

Electone® **STAGEA**®

ELS-03G

ELS-03X

ELS-03XR

ELS-03XF

Owner's Manual – Basic

Thank you for purchasing this Yamaha Electone STAGEA!

This digital organ has advanced technologies and a wide variety of Voices which give you the potential of highly entertaining performance.

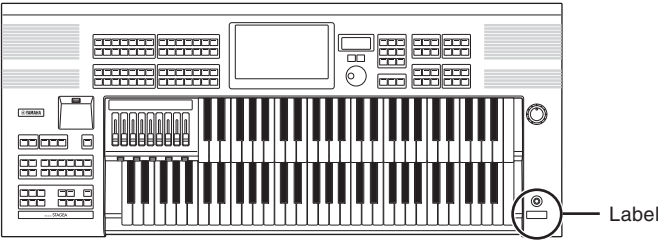
In order to fully take advantage of this Electone, please read this manual carefully, and keep it in a safe and handy place for later reference.

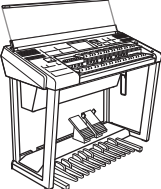
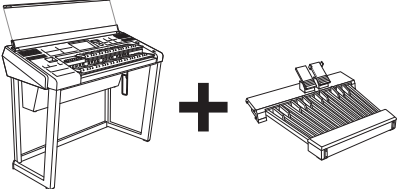
Before using the Electone, be sure to read “PRECAUTIONS” on pages 8–9.

(ELS-03G/ELS-03X) For information on assembling the Electone, refer to the instructions on page 89.

About the Model Names

The model name of your Electone can be confirmed by its appearance and the label at the front right corner of the control panel.

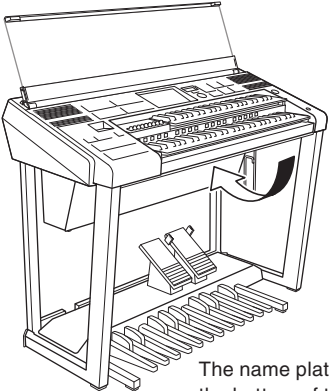


Appearance	Label		Model name
	ELS-03G	➔	ELS-03G
	ELS-03X	➔	ELS-03X
	ELS-03X	➔	ELS-03XR
	ELS-03X	➔	ELS-03XF

The model number, serial number, power requirements, etc., may be found on or near the name plate, which is at the bottom of the unit. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

Model No. _____

Serial No. _____



The name plate is located on the bottom of the unit.

* The actual model name may differ from the model number on the name plate.

(1003-M06 plate bottom en 01)

About the Manuals

This product has the following documents and instructional materials.



Supplied with the product

- **Owner's Manual – Basic (this book)**

Explains the basic operations and functions of this Electone. You can experience Electone's various functions by trying playing the keyboard with the use of the supplied sheet music. Please read this manual first to use the Electone properly and safely.

- **Sheet music for "Londonderry Air," "Polovtsian Dances"**

Sheet music specifically for the Electone and this manual. Before playing with these pieces, make sure to set up the Electone by following the instructions in the "Owner's Manual – Basic."

- **Bench Owner's Manual**

(ELS-03XR/ELS-03XF only)

Explains how to assemble the supplied bench and how to handle it properly for your safety. This manual is included in the package of the bench.

* For informations on the bench for the ELS-03X/ELS-03G, refer to page 96.



Available on the website

- **Owner's Manual – Detailed**

Explains detailed operations and functions of this Electone. Please read this when you want to make full use of the Electone.

* In the "Owner's Manual – Basic," this manual is referred to as "Detailed" version.

- **MIDI Reference**

Contains MIDI-related information of this Electone.

To obtain these manuals, access the website below, and enter "ELS-03" to search for the desired files.

Yamaha Downloads

<https://download.yamaha.com/>



* For a general overview of MIDI and how you can effectively use it, search for "MIDI Basics" (only in English, German, French and Spanish) on the website above.

Rules for the notes

 WARNING	Indicates risk of serious injury or death.
 CAUTION	Indicates risk of injury.
NOTICE	Indicates points to prevent product failure, damage or malfunction and data loss.
NOTE	Helpful information and tips.

Included Accessories

Two packages are provided for ELS-03G/ELS-03X/ELS-03XF.

- **For all ELS-03G/ELS-03X/ELS-03XR/ELS-03XF**

- ☐ Owner's Manual – Basic × 1
- ☐ Sheet music × 2
- ☐ Online Member Product Registration × 1
- ☐ Bench × 1

- **Only for ELS-03XR/ELS-03XF**

- ☐ Bench Owner's Manual × 1
- ☐ Spacer set × 1

- **Only for ELS-03G/ELS-03X**

- ☐ Power cord × 1
- ☐ Music rest × 1
- ☐ Pedal cord × 1

ELS-03G/ELS-03X

These models require assembly. Refer to the assembly instructions on page 89 for the list of the necessary parts.

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PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

Especially in the case of children, a guardian should provide guidance on how to properly use and handle the product before actual use.

Please keep this manual in a safe and handy place for future reference.



WARNING

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

Power supply

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Do not touch the product or the power plug during an electrical storm.
- Use only the correct voltage specified for the product. The required voltage is printed on the name plate of the product.
- Use only the supplied power cord/plug.
- Do not use the supplied power cord/plug for other devices.
- Check the power plug periodically and remove any dirt or dust which may have accumulated on it.
- Insert the power plug firmly all the way into the AC outlet. Using the product when it is not plugged in sufficiently can cause dust to accumulate on the plug, possibly resulting in fire or skin burns.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, as long as the power cord is not unplugged from the wall AC outlet, the product will not be disconnected from the power source.
- Do not connect the product to an electrical outlet using a multi-plug outlet extender. Doing so can result in lower sound quality, or possibly cause fire at or around the outlet.
- When disconnecting the power plug, always hold the plug itself and not the cord. Pulling by the cord can damage it and cause electric shock or fire.
- If not using the product for long periods of time, be sure to pull the power plug from the AC outlet.

Do not disassemble

- This product contains no user-serviceable parts. Do not attempt to disassemble the internal parts or modify them in any way.

Water warning

- Do not expose the product to rain, use it near water or in damp or wet conditions, or place on it any containers (such as vases, bottles or glasses)

containing liquids which might spill into any openings or places where water may drop. A liquid such as water getting into the product may cause fire, electric shock, or malfunctions.

- Never insert or remove a power plug with wet hands.

Fire warning

- Do not place any burning items or open flames near the product, since they may cause fire.

Connections

- Be sure to read the manual of the device to be connected, and follow the instructions. Failure to observe this may cause fire, overheating, rupture, or malfunction.

Using the bench

- Do not place the bench in an unstable and slippery position where it might accidentally fall over and cause injury.
- Do not play carelessly with or stand on the bench. Using it as a tool or stepladder or for any other purpose might result in accident or injury.
- Only one person should sit on the bench at a time, in order to prevent the possibility of accident or injury.
- Tighten the bench screws periodically using the specified tool. Failure to do so may cause the screws to loosen over time, and cause accident or injury.
- Keep special watch over any small children so that they don't fall off the rear of the bench. Since the bench does not have a backrest, unsupervised use may result in accident or injury.

If you notice any abnormality

- If any of the following problems occur, immediately turn off the power switch and disconnect the power plug from the outlet. Finally have the device inspected by Yamaha service personnel.
 - The power cord or plug becomes frayed or damaged.
 - Unusual smells or smoke are emitted.
 - Some object, or water has been dropped into the product.
 - There is a sudden loss of sound during use of the product.
 - Cracks or other visible damage appear on the product.

CAUTION

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the product or other property. These precautions include, but are not limited to, the following:

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

- Assemble the product in the proper sequence by following the assembly instructions in this manual. Also, make sure to tighten the screws or bolts regularly. Failure to do so might result in damage to the product or even injury.

Location

- Do not place the product in an unstable position or a location with excessive vibration, where it might accidentally fall over, resulting in malfunction and even injury.
- Do not go near the product during an earthquake. Strong shaking during an earthquake could cause the product to move or tip over, possibly causing injury.
- Before moving the product, remove all connected cables, to prevent damage to the cables or injury to anyone who might trip over them.
- (ELS-03G/ELS-03X) Before moving the product, be sure to detach the keyboard unit, speaker and the pedal unit from the frames. Failure to do so may result in their falling off, and possibly result in damage to the product or even injury.
- When transporting or moving the product, always use an appropriate number of people, at least two or more. The product is heavy. Even if the distance to be moved is short, always have an appropriate number of people. Attempting to lift the product by yourself may result in injuries, such as back injuries, or cause the product to be dropped and broken, which could lead to other injuries.
- (ELS-03G/ELS-03X) Use only the stand specified for the product. When attaching it, use the included screws or bolts only. Failure to do so could result in the product falling over, causing damage to the product or injury.

Connections

- Before connecting the product to other devices, turn off the power for all devices. Before turning the power on or off for all devices, set all volume levels to minimum.
- Be sure to set the volumes of all devices at their minimum levels and gradually raise the volume controls while playing the product to set the desired listening level.

Handling

- Do not insert your finger or hand in any gaps on the product. Also take care that the key cover (ELS-03XR/ELS-03XF only) does not pinch your finger.
- Do not insert foreign materials such as metal or paper into any openings or gaps of the product. Failure to observe this may cause fire, electric shock, or malfunctions.

- (ELS-03XR/ELS-03XF) When opening and closing the key cover, do not hold the edge of the cover or apply excessive force. A key cover equipped with the SOFT-CLOSE™ mechanism closes the cover slowly. Holding the edge when opening or closing the key cover, or applying excessive force to the key cover when closing it could damage the SOFT-CLOSE™ mechanism, and possibly result in injury to your hands and fingers caught under the closing key cover. Hold the front center of the key cover to open and close it.
- Do not rest your weight on, or place heavy objects on the product, and do not use excessive force on the buttons, switches or connectors.
- Keep small parts out of the reach of children, since they may accidentally swallow them.
- Do not use the product or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.
- Remove the power plug from the AC outlet before cleaning the unit. Failure to observe this may cause electric shock.

Using the bench

- (ELS-03G/ELS-03X) Do not place your hand between moving parts. Otherwise, your hand could be pinched between the parts, possibly resulting in injury.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the product, or data that is lost or destroyed.

Always turn the power off when the product is not in use. Even when the [⏻] (Standby/On) switch is in standby status (display is off), electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure you unplug the power cord from the wall AC outlet.

(DMI-12)

NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

■ Handling

- Do not use this product in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, this product or the other device may generate noise.
- When you use the product along with an app on your smart device, such as a smartphone or tablet, we recommend that you enable “Airplane Mode” on the device to avoid noise caused by communication. When turning on airplane mode, Wi-Fi setting may be turned off. Make sure that the setting is turned on before use.
- Do not expose the product to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of disfiguration, damage to the internal components or unstable operation. (Verified operating temperature range: 5° – 40°C.)
- Do not place vinyl, plastic or rubber objects on the product, since this might discolor the product.

■ Maintenance

- When cleaning the product, use a soft and dry (or slightly damp) cloth. Do not use paint thinners, solvents, alcohol, cleaning fluids, or chemical-impregnated wiping cloths.

■ Saving data

- Saved data, for example the Registration data, may be lost due to malfunction or incorrect operation. Save important data to a USB flash drive (page 40).
- To protect against data loss through USB flash drive damage, we recommend that you save your important data (excluding the commercially available data) onto a spare USB flash drive or an external device such as a computer as backup data.

■ Using the USB TO DEVICE terminal

- Compatible USB devices for the USB TO DEVICE terminal of this product are a USB flash drive or a USB wireless LAN adaptor (UD-WL01; sold separately) only. Other USB devices such as a USB hub or smart device cannot be used. When connecting a USB device, make sure that the connector on the device is appropriate and that it is connected in the proper direction. The USB wireless LAN adaptor (UD-WL01) may not be available depending on your area.

For a list of the compatible USB devices, access the Yamaha website below:

Yamaha Downloads <https://download.yamaha.com/>

- The rating of the USB TO DEVICE terminal is a maximum of 5 V/500 mA. Do not connect USB devices having a rating above this, since this can cause damage to the instrument itself.
- Avoid connecting or disconnecting the USB device while executing playback/recording and file management operations (such as Save, Copy, Delete and Format), or when accessing the USB device. Failure to observe this may result in “freezing” of the operation of the instrument or corruption of the USB device and the data.
- When connecting then disconnecting the USB device (and vice versa), make sure to wait a few seconds between the two operations.
- Do not use an extension cable when connecting a USB device.

■ Using the USB TO HOST terminal

- Use a CC type or AC type USB cable of less than 3 meters. The cable must be a communication cable compliant with USB standards, and not a charging-only cable.
- Execute the following before turning the power to this product on/off or plugging/unplugging the USB cable to/from the USB TO HOST terminal.
 - Quit any open application software on the connected device.
 - Make sure that data is not being transmitted from this product (Data is transmitted even when the notes on the keyboard are played or a Song is played back).
- While the computer or smart device is connected to this product, you should wait for six seconds or more between these operations: (1) when turning the power of this product off then on again, or (2) when alternately connecting/disconnecting the USB cable.

Information

■ About copyrights

- The copyright of the “content”^{*1} installed in this product belongs to Yamaha Corporation or its copyright holder. Except as permitted by copyright laws and other relevant laws, such as copying for personal use, it is prohibited to “reproduce or divert”^{*2} without the permission of the copyright holder. When using the content, consult with a copyright expert.

If you create music or perform with the contents through the original use of the product, and then record and distribute them, the permission of Yamaha Corporation is not required regardless of whether the distribution method is paid or free of charge.

*1: The word “content” includes a computer program, audio data, Accompaniment Style data, MIDI data, waveform data, voice recording data, music score, and score data, etc.

*2: The phrase “reproduce or divert” includes taking out the content itself in this product, or recording and distributing it without changes in a similar manner.

■ About functions/data bundled with the product

- This device is capable of using various types/formats of music data by optimizing them to the proper format music data for use with the device in advance. As a result, this device may not play them back precisely as their producers or composers originally intended.

■ About source code distribution

For three years after the final factory shipment, you may request from Yamaha the source code for any portions of the product which are licensed under the GNU General Public License or GNU Lesser General Public License by writing to one of the Yamaha office addresses listed at the end of this Owner’s Manual.

The source code will be provided at no charge; however, we may require you to reimburse Yamaha for the cost of delivering the source code to you.

- Note that we shall bear no responsibility whatsoever for any damage arising from changes (additions/ deletions) made to the software for this product by a third party other than Yamaha (or party authorized by Yamaha).
- Note that re-use of source code released to the public domain by Yamaha is unguaranteed, and Yamaha shall not bear any responsibility whatsoever for the source code.
- The source code can be downloaded from the following address: <https://download.yamaha.com/sourcecodes/ekb/>

■ About this manual

- The illustrations and LCD screens as shown in this manual are for instructional purposes only.
- Unless indicated otherwise, the illustrations and displays as shown in this manual are based on the ELS-03XR (in English).
- Wi-Fi is a registered trademark of Wi-Fi Alliance*.
- USB Type-C™ and USB-C™ are registered trademarks of USB Implementers Forum.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

■ About disposal

- When disposing of this product, please contact the appropriate local authorities.

For India

Product Information Brochure (As per Rule 11(1A) (b) of the Plastic Waste Management Rules, 2016, as amended)
Brand Owner: Yamaha Music India Pvt. Ltd.
Registration Number: BO-10-000-11-AAACY3314N-23 and IM-19-000-07-AAACY3314N-24

Main features on the new Electone

Performer-centric sound for a totally immersive playing experience

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

Preset Registrations for seamless performance with your ideal settings

pages 23, 28

A combination of the settings (such as Voices for the Upper/Lower Keyboard and Pedalboard, and Rhythm) is referred to as a “Registration” on the Electone. The Registration Menu provides a wide variety of useful Registrations. Simply select a Registration from the Menu and play with beautifully balanced sound.

In particular, Registrations in the SIMPLE category are highly versatile, letting you use them as they are, or calling them up as a starting point and customizing them for performing in a wide variety of musical genres.

Live Expression Control for original dynamic performances

pages 24, 25, 32

The ELS-03 series are equipped with two Expression Pedals and Footswitches, as well as nine Sliders. Since you can freely assign desired functions to each of them, you have instant, comprehensive performance control of the Electone through your hands and foot. This is called Live Expression Control, and enables you to add creative, original expression to your performance.

Remarkably authentic Organ Sounds

page 35

This Electone is equipped with Yamaha’s VCM (Virtual Circuitry Modeling™) tone generator which faithfully reproduces traditional and vintage organ sounds. It authentically reproduces the natural saturation and warmth of sound that are uniquely characteristic to tonewheel-type organs. By using the Sliders on the panel as drawbars, you can dynamically control the organ sound in real time.

After Touch Extension for customizing the After Touch sound

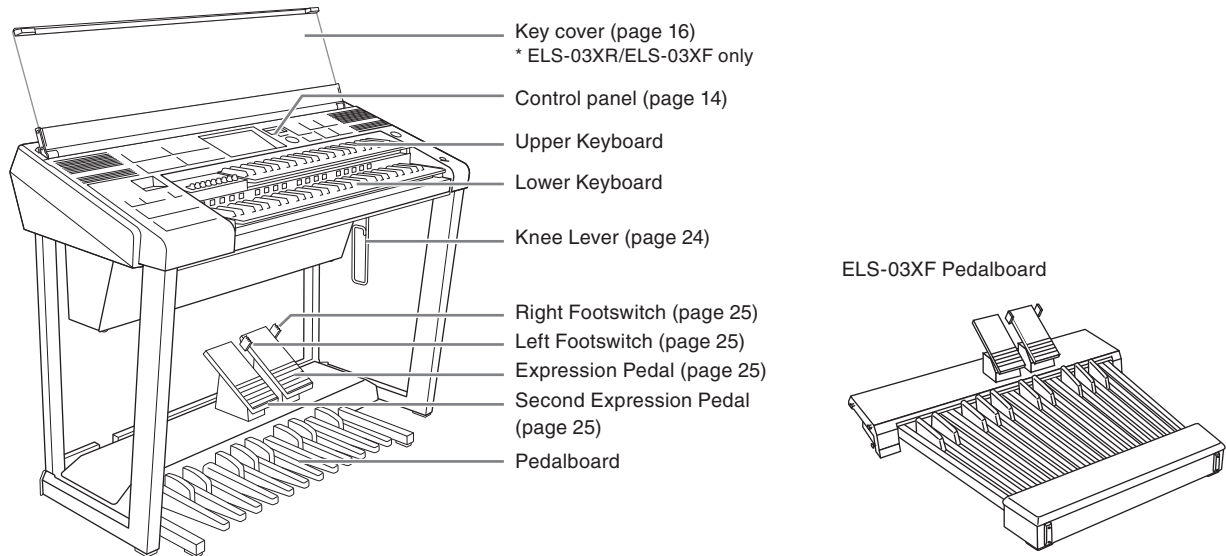
page 44

You can edit and arrange how the volume, tone, and pitch change in real time as you press down strongly on the keys after playing them. Five templates are provided, allowing you to customize them according to your preferences in expressing your own original sound. In addition, the ELS-03X/ELS-03XR/ELS-03XF features the FSX-i keyboards which lets you control After Touch for each key individually.

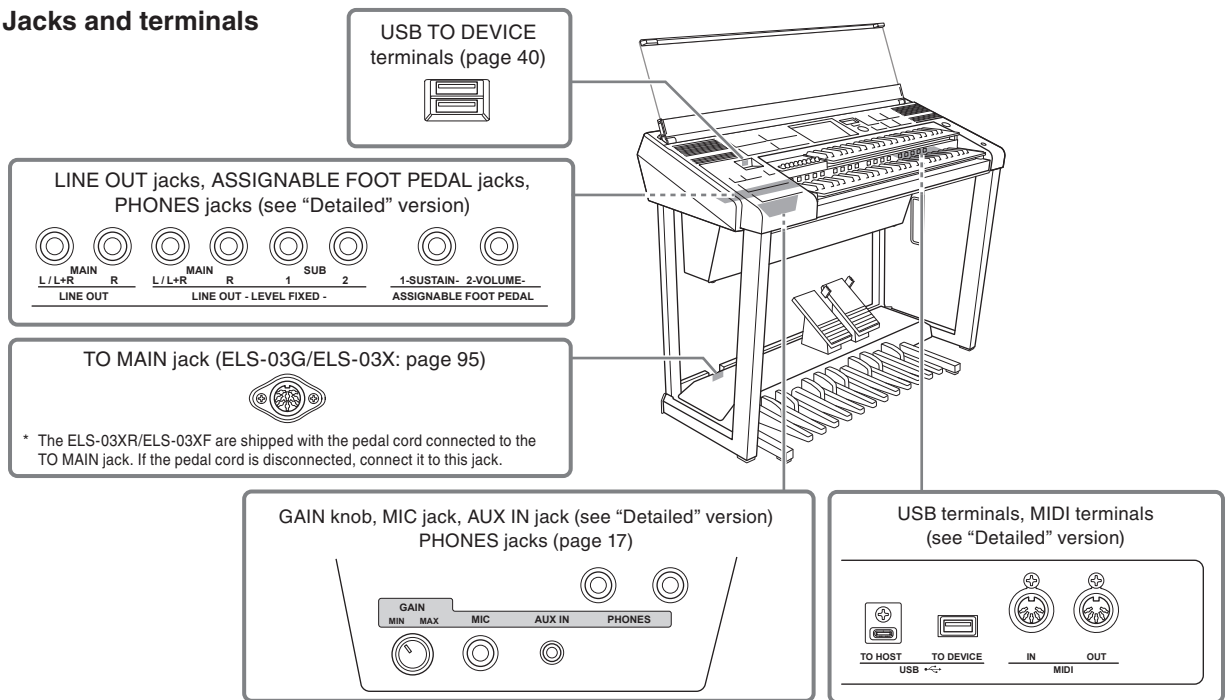
Part Names

Overview

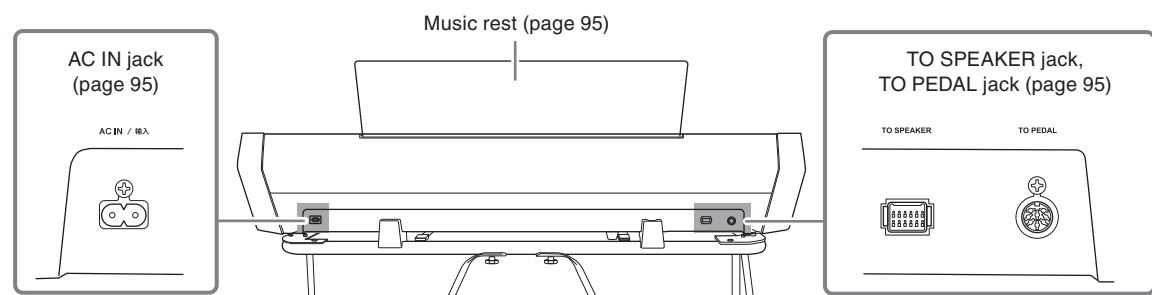
* This illustration shows the ELS-03XR.



■ Jacks and terminals



■ Rear panel of the ELS-03G/ELS-03X



Panel Controls

* Not all functions are explained in the "Owner's Manual – Basic." For the functions which have no reference page in this section, refer to the "Detailed" version.

UPPER KEYBOARD VOICE 1, 2 buttons

For selecting the Voices (instrument sounds) to play on the Upper Keyboard. Two Voice sections (Upper Keyboard Voice 1 and Upper Keyboard Voice 2) are provided, and you can play two Voices together in a layer by selecting a Voice for each Voice section.

LOWER KEYBOARD VOICE 1, 2 buttons

For selecting the Voices (instrument sounds) to play on the Lower Keyboard. Two Voice sections (Lower Keyboard Voice 1 and Lower Keyboard Voice 2) are provided, and you can play two Voices together in a layer by selecting a Voice for each Voice section.

Main display (page 18)

For displaying the current settings of this Electone. You can select or change the parameters by touching the virtual controllers on the display.

SUSTAIN buttons (page 57)

For turning the Sustain effect on/off.

KEYBOARD PERCUSSION buttons (page 61)

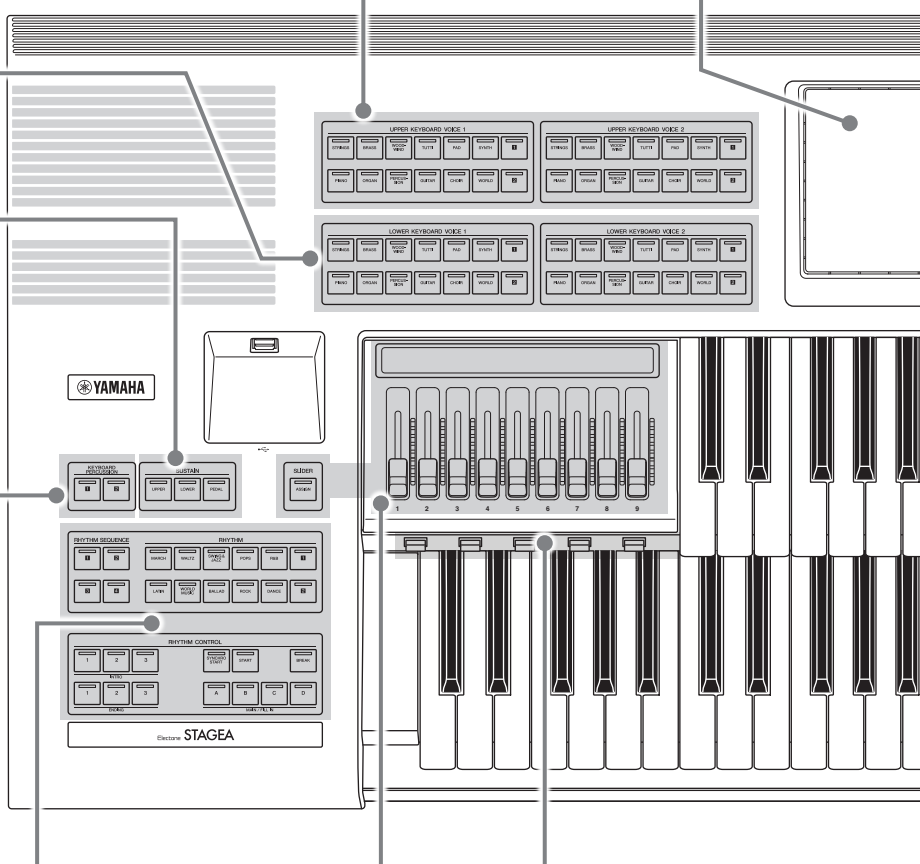
For turning on the Keyboard Percussion function or off. You can assign various percussion sounds to each key on the Upper Keyboard, Lower Keyboard and Pedalboard and play them.

