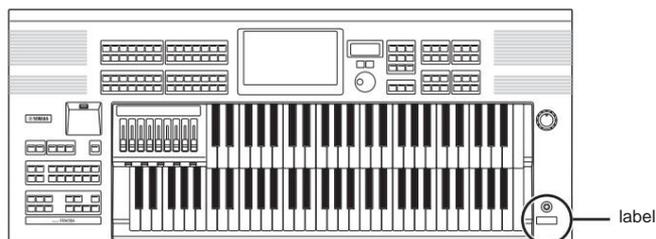
Before use, be sure to read the "Safety Precautions" on pages 1 to 3.

(ELS-ÿÿG/ELS-ÿÿX only) For assembly instructions, see page ÿÿ.

Warranty terms and conditions are at the end of this manual.

## About the model name

To find the model name of your product, check the product's exterior and the label on the front right of the control panel.



exterior	label	Model name
	ELS-03G	ELS-03G
	ELS-03X	ELS-03X
	ELS-03X	ELS-03XR
	ELS-03X	ELS-03XF

Information such as model name (product number), serial number, and power supply conditions can be found at It is displayed on or near the nameplate on the bottom of the product.

Please provide the model name so that you can identify your device if it is lost.

Please fill in the following fields and store the serial number carefully.

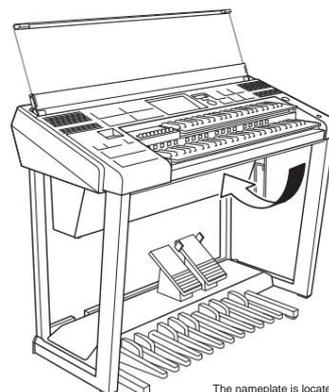
We recommend that you use it.

**Model name**

---

**serial number**

---



The nameplate is located on the bottom of the product.

\* The model name may differ from the model name (product number) printed on the nameplate.

## About the instructions

The following manuals are provided with this product.



### Included with the product

- **Basic Instruction Manual (this manual)** Explains basic functions and how to use the instrument. Using the included sheet music, you can experience the various functions of the Electone while challenging yourself to play. Please read this manual first to ensure safe and correct use.

- **Sheet music for "Londonderry Air" and "Dance of the Poltergeists"** for the Electone. Please set up your Electone according to the instructions in the "Basic Instruction Manual" before enjoying the performance.

- **Chair Instruction Manual (ELS-03XR/ELS-03XF only)**  
This manual explains how to assemble the included chair and how to use it safely and correctly. This manual is included in the chair packaging box.

\*For information on the ELS-03X/ELS-03G chair, please see page 96.



### Provided on the website

- **Detailed Instruction**

**Manual: This** explains the functions and operation of this product in detail. Please refer to it when you want to use your Electone more conveniently.

\*In the "Basic Instruction Manual," this is referred to as the "Detailed Edition."

- **MIDI Reference** Contains information about MIDI for this product.

These instructions can be found under "Instruction Manuals" on the website below.

**Support and inquiries** : <https://jp.yamaha.com/support/>

\*Enter "Introduction to MIDI" to get a PDF document explaining the basics of MIDI. Available.

## Notational conventions

<b>caveat</b>	This content is likely to result in death or serious injury.
<b>Caution:</b>	This indicates that there is a risk of injury.
<b>Note</b>	This is a content that "may result in product failure, damage, malfunction, or data loss."
<b>NOTE</b>	This is additional information that is good to know.

## Accessories (please check)

The ELS-03G/ELS-03X/ELS-03XF comes with two packaging boxes.

- **Common to ELS-03G/ELS-03X/ELS-03XR/ELS-03XF**
  - Instruction manual (basic) (also warranty card) x 1
  - Sheet music x 2

- Product registration guide x 1

- Chair x 1

- **Included only with ELS-03XR/ELS-03XF**

- Chair instruction manual

- Spacer set x 1

- **Included only with ELS-03G/ELS-03X**

- Power cord x 1

- Music stand x 1

- Pedal cord x 1

### ELS-03G/ELS-03X

requires assembly. Please refer to the assembly instructions on page 89 for the accessories required for assembly.

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## Safety Precautions

Please be sure to read these "Safety Precautions" carefully before use.

The precautions listed below are intended to ensure the safe and correct use of the product, and to prevent injury to you or others, as well as damage to property. Please be sure to follow them. If a child is using the product, we ask that a parent or guardian thoroughly explain the following to the child. After reading, be sure to keep this manual in a place where the user can easily see it at any time.

## Symbols

The symbols displayed on this product and in the instruction manual have the following meanings:

	Caution symbols
	Prohibition sign
	Symbols that indicate actions

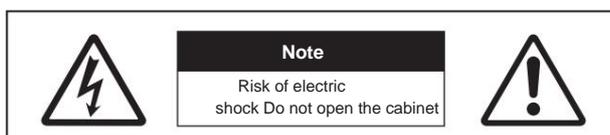
## About "Warning" and "Caution"

The possible consequences of improper handling are listed below, categorized by the severity and urgency of the harm or damage.

 <b>caveat</b>	This content is likely to result in death or serious injury.
 <b>Note</b>	This content is "likely to result in injury."

## About the caution marks displayed on the unit

The following caution marks are attached to the unit.



This is to warn you of the following: "To prevent electric shock, do not remove any panels or cabinets. There are no parts inside that can be repaired or replaced by the customer. For inspection or repair, be sure to contact the dealer where you purchased the product or the repair consultation center listed at the end of this manual."



power supply



Prohibited

**Do not place the power cord near a heater or other heat source, or bend or damage it. Also, do not place heavy objects on the power cord. This may damage the**

power cord and result in electric shock or fire.



Prohibited

**Do not touch this product or the power plug during a thunderstorm, as this may result in electric shock.**



Be sure to execute

**Always use a 100V AC power supply. Some air conditioners and other appliances require a 200V AC power supply. Incorrect connection may result in fire, electric shock, or malfunction.**



Be sure to execute

**Always use the included power cord, as this may result in fire, burns, or malfunction.**



Prohibited

**Do not use the included power cord with any other product as this may result in fire, burns, or malfunction.**



Be sure to execute

**Check the power plug regularly and wipe off any dust that may be on it, as this can cause a short circuit, which can lead to a fire or electric shock.**



Be sure to execute

**Make sure the power plug is fully inserted into the outlet. Using the power plug when it is not fully inserted may result in electric shock or dust may accumulate on the plug, causing a fire or burns.**



Be sure to execute

**Plug the power plug into a visible and easily accessible outlet. This is to make it easy to unplug the power plug in case of an emergency. Even when the power is turned off, the power is not completely cut off unless the power plug is unplugged from the outlet.**



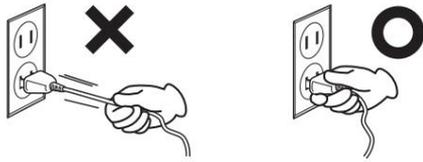
Prohibited

**Do not use multiple power strips as this can cause deterioration in sound quality and overheating of the power outlet, which could lead to a fire.**



**When unplugging the power plug, always hold the plug and not the power cord. Doing so may damage the power cord and result in electric shock or fire.**

Be sure to execute



**If you will not be using the product for an extended period of time, be sure to unplug the power cord from the outlet to prevent fire or malfunction.**

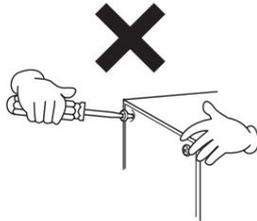
Unplug the power cord

#### Do not disassemble



**Do not disassemble or modify this product. Doing so may result in electric shock, fire, injury, or malfunction.**  
There are no parts inside this product that can be repaired or replaced by the user.

Prohibited



#### Be careful with water



**Do not use the product in humid or wet locations, such as the bathroom or outdoors when it is raining.**  
**Do not place any containers containing liquids, such as vases or chemicals, on the product.** If water or other liquids get inside the product, it may cause a fire, electric shock, or malfunction.

Prohibited



**Do not plug or unplug the power plug with wet hands as this may result in electric shock.**

Prohibited

#### Beware of fire



**Do not use any open flames near this product as this may cause a fire.**

Prohibited

#### connection



**Always read and follow the instructions in the manual for the device you are connecting.**

Be sure to execute

Failure to do so may result in fire, overheating, explosion, or malfunction.

#### chair



**Do not use the chair on slippery or uneven surfaces as this may cause the chair to tip over and injure you or others.**

Prohibited



**Do not play with the chair or use it as a step stool. This may cause the chair to tip over or break, resulting in injury to you.**

Prohibited



**Do not sit on a chair with more than one person.** The chair may tip over or break, resulting in injury to guests.

Prohibited



**Regularly tighten the screws on the chair.** If the chair is used for a long period of time, the screws may loosen and cause injury to the user. If the screws become loose, use the tool to tighten them.

Be sure to execute



**Be careful of small children falling backwards.** As there is no backrest, there is a risk of injury if the child falls backwards.

Be sure to execute

#### If you notice anything abnormal



**If any of the following abnormalities occur, immediately turn off the power and unplug the power plug from the outlet:**

Be sure to execute

- If the power cord/plug is damaged
  - If an unusual odor or smoke comes from the product
  - If water or foreign objects get inside the product
  - If sound stops during use
  - If the product is cracked or damaged
- Continuing to use the product in this condition may result in electric shock, fire, or malfunction. Immediately request inspection and repair from the store where you purchased the product or the repair consultation center listed at the end of this manual.



## Note

### (ELS-03G/ELS-03X) Assembly



Be sure to execute

Carefully read the assembly instructions in this manual and assemble in the correct order. Also, periodically retighten the screws and bolts to avoid damage or injury.

### Installation



Prohibited

Do not place the product on an unstable surface or in a place subject to a lot of vibration, as this may cause the product to fall over and break down, or cause injury to you or others.



Be sure to execute

In the event of an earthquake, stay away from this product. Strong shaking from an earthquake may cause the product to move or fall, which could result in injury.



Be sure to execute

When lifting and carrying this product, always have two or more people carry it. This product is heavy. Even if the distance to be moved is short, always have an appropriate number of people carry it. Attempting to lift it alone may result in back strain. It may also cause the product to fall, resulting in injury or damage.



Be sure to execute

Before moving the product, be sure to disconnect all connected cables to avoid damaging the cables and causing you or other people to fall.



Be sure to execute

(ELS-03G/ELS-03X) Use the specified stand. Also, if the included screws and bolts are provided, be sure to use them. Failure to do so may result in the product falling over and being damaged, or may result in injury to you or others.

### connection



Be sure to execute

Before connecting this unit to other devices, turn off the power to all devices. Also, always turn down the volume on all devices to the minimum before turning the power on or off. Failure to do so may result in hearing loss, electric shock, or damage to the equipment.



Be sure to execute

Before you start playing, set the volume of your equipment to minimum, and gradually increase the volume while you play to an appropriate level. Failure to do so may result in hearing damage or equipment damage.

### handling



Prohibited

Do not insert your hands or fingers into the gaps in the key cover (ELS-03XR/ELS-03XF only) or this product.

Also, be careful not to pinch your fingers in the key cover.

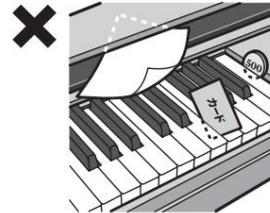
This may result in injury.



Prohibited

Do not insert metal objects, pieces of paper, or other foreign objects into the gaps in the key cover (ELS-03XR/ELS-03XF only), panel, or

keyboard of this product, as this may result in fire, electric shock, breakdown, or



Prohibited

(ELS-03XR/ELS-03XF) When opening or closing the key cover, do not hold the edges of the key cover or apply excessive force. The key cover is

equipped with a "soft landing" mechanism that allows it to close slowly. Holding the edges or applying excessive force to the key cover when opening or closing it may damage the "soft landing" mechanism and cause injury to your fingers if they are pinched. Hold the front center of the key cover when opening or closing it.



Prohibited

Do not stand on or place heavy objects on this product, and do not apply excessive force to its buttons, switches, input/output terminals, etc. Doing so may damage the product or cause injury to you or others.



Prohibited

Keep small parts out of the reach of infants and young children as they may accidentally swallow them.



Prohibited

Do not use the device at a high volume for an extended period of time. This can cause hearing damage. Be especially careful when using headphones. If you experience hearing loss or discomfort, consult a specialist.





When cleaning this product, be sure to unplug the power cord from the outlet to avoid the risk of electric shock.

Be sure to execute

## chair



(ELS-03G/ELS-03X) Do not put your hands in the gaps of the moving parts of the chair. Your hands may get caught and injured.

• Please note that we cannot provide compensation for damage to or loss of data. • We cannot provide warranty for malfunctions caused by improper use or modification.

Be sure to turn off the power after use.

Even when the [P] (Standby/On) switch is turned off (the screen is blank), a small amount of current still flows. The product is designed to consume minimal power when the [P] (Standby/ On ) switch is turned off. Always unplug the power cord from the outlet when not using the product for an extended period of time.

Harmonic current standard JIS C 61000-3-2 compliant product

(DMI-12)

# Note

This indicates that "product failure, damage, malfunction, or data loss may occur." Please read the following information carefully before using the product.

## ⚠ Precautions when handling the product •

Do not use the product near other electrical appliances such as a television, radio, stereo, or mobile phone. This may cause noise in the product itself or the television or radio.

- When using with an app on a smart device such as a smartphone or tablet, we recommend turning on airplane mode on your smart device to avoid noise caused by communication. Turning on airplane mode may turn off the Wi-Fi setting. Make sure the setting is on before using.

- Do not use the device in places exposed to direct sunlight (such as inside a car during the day), near a heater or other extremely hot or cold places, or in places with a lot of dust or vibration. Doing so may cause deformation of the device, damage to internal parts, or unstable operation (operation has been confirmed within the temperature range of 5°C to 40°C).

- Do not place vinyl, plastic or rubber objects on the unit, as this may cause discoloration or deterioration of the unit.

- Take care when using the chair so that the legs do not damage the floor or tatami mat. We recommend that you protect the floor or tatami mat by placing a mat under the chair, for example.

## ⚠ Product care precautions • When cleaning

the product, use a dry, soft cloth or a soft cloth dampened with water and wrung out tightly. Do not use benzene, thinner, alcohol, detergent, or chemical cleaning cloths, as these may cause discoloration or deterioration.

## ⚠ Notes on saving data • Data such as

registrations stored in the unit may be lost due to malfunction or operational errors. Save important data to a USB flash drive (page 40).

- In the unlikely event of an accident with a USB flash drive containing data To prepare for this, we recommend that you back up important data to an external device such as a spare USB flash drive or computer (excluding commercially available data).

## ⚠ Notes on using the USB TO DEVICE terminal • The only USB

devices that can be connected to the USB TO DEVICE terminal on this product and used are USB flash memory and the USB Wireless LAN Adapter (UD-WL01, sold separately). Other USB devices (USB hubs, smart devices, etc.) cannot be used even if they are connected. Check the shape of the terminal and pay attention to the orientation of the plug when inserting.

For information on USB devices that have been confirmed to work, see the "Documents/Data" section of the website below. Enter "ELS-03" in the search box. **Support**

**and Inquiries:** [https://](https://jp.yamaha.com/support/)

[jp.yamaha.com/support/](https://jp.yamaha.com/support/)

- The USB TO DEVICE terminal is rated for a maximum of 5V/500mA. Do not connect a USB device that exceeds this rating, as this may cause a malfunction.
- Do not insert or remove the USB device during playback, recording, file operations (save, copy, delete, format, etc.), or while the USB device is being accessed. Doing so may cause the product to stop functioning or damage the USB device or data.

- When plugging or unplugging a USB device, wait a few seconds between plugging and unplugging.

stomach.

- Do not use an extension cable to connect a USB device.

## ⚠ Precautions when using the USB TO HOST terminal • Use

a CC or AC type USB cable that is less than 3 meters long. Also, use a cable that is not designed for charging only, but is capable of data communication and conforms to the USB standard.

- Before turning the power on/off or disconnecting the USB cable, do the following: - Close all applications.

- Make sure that no data is being sent from this product (data is sent when you play the keyboard or play a song).

- When turning the power on/off or plugging/unplugging the USB cable, allow at least 6 seconds between powering the product on/off or plugging/unplugging the USB cable.

# notice

## • Request Regarding Data Copyright • The

copyright of the "content"<sup>1</sup> included in this product belongs to Yamaha Corporation or its copyright holder. Except for cases permitted under copyright law, such as duplication for personal use, "reproduction or diversion"<sup>2</sup> without the permission of the copyright holder is prohibited. Please consult a copyright expert before use. Furthermore, if you create or perform music using the above content through the original use of the product, and then record and distribute the recording, you do not need permission from Yamaha Corporation, regardless of whether the distribution method is free or paid. \* 1: "Content" includes computer programs, sound data, accompaniment style data, MIDI data, WAVE data, audio recording data, sheet music, and sheet music data.

\*2: "Reproduction or diversion" includes extracting the content itself built into or included in this product, or recording/sound recording it in a similar format and distributing it.

## • Notice regarding functions/data included in this

**product** • This product has a function that handles music/sound data in formats other than XG. In such cases, the original data is optimized for this product, so the original data (music/sound data) may not play as intended by the creator. Please use this product with this in mind.

## • Open source software information

- The firmware for this product contains open source software. Copyright information and terms of use for each open source software can be found in the "Documents/Data" section of the website below. Enter "ELS-03" in the search box. **Support and Inquiries:** <https://jp.yamaha.com/support/>

## • Notice regarding the contents of this instruction

**manual** • All illustrations and screens in this instruction manual are for explanatory purposes only. •

The illustrations and screens in this instruction manual are for illustrative purposes only.

Unless otherwise stated, ELS-03XR is used.

- Wi-Fi is a registered trademark of the Wi-Fi Alliance.
- MIDI is a registered trademark of the Association of Musical Electronics Industry (AMEI).
- USB Type-C™ and USB-CTM are USB Implementers is a trademark of Forum.
- Other company names and product names mentioned in this document are registered trademarks or trademarks of their respective companies.

## • Disposal Notice • When

disposing of this product, please dispose of it in accordance with the local regulations. For details, please contact your local government. If you have any problems transporting the product when disposing of it, please consult a transport company that specializes in transporting pianos and electric organs.

# What you can do

## Achieving a performer-centric sound that envelops you in the performance

The acoustic design of the ELS-03 series is optimized for the performer, allowing you to feel immersed in your performance.

## Play instantly with built-in registrations

Pages 23 and 28

On the Electone, a combination of settings such as voices (instrument sounds) and rhythms for the upper, lower, and pedalboards is called a "registration," and the instrument comes with pre-installed registrations suitable for a variety of musical genres. Simply select a registration from the registration menu that matches the genre of song you want to play and you'll be ready to play right away. The "Simple" category of registrations is particularly versatile, and can be used as is, or as a starting point for playing a wide range of musical genres, making them useful in a variety of situations.

## Live Expression Control lets you express your performance in a unique way

Pages 24, 25,  
and 32

The ELS-03 series is equipped with two expression pedals, a foot switch, and nine sliders. You can assign your favorite functions to each, allowing you to quickly operate them with both hands and feet while playing. This is called the Live Expression Control function, and it allows you to add your own unique expression to your performances.

## Authentic organ sound

Page 35

This instrument is equipped with Yamaha's VCM (Virtual Circuitry Modeling™) sound source, which faithfully reproduces traditional organ sounds. Enjoy the warm, deep organ sound produced by a unique tonewheel system. You can also control the organ sound in real time by using the sliders on the panel as drawbars.

## Aftertouch extension allows you to fine-tune the aftertouch sound changes

Page 44

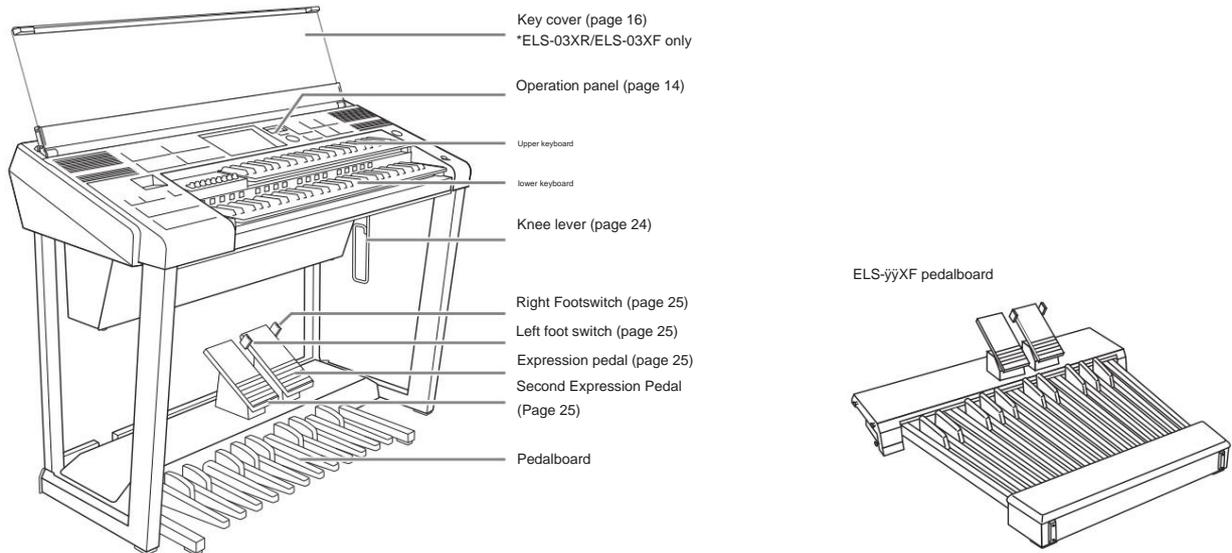
You can now fine-tune the volume, timbre, and pitch changes that occur when you apply further pressure after pressing a key. Five templates with recommended settings are provided. Adjust them to your liking to create your own unique expression. The ELS-03X/ELS-03XR/ELS-03XF also feature FSX-i keyboards, which allow you to individually control aftertouch for each key.

## Names of each part

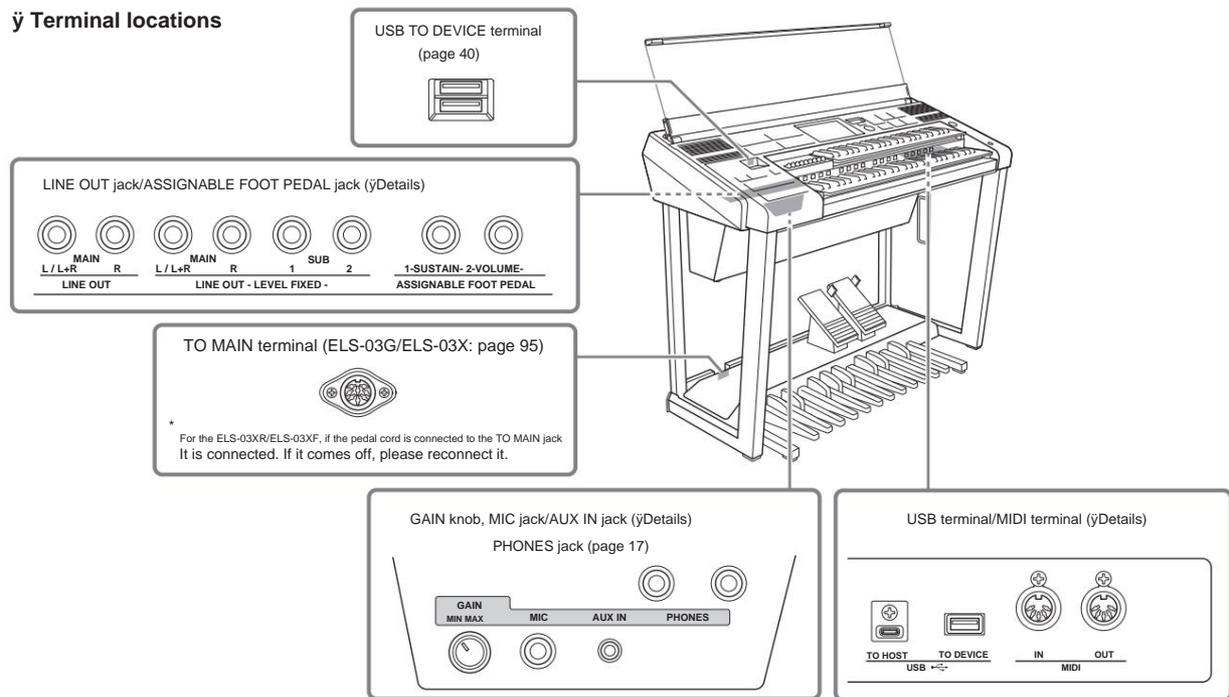
### Overall view

\* This is an illustration of the ELS-03XR.

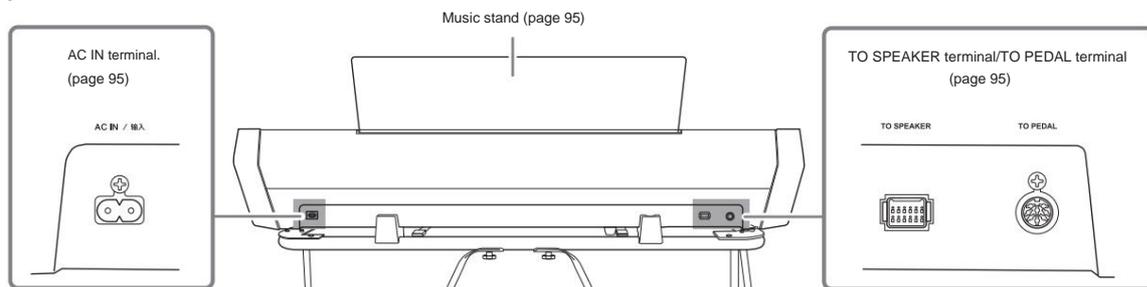
\*This includes items not introduced in the "Basic Instruction Manual." For details on items marked "(y Detailed Instruction Manual)," please refer to the "Detailed Instruction Manual."



### y Terminal locations

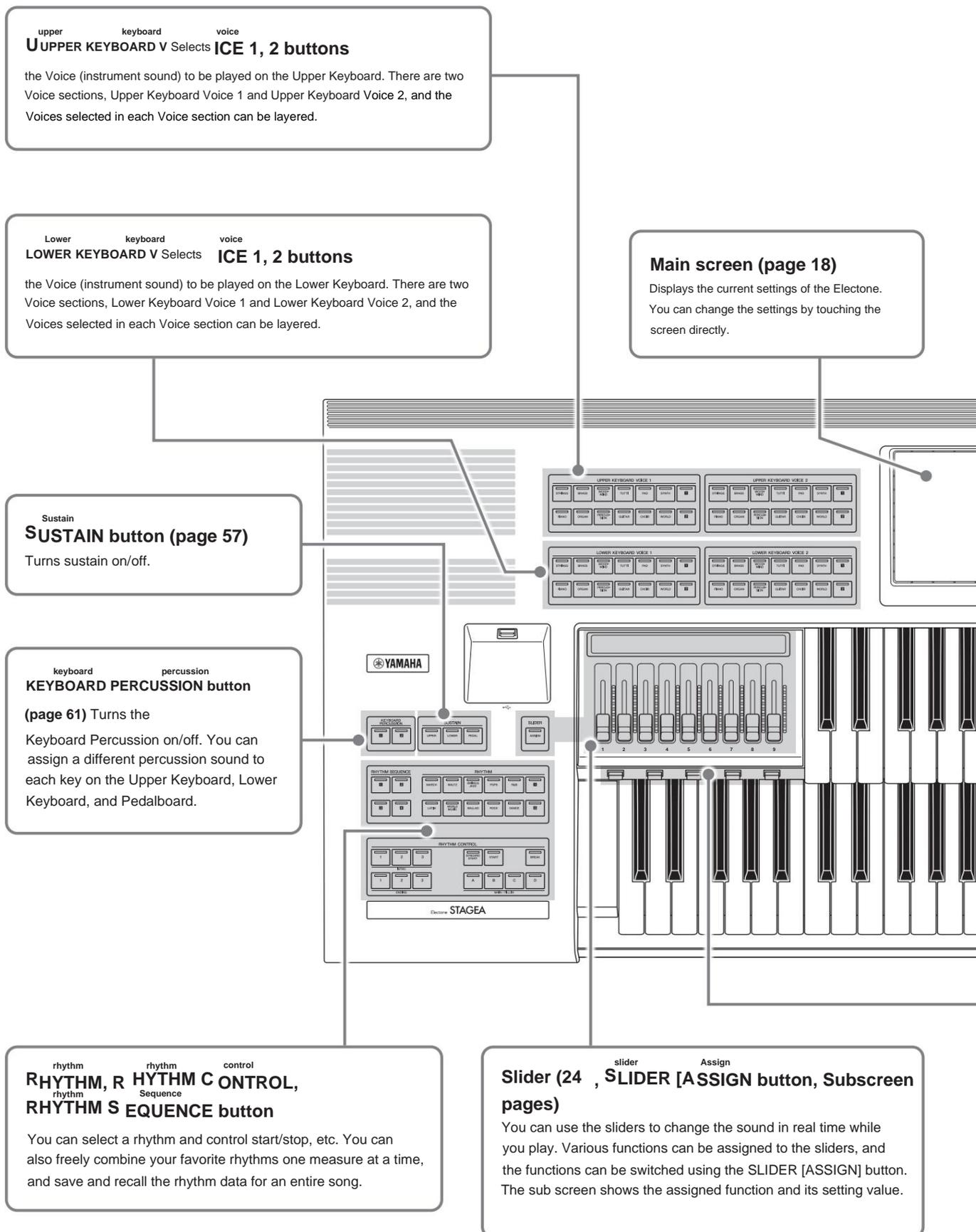


### y ELS-03G/ELS-03X back



## Operation panel

\* Not all functions are introduced in the "Basic Instruction Manual." For functions that do not have a reference page, please refer to the "Detailed Instruction Manual."



<sup>bar</sup> <sup>beat</sup> <sup>tempo</sup>  
**Tempo screen (BAR/B EAT screen), TEMPO button**  
 (page 31)

The rhythm tempo and the currently playing measure are displayed on the screen. The rhythm tempo can be adjusted with the TEMPO button.

<sup>display</sup> <sup>select</sup>  
**DISPLAY S ELECT button**

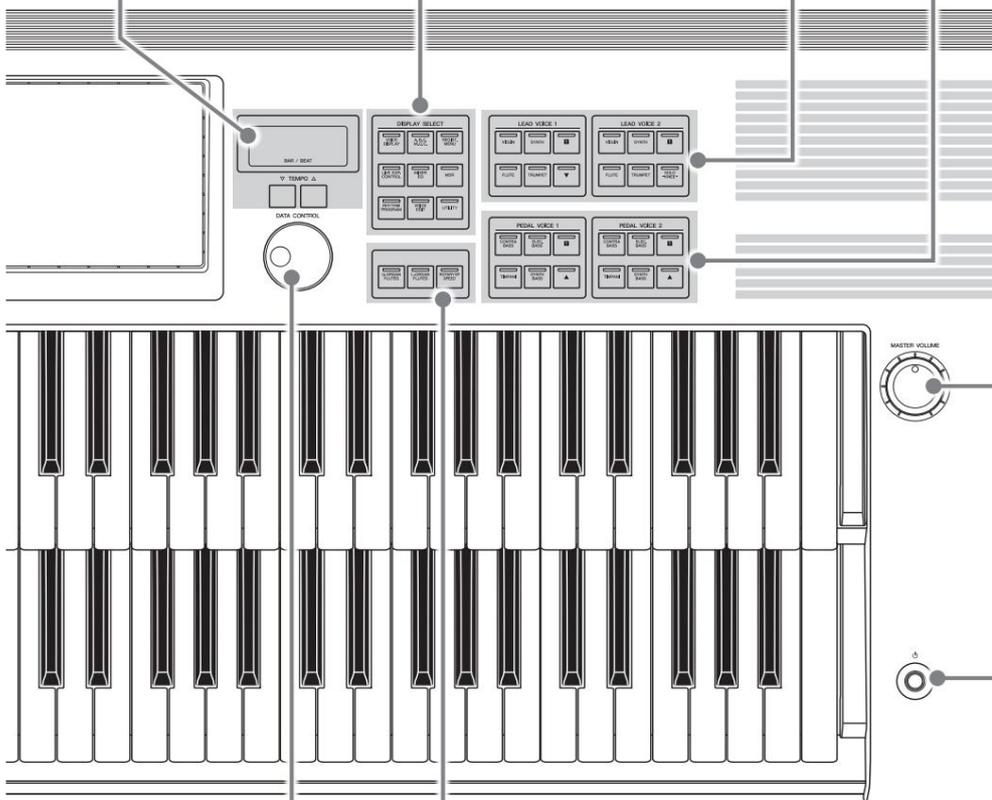
Pressing each button will bring up the corresponding setting screen on the main screen. These buttons are the gateway to various functions, such as recording/playback, voice editing, and the registration menu.

<sup>Lead</sup> <sup>voice</sup>  
**L EAD V ICE 1, 2 buttons**

Selects a single note voice (instrument sound). This is suitable for instruments that cannot play chords, such as a trumpet or saxophone. The lead voice is played by playing the upper keyboard.