RHYTHM, RHYTHM CONTROL, RHYTHM SEQUENCE buttons

For selecting the Rhythm and controlling Rhythm playback. You can also program a sequence of any desired Rhythms by single measure units and save it as your own Rhythm compositions.

Sliders, SLIDER [ASSIGN] button, Sub display (page 24)

For changing sound during your performance in real time by moving the sliders. You can assign various functions to the sliders, and can switch the functions by pressing the SLIDER [ASSIGN] button. The Sub display indicates the currently assigned function and the current setting value.



Tempo (BAR/BEAT) display, TEMPO buttons (page 31)

For indicating the Rhythm tempo or current measure (bar). The TEMPO buttons let you adjust the Rhythm tempo.

DISPLAY SELECT buttons

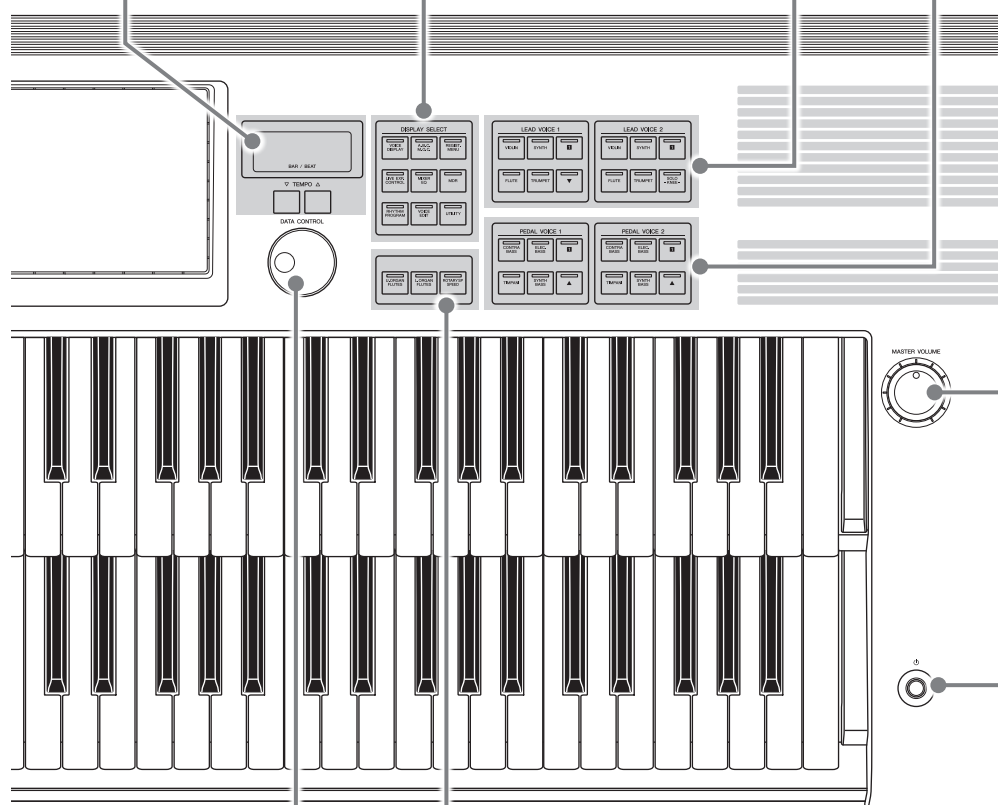
For calling up the setup display of the each selected function to the Main display. These buttons let you access various functions such as Recording/Playback, Voice Edit, Registration Menu.

LEAD VOICE 1, 2 buttons

For selecting the Lead Voices (instrument sounds). This is ideal for solo or monophonic instruments such as trumpet and saxophone. The Lead Voices can be played on the Upper Keyboard.

PEDAL VOICE 1, 2 buttons

For selecting the Voices (instrument sounds) to play on the Pedalboard. Two Voice sections (Pedal Voice 1 and Pedal Voice 2) are provided, and you can play two Voices together in a layer by selecting a Voice for each Voice section.



[MASTER VOLUME] dial (page 17)

For adjusting the overall volume.

[⏻] (Standby/On) switch (page 16)

For turning the Electone's power on or setting it to standby.

[DATA CONTROL] dial (page 19)

For changing the value for the selected parameter on the Main display. This can also be used when adjusting the tempo.

[U.ORGAN FLUTES], [L.ORGAN FLUTES], [ROTARY SP SPEED] buttons

For creating your original organ sounds.

Registration Memory buttons

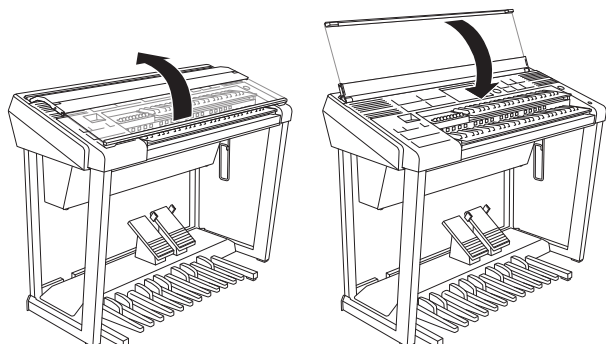
For registering various settings such as Voices and Rhythm to each numbered button. You can call up your desired settings on the Electone any time by saving all settings together to a USB flash drive.

Starting Up

For information on assembling the ELS-03G/ELS-03X, refer to the instructions on page 89.

Opening/closing the key cover (ELS-03XR/ELS-03XF only)

Hold the key cover at the center of the near side when opening and closing it.
To open the key cover, lift it gently until it is fully upright.
To close the key cover, lower it gently toward you.



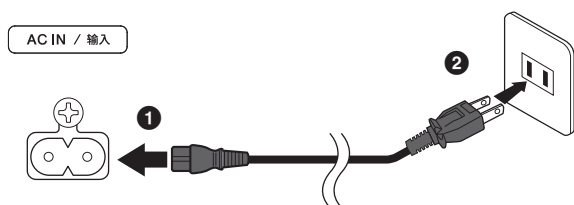
CAUTION

- Open or close the key cover slowly. Be careful to avoid catching fingers (yours or others, especially children's) between the cover and the unit.
- Do not place anything (such as metal objects or pieces of paper) on top of the key cover. Small objects placed on the key cover may fall inside the unit when the cover is opened and may be nearly impossible to remove. Once inside, they could cause electric shock, short circuit, fire or other serious damage to the Electone.
- Do not apply excessive force to the key cover. Doing so can damage the SOFT-CLOSE™ mechanism, and possibly result in injury to your hands and fingers caught under the key cover.

Power supply

■ ELS-03G/ELS-03X

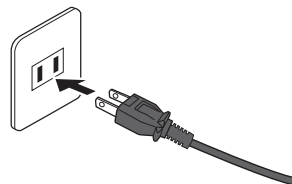
Connect the power cord to the AC IN jack in the order shown in the illustration. To confirm the location of the AC IN jack, refer to “Part Names” (page 13).



* The shapes of the plug and outlet may differ depending on your locale.

■ ELS-03XR/ELS-03XF

Insert the power plug to the AC outlet.



* The shapes of the plug and outlet may differ depending on your locale.

WARNING

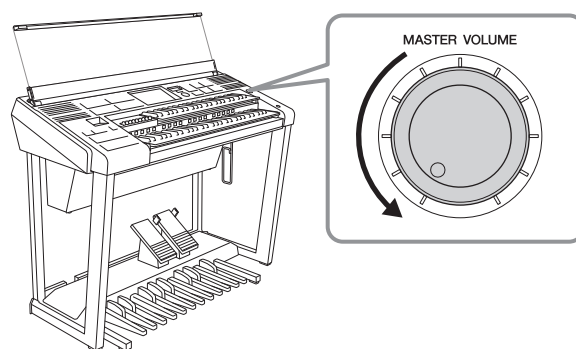
- (ELS-03G/ELS-03X) Use the supplied power cord only. Do not use the power cord for other devices. Using the wrong power cord can result in damage to the Electone or overheating.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn the power off and disconnect the plug from the outlet.

NOTE

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

Turning the power on or off

- 1 Turn down the [MASTER VOLUME] dial to the minimum position.



- 2 Press the [⏻] (Standby/On) switch to turn the power on.

After a while, the Main display lights up, and then the Voice display (page 21) appears showing the Electone is ready to use.

NOTICE

Press only the [⏻] (Standby/On) switch when turning the power on. Any other operations, such as pressing the keys, buttons or pedals may cause the Electone to malfunction. Make sure to wait until the Electone starts up.

- 3 After you finish using the Electone, turn off the power by pressing the [⏻] (Standby/On) switch.

Be sure to confirm the Main display is off when you turn the power off.



WARNING

Even when the [⏻] (Standby/On) switch is in standby status, electricity is still flowing to the Electone at the minimum level. Remove the power plug from the outlet when the Electone is not to be used for extended periods of time, or during electrical storms.

Adjusting the volume

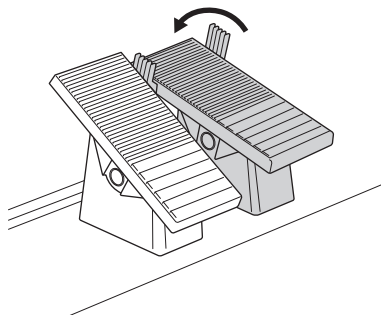
The volume adjustment function is assigned to the Expression Pedal by the factory default. This section explains how to adjust the volume by using the Expression Pedal.

NOTE

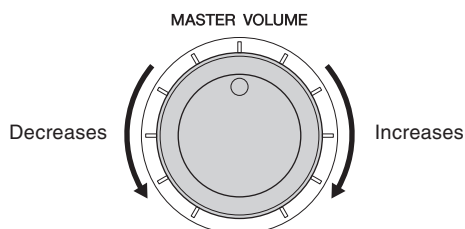
You can also assign another function to the Expression Pedal, or assign volume adjustment function to the Second Expression Pedal or the Sliders (page 24). For details, refer to the "Detailed" version.

- 1 Press the Expression Pedal all the way to forward with your foot.

This is the maximum volume position.

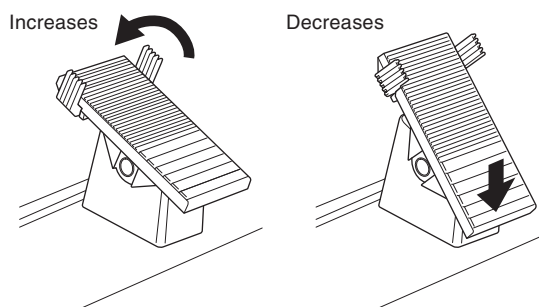


- 2 Adjust the overall volume as desired by using the [MASTER VOLUME] dial while playing the keyboards and the Pedalboard.



- 3 Adjust the volume by pressing down or letting up the Expression Pedal with your foot as you play.

Pressing it forward increases the volume, while down towards you decreases the volume.

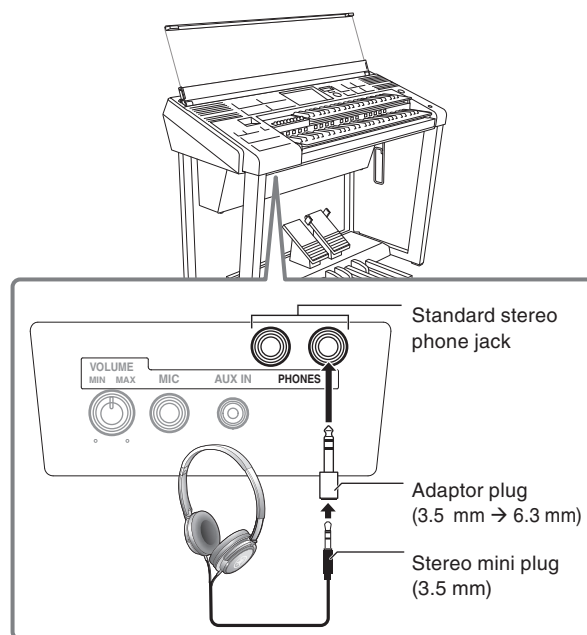


NOTE

If you want to play at higher volume for playing onstage, you can connect external powered speakers to the LINE OUT jacks. For details, refer to the "Detailed" version.

Connecting headphones

You can connect two pairs of headphones to the PHONES jacks. If you are using only one pair, insert the plug into either of these jacks. If you use headphones with a mini plug, you will need an appropriate adaptor plug as shown in the illustration.



CAUTION

Do not use the headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss.

NOTE

When a plug is connected to the PHONES jack, no sound will come out from the instrument's speakers. When you are not using the headphones, disconnect the headphone plug (and adaptor plug) from the jack.

Basic Operations

This section explains the basic operations which are necessary to use this Electone.

Operations on the Main display

The Main display of this Electone is a touch screen which allows you to select or change the parameters by simply touching the desired item on the display. This section describes operations often used on the main display.

NOTICE

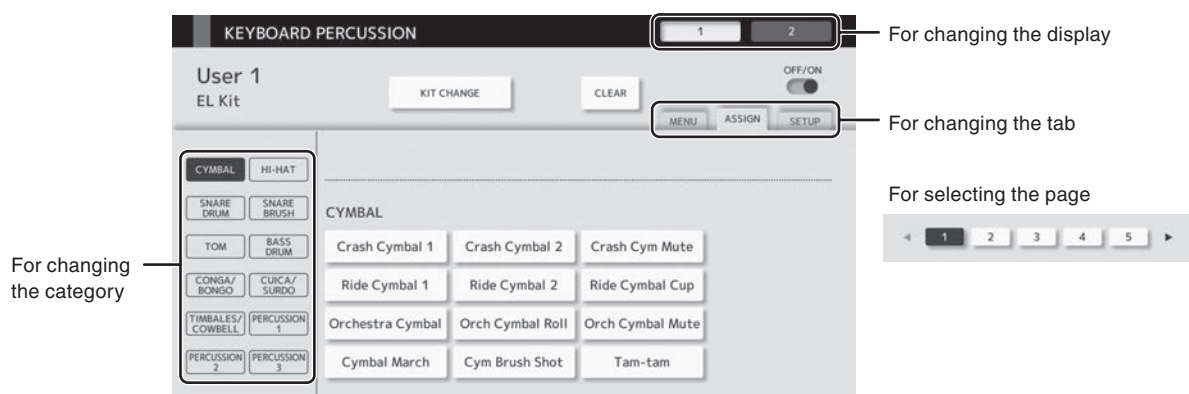
Do not use any sharp or hard tools to operate the touch screen. Doing so may damage the display.

NOTE

Keep in mind that operation by simultaneously touching two or more points on the display is not possible.

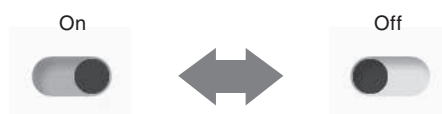
■ Changing the display/tab

Depending on the functions or the parameters, the display may contain several pages. Use the buttons or tabs to change the display. If they are divided into more categories, buttons are shown at the left of the display. When the list has multiple pages, use the numbered buttons and [◀]/[▶] or [▲]/[▼] to select the desired page.



■ Turning functions on/off

When switching the modes such as on/off and mono/poly, use the switch as shown below. Pressing this switch alternates between two modes.



■ Turning parts on/off

On the displays such as the Voice display (page 21) and Rhythm Menu display (page 68), pressing each Voice section button or each Rhythm part button switches between on (unmuted) and off (muted). When set to on, the button is colored; when set to off, the button turns white.

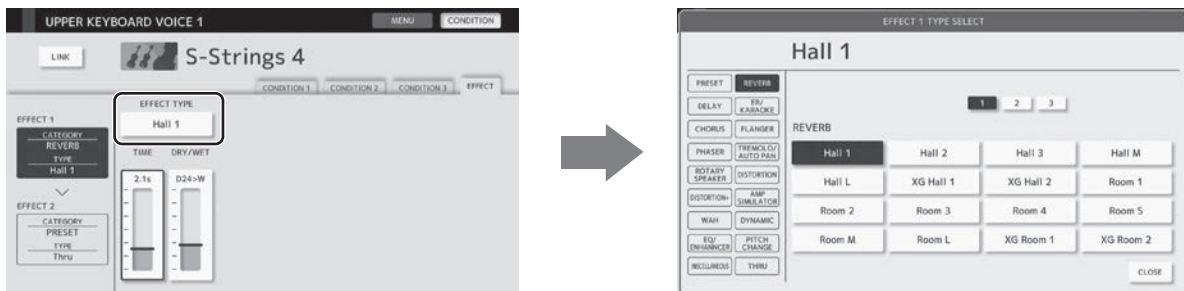


■ Selecting/executing an option

When several options are provided in the display, select the desired one to call up the setting or execute the function.



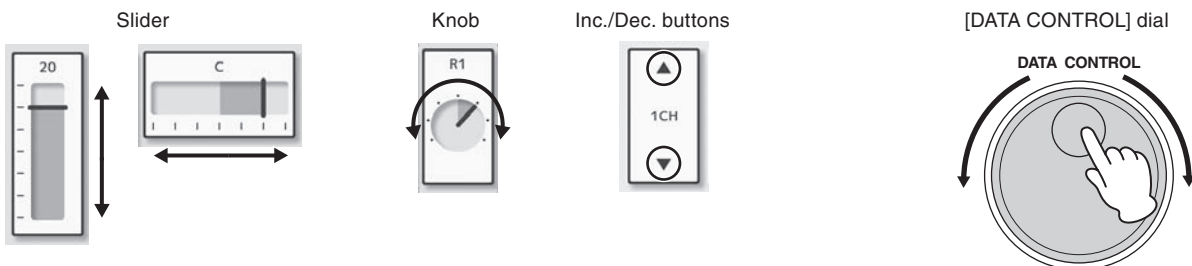
A list may be called up depending on the item you select.



■ Changing the value

For parameters which let you change values, a slider, knob or increment/decrement buttons ([◀]/[▶] or [▲]/[▼]) is provided. Select an item on the display, and then confirm that the item for editing is framed. Moving your finger vertically or horizontally on the slider, or tracing around the knob allows you to change the value. Using the increment/decrement buttons briefly increases or decreases the value by one step; holding either button changes the value continuously. You can also use the [DATA CONTROL] control dial to change these values.

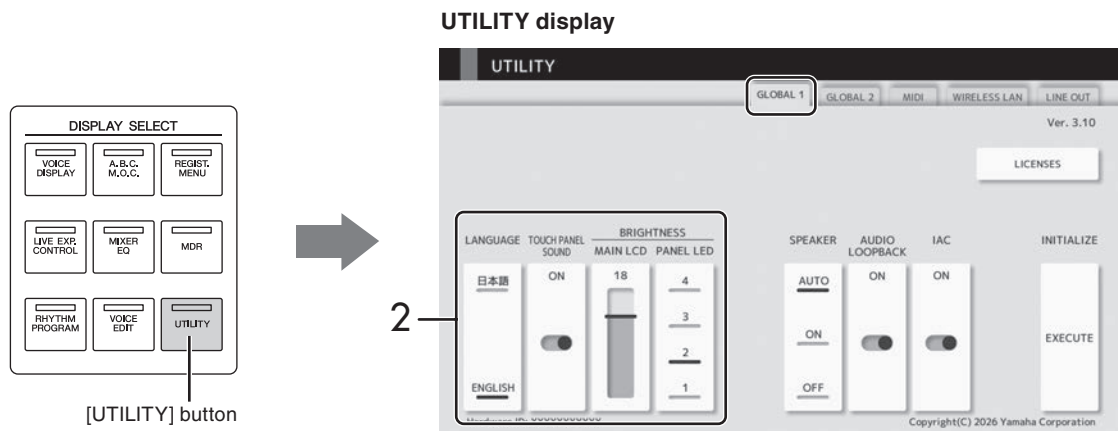
Depending on the functions, you can change the value by using the Sliders on the top panel (page 24).



Making display-related settings

The display language, touch panel sound, and the brightness of the LCD and the LED can be changed.

- 1 Press the **DISPLAY SELECT [UTILITY]** button to call up the **UTILITY** display.



- 2 In the **[GLOBAL 1]** tab, make the necessary settings.

LANGUAGE		Determines the language (Japanese/English) used in the display.
TOUCH PANEL SOUND		Determines whether or not touching the display will trigger the sound.
BRIGHTNESS	MAIN LCD	Adjusts the brightness of the Main display.
	PANEL LED	Determines the brightness of the lamps for the buttons and Sliders on the control panel, and the brightness of the Tempo display.

Making Voice Guide settings

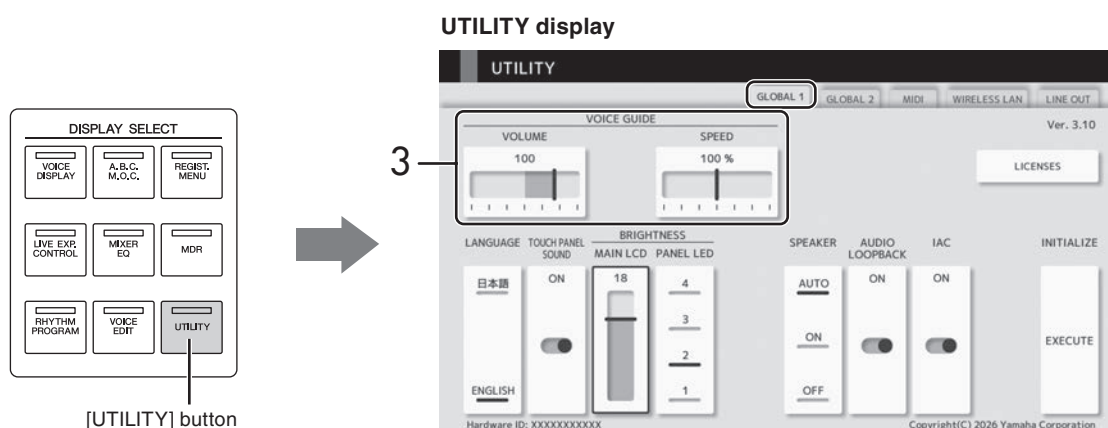
The Voice Guide function gives you audible information on the current display or operation being executed. To use this function, you need to download the Voice Guide (audio) file from the Yamaha website, and save it to a USB flash drive, which you then connect to the Electone. To download the Voice Guide (audio) files and the Voice Guide Tutorial Manual (simple text file) which explains how to use the Voice Guide function, access the website below:

Yamaha Downloads <https://download.yamaha.com/>

NOTE

Before using a USB flash drive, be sure to read notices in “Using the USB TO DEVICE terminal” on page 10.

- 1 **Connect the USB flash drive containing the Voice Guide file to the USB TO DEVICE terminal.**
There are two terminals on the control panel, and either can be used.
- 2 **Press the DISPLAY SELECT [UTILITY] button to call up the UTILITY display.**



- 3 **In the [GLOBAL 1] tab, move the [VOLUME] and [SPEED] sliders to adjust the volume and speed for the Voice Guide function.**

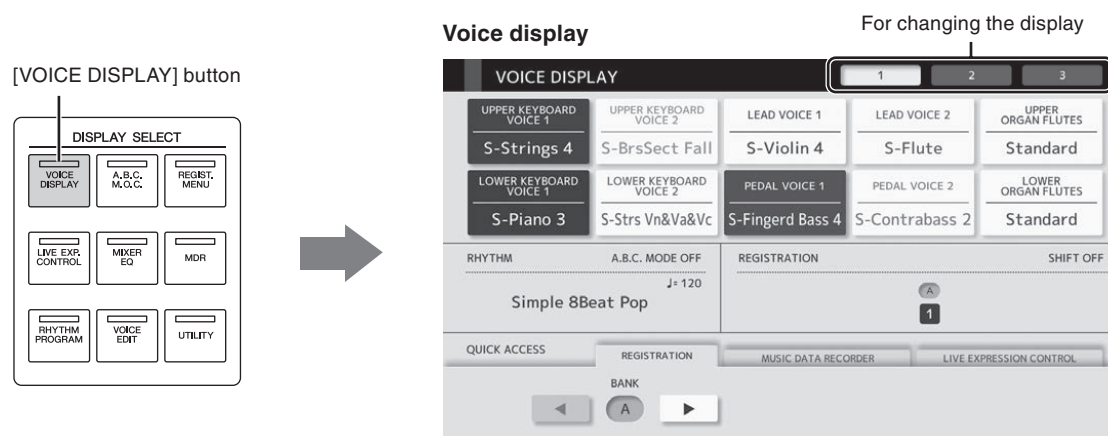
NOTE

The VOICE GUIDE sliders appear only when the USB flash drive which contains the Voice Guide files is connected.

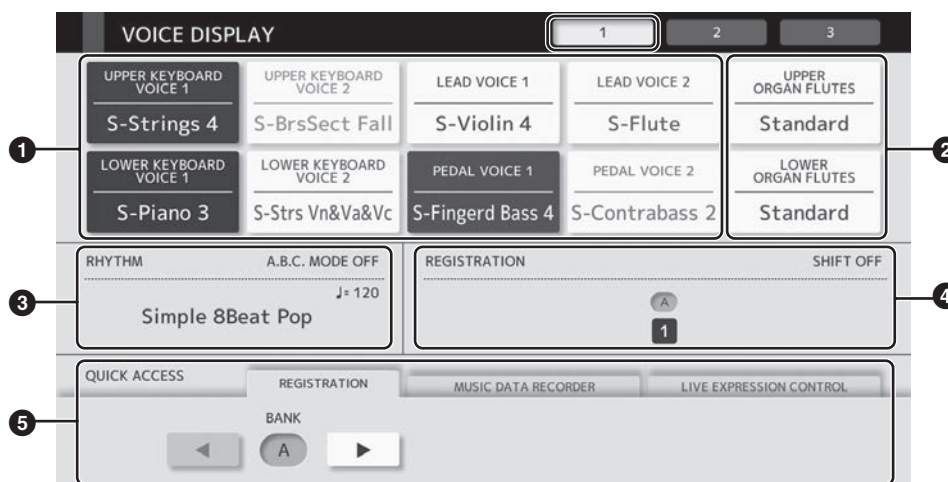
Basic display (Voice display) configuration

The display called up when the DISPLAY SELECT [VOICE DISPLAY] button is pressed is referred to as the Voice display. You can confirm the current basic settings and can change them.

The Voice display consists of three displays which can be switched by selecting one of the [1]–[3] buttons.



Display 1 (Voice display)



① Voice	Shows the Voices assigned to each Voice section. Each time you press one of the Voice names in the display, the Voice is turned on or off (page 34).	
② Organ Flutes	Shows the type name selected for the Upper/Lower Organ Flutes Voice. Each time you press one of the type names in the display, the Voice is turned on or off (page 35).	
③ Rhythm	Shows the currently selected Rhythm and its tempo. At the upper right corner, the A.B.C. (Auto Bass Chord) mode is shown. For details, refer to the “Detailed” version.	
④ Registration	Shows the Unit number and the Registration Shift status for the current Registration (page 42). For details, refer to the “Detailed” version.	
⑤ QUICK ACCESS	Switches among the following three tabs.	
	REGISTRATION	For selecting the Registration Bank, and controlling the Registration shift. For details, refer to the “Detailed” version.
	MUSIC DATA RECORDER	Shows the Song name and the Unit number called up on the Music Data Recorder display (page 42). As in the Music Data Recorder Display, Song controls such as playback, stop, fast forward are available.
	LIVE EXPRESSION CONTROL	Shows the functions assigned to the Expression Pedals and Footswitches (page 32). For details about [Reset] at the left end, refer to the “Detailed” version.

Display 2 (REGISTRATION MEMORY 1–16)

You can confirm the parameter values such as volume, reverb and pan for each of the Registration Memory settings 1–16. Moreover, you can unify the values of a specific parameter in several Registrations. For details, refer to the “Detailed” version.

Display 3 (REGISTRATION MEMORY SETUP)

The Registrations memorized to the Registration number can be copied to another Registration number for each individual section. The Registration Banks can also be copied or deleted on this display. For details, refer to the “Detailed” version.

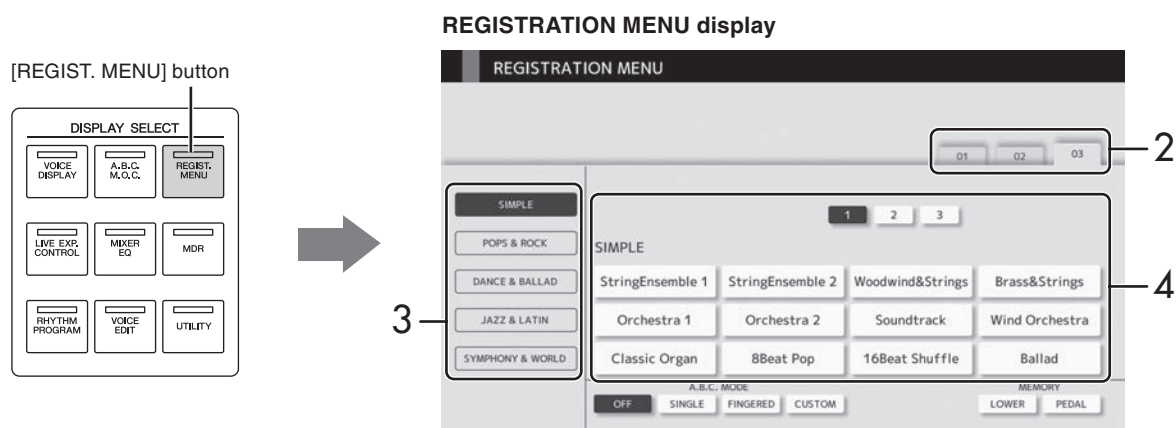
Calling up desired settings from the Registration Menu

In the Electone, a combination of settings such as Voice and Rhythm is called a “Registration.” Many sets of Registrations in various musical genres are provided in the Registration Menu. In this section, you can call up the Registration that matches your intended performance from the Registration Menu.

NOTE

The basic Registrations are stored to each of the Registration Memory button 1–16 located between the Upper and Lower Keyboards. For details, refer to the “Detailed” version.

- 1 Press the **DISPLAY SELECT [REGIST. MENU]** button to call up the **REGISTRATION MENU** display.



- 2 Select a tab.
The [03] tab contains the Registration Menu items specifically programmed for 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 for the ELS-02 series.

- 3 Select a music genre at the left side of the display.

- 4 Select the desired Registration from the list.

Since the list consists of several pages, press the number button or [◀]/[▶] to select the page, and then select the Registration.

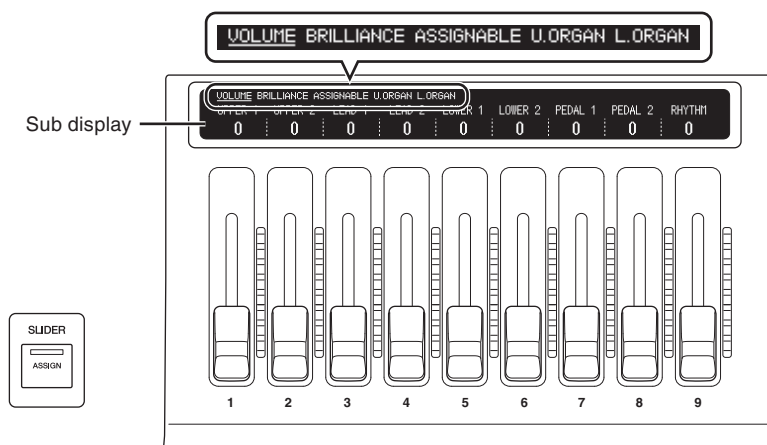
NOTE

At the bottom of the display, you can make the A.B.C. (Auto Bass Chord) related settings. For details on the Auto Bass Chord function, refer to the “Detailed” version.

- 5 Play the keyboard with the selected Registration.

Using the Sliders

The nine Sliders at the left side of the Upper Keyboard allow you to adjust the volume or brilliance of each part, or the Organ Flutes footage levels. You can also freely assign specific desired functions for control. This section provides simple explanations. For details, refer to the “Detailed” version.



1 Press the **SLIDER [ASSIGN]** button repeatedly until the desired function is called up.

Each time you press the button, the function called up changes. At the top of the Sub display, an underline is shown for the selected function “VOLUME,” “BRILLIANCE,” “ASSIGNABLE,” “U.ORGAN,” or “L.ORGAN.”

- **VOLUME:**

For adjusting the volume of each Voice section and Rhythm.

- **BRILLIANCE:**

For adjusting the brilliance of each Voice section and Rhythm.

- **ASSIGNABLE (Functions assigned by the Live Expression Control function):**

For controlling the functions assigned to each Slider by the Live Expression Control function. For details on the Live Expression Control function, refer to the “Detailed” version.

- **U.ORGAN (Upper Organ Flutes footages)/L.ORGAN (Lower Organ Flutes footages):**

For controlling each flute footage level for the Upper Organ Flutes or the Lower Organ Flutes. The settings here affect the footage settings on the ORGAN FLUTES display (page 35).

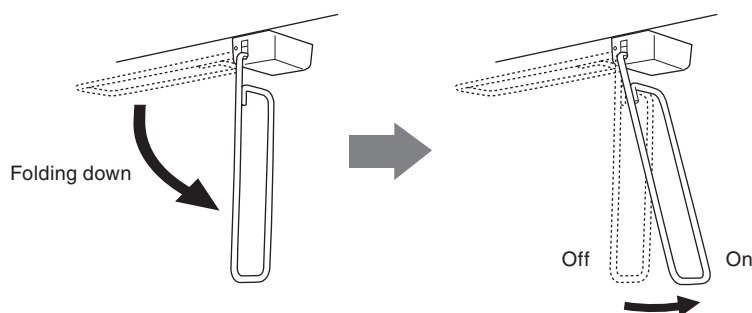
2 Move the Sliders during your performance to control the selected function.

NOTE

For details on whether the value shown on the Sub display changes in sync with the slider movement, refer to the “Detailed” version.

Using the Knee Lever

The Knee Lever, located on the right bottom of the keyboard unit, can be used to turn one of the following functions on and off. When using the Knee Lever, fold it down. While you play the keyboard, press the Knee Lever to the right to turn the function on, and release it to the vertical position to turn the function off. For details on each function, refer to the “Detailed” version.



- **Sustain for the Upper or Lower Keyboard Voices:**

For adding the Sustain effect to the Upper Keyboard Voices or the Lower Keyboard Voices. Make sure to press the SUSTAIN [UPPER] or [LOWER] button to turn on the lamp beforehand. Note that the Sustain for the Pedal Voices cannot be controlled by using the Knee Lever.

- **Melody On Chord (M.O.C.) effect:**

For adding harmony to the melody played on the Upper Keyboard. Make sure to set the M.O.C. MODE to something other than OFF, and KNEE to ON in the AUTO BASS CHORD / MELODY ON CHORD display beforehand.

- **Lead Slide effect:**

For adding the slide effect to the Lead Voices. Make sure to set SLIDE to KNEE in the [Condition 3] tab of the Voice Condition display beforehand.

- **Solo function:**

For turning on/off the Solo function for the Upper Keyboard. When set to Solo, only the Lead Voice 2 sounds and other Upper Keyboard Voices are muted. When the Knee Lever is set to the “Off” position as you see in the illustration on page 24, the Solo function is active. Make sure to press the LEAD VOICE 2 [SOLO-KNEE-] button to turn the lamp on beforehand.

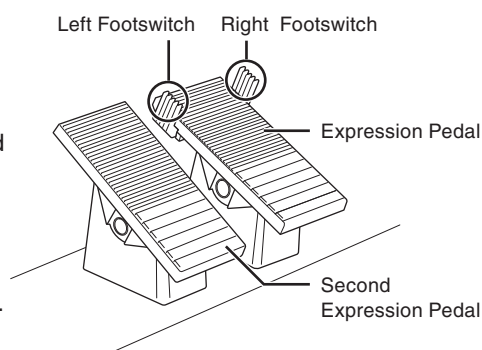
NOTE

Several functions can be assigned to the Knee Lever and pressing the Knee Lever turns all these functions on/off simultaneously.

Using the Expression Pedals/Footswitches

By using the Expression Pedals and Footswitches, you can change the settings or control the Electone while playing. This frees your hands from having to control the Electone, allowing you to fully devote yourself to your performance.

The functions below are assigned to each of the Expression Pedal and Footswitch by default. In addition, you can assign various functions such as part on/off and volume balance adjustment to each of them. This is referred to as the Live Expression Control function, and it can be set from the [LIVE EXP. CONTROL] button (page 32). For details on the Live Expression Control function, refer to the “Detailed” version.



Controller	Default function	Description
Expression Pedal	Expression	Adjusts the overall volume (page 32).
Second Expression Pedal	Pitch Bend	Bends notes up or down while playing the keyboards.
Left Footswitch	Fill Self	Adds a fill-in during Rhythm playback (page 32).
Right Footswitch	Regist Shift +	Calls up the Registration Memory specified by the Registration Shift function. For details, refer to the “Detailed” version.

You can confirm the functions assigned to the Expression Pedals and Footswitches at the bottom of the Voice display by selecting the [LIVE EXPRESSION CONTROL] tab. When you move the Expression Pedals or Footswitches, you can see their movement visually in this tab. For details, refer to page 32.

Confirming the Electone version

This section explains how to confirm your Electone version. Make sure to check the version when you first use the Electone.

Yamaha may from time to time update firmware of the product without notice for improvement in functions and usability. To take full advantage of this instrument, we recommend that you always use the latest version by upgrading your Electone. The latest firmware and the update instructions can be downloaded from the website below:

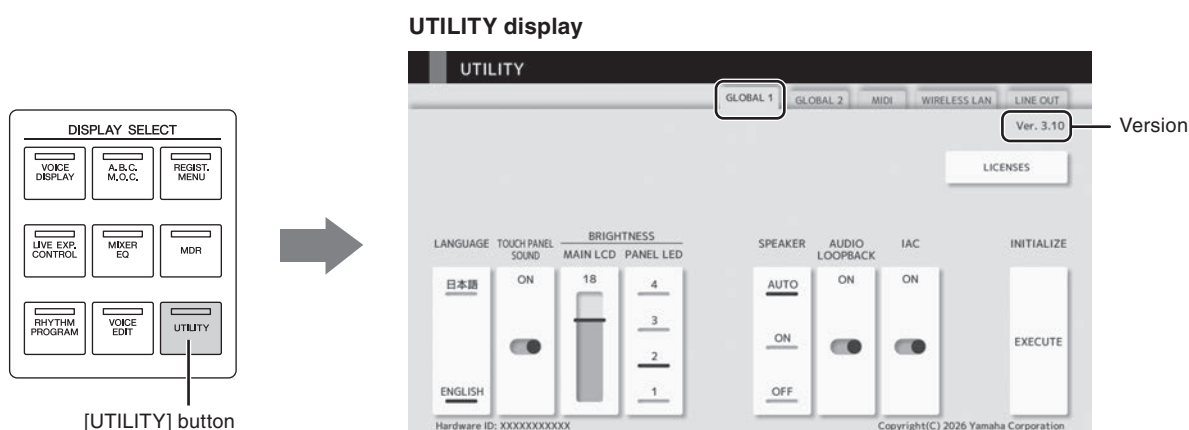
Yamaha Downloads

<https://download.yamaha.com/>

NOTE

The contents of this manual apply to the version as of the publishing date.

- 1 Press the **DISPLAY SELECT [UTILITY]** button to call up the **UTILITY** display.



- 2 Select the **[GLOBAL 1]** tab and confirm the version at the upper right of the display.

Initializing the Electone

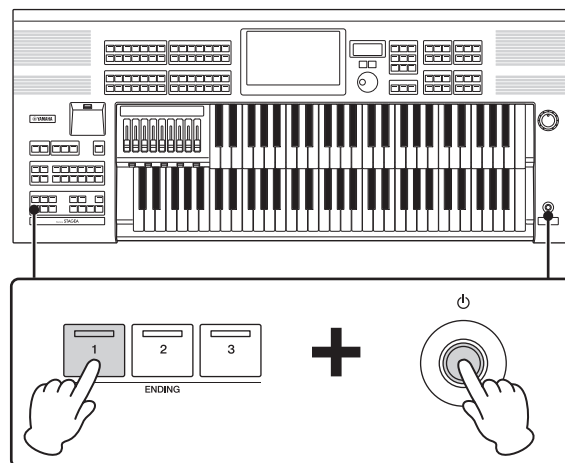
All current settings (with the exception of the wireless LAN settings) can be restored (initialized) to the factory defaults at once by the following procedure.

NOTICE

All data will be lost when initializing is executed. Always save your important data to the USB flash drive (page 40).

- 1 Turn off the power.
- 2 While holding down the **RHYTHM CONTROL ENDING [1]** button, press the **[⏻]** (Standby/On) switch to turn on the power.
Hold the ENDING [1] button until the Voice display (page 21) appears.

You can also initialize only the Registration Memory, or only the wireless LAN settings (without initializing other data). For instructions, refer to the “Detailed” version.



Try out your Electone!

From this point in the manual, you'll use the included music notation to explore the functions and operations of the Electone, and have fun while doing it! On the notation, **I**, **II**, and **III** are printed to indicate which chapter corresponds to which notation. We recommend that you start from chapter **I**, because the chapters are arranged in order of operational difficulty.

NOTE

As necessary, refer to Glossary of Terms on pages 102–105.

I Playing with a preset Registration (page 28)

Notation to use: **I** Londonderry Air

Registration Menu provides a wide variety of Registrations (combinations of the settings for performance) for your performance. Initially, use one of them and play the keyboard while checking the notation. The Expression Pedals, Left and Right Footswitches are used to control the Electone. Perform on the keyboard along with the playful Rhythm containing vocal percussion, and the well-balanced beautiful sound.

II Customizing the preset Registrations (page 34)

Notation to use: **II** Londonderry Air

By changing the settings of the Registration used in chapter **I**, play the piece in the organ version. You can feel the warm and rich tonewheel organ sound created especially for the ELS-03 series. Also, explore the newly added dynamic “After Touch Extension” function. After changing the settings, memorize the settings to the Registration Memory number buttons, and then save them to a USB flash drive.

III Programming Rhythm Sequence and Registration Sequence, and recording your performance (page 45)

Notation to use: **III** Polovtsian Dances

By using a versatile Registration in the SIMPLE category as a base, customize the settings. The Second Expression Pedal and Footswitch are used to control the Electone during your performance.

You can experience the majestic soundtrack sound unique to the Electone, and the “Cutoff & Resonance” effect to change the timbre. On the ELS-03X/ELS-03XR/ELS-03XF, you can also try the new “Polyphonic After Touch” function.

- **III-1**: Use more functions than chapter **II**, memorize various settings to the Registration Memory number buttons.
- **III-2**: Use Rhythm Sequence Program function to automatically switch Rhythms and Registrations during performance.
- **III-3**: Record your performance.

I

Playing with a preset Registration —Londonderry Air

A custom combination of settings for the Electone (including Voices for the Upper/Lower Keyboard and Pedalboard, Rhythm, functions assigned to the Expression Pedals and Footswitches) is referred to as a “Registration,” and the Registration Menu provides a wide variety of these Registrations. By simply selecting a Registration from the Registration Menu, you can call up other desired settings and play with a gorgeous, beautifully balanced sound.

This chapter explains how to play with one of the preset Registrations while using the included notation **I** for Londonderry Air. Enjoy playing the Electone while experiencing the various functions set by the Registration.

Key points of this chapter

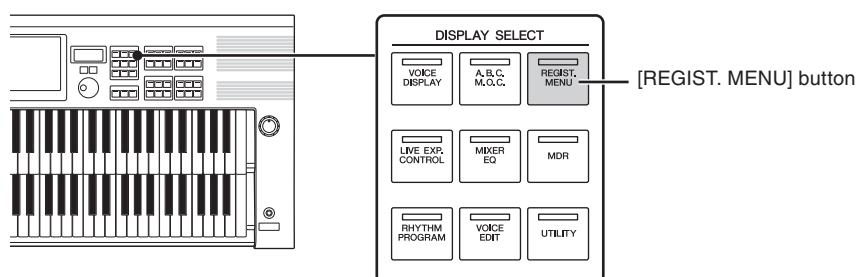
- Using a Preset Registration page 28
- Playing back the Rhythm page 30
- Changing the tempo..... page 31
- Using the Live Expression Control function..... page 32

1. Calling up a preset Registration

This section explains how to select and call up the “Groovy Beatbox” Registration in the DANCE & BALLAD category from the Registration Menu.

If you move any of the Sliders (page 24) after selecting the Registration, settings for each part (such as volume) will be changed. So, do not move the Sliders.

- 1 Press the **DISPLAY SELECT [REGIST. MENU]** button to call up the **REGISTRATION MENU** display.



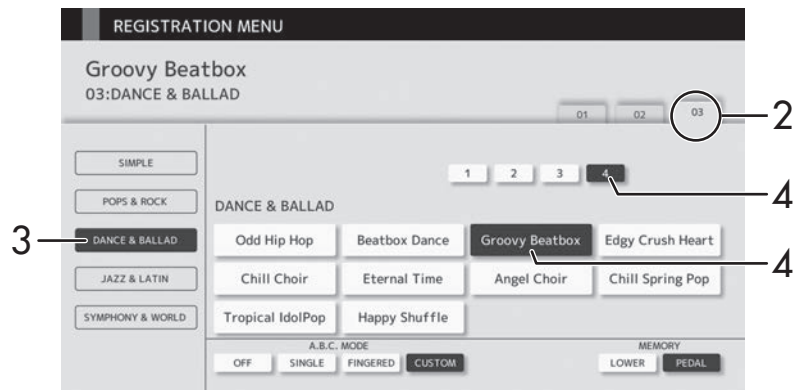
2

Make sure that the [03] tab is selected.

The [03] tab contains the Registration Menu items specifically set up for the ELS-03 series.

NOTE

The [01] tab contains the same Registration Menu as the ELS-01 series, and the [02] tab contains the Registration Menu added for the ELS-02 series.



3

Select [DANCE & BALLAD] at the left side of the display.

4

Select [Groovy Beatbox] on page 4 of the list.

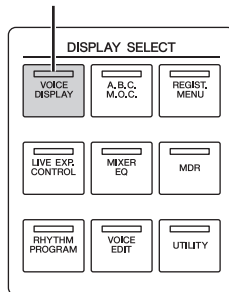
5

Press the DISPLAY SELECT [VOICE DISPLAY] button to call up the Voice display.

You can confirm the Voices and the Rhythm set by the selected Registration in the display.

If the REGISTRATION MEMORY 1–16 display or the REGISTRATION MEMORY SETUP display is shown, press [1] at the upper right of the display to call up the Voice display.

[VOICE DISPLAY] button



Now the Registration is ready. Go on to the next step, and then play the keyboard while reading the notation.

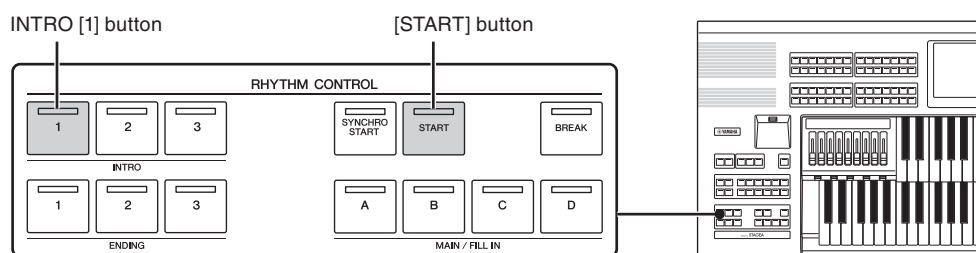
2. Let's play Londonderry Air (Notation I)

Here, we'll use the included notation **I** for Londonderry Air. Play the keyboard by using the settings of “Groovy Beatbox,” which you selected in the previous step (page 29).

1

Press the RHYTHM CONTROL INTRO [1] button followed by the [START] button.

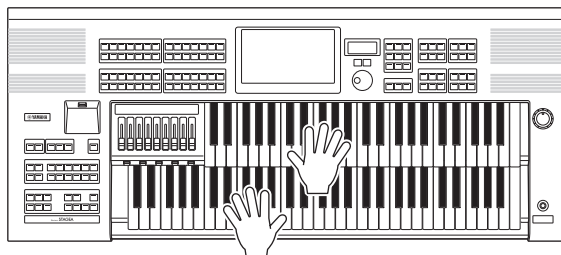
INTRO ①, START in the notation indicates this operation. The Intro 1 section is played back first, and then the Rhythm pattern Main B is played.



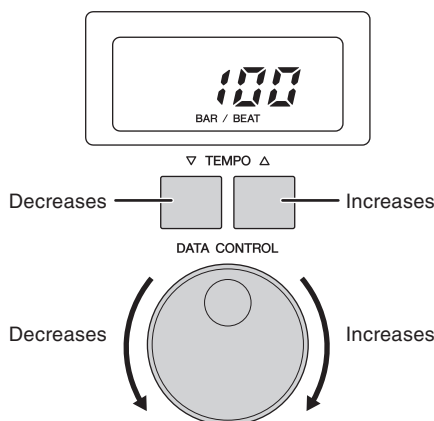
NOTE

If you want to stop Rhythm playback, press the [START] button again.

2 Play the keyboard along with the Rhythm playback.



The tempo indicated in the sheet music is just a suggestion. Adjust the tempo as desired. To adjust the tempo, use the TEMPO [△]/[▽] buttons. Pressing the [△] button increases the tempo, while pressing the [▽] button decreases the tempo. While you adjust the tempo, the current tempo appears in the Tempo (BAR/BEAT) display.



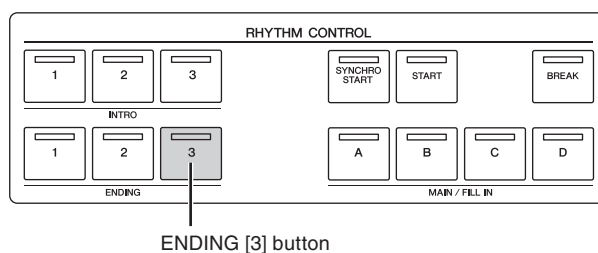
NOTE

- While the Rhythm is playing back, the current measure (bar) and the beat are shown in the Tempo (BAR/BEAT) display. When the Rhythm is stopped, or while the tempo is being adjusted, the current tempo is shown.
- The tempo can be adjusted by using the [DATA CONTROL] dial.
- Simultaneously pressing the TEMPO [△] and [▽] buttons resets the tempo to the default setting of the selected Rhythm. Keep in mind that the default tempo of the Rhythm may differ from the default tempo of the Registration.

At the points **A** – **C** indicated in the notation on page 30, you can use the Expression Pedal and the Footswitches to try various effects. First, you go through to step 3 and play to the end of the song, and then try again from step 1, using the Expression Pedal and Footswitches. For instructions on how to use them, refer to page 32 “Live Expression Control.”

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

ENDING **③** (l.h.) in the sheet music indicates this operation. The Rhythm playback stops after the Ending 3 section is played back.



NOTE

In this example, the INTRO [1] and ENDING [3] buttons are used. Pressing other numbered buttons lets you play back different Intro and Ending patterns.