<sup>pedal</sup> <sup>voice</sup>  
**PEDAL V ICE 1, 2 buttons**

Selects the Voice (instrument sound) to be played by the Pedal Keyboard. There are two Voice sections, Pedal Voice 1 and Pedal Voice 2, and the Voices selected in each Voice section can be layered.



<sup>Master</sup> <sup>volume</sup>  
**[MASTER V VOLUME] dial (page 17)** Adjusts the overall volume of the Electone.

**[P] (Standby/On) Switch (page 16)** Switches the Electone between standby and on .

<sup>data</sup> <sup>control</sup>  
**[DATA C CONTROL dial (page 19)**

Changes the setting value of the item selected on the main screen. Also used to adjust the tempo.

<sup>Upper Organ Flute</sup> <sup>Lower Organ Flute</sup>  
**[U .ORGAN FLUTES], [L .ORGAN FLUTES],**  
<sup>rotary speaker</sup>  
**AUTO SPEED button**

You can create your own original organ sound .

**Registration Memory Buttons Register**

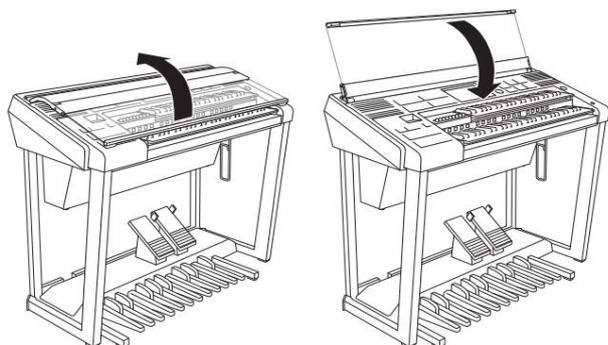
various settings, such as voices and rhythms, to each number button. By saving all of these settings together on a USB flash drive, you can recall the settings you need at any time on the Electone.

## Preparation before use

For assembly instructions for ELS-03G/ELS-03X, see page 89.

### Opening/Closing the Key Cover (ELS-03XR/ELS-03XF only)

When opening or closing the key cover, hold the center of the front. When opening, slowly lift the key cover until it stops. When closing, slowly lower it toward you.

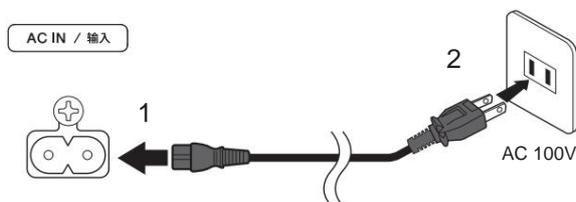


#### Note

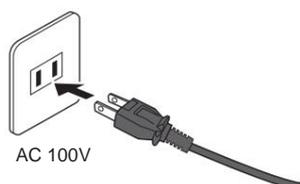
- Open and close the key cover slowly. Also, be careful that you or anyone around you, especially children, do not get their hands or fingers caught between the moving part of the key cover and the main unit. • Do not place metal or pieces of paper on the key cover. When opening the key cover, these may fall inside the main unit and become impossible to remove, which could result in electric shock, short circuit, fire, or malfunction.
- Do not apply excessive force to the key cover. This may damage the soft landing mechanism (the mechanism that allows the key cover to close slowly), and cause injury to your fingers if they are caught.

#### Preparing the power supply

• **ELS-03G/ELS-03X** Connect the power cord in the order shown in the diagram. Check the location of the AC IN terminal in "Names of Parts" (page 13).



• Insert the **ELS-03XR/ELS-03XF** power plug into a power outlet.



#### caveat

- (ELS-03G/ELS-03X) Be sure to use the included power cord. In addition, do not use the included power cord with any other product, as this may result in malfunction, overheating, or fire.
- Install the unit near an electrical outlet. If you notice any abnormalities, immediately turn off the power switch and unplug the power cord from the outlet.

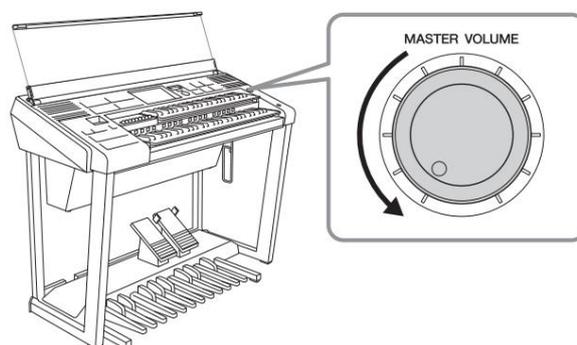
stomach.

#### NOTE

(ELS-03G/ELS-03X) When disconnecting the power cord, turn off the power, then follow the steps in reverse order.

## Turning the power on/off

- 1 Turn the **[MASTER VOLUME]** dial counterclockwise to Turn down the volume.



- 2 Press the **[P] (Standby/On)** switch to turn the power on. I'll put it in.

After a short time, the main screen will appear, and then the Voice Display (page 21) will appear, indicating that the Electone has started up.

#### Caution:

When turning on the power, do not operate any part of the unit (such as pressing any keys or buttons, or depressing any pedals) other than the **[P] (Standby/On)** switch. Also, do not operate any part of the unit, including the **[P] (Standby/On)** switch, until the unit has started up. Doing so may cause the Electone to malfunction.

- 3 When you have finished using the Electone, press the **[P] (Standby/On)** switch to turn the power off.

After turning the power off, make sure the screen display is blank.

#### caveat

Even when the power is turned off, a small amount of current still flows. Always unplug the power cord from the outlet if you will not be using the Electone for an extended period of time or if there is a risk of lightning.

## Adjusting the volume

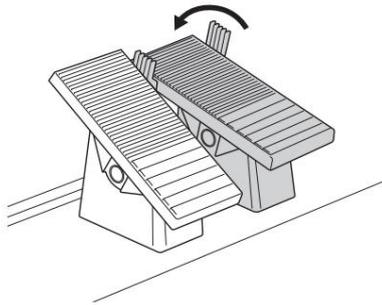
When shipped from the factory, the expression pedal is assigned the volume adjustment function. This section explains how to adjust the volume using the expression pedal.

### NOTE

You can also assign a different function to the expression pedal, or assign volume control to the second expression pedal or slider (page 24). For details, see the "Advanced" chapter.

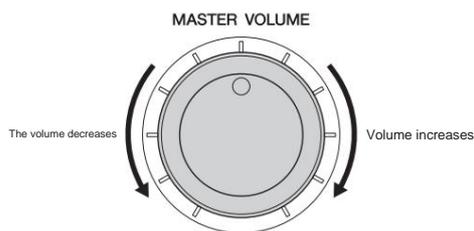
### 1 Press the expression pedal fully down.

This position is the maximum value.



### 2 While playing the keyboard, press the [MASTER

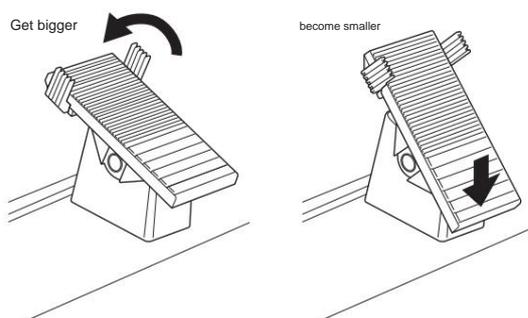
Turn the VOLUME dial to adjust the overall volume.



### 3 While playing, move the expression pedal back and forth.

Move the knob to adjust the volume.

Push it in to increase the volume, and push it down to decrease the volume.

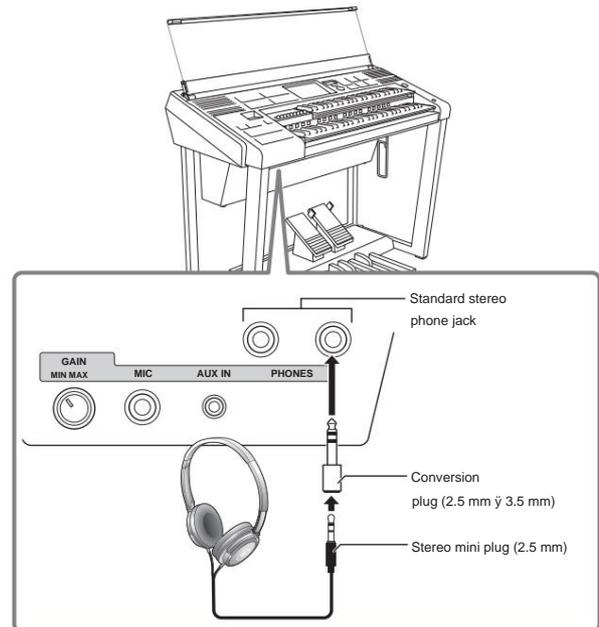


### NOTE:

When performing on stage, you can get a louder sound by connecting a speaker with a built-in amplifier to the LINE OUT jack. For details, see the "Advanced" chapter.

## Connecting headphones

Connect headphones to the PHONES jack. There are two jacks, so you can use two headphones at the same time. If you are using only one headphone, you can use either jack. If you are using headphones with a mini plug, you will need a conversion plug as shown in the illustration.



### ! Note

Do not use headphones at high volume for extended periods of time as this may cause hearing damage.

### NOTE:

No sound will come from the Electone's speakers if a plug is inserted into the PHONES jack. When you are not using headphones, unplug them (and the adapter plug).

## Basic operations

This section explains the basic operations required to use the Electone.

### How to operate the main screen

The main screen of this Electone is a touch panel. You operate it by touching the setting/selection item on the screen directly with your finger. Here we will explain the main operation methods.

### Note

Do not operate the screen with sharp objects or hard objects such as fingernails, as this may scratch the screen.

NOTE: If

you touch two or more places at the same time, the device will not operate.

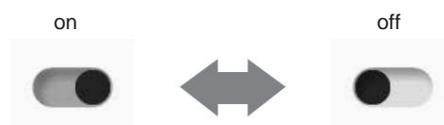
#### Screen/Tab Switching

Depending on the function or setting item, the screen may consist of multiple pages. Press the buttons or tabs in the upper right to switch views. If there are additional categories, use the buttons displayed on the left side of the screen to switch views. If the list on the screen has many pages, press the number buttons or [Y]/[Y] or [Y]/[Y] to switch pages.



#### Switching Settings On/Off To

switch between two settings, such as on/off or mono/poly, use the following switch. Each time you press this, the two settings will alternate.



#### Switching Parts On/Off In the Voice

Display (page 21) or Rhythm Menu screen (page 68), pressing the button for each Voice Section or Rhythm Part switches it between On (sound) and Off (does not sound). A dark background color indicates On, and a white background indicates Off.

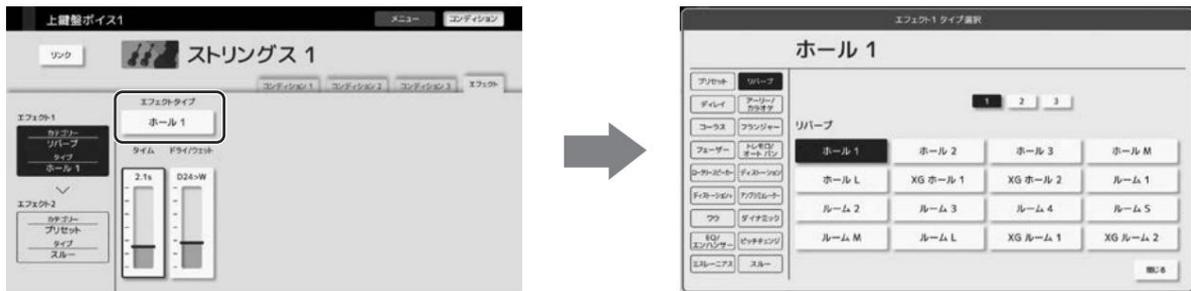


### Selecting and executing

**an item** Select an item from the options displayed on the screen to call up its settings or execute its function.

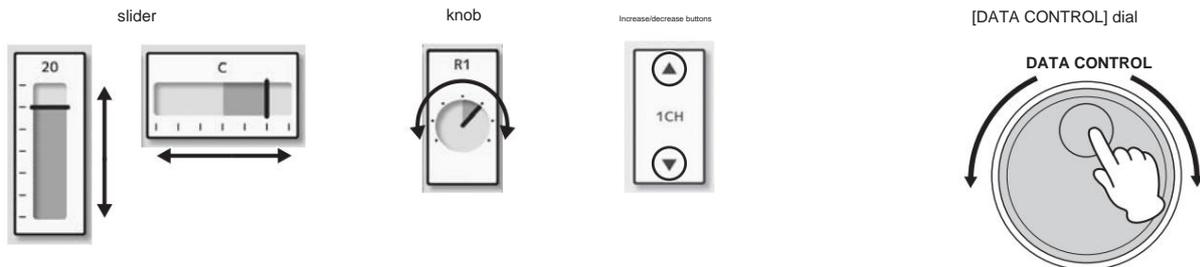


Some buttons will display a list when you press them.



### Changing

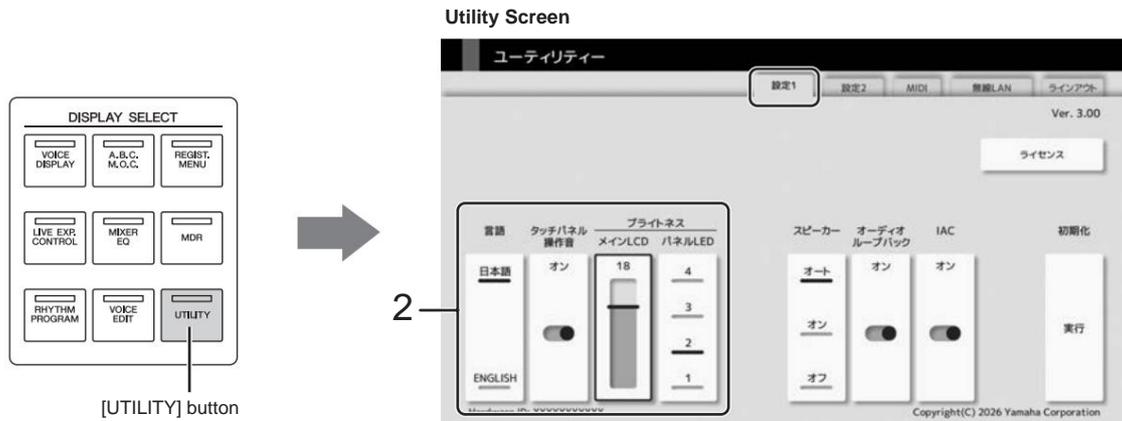
**values** Items that allow you to change values have sliders, knobs, and increment/decrement buttons ([↑]/[↓] or [y]/[y]). Select an item on the screen and make sure that the item you want to set is surrounded by a frame before operating it. Slide your finger up/down or left/right to change the slider, or in a semicircular motion around the knob. Pressing an increment/decrement button briefly increases or decreases the value by 1, while holding it down will change the value continuously. These can also be operated with the [DATA CONTROL] dial. For some functions, you can use the slider on the panel to change the value (page 24).



## Setting the screen

Set the display language, touch panel operation sound, and brightness.

1 Press the DISPLAY SELECT [UTILITY] button to display the Utility screen.



2 On the [Settings 1] tab, make the necessary settings.

language	Select the display language (Japanese/English) on the screen.
Touch panel operation sound	Select whether to have a sound (ON) or not (OFF) each time you operate the touch panel.
Brightness	Adjusts the brightness of the main LCD screen.
	<b>Panel LED:</b> Sets the brightness of the lamps for the buttons and sliders on the operation panel, and the tempo screen display.

## Setting up the voice guide

Voice guide is a function that reads out the contents displayed on the screen and the operations you have performed. To use this function, you must connect a USB flash memory containing the voice guide file to the Electone. The voice guide file and the "Voice Guide User's Manual" that explains how to use the Electone can be found in the "Instruction Manual" section of the website below.

### Support and inquiries :

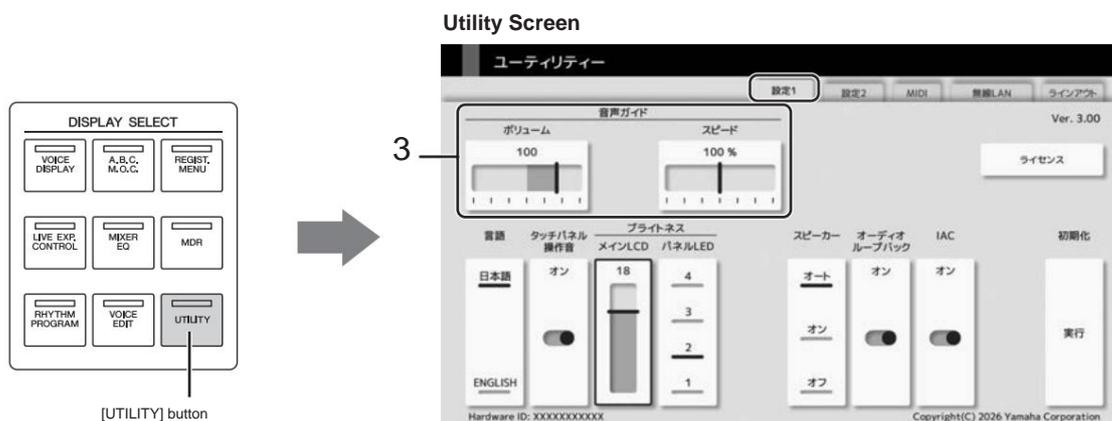
<https://jp.yamaha.com/support/>

#### NOTE

Before using a USB flash memory, be sure to read the "Notes on using the USB TO DEVICE terminal" on page 10.

1. Insert the **USB flash memory** containing the audio guide file into the **USB TO DEVICE terminal**. There are two terminals on the operation panel, but you can use either one.

2 Press the **DISPLAY SELECT [UTILITY]** button to display the Utility screen.



3 On the [Settings 1] tab, move the [Volume] and [Speed] sliders for the voice prompts to adjust the volume and reading speed of the voice prompts.  
**Adjust the lifting speed.**

#### NOTE:

This audio guide operation display will only appear if a USB flash drive containing the audio guide file is connected.

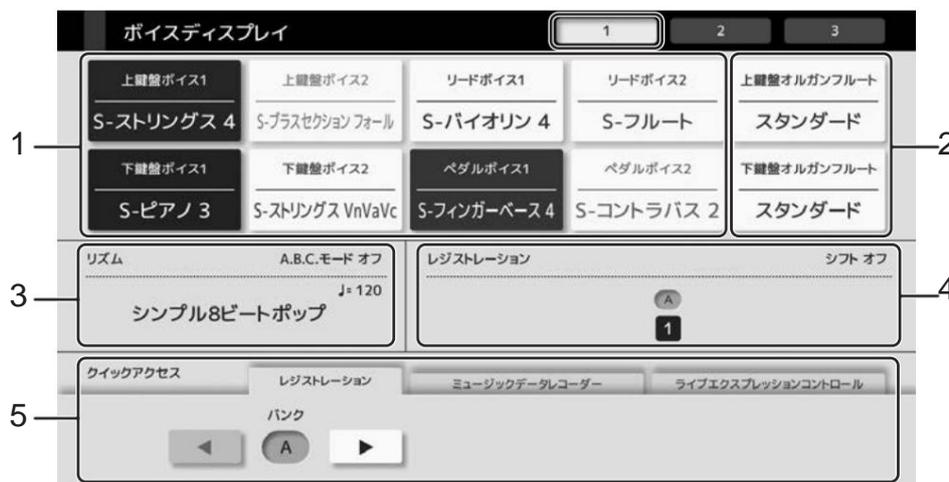
## How to view the basic screen (voice display)

The screen that appears when you press the DISPLAY SELECT [VOICE DISPLAY] button is called the Voice Display. You can check and change the Electone settings here. The Voice

Display consists of three screens, and you can switch between them by selecting [1] to [3] in the upper right corner.



## Screen 1 (Voice Display)



<b>1 voice</b>	These are the names of the voices assigned to each Voice section. Each time you press a voice name, the voice will be switched on (sounded) or off (not sounded) (page 34).						
<b>2 Organ Flute</b>	This is the type name of the organ flute voice (page 35) assigned to the upper or lower manual. Each time you press the type name, the voice will be switched on (sounded) or off (not sounded).						
<b>3 Rhythm</b>	The name and tempo of the currently set rhythm are displayed. The ABC (Auto Bass Chord) mode is displayed in the upper right corner. For details, see the "Details" section.						
<b>4 Registration</b>	This shows the unit number of the currently called Registration (page 42) and the status of the Registration Shift. For details, see the "Advanced" chapter.						
<b>5 Select the Quick Access</b>	tab to switch between the following three views: <table border="1" data-bbox="459 1167 1442 1516"> <tr> <td><b>Registration</b></td> <td>Select a registration bank and perform registration shift operations. For details, see the "Advanced" chapter.</td> </tr> <tr> <td><b>Music Data Recorder</b></td> <td>This screen displays the name and unit number of the song that has been called up from the Music Data Recorder screen (page 42). As with the Music Data Recorder screen, you can also play, stop, fast-forward, and perform other song operations here.</td> </tr> <tr> <td><b>Live Expression Control</b></td> <td>Displays the function assigned to the expression pedal or foot switch (page 32). You can also reset the setting value.</td> </tr> </table>	<b>Registration</b>	Select a registration bank and perform registration shift operations. For details, see the "Advanced" chapter.	<b>Music Data Recorder</b>	This screen displays the name and unit number of the song that has been called up from the Music Data Recorder screen (page 42). As with the Music Data Recorder screen, you can also play, stop, fast-forward, and perform other song operations here.	<b>Live Expression Control</b>	Displays the function assigned to the expression pedal or foot switch (page 32). You can also reset the setting value.
<b>Registration</b>	Select a registration bank and perform registration shift operations. For details, see the "Advanced" chapter.						
<b>Music Data Recorder</b>	This screen displays the name and unit number of the song that has been called up from the Music Data Recorder screen (page 42). As with the Music Data Recorder screen, you can also play, stop, fast-forward, and perform other song operations here.						
<b>Live Expression Control</b>	Displays the function assigned to the expression pedal or foot switch (page 32). You can also reset the setting value.						

**Screen 2 (Registration Batch Edit Screen)** You can

check the volume, reverb, pan, and other settings for each of Registration Memories 1 through 16. You can also edit the same parameters for multiple Registration Memories at once. For more information, see the "Advanced" section.

**Screen 3 (Registration Settings Screen)** You

can copy the registrations stored in a registration memory number to another registration number by section. You can also copy and delete banks. For details, see the "Advanced" section.

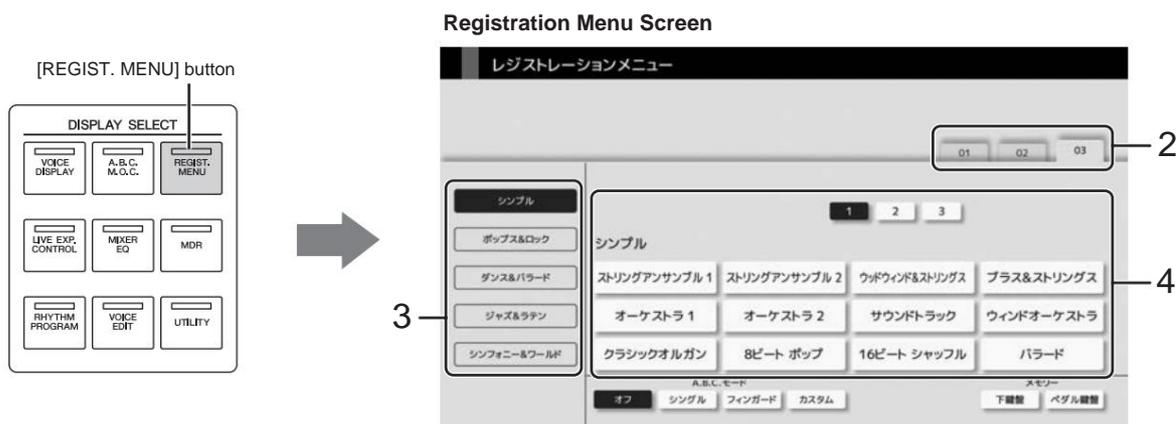
## Recall your preferred settings from the Registration menu

On the Electone, a combination of voice, rhythm, and other settings is called a "registration." The Registration menu provides a wide variety of registration sets covering a wide range of genres. Try selecting the settings that best suit the song you want to play.

### NOTE:

The Registration Memory buttons 1 through 16 located between the upper and lower keyboards also contain basic registrations. For details, see the "Advanced" section.

### 1 Press the DISPLAY SELECT [REGIST. MENU] button to display the Registration Menu screen.



### 2 Select a tab.

The [03] tab contains the registration menu specific to the ELS-03 series, the [01] tab contains the same registration menu as the ELS-01 series, and the [02] tab contains the registration menu added in the ELS-02 series.

### 3 Select the song genre on the left side of the screen.

### 4 Select the registration you want to use from the list. The list has multiple

pages, so use the numbers at the top of the list or press the [y]/[j] buttons to switch pages and select the registration you want.

### NOTE:

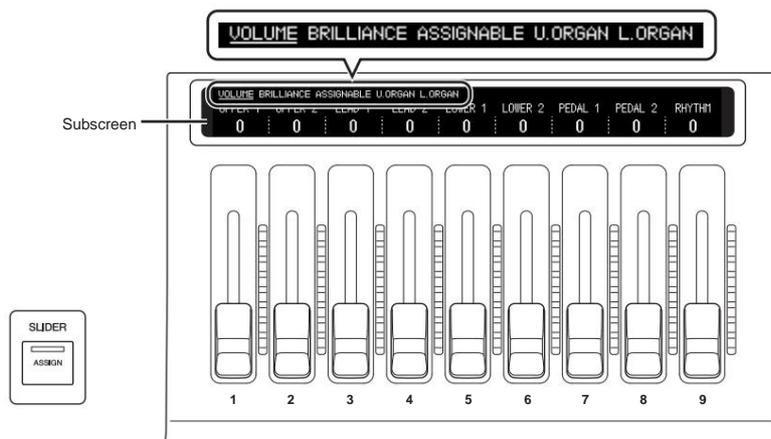
You can set ABC (Auto Bass Chord) at the bottom of the screen. For details on Auto Bass Chord, see the "Details" section.

### 5 Try playing your favorite song using the registration you selected.

## Use the slider

The nine sliders to the left of the upper manual allow you to adjust the volume and brightness of each voice section, as well as the organ flute footage. You can also assign your favorite functions to operate it. Here is a brief explanation. For more details, please refer to the "Detailed" section.

Please take a look.



### 1 Press the SLIDER [ASSIGN] button repeatedly to select the function you want to use.

Each time you press the button, the function changes.

The selected function, either "U.ORGAN" or "L.ORGAN," will be underlined.

- **VOLUME:**

Adjusts the volume of each voice section and rhythm.

- **BRILLIANCE:**

Adjusts the brightness of the tone of each voice section.

- **ASSIGNABLE (functions assigned to live expression controls):**

The Live Expression Control function allows you to assign your favorite functions to each slider.

For details on the Expression Control function, please see the "Details" section.

- **U.ORGAN (Upper keyboard organ flute footage), L.ORGAN (Lower keyboard organ flute footage):**

Adjusts the level of each organ flute footage for the upper or lower manual. Organ Flute Screen (page 35)

This is linked to the footage settings.

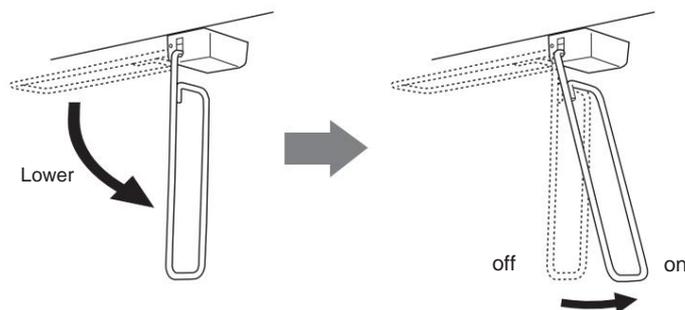
### 2 While playing, move the slider up or down to control the selected function.

## Using the knee lever

The following functions can be turned on/off using the knee lever located at the bottom right of the keyboard. When using the knee lever, keep it down.

Press the knee lever to the right with your right knee to turn it on, and return it to the vertical position to turn it off. For details on each function, please refer to the "Details" section.

stomach.



- **Upper or Lower Keyboard Sustain:** Applies a sustain effect to the Upper or Lower Keyboard Voice. Press the SUSTAIN [UPPER] or [LOWER] button to light the lamp before operating. Note that the Pedal Voice Sustain cannot be controlled with the Knee Lever.
- **Melody on Chord effect:** Adds harmony to the melody played on the upper keyboard. Operate this function when MOC mode is set to anything other than OFF and the knee lever is ON on the Auto Bass Chord/Melody on Chord screen.
- **Lead Voice Slide Effect:** Apply a slide effect to the lead voice. To apply a slide, first set "Slide" to "Knee Lever" in the [Condition 3] tab of the Voice Condition screen for the lead voice to which you want to apply a slide.
- **Solo function:** Switches the upper keyboard to solo performance of lead voice 2 only. In the illustration on page 24, the off state is solo. LEAD Press the VOICE 2 [SOLO-KNEE-] button to turn on the lamp before operating.

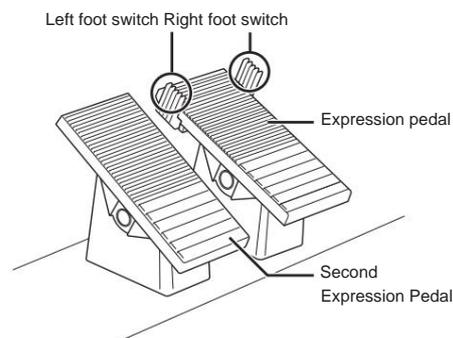
**NOTE**

Multiple functions can be assigned to the knee lever, and operating the knee lever turns all functions on/off simultaneously.

## Using an Expression Pedal/Footswitch

Using the expression pedal and foot switch, you can change settings and operate functions with your feet while you play. This frees you up to concentrate on playing.

The following functions are assigned to each pedal by default. You can also assign a variety of other functions, such as turning parts on/off and adjusting the volume balance. This is called the Live Expression Control function, and can be set using the [LIVE EXP. CONTROL] button (page 32). For more information on the Live Expression Control function, see the "Advanced" chapter.



controller	Default Settings	Feature Description
Expression pedal	Expression	Adds dynamics to the sound being played (page 32).
Second Expression Pedal	Pitch Bend	Raises or lowers the pitch (height of the sound).
Left Footswitch	Philself	Plays a fill-in while the rhythm is playing (page 32).
Right Footswitch	Resist Shift+	The Registration Shift function recalls the specified Registration Memory. For details, see the "Advanced" chapter.

You can check the functions assigned to the expression pedal and foot switch by selecting the [Live Expression Control] tab at the bottom of the Voice Display. You can also visually confirm the operation of the expression pedal and foot switch (page 32).

## Check the version of the Electone

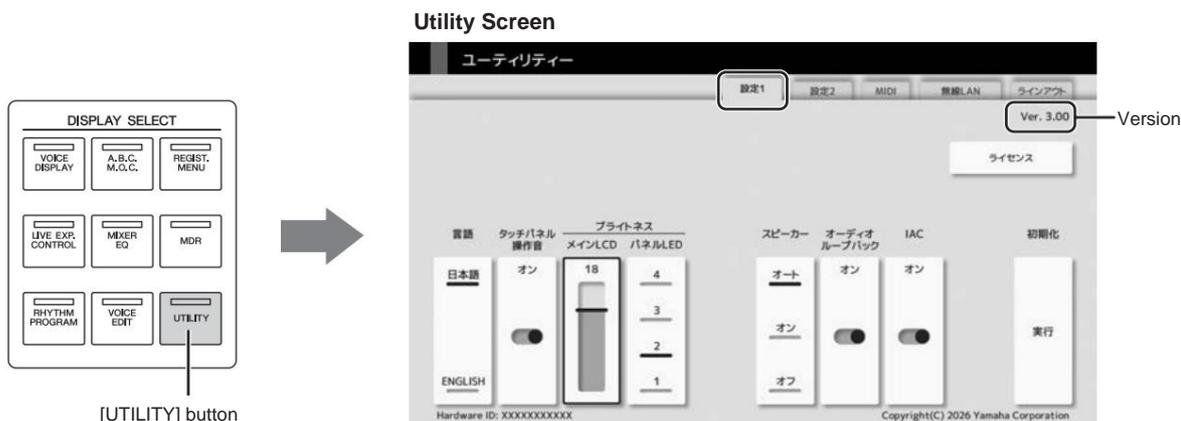
This section explains how to check the version number of your Electone. Be sure to check the version number after purchasing. Yamaha products may update their firmware without notice to improve functionality and operability. To make the most of your product's features, we recommend always updating to the latest version. You can download the latest firmware and update instructions from the "Software" section of the website below.

### Support and inquiries :

<https://jp.yamaha.com/support/>

**NOTE**This document explains the version at the time of production.

### 1 Press the DISPLAY SELECT [UTILITY] button to display the Utility screen.



### 2 Select the [Settings 1] tab and you can check the version in the top right corner of the screen.

## Initializing the Electone

Reset all settings (excluding wireless LAN settings) and data to the factory default settings.