Live Expression Control

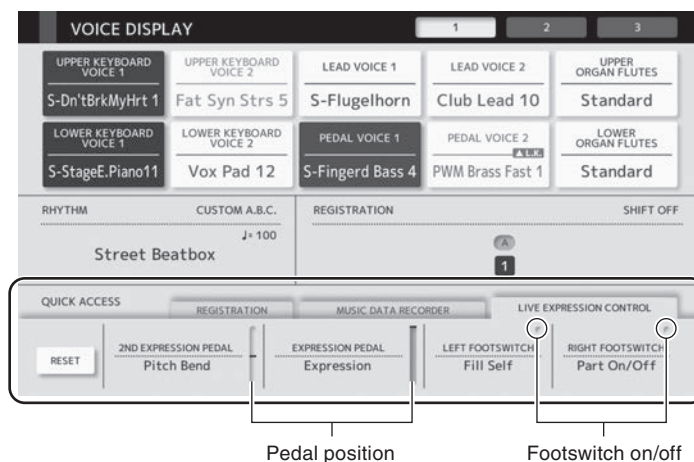
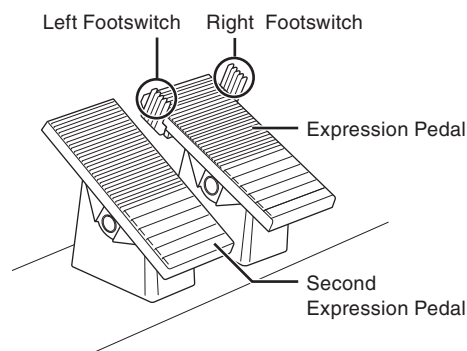
On the ELS-03 series, you can assign desired functions to the Expression Pedals, Footswitches, and the Sliders (page 24) located on the left side of the Upper Keyboard.

This feature is called Live Expression Control and enables you to control the Electone quickly during your performance, enhancing your expression potential.

You can confirm the functions assigned to each of the Expression Pedal and Footswitch by pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the Voice display. When you move the Expression Pedals or Footswitches, you can also conveniently check its movement visually.

NOTE

For details about [Reset] at the left end, refer to the "Detailed" version.



The included notation **I** (Londonderry Air) contains indications for when to use the Expression Pedal and the Left/Right Footswitches (indicated by **A** – **C** in the notation on page 30). Operate as indicated below to use the assigned functions.

A Expression Pedal (Expression)

mf *f*

At the indicated timing of these dynamic marks, move the Expression Pedal accordingly.

In this song, you should play between the *mf* (mezzo forte) position of slightly forward, and the *f* (forte) position of further forward.

B Left Footswitch (Fill Self)

L.F.Sw. (Fill.B)

At the timing of this indication, press the Left Footswitch to add a fill-in of the Rhythm. With this Registration, the fill-in B section is played.

NOTE

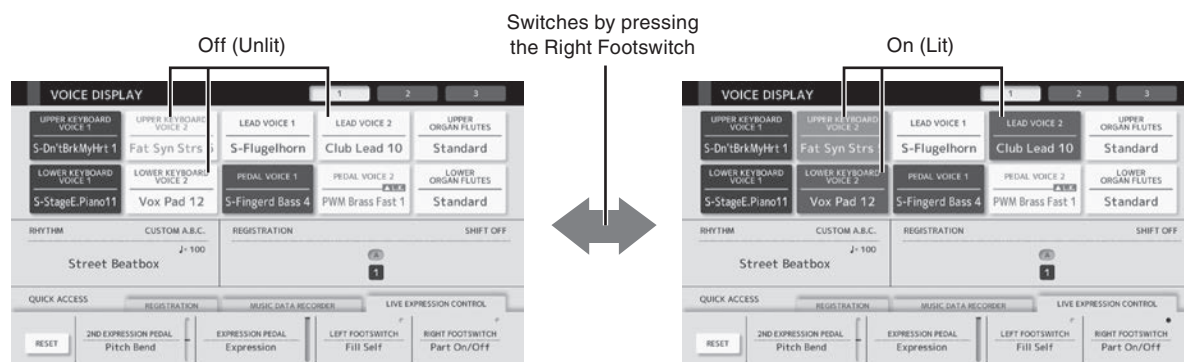
The Fill Self function adds a fill-in while maintaining playback of variation (A–D) of the Rhythm pattern.

C Right Footswitch (Part On/Off)

R.F.Sw. (Part On)

At the timing of this indication, press the Right Footswitch to turn on/off the parts (Voice section) specified as the target.

With this Registration, pressing the Right Footswitch turns on three Voice sections (Upper Keyboard Voice 2, Lead Voice 2, Lower Keyboard Voice 2). Pressing it again turns them off.



As the Upper Keyboard Voice 2, Lead Voice 2 and Lower Keyboard Voice 2 are added, you can hear the sound becoming richer and fuller.

Before you start to play the keyboard by using this notation, make sure to turn these Voices off by pressing the Right Footswitch.

NOTE

The Live Expression Control function can be set in the LIVE EXPRESSION CONTROL display called up via the DISPLAY SELECT [LIVE EXP. CONTROL] button. You can change the function to be assigned or make detailed settings. For details, refer to the "Detailed" version.

I

Customizing the preset Registration —Londonderry Air

One of the benefits of Registrations is that you can arrange the music as you like in real time when you perform.

In this chapter, we'll use the included notation **I** for Londonderry Air. We'll also change the settings in the Registration "Groovy Beatbox" that we used in chapter **I**, and try out an organ version of the song.

The settings can be registered to the Registration Memory number buttons located between the Upper and Lower Keyboards. We'll also change settings by pressing the numbered button during the performance.

Key points of this chapter

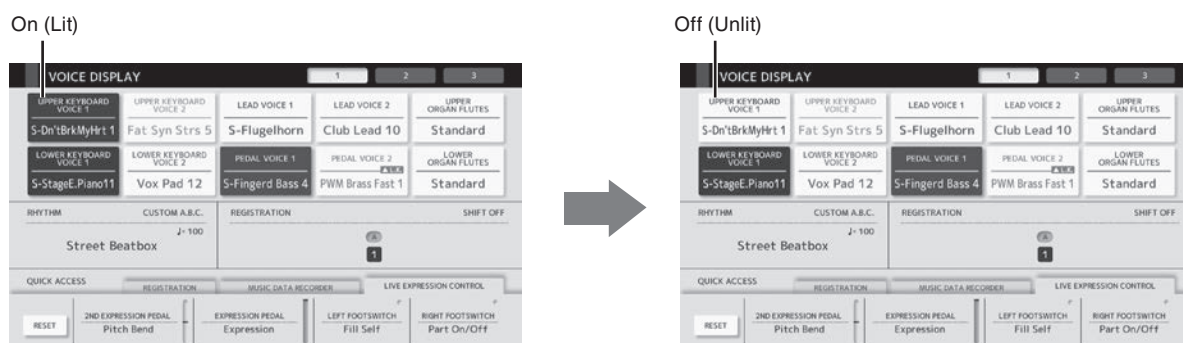
- Changing the settings of the preset Registration..... page 34
- Setting up the Organ Flutes Voice page 35
- Setting up the Live Expression Control
 - Turning on/off the specified parts by using the part on/off function page 36
- Memorizing the Registrations to the numbered buttons of Registration Memory pages 37, 39
- Using the Melody On Chord function which adds harmonies to the melody line page 38
- Saving the Registrations to a USB flash drive page 40
- Recalling the Registrations saved in the USB flash drive..... page 42
- Playing with the After Touch Extension effect..... page 44

1. Preparing the Registration (MEMORY **1**)

In this section, we'll memorize the settings for the first half of notation **I** to Registration Memory number button **1**.

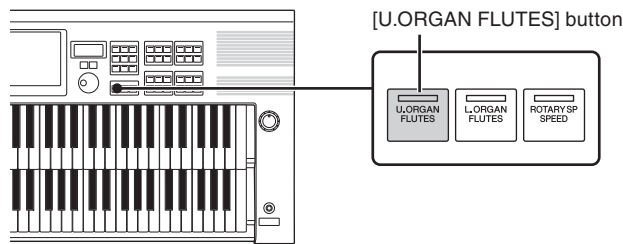
- As you did with notation **I**, select "Groovy Beatbox" from the Registration Menu (page 28), and then press the UPPER KEYBOARD VOICE 1 (S-Dn'tBrkMyHrt 1) on the Voice display to turn it off.

With MEMORY **1**, we will play the Organ Flutes Voice on the Upper Keyboard, so the other Voices for the Upper Keyboard should be turned off.



2 Make Organ Flutes settings for the Upper Keyboard.

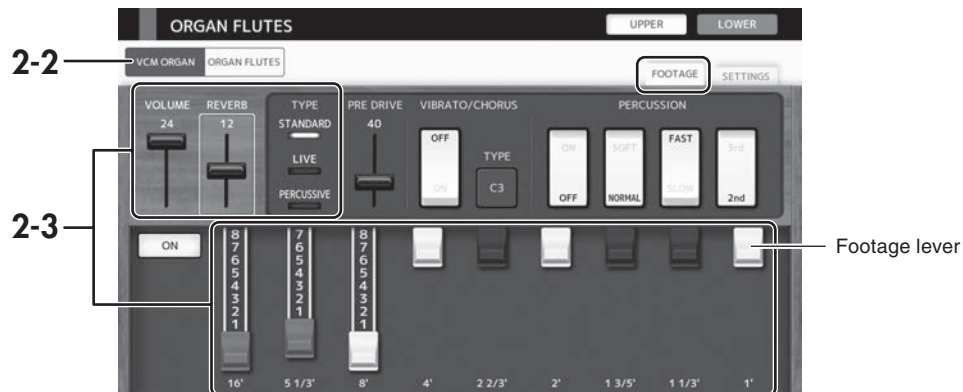
- 2-1** Press the [U.ORGAN FLUTES] (Upper Organ Flutes) button to turn it on. The ORGAN FLUTES (UPPER) display appears, and now the Organ Flutes Voice can be played on the Upper Keyboard.



NOTE

- In these instructions, [U.ORGAN FLUTES] was pressed to turn on the Upper Organ Flutes and call up the ORGAN FLUTES (UPPER) display. The Organ Flutes Voice on/off can also be switched by pressing the type name for the Upper or Lower Organ Flutes on the Voice display, or by pressing [ON] or [OFF] in the ORGAN FLUTES display.
- In order to call up the ORGAN FLUTES display without turning the Organ Flutes on/off, press the [U.ORGAN FLUTES] button while holding down the DISPLAY SELECT [VOICE DISPLAY] button.

- 2-2** Make sure that [VCM ORGAN] is selected at the upper left of the ORGAN FLUTES display.



NOTE

The VCM organ is a Voice created by using the VCM (Virtual Circuitry Modeling™) tone generator which faithfully reproduces the sound of a tonewheel-type vintage organ.

- 2-3** In the [FOOTAGE] tab, set the parameters as follows. Use the knob or the footage levers in the display to change the value.

- VOLUME (Volume of entire organ sound): 24
- REVERB (Reverb depth for entire organ sound): 12
- TYPE (Wave type): STANDARD
- Each footage level: 16'=8, 5 1/3'=8, 8'=8, Others=0
(Moving the slider to the top position sets to 0 or minimum, while moving down increases the value.)

NOTE

For the VCM Organ, the VOLUME, REVERB, and TYPE settings are shared by the Upper and Lower Keyboards. The footage levels can be set independently for the Upper and Lower Keyboards.

- 2-4** Play the Upper Keyboard to check the sound you have set.

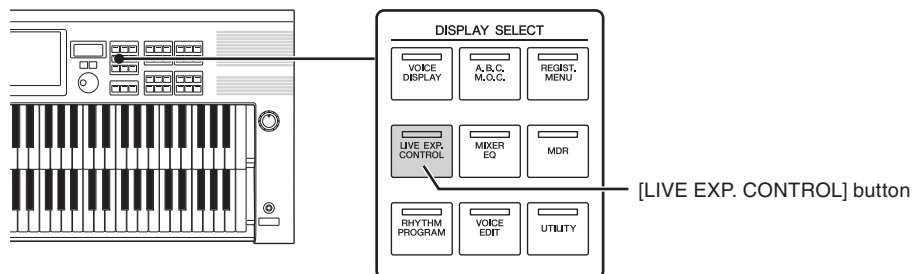
NOTE

The footage level can also be adjusted by using the Sliders located at the left side of the Upper Keyboard (page 24).

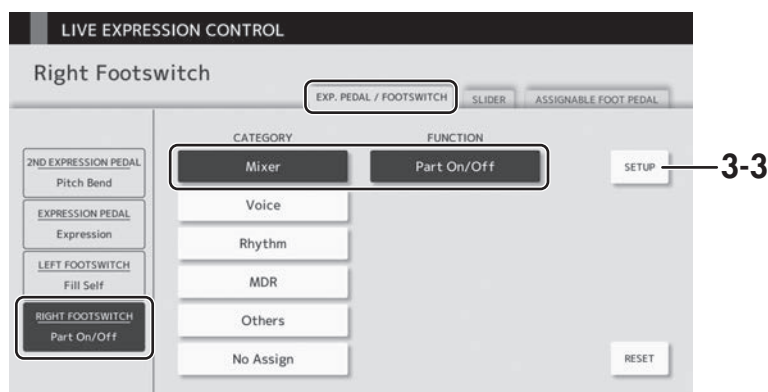
3 Set the Right Footswitch function.

The “Part On/Off” function is assigned to the Right Footswitch. Here we’ll specify the parts (Voice sections) to turn on/off.

- 3-1** Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to call up the LIVE EXPRESSION CONTROL display.

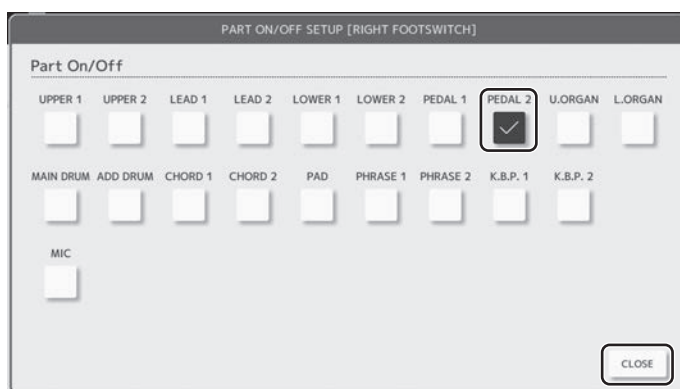


- 3-2** In the [EXP. PEDAL / FOOTSWITCH] tab, select [RIGHT FOOTSWITCH], and then confirm that [Mixer] → [Part On/Off] is selected.

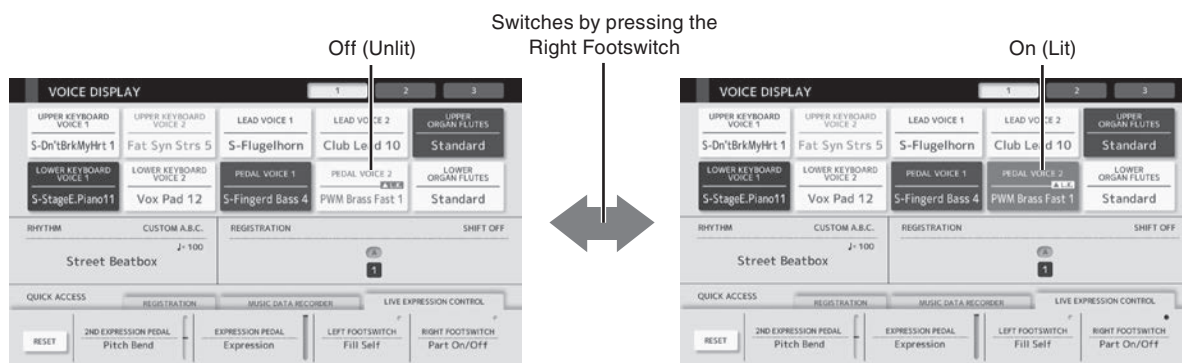


- 3-3** Press [SETUP] to call up the PART ON/OFF SETUP window.

- 3-4** Enter a checkmark only to “PEDAL 2,” and then press [CLOSE].



- 3-5** Press the DISPLAY SELECT [VOICE DISPLAY] button to call up the Voice display, and check that the Pedal Voice 2 is turned on or off by pressing the Right Footswitch. Make sure to turn it off after checking.

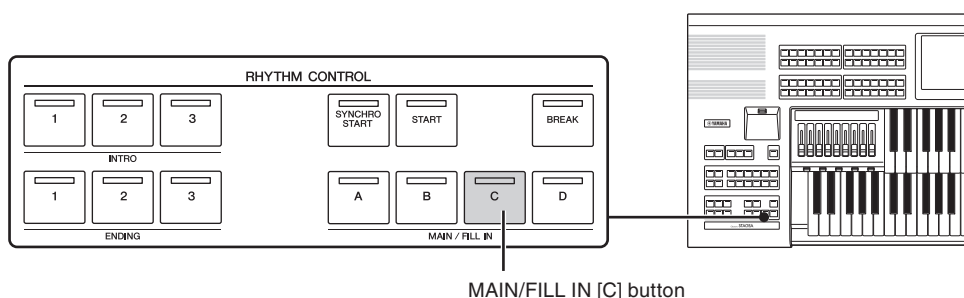


NOTE

With this Registration, the Keyboard Assign function is enabled for Pedal Voice 2, and “▲L.K.” is shown in the Voice display. When you turn on Pedal Voice 2, the “PWM Brass Fast 1” Voice can be played on the Lower Keyboard. Furthermore, the pedal polyphonic mode is set to on, the Voice is played polyphonically. These settings can be confirmed in the Voice Condition display (page 55). For details, refer to the “Detailed” version.

- 4** Press the RHYTHM CONTROL MAIN/FILL IN [C] button twice so that the lamp of the button turns on.

In notation **I**, the Main B section was used. Here in notation **II**, we'll use Main C instead to spice up the accompaniment. Since the Fill Self function is assigned to the Left Footswitch, you can add Fill-in C by pressing the Left Footswitch while the Rhythm is playing back.

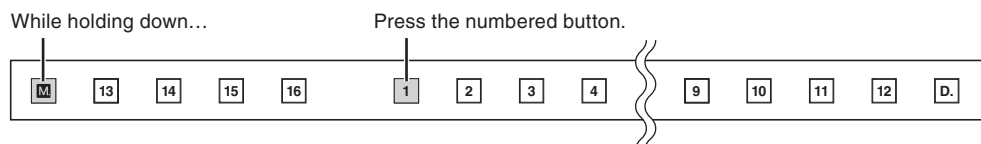


NOTE

- When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.
- The Fill Self function adds a fill-in while maintaining playback of variation (A–D) of the Rhythm pattern.

- 5** While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [1].

This operation registers (or memorizes) the settings you have made in steps 1–4 to the number button [1].



Once registering starts, the numbered button flashes until the operation is complete.

NOTICE

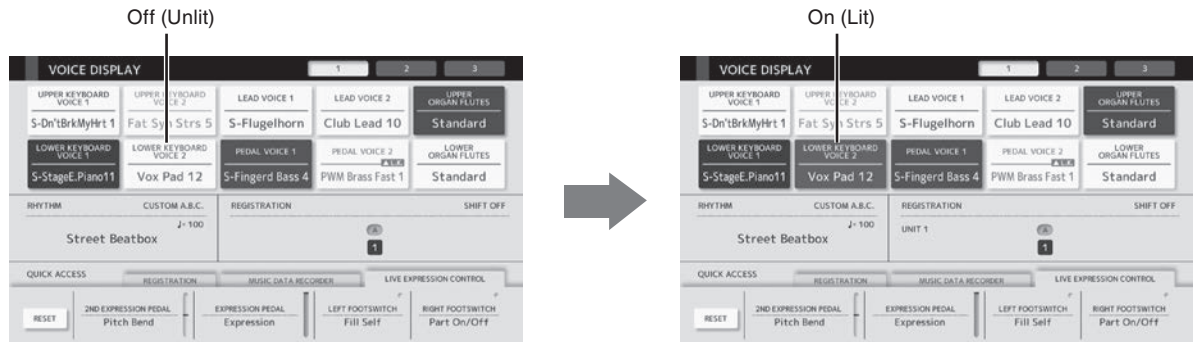
Do not turn the power off while the numbered button is flashing. The data will not be registered.

Now MEMORY **1** is ready. Go on to the next step to prepare MEMORY **2**.

2. Preparing the Registration (MEMORY 2)

In this section, we'll memorize the settings for the last half of notation **II** to the Registration Memory number button [2]. We'll use MEMORY **1** as a base and change the Voice and Rhythm settings. Before starting, press Registration Memory number button [1] and make sure that the lamp is lit.

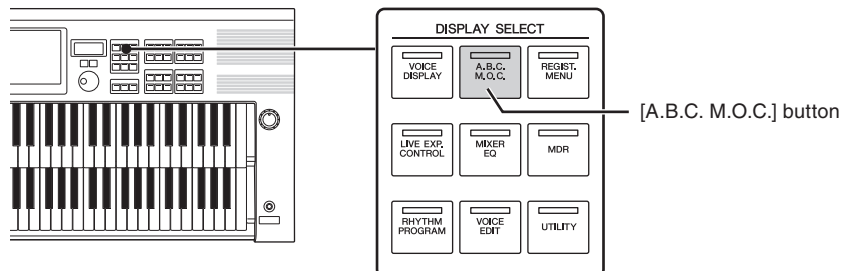
1 Turn on the LOWER KEYBOARD VOICE 2 on the Voice display.



2 Set the Melody On Chord function, which adds harmonies automatically to the melody line.

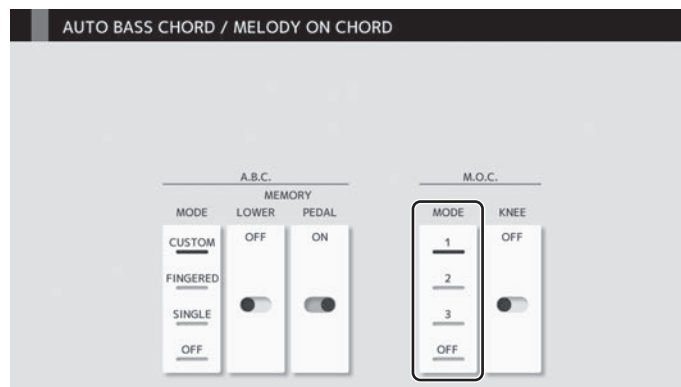
The harmony derived from the chords you play on the Lower Keyboard is added to the melody line played on the Upper Keyboard. This makes your performance sound even more gorgeous.

2-1 Press the DISPLAY SELECT [A.B.C. M.O.C.] button to call up the AUTO BASS CHORD / MELODY ON CHORD display.



2-2 Set the M.O.C. (Melody On Chord) MODE to "1."

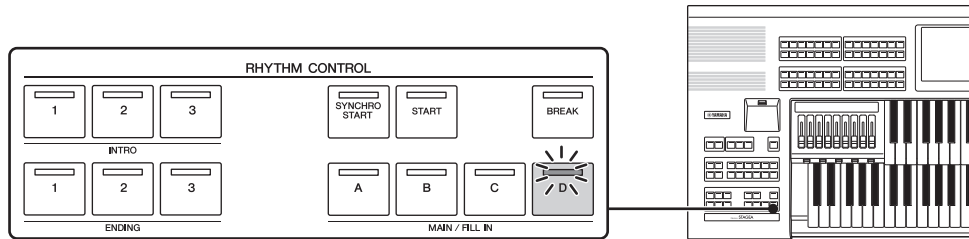
With mode 1, harmonies of up to two notes in a range close to the melody are added.



3

Press the RHYTHM CONTROL MAIN/FILL IN [D] button so that the lamp of the button flashes.

By registering to the Registration Memory while the MAIN/FILL IN [D] button lamp is flashing, fill-in D will be played when the Registration Memory is called up.



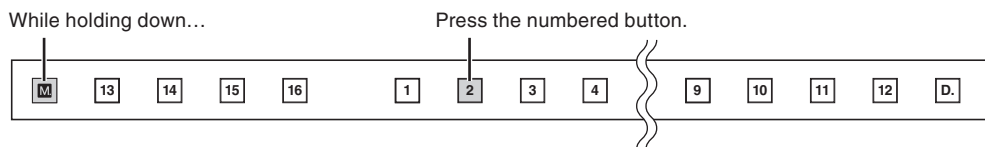
NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

4

While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [2].

This operation registers (or memorizes) the settings you have made in steps 1–4 to the number button [2].



Once registering starts, the numbered button flashes until the operation is complete.

NOTICE

Do not turn the power off while the numbered button is flashing. The data will not be registered.

Now MEMORY [2] is ready. Go on to the next step to save the Registrations to a USB flash drive.

3. Saving the Registrations (MEMORY 1 and 2) to a USB flash drive

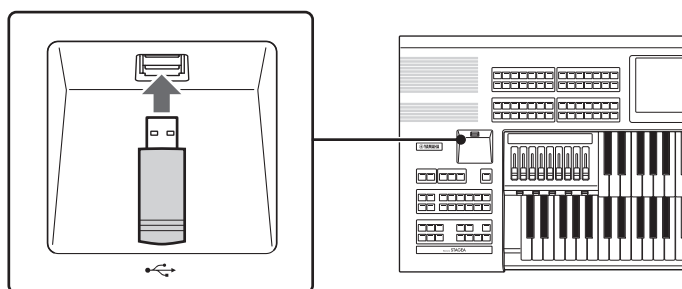
Once you memorize the Registrations to the Electone, save them to a USB flash drive as a “Song” by using the Music Data Recorder (MDR) function. Saving data to the USB flash drive allows you to call up your desired settings at any time.

NOTE

Before using the USB flash drive, be sure to read “Using the USB TO DEVICE terminal” on page 10.

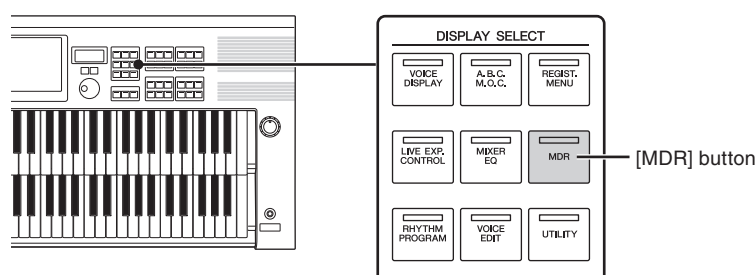
1 Connect a USB flash drive to the USB TO DEVICE terminal.

There are two terminals on the control panel, and either can be used.



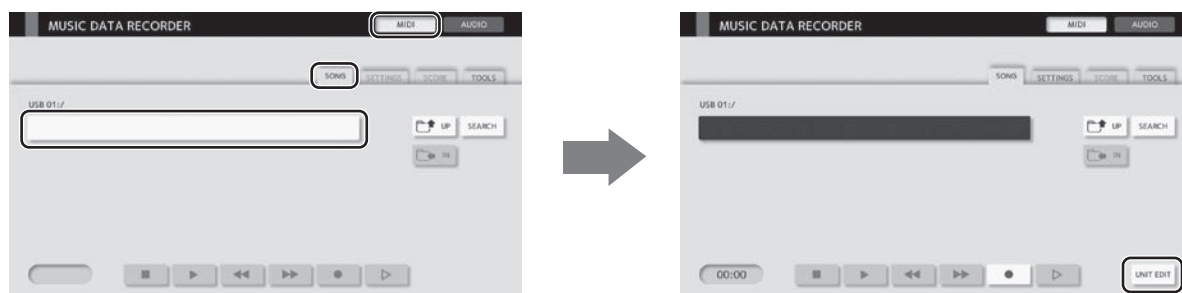
2 Press the DISPLAY SELECT [MDR] button to call up the MUSIC DATA RECORDER display.

If [AUDIO] is selected at the upper right corner of the display, press [MIDI]. You cannot save Registrations on the [AUDIO] display.

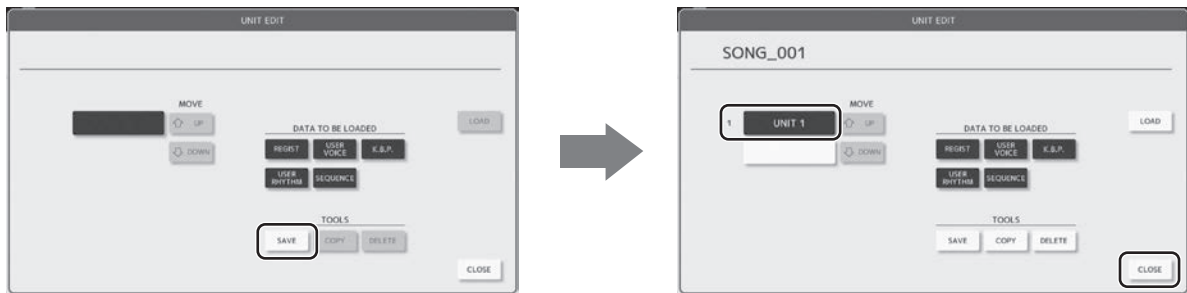


3 In the [SONG] tab, select the destination Song to save the data (a blank Song, for example), and then press [UNIT EDIT].

To show you how to save new data, here we'll select a blank Song which does not contain data here.



- 4 In the **UNIT EDIT** window, press **[SAVE]** to save the data to the USB flash drive.
When “UNIT 1” is shown, press **[CLOSE]**. For details about “unit,” refer to the “Detailed” version.



- 5 Confirm that the Song name “**SONG_001**” is automatically added and shown in the **[SONG]** tab.



- 6 In the **[TOOLS]** tab, press **[RENAME]** to change the Song name.
In the pop-up display shown, name the Song as “**Londonderry Air**.” You can switch between uppercase and lower case letters by pressing the **[↑]** key at the bottom left. For details on entering characters, refer to the “Detailed” version.



Now the Registration data (MEMORY **1** and **2**) is saved to the USB flash drive. Go on to the next step and play the keyboard while checking the notation.

Recalling the Registration saved in the USB flash drive

If you are continuing from the previous step and playing notation **II** (Londonderry Air), the following procedures are not necessary. Go on to “Playing Londonderry Air (Notation **II**)” on the next page.

This section briefly explains how to load the Registration saved to the USB flash drive for using it.

1 Connect the USB flash drive which contains the data to the USB TO DEVICE terminal.

2 Press the DISPLAY SELECT [MDR] button to call up the MUSIC DATA RECORDER display.

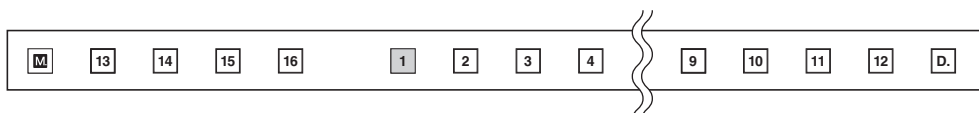
If [AUDIO] is selected at the upper right corner of the display, press [MIDI].

3 In the [SONG] tab, select the Song which contains Registration data to recall, and then press **[▶] (Start)** at the bottom of the display.

While loading the data, the “00:00” indication at the bottom left of the display will be changed to a rotating circle.



4 Press one of the number buttons of the Registration Memory to recall the Registration.



4. Playing Londonderry Air (Notation II)

Using the Registrations in the previous steps, try playing Londonderry Air with notation II.

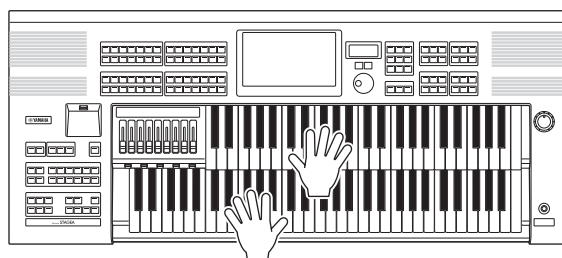
Before starting, check through the music, and then press the DISPLAY SELECT [VOICE DISPLAY] button to call up the Voice display to check the settings.

II Londonderry Air
ロンドンデリー・エア
Irish Folk Song / Electone Arranged by John Longfield
アイルランド民謡 / エレクトーン編曲 John Longfield

1 Press the Registration Memory number button [1].
The settings registered to Registration Memory 1 are called up.

2 Press the INTRO [1] button followed by the [START] button to start Rhythm playback.
INTRO ①, START in the music indicates this operation. After playback of Intro 1, the Rhythm pattern of Main C will be played.

3 Play the keyboard along with the Rhythm.



At the position as indicated in the music on page 43, operate as below.

- **A**: Press the Right Footswitch to turn the part (Pedal Voice 2) on or off.
- **B**: Press the Left Footswitch to add Fill-in C or D. You can try changing the timing for pressing the Footswitch to create different arrangements.
- **MEMORY [2] (r.h.)**: Press the Registration Memory number button [2] with your right hand to switch the Registrations.

4

At one beat before the last measure, press the ENDING [2] button with your left hand.

ENDING [2] (l.h.) in the notation indicates this operation. After the Ending 2 section is played, the Rhythm stops.

After Touch Extension

“A.T.” shown in the third and seventh measures in notation **II** means After Touch. The After Touch function lets you control the volume and timbre according to how strongly you press down on the keys after playing them. The ELS-03 series improves on this with an enhanced “After Touch Extension” effect. For this song, the timbre is changed by the After Touch, and modulated effects are added. Try playing the keyboard and listen to how the sound changes.

NOTE

There are five After Touch Extension templates provided, and the settings can be confirmed on the Voice Condition display. For details, refer to the “Detailed” version.

1

Press the Right Footswitch to turn on the PEDAL VOICE 2 (PWM Brass Fast 1 ▲LK).

In this Registration, the After Touch Extension effect is set for the Voice “PWM Brass Fast 1.”

VOICE DISPLAY				
1 2 3				
UPPER KEYBOARD VOICE 1	UPPER KEYBOARD VOICE 2	LEAD VOICE 1	LEAD VOICE 2	UPPER ORGAN FLUTES
S-Dn'tBrkMyHrt 1	Fat Syn Strs 5	S-Flugelhorn	Club Lead 10	Standard
LOWER KEYBOARD VOICE 1	LOWER KEYBOARD VOICE 2	PEDAL VOICE 1	PEDAL VOICE 2	LOWER ORGAN FLUTES
S-StageE.Piano11	Vox Pad 12	S-Fingerd Bass 4	PWM Brass Fast 1 ▲LK	Standard

2

Press the first beat chord on the Lower Keyboard, and then press the keys further down slowly to add the After Touch effect.

Pressing the keys down changes the timbre.



Once you have confirmed the After Touch effect and heard how it sounds, try playing from the beginning of the notation and to the end again while being careful to match the timing of the “A.T.” indications.

Preparing the Registrations (MEMORY 1 – 8)—Polovtsian Dances

In this section, you'll learn how to set up the Registrations (MEMORY 1 – 8) required to play the included notation III for Polovtsian Dances. When the Registrations are ready, play "Polovtsian Dances" by using the Registrations.

NOTICE

Do not turn the power off while the Registration Memory number button is flashing. The data will not be registered.

NOTE

Since there are many settings you need to make in this chapter, once you registered the settings to a Registration Memory number button, you may want to save the data to a USB flash drive before going on setting up the next Registration. When you resume, call up the data saved to the USB flash drive. For instructions on saving or calling up Registrations to/from the USB flash drive, refer to pages 40 – 42.

Key points of this chapter

- Setting up the Live Expression Control
 - Adjusting the volume balance among the parts page 48
 - Adding embellishments by using the Articulation function..... page 52
 - Adding the Sustain effect to the Lower Keyboard Voice and Pedal Voice..... page 57
 - Changing the timbre by using the Cutoff & Resonance function page 66
- Setting up the Polyphonic After Touch (ELS-03X/ELS-03XR/ELS-03XF) page 55
- Playing the Lead Voice 1 on the Lower Keyboard by using the Keyboard Assign function page 60
- Changing the Feet setting for the Upper Keyboard Voice to make the melody line brighter..... page 61
- Making the Keyboard Percussion settings..... page 61
- Specifying the Rhythm part for playback..... page 68

SIMPLE category in the Registration Menu



For the Registrations on the [03] tab in the SIMPLE category, the Voice which matches the theme of the Registration is set to each of the Voice buttons. By using these Registrations as starting points and setting them up properly, you can quickly prepare Registrations with other desired Voices and play with a gorgeous, beautifully balanced sound. Furthermore, the Rhythm patterns that match the theme of the Registration are also set to each of the Rhythm buttons. These are highly versatile Registrations that can be used for improvisation and sight reading.

NOTE

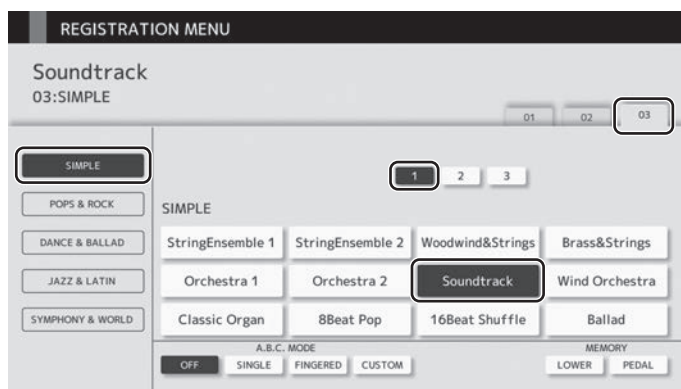
- Auxiliary functions such as accompaniment and A.B.C. (Auto Bass Chord) are not set in the Registrations.
- The settings of the Live Expression Control are the same as when the Electone is initialized (page 26).

1. MEMORY 3

In this notation, we'll prepare MEMORY 3 first, because it requires only a little change from the preset Registration. MEMORY 3 includes the settings that will be used in the second time of section A. Select "Soundtrack" from the Registration Menu and register it as it is.

1 Select "Soundtrack" from the Registration Menu.

In the same way as you did in the notation I on page 28, select the Registration. You can find it on the first page of the [03] tab in the SIMPLE category.



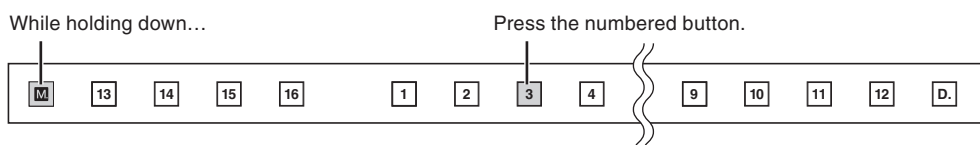
As necessary, adjust the Rhythm tempo while playing it back. Press the RHYTHM CONTROL [START] button to start playback, and then use the TEMPO [Δ]/[▽] buttons to adjust the tempo (page 31).

2 Press the DISPLAY SELECT [VOICE DISPLAY] button to call up the Voice display, and then check the settings of the Voices.

Pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the display shows you the functions assigned to the Expression Pedals and Footswitches.



3 While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [3].



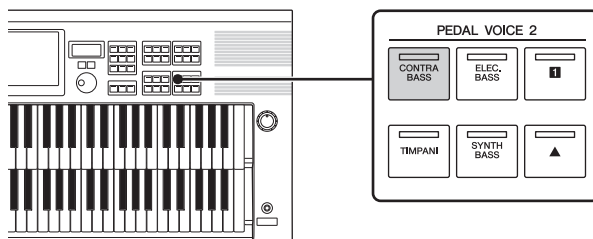
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY 3 is ready. Go on to the next step to prepare MEMORY 2.

2. MEMORY 2

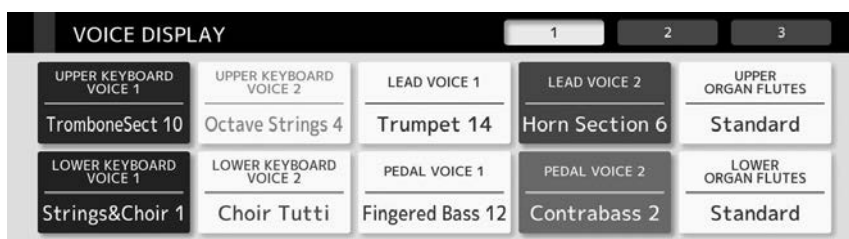
MEMORY 2 includes the settings used in the first time of section A. We'll use MEMORY 3 as a base. Before starting, press the Registration Memory number button [3] and make sure that the lamp is lit.

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

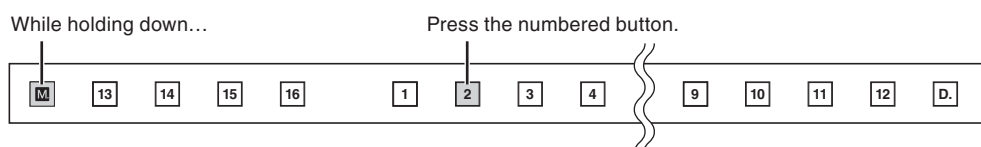


"Contrabass 2" is set for the Pedal Voice 2.

- 2 On the Voice display, turn each Voice Section on/off as shown below.



- 3 While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [2].



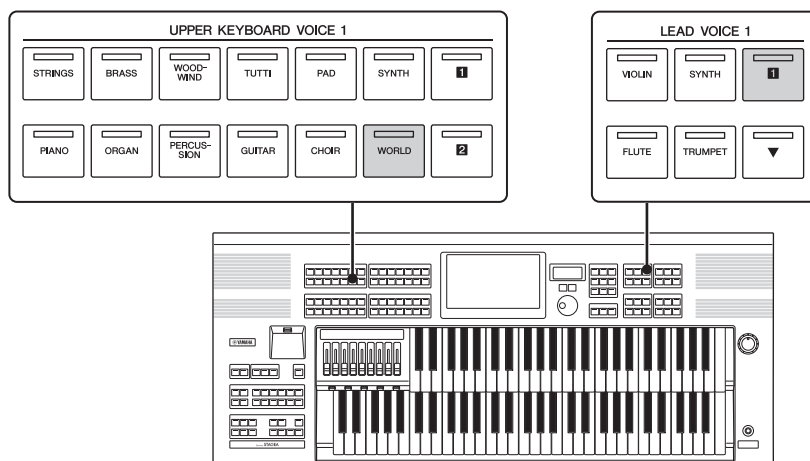
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY 2 is ready. Go on to the next step to prepare MEMORY 4.

3. MEMORY 4

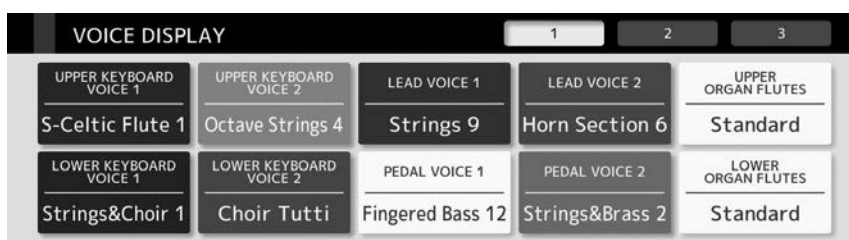
MEMORY 4 includes the settings used in one measure before section B. We'll use MEMORY 3 as a base. Before starting, press the Registration Memory number button [3] and make sure that the lamp is lit.

- 1 Press the **UPPER KEYBOARD VOICE 1 [WORLD]** button and the **LEAD VOICE 1 [1]** button separately.



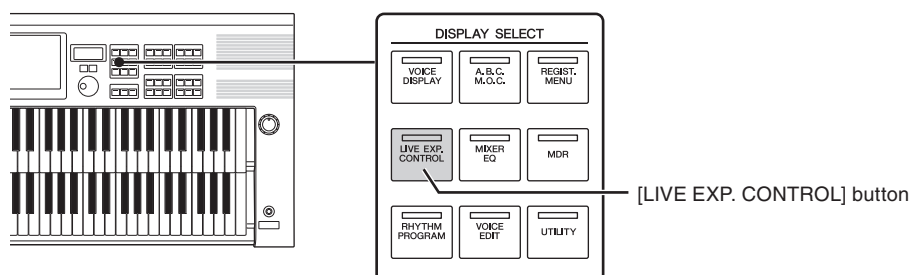
“S-Celtic Flute 1” is set for the Upper Keyboard Voice 1, and “Strings 9” is set for the Lead Voice 1.

- 2 On the Voice display, turn each Voice Section on/off as shown below.

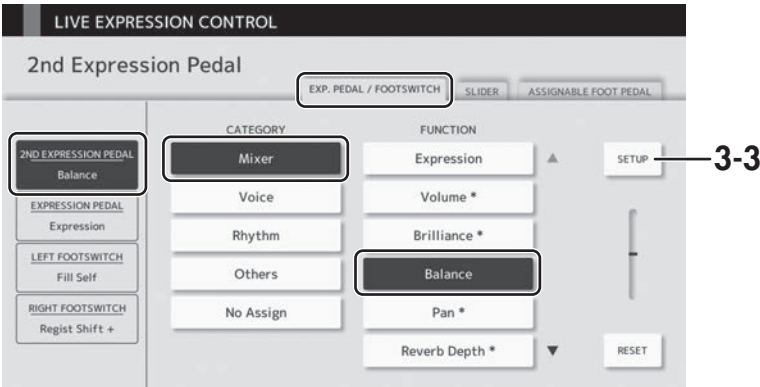


- 3 Change the settings for the Second Expression Pedal to assign the function to adjust the volume balance among the parts.

- 3-1 Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to call up the LIVE EXPRESSION CONTROL display.



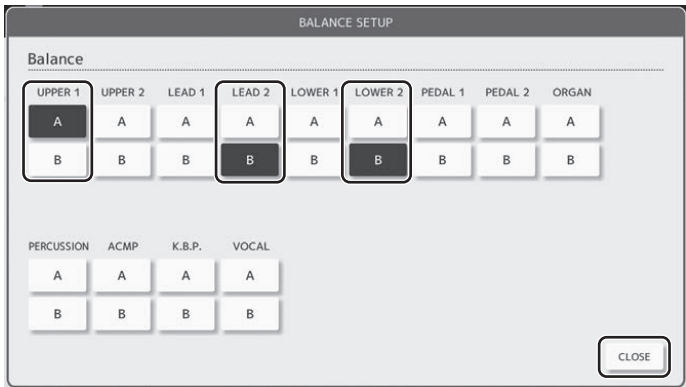
3-2 In the [EXP. PEDAL / FOOTSWITCH] tab, select [2ND EXPRESSION PEDAL] → [Mixer] → [Balance] in order.



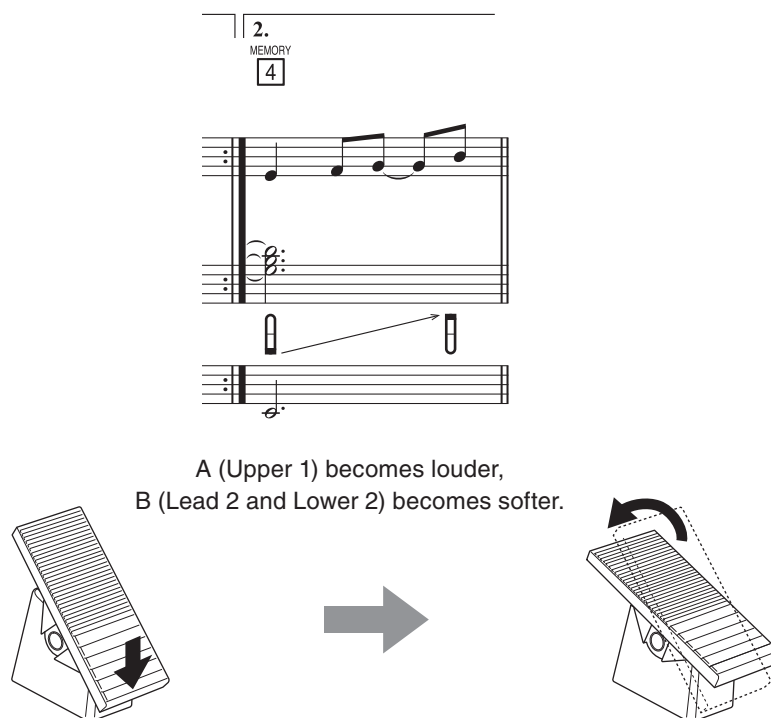
3-3 Press [SETUP] to call up the BALANCE SETUP window.

3-4 Set UPPER 1 to “A,” LEAD 2 and LOWER 2 to “B,” and then press [CLOSE].
The volume of the parts set to A or B changes as below.

- A: The volume increases when pressing the pedal forward, and decreases when pressing it down toward you.
- B: The volume decreases when pressing the pedal forward, and increases when pressing it down toward you.



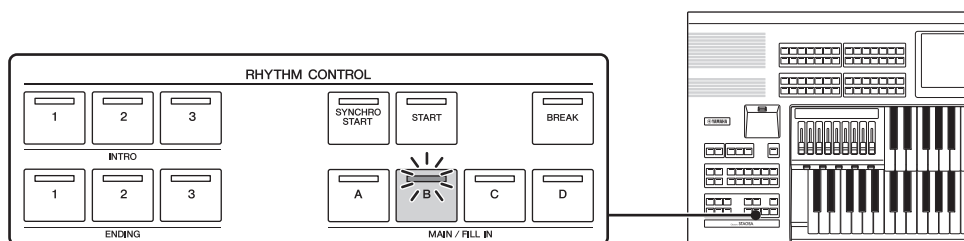
- 3-5** Press the Second Expression Pedal while playing the keyboard to check how the volume changes. Press the Second Expression Pedal down to the bottom (as shown below), and then press it forward gradually. The Upper Keyboard Voice 1 (S-Celtic Flute 1) set as A in step 3-4 becomes louder, while the Lead Voice 2 (Horn Section 6) and Lower Keyboard Voice 2 (Choir Tutti) set as B become softer.



NOTE

By pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the Voice display, you can check the movement of the Second Expression Pedal visually (page 32).

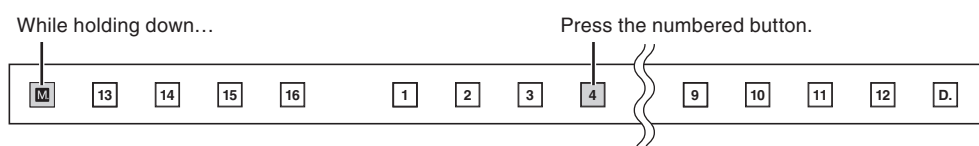
- 4** Press the **RHYTHM CONTROL MAIN/FILL IN [B]** button so that the lamp of the button flashes. By registering to the Registration Memory while the MAIN/FILL IN [B] button lamp is flashing, fill-in B will played when the Registration Memory is called up.



NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

- 5** While holding down the **[M.] (Memory)** button at the left end of the Registration Memory buttons, press the number button **[4]**.



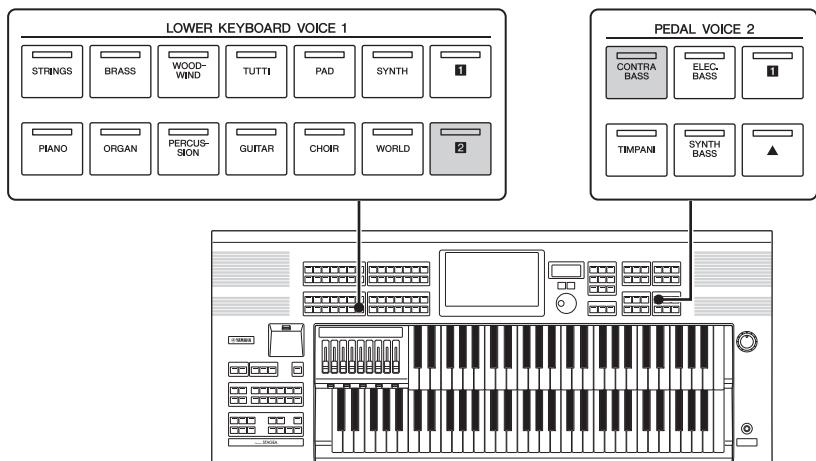
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY **4** is ready. Go on to the next step to prepare MEMORY **5**.