### Caution:

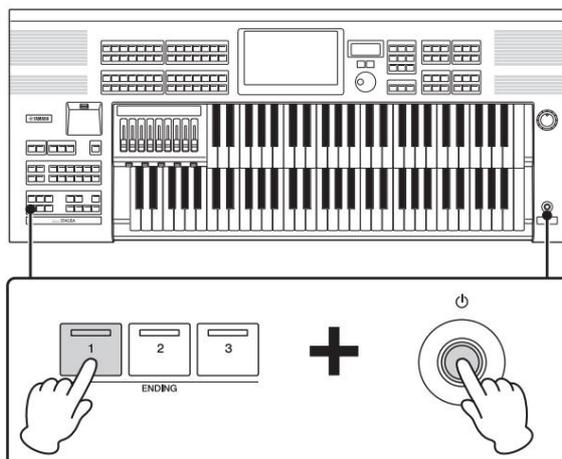
When you initialize the Electone, all data will be lost. Be sure to save any important data to a USB flash drive beforehand (page 40).

### 1 Turn off the power to the Electone.

### 2 While holding down the RHYTHM CONTROL ENDING [1] button, press the [P] (Standby/On) switch to turn the power on.

Continue to press the ENDING [1] button until the Voice Display (page 21) appears.

You can also initialize just the registration memory or just the wireless LAN settings without initializing all the settings. For details on how to do this, see the "Advanced" chapter.



# Let's try it

From here, you will experience the functions and operation of the Electone while enjoying playing the three included sheet music pieces. The sheet music **It's in the title !** , , indicates the chapter number in which the sheet music is used. The operations are arranged in order of difficulty, so we recommend that you proceed in order, starting from Chapter !.

## NOTE

If necessary, please refer to the glossary on pages 102 to 105.

## Play using the built-in registrations (page 28)

### Sheet music used: ! Londonderry Air

The Registration menu comes with a variety of pre-set registrations (combinations of performance settings). First, try using one of these to play while looking at the sheet music. You can also use the expression pedal and the foot switches on the left and right. You'll experience fun rhythms with voice percussion and the beautiful, well-balanced sound that only the Electone can provide.

## " Customizing the built-in registrations (page 34)

### Sheet music used: Londonderry Air

Let's change the registration settings used in Chapter ! and arrange it into an organ version and play it. Experience the warm, deep organ sound of the ELS-03 series. You can also try out the new Aftertouch Extension function. Changed settings can be registered to the Registration Memory number buttons and then saved to a USB flash drive.

## # Program rhythm and registration sequences and record your performance (page 45)

### Music score used of the Poltergeists

We'll start with a registration in the versatile "Simple" category and change the settings. Try using the second expression pedal or foot switch to play. Experience the grand soundtrack-like resonance unique to the Electone, along with the "Cutoff & Resonance" effects that add variation to the sound. For the ELS-03X/ELS-03XR/ELS-03XF, we'll also try playing with the new Poly Aftertouch function. In #-1, we'll use more functions than in Chapter and register various settings to the Registration Memory number buttons. #-2 where you set up the rhythm sequence program function, which allows you to automatically switch rhythms and registrations while you play. Here you record your performance.



# Play using the built-in registrations (Londonderry Air)

On the Electone, a "registration" refers to a combination of settings, such as voices and rhythms for the upper manual, lower manual, and pedalboard, as well as the functions of the expression pedal and foot switches. The Registration menu offers numerous registration sets covering a wide variety of genres. Simply select a registration from the Registration menu and you'll be able to instantly play with a beautiful, well-balanced sound with **no** any effort. This chapter explains how to play using the built-in registrations, referring to the included sheet music (Londonderry Air). Enjoy playing while experiencing the various pre-set functions.

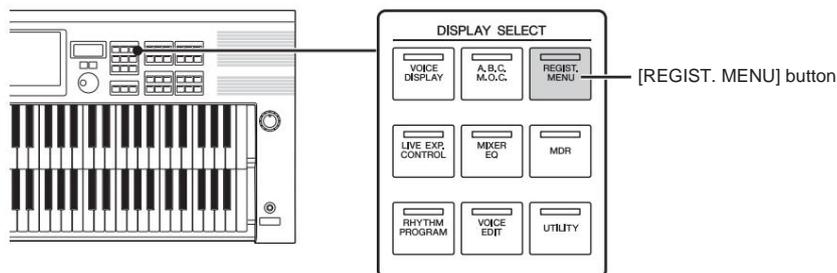
## Key points of this chapter

- Selecting a built-in registration .....Page 28
- Playing rhythms.....Page 30
- Changing the tempo.....Page 31 • Using the Live Expression Control function.....Page 32

## 1. Call up the built-in registrations

This section explains how to select the "Groovy Beatbox" registration in the "Dance & Ballad" category from the Registration Menu. If you move the sliders (page 24) after selecting a registration, the volume and other settings for each part will change. Do not move the sliders.

**1 Press the DISPLAY SELECT [REGIST. MENU] button to display the Registration Menu screen.**



## 2 Make sure the [03] tab is selected.

The [03] tab contains the registration menu specific to the ELS-03 series.

### NOTE

The [01] tab contains the same registration menu as the ELS-01 series, while the [02] tab contains the registration menu added in the ELS-02 series.



3 On the left side of the screen, select the Dance & Ballad category.

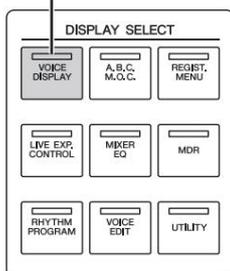
4 Select Groovy Beatbox on the fourth page of the list.

5 Press the DISPLAY SELECT [VOICE DISPLAY] button to display the voice display.

You can check the Voice and Rhythm settings for the selected Registration. If the

Registration Bulk Edit or Registration Settings screen is displayed, press [1] in the upper right corner of the screen to switch to the Voice Display.

[VOICE DISPLAY] button



Now you are ready to play. Proceed to the next step and try playing while looking at the sheet music.

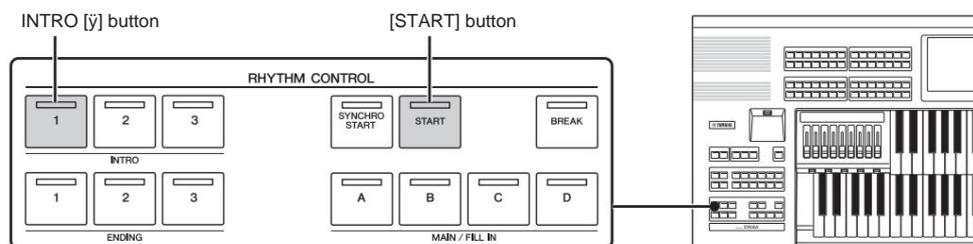
## 2. Play Londonderry Air (Sheet Music !)

Please use the included sheet music (page 29).

Air). Try playing using the "Groovy Beatbox" settings you selected in the previous step (page 29).

1 Press the INTRO [1] button on the RHYTHM CONTROL, then press the [START] button.

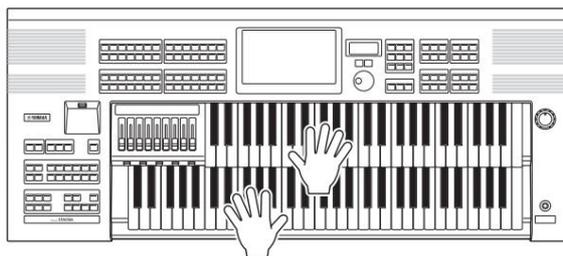
The INTRO 1 and START in the score indicates this operation. After Intro 1 is played, the Main B rhythm pattern will start playing.



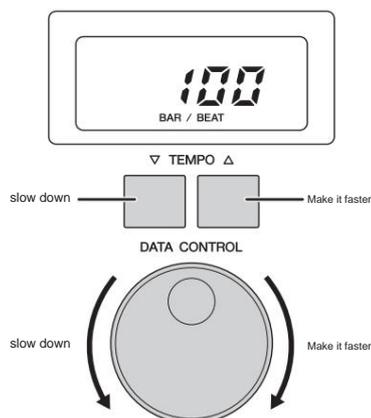
**NOTE:**

To stop rhythm playback, press the [START] button.

## 2 Play the keys in time with the rhythm.



The tempo written on the score is a guideline. Change it to a tempo that is easy to play. To adjust the rhythm tempo, Use the TEMPO [y]/[y] buttons. Press the [y] button to speed up, and the [y] button to slow down. While adjusting the tempo, the tempo is displayed on the Tempo screen (BAR/BEAT screen).



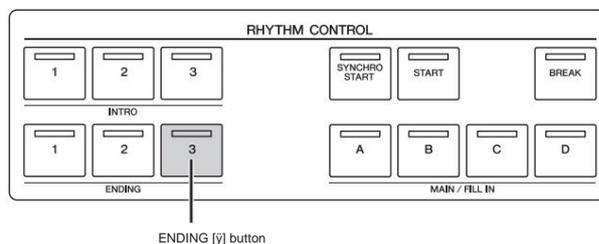
### NOTE

- The tempo screen (BAR/BEAT screen) displays the current bar number and the number of beats within the bar while the rhythm is playing. When the rhythm is stopped or the tempo is being adjusted, the tempo The port will be displayed.
- You can also adjust the tempo using the [DATA CONTROL] dial. • Pressing the TEMPO [y] and [y] buttons simultaneously will return the selected rhythm to its default tempo. The default tempo for a rhythm may differ from the default tempo for a registration.

You can enjoy a variety of performance effects by operating the expression pedal or foot switch at the positions to in the score on page 30. First, proceed to step 3 and play through to the end of the song, then try using the expression pedal or foot switch again from step 1. For operation instructions, see "Live Expression Control" on page 32.

## 3 One beat before the last measure, press the ENDING [3] button with your left hand.

ENDING (lh) in the score indicates this operation. The rhythm will stop after Ending 3 is played.



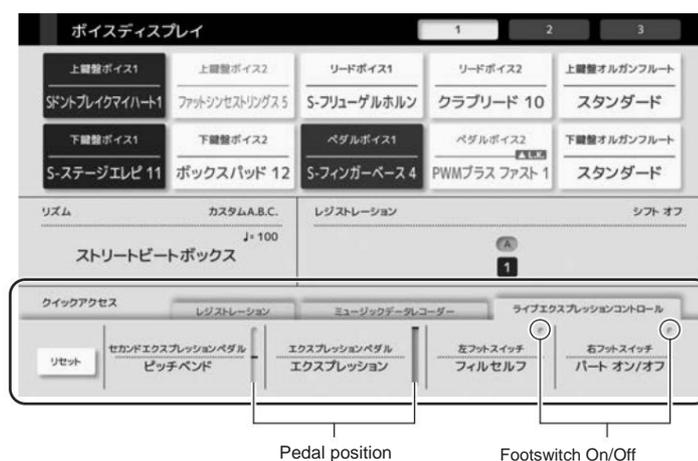
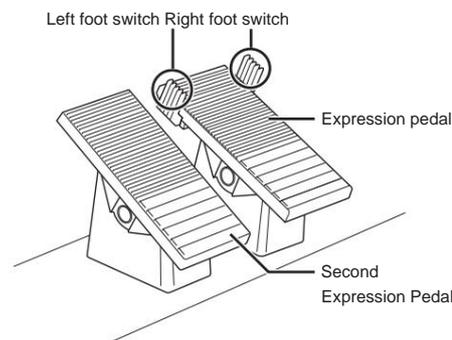
### NOTE In

this example, we pressed the INTRO [1] button and the ENDING [3] button. By pressing other number buttons, you can enjoy different arrangements of intros and endings.

## Live Expression Control

With the ELS-03 series, you can assign your favorite functions to the expression pedal, foot switch, or the slider to the left of the upper keyboard (page 24). This is called the Live Expression Control function, and it allows you to quickly operate these functions while you're performing, expanding the scope of your expression.

Clicking the [Live Expression Control] tab at the bottom of the Voice Display will show you the functions assigned to the expression pedal and foot switch, and you can visually see the movement of the expression pedal and foot switch as you operate them.



The included sheet music (Air) includes instructions for using the expression pedal and left and right foot switches (A through shown on page 30). Try using the assigned functions by following the steps below.

### A Expression Pedal (Expression)

***mf f***

Operate the expression pedal at the timing of these dynamic markings. In this score, play between ***mf*** (mezzo forte), which is slightly depressed, and ***f*** (forte), which is even more depressed.

### B Left Footswitch (Fill Self)

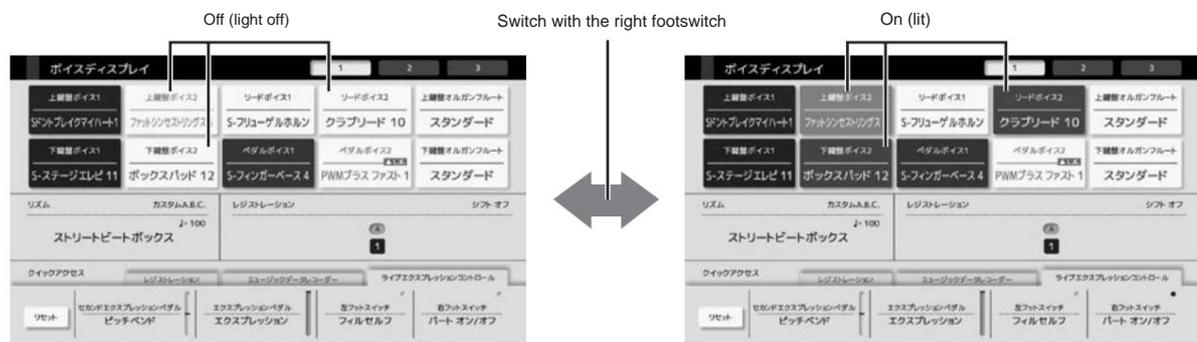
**LFSw. (Fill.B)**

At the timing indicated, press the left footswitch to play the rhythm fill-in. In this registration, Fill-in B will play.

### C Right Foot Switch (Part On/Off)

**RFSw. (Part On)**

Press the Right Footswitch at the times shown to switch on/off the parts (voice sections) that have been pre-set as target parts. In this Registration, pressing the Right Footswitch turns on the three voice sections (Upper Keyboard Voice 2, Lead Voice 2, and Lower Keyboard Voice 2). Pressing it again will return it to its original state (off).



You'll notice the richness of the sound when Upper Voice 2, Lead Voice 2, and Lower Voice 2 are added. Before you begin playing this score, press the Right Footswitch to turn these voices off.

**NOTE**The Live Expression Control function can be set on the Live Expression Control screen, which is displayed when you press the DISPLAY SELECT [LIVE EXP. CONTROL] button. You can make detailed settings such as specifying the fill-in pattern (section) and which parts to turn on/off. For more information, see the "Advanced" chapter.





# Customize built-in registrations (Londonderry Air)

One of the attractions of registrations is that you can freely change the settings and have fun with them. In this chapter we will use the included sheet music "Londonderry Air." Let's change the settings of the "Groovy Beatbox" registration used in Chapter 1 to enjoy a different organ version of Londonderry Air. We will also try registering the changed settings to the registration memory number buttons located between the upper and lower keyboards, and then pressing the button while playing to switch settings.

## Key points of this chapter

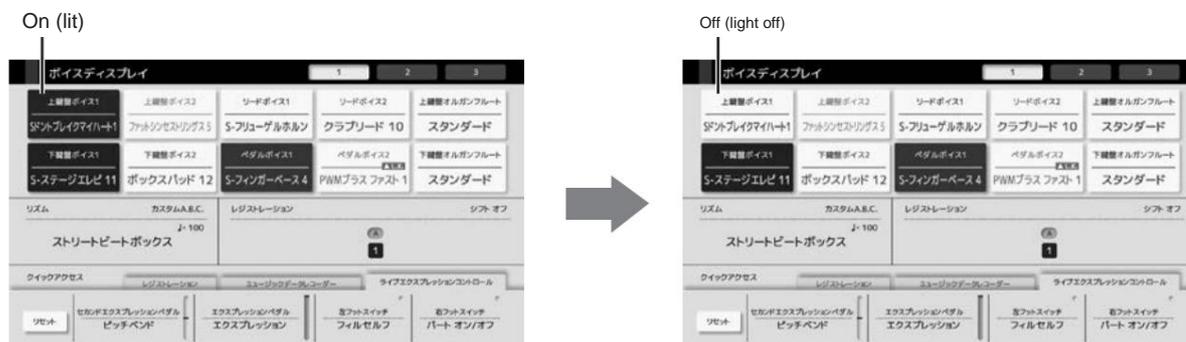
- Changing the internal registration settings.....Page 34
- Setting up the Organ Flute.....Page 35
- Configuring Live Expression Controls
  - Using the Part On/Off function to specify which parts to turn on/off.....Page 36
- Registering registrations to the registration memory number buttons.....Pages 37, 39
- Using the Melody on Chord function to add harmony to a melody.....Page 38
- Saving registrations to a USB flash memory.....Page 40
- Loading Registrations stored on a USB flash memory .....Page 42
- Playing with Aftertouch Extension Effects.....Page 44

## 1. Prepare the registration (MEMORY 1)

Here, we will register the settings used in the first half of the score Registration Memory Number button [1].

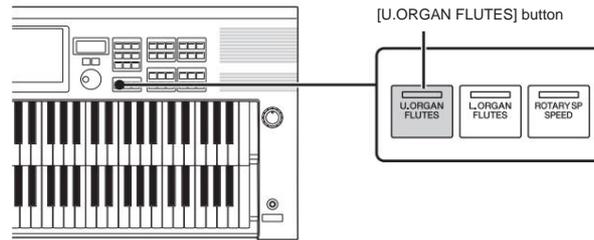
Call up the same "Groovy Beatbox" as in the section from the **Registration Menu (page 28)**, and turn it off by pressing **Upper Keyboard Voice 1 (S Don't Break My Heart 1)** in the **Voice Display**.

In **MEMORY 1**, the Upper Keyboard will play the Organ Flute Voice, so other Upper Keyboard Voices will not sound.



## 2 Set up the organ flute for the upper manual.

**2-1** Turn on the [U.ORGAN FLUTES] (Upper Keyboard Organ Flutes) button. The Upper Keyboard Organ Flutes screen will appear. The Upper Keyboard will also play the Organ Flute Voice.



### NOTE

- Here, we pressed the [U.ORGAN FLUTES] button to turn on the Upper Keyboard Organ Flute and simultaneously display the Upper Keyboard Organ Flute screen. You can also switch the Organ Flute Voice on (sound)/off (do not sound) by pressing the Upper Keyboard or Lower Keyboard Organ Flute type name in the Voice Display, or by pressing [ON] or [OFF] in the Organ Flute screen.
- If you want to display the Organ Flute screen without switching the Organ Flute on or off, press the DISPLAY SELECT [VOICE DISPLAY] button. While holding it down, press the [U.ORGAN FLUTES] button.

**2-2** Make sure that [VCM Organ] is selected in the upper left corner of the Organ Flute screen.



### NOTE:

VCM organ is a voice created using a VCM (Virtual Circuitry Modeling™) sound engine that faithfully reproduces a vintage tonewheel organ.

**2-3** On the [Footage] tab, set the following: Change the values using the on-screen knobs and footage lever.

- Volume (volume of the entire organ): 24 •
- Reverb (amount of reverb applied to the organ sound): 12 • Type (waveform type): Standard • Level of each footage: 16'=8, 5 1/3'=8, 8'=8, others=0 (The top position of the footage lever is 0. Moving it down increases the value.)

### NOTE:

On VCM organs, the volume, reverb, and type settings are common to both the upper and lower manuals. The footage level can be set separately for the upper and lower manuals.

Play the upper keyboard **2-4** to check the sound you have set.

### NOTE

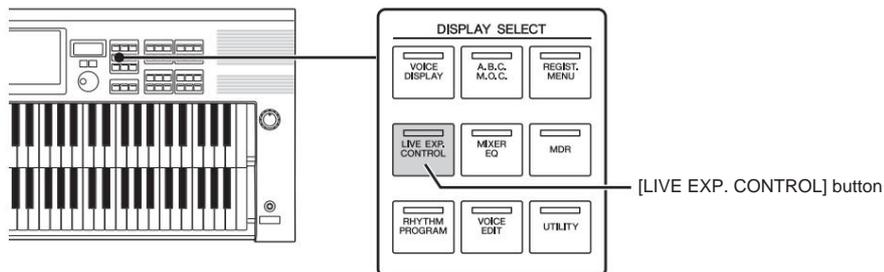
Footage can also be adjusted using the slider to the left of the upper manual (page 24).

### 3 Set the function of the right foot switch.

The Right Footswitch is assigned the "Part On/Off" function. Here you can specify the part (voice section) to be turned on or off.

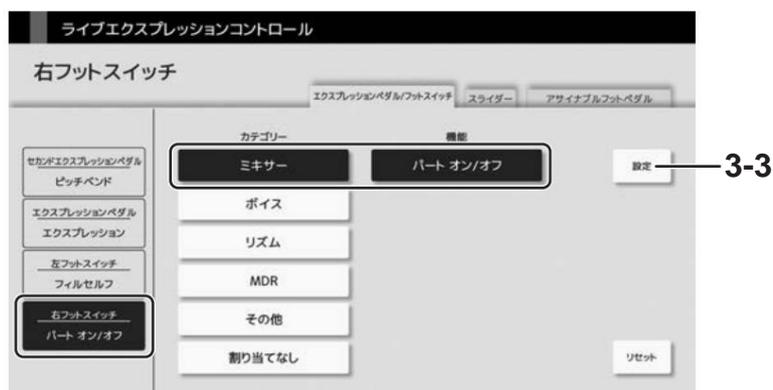
#### 3-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to display the Live Expression Control screen.

You can.



#### 3-2 In the [Expression Pedal/Foot Switch] tab, select [Right Foot Switch], then select [Mixer] y [Part On/Off].

Make sure that is set.



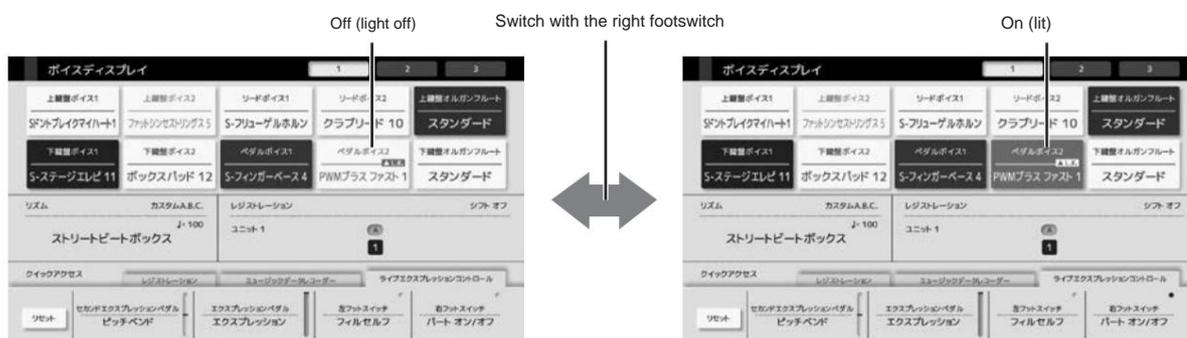
#### 3-3 Press [SETTINGS] to display the Part On/Off setting screen.

#### 3-4 Change the settings so that only "Pedal 2" is checked, and then click [Close].



### 3-5 Press the DISPLAY SELECT [VOICE DISPLAY] button to display the voice display, then press the right foot switch

Check that Pedal Voice 2 can be switched on and off. Once you've done that, turn it off.



#### NOTE

In this registration, the Keyboard Assign function is set for Pedal Voice 2, so the Voice Display shows "yLK."

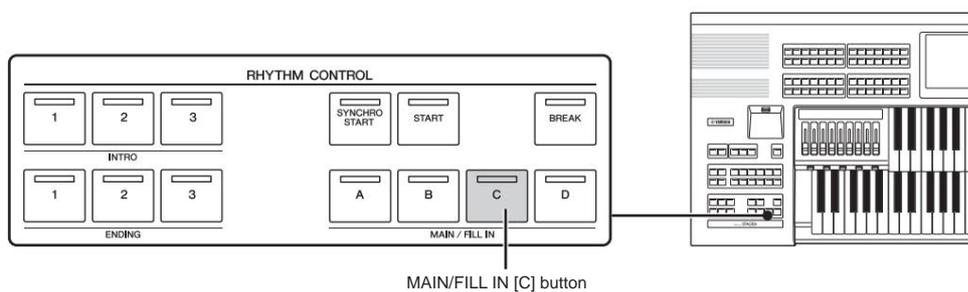
When Pedal Voice 2 is turned on, the "PWM Brass Fast" will sound on the lower keyboard. Also, since the Poly setting is on, you can play chords.

These settings can be checked on the Voice Condition screen (page 55). For details, see the "Advanced" section.

### 4 Press the RHYTHM CONTROL MAIN/FILL IN [C] button twice to turn on the button's indicator.

In the [ ] re, we used Main B, but in the score, we'll change it to Main C to make it a little more lively.

The Fill Self function is assigned to [ ], so pressing the left foot switch while the rhythm is playing will play a Fill In C.



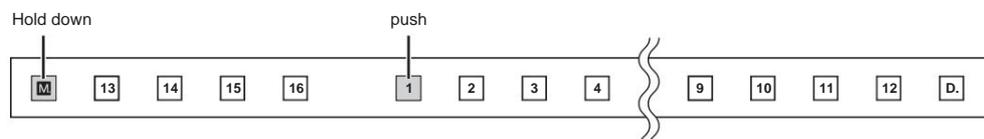
#### NOTE

- Each time you press the MAIN/FILL IN button, the lamp will alternate between lit and flashing.
- The Fill Self function plays a fill-in while keeping the rhythm pattern variation (A to D) currently playing.

### 5 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [1]

Press .

The settings changed in steps 1 to 4 will be registered to number button [1].



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

#### Note

Do not turn off the power while the number buttons are flashing, as this will prevent data from being recorded.

Now that MEMORY [1] is ready, proceed to the next step to prepare MEMORY [2].

## 2. Prepare the registration (MEMORY 2)

Here, we will register the settings used in the second half of the score Registration Memory number button [2]. To change the voice and rhythm settings based on MEMORY 1, press the Registration Memory number button [1] and make sure the lamp is lit before you begin.

1 Press Lower Voice 2 on the Voice Display to turn it on .

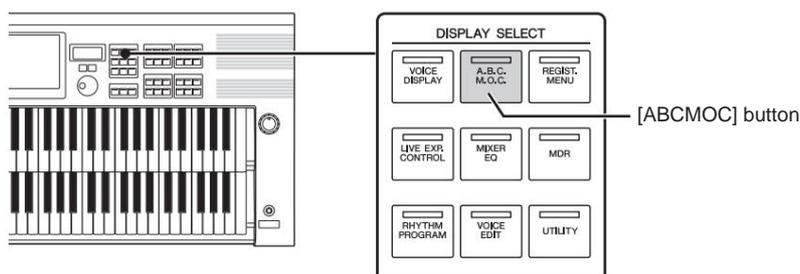


2 Set up the function that automatically adds harmony to the melody line (Melody on Chord).

The chords played on the lower keyboard add harmony to the melody line played on the upper keyboard, making the performance more vibrant.

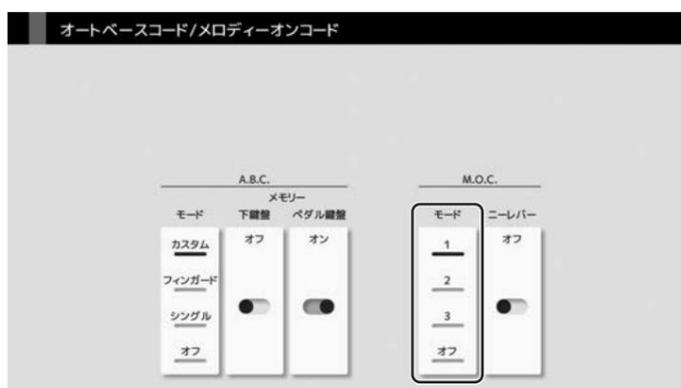
2-1 Press the DISPLAY SELECT [ABCMOC] button to display the Auto Bass Chord/Melody On Chord screen.

vneqar.



2-2 Set the "Mode" of MOC (Melody on Chord) to "1".

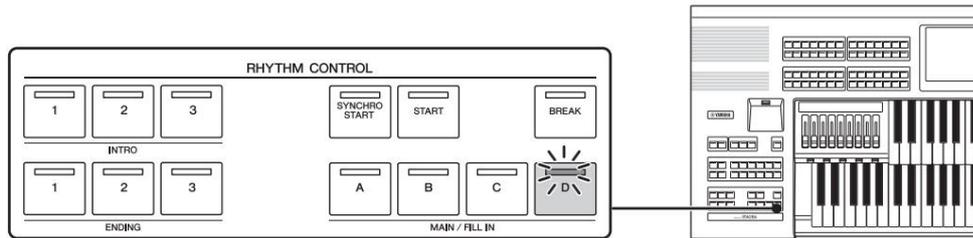
In Mode 1, up to two notes in a range close to the melody are added as harmony.



### 3 Press the RHYTHM CONTROL MAIN/FILL IN [D] button to make the button's lamp flash.

By making the MAIN/FILL IN [D] button lamp flash, you can recall the registration.

When you play it, a fill-in D will sound.

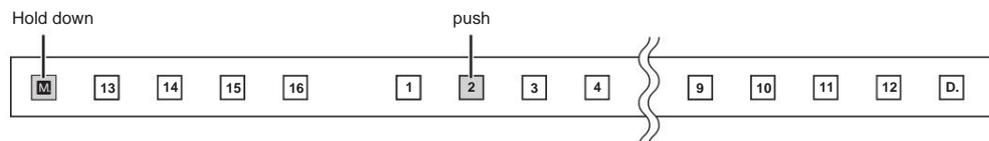


#### NOTE

Each time you press the MAIN/FILL IN button, the lamp will alternate between lit and flashing.

### 4 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [2]. Press .

The settings changed in steps 1 to 4 will be registered to number button [2].



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

#### Note

Do not turn off the power while the number buttons are flashing, as this will prevent data from being recorded.

Now MEMORY 2 is ready. Proceed to the next step to save the registrations to the USB flash memory. Let's save it.

### 3. Save the registrations (MEMORY 1 and 2 ) to a USB flash drive.

#### Let's save it

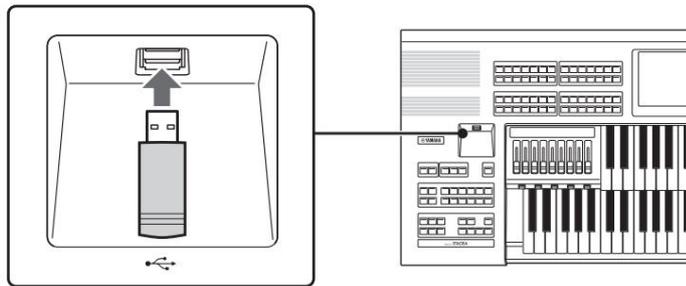
You can use the Music Data Recorder (MDR) function to save the registrations stored on the Electone as a "Song" on a USB flash drive. By saving the registrations on a USB flash drive, you can recall the settings you need at any time.

**NOTE**

Before using a USB flash memory, be sure to read the "Notes on using the USB TO DEVICE terminal" on page 10.

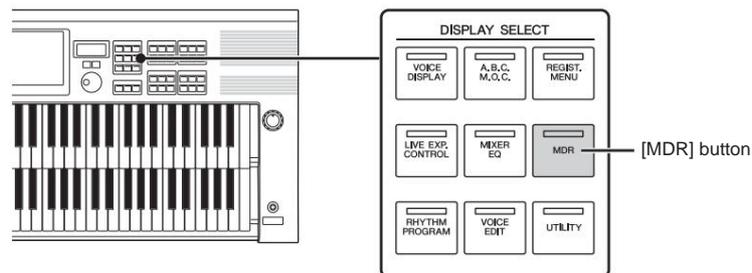
#### 1 Insert the USB flash memory into the USB TO DEVICE terminal.

There are two terminals on the control panel, but you can use either one.



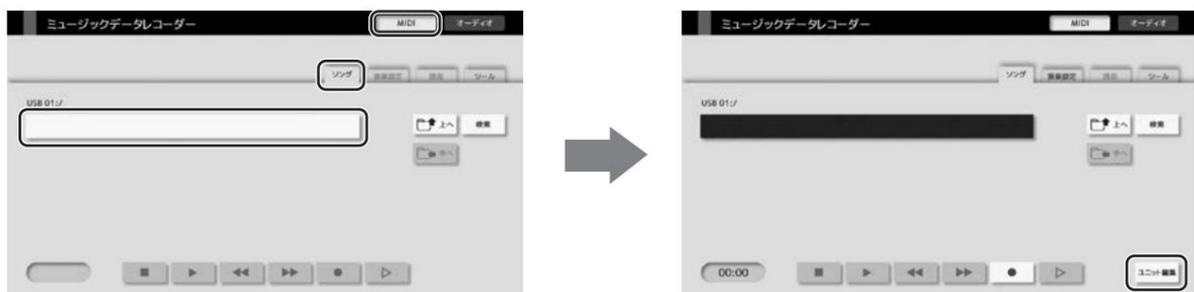
#### 2 Press the DISPLAY SELECT [MDR] button to display the Music Data Recorder screen.