4. MEMORY 5

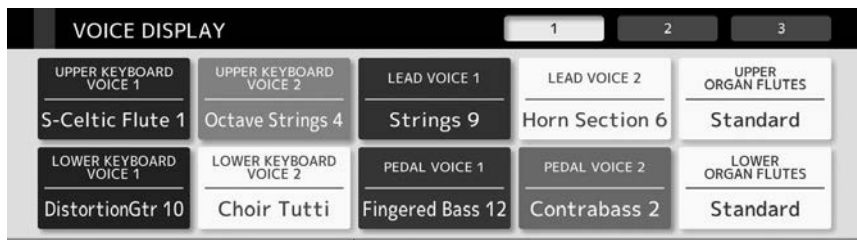
MEMORY 5 includes the settings used in section B. We'll use MEMORY 4 as a base. Before starting, press the Registration Memory number button [4] and make sure that the lamp is lit.

- 1 Press the **LOWER KEYBOARD VOICE 1 [2]** button and the **PEDAL VOICE 2 [CONTRABASS]** button separately.



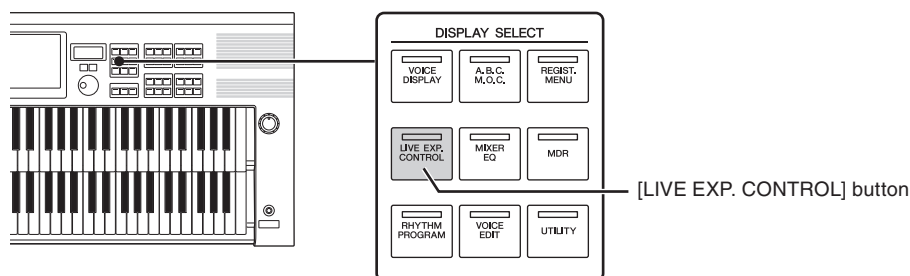
“DistortionGtr 10” is set for the Lower Keyboard Voice 1, and “Contrabass 2” is set for the Pedal Voice 2.

- 2 On the Voice display, turn each Voice Section on/off as shown below.

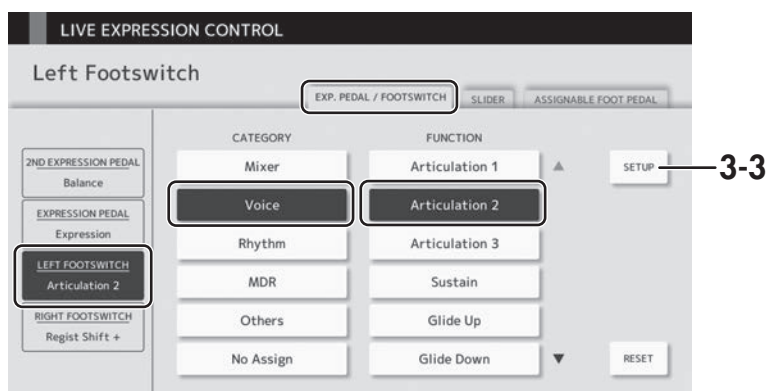


3 Change the settings for the Left Footswitch to assign the Articulation 2 function to add an embellishment sound.

- 3-1** Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to call up the LIVE EXPRESSION CONTROL display.

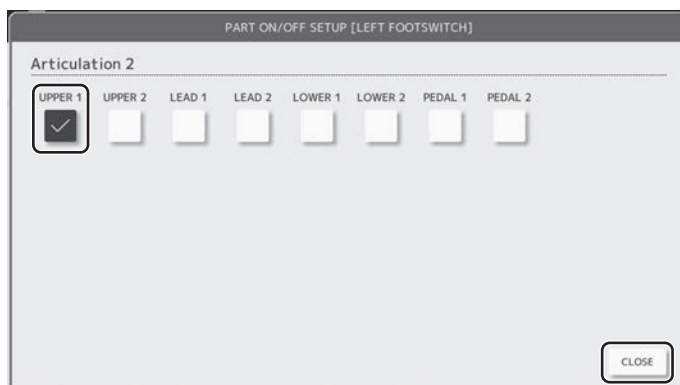


- 3-2** In the [EXP. PEDAL / FOOTSWITCH] tab, select [LEFT FOOTSWITCH] → [Voice] → [Articulation 2] in order.

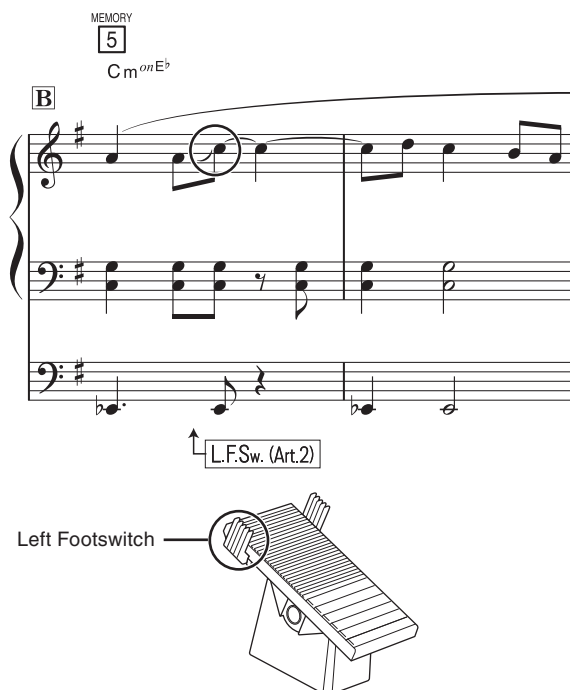


- 3-3** Press [SETUP] to call up the PART ON/OFF SETUP window.

- 3-4** Enter a checkmark only to UPPER 1, and then press [CLOSE].



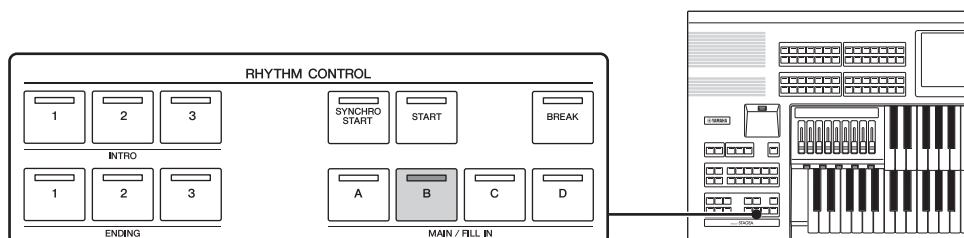
- 3-5** While playing the keyboard, press the Left Footswitch to hear how the sound changes. In order to add the embellishment to the note circled in the notation below, press the Left Footswitch just before playing that note. You can hear a performance embellishment typical for Celtic flutes when you press the Footswitch in accurate timing.



NOTE

By pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the Voice display, you can check the movement of the Left Footswitch visually (page 32).

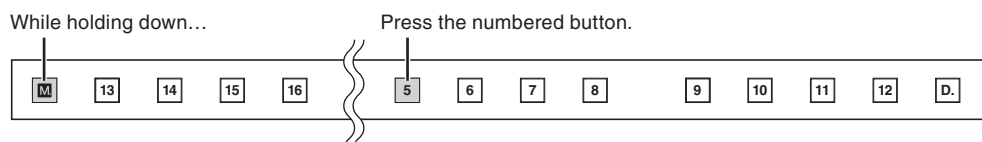
- 4** Press the RHYTHM CONTROL MAIN/FILL IN [B] button so that the lamp of the button turns on. The Main B section is set as the Rhythm pattern.



NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

- 5** While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [5].



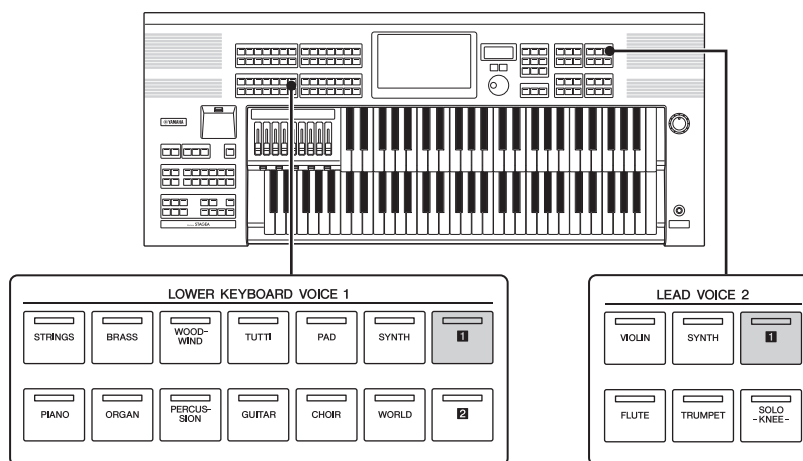
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY [5] is ready. Go on to the next step to prepare MEMORY [6].

5. MEMORY 6

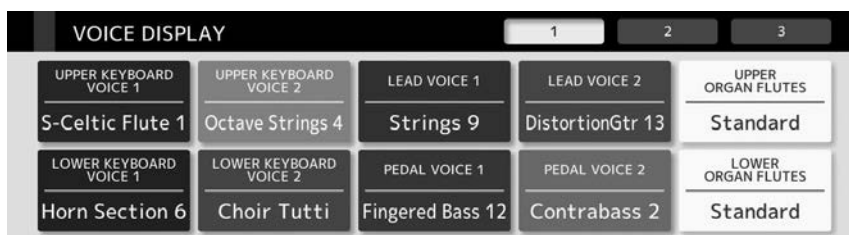
MEMORY 6 includes the settings used from the ninth measure in section B. We'll use MEMORY 5 as a base. Before starting, press the Registration Memory number button 5 and make sure that the lamp is lit.

- 1 Press the **LOWER KEYBOARD VOICE 1 1** button and the **LEAD VOICE 2 1** button separately.



“Horn Section 6” is set for the Lower Keyboard Voice 1, and “DistortionGtr 13” is set for the Lead Voice 2.

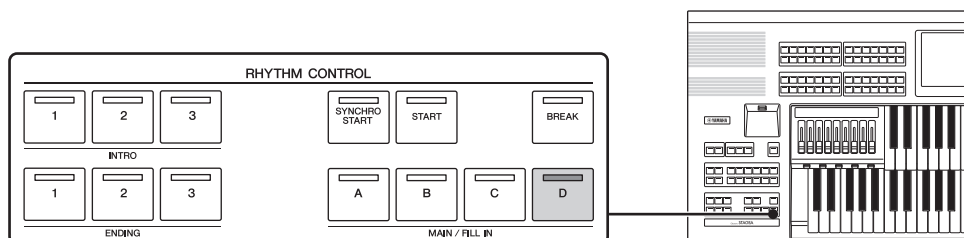
- 2 On the Voice display, turn each Voice Section on/off as shown below.



- 3 Press the **RHYTHM CONTROL MAIN/FILL IN D** button twice so that the lamp of the button turns on.

The Main D section is set as the Rhythm pattern.

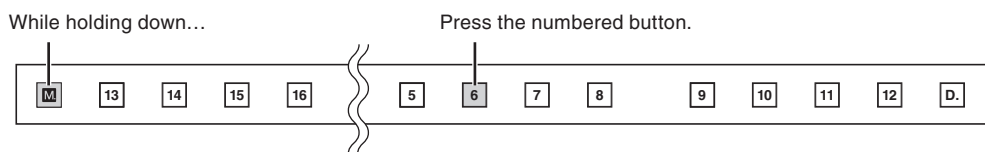
On the ELS-03X, ELS-03XR, and ELS-03XF, make “Polyphonic After Touch” settings on page 55 before going on to the next step.



NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

- 4** While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [6].



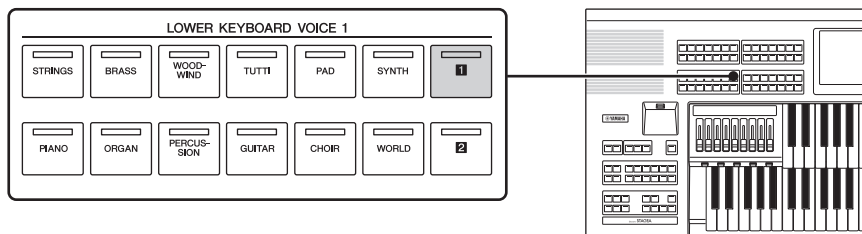
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY [6] is ready. Go on to the next step to prepare MEMORY [7].

Polyphonic After Touch (ELS-03X/ELS-03XR/ELS-03XF)

The After Touch function lets you control the volume and timbre of the Voice according to how strongly you press down on the keys after playing them. The harder you press down on the keys, the greater the volume and the wider the change of the timbre becomes. The ELS-03X, ELS-03XR, and ELS-03XF also feature the Polyphonic After Touch function which allows you to apply After Touch to each key individually. In this section, we set the Polyphonic After Touch for the Lower Keyboard Voice 1 (Horn Section 6) and the Lower Keyboard Voice 2 (Choir Tutti) to emphasize a phrase to make it stand out. Be sure to do this before registering MEMORY [6].

- 1** Press the LOWER KEYBOARD VOICE 1 [1] button twice to call up the Voice Condition display for the Lower Keyboard Voice 1 (Horn Section 6).

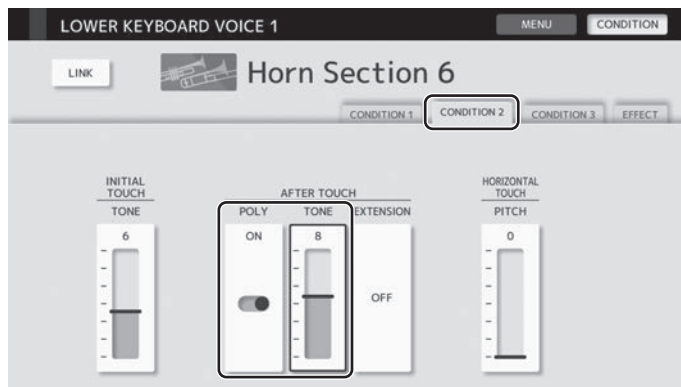


NOTE

Each time you press the same Voice button, the display toggles between the Voice Condition display and Voice Menu display. You can also switch these displays by pressing [MENU] or [CONDITION] at the upper right of the display.

2 In the [CONDITION 2] tab, make the After Touch related settings.

- **POLY:** When set to ON, After Touch is applied to each key individually. When set to OFF, After Touch is applied equally to all played keys. For this time, set it to ON.
- **TONE:** When set to 0, After Touch is not applied. The higher the value, the wider the changes produced by your playing strength become. For this time, set it to 8.



3 In the same way, press the LOWER KEYBOARD VOICE 2 [CHOIR] button twice to make the After Touch related settings for the Lower Keyboard Voice 2 (Choir Tutti).

Set it to the same as the Lower Keyboard Voice 1.

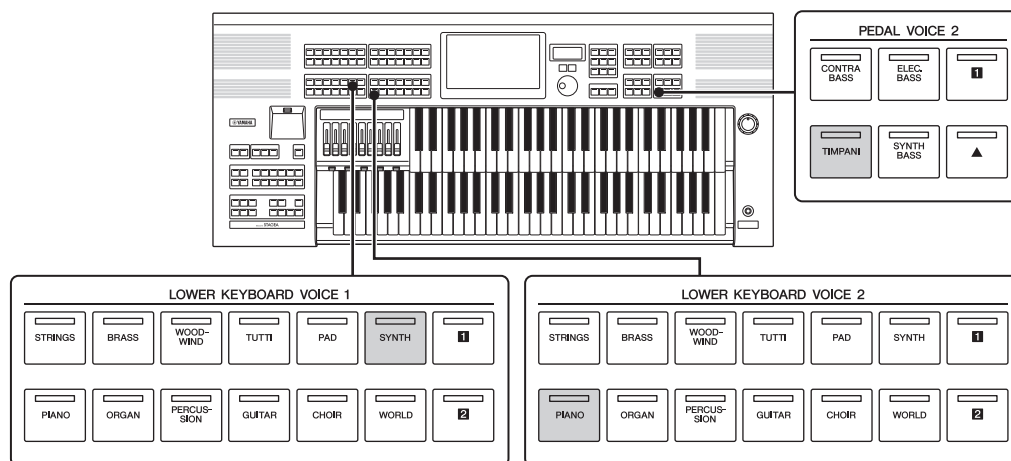
4 Check the Polyphonic After Touch effect while playing the keyboard. After checking, return to step 4 on page 55 to register the settings to MEMORY [6].

For this piece, press down hard on the keys for the notes connected by the bold lines hard to emphasize the phrase of the Lower Keyboard (left hand).

6. MEMORY 7

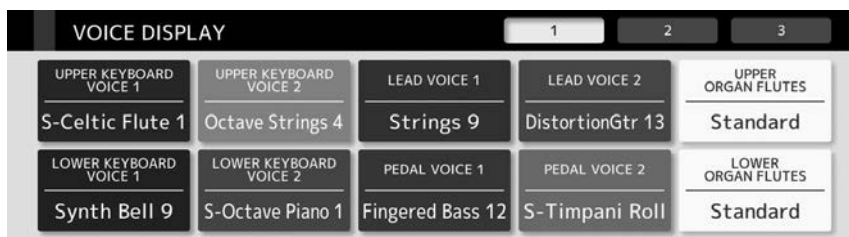
MEMORY 7 includes the settings used from the 15th measure in section B. We'll use MEMORY 6 as a base. Before starting, press the Registration Memory number button [6] and make sure that the lamp is lit.

- 1 Press the **LOWER KEYBOARD VOICE 1 [SYNTH]** button, the **LOWER KEYBOARD VOICE 2 [PIANO]** button and the **PEDAL VOICE 2 [TIMPANI]** button separately.



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

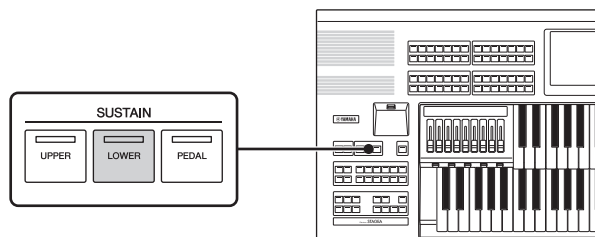
- 2 On the Voice display, turn each Voice Section on/off as shown below.



- 3 Press the **SUSTAIN [LOWER]** button to turn on the lamp of the button.

This adds the Sustain effect to the performance on the Lower Keyboard, in addition to the [PEDAL] (Pedalboard) button which is already turned on.

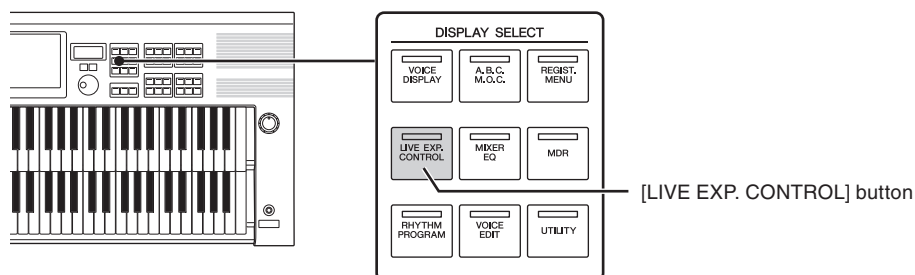
Sustain is an effect that gives the sound played on the keyboard a longer decay. When a SUSTAIN button is pressed, the Sustain effect for the selected keyboard or Pedalboard is turned on, and the SUSTAIN LENGTH display is called up. In the SUSTAIN LENGTH display, the Sustain length for each Voice Section can be set. This time, we'll use the default length and there is no need to set it.



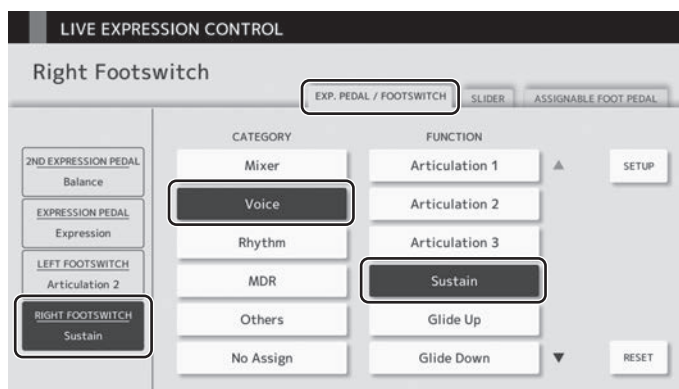
4 Change the settings for the Right Footswitch to assign the Sustain effect.

The Knee Lever can be used to control sustain; however, here we'll assign the Sustain effect to be controlled by the Right Footswitch. For the Upper keyboard and Pedalboard in which the lamp on the SUSTAIN button is lit, the Sustain effect is applied to the keyboard performance while the Right Footswitch is pressed.

- 4-1** Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to call up the LIVE EXPRESSION CONTROL display.



- 4-2** In the [EXP. PEDAL / FOOTSWITCH] tab, select [RIGHT FOOTSWITCH] → [Voice] → [Sustain] in order.



NOTE

Pressing [SETUP] lets you call up the SUSTAIN SETUP display for setting the Sustain length. In this example, we'll use the default Sustain length and leave it unchanged.

- 4-3** While playing the keyboards and Pedalboard, press the Right Footswitch to control the Sustain effect. Hold the Right Footswitch during the [] indicated sections. Press and release each time.

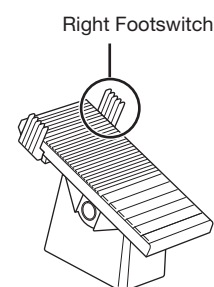
MEMORY
7

A^{on}B B C^{on}B Bm7 B

f

D.S.

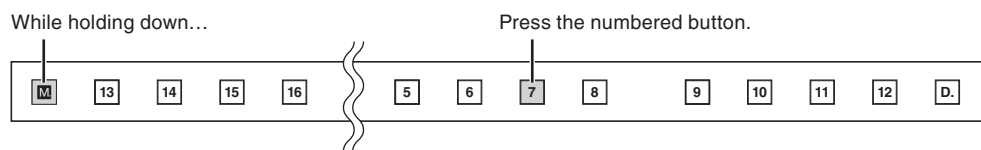
Press Release Press Release Press Release Press Release



NOTE

By pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the Voice display, you can check the movement of the Right Footswitch visually (page 32).

- 5** While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [7].



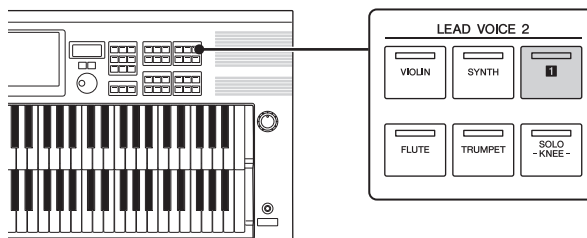
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY [7] is ready. Go on to the next step to prepare MEMORY [8].

7. MEMORY 8

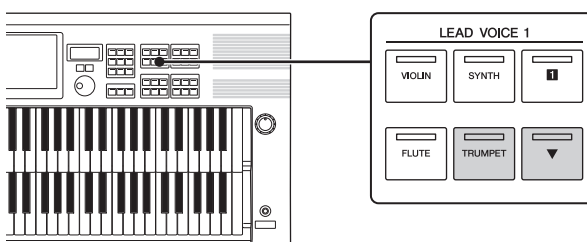
MEMORY 8 includes the settings used in section C. We'll use MEMORY 4 as a base. Before starting, press the Registration Memory number button [4] and make sure that the lamp is lit.

- 1 Press the LEAD VOICE 2 [1] button.



"DistortionGtr 13" is set for the Lead Voice 2.

- 2 Press the LEAD VOICE 1 [TRUMPET] button, and then press the [▼] (Keyboard Assign) button.



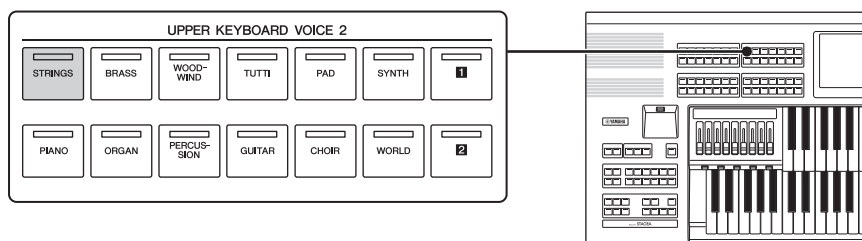
"Trumpet 14" is set for the Lead Voice 1. Since you pressed the [▼] (Keyboard Assign) button, the Lead Voice 1 is set to be played on the Lower Keyboard. "▼ L.K" is shown for the Lead Voice 1 on the Voice display.

- 3 On the Voice display, turn each Voice Section on/off as shown below.

VOICE DISPLAY				
		1	2	3
UPPER KEYBOARD VOICE 1	UPPER KEYBOARD VOICE 2	LEAD VOICE 1 ▼ L.K Trumpet 14	LEAD VOICE 2 DistortionGtr 13	UPPER ORGAN FLUTES Standard
S-Celtic Flute 1	Octave Strings 4			
LOWER KEYBOARD VOICE 1	LOWER KEYBOARD VOICE 2	PEDAL VOICE 1 Fingered Bass 12	PEDAL VOICE 2 Strings&Brass 2	LOWER ORGAN FLUTES Standard
Strings&Choir 1	Choir Tutti			

4 Change the Feet setting for the Upper Keyboard Voice 2 to make the melody line brighter.

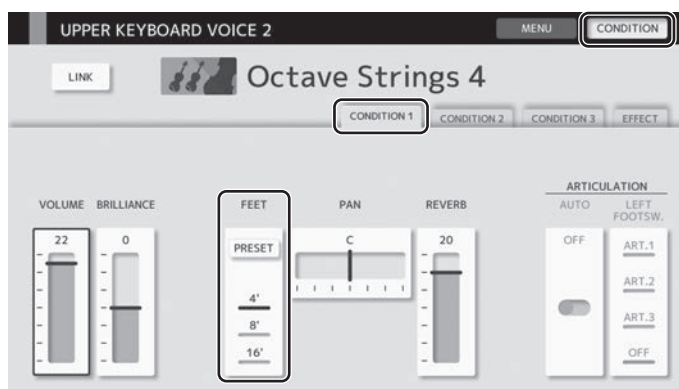
- 4-1** Press the UPPER KEYBOARD VOICE 2 [STRINGS] button twice to call up the Voice Condition display for the Upper Keyboard Voice 2 (Octave Strings 4).