If [Audio] is selected in the upper right corner of the screen, press [MIDI]. Registrations cannot be saved in [Audio].



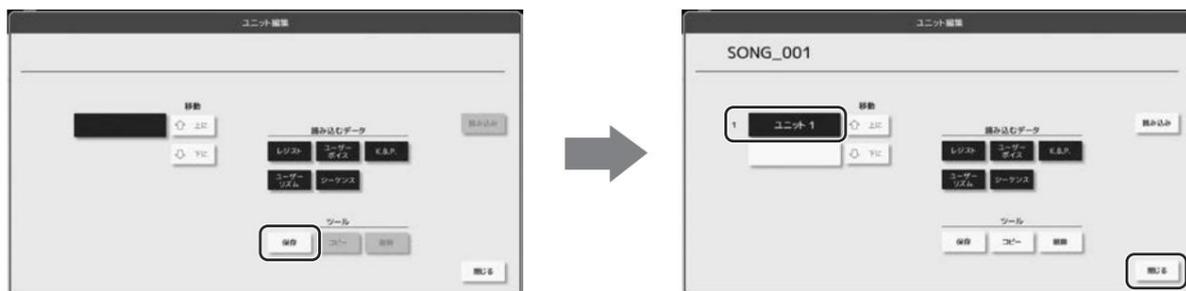
#### 3 In the [Song] tab, select the song to save to (in this case, a blank song), and press [Unit Edit].

To explain how to save new data, we will select a blank song that does not contain any data. For more information about units, please see the "Details" section.



#### 4 Press [Save] on the unit editing screen .

Since you are saving new data this time, "Unit 1" will be displayed as the save destination. When this appears, click [Close].



#### 5 Check that the automatically generated song name "SONG\_001" is displayed in the [Song] tab.



#### 6 In the [Tools] tab, press [Rename] to change the song name.

On the screen that appears, let's name the song "Londonderry Air." To enter katakana, select [Kana] on the right side of the screen. To enter ".", select [Symbols]. For details on how to enter characters, please see the "Details" section.



Now that the registration data (MEMORY 1 and 2) has been saved to the USB flash memory, proceed to the next step and try playing while looking at the sheet music.

## Recalling registrations stored on a USB flash drive

If you wish to continue playing the score "Londonderry Air" from the previous step, you do not need to perform the following steps.

Proceed to "4. Play Londonderry Air (Set Music)".

Here we will explain how to easily load and use registrations saved on a USB flash drive into the Electone.

For details, please see the "Details" section.

1 Connect the USB flash memory containing the data to the USB TO DEVICE terminal.

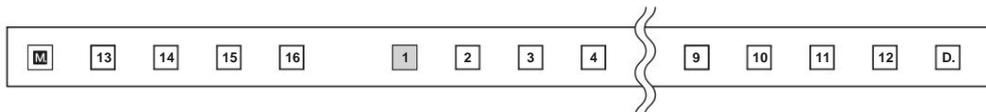
2 Press the DISPLAY SELECT [MDR] button to display the Music Data Recorder screen.

If [Audio] is selected in the upper right corner of the screen, press [MIDI].

3 In the [Song] tab, select the song containing the registration data you want to load, then click Press [y] (Play).



4 Press the registration memory number button to load the registration.



## 4. Play Londonderry Air (Sheet Music)

Let's play the score "Londonderry Air" using the registration you just saved. Before you start playing, check the score thoroughly. Also, press the DISPLAY SELECT [VOICE DISPLAY] button to display the voice display so you can check the settings.

The image shows a sheet music score for "Londonderry Air" (ロンドンデリー・エア) by John Longfield. The score is divided into two systems. Callout 1 points to the tempo marking "♩ = 100" and the "INTRO: 1 START" button. Callout 2 points to the "L.F.S. (Part On)" and "R.F.S. (Part Off)" buttons. Callout 3 points to the "L.F.S. (FRD)" button. Callout 4 points to the "ENDING 2 (L.h.)" button. The score includes various chords and musical notations.

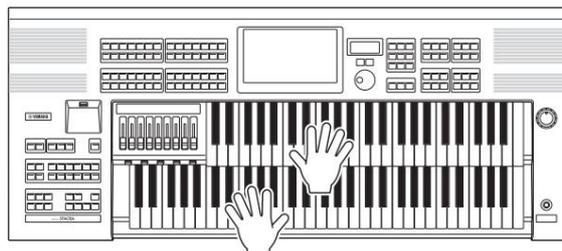
### 1 Press the Registration Memory number button [1].

The settings from Registration Memory 1 will be recalled.

### 2 Press the INTRO [1] button, then press the [START] button to start the rhythm.

The **INTRO**, **START** in the score indicates this operation. After Intro 1 is played, the main C rhythm pattern will be played.

### 3 Play the keys in time with the rhythm.



At the position shown in the music score on page 43, perform the following steps.

- **A:** Press the right foot switch to turn the part (Pedal Voice 2) on/off. • Press the left foot switch to play Fill-in C or Fill-in D. We recommend changing the timing at which you press the foot switch to create your own arrangements.
- **MEMORY 2 (rh):** Press the Registration Memory number button [2] with your right hand to switch registrations. Masu.

4 One beat before the last measure, press the **ENDING [2]** button with your left hand.

**ENDING** (lh) in the score indicates this operation. The rhythm will stop after Ending 2 is played.

## Aftertouch Extension

The "A.T." in measures 3 and 7 of the score stands for aftertouch. Aftertouch is a function that controls the volume and timbre of the sound by applying further pressure after the key is pressed.

The ELS-03 series also lets you add an "Aftertouch Extension" effect. In this song, the aftertouch changes the sound quality, creating a surging effect. Let's listen to the sound and hear it for yourself.

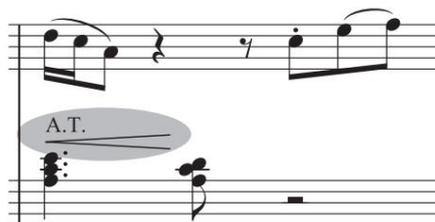
**NOTE** Five templates are available for Aftertouch Extension, and the settings can be checked on the Voice Condition screen. For details, see the "Details" section.

### 1 Press the Right Footswitch to turn on Pedal Voice 2 (PWM Brass Fast 1 ÿLK).

This registration is preset to apply the Aftertouch Extension effect to the voice "PWM Brass Fast 1."



2 Play the first beat of the chord on the lower keyboard, and slowly apply pressure to the keys to apply aftertouch. The sound quality will change as you apply pressure to the keys.



Once you have confirmed the effect of aftertouch, play the song from start to finish again, paying attention to the timing of the "AT" notes on the score.

## # -1

# Prepare the registrations (MEMORY 1 to 8) (Dutch Dance)

In this chapter, we will prepare the registrations (MEMORY 1 to 8) required to play the included score (Dance of the Poltians). Then we will use those registrations to play "Dance of the Poltians."

**Note:**

Do not turn off the power while the Registration Memory number button is flashing, as this will prevent the data from being recorded.

**NOTE:**

Because there are many settings to make in this chapter, you can stop here by saving the settings to a USB flash memory after you have saved them to a Registration Memory Number button before proceeding to the next Number button registration. When you want to continue, simply load the data saved to the USB flash memory and then resume operation. For information on how to save and load saved data to a USB flash memory, see pages 40-42.

**Key points of this chapter**

- Configuring Live Expression Controls

- Adjusting the volume balance between parts.....Page 48 -

- Adding ornamental notes using the articulation function.....Page 52 - Applying

- sustain effects to the lower manual and pedalboard performances.....Page 57 - Using

- the cutoff and resonance functions to add variation to the sound.....Page 66

- Setting Poly Aftertouch (ELS-03X/ELS-03XR/ELS-03XF).....Page 55 •

- Using the Keyboard Assign function to play Lead Voice 1 on the Lower Keyboard.....Page

- 60 • Changing the Feet of the Upper Keyboard Voice to add a touch of elegance to the melody

- line.....Page 61 • Setting Keyboard

- Percussion.....Page 61 • Specifying the Rhythm Part to be Played.....

## "Simple" category in the Registration menu



In the "Simple" category of the [03] tab, all voice buttons are provided with voices that match the theme of that registration. By setting these as a base, you can easily create well-balanced registrations with well-balanced voices. In addition, all rhythm buttons are provided with patterns that match the theme of that registration. These highly versatile registrations can be used for improvisation and sight-reading.

**NOTE**

- Auxiliary functions such as Accompaniment and ABC (Auto Bass Chord) are not set. • The Live Expression Control settings are the same as those after initializing the Electone (page 26).

## 1. MEMORY 3

In this score, MEMORY 3, which requires the fewest changes in settings, is prepared first. MEMORY 3 is This is the setting you will use the second time you play Program A. Just register the "Soundtrack" from the Registration menu.

### 1 Select "Soundtrack" from the Registration menu.

The selection method is the same as for the sheet on page 28. It is on the first page of the "Simple" category in the [03] tab.



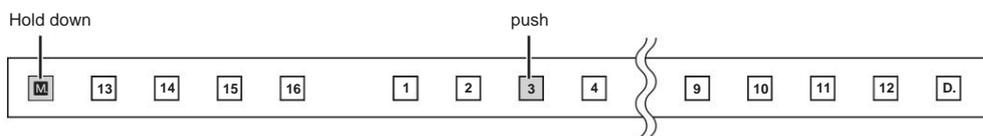
If necessary, adjust the rhythm playback tempo. Press the RHYTHM CONTROL [START] button to play the rhythm. Use the TEMPO [j]/[y] buttons to adjust the tempo (page 31).

### 2 Press the DISPLAY SELECT [VOICE DISPLAY] button to display the voice display, and check the voice setting status. Check.

Click the [Live Expression Control] tab at the bottom of the screen to use expression pedals and foot switches. You can check the set functions.



### 3 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [3]. Press .



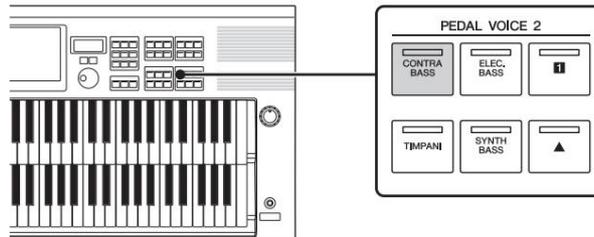
The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now that MEMORY 3 is ready, proceed to the next step to prepare MEMORY 2 .

## 2. MEMORY 2

MEMORY 2 is the setting used for the first time in Section A of the score. It is created based on MEMORY 3. Press the number button [3] of the operation memory to turn on the lamp.

1 Press the **PEDAL VOICE 2 [CONTRABASS]** button.

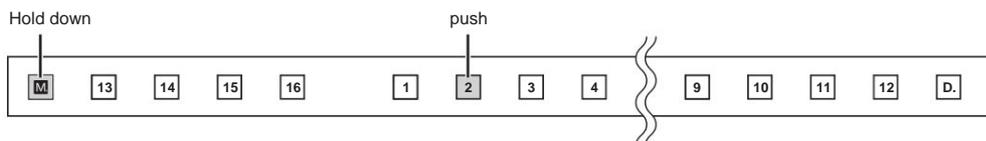


Pedal Voice 2 is now set to "Contrabass 2."

2 In the Voice Display, set each Voice section on/off as shown below.



3 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [2]. Press .



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

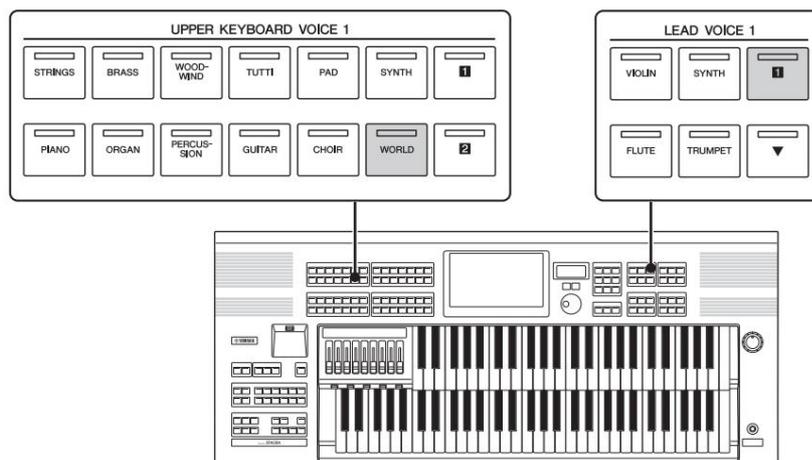
Now that MEMORY 2 is ready, proceed to the next step to prepare MEMORY 4.

#

### 3. MEMORY 4

MEMORY 4 is the setting used one measure before Section B in the score. It is based on MEMORY 3. Press the Registration Memory Number button [3] so that its lamp lights up.

1 Press the [WORLD] button for UPPER KEYBOARD VOICE 1 and the [1] button for LEAD VOICE 1.



Upper keyboard voice 1 is set to "S-Celtic Flute 1" and lead voice 1 is set to "Strings 9".

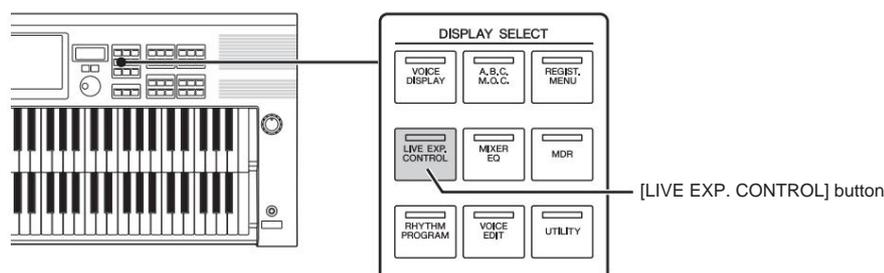
2 In the Voice Display, set each Voice section on/off as shown below.



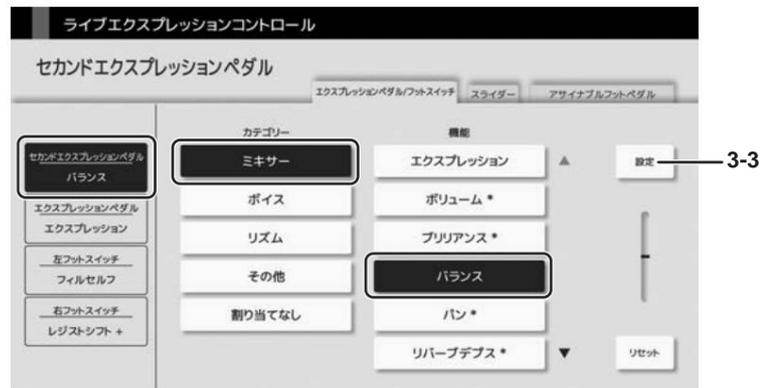
3 Change the setting of the second expression pedal and assign it the function of adjusting the volume balance between parts. It is.

3-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to display the Live Expression Control screen.

You can.



3-2 In the [Expression Pedal/Foot Switch] tab, select [Second Expression Pedal] y [Mixer] y [Balance] in that order.



3-3 Press [Settings] to display the balance settings screen.

3-4 Set "Upper Keyboard 1" to A, "Lead 2" and "Lower Keyboard 2" to B, then press [Close].

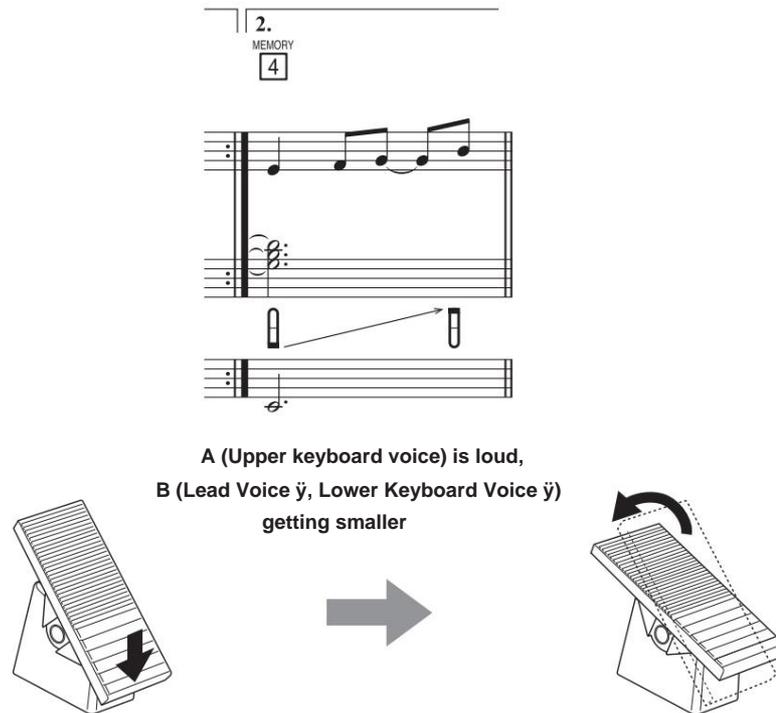
The volume of the parts set to A and B changes as follows: • A: Pressing the pedal all the way up increases the volume, and pressing it down decreases the volume. • B: Pressing the pedal all the way down decreases the volume, and pressing it down increases the volume.



While playing keys **3-5** , press the second expression pedal to hear the change in volume.

Starting with the second expression pedal pressed down, gradually push it inwards.

The Upper Manual Voice 1 (S-Celtic Flute 1) set to A gets louder, and the Lead Voice 2 (Horn) set to B gets louder. Section 6) and lower manual voice 2 (choir tutti) become quieter.



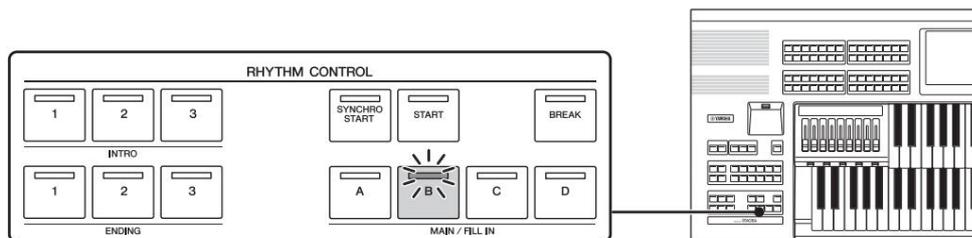
**NOTE:**

Press the [Live Expression Control] tab at the bottom of the Voice Display to visualize the movement of the second expression pedal. You can check it (page 32).

**4 Press the RHYTHM CONTROL MAIN/FILL IN [B] button to make the button's lamp flash.**

By making the MAIN/FILL IN [B] button lamp flash, you can recall the registration.

Fill-in B will sound when you play it.

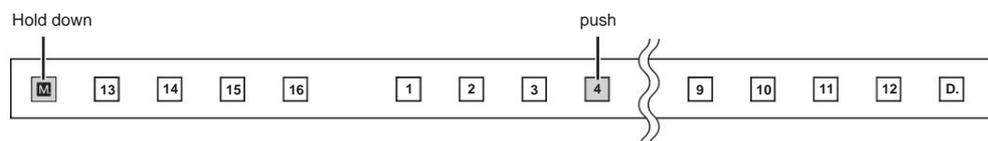


**NOTE**

Each time you press the MAIN/FILL IN button, the lamp will alternate between lit and flashing.

**5 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [4].**

**Press .**



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

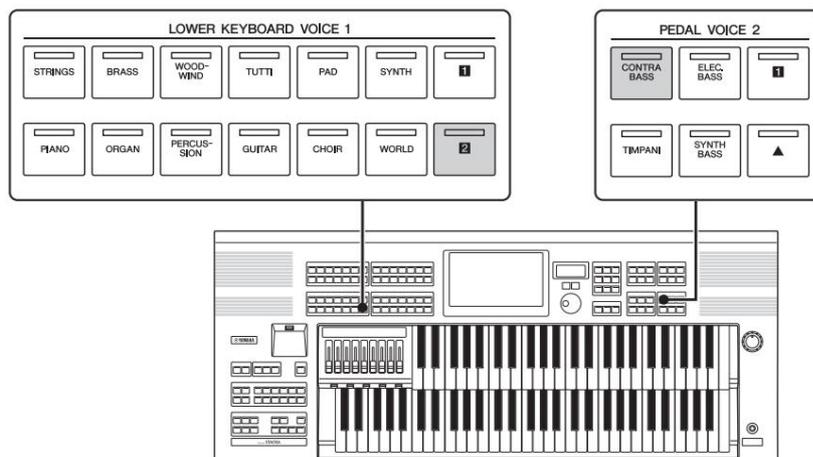
Now that MEMORY **4** is ready, proceed to the next step to prepare MEMORY **5** .

## 4. MEMORY 5

MEMORY 5 is the setting used in Section B of the score. It is based on MEMORY 4. Press the Registration Memory Number button [4] to light up the lamp.

1 Press the [2] button for LOWER KEYBOARD VOICE 1 and the [CONTRABASS] button for PEDAL VOICE 2.

Masu.



Lower Keyboard Voice 1 is set to "Distortion Guitar 10" and Pedal Voice 2 is set to "Contrabass 2".

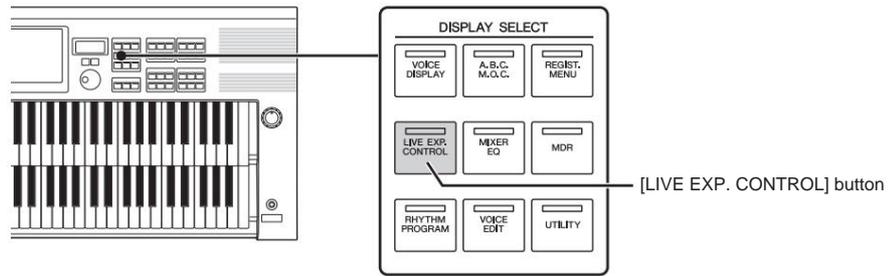
2 In the Voice Display, set each Voice section on/off as shown below.



### 3 Change the setting of the left footswitch and assign it the function of adding ornaments (Articulation 2).

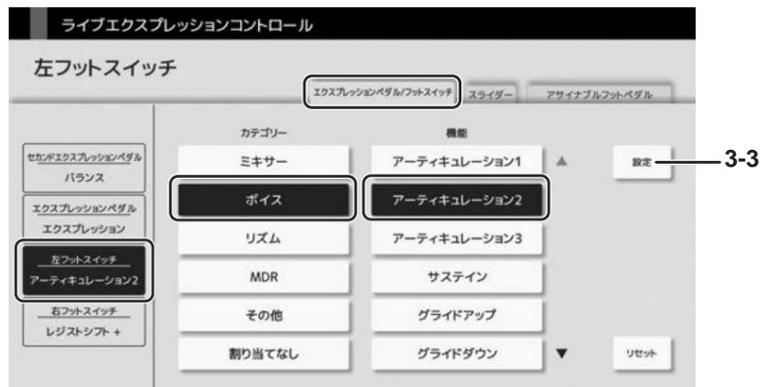
3-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to display the Live Expression Control screen.

You can.



3-2 In the [Expression Pedal/Foot Switch] tab, select [Left Foot Switch] ÷ [Voice] ÷ [Articulation 2]

Select in order.



3-3 Press [Settings] to display the Part On/Off setting screen.

3-4 Check only "Upper Keyboard 1" and press [Close].



While playing keys **3-5** , press the left foot switch to hear the change in sound.

Press the left foot switch just before the note is played. Pressing it at the right time will produce ornamental notes that are characteristic of the Celtic flute.

viregar.

MEMORY **5**  
C m<sup>on</sup>E<sup>b</sup>

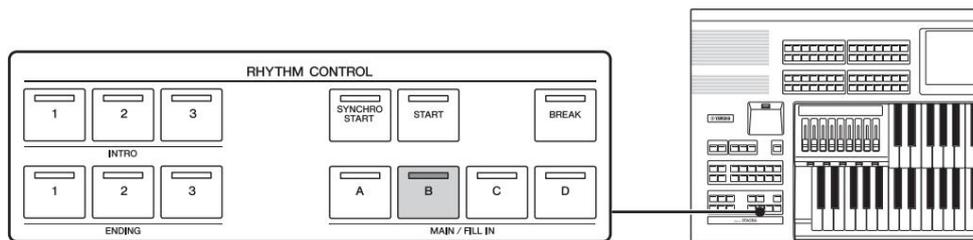
Left Footswitch

**NOTE**

Press the Live Expression Control tab at the bottom of the Voice Display to visually confirm the left footswitch action (page 32).

**4 Press the RHYTHM CONTROL MAIN/FILL IN [B] button to turn on the button's indicator.**

Main B is set as the rhythm pattern.

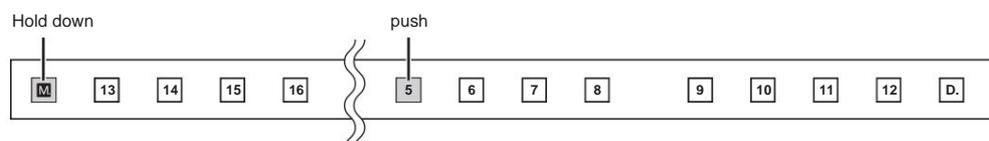


**NOTE**

Each time you press the MAIN/FILL IN button, the lamp will alternate between lit and flashing.

**5 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [5].**

**Press .**



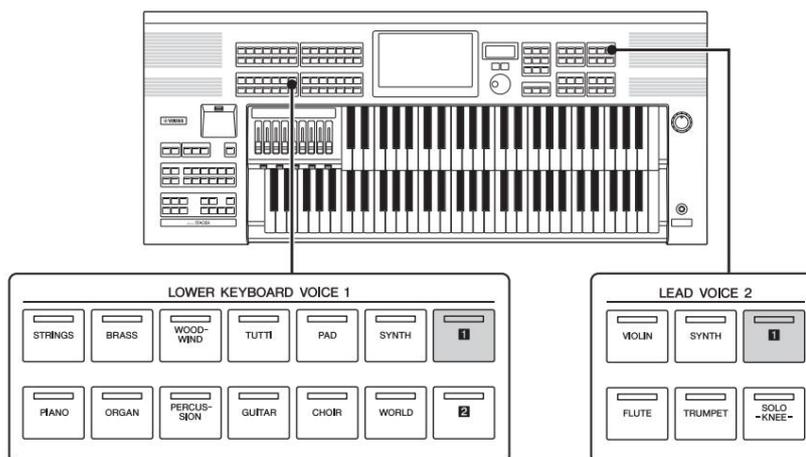
The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now that MEMORY **5** is ready, proceed to the next step to prepare MEMORY **6** .

## 5. MEMORY 6

MEMORY 6 is the setting used from measure 9 of Section B in the score. It is based on MEMORY 5. Press the Registration Memory Number button [5] to light up the lamp.

1 Press the LOWER KEYBOARD VOICE 1 [1] button and the LEAD VOICE 2 [1] button.



Lower keyboard voice 1 is set to "Horn section 6" and lead voice 2 is set to "Distortion guitar 13".

2 In the Voice Display, set each Voice section on/off as shown below.

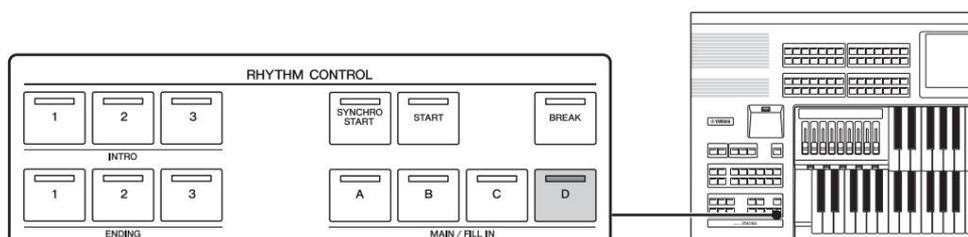


3 Press the RHYTHM CONTROL MAIN/FILL IN [D] button twice to turn on the indicator.

Main D is set as the rhythm pattern.

For the ELS-03X, ELS-03XR, and ELS-03XF, please set "Poly Aftertouch" on page 55 before proceeding to the next step.

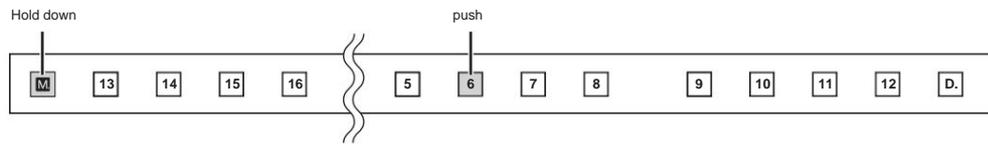
Let's come.



### NOTE

Each time you press the MAIN/FILL IN button, the indicator will alternate between lit and flashing.

4 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [6]. Press .



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now that MEMORY 6 is ready, proceed to the next step to prepare MEMORY 7 .

#

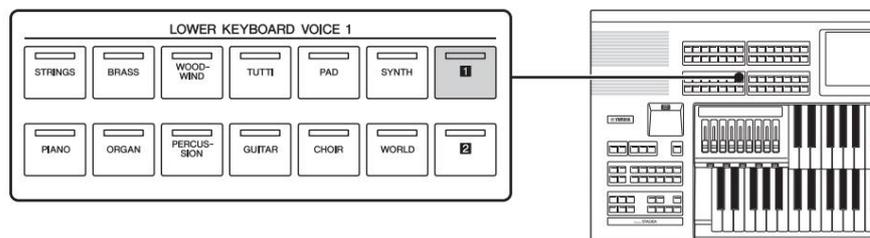
## Poly Aftertouch (ELS-03X/ELS-03XR/ELS-03XF)

Aftertouch is a function that controls the volume and tone quality by applying further pressure after pressing the key. The ELS-03X, ELS-03XR, and ELS-03XF also feature a "Poly Aftertouch" function, which controls the volume and tone quality for each individual key on the keyboard.

You can apply aftertouch to each voice individually. Here, we will apply aftertouch to Lower Voice 1 (Horn Section 6) and Lower Voice 2 (Quadruple). Set poly aftertouch to lattutti to emphasize the phrases you want to hear. Set this before registering MEMORY 6 .



1 Press the LOWER KEYBOARD VOICE 1 [1] button twice to select Lower Keyboard Voice 1 (Horn Section 6). The Voice Condition screen will be displayed.

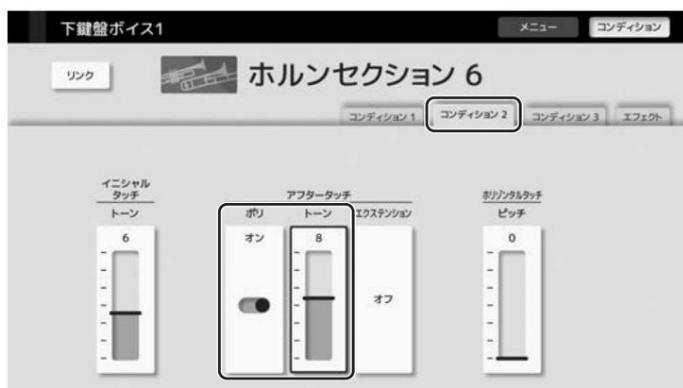


### NOTE

Each time you press the Voice button, the Voice Condition screen and the Voice Menu screen will switch. You can also press the [Menu] or [Control] button at the top right of the screen. You can also switch between them by pressing [Option].

## 2 In the [Condition 2] tab, set the aftertouch.

- **Poly:** When this is on, aftertouch can be applied to each key individually. When this is off, aftertouch is applied to the entire keyboard. For now, let's set this to "on."
- **Tone:** This controls the volume and timbre of the sound after the key is released, depending on how hard you press the key. The harder you press the key, the louder the volume and the brighter the timbre will be. Setting the level to 0 means no aftertouch will be applied, and raising the level will increase the change in tone depending on your touch. Let's set it to "8" for now.



## 3 Press the LOWER KEYBOARD VOICE 2 [CHOIR] button twice to select the Lower Keyboard Voice 2 (Choir).

The **Aftertouch settings** for the Lower Voice 1 are the same as for the Lower Voice 2.

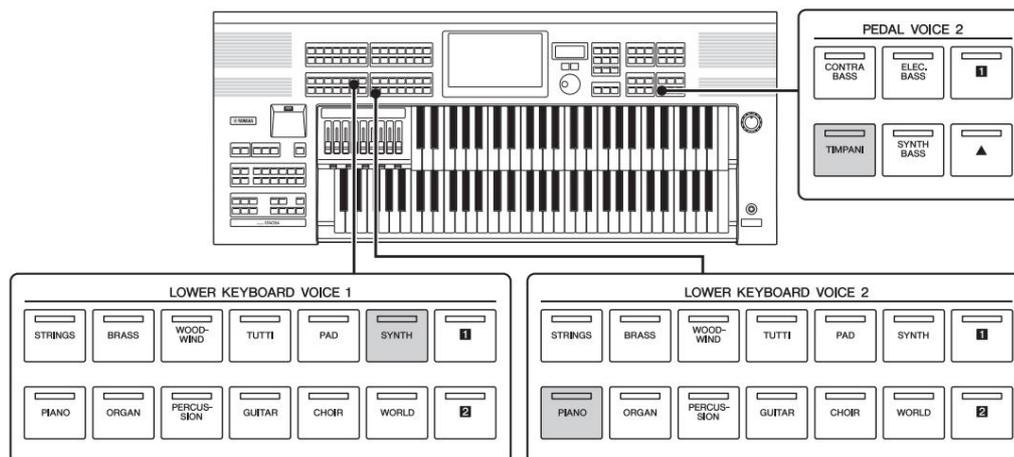
## 4 Play the keyboard to check the effect of Poly Aftertouch. Once you've finished, see page 55.

Return to step 4 and register it in MEMORY 6. In this song, to emphasize the phrase in the lower keyboard (left hand), press the keys connected by thick lines in the score firmly.

## 6. MEMORY 7

MEMORY 7 is the setting used from measure 15 of Section B in the score. It is based on MEMORY 6. Press the Registration Memory Number button [6] to light up the lamp.

- 1 Press the [SYNTH] button for LOWER KEYBOARD VOICE 1, the [PIANO] button for LOWER KEYBOARD VOICE 2, and Press the [TIMPANI] button on each PEDAL VOICE 2.



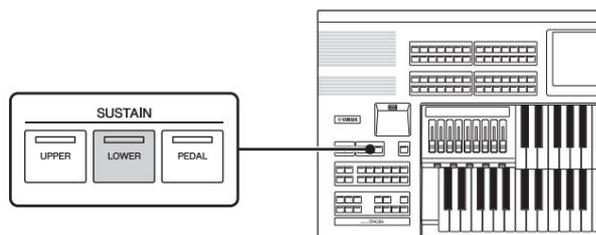
Lower Keyboard Voice 1 is set to "Synth Bell 9," Lower Keyboard Voice 2 is set to "S-Octave Piano 1," and Pedal Voice 2 is set to "S-Timpani Roll."

- 2 In the Voice Display, set each Voice section on/off as shown below.



- 3 Press the SUSTAIN [LOWER] button so that its lamp lights up.

In addition to the PEDAL (Pedalboard) which is already on, we will also apply sustain to the Lower Manual. Sustain is a function that adds a lingering ringing to notes played on the keyboard. Pressing the SUSTAIN button turns on sustain for that key and displays the Sustain Length screen. On the Sustain Length screen, you can set the sustain length for each voice section, but for now we will leave the default length as it is fine, so we will not change the setting.

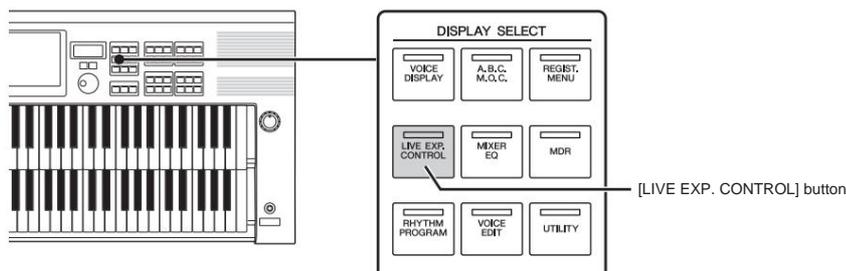


#### 4 Change the Right Footswitch setting to assign it the Sustain function.

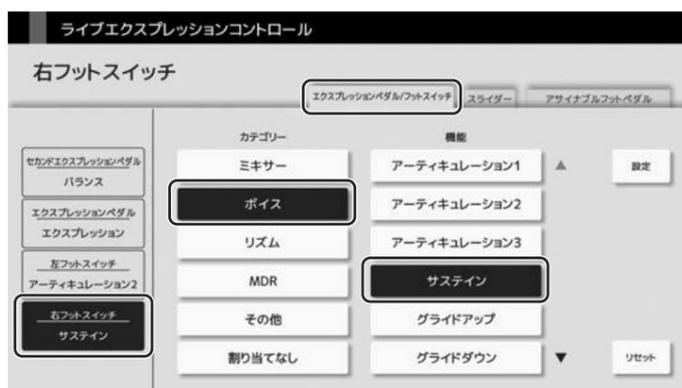
Sustain can also be controlled using the knee lever, but for now, let's assign the Sustain function to the Right Footswitch. The Sustain effect will be applied to notes played on the Lower Manual and Pedalboard whose SUSTAIN button indicators are on while the Right Footswitch is pressed.

4-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to display the Live Expression Control screen.

You can.



4-2 In the [Expression Pedal/Foot Switch] tab of the Live Expression Control screen, select [Right Foot Switch] y [Voice] y [Sustain] in that order.

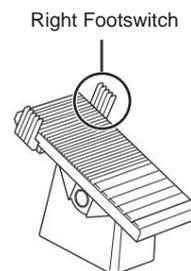


**NOTE:**

Pressing [SET] will display the sustain setting screen, where you can set the sustain length. In this example, we will leave the default length as is, so we will not change the setting.

While playing the 4-3 keys, press the right foot switch to check the sustain operation.

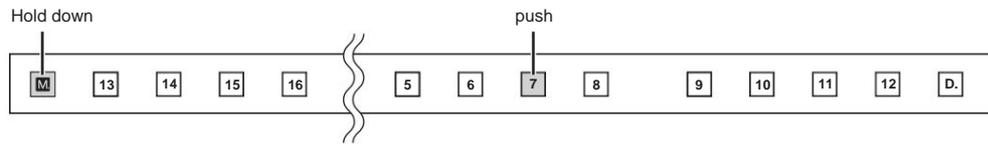
[ ] Press and hold for 1 second. Press again once.



**NOTE**

You can visually confirm the movement of the Right Footswitch by pressing the [Live Expression Control] tab at the bottom of the Voice Display (page 32).

5 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [7].  
Press .



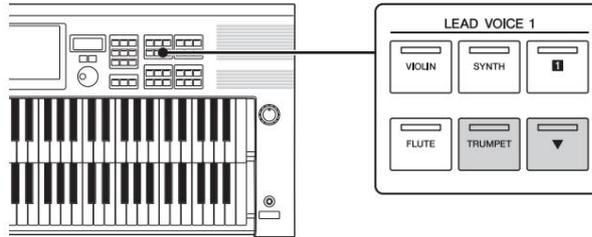
The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now that MEMORY 7 is ready, proceed to the next step to prepare MEMORY 8 .

## 7. MEMORY 8

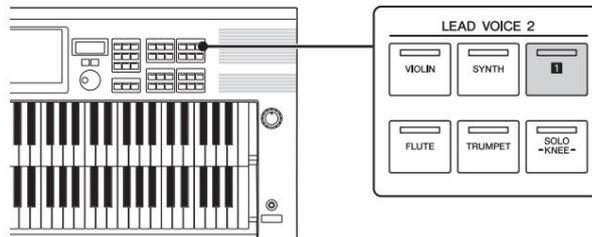
MEMORY 8 is the setting used for Section C in the score. It is based on MEMORY 4. Press the Registration Memory number button [4] to light up the lamp.

1 Press the [TRUMPET] button for LEAD VOICE 1. Then press the [ÿ] (KEYBOARD ASSIGN) button.



"Trumpet 14" has been assigned to Lead Voice 1. By pressing the [ÿ] (Keyboard Assign) button, Lead Voice 1 is now set to play on the Lower Keyboard. "ÿLK" appears next to Lead Voice 1 on the Voice Display.

2 Press the LEAD VOICE 2 [1] button.



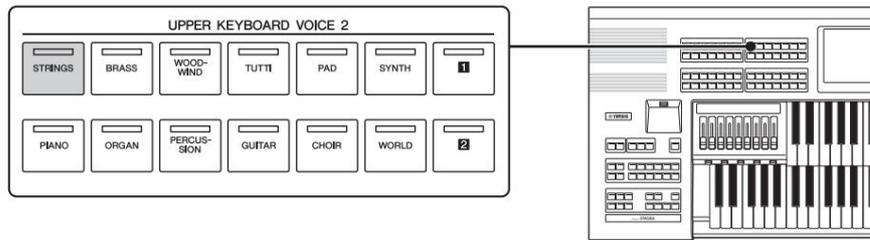
"Distortion Guitar 13" has been set for Lead Voice 2.

3 In the Voice Display, set each Voice section on/off as shown below.



#### 4 Change the Feet setting for Upper Keyboard Voice 2 to add color to the melody line.

4-1 Press the UPPER KEYBOARD VOICE 2 [STRINGS] button twice to display the Voice Condition screen for Upper Keyboard Voice 2 (Octave Strings 4).



**NOTE:**

Each time you press the VOICE button, the Voice Condition screen will switch between the Voice Menu screen and the Voice Condition screen. You can also switch between the Voice Condition and Voice Menu screens by pressing [Menu] or [Condition] in the top right corner of the screen.

4-2 In the [Condition 1] tab, set "Feet" to 4'. Upper keyboard Voice 2 will be raised one octave.



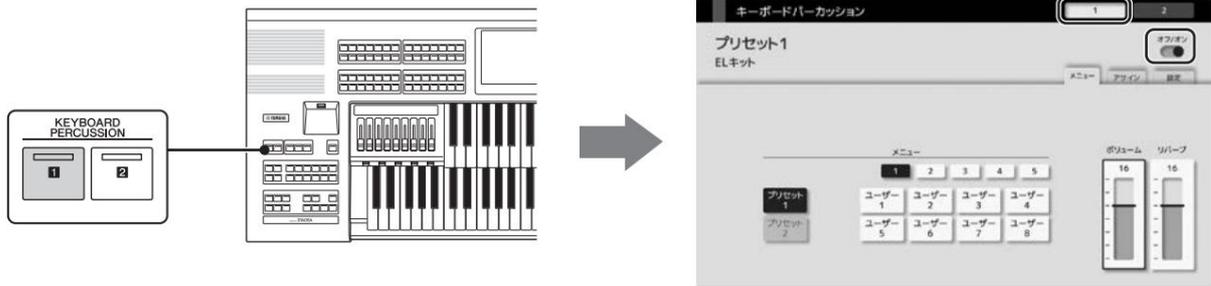
#### 5 Set up the keyboard percussion.

Keyboard Percussion is a function that allows you to assign drums, Latin percussion, and other percussion sounds to individual keys, allowing you to play percussion sounds in real time. Here, we will set up a sound effect to play on the last beat of the score (the note circled in the diagram below).

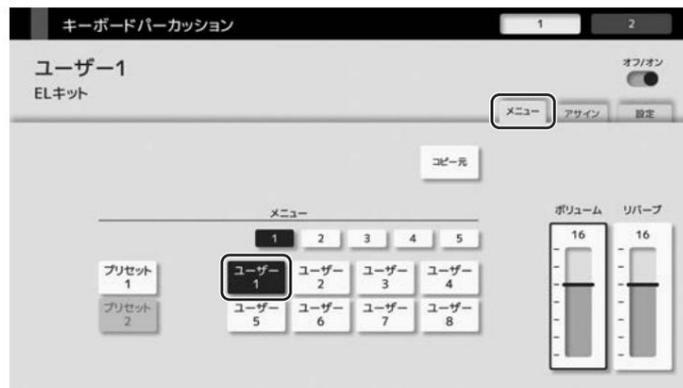


5-1 Press the KEYBOARD PERCUSSION [1] button to display the Keyboard Percussion [1] screen.

The KEYBOARD PERCUSSION button on/off and the on/off at the top right of the screen are linked. Since we will be playing keyboard percussion this time, leave it on.



5-2 On the [Menu] tab, select [User 1].



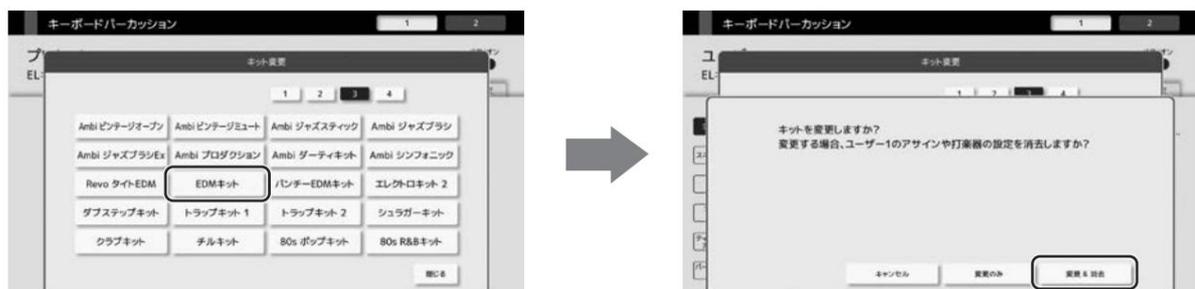
5-3 On the [Assign] tab, click [Change Kit].

The kit change screen will be displayed.



5-4 Select [EDM Kit] on the third page, and when the confirmation screen appears, press [Change & Delete].

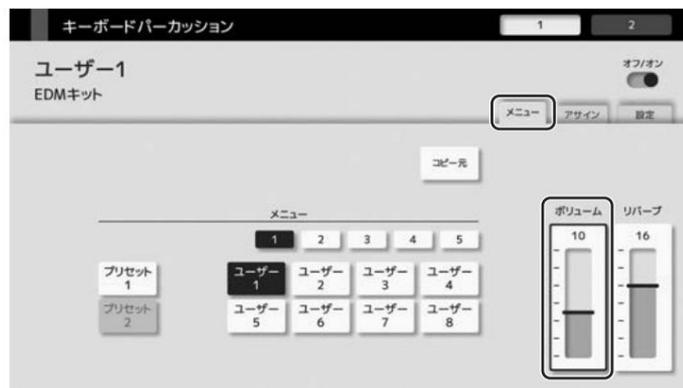
This registration erases the settings pre-registered for User 1 and sets up the [EDM Kit].



**5-5** Select [PERCUSSION 2] from the left side of the screen, and while holding down [IMPACT LOW EDM], press the D4 key (below the REGISTRATION NUMBER button [9]) on the lower keyboard. The "IMPACT LOW EDM" sound is now assigned to the D4 key. You can check the assigned key and voice name on the screen.



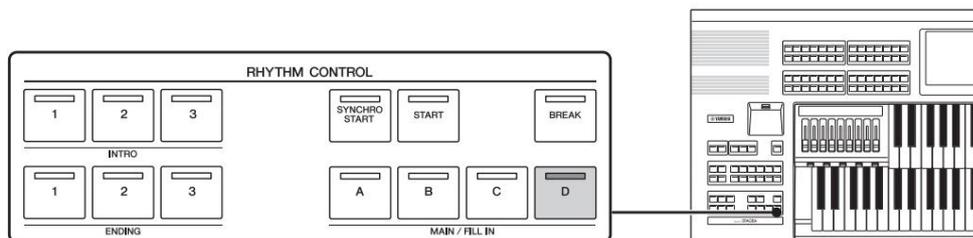
**5-6** Adjust the volume on the [Menu] tab. This time, lower the "Volume" to 10.



**5-7** Play the last two measures while looking at the sheet music, and accent the note marked "rh" (D) with your right thumb. You should hear the sound effect.

**6 Press the RHYTHM CONTROL MAIN/FILL IN [D] button twice to turn on the indicator.**

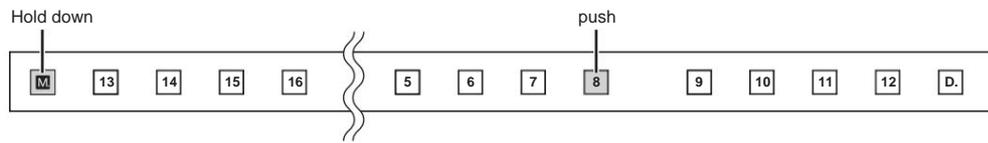
Main D is set as the rhythm pattern.



**NOTE**

Each time you press the MAIN/FILL IN button, the indicator will alternate between lit and flashing.

7 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [8].  
Press .



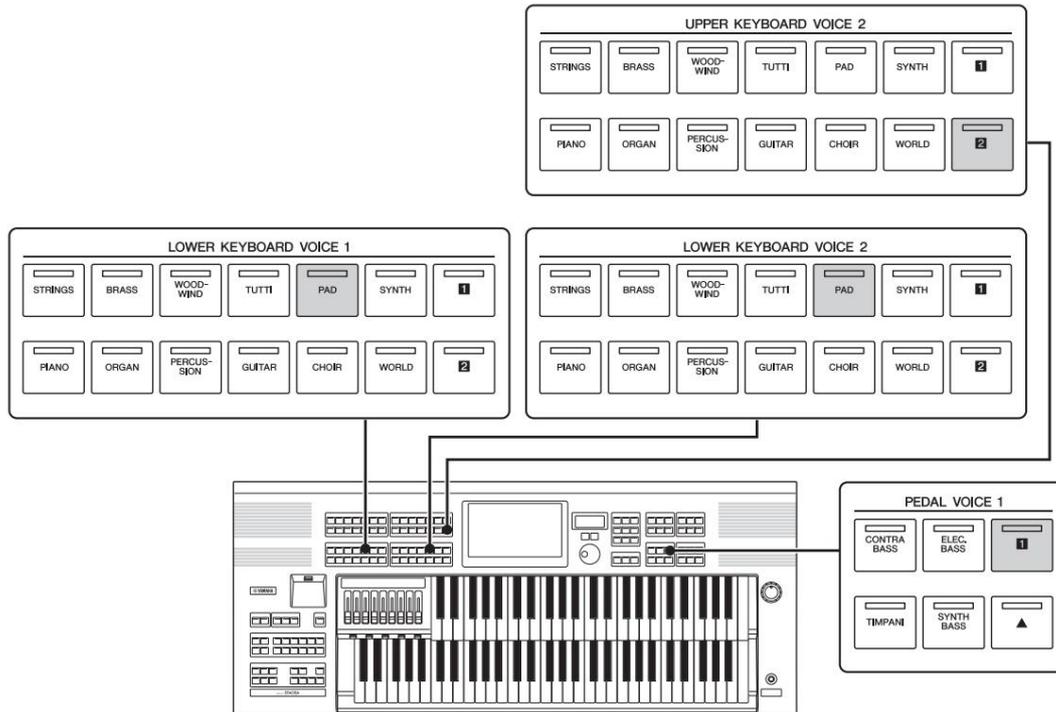
The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now that MEMORY 8 is ready, proceed to the next step to prepare MEMORY 1 .

## 8. MEMORY 1

MEMORY 1 is the setting used for the first four measures of the score. It is created based on MEMORY 2. Press the Registration Memory Number button [2] so that the lamp lights up.

- 1 Press the [2] button on the UPPER KEYBOARD VOICE 2, the [PAD] button on the LOWER KEYBOARD VOICE 1, the [PAD] button on the LOWER KEYBOARD VOICE 2, and the [1] button on the PEDAL VOICE 1.



Upper Keyboard Voice 2 is set to "Bright Pad 7," Lower Keyboard Voice 1 to "Box Pad 10," Lower Keyboard Voice 2 to "Sweep Flanger 1," and Pedal Voice 1 to "Bright Pad 2."

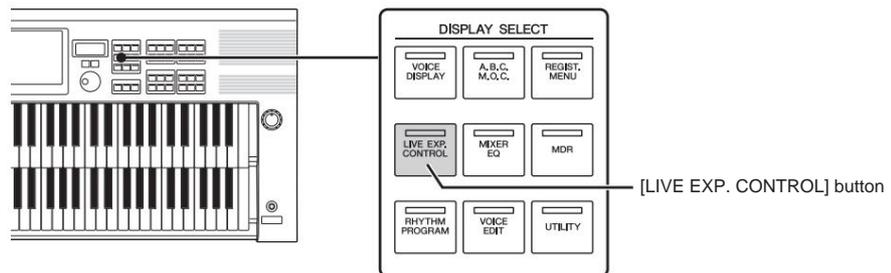
- 2 In the Voice Display, set each Voice section on/off as shown below.



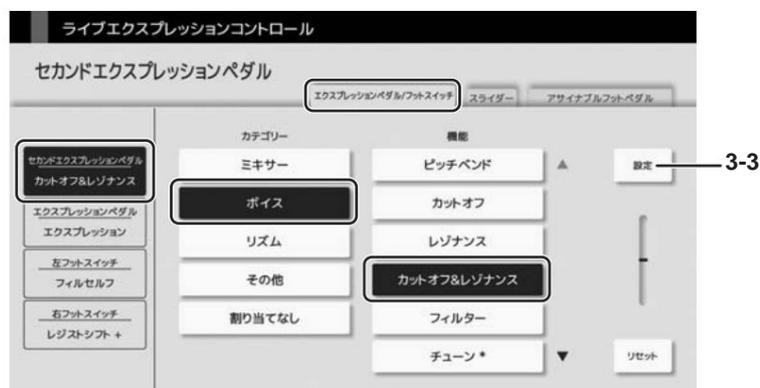
3. The "Cutoff & Resonance" function allows you to change the sound by changing the setting of the second expression pedal.  
**Assign a function.**

3-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to display the Live Expression Control screen.

You can.



3-2 In the [Expression Pedal/Foot Switch] tab, select [Second Expression Pedal] › [Voice] › [Cut Off & Resonance].



3-3 Press [Settings] to display the Part On/Off setting screen.

3-4 Check "Upper Keyboard 2", "Lower Keyboard 1", "Lower Keyboard 2", "Pedal 1", and "Pedal 2" and click [Close].  
 Press.



While playing the four keys, press the second expression pedal to hear how the sound changes.

4-1 Push the expression pedal all the way down to set it to f (forte).

4-2 Push the second expression pedal towards you.

4-3 Gradually push the second expression pedal all the way down and listen to the change in sound. The sound of the parts specified in steps 3-4 (Upper 2, Lower 1/2, Pedal 1/2) will gradually change.

**NOTE**

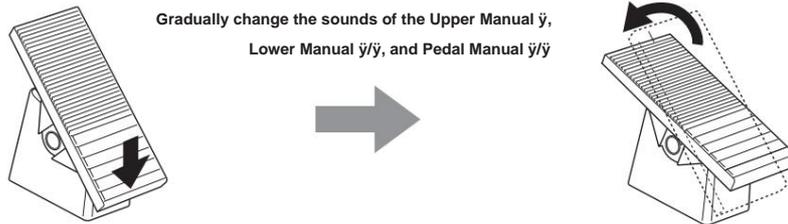
You can visually check the movement of the second expression pedal by pressing the [Live Expression Control] tab at the bottom of the Voice Display (page 32).

MEMORY  
1  
♩ = 134  
Intro.

D sus4<sup>on</sup>E

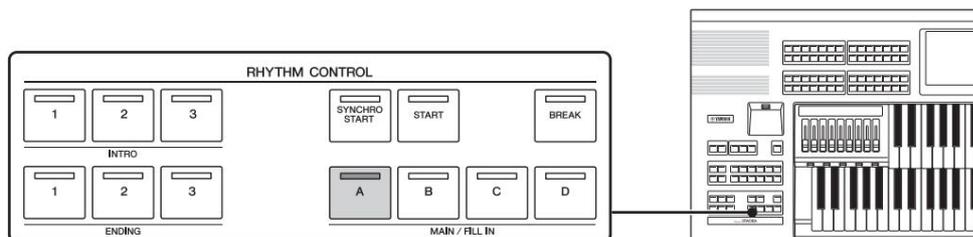
f 2nd Exp.

SEQ. ①②③, SYNCHRO START



5 Press the RHYTHM CONTROL MAIN/FILL IN [A] button twice to turn on the button's indicator.

Main A is set as the rhythm pattern.



**NOTE**

Each time you press the MAIN/FILL IN button, the indicator will alternate between lit and flashing.

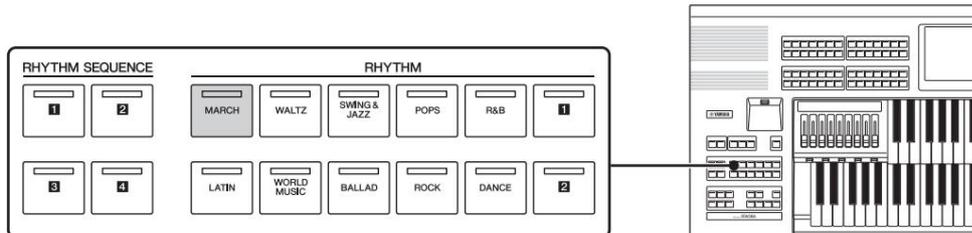
Set the "add drum" part of the 6- rhythm so that it does not sound.

The registration "Soundtrack" we will use this time has a rhythm called "Blockbuster 2." The rhythm pattern has two parts: "Main Drum" and "Add Drum." We want to use only the main drum in the intro. This prevents the add drum from sounding.

**NOTE**

For more information about rhythm parts, see the "Details" section.

6-1 Press the RHYTHM [MARCH] button to display the rhythm menu screen.



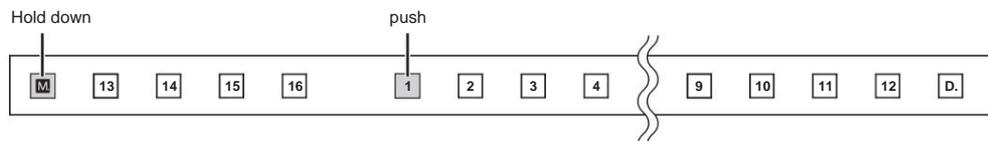
6-2 Turn off [Add Drum] at the bottom of the screen.



**NOTE**

If [Condition] is selected in the upper right corner of the screen, press [Menu]. Alternatively, press the RHYTHM [MARCH] button again. Sai.

7 While holding down the [M.] (Memory) button on the left side of the Registration Memory buttons, press the Number button [1] Press .



The number buttons will flash while registration is in progress and will stop flashing once registration is complete.

Now MEMORY 1 is ready. All the registrations necessary to play sheet music "Dance of the Poltergeists" are in place. Proceed to the next step and save the data to a USB flash drive.

## 9. Save MEMORY 1 to 8 to a USB flash drive

The registrations you have saved to the Registration Memory buttons can be saved as a "Song" to a USB flash drive using the Music Data Recorder (MDR) function. The procedure is the same as when saving registrations in Chapter 1. See page 40. Let's name the song "Dance of the Poltergeists."



#

## 10. Play the Poltergeist Dance (music score #) using MEMORY 1 to 8

Try playing using the Registration Memory you have prepared. At the points marked MEMORY 1 through 8 on the score, press the Registration Memory number buttons manually to hear the tones and effects.

### 1 Press the Registration Memory Number button [1] to recall the settings you want to use first.

**NOTE:**

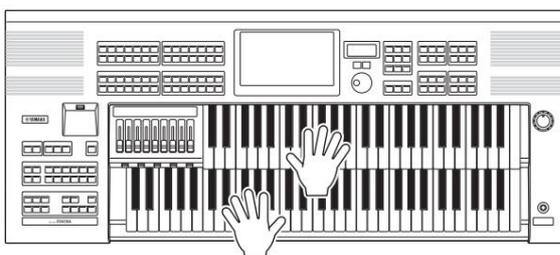
For instructions on how to recall registrations stored on a USB flash drive, see page 42.

### 2 Press the RHYTHM CONTROL [SYNCHRO START] button to turn on the indicator.

The Synchro Start function (which starts the rhythm as soon as you play the Lower Keyboard or Pedalboard) is turned on.

### 3 The rhythm will start playing as soon as you play the lower manual or the pedalboard.

Press the registration memory number button at the position indicated on the music score to switch registrations.



If you want to change the tempo while you're playing, turn on the [D.] (Disable) button located to the far right of the Registration Memory buttons, then use the TEMPO [y]/[y] buttons to adjust the tempo. When the [D.] (Disable) button is on, the tempo will not change when you switch Registrations. To return to the original settings, turn the [D.] (Disable) button off. When turned off, switching Registrations will switch to the tempo set for that Registration. For more information on the Disable function, see the "Advanced" chapter.

### 4 Once you have finished checking, press the RHYTHM CONTROL [START] button to stop rhythm playback.

You can also stop by pressing any of the ENDING [1] to [3] buttons.

In the next chapter, we'll explain how to use the Rhythm Sequence Program function to automatically switch rhythms and registrations, eliminating the need to press buttons manually, so you can concentrate on playing.

# Let's try using a rhythm sequence program # (Dance of the Poles)

This chapter explains how to automatically switch rhythms and registrations while playing, without pressing the Registration Memory button. First,

load the "Dance of the Poltergeists" registration that you saved to a USB flash drive in Chapter For instructions on how to load the registration, see page 42.

First, you program the rhythm data for an entire song by arranging the rhythm patterns one measure at a time in the order you want them called up (rhythm sequence function). Next, you set up the registrations to switch automatically in conjunction with the rhythm sequence (registration sequence function). These two functions together are called a rhythm sequence program. The following sheet music indicates where the rhythm patterns (Main A, Fill-in A, etc.) and registrations switch, as well as the range of each sequence (SEQ. ȳ to ȳ). Please check it out.

### Key points of this chapter

- Setting up automatic rhythm switching (Rhythm Sequence Program).....Page 72 • Setting up automatic registration switching (Registration Sequence Program).....Page 76 • Adding sequence data to registrations already saved on a USB flash memory.....Page 78

**Polovtsian Dances**  
ダツタン人の踊り

Composed by A. Borodin / Electone Arranged by John Longfield  
作曲 A. ボロディン / エレクトーン編曲 John Longfield

**ȳSEQ.ȳ**  
Intro

SEQ. 01(2)(3) SYNCHRO START

**Main A** **Fill-in A**

**ȳSEQ.ȳ (DStime)**

**Main C**

**Fill-in C Fill-in B**

**ȳSEQ.ȳ**

**Main B**

**Fill-in B**

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Published 12/2025 (REVISED)  
2025年12月発行 **[VHU5640]**

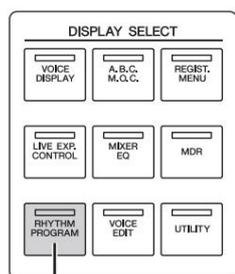
## 1. Program a rhythm sequence

With a rhythm sequence, you program the rhythm data for an entire song by arranging the rhythm patterns one measure at a time in the order in which they will be called up.

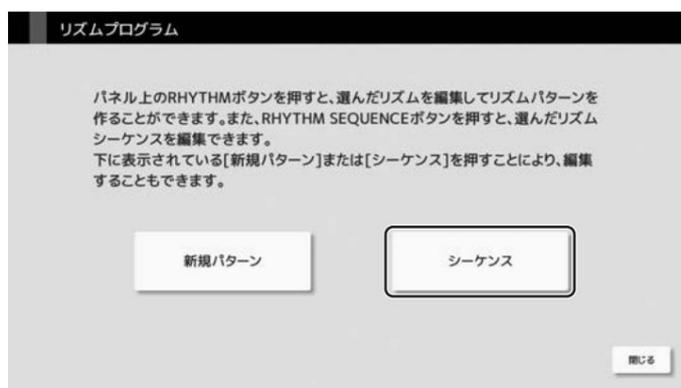
1 Press the DISPLAY SELECT [RHYTHM PROGRAM] button to display the rhythm program screen, then press the [Sequence

The rhythm

sequence program screen will be displayed.



[RHYTHM PROGRAM] button



2 Make sure that [Rhythm] is selected in the upper right corner of the screen, then select the sequence number on the left side of the screen .

This time, make sure that [Sequence 1] is selected. The rhythm is the same as the one saved in Chapter (page 69) "Dattan "Blockbuster 2," which is set as the registration for "Dance of the Night King," is selected.



3 While checking the sheet music, program the rhythm sequence for Sequence 1 (SEQ.ÿ).

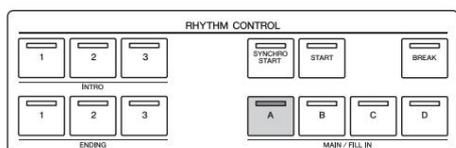
Set which rhythm pattern to use in each measure, and program the order in which the rhythm patterns will be called up for the entire song. Specify the rhythm pattern for measure 20. Check the rhythm pattern displayed on the screen as you go.



**Sequence 1 (SEQ.ÿ)**

measure	1-3	4	5 to 11	12	13 to 19	20
pattern	Blockbuster 2					
	Main A Fill-in A	Main C Fill-in C	Main C Fill-in B			

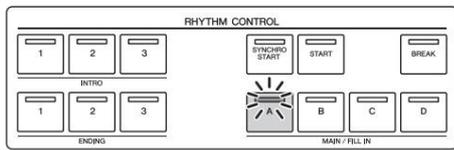
3-1 Press the MAIN/FILL IN [A] button on the RHYTHM CONTROL once or twice to light up the indicator, then select [Insert] at the bottom of the screen. Press this three times. Main A will be input in measures 1 through 3.



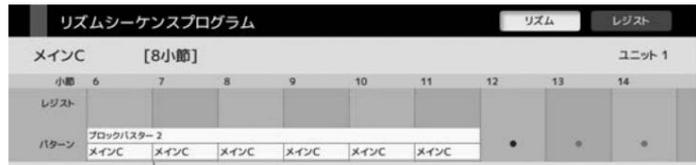
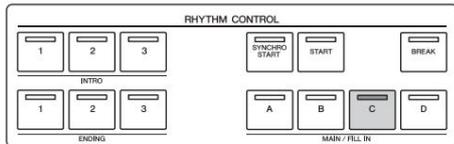
**NOTE**

- Each time you press the MAIN/FILL IN button, the lamp will alternate between lit and flashing.
- If you make a mistake when entering data, press the [ÿ]/[ÿ] buttons at the bottom of the screen to select the measure you want to correct, select the correct pattern, and then press [SET]. The original data will be replaced with the new data. To delete unwanted data, select the measure you want to delete and press [Delete]. Please see the "Details" section for more information.