NOTE

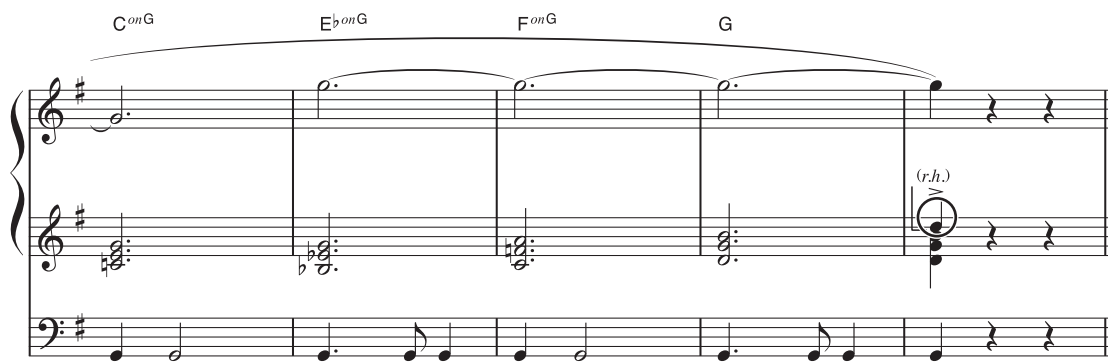
Each time you press the same Voice button, the display toggles between the Voice Condition display and Voice Menu display. You can also switch these displays by pressing [MENU] or [CONDITION] at the upper right of the display.

- 4-2** In the [CONDITION 1] tab, set FEET to 4'.
The Upper Keyboard Voice 2 becomes one octave higher.

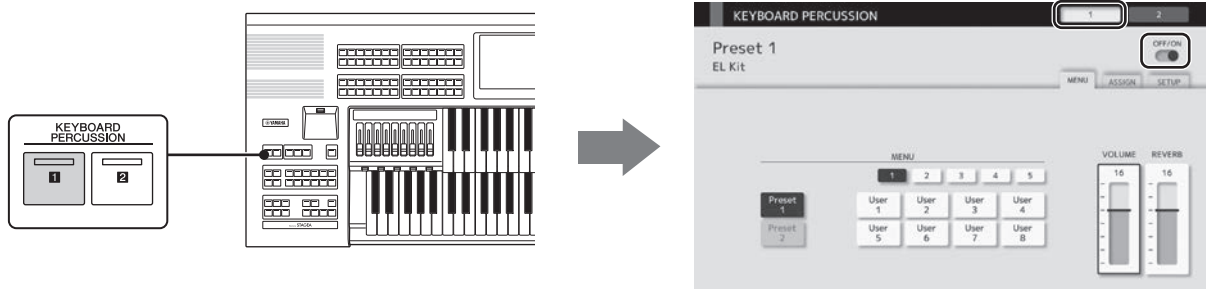


5 Make the Keyboard Percussion Settings.

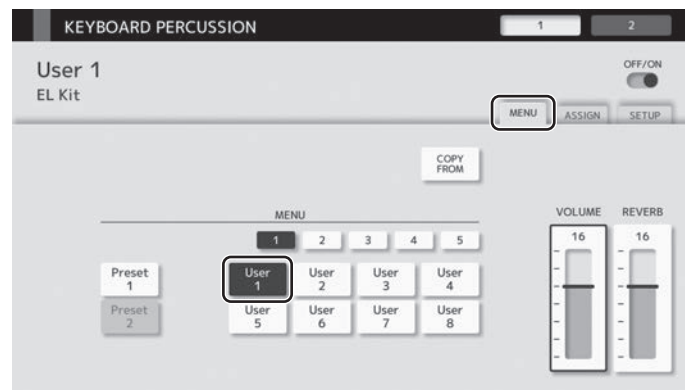
The Keyboard Percussion function lets you play percussion sounds on the keyboards or Pedalboard by assigning drum, percussion and other sounds to each of the keys. In this section, we set up to play a sound effect at the last beat (for the circled note below).



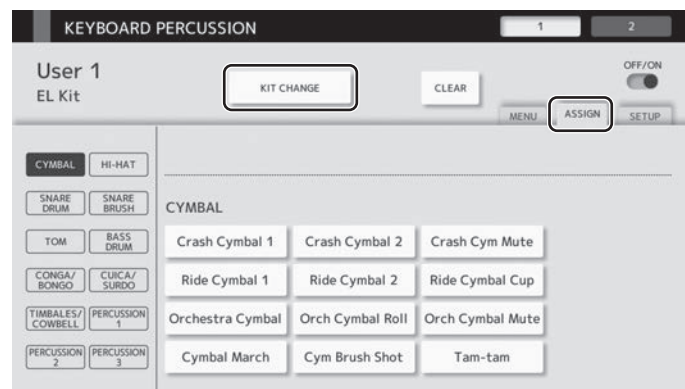
- 5-1** Press the KEYBOARD PERCUSSION [1] button to call up the KEYBOARD PERCUSSION (1) display. The KEYBOARD PERCUSSION button on/off and the ON/OFF button on the upper right of the display are linked. Make sure to turn it on since you'll be playing the Keyboard Percussion.



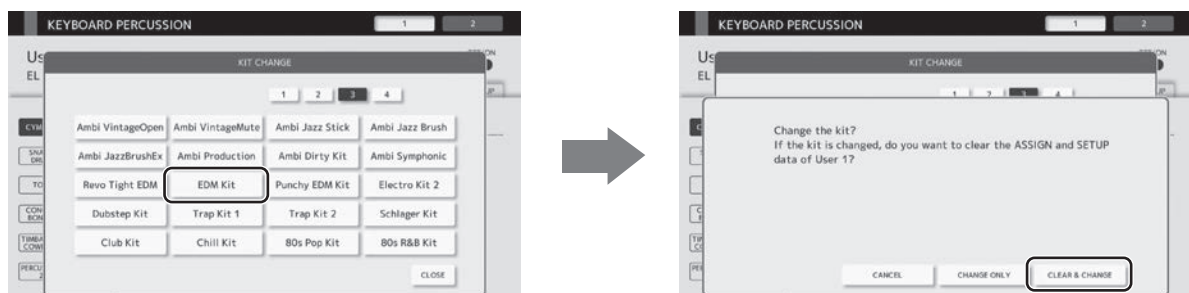
- 5-2** In the [MENU] tab, select [User 1].



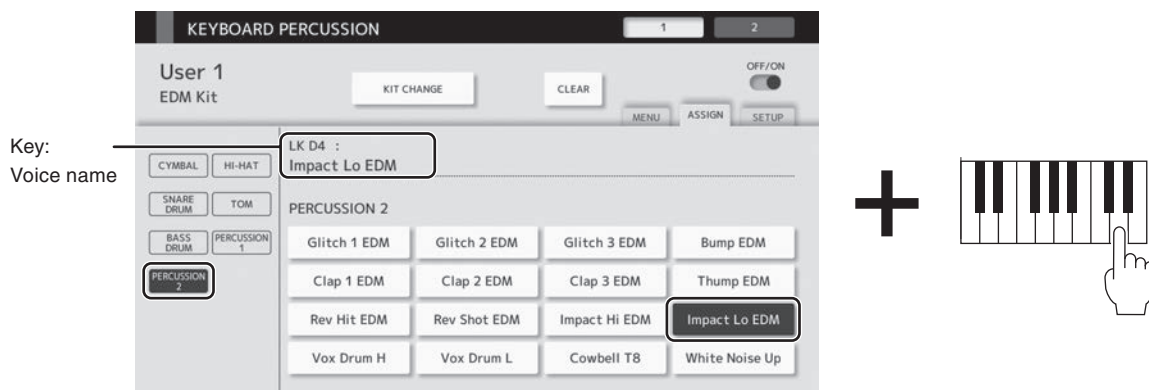
- 5-3** In the [ASSIGN] tab, press [KIT CHANGE] to call up the KIT CHANGE window.



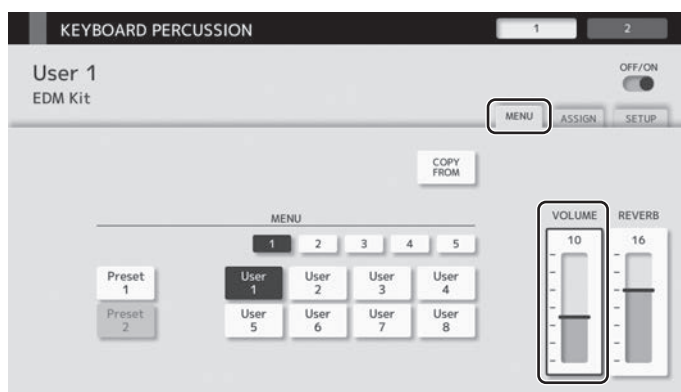
- 5-4** Select [EDM Kit] on page 3, and then press [CLEAR & CHANGE]. This operation clears the setting data stored to User 1, and calls up the [EDM Kit].



- 5-5** Select [PERCUSSION 2] at left of the display, and then while holding down [Impact Lo EDM] press the D4 key (the key located below the Registration Memory number button [9]) on the Lower Keyboard. The “Impact Lo EDM” Voice is now assigned to the D4 key. You can check the key and the Voice name on the display.



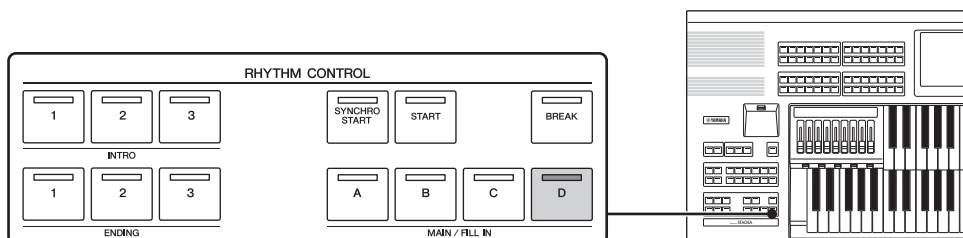
- 5-6** In the [MENU] tab, adjust the volume. Set VOLUME to 10 to lower the volume.



- 5-7** Play the last two measures while seeing the notation. The note (D) indicated with “r.h.” should be played as a strong accent with your right thumb. You will hear the sound effect played.

6 Press the RHYTHM CONTROL MAIN/FILL IN [D] button twice so that the lamp of the button turns on.

The Main D section is set as the Rhythm pattern.



NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

- 7** While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [8].



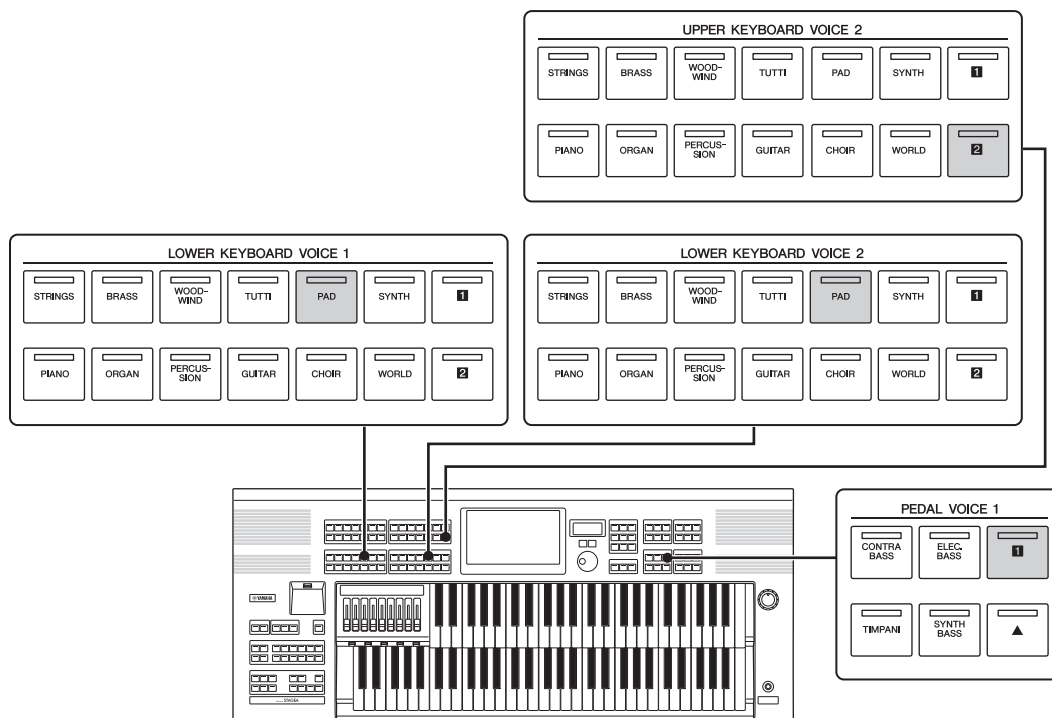
Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY [8] is ready. Go on to the next step to prepare MEMORY [1].

8. MEMORY 1

MEMORY 1 includes the settings used in the first four measures. We'll use MEMORY 2 as a base. Before starting, press the Registration Memory number button [2] and make sure that the lamp is lit.

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



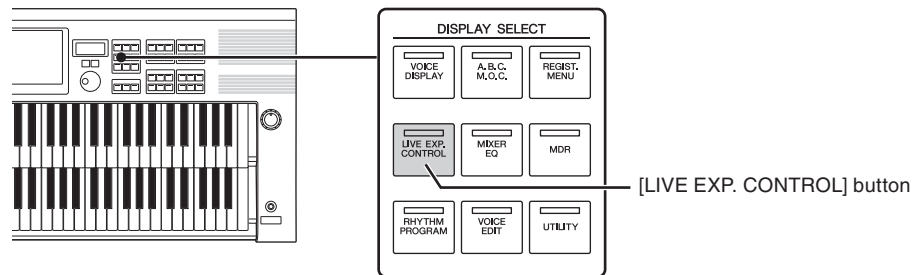
“Bright Pad 7” is set for the Upper Keyboard Voice 2, “Vox Pad 10” is set for the Lower Keyboard Voice 1, “Sweep Flanger 1” is set for the Lower Keyboard Voice 2, and “Bright Pad 2” is set for the Pedal Voice 1.

- 2 On the Voice display, turn each Voice Section on/off as shown below.

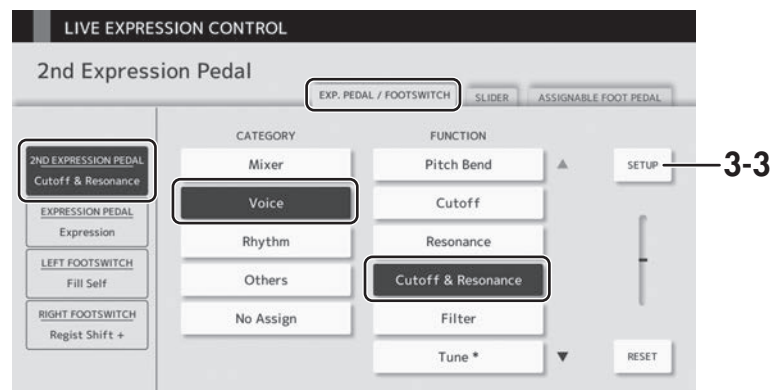
VOICE DISPLAY				
		1	2	3
UPPER KEYBOARD VOICE 1	UPPER KEYBOARD VOICE 2	LEAD VOICE 1	LEAD VOICE 2	UPPER ORGAN FLUTES
TromboneSect 10	Bright Pad 7	Trumpet 14	Horn Section 6	Standard
LOWER KEYBOARD VOICE 1	LOWER KEYBOARD VOICE 2	PEDAL VOICE 1	PEDAL VOICE 2	LOWER ORGAN FLUTES
Vox Pad 10	Sweep Flanger 1	Bright Pad 2	Contrabass 2	Standard

3 Change the settings for the Second Expression Pedal to assign the “Cutoff & Resonance” function to change the timbre.

- 3-1** Press the DISPLAY SELECT [LIVE EXP. CONTROL] button to call up the LIVE EXPRESSION CONTROL display.

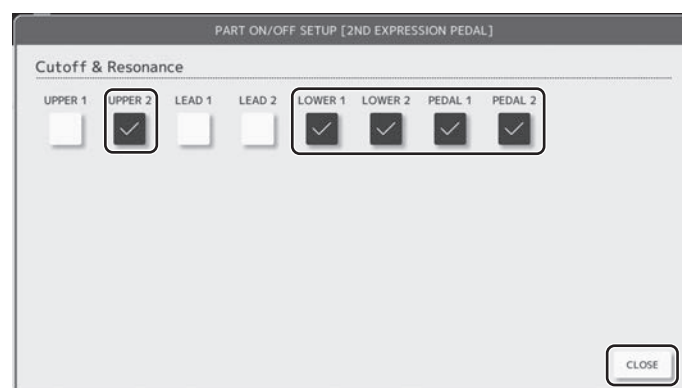


- 3-2** In the [EXP. PEDAL / FOOTSWITCH] tab, select [2ND EXPRESSION PEDAL] → [Voice] → [Cutoff & Resonance] in order.



- 3-3** Press [SETUP] to call up the PART ON/OFF SETUP window.

- 3-4** Enter checkmarks to UPPER 2, LOWER 1, LOWER 2, PEDAL 1 and PEDAL 2, and then press [CLOSE].



4 While playing the keyboard, press the Second Expression pedal to hear the changes in timbre.

4-1 Press the Expression Pedal forward to set it to the *f* (forte) position.

4-2 Press down the Second Expression Pedal toward you (minimum).

4-3 Press down the Second Expression Pedal forward gradually while checking the sound. The parts you have set in step 3-4 (UPPER 2, LOWER 1/2, PEDAL 1/2) change in timbre gradually.

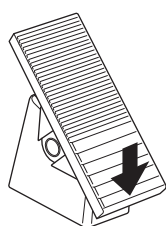
NOTE

By pressing the [LIVE EXPRESSION CONTROL] tab at the bottom of the Voice display, you can check the movement of the Second Expression Pedal visually (page 32).

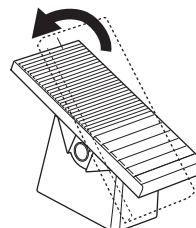
MEMORY
1
♩ = 134
Intro.

D sus4 *on* E

SEQ. ①②③, SYNCHRO START

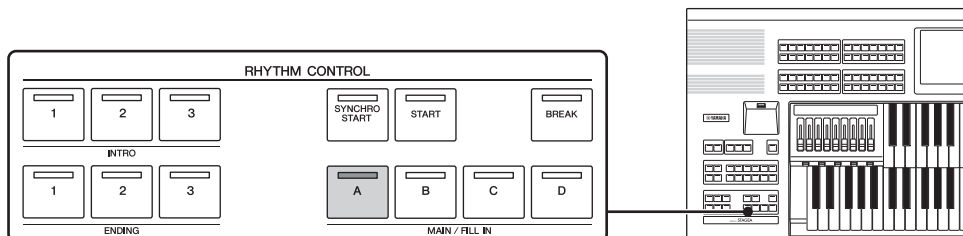


The timbre of UPPER 2, LOWER 1/2, PEDAL 1/2 changes gradually



5 Press the RHYTHM CONTROL MAIN/FILL IN [A] button twice so that the lamp of the button turns on.

The Main A section is set as the Rhythm pattern.



NOTE

When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.

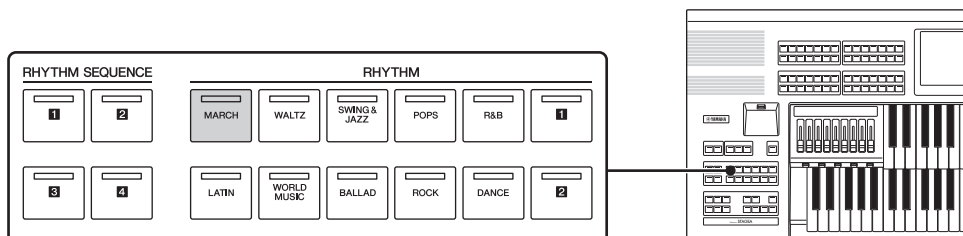
6 Turn off the “Add Drum” part of the Rhythm.

For the Registration “Soundtrack” we use, the Rhythm called “Blockbuster 2” is set. The Rhythm pattern contains two parts “Main Drum” and “Add Drum.” Since you’ll be playing only the Main Drum part in the Intro section, turn off the Add Drum part.

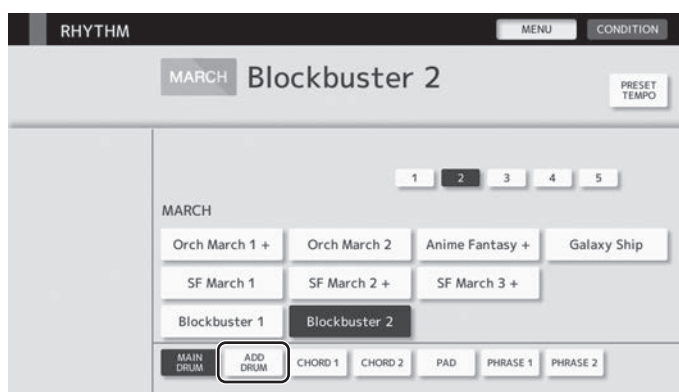
NOTE

For details on Rhythm parts, refer to the “Detailed” version.

6-1 Press the RHYTHM [MARCH] button to call up the Rhythm Menu display.



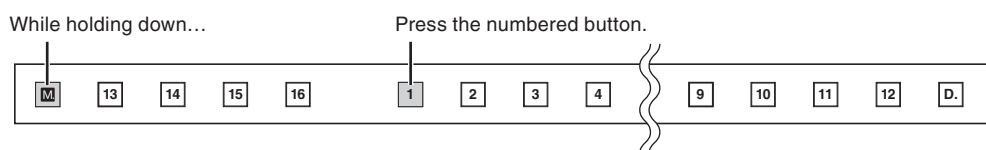
6-2 Turn off [ADD DRUM] at the bottom of the display.



NOTE

If [CONDITION] is selected at the upper right corner of the display, press [MENU]. You can also switch the display by pressing the RHYTHM [MARCH] button again.

7 While holding down the [M.] (Memory) button at the left end of the Registration Memory buttons, press the number button [1].

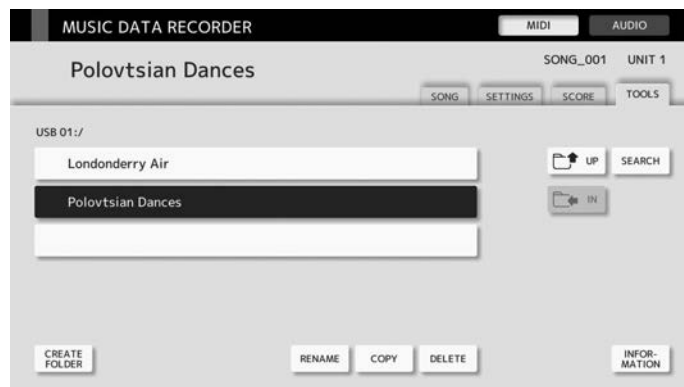


Once registering starts, the numbered button flashes until the operation is complete.

Now MEMORY **1** is ready, and all of the Registrations required for notation **III** “Polovtsian Dances” are ready. Go on to the next step to save the data to a USB flash drive.

9. Saving MEMORY 1 – 8 to a USB flash drive

Save the Registrations memorized to the Registration Memory buttons to a USB flash drive as a “Song” by using the Music Data Recorder (MDR) function. The procedures are the same as we used when saving Registrations in the chapter II (see page 40). Rename the Song as “Polovtsian Dances.”



10. Playing Polovtsian Dances (Notation) by using MEMORY –

Try playing the piece by using the Registration Memories you prepared. At the timing of MEMORY  –  indicated in the notation, press the Registration Memory number button using your hand, and hear how the timbre and effects change.

- 1 **Press the Registration Memory number button  to load the settings used at the beginning.**

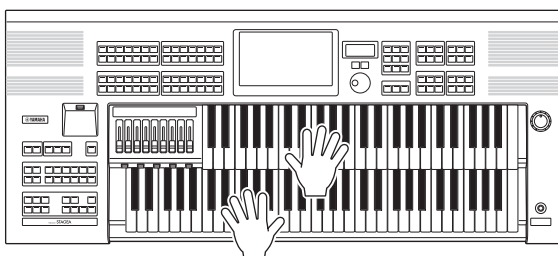
NOTE

For instructions on calling up the Registrations saved in the USB flash drive, refer to page 42.

- 2 **Press the RHYTHM CONTROL [SYNCHRO START] button so that its lamp turns on.**

This enables the Synchro Start function letting you automatically have the Rhythm start as soon as you play the Lower Keyboard or Pedalboard.

- 3 **As soon as you play on the Lower Keyboard or the Pedalboard, the Rhythm playback starts.**
Press the Registration Memory number buttons at the points indicated in the notation to change Registrations.



If you want to change the tempo, turn on the [D.] (Disable) button located at the right end of the Registration Memory buttons, and then use the TEMPO /[] buttons to adjust the tempo. When the [D.] (Disable) button is turned on, only the tempo will be retained (not changed) even when you press another number button. When the [D.] (Disable) button is turned off, the tempo will be changed to the value set in the Registration of the pressed number button. For details on the Disable function, refer to the “Detailed” version.

- 4 **After checking through the operations, press the RHYTHM CONTROL [START] button to stop Rhythm playback.**

You can also press one of the ENDING – buttons to stop the Rhythm.

The next chapter explains how to change Rhythms and Registrations automatically by using the Rhythm Sequence Program function. This enables you to fully concentrate on playing the keyboard, since you do not need to use your hands to press buttons.

III-2

Using Rhythm Sequence Program— Polovtsian Dances

This chapter explains how to automatically switch Rhythms and Registrations during a performance without pressing the Registration Memory buttons.

Before you start, call up the Registration “Polovtsian Dances” that was saved to the USB flash drive in chapter III-1. For instructions on calling up the Registration, refer to page 42.

First, program a Rhythm Sequence for a complete Song by aligning Rhythm patterns measure by measure in the order they will be called up. After that, program a Registration Sequence to have Registrations switch automatically in sync with the Rhythm Sequence. Combining these two functions is referred to as Rhythm Sequence Program.