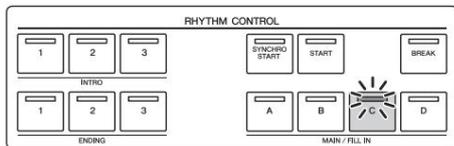
**3-2** Press the MAIN/FILL IN [A] button to make the lamp flash, and press [INSERT] at the bottom of the screen once. Fill-in A will appear in the fourth measure.  
will be entered.



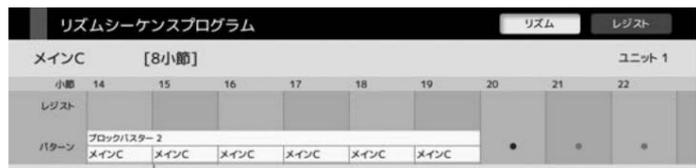
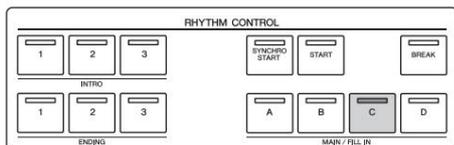
**3-3** Press the MAIN/FILL IN [C] button twice to light up the indicator, then press [INSERT] at the bottom of the screen seven times.  
The C code is entered.



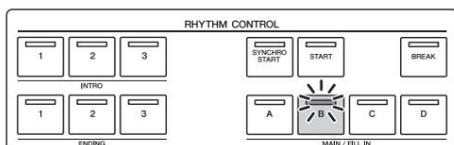
**3-4** Press the MAIN/FILL IN [C] button to make its lamp flash, then press [INSERT] at the bottom of the screen once.  
C is entered.



**3-5** Press the MAIN/FILL IN [C] button to light the lamp, and press [INSERT] at the bottom of the screen seven times.  
C is entered.



**3-6** Press the MAIN/FILL IN [B] button to make the lamp flash, and press [INSERT] at the bottom of the screen once.  
B is entered.



**4 Program rhythm sequences for Sequence 2 (SEQ.ÿ) and Sequence 3 (SEQ.ÿ) in the same way.**

Select [Sequence 2] or [Sequence 3] on the left side of the screen, then set each as follows.

For main, the MAIN/FILL IN button lamp lights up, for fill-in, the MAIN/FILL IN button lamp flashes, and for break, press [BREAK].

To insert a pattern, turn on the button's lamp. Check the pattern (Main B, Fill-in B, etc.) displayed in the upper left corner of the screen, then Press Insert.

**Sequence 2 (SEQ.ÿ)**

measure	1 to 7	8	9 to 16	17	18
pattern	Blockbuster 2				
	Main B Fill-in	B Main D Fill-in D	Break		



**Sequence 3 (SEQ.ÿ)**

measure	1 to 7	8	9 to 15	16	17 to 24	
pattern	Blockbuster 2					
	Main C Fill-in	C Main D Fill-in D	Main D Fill-in D			



Now the rhythm sequence is ready. Proceed to the next step to set up the registration sequence. Sho.



## 2. Program the registration sequence

A registration sequence programs which registrations to call and when.

Add a registration sequence to the rhythm sequence you created in the previous step.

The sequences are stored in Sequences 1-3 along with the rhythm sequence.

1 Press [Register] in the top right corner of the screen to switch screens, and select the sequence number on the left side of the screen.

This time, select [Sequence 1].



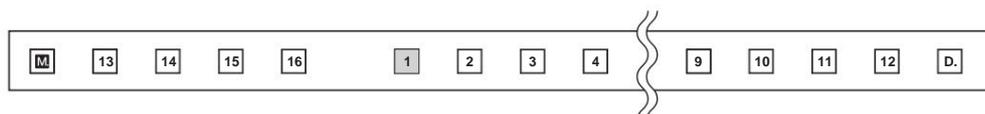
2 While checking the sheet music, program the registration sequence for Sequence 1 (SEQ.ÿ).

Specifies which registration to call and at what timing (measure/beat/clock).

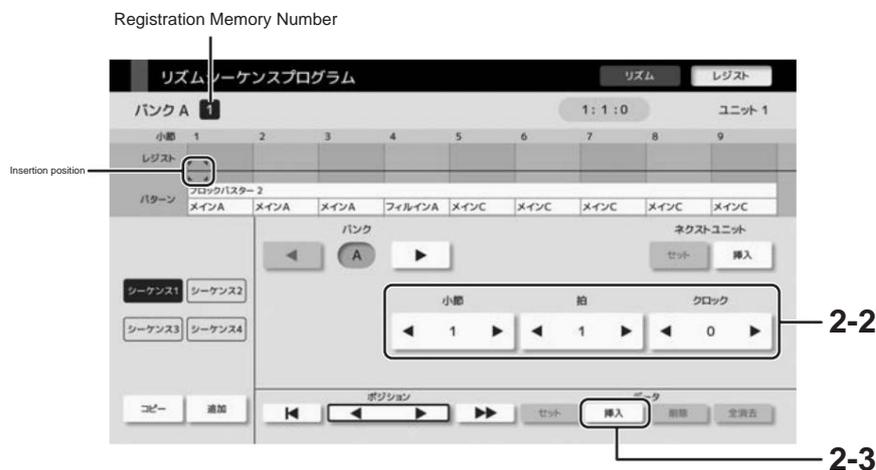
### NOTE

A clock is a unit that divides one beat into 96 parts.

2-1 Press the Registration Memory number button [1] to light up the lamp.



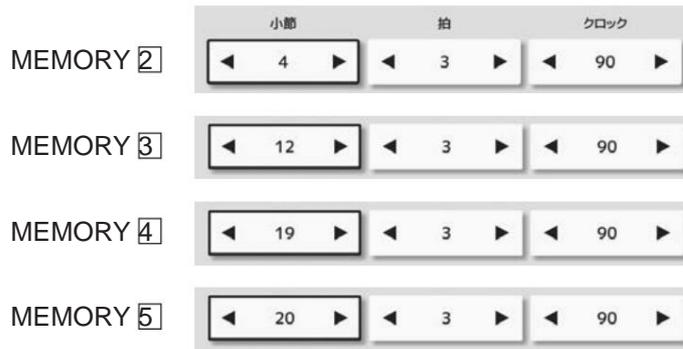
2-2 Use the [ÿ]/[ÿ] buttons for "Measure," "Beat," and "Clock" to set the timing. In MEMORY 1, [ ]measure = 1, check that beats = 1, clocks = 0.



2-3 Press [Insert] at the bottom of the screen, and MEMORY 1 will appear at the top of the screen.  
1 indicates that it will be called.



2-4 Similarly, for MEMORY 2 to MEMORY 5, follow steps 2-1 to 2-3 to switch the registrations as follows:  
Set the timing of the change (measure/beat/clock).

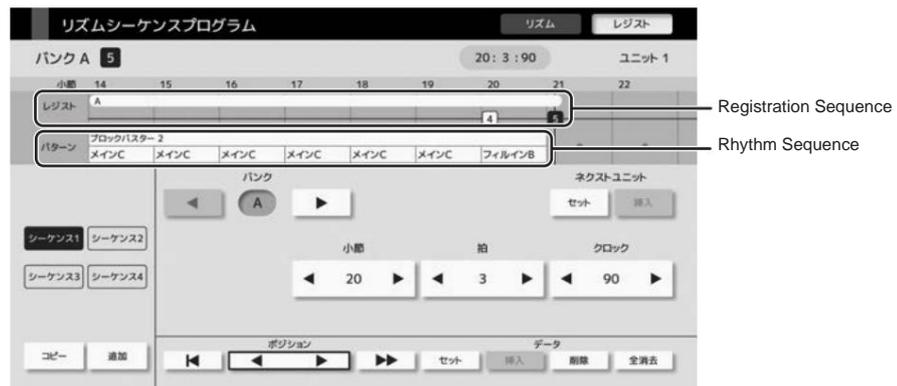


For example, in MEMORY 2, the registration changes in the fifth measure (5/0/0) on the score, but if you set it a little earlier (4/3/90), the registration will change more naturally.

**NOTE:**

One beat is 96 clocks. To set the clock to 90, it is more efficient to advance one measure and then reverse the clock (press [y]). For example, To set MEMORY 2 to "4/3/90", set it to "5/3/0" and then set the clock back to "90".

At the top of the screen, you can simultaneously check the rhythm sequence pattern and registration switching positions.



### 3. Similarly, program the registration sequences for Sequence 2 (SEQ.ÿ) and Sequence 3 (SEQ.ÿ) .

Select [Sequence 2] or [Sequence 3] on the left side of the screen and set each as follows .

#### • Sequence 2 (SEQ.ÿ)

	小節	拍	クロック
MEMORY 5	◀ 1 ▶	◀ 1 ▶	◀ 0 ▶
MEMORY 6	◀ 8 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY 7	◀ 14 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY 8	◀ 18 ▶	◀ 3 ▶	◀ 90 ▶

#### • Sequence 3 (SEQ.ÿ)

	小節	拍	クロック
MEMORY 3	◀ 1 ▶	◀ 1 ▶	◀ 0 ▶
MEMORY 8	◀ 8 ▶	◀ 3 ▶	◀ 90 ▶

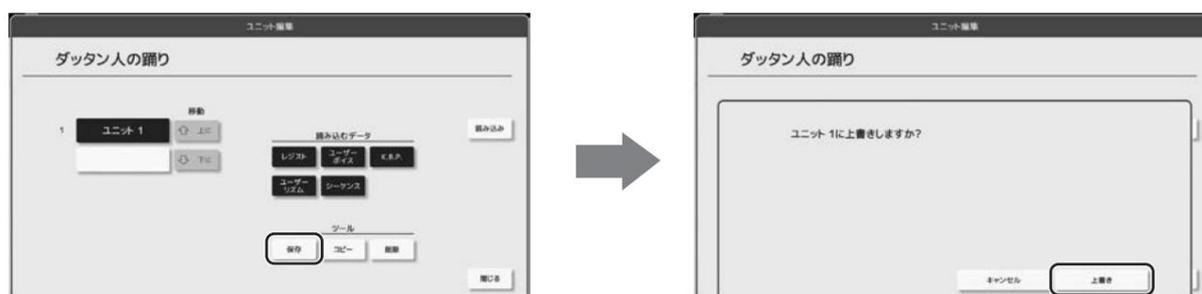
### 4 Press the DISPLAY SELECT [RHYTHM PROGRAM] button to exit the rhythm sequence program.

The sequence data you created will be saved to the Electone and the voice display will appear.

Now that SEQ.1 to 3 are ready, proceed to the next step and save the programmed data to a USB flash drive.

## 3. Add sequence data to the registrations saved on the USB flash memory. Let's add

Use the Music Data Recorder function to save the rhythm sequence and registration sequence data, along with the registrations, as a "Song" to a USB flash drive. Since you saved the registrations once in Chapter this time you will overwrite the saved data. Select the "Dutch Dance" that you have already saved as the destination for the data. When a message appears asking if you want to overwrite, select [Overwrite]. The remaining steps are the same as when you saved the registrations in Chapter See page 40.



## 4. Play the Poltergeist Dance (sheet music #) using the rhythm sequence

While looking at the sheet music, check the following operations before you start playing.

MEMORY 1 <input type="checkbox"/>	Cutoff & Resonance: Using a second expression pedal to change the sound Adding a smoky effect	Page 66 Step 3
MEMORY 4 <input type="checkbox"/>	Adjust the volume balance using the second expression pedal	Page 48 Step 3
MEMORY 5 <input type="checkbox"/>	Adds articulation effects by adding ornaments using the left footswitch	Page 52 Step 3
MEMORY 6 (ELS-03X/ELS-03XR/ELS-03XF) <input type="checkbox"/>	Adds Poly Aftertouch effect to the Lower Keyboard Voices. Page 55	
MEMORY 7 <input type="checkbox"/>	Add sustain effect using the right footswitch	Page 58 Step 4
MEMORY 8 <input type="checkbox"/>	Add a sound effect to the last beat	Page 61 Step 5

1 Press the Registration Memory number button [1].

MEMORY  
1 — Registration Memory  
 ♩ = 134  
**Intro.**

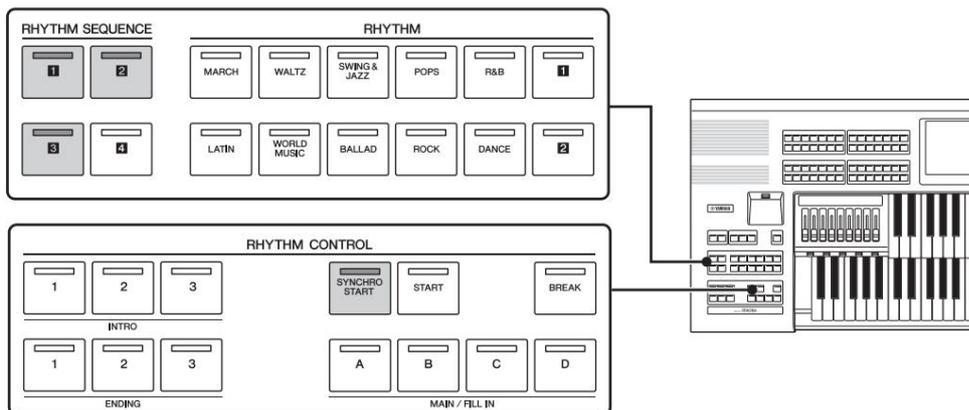
D sus4 <sup>on</sup>E

Expression pedal 3 — f 2nd Exp.

Sequence 2 — SEQ. ①②③, SYNCHRO START

2 Press the RHYTHM SEQUENCE [1], [2], and [3] buttons to turn them on, and then press the RHYTHM CONTROL [SYNCHRO START] button.

Sequences 1, 2, and 3 will wait until you play the Lower Manual or Pedalboard.

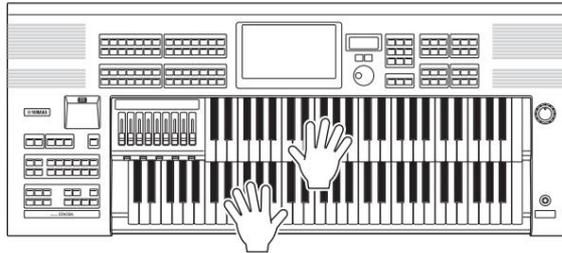


**3 Press the expression pedal all the way down to set it to *f* (forte).**

**4 Push the second expression pedal down towards you.**

As soon as you press any of the five **keys**, the **rhythm sequence will automatically start, starting from number 1.**

The registration will change automatically. Try playing along with the score.



In the next chapter, we'll try recording your performance.

# # Let's record the performance (Dutch dance)

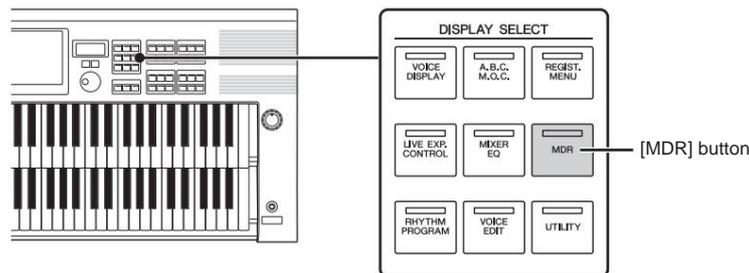
This chapter explains how to record a performance of "Dutch Dance" to a USB flash memory using the registration data set in Chapter 1. Using the Music Data Recorder (MDR) function, you will record a new "Song" by combining performance data and registration data. Before recording, recall the "Dutch Dance" registration saved in Chapter 1. For instructions on recalling the registration, see page 42.

## Key points of this chapter

- Recording your performance.....Page 81

### 1 Press the DISPLAY SELECT [MDR] button to display the Music Data Recorder screen.

If [Audio] is selected in the upper right corner of the screen, press [MIDI].



### 2 In the [Song] tab, select the song you want to record your performance to (in this case, a blank song).

This time, to explain how to record a new song, we will select a blank song with no data.

If you select a song, your performance will be overwritten in addition to the registration and sequence data set in Chapters 1 and 2.



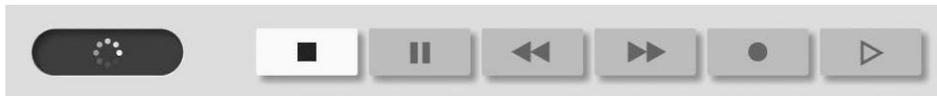
### 3 Press [•] (REC) to enter recording standby mode.

"Recording standby" will be displayed at the bottom left of the screen. If you want to stop recording, press [y] (Stop).



### 4 Press [y] (START).

The "Record Standby" display in the bottom left of the screen will change to a rotating circle, indicating that the registration data is being saved.



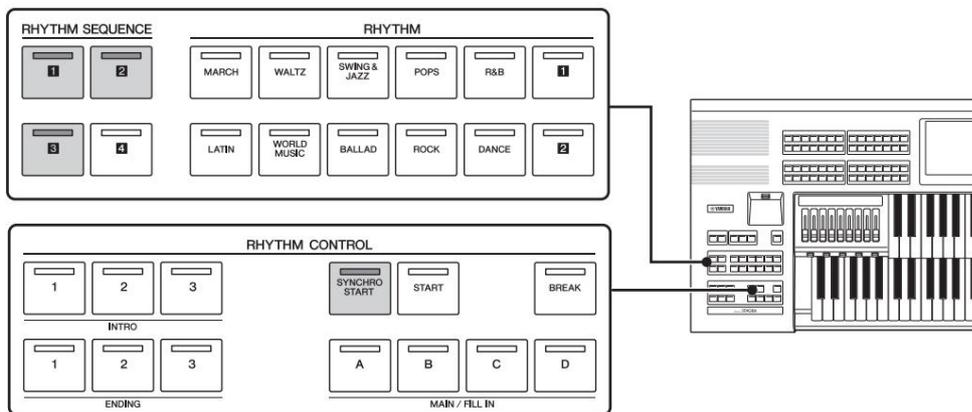
### 5 When the "Recording Standby" display changes to "00:00", recording will start.

From this point on, all operations and performances will be recorded until you stop recording in step 11.

### 6 Press the Registration Memory number button [1].

### 7 Press the RHYTHM SEQUENCE [1], [2], and [3] buttons to turn them on, and then press the RHYTHM CONTROL [SYNCHRO] button. Press the START button.

Sequences 1, 2, and 3 will wait until you play the Lower Manual or Pedalboard.



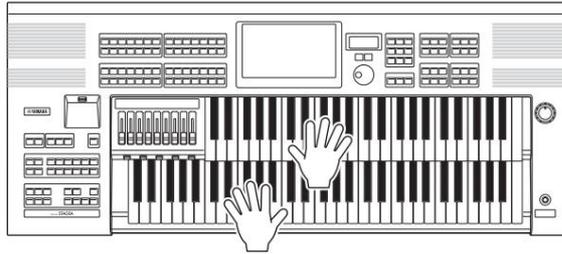
#### NOTE

Be sure to perform step 7 after pressing [y] (START) in step 4. • The sequence button press operation will be recorded. • If you press the [SYNCHRO START] button before pressing [y] (START), Synchro Start will be canceled and the rhythm will not start.

### 8 Press the expression pedal all the way down to set it to *f* (forte).

## 9 Push the second expression pedal down towards you.

As soon as you press any of the 10 keys, the rhythm sequence will automatically start, starting from number 1. The registration will change automatically. Try playing along with the score.



### NOTE If

you make a mistake during recording, you can press [R] (Record) to stop the recording and start again. Return to step 3 and record again. The performance data recorded before stopping will be erased and replaced with the new performance data. If you press [Y] (Stop) before starting the re-recording, the re-recording will be stopped and the previous performance will be recorded. The "Record Standby" display in the bottom left of the screen will change to a rotating circle, indicating that the registration data is being saved.

## 11 When you have finished playing, press [Y] (Stop).

Recording will stop and the performance data and registration data will be saved. When saving is complete, the song will appear in the [Song] tab with the name "SONG\_xxx" (where xxx is a number). A note mark will also appear to the left of the song name to indicate that performance data has been saved.



### Note:

While a rotating circle appears in the bottom left of the screen, data is being written. Do not remove the USB flash memory, as this may damage the data.

### NOTE

You can change the song name in the [Tools] tab. For details, see step 6 on page 41.

This concludes the "Let's Try" section. To learn more about using the Electone, please see the "Detailed" section.



## When in trouble

\* This includes functions not introduced in the "Basic Instruction Manual." For details on functions marked with "ÿ Detailed Instruction Manual," please refer to the "Detailed Instruction Manual."

phenomenon	Causes and solutions
<b>General</b>	
When turning the power on or off, there is a clicking or popping sound.	This is due to electricity flowing. It is not abnormal.
There is no sound for a while after turning on the power.	This is because it takes time for the system to start up. This is not a malfunction.
Noise is coming from the electone itself.	Do not place a mobile phone near the electone as this may cause noise if the mobile phone is used near the electone or when the phone rings.
There may be noise from the radio or television.	Placing a radio or television too close to the Electone may result in noise. Keep them as far away as possible.
The sound resonates with surrounding objects and creates a "buzzing" sound.	Because the sound of the Electone is often a sustained sound, it can resonate with surrounding furniture such as cupboards and glass. If this bothers you, try rearranging the furniture or turning down the volume of the Electone.
There are some spots on the LCD display that do not light up or remain lit.	This is a characteristic of TFT color LCDs and is not a malfunction.
The overall sound is low, or there is no sound at all.	<ul style="list-style-type: none"> <li>• The volume is too low. Turn up the volume by turning the [MASTER VOLUME] dial (page 17).</li> <li>• The expression pedal is not pressed down. Press the pedal down. Sai (page 17).</li> <li>• If headphones or a headphone conversion plug are left in the PHONES jack, Unplug it (page 17).</li> <li>• The Voice Section you want to play is turned off or its volume is turned down. Turn on the Voice Section you want to play in the Voice Display (page 21). Also, adjust the volume using the slider to the left of the Upper Manual (page 24).</li> <li>• The speaker setting is set to "Off." Press the [UTILITY] button to display the Utility screen, then change the "Speaker" setting on the [Settings 1] tab to "Auto" or "On" (ÿDetails).</li> <li>• The output destination is set to a device other than the Electone. Press the [UTILITY] button to display the Utility screen, and in the [LINE OUT] tab, select "MAIN" for the part you want to output sound from the Electone (ÿDetails).</li> </ul>
No sound comes from the speaker at the bottom of the unit (ELS-03G/ELS-03X).	The speaker cable is disconnected, or was disconnected and reconnected while the unit was turned on. Turn off the power, properly connect the speaker cable, and then turn on the power.
The pedalboard, expression pedal, second expression pedal, and foot switch do not respond.	<ul style="list-style-type: none"> <li>• (ELS-03G/ELS-03X) The cord connecting the pedal unit and keyboard unit is disconnected. Turn off the power and connect it correctly (page 95).</li> <li>• No function is assigned to the expression pedal, second expression pedal, or foot switch. Press the [LIVE EXP.] button and assign the function you want to use on the Live Expression Control screen (ÿ Detailed section).</li> </ul>
The poly aftertouch effect varies from key to key (ELS-03X/ELS-03XR/ELS-03XF).	The keyboard sensitivity needs to be adjusted. Press the [UTILITY] button to display the Utility screen, then calibrate the keyboard in the [Settings 2] tab (ÿDetails).

	Causes and solutions
<b>Phenomenon Voice/Rhythm</b>	
Depending on the voice, the volume may vary depending on the key position.	Generally, electronic musical instruments have the inherent ability to change the tone, making it extremely difficult to eliminate variations in volume between the different voices. The Electone is designed and adjusted so that no problem occurs when playing any of the voices, but the volume and tone may vary depending on the instrument's placement and listening position.
The pitch appears higher on the pedalboard and lower on the treble section of the upper and lower manuals.	This is especially noticeable when compared to the piano. Because the harmonic structure of a piano is complex, the treble and bass cannot be tuned to actual pitch, and are tuned by listening to the harmonics. On the other hand, the electone is tuned to actual pitch, so the tuning of treble and bass notes is fundamentally different between the piano and the electone.
There are some voices that sound like they are crackling or have noise in them.	To realistically reproduce the characteristics of each instrument, various instrument-specific noises and noises that occur during performance are intentionally incorporated. Some voices even incorporate these noises when you release the keys. For example, these voices can be used to create timbral effects that enrich the expression of your performance, such as the crackling sound that occurs when blowing hard on a wind instrument, the rustling of strings on a string instrument, or the breath noise of a wind instrument or choir.
Some notes do not sound when multiple keys are pressed simultaneously, or the Accompaniment or Song sounds are interrupted.	The maximum polyphony has been exceeded. When the maximum polyphony is exceeded, earlier notes are muted in favor of later notes.
If you set sustain to hold, the previously played note will disappear.	If you set Sustain to Hold, the notes you play will continue to sound, and may exceed the maximum polyphony. In this case, the previously played notes will be erased.
Even if two or more notes are pressed simultaneously on the Pedalboard or Upper Keyboard (Lead Voice), only one note is heard.	Normally, the Pedal Voice and Lead Voice play a single note (one note). If two or more notes are pressed simultaneously, the higher note will be played (Lead Voice 2 will play the last note played, depending on the priority setting). The Pedal Voice can play two or more notes by turning on [Mono/Poly] (making it poly) in the Voice Condition screen (yDetails).
Even when the volume is turned up, the pedalboard voice does not sound.	<ul style="list-style-type: none"> <li>Both Pedal Voice 1 and Pedal Voice 2 are off. Turn on the voice section you want to use in the voice display (page 21).</li> <li>The Keyboard Assign function is on for both Pedal Voice 1 and Pedal Voice 2. Turn off the [y] (Keyboard Assign) button (yDetailed Section).</li> <li>The Auto Bass Chord mode is set to "Single" or "Fingered." Press the [ABCMOC] button to display the screen, and set ABC mode to "Off" (yDetailed Section).</li> </ul>
When you press the User button to display the Voice menu or Rhythm menu, the voice or rhythm name at the top of the screen is different from the name in the list.	The name of the voice or rhythm currently selected on the panel is displayed in the upper line of the screen. If you select a different voice or rhythm from the list, the display in the upper line of the screen will change.
When you press a key, the rhythm instrument sounds along with it.	The KEYBOARD PERCUSSION button (page 62) is on. If you are not using Keyboard Percussion, turn it off.
I pressed the rhythm user button to start the user rhythm, but the rhythm does not sound.	The User Rhythm section is used to call up rhythms created in the rhythm pattern programs, so initially it is empty.
<b>effect</b>	
I pressed the [ROTARY SP SPEED] button, but the rotary speaker effect did not work. <small>stomach.</small>	Beforehand, select Rotary Speaker as the effect type on the Voice Condition screen or Organ Flute screen (yDetails).

phenomenon	Causes and solutions
<b>ABC/Accompaniment/MOC</b>	
In Auto Bass Chord (ABC) mode "Single," the pitch does not change even when you press the higher notes on the lower keyboard.	"Single" produces notes within a fixed octave. As long as you play the same chord or voice, you will get the same pitch no matter where you press on the lower keyboard.
When the intro/ending pattern is playing, no sound is produced when you play the lower keyboard.	While the intro/ending pattern is playing, the automatically selected accompaniment chords are played, and no other notes are sounded.
When I start a rhythm, no accompaniment sounds.	<ul style="list-style-type: none"> <li>• The accompaniment volume is set to zero. Increase the accompaniment volume on the Rhythm Condition screen (yDetails).</li> <li>• An accompaniment part is turned off. Turn on the part you want to play on the Rhythm Menu screen (page 68).</li> </ul>
Melody on Chord (MOC) harmony sounds are not produced.	Only the Lead Voice is assigned to the Upper Manual. Please assign an Upper Manual Voice or an Organ Flute Voice.
The bass pattern generated by Auto Bass Chord (ABC) does not sound.	The bass is in poly mode. Turn off [Mono/Poly] on the Voice Condition screen (yDetails).
<b>Registration Memory</b>	
Some functions and settings are not stored in the registration memory.	Not all functions and settings can be stored in Registration Memory (see details).
<b>Voice Edit (yDetails)</b>	
When editing a voice, the specified voice does not sound even when you press a key.	<ul style="list-style-type: none"> <li>• The element is turned off or the output level of the element is set to 0. Turn on the element or increase the output level.</li> <li>• You are pressing a key outside the range set by the note limit. Please play the keys within the specified range.</li> </ul>
<b>Rhythm Program</b>	
When setting up a rhythm pattern program, no sound is produced when I try to input a new percussion instrument sound.	If the memory is full, the next percussion sound you try to input will not sound. If necessary, delete less important percussion sounds before inputting more (yDetails).
<b>MDR (Music Data Recorder)</b>	
The Electone does not recognize the USB flash memory.	Make sure that the device is securely connected to the USB TO DEVICE terminal and that the USB flash memory is a device that has been confirmed to work. You can find information about confirmed USB devices in the "Documents/Data" section of the website below. Search for "ELS-03." Support and Inquiries: <a href="https://jp.yamaha.com/support/">https://jp.yamaha.com/support/</a> • If the part selection button on
Recording/playback is not possible.	<p>the [Performance Settings] tab is turned off, that part will not be recorded/played back. Press the button for the part you want to record/play back on the screen, and set it to "Record" if you want to record, or to "Playback" if you want to play back (y Details).</p> <ul style="list-style-type: none"> <li>• The performance data is too large. The maximum amount of performance data that can be recorded/played is 1MB. That's it.</li> </ul>
The recording stopped before the performance was finished.	<ul style="list-style-type: none"> <li>• The USB flash drive has insufficient free space. Try using another USB flash drive. Use Molly.</li> <li>• When recording over an already recorded song, the length of the newly recorded song will be the same as the previously recorded song. Delete the previously recorded song and then re-record (yDetails).</li> </ul> <p>The performance data is too large. You cannot record a performance that exceeds 1MB in size. If you want to record more than 1MB, try splitting the song in the middle.</p>

phenomenon	Causes and
An error message appears when naming a song, audio file, or folder.	<ul style="list-style-type: none"> <li>• The song name/audio file name/folder name is too long. Limit it to 50 characters or less.</li> <li>• Some song names/audio file names/folder names cannot be used (ŷDetails).</li> <li>• The path name (e.g., USB 01:/Folder1/Folder2/SONG1) is too long.</li> </ul> <p>Reduce the number of levels or shorten the name so that the path name is 234 characters or less.</p>
The rhythm does not start when you start recording, or the rhythm stops after it has started.	If the rhythm has already started, it will stop when you start recording. When using a rhythm, make sure to start or synchronize it after the time display on the screen has changed to 00:00 (page 82).
The song or audio does not appear in the list.	Files in formats that are not supported by the ELS-03 series, such as songs for the EL series, will not be displayed.
The songs displayed in the song list cannot be played.	<p>The following songs cannot be played:</p> <ul style="list-style-type: none"> <li>• Songs that exceed 1MB in size</li> <li>• Songs with corrupted data</li> <li>• Protected edited songs that are not in the same folder as the original protected song</li> <li>• Protected songs that have been illegally copied or moved</li> </ul>
When I try to edit the data of a protected edit song, an error message appears.	The registrations of another protected song remain in the Electone. Initialize the registration memory, then select the protected song you want to edit. To initialize the registration memory, press the [UTILITY] button to display the Utility screen, then execute the initialization in the [Settings 1] tab (ŷDetails).
The songs I created are protected.	The registrations of the protected songs remain in the Electone. Please initialize the registration memory before creating/saving registrations or recording your performance. To initialize the registration memory, press the [UTILITY] button to display the Utility screen, then execute the initialization in the [Settings 1] tab (ŷDetails).
<b>Microphone (ŷDetails)</b>	
I can't record the sound input from the microphone.	If you record as a song, the sound from the microphone will not be recorded. Record as audio. If you record as audio, you can also record using an external audio device connected to the LINE OUT jack.
Harmony is added to the sound input from the microphone.	Vocal Harmony is set. Press the [MIXER EQ] button to display the microphone screen, and select "Through" on the left side of the [Vocal Harmony] tab screen.
When using vocal harmony, the sound becomes distorted or there is noise.	<p>The microphone is picking up sounds other than your voice.</p> <ul style="list-style-type: none"> <li>• Sing closer to the microphone.</li> <li>• Use a unidirectional microphone.</li> <li>• Lower the volume using the [GAIN] knob or the microphone screen.</li> </ul>
No vocal harmony is added even when vocal harmony is set.	<ul style="list-style-type: none"> <li>• Vocal Harmony is set to "Through." Press the [MIXER EQ] button to display the microphone screen, and select a setting other than "Through" on the left side of the [Vocal Harmony] tab screen.</li> <li>• The harmony for the selected vocal harmony category is turned off. Press the [MIXER EQ] button to display the microphone screen, then turn on "Harmony" in the [Vocal Harmony] tab.</li> <li>• If the vocal harmony category is "Vocoder" or "Synth Vocoder," harmony will only be added when you play the specified keys. Press the [MIXER EQ] button to display the microphone screen, then check the "Keyboard" setting on the [Vocal Harmony] tab.</li> </ul>

Causes and solutions	
<b>Phenomenon: Connection (Details)</b>	
Even when headphones are connected to the PHONES jack, sound comes out of the speakers.	The speaker setting is set to "On." Press the [UTILITY] button to display the Utility screen, then change the "Speaker" setting on the [Settings 1] tab to "Auto" or "Off."
The on/off (strong/weak) of the pedal connected to the ASSIGNABLE FOOT PEDAL jack is reversed (e.g. sustain is applied when not pressed).	Turn the power off, take your foot off the pedal, and then turn the power back on. Alternatively, press the [UTILITY] button to display the Utility screen, then change the "Assignable Foot Pedal Polarity" setting in the [Settings 2] tab.

Please also check the website below. If the problem persists, please contact the "Electone Consultation Center" listed on the back cover.

**Frequently Asked Questions (Q&A)** <https://>

[yamaha.io/faq-jp-el](https://yamaha.io/faq-jp-el)



# Assembling the ELS-03G/ELS-03X

• Body: 89 pages •

Chair: 96 pages

## NOTE

For instructions on assembling the ELS-03XR/ELS-03XF chair, refer to the "Chair Instruction Manual" included in the chair packaging box.

## Precautions when assembling



### Caution • Assembly must be

**performed by at least two people. • Assemble on a hard, flat surface with ample space. • Be careful not to pinch your hands or drop parts.**

• Assemble the parts in the correct order, paying attention to the type and orientation of the parts. **Sai.**

• **Keep screws and other small parts out of the reach of infants and young children as they may accidentally**

**swallow them. • Do not use any bolts or screws other than those provided. Using other bolts or screws may cause parts to fall, resulting in malfunction or personal injury.**

• **Before using the Electone, be sure to check that all bolts and screws are securely tightened. Loose bolts and screws could cause the Electone to fall over, resulting in damage or injury to you.**

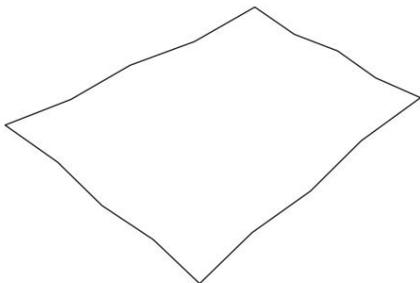
• **When disassembling, follow the assembly procedure in reverse, but do not remove the expression pedal and second expression pedal from the pedal unit.**

## Preparation before assembly

• Prepare a #2 Phillips head screwdriver, which you will use when installing the pedal unit.



• Place a blanket or other soft material (packing sheet is also acceptable) on the floor to protect the floor surface.



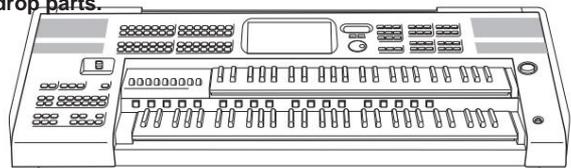
### Caution:

**Assembling directly on the floor may damage the floor.**

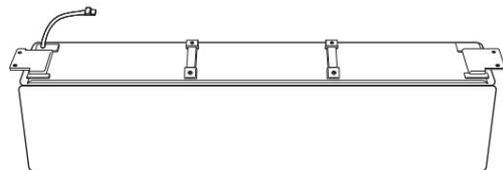
## How to assemble the main unit

Remove all parts and check that you have all of them.

• Keyboard unit x 1

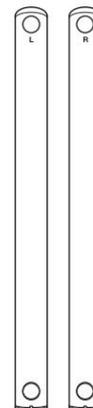


• Speaker x1



• Front leg (L) x1

• Front leg (R) x1



• Knob bolt (large) x 4

\*For attaching front legs



capital

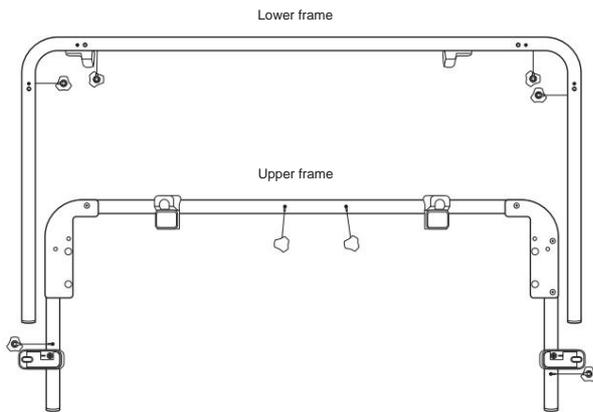
Fee

• Lower frame x 1

\*Knob bolt (small) 4 pieces included

• Upper frame x 1

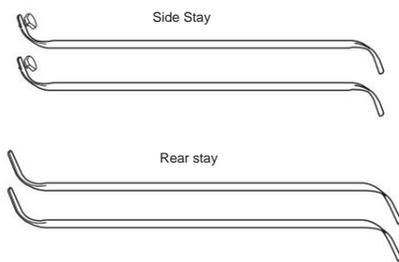
\*Knob bolt (small) 4 pieces included



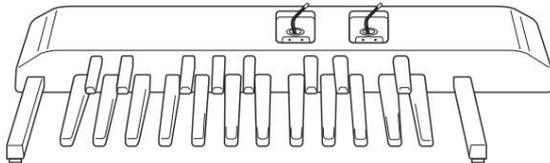
• Side stay x 2 \*Knob

bolt (small) 1 piece each

included • Rear stay x 2

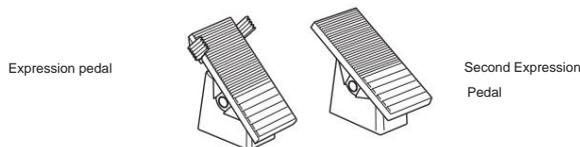


• Pedal unit x 1



• Expression pedal x 1

• Second expression pedal x 1



• Music board x1



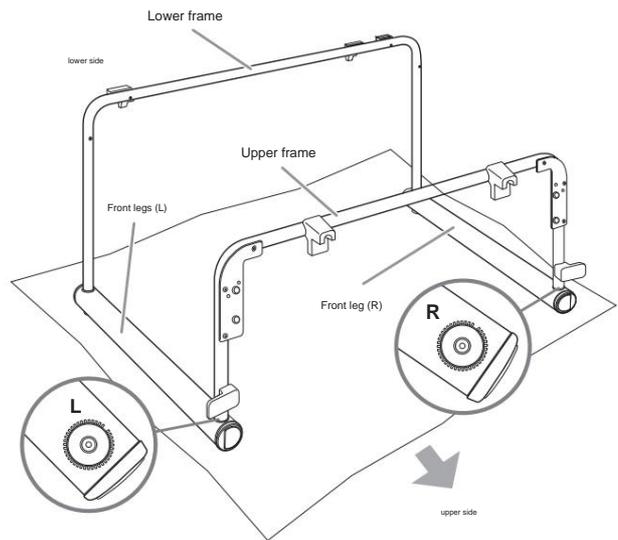
• Pedal cord x 1

• Power cord x1



**1 Remove all the small knob bolts from the top and bottom frames and leave them hanging.**

**2 Insert the upper and lower frames into the front legs (L and R).**



**2-1** Place the front legs (L and R) in the same position as shown in the illustration, with the holes visible.

**! Note**

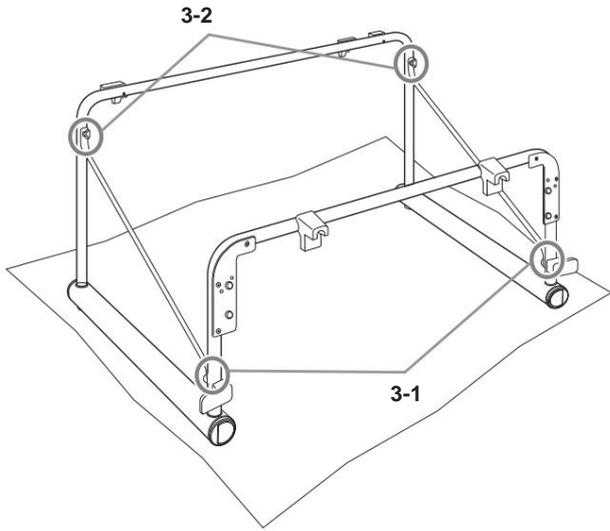
**If the front legs are attached in the wrong order, the frame may become unstable and the keyboard unit may not be installed correctly, which may result in the Electone falling over and causing damage or injury to the user.**

**2-2** Insert the upper and lower frames firmly into the front legs (L and R). The front legs with semicircular cushions at the end are the upper side.

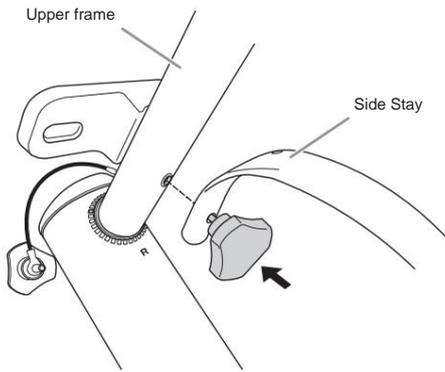
**NOTE:**

As shown in the diagram above, install the upper frame so that the side with the metal fittings and other parts is on the top, and the lower frame so that the side with the parts is on the bottom.

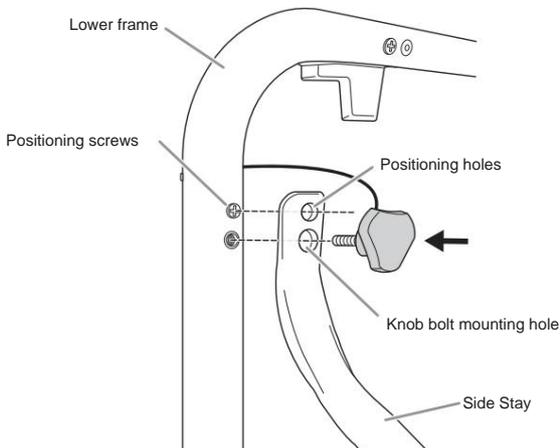
**3. Attach the two side stays to the upper and lower frames. Repeat steps 3-1 to 3-2.**



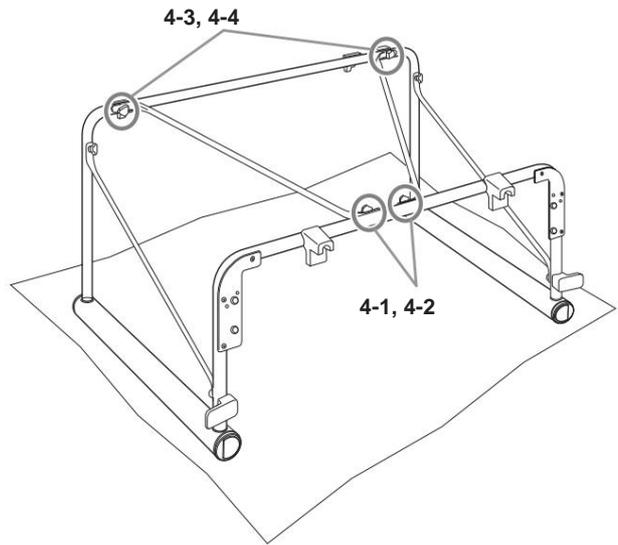
**3-1** Align the hole on the underside of the right (or left) end of the upper frame with the hole on the side stay, then lightly tighten the small knob bolt hanging from the side stay to attach the side stay to the upper frame.



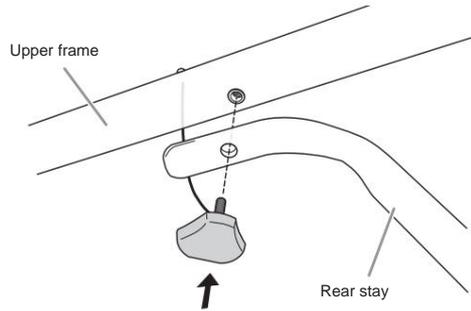
**3-2** Fit the positioning screw head on the lower frame into the positioning hole on the side stay, and lightly tighten the small knob bolt hanging from the lower frame to attach the side stay to the lower frame.



**4. Attach the two rear stays to the upper and lower frames. Repeat steps 4-1 to 4-4.**

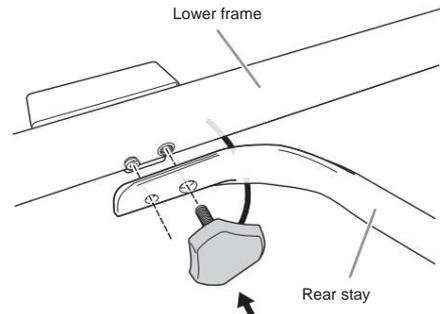


**4-1** Align the side of the rear stay with one hole with the hole on the underside of the upper frame, slightly to the right (or left) of the center.

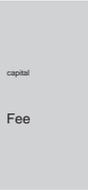


**4-2** Lightly tighten the knob bolt (small) hanging from the upper frame to attach the rear stay to the upper frame.

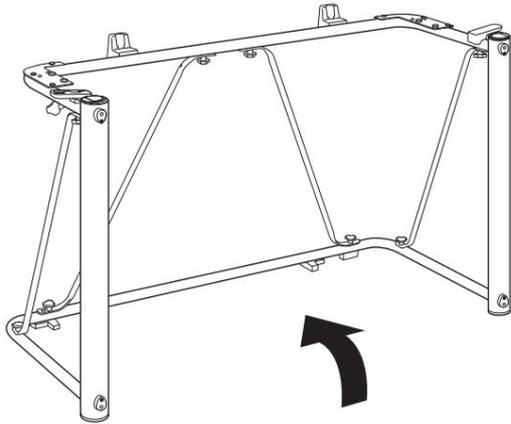
**4-3** Align the two holes on the rear stay with the holes on the top of the lower frame slightly to the right (or left).



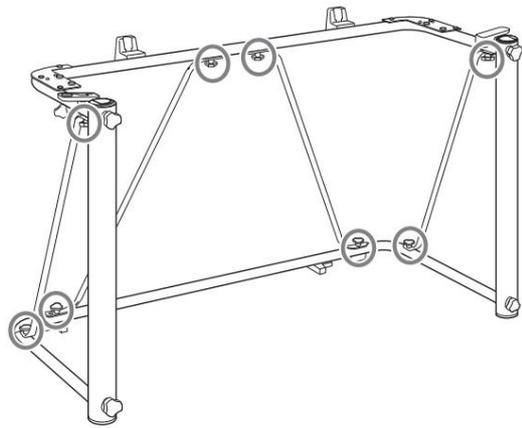
**4-4** Lightly tighten the knob bolt (small) hanging from the lower frame to attach the rear stay to the lower frame.



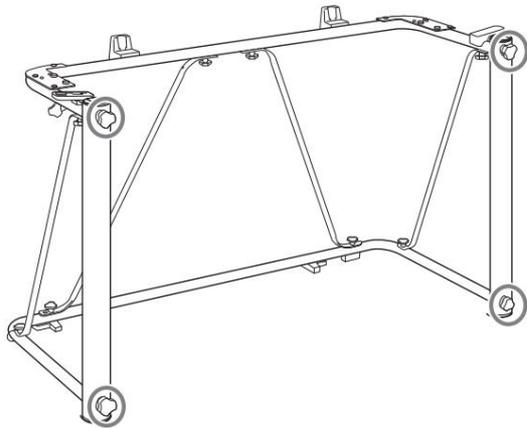
5 Two people should stand up the assembled legs and frame.



7) Tighten the eight small knob bolts that were loosely tightened in steps 3 and 4.



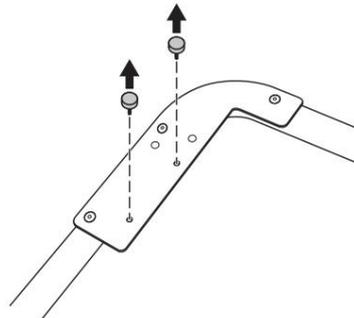
Insert the four large 6- knob bolts into the holes on the front of the front legs (L and R) and tighten them firmly to secure the front legs to the upper and lower frames.



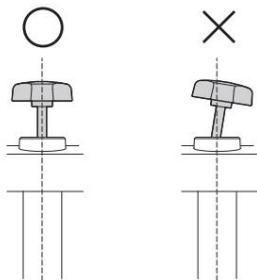
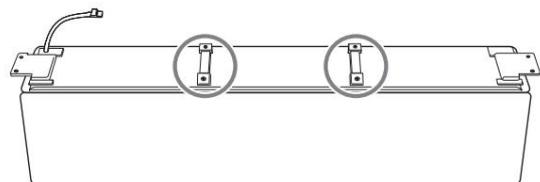
This completes the frame assembly.

8 Attach the speakers to the upper frame.

8-1 Remove the four screws securing the speaker brackets on the left and right sides of the upper frame.

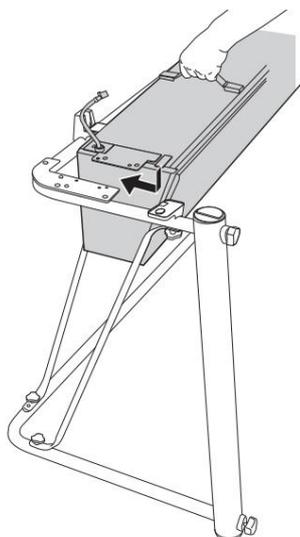


8-2 With the speaker grill facing you, grasp the handles of the speaker with both hands and lift it up.

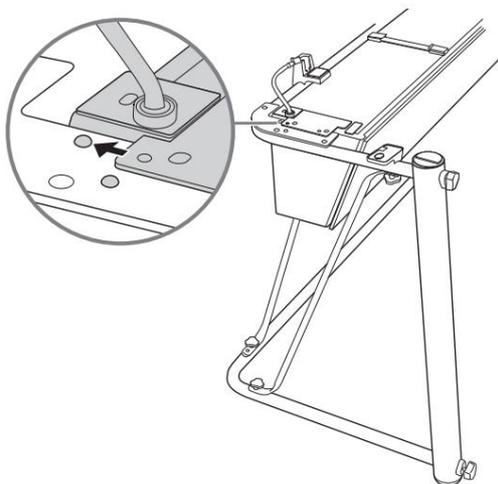


Insert the large knob bolt perpendicular to the frame. If you are unable to insert it smoothly, lift up the frame while inserting the large knob bolt.

8-3 Insert the speaker into the upper frame from above so that the metal fittings on the left and right of the speaker rest on the speaker fixing metal fittings on the left and right of the upper frame.

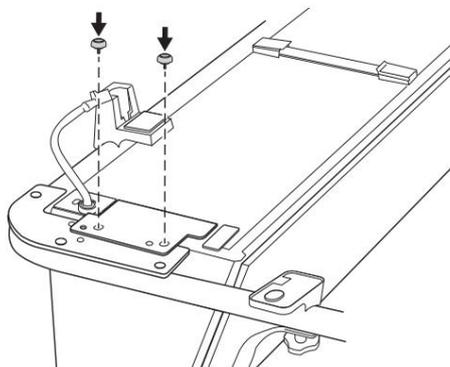


8-4 Push the speaker backward until it contacts the protrusions on the fixing brackets attached to the upper frame. This will fix the front and rear positions.



8-5 Align the speaker fixing screw holes. This determines the left and right positions.

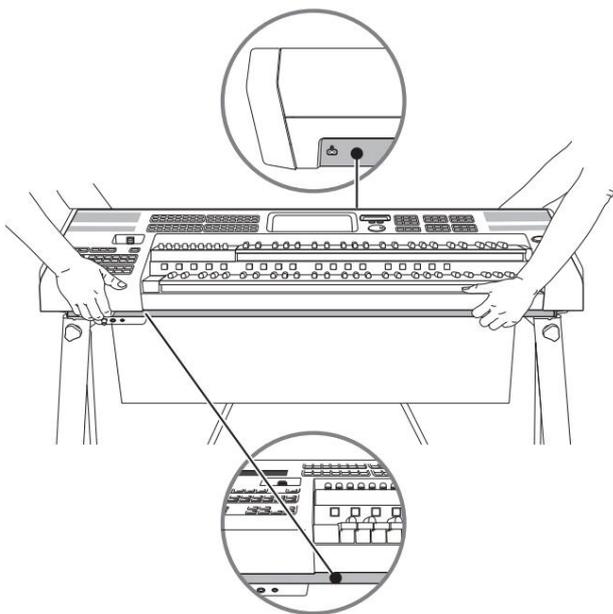
8-6 Insert the screws removed in step 8-1 into the screw holes and tighten them to secure the speaker to the upper frame.



## 9 Attach the keyboard unit to the upper frame.

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9-1 With two people, place your hands in the recesses on the back of the keyboard unit and under the keys and lift it up.



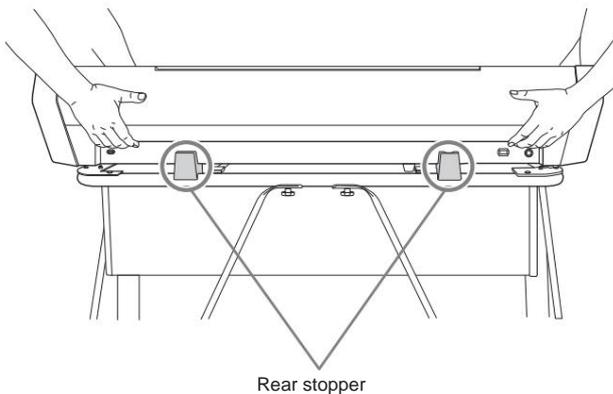
Note

- Be careful not to pinch your fingers or clothes or drop the keyboard unit.
- Do not hold it anywhere other than the specified positions.

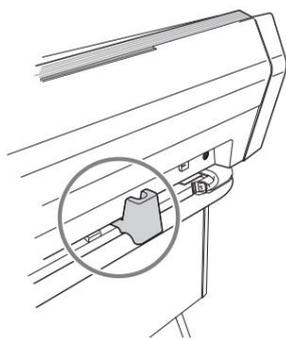
Caution:

Do not place your hands on the keyboard as this may cause damage.

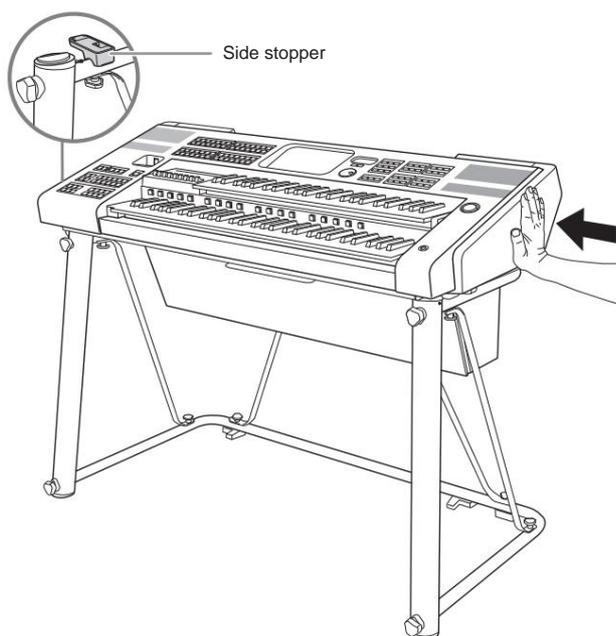
9-2 Place the keyboard unit on the two rear stoppers and front legs (L and R) on the rear of the upper frame.



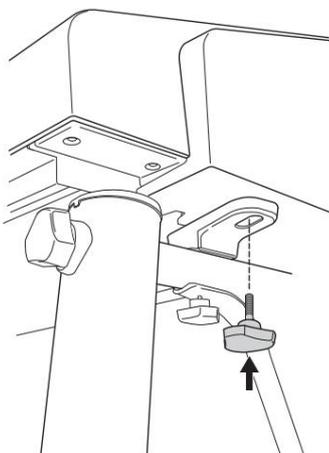
**9-3** Push the keyboard unit into the rear stoppers on the left and right sides of the rear of the upper frame until it touches them. This will fix the front and rear positions.



**9-4** Push the keyboard unit in from the treble side until it hits the side stoppers on the bass side of the upper frame. This will fix the left and right positions.



**9-5** Insert the keyboard unit and the screw holes on the upper frame into the small knob bolts hanging on the left and right sides of the upper frame and tighten them to secure the keyboard unit to the upper frame in two places.

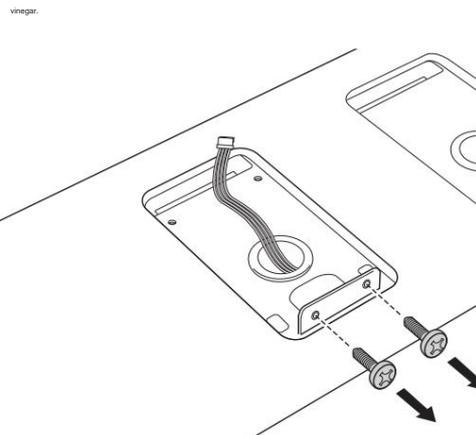


**10 Two expression pedals can be connected to the pedal unit.**

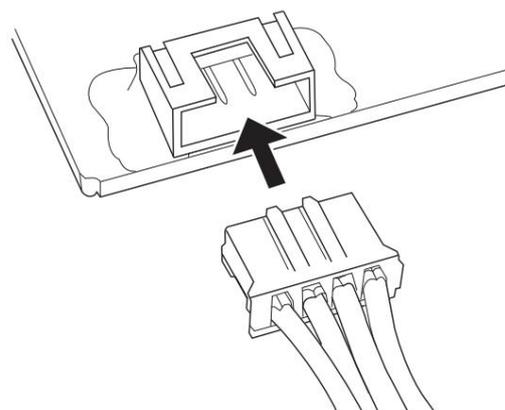
## Attach to knit.

**10-1** Remove the tape securing the connector from the mounting port of the second expression pedal (bass side).

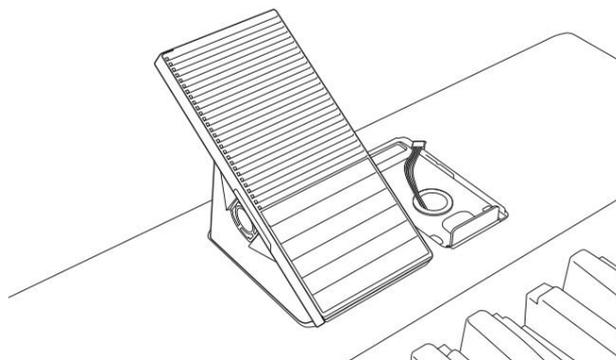
**10-2** Remove the two screws. These screws will be used in step 10-5.



With the two prongs on the **10-3** connector facing up, connect it to the connector on the inside bottom of the second expression pedal.

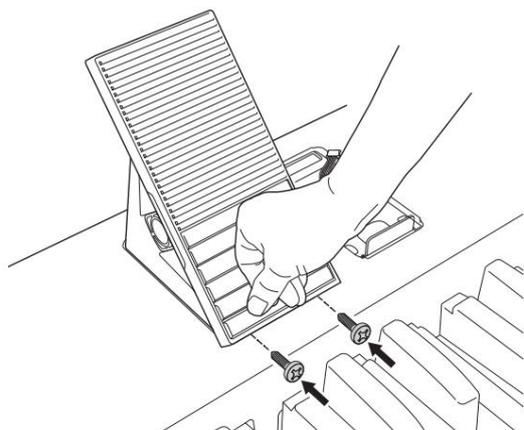


**10-4** Insert the second expression pedal as shown in the illustration. First insert the protruding part at the back, then insert the front part. The front part will be slightly raised until you tighten the screws in the next step. Be careful not to pinch the connector.

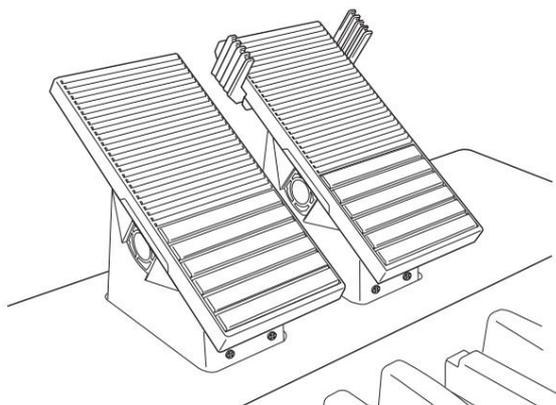


Tighten the 10-5 screws.

While holding the front of the second expression pedal to prevent it from floating up, secure it to the pedal unit using the two screws removed in step 10-2.

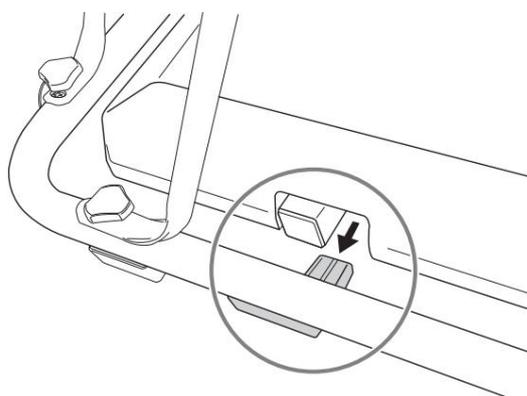


10-6 The expression pedal is installed in the same way as the second expression pedal.

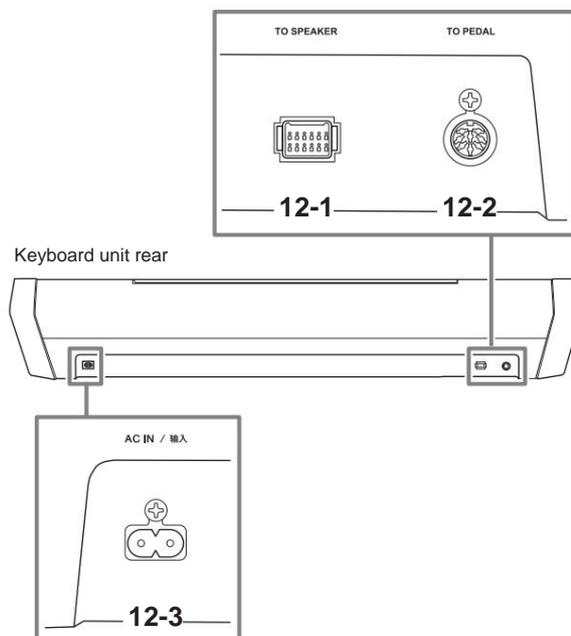


### 11 Attach the pedal unit to the lower frame.

Hold the pipes on both ends of the pedal unit and fit the recesses on the back of the pedal unit into the protrusions on the lower frame.



### 12 Connect the cables and cords to each unit.



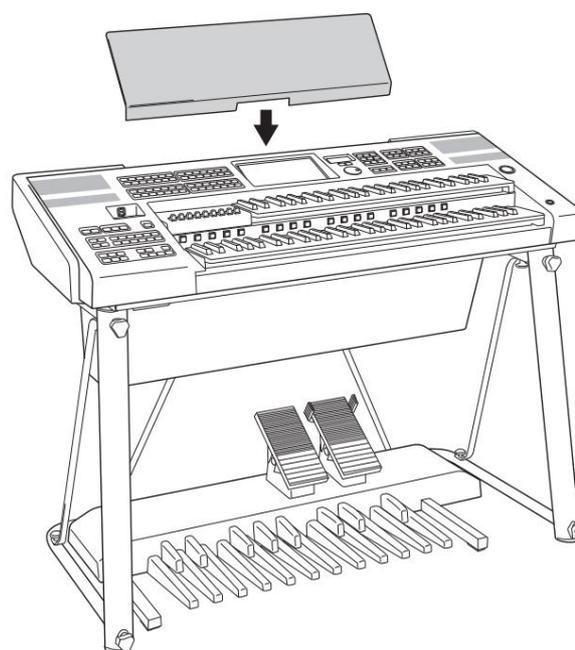
For the speaker coming out from the back of the 12-1 speaker  
Connect the cable to the [TO SPEAKER] terminal on the rear of the keyboard unit.

12-2 Use the pedal cord to connect the [TO MAIN] terminal on the rear of the pedal unit to the [TO PEDAL] terminal on the rear of the keyboard unit.

12-3 Connect the power cord to the [AC IN] terminal on the rear of the keyboard unit.  
Connect the cord.

### 13 Insert the music stand into the groove on the keyboard unit.

Masu.



This completes the assembly of the main unit.



To disassemble the unit, follow the assembly procedure in reverse. However, once installed, do not remove the two expression pedals, even when moving or disassembling the unit. Removing them may result in damage.

**! Note**

- If the Electone creaks, sways, or becomes unsteady during use, retighten the bolts and screws in each part according to the assembly procedure.
- Make sure the Electone is turned off before connecting or disconnecting cables or cords.
- When transporting the Electone, be sure to remove the keyboard unit, speaker, and pedal unit from the frame. In particular, the keyboard unit is secured with the knob bolt in step 9-5, and the speaker with the screw in step 8-6, so be sure not to forget to remove them. If these are left attached while transporting the Electone, it may fall, causing injury or damage.

**Post-Assembly Checklist**

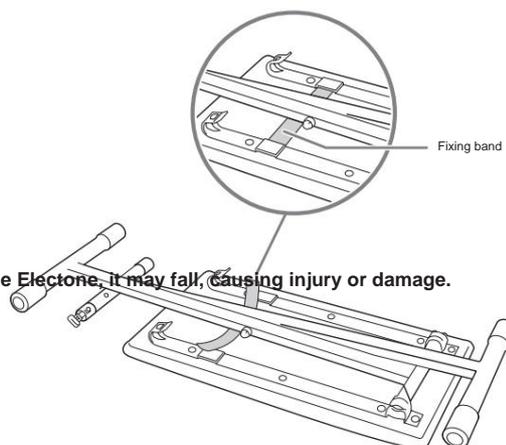
- There are no spare parts left over from assembly.
- The Electone is not wobbly.
- The speaker cables, pedal cords, and power cords are all securely plugged into the main unit.

If any of the boxes are not checked, please review the assembly instructions.

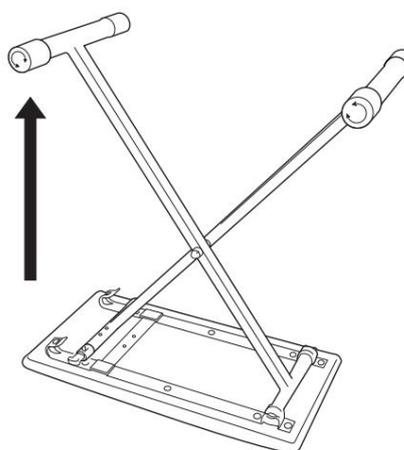
## How to assemble a chair

### 1 Place the chair with the seat facing down.

Unfold the fixing bands attached to the legs and store both ends in the pockets on the underside of the seat.

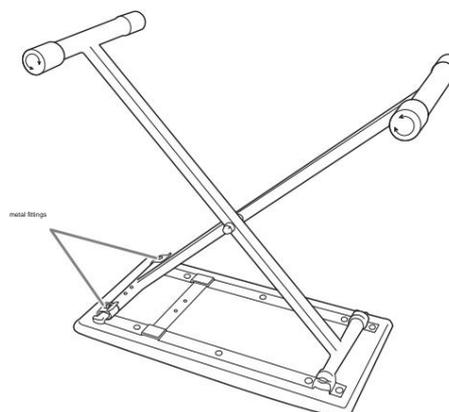


Slowly pull up the two legs with both hands.



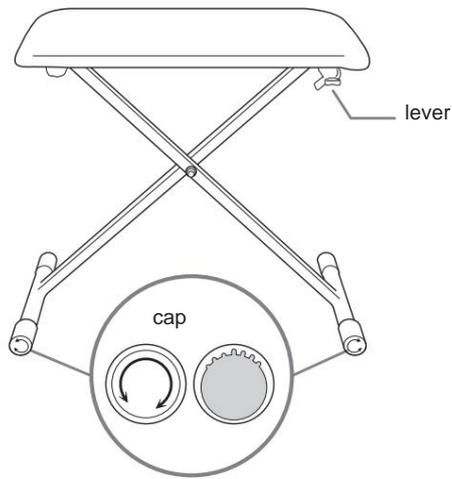
Open the tripod and fit one side into the metal fittings .

Make sure the legs are secure.



#### 4 Raise the chair.

If the chair is wobbly, adjust it by turning the caps on both legs that are attached to the lever.

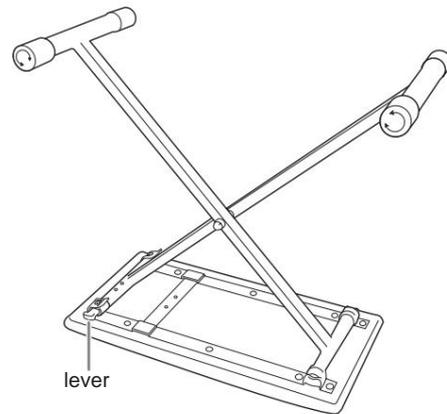


#### NOTE

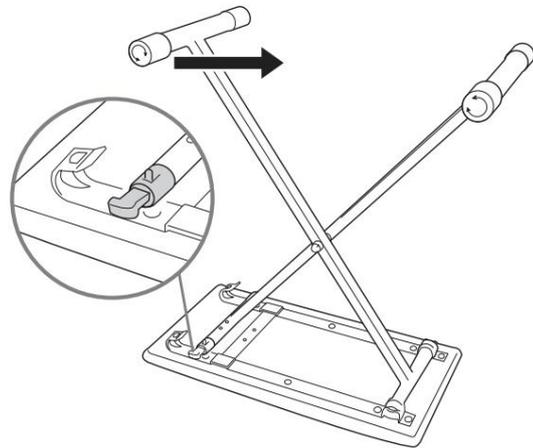
- It may be easier to turn the cap if you pull it out about 10 mm before turning it. After turning, return the cap to its original position.
- When storing the chair in the space under the keyboard, make sure to store it at the back in the orientation shown in the illustration above. If stored the other way around, the chair legs will not fit in the gap under the pedalboard.

## How to fold a chair

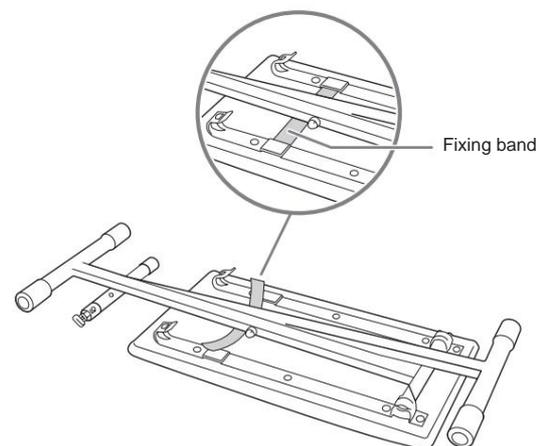
### 1 Place the chair with the seat facing down.



### 2 Lower the lever and push the leg in the direction of the arrow as shown in the illustration to remove it from the metal fittings.



### 3. Gently push down the legs and secure them with the fixing bands on the underside of the seat.



## specification

		ELS-03G	ELS-03X	ELS-03XR	ELS-03XF
Product name		Electronic organ			
Sound source		AWM, ORGAN (VCM/AWM)	AWM, ORGAN (VCM/AWM), VA		
keyboard	Upper keyboard	49 keys (C-C)			
	lower keyboard	61 keys (C-C)			
	Pedalboard	20 keys (C-G)			25 keys (C-C)
	Keyboard type	FSX keyboard	FSX-i keyboard		
	Initial Touch	Upper keyboard, lower keyboard, pedalboard			
	Aftertouch	Upper keyboard, lower keyboard	Upper keyboard, lower keyboard, pedalboard		
	Poly Aftertouch	—	Upper keyboard, lower keyboard		
Horizontal Touch	—	Upper keyboard, lower keyboard			
Registration Menu		703	763		
Voice Voice Section		Upper keyboard voice 1/2, lead voice 1/2, lower keyboard voice 1/2, pedal voice 1/2, Upper/Lower Manual Organ			
Voice Buttons Upper/Lower Keyboard Voices	STRINGS, BRASS, WOODWIND, TUTTI, PAD, SYNTH, PIANO, ORGAN, PERCUSSION, GUITAR, CHOIR, WORLD, User buttons 1/2				
	Lead Voice	VIOLIN, SYNTH, FLUTE, TRUMPET, USER BUTTON 1, KEYBOARD ASSIGN (LEAD 1), Solo (Lead 2)			
	Pedal Voice	CONTRABASS, ELEC. BASS, TIMPANI, SYNTH BASS, USER BUTTON 1, KEYBOARD ASSIGN			
Number of preset voices		1,697 (AWM)	1,697 (AWM) + 94 (VA)		
Number of user voices		1 unit AWM: 80	1 unit AWM: 80, VA: 6		
Voice Condition		Volume, Brilliance, Feet, Pan, Reverb, Priority (Lead 2), Keyboard Assign (Lead 1, Pedal 1/2), Articulation, Poly mode (pedal 1/2), initial touch, after touch, Aftertouch extension, poly aftertouch, horizontal touch, vibrato, Touch vibrato, slide (lead), transpose, tune, effect 1/2			
Voice Link		ÿ			
Organ Voice VCM Organ	organ	[Type] Standard, Live, Percussive [Footage] 16', 5 1/3', 8', 4', 2 2/3', 2', 1 3/5', 1 1/3', 1' [Percussion] On/Off, Soft/Normal, Fast/Slow, Third/Second [Advanced Settings] Volume, Reverb, Pre-drive, Vibrato/Chorus, Leak Level, Key Click Level, Expression Type [Rotary Speaker Settings] Type, Drive, Tone, Rotor Level, Horn Level			
	organ flute	[Type] Sign, Vintage, Euro [Footage] 16', 5 1/3', 8', 4', 2 2/3', 2', 1 3/5', 1 1/3', 1' [Attack] 4', 2 2/3', 2', Length, Response, Mode (Fast/Each) [Vibrato] On/Off, Depth, Speed [Advanced Settings] Volume, Reverb [Effect] Effect type, parameters			
Rotary Speaker Speed control		Speed, VCM rotary speaker speed (rotor/horn), mode (slow/stop)			
effect	Sustain	Upper keyboard 1/2, lower keyboard 1/2, pedalboard 1/2			
Rhythm Rhythm Button	MARCH, WALTZ, SWING&JAZZ, POPS, R&B, LATIN, WORLD MUSIC, BALLAD, ROCK, DANCE, User buttons 1/2				
	Number of preset patterns		1,009 (including metronome)		
	Number of user rhythm patterns		1 unit 48		
	Rhythm Condition		Auto Fill, Percussion Volume/Reverb, Accompaniment Volume/Reverb		
	Percussion part		Main drum, add drum		
	section		INTRO 1/2/3, ENDING 1/2/3, MAIN/FILL IN A/B/C/D, BREAK, auto fill		
	Accompaniment Part		Chord 1/2, Pad, Phrase 1/2		

		ELS-03G	ELS-03X	ELS-03XR	ELS-03XF	
Various containers Troll	Main Control	[P] Standby/On switch, Master volume				
	Registration Memory	1 unit 16 x 5 M. (Memory), 1 to 16, D. (Disable)				
	tempo	Tempo screen (BAR/BEAT), tempo $\dot{y}/\dot{y}$				
	Knee Lever	Sustain (Upper 1/2, Lower 1/2), MOC, Lead Slide, Solo (Lead 2)				
	Voice Display	Voice display, batch registration changes, registration settings				
	ABC/MOC Auto Bass Chord		Off, Single Finger, Fingered Chords, Custom ABC Memory: Lower keyboard, Pedal keyboard			
		Melody On code	Off, 1, 2, 3, Knee Lever			
	Live Expression control	Expressions pedal	$\dot{y}$ (Assignable)			
		Second Exp Lesson Pedal	$\dot{y}$ (Assignable)			
		Footswitch (Left/Right)	$\dot{y}$ (Assignable)			
		slider	9 (assignable), slider assign			
		Assignable Foot pedal	2 (1: SUSTAIN, 2: VOLUME)			
	Mixer/EQ Master		[Reverb] Depth, Type, Time [EQ] Type, Frequency, Gain, Q, Peaking/Shelving (Band 1/8)			
		voice	On/Off, Volume, Brilliance, Pan, Reverb Depth, Effect 1/2			
		organ flute	On/Off, Volume, Reverb Depth			
		rhythm	On/Off, Volume, Reverb Depth			
	Music data recorder (MDR)	MIDI	[Song] Stop, play, pause, rewind, fast forward, record, custom play, unit edit, search  [Performance Settings] Speed, Part, Repeat [Score] Resize, Page, Settings [Tools] Create Folder, Rename, Copy, Delete, Format, Info			
audio		[Audio] Stop, play, pause, rewind, fast forward, record [Settings] Volume, Speed, Pitch, Repeat [Tools] Create Folder, Rename, Copy, Delete, Format, Info				
microphone	On/Off, Volume, Reverb, Noise Gate, Level Reduction, Vocal/Talk, Vocal type, pitch detection (range/response), vocal harmony					
utility	Language (Japanese/English), touch panel operation sound, LCD brightness, panel LED brightness, speaker, audio loop back, IAC, initialization, transpose, master tune, Disable mode (normal/tempo), live expression control, Assignable foot pedal polarity 1/2, MIDI settings, wireless LAN settings, line out settings					
Program System Features	rhythm program	Rhythm Pattern	Settings, Input, Voice/Effects, Drum Setup, Save, File			
		Sequence	1 unit SEQ.1-4 (rhythm/register), copy, add			
	Voice Edit	AWM, Layer, keep	AWM, Layers, VA, Save			
	keyboard percussion Assign		1 unit, preset 1/2, user 1 to 40			
audio		.wav (4 types per user)				
LCD screen specifications	Main Screen	9-inch TFT color LCD (1,280 x 720) touch panel				
		VA LCD (512x48)				
	sound system	Amplifier Output	(10W + 15W + 50W) x 2			
		speaker	2.5cm x 2, 8cm x 2, 16cm x 2			
	USB audio interface function	44.1 kHz, 24-bit, stereo				
	Storage	USB flash memory				

capital

Fee

		ELS-03G	ELS-03X	ELS-03XR	ELS-03XF
Device specification	terminal	PHONES (x2), LINE OUT MAIN [L/L+R]/R, LINE OUT - LEVEL FIXED - MAIN [L/L+R]/[R], SUB [1]/[2] (standard phone), ASSIGNABLE FOOT PEDAL [1 (SUSTAIN)], [2 (VOLUME)], AUX IN (stereo mini), MIDI [IN]/[OUT], USB TO HOST (USB Type-C™, MIDI/Audio), USB TO DEVICE (2+1), MIC (standard phone), TO MAIN			
	TO PEDAL, TO SPEAKER	ÿ			—
Power consumption (*Rated voltage 100 V, frequency 50/60 Hz)		60 W			
Size/weight Main unit		Width 1,228 mm, depth 643 mm, height 957 mm (1,134 mm when the music stand is upright)		Width 1,225 mm, depth 594 mm, height 982 mm (key When the cover is opened 1,275 mm)	Width 1,225 mm, depth 1,011 mm, height 1,020 mm (key When the cover is opened 1,313 mm)
		73.4 kg (music stand included)	74.8 kg (music stand included)	97.9 kg	119.1 kg
	chair	Width 637 mm, depth 324 mm, height 591 mm, weight: 5.4 kg		Width 915 mm, depth 365 mm, height 583 mm, Mass: 11.7 kg	Width 915 mm, depth 365 mm, height 621 mm, Mass: 11.7 kg
Color/Finish		Matte Black + Pearl White			
accessories		<ul style="list-style-type: none"> <li>• Basic Instruction Manual (this book)</li> <li>• 2 sheet music</li> <li>• Product Registration Information</li> <li>• Chair</li> <li>• Power cord</li> <li>• Music board</li> <li>• Pedal chords</li> </ul>		<ul style="list-style-type: none"> <li>• Basic Instruction Manual (this book)</li> <li>• 2 sheet music</li> <li>• Product Registration Information</li> <li>• Chair</li> <li>• Chair instruction manual</li> <li>• Spacer set</li> </ul>	
Sold separately		<ul style="list-style-type: none"> <li>• Headphones: HPH-150, HPH-100, HPH-50</li> <li>• Footswitch: FC5, FC4A</li> <li>• Foot controller: FC7</li> <li>• USB Wireless LAN Adapter: UD-WL01</li> <li>• Auxiliary pedalboard: PK-2</li> </ul>		<ul style="list-style-type: none"> <li>• Headphones: HPH-150, HPH-100, HPH-50</li> <li>• Footswitch: FC5, FC4A</li> <li>• Foot control Ra: FC7</li> <li>• USB wireless LAN adapter Controller: UD-WL01</li> </ul>	

\* This manual describes the latest specifications at the time of publication. The latest version can be downloaded from the Yamaha website.

### Supported formats for this product



#### GM System Level 2 is a

sound source format that expands on "GM System Level 1\*" by providing even greater expressive capabilities. Many MIDI devices are compatible with GM System Level 1, and most commercially available music data is created in GM System Level 1. MIDI devices that support GM System Level 2 can also play music data created in GM System Level 1.

\* A sound source format related to tone arrangement and MIDI functions that was established with the aim of reproducing performances with roughly the same tone, even for sound sources from different manufacturers or models. It's a to.



This is a sound source format proposed by Yamaha that further expands on "GM System Level 1," enabling richer expressive power and data continuity. Data created in this format can be played back on widely used XG-compatible devices and PC software.



This is a sound source format from Roland Corporation. Like Yamaha's XG format, it conforms to the GM System Level 1 specifications and specifies expanded functions such as tone sets, drum set extensions, tone corrections, and effects.



Yamaha's proprietary SMF (Standard MIDI File) format has been expanded to include lyrics and other features. MIDI file format.



#### Style File Format The "Style File

Format (SFF)" is a format for accompaniment styles that brings together the know-how of Yamaha's auto-accompaniment function.



"AEM" is a trademark of Yamaha's sound source technology that reproduces the natural sound of acoustic instruments by selecting the optimal sampling data for a performance from a database in real time and smoothly connecting them to produce sound.

# Glossary

This section provides a brief explanation of the functions specific to the ELS-03 series and the terms that appear on the screen. For more information, please see the "Detailed" section. If there is a related explanation in this manual (basic edition), a reference page is provided.

term	explanation	page
A. Accompaniment	A function that provides automatic accompaniment with a variety of ornamental sounds in sync with the rhythm. It consists of the following parts: Chord 1, Chord 2, Pad, Phrase 1, and Phrase 2.	
Assembly	When creating a user rhythm using the rhythm pattern program, you can combine your favorite sections and parts to create your own original patterns. How to make it.	
Aftertouch	A technique in which you press down on the keys and then apply more pressure. This changes the volume, tone, and pitch. It can be done.	44
Aftertouch Extension	A function that adjusts how aftertouch changes the sound.	44
B. Initial Touch	The strength with which you play the keys. The volume and tone of the sound can be changed by varying the strength of your touch. This can be done.	
Intro	The introductory part of a song. Also, a rhythm pattern suitable for an introductory part.	30, 43
C Upper Keyboard Voice	Instrument tones that can be produced using the upper keyboard.	14
Expression pedal: A pedal used to control	the volume of an instrument while playing. It can also be assigned a different function. You can also control it by touching it (Live Expression Control) (L).	
effect	An effect that changes the tone.	
element	The digital waveforms that make up the AWM voices. Each voice can consist of up to eight elements. It is composed.	
Performance data	A performance recorded on a USB flash memory.	83
ending	The ending of a song, or a rhythmic pattern suitable for ending.	31, 44
Autofill	A function that automatically inserts a fill-in whenever the rhythm section changes. Noh.	
Auto Bass Chord (ABC)	A function that automatically generates bass accompaniment from the lower keyboard. There are three modes: Gar, Fingered Chords, and Custom ABC.	
organ flute	Combining 9 different flute footages and 3 different attack footages A function to create organ sounds. VCM organs can also be used.	35
Custom Play(ÿ)	When playing back a song stored on a USB flash drive, the registration A button to play only the performance data without loading the data.	
Key Keyboard Assignment	Play Lead Voice 1, Pedal Voice 1 or Pedal Voice 2 on other keys This function allows you to set which key to play.	37, 60
Keyboard Percussion: Assign percussion	Assign percussion sounds, sound effects, and your own audio data to each key, A function that allows you to play them by playing the keys.	61
Control Data	Data saved to a USB flash drive includes panel operations and footswitches. This refers to information other than keyboard performance, such as switch operation.	
Sustain	An effect that gives the sound a lingering resonance after you take your hands or feet off the keys.	25, 57

term	explanation	page
Sequence	The order in which rhythm patterns and registrations are called up can be programmed in advance. Rhythm sequence function, registration sequence function It is called Noh.	72, 76
Lower Keyboard Voice	Instrument tones that can be produced using the lower keyboard.	14
Synchro Start	Rhythm playback starts simultaneously with the playing of the lower manual or pedalboard. Raw method.	70, 79, 82
Slider	Adjust the volume and brilliance of each part while playing, as well as the organ flute footage. A controller for adjusting the volume. You can also assign other functions to it.	77
slide	Also known as a lead slide. This effect smoothly shifts the pitch of the lead voice. have.	77
Super Articulation voice	To reproduce the natural sound of an acoustic instrument, the keyboard and foot pedals are A voice that adds delicate expressions depending on the operation of the switch. You can choose from up to three effects (Articulation 1, 2, 3).	52
Second Expression pedal	A pedal for controlling pitch bend while playing. You can also control it by touching it (Live Expression Control) (L).	77
Solo function	This function allows you to play only the Lead Voice 2 sound on the upper keyboard. or foot switch.	77
song	Data for one song to be stored on the MDR.	40
Touch Tone	A function that changes the volume and tone depending on how hard you press and hold the keys. There is an initial touch and an aftertouch.	77
Touch Vibrato	A function that controls vibrato according to the strength with which the keys are pressed.	77
Chorus Tune	A function to change the pitch of voices for each voice section.	77
Tone wheel system	The tone wheel (a gear-shaped magnetic metal disk) rotates A mechanism that picks up the generated electrical signals and passes them through an amplifier to produce sound.	77
Transpose	Transposition settings. Can be changed for each voice section or for the entire Electone.	77
Drawbar	A slider-type controller mounted on an electric organ. It has the function of adjusting the tone.	77
Number button	16 buttons for registering various settings such as voice and rhythm.	15, 37
N knee lever	Knee-operated lever that controls sustain, melody on chord (MOC), etc.	77
Next Unit	If multiple registration data are saved in one song, Read them one after the other using a sequence or foot switch operation. Function to include.	77
C Part Playback/Recording	When recording performance data using the MDR function, you can record and play back each key separately. Recording just the lead voice and just the keyboard percussion separately It is also possible.	77
bank	The 16 registration memory buttons 1 to 16 are A group of registrations. Up to 5 banks (A to E) can be stored in the unit. do.	77
Hi Pitch	The pitch of a note. It can be changed in real time while playing using horizontal touch and aftertouch.	77
Pitch Bend	This effect changes the pitch continuously. By default, it is set to Second Express. Control with the pedal. Assign this function to a slider and You can also troll it (live expression control).	77
vibrato	The effect of vibrating the sound and adding moisture to the tone.	77

term	explanation	page
F feet	A unit of voice octave. It is derived from the length of the pipes in a pipe organ. The higher the number, the lower the pitch.	61
Fill-in	A pattern that adds rhythmic accents as a variation on the rhythm.	32, 37, 75
Footage Lever	With organ flute voices, what pitch and level can be produced? The lever that determines the setting. Also called a drawbar.	35
Footswitch	These are the switches on the left and right sides of the expression pedal. You can assign functions to control them (Live Expression Control) (L).	None
Priority	When you play two or more notes on the upper keyboard with Lead Voice 2 (single notes only), You can set whether to play only the lower note (Last) or only the higher note (Top) Function.	None
Brilliance	An effect that brightens or darkens the tone.	None
break	To vary the rhythm, a momentary pause can be inserted to change the rhythm. A pattern that allows you to have	75
Protect Song	To protect the copyright of commercially available data, operations such as copying and editing may be prohibited. A song that has limitations on its composition.	None
To Pedal Voice	Instrument tones that can be produced using the pedalboard.	15
Ho Voice	Instrument tones that can be played on each key.	14
Voice Edit	Editing voices. Changing the volume and tone to create your own voice. can be done.	None
Voice Condition	Setting the voice pronunciation state (condition).	55, 61
Voice Section	A group of buttons used to select voices. Upper Keyboard Voice 1/2, There are lead voices 1/2, lower keyboard voices 1/2, and pedal keyboard voices 1/2.	14
Voice Display	This screen displays the status of the currently selected voice, rhythm, etc.	None
Voice Menu	A list of voices that will be displayed when you press the voice button.	None
Voice Link	Voice Condition screen settings (except volume and brilliance) This function allows you to register a tone you have selected as a single voice.	None
Poly Mode	A mode that allows you to play chords using the pedal keyboard.	None
Poly Aftertouch	This function applies aftertouch to each key individually. Featured on the ELS-03X/ ELS-03XR/ELS-03XF.	55
Horizontal Touch	A technique for playing by moving the center of gravity of your fingers left and right while holding down the keys. This can be used to create effects such as vibrato. Equipped on the ELS-03X/ ELS-03XR/ELS-03XF.	None
Mi Music Data Recorder Dar (MDR)	Save songs (MIDI) such as performances and registrations to a USB flash memory Ability to save, play and record audio.	40, 81
Melody on chord (MOC)	The harmonics that are automatically generated based on the performance information of the lower keyboard are added to the notes played on the upper keyboard. Knee function.	38

	term	explanation	page
User	Vibrato	A function that allows you to change settings such as vibrato speed and depth.	
	User Voice	Original voices created using voice editing.	
	User Button	The numbered voice buttons and rhythm buttons in each voice section Tan. You can select voice/rhythm from all categories.	
	User Rhythm	Original rhythm patterns created using the rhythm pattern program.	
	unit	Registrations (16 x up to 5 banks) stored in the unit and user voices rhythms, user rhythms, rhythm sequences, keyboard percussion, etc. All data saved in a song.	40
La	Live Expression control	Expression pedal, second expression pedal, left and right foot switch, slider, pedal connected to the ASSIGNABLE FOOT PEDAL jack. You can assign your favorite functions to the buttons.	24, 32
Rhythm	Condition	Setting the rhythm sound condition.	
	Rhythm sequence program	A function that arranges rhythm patterns and programs the rhythm data for an entire song. By programming up to four parts, you can start playing even in the middle of a song.	71
	rhythm section	Rhythm pattern variations. Intro 1/2/3, Ending It is divided into 1/2/3, main A/B/C/D, fill-in A/B/C/D, and break.	
	Rhythm Pattern Program	A function that allows you to create rhythm patterns by inputting percussion sounds. You can also edit the existing rhythms to create your own original patterns.	
	Rhythm Menu	A list of rhythms that appears when you press the rhythm button.	
	Lead Voice	A single-note instrument tone. It can be played on the upper keyboard. Lead Voice 1 is By using the keyboard assignment function, you can also play the lower keyboard and pedalboard. Lead Voice 2 can use the solo function.	15, 25
	Reverb	This effect adds reverberation to the sound, making it sound like you're playing in a large hall. Kut.	22, 35
Registration		Upper, lower and pedalboard voices, effects, rhythms, accompaniment This refers to setting information such as settings.	22, 28, 34, 45
	Registration Sequence	A function that automatically switches registrations in sync with the rhythm. Set the timing in advance.	76
	Registration Shift	Use the foot switch to call up the registered registrations in order. This function allows you to set the order in which the sounds are called up in advance (Live Expression Control control).	22, 25
	Registration Menu	A list of the registrations built into the Electone.	23, 28, 45
	Registration Memory	A function that stores registrations. Call using the number buttons.	15, 37
B.	Rotary speaker	A rich, spacious effect similar to that obtained by rotating a speaker (tremolo) An effect that creates a blue effect.	15
V	VA Voice	Voices created by simulating the characteristics of real instruments. Edit and create your own original sounds. You can also create a custom VA voice for Lu.	
	VCM Organ	Developed to faithfully reproduce the tonewheel style of vintage organs. VCM stands for Virtual Circuitry Modeling™. A technology that uses DSP to emulate the behavior of analog electrical circuits.	35

# index

Terms not listed in the index may be found in the glossary (pages 102-105). Please also see the glossary.

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## Warranty and after-sales service

For service requests or inquiries, please contact the store where you purchased the product or the repair consultation center listed in this "Basic Instruction Manual" (hereinafter referred

to as this manual). This manual also serves as a warranty. Please keep it in a safe place together with proof of purchase documents (receipts, delivery notes, etc. showing the product name, model name, purchase date, and store name). If this product malfunctions within the warranty period, please present proof of purchase documents and contact the store where you purchased it. We promise to provide free repairs in accordance with the warranty provisions

below. **[On-site repairs]**

Purchase			
Information Please enter your purchase information in this field.			
Product name	Electronic organ	serial number	
Model name	ÿELS-03G ÿELS-03X ÿELS-03XR ÿELS-03XF *Check the applicable model		
Purchase date: Year /Month/Day			
Warranty period (from the date of purchase) Main unit: 1 year			
Store name			

Warranty	
Provisions If a malfunction occurs during the warranty period under normal use, we will repair it free of charge in accordance with this warranty provision.	
<p><b>ÿ Even during the warranty period, a fee will be charged in the following cases:</b></p> <ul style="list-style-type: none"> <li>• If proof of purchase (such as a receipt or delivery note showing the product name, model name, purchase date, and retailer name) is not presented</li> <li>• If the malfunction occurred due to improper handling after delivery, transportation, or repair</li> <li>• Any actions that are contrary to the instructions provided or the precautions set forth in these regulations. <ul style="list-style-type: none"> <li>• If the cause of the malfunction is in a device other than this product.</li> </ul> </li> <li>• When painted or metal surfaces have faded or discolored over time.</li> <li>• If the part has been repaired or modified improperly by anyone other than our authorized repair service technician. <ul style="list-style-type: none"> <li>• If the part has been repaired or modified improperly by fire, earthquake, flood, lightning, other natural disasters, pollution, or abnormal voltage. <ul style="list-style-type: none"> <li>• In the case of malfunction or damage caused by rodents, salt damage, etc.</li> </ul> </li> </ul> </li> </ul>	<p><b>ÿ Other points to note when moving, transferring, etc.</b></p> <ul style="list-style-type: none"> <li>• If you are unable to request repairs from the store where you purchased the product due to moving, receiving the product as a gift, etc., please contact the Repair Consultation Center.</li> <li>• Actual transportation costs will be charged for on-site repairs to remote islands and areas similar to remote islands.</li> <li>• Even if you transfer or resell this product to another person during the warranty period, the warranty will remain valid for the remaining period.</li> <li>• This warranty is valid only in Japan. (This warranty is valid only within Japan.)</li> <li>• This document cannot be reissued. Please keep it in a safe place.</li> </ul>
<p>This warranty guarantees free repairs within the period and conditions specified in this document. This provision does not limit the customer's legal rights, so if you have any questions about repairs after the warranty period has expired, please contact the store where you purchased the product or the repair consultation center.</p>	

### • Repairs after the warranty period has expired

If repair is possible, we will repair it upon request for a fee. Parts with a limited lifespan are prone to deterioration depending on the length of use and the environment in which they are used, and therefore need to be replaced as they wear out. For replacement of parts with a limited lifespan, please contact the store where you purchased the product or a repair consultation center.

Examples of parts with a limited lifespan: volume controls, switches, lamps, relays, connection terminals, keyboard mechanism parts, keyboard contacts, drum pads, etc.

### • Minimum retention period for repair performance parts

The minimum retention period for parts necessary to maintain the functionality of the product is eight years after production has ended.

### • Requesting repairs

If you notice any abnormalities with this product, first carefully read the "Troubleshooting" section in this manual and check the condition of the product. If the problem persists, contact the store where you purchased the product or the repair consultation center.

### • Product condition in detail

When requesting repairs, please provide as much detail as possible about the malfunction, including the product name, model name, etc.

Sold by: **株式会社ヤマハミュージックジャパン**

Yokohama Sympho Stage West Tower, 5-1-2 Minatomirai, Nishi-ku, Yokohama, Kanagawa Prefecture, 220-0012

\*Names and addresses are subject to change.

## Repair inquiries

Please contact the store where you purchased the product or the repair consultation center listed below. \*When requesting repairs, please provide as much detail as possible about the malfunction, including the product name, model name, etc.

### • Repair Consultation Center



**0120-149-808**

Toll-free number

mobile phone,  
From an IP phone

**050-3852-4106**

**Reception hours:** Monday to Friday 10:00-17:00  
(excluding public holidays and designated holidays)

**FAX**

- **Eastern Japan (Hokkaido/Tohoku/Kanto/Koshinetsu/Tokai):** 03-5762-2125
- **Western Japan (Hokuriku/Kinki/Chugoku/Shikoku/Kyushu/Okinawa):** 06-6649-9340

### • Repair item drop-off reception desk :

Monday to Friday 10:00-17:00 (excluding public holidays  
and designated holidays)

\*Calls will be accepted at the Repair Consultation Center.

### East Japan Service Center ȳ

143-0006 2-1-1 Heiwajima, Ota-ku, Tokyo JMT Keihin E Building A-5F  
**FAX** 03-5762-2125

### • West Japan Service Center 7F

Namba Tsujimoto Building, 1-13-17 Namba Naka, Naniwa-ku, Osaka 556-0011  
**FAX** 06-6649-9340

## Inquiries regarding product specifications and handling

Please contact the store where you purchased the product or the Customer Communication Center listed below.

### • Customer Communication Center Electone Consultation Desk



**0120-138-808**

Toll-free number

**050-3852-4078 Mobile phone,**

From an IP phone

**Reception hours:** Monday to Friday 10:00-17:00 (excluding public holidays and designated holidays)

### Yamaha Support/Inquiries

<https://jp.yamaha.com/support/>



Yamaha Musical Instruments Audio Products Customer Support  
LINE official account



Yamaha Electone Keyboard Site : <https://jp.yamaha.com/kbd/>