Key points of this chapter

- Programming sequences to switch Rhythms automatically (Rhythm Sequence) page 72
- Programming sequences to switch Registrations automatically (Registration Sequence) page 76
- Adding Sequence data to the Registrations already saved in the USB flash drive page 78

The notation below indicates where to switch Rhythm patterns (such as Main A, Fill-in A) and Registrations. It also indicates the range of each sequence (SEQ.①–③). Make sure to look through it carefully beforehand.



YAMAHA

Electone **STAGEA**
ELS-03G ELS-03X ELS-03XR ELS-03XF

III 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

SEQ.①

♩ = 134
Intro.

Dsus4 = E



SEQ.①(2)(3), SYNCHRO START

Main A **Fill-in A**

SEQ.③ (D.S.time)

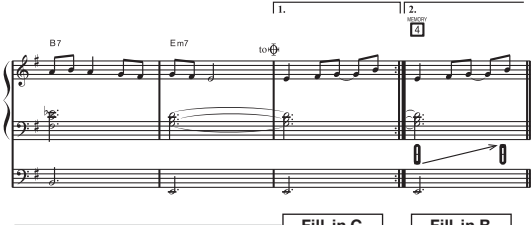
Am7 D7 GM7 E7 Am7



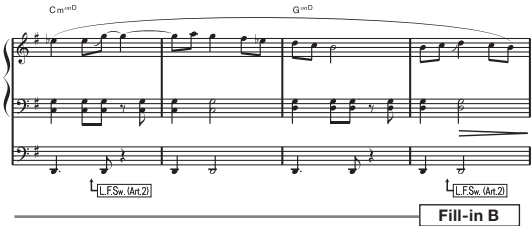
Main C

SEQ.②

Cm = Eb Gm = D



Main B **Fill-in B**



Main B **Fill-in B**

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Published 12/2025 MWTO-A0
2025R12/1 3E/1 [VHU5640]

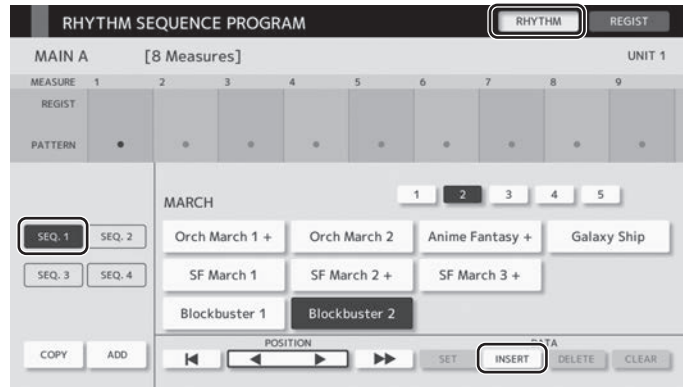
2

Make sure that [RHYTHM] is selected at the upper right of the display, and then select a Sequence number at the left side.

Confirm that [SEQ. 1] is selected for this time. The Rhythm is set to “Blockbuster 2” which is specified in the Registration “Polovtsian Dances” that was saved in chapter III-1 (page 69).

NOTE

By Programming a Song divided into multiple Sequence buttons, you can start playback from the position set in the selected Sequence button. Up to four sequences for a Song can be programmed. If you turn on multiple Sequence buttons before starting the Song, the sequences will be played consecutively in numeric order.



3

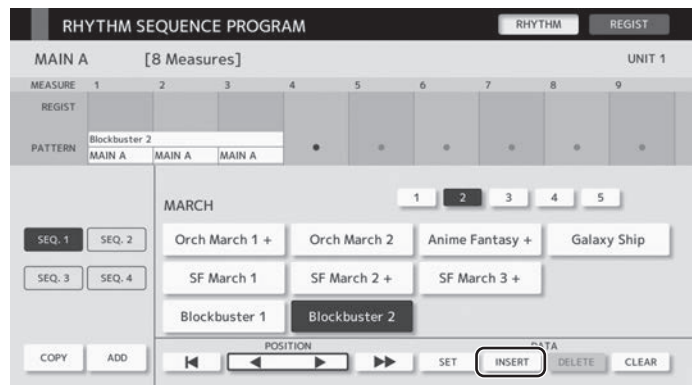
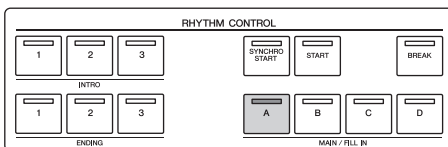
Program a Rhythm Sequence for the Sequence 1 (SEQ.①) while checking the notation.

Select a Rhythm pattern for each measure to specify the order in the Song for calling them up. Here, we'll specify the Rhythm patterns from the first measure to the 20th measure. Make sure to operate while carefully checking the Rhythm pattern shown in the display.

Sequence 1 (SEQ.①)

Measure	1-3	4	5-11	12	13-19	20
Pattern	Blockbuster 2					
	MAIN A	FILL IN A	MAIN C	FILL IN C	MAIN C	FILL IN B

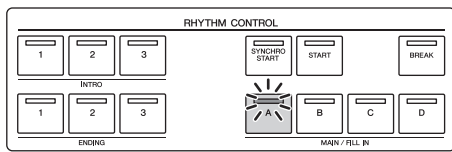
3-1 Press the RHYTHM CONTROL MAIN/FILL IN [A] button once or twice so that the lamp of the button turns on, and then press [INSERT] at the bottom of the display three times. MAIN A appears in each measure from 1 to 3.



NOTE

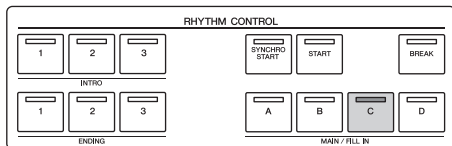
- When pressing the same MAIN/FILL IN button repeatedly, the lamp of the button switches between being lit and flashing.
- If you have inserted the wrong pattern, select the measure to correct by using the POSITION [◀]/[▶] buttons at the bottom of the display, and then select the correct pattern and press [SET]. The original data will be replaced by new data. To delete unnecessary data, select the measure to delete and press [DELETE]. For details, refer to “Detailed” version.

- 3-2** Press the MAIN/FILL IN [A] button so that the lamp of the button flashes, and then press [INSERT] at the bottom of the display once. FILL IN A appears in measure 4.



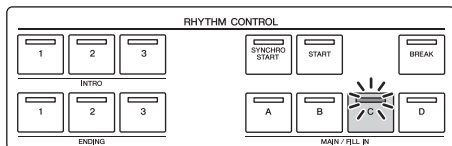
RHYTHM SEQUENCE PROGRAM									
FILL IN A [1 Measure]									
MEASURE	1	2	3	4	5	6	7	8	9
REGIST									
PATTERN	Blockbuster 2								
	MAIN A	MAIN A	MAIN A	FILL IN A					

- 3-3** Press the MAIN/FILL IN [C] button twice so that the lamp of the button turns on, and then press [INSERT] at the bottom of the display seven times. MAIN C appears in each measure from 5 to 11.



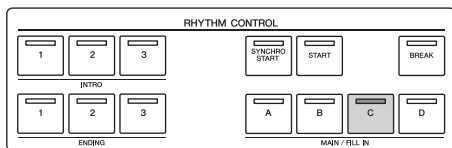
RHYTHM SEQUENCE PROGRAM									
MAIN C [8 Measures]									
MEASURE	6	7	8	9	10	11	12	13	14
REGIST									
PATTERN	Blockbuster 2								
	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C			

- 3-4** Press the MAIN/FILL IN [C] button so that the lamp of the button flashes, and then press [INSERT] at the bottom of the display once. FILL IN C appears in measure 12.



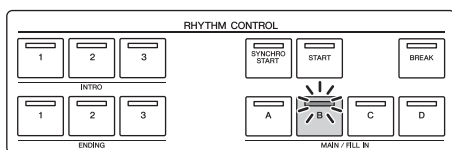
RHYTHM SEQUENCE PROGRAM									
FILL IN C [1 Measure]									
MEASURE	7	8	9	10	11	12	13	14	15
REGIST									
PATTERN	Blockbuster 2								
	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C	FILL IN C			

- 3-5** Press the MAIN/FILL IN [C] button so that the lamp of the button turns on, and then press [INSERT] at the bottom of the display seven times. MAIN C appears in each measure from 13 to 19.



RHYTHM SEQUENCE PROGRAM									
MAIN C [8 Measures]									
MEASURE	14	15	16	17	18	19	20	21	22
REGIST									
PATTERN	Blockbuster 2								
	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C			

- 3-6** Press the MAIN/FILL IN [B] button so that the lamp of the button flashes, and then press [INSERT] at the bottom of the display once. FILL IN B appears in measure 20.



RHYTHM SEQUENCE PROGRAM									
FILL IN B [1 Measure]									
MEASURE	15	16	17	18	19	20	21	22	23
REGIST									
PATTERN	Blockbuster 2								
	MAIN C	MAIN C	MAIN C	MAIN C	MAIN C	FILL IN B			

4 Program Rhythm Sequence for the Sequence 2 (SEQ.②) and Sequence 3 (SEQ.③) in the same way.

Select [SEQ. 2] or [SEQ. 3] first, and then program each of them as follows.

To enter a Main section, make sure the lamp of the MAIN/FILL IN button is turned on; to enter a Fill-in, make sure the lamp of the MAIN FILL/IN button is flashing; to enter a Break, make sure the lamp of the [BREAK] button is turned on. Make sure to check the Pattern (such as MAIN B, FILL IN B) shown at the upper left of the display, and then press [INSERT].

Sequence 2 (SEQ.②)

Measure	1–7	8	9–16	17	18
Pattern	Blockbuster 2				
	MAIN B	FILL IN B	MAIN D	FILL IN D	BREAK

RHYTHM SEQUENCE PROGRAM									
BREAK		[1 Measure]			UNIT 1				
MEASURE	13	14	15	16	17	18	19	20	21
REGIST									
PATTERN	Blockbuster 2								
	MAIN D	MAIN D	MAIN D	MAIN D	FILL IN D	BREAK			

Sequence 3 (SEQ.③)

Measure	1–7	8	9–15	16	17–24	25
Pattern	Blockbuster 2					
	MAIN C	FILL IN C	MAIN D	FILL IN D	MAIN D	FILL IN D

RHYTHM SEQUENCE PROGRAM									
FILL IN D		[1 Measure]			UNIT 1				
MEASURE	20	21	22	23	24	25	26	27	28
REGIST									
PATTERN	Blockbuster 2								
	MAIN D	MAIN D	MAIN D	MAIN D	MAIN D	FILL IN D			

Now the Rhythm Sequences are ready. Go on to the next step to program the Registration Sequences.

2. Programming Registration Sequences

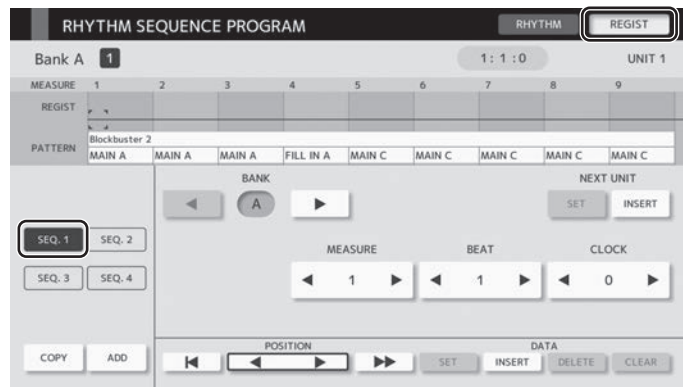
The Registration Sequence function lets you program the specific point in the measure and beat calls up the desired Registration. In this section, we'll add Registration Sequence data to the Rhythm Sequence data you programmed in the previous section. The Registration Sequence data will be stored to Sequences 1–3 adding to the Rhythm Sequence data.

- 1 Press [REGIST] at the upper right of the display to switch the display, and then select a Sequence number at the left side.

Select [SEQ. 1] for this time.

NOTE

By Programming a Song divided into multiple Sequence buttons, you can start playback from the position set in the selected Sequence button. Up to four sequences for a Song can be programmed. If you turn on multiple Sequence buttons before starting the Song, the sequences will be played consecutively in numeric order.



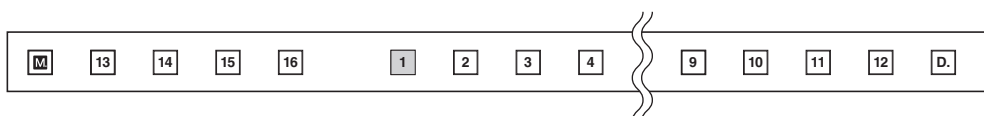
- 2 Program Registration Sequences for the Sequence 1 (SEQ.①) while checking the notation.

Set the timing (MEASURE/BEAT/CLOCK) at which you want to call up your desired Registration.

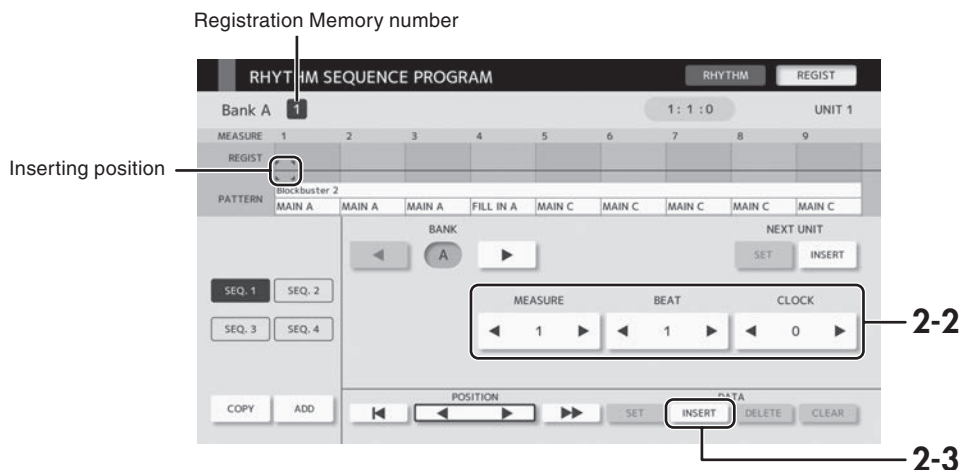
NOTE

The unit of a Clock is 1/96 of one beat (one beat = 96 clocks).

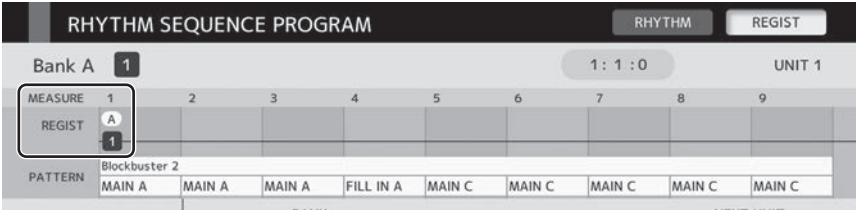
- 2-1 Press the Registration Memory number button [1] so that the lamp turns on.



- 2-2 Use [◀]/[▶] for each of MEASURE, BEAT, or CLOCK to set the timing. For MEMORY [1], make sure that it is set to MEASURE = 1, BEAT = 1, and CLOCK = 0.



2-3 When you press [INSERT] at the bottom of the display, MEMORY 1 appears at the upper row in the display. This indicates that the Registration Memory 1 is called up at the first beat in the first measure.



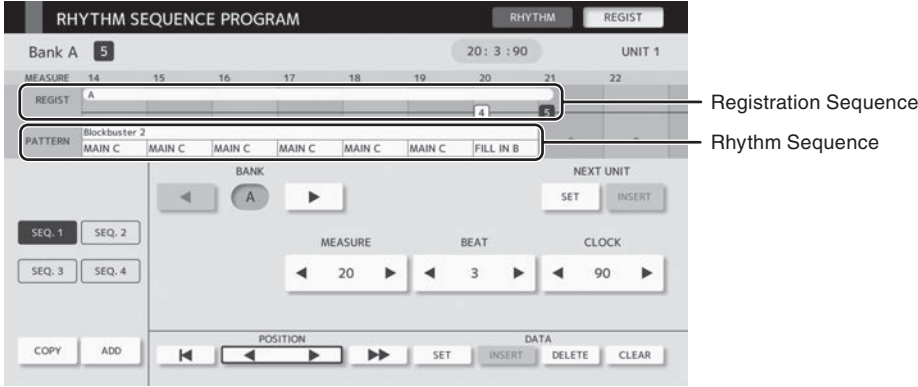
2-4 In the same way, repeat steps 2-1 to 2-3 for MEMORY 2 to MEMORY 5, set the timing (MEASURE/BEAT/CLOCK) to call up the desired Registration as indicated below.

	MEASURE	BEAT	CLOCK
MEMORY 2	◀ 4 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY 3	◀ 12 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY 4	◀ 19 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY 5	◀ 20 ▶	◀ 3 ▶	◀ 90 ▶

Taking MEMORY 2 as an example, the notation indicates that Registrations should be changed at the fifth measure (5/0/0); however, the Registration will be changed more naturally if the timing is set a bit earlier (4/3/90).

NOTE
One beat is equal to 96 clocks. To set CLOCK to 90 quickly, set one beat forward, and then reverse the clock by pressing [◀]. For example, in order to set MEMORY 2 to "4/3/90," set it to "4/4/0" first, and then reverse the clock to "90."

You can confirm the timings of the Registrations and Rhythm patterns changed at the upper part of the display.



3 Program Registration Sequences for the Sequence 2 (SEQ.②) and Sequence 3 (SEQ.③) in the same way.

Select [SEQ. 2] or [SEQ. 3] at the left of the display at first, and then set each of them as follows.

• Sequence 2 (SEQ.②)

	MEASURE	BEAT	CLOCK
MEMORY [5]	◀ 1 ▶	◀ 1 ▶	◀ 0 ▶
MEMORY [6]	◀ 8 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY [7]	◀ 14 ▶	◀ 3 ▶	◀ 90 ▶
MEMORY [3]	◀ 18 ▶	◀ 3 ▶	◀ 90 ▶

• Sequence 3 (SEQ.③)

	MEASURE	BEAT	CLOCK
MEMORY [3]	◀ 1 ▶	◀ 1 ▶	◀ 0 ▶
MEMORY [8]	◀ 8 ▶	◀ 3 ▶	◀ 90 ▶

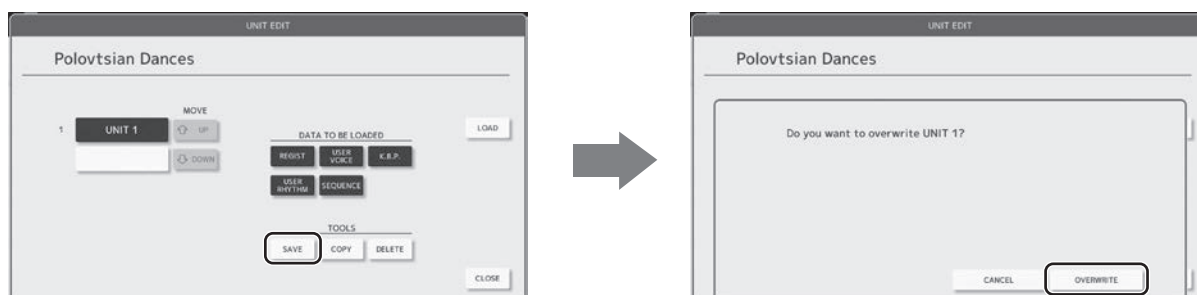
4 Press the DISPLAY SELECT [RHYTHM PROGRAM] button to exit from the RHYTHM SEQUENCE PROGRAM display.

The Sequence data you programmed is stored to the Electone, and the Voice display is called up.

Now all sequence data (SEQ.①–③) is ready. Go on to the next step to save the programmed data to the USB flash drive.

3. Adding Sequence data to the Registration data already saved to the USB flash drive

In addition to Registration data, Rhythm Sequence and Registration Sequence data can be saved as a “Song” in the USB flash drive by using the Music Data Recorder (MDR) function. Since the Registration data has already been saved in chapter III-1, overwrite the data this time. Select the existing “Polovtsian Dances” as the destination Song to save the data. When the message asking if you want to overwrite appears, press [OVERWRITE]. Other procedures are the same as what you have done to save Registration data in chapter II. Refer to page 40.



4. Playing Polovtsian Dances (Notation **III**) by using the Rhythm Sequences

Check the following operations on the notation before playing.

MEMORY [1]	Add Cutoff & Resonance effect to change the timbre by using the Second Expression Pedal.	page 66, step 3
MEMORY [4]	Adjust the volume balance by using the Second Expression Pedal.	page 48, step 3
MEMORY [5]	Add Articulation effect by using the Left Footswitch.	page 52, step 3
MEMORY [6]	(ELS-03X/ELS-03XR/ELS-03XF) Add the Polyphonic After Touch effect to the Lower Keyboard Voice.	page 55
MEMORY [7]	Add the Sustain effect by using the Right Footswitch.	page 58, step 4
MEMORY [8]	Add a sound effect in the last beat.	page 61, step 5

1 Press the Registration Memory number button [1].

Registration Memory

♩ = 134

Intro.

D sus4 on E

Expression Pedal

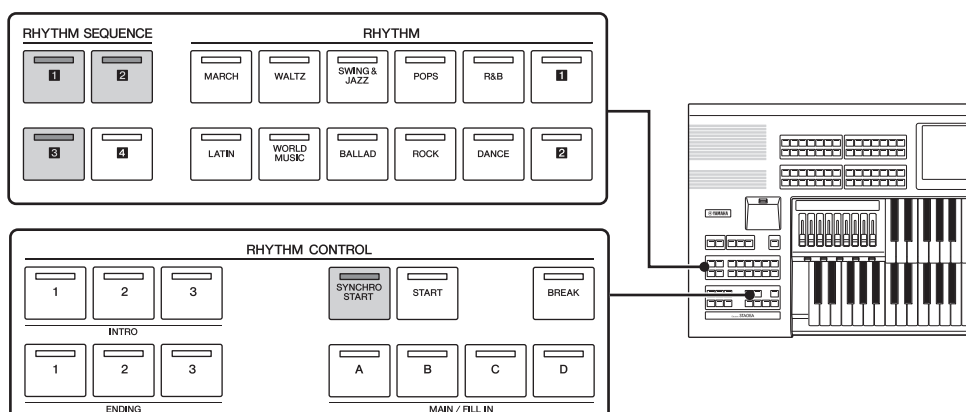
2nd Exp.

Sequence

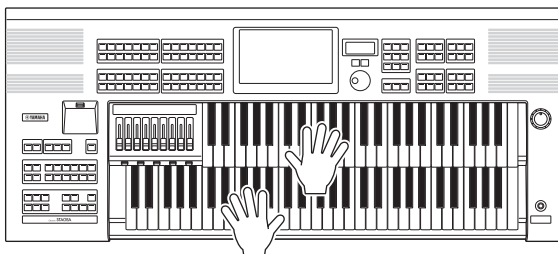
SEQ. 1 2 3, SYNCHRO START

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

Sequences 1, 2 and 3 are set to standby until you play the Lower Keyboard or the Pedalboard.



- 3 Press the Expression Pedal forward to set it to the *f*(forte) position.
- 4 Press down the Second Expression Pedal toward you (minimum).
- 5 As soon as you play the keyboard, the Rhythm Sequence starts from 1 automatically.
Registrations are switched automatically. Play along with the Rhythm by following the notation.



NOTE

- If you want to stop Rhythm Sequence playback, press the RHYTHM CONTROL [START] button again.
- To play back specific Sequence data, press only the Sequence button corresponding to the number to which the data is assigned in Step 2.

In the next chapter, you'll record your performance.

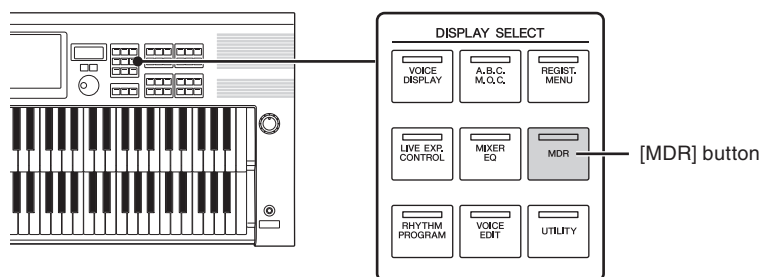
Recording your performance— Polovtsian Dances

This chapter explains how to record your “Polovtsian Dances” performance to the USB flash drive while using the Registration data programmed in chapter III-2. By using the Music Data Recorder (MDR) function, record the performance data and the Registration data all together as a new “Song.” Before starting, make sure to call up “Polovtsian Dances” saved in chapter III-2. For instructions on calling up the Registration data, refer to page 42.

Key points of this chapter

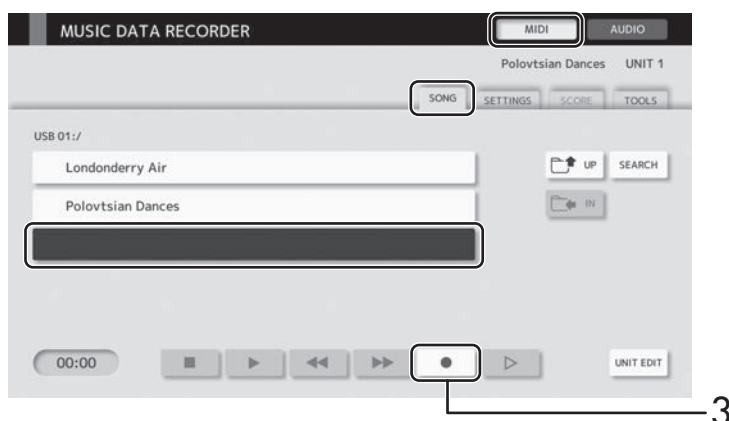
- Recording your performance page 81

- 1 Press the **DISPLAY SELECT [MDR]** button to call up the **MUSIC DATA RECORDER** display.
If [AUDIO] is selected at the upper right corner of the display, press [MIDI].

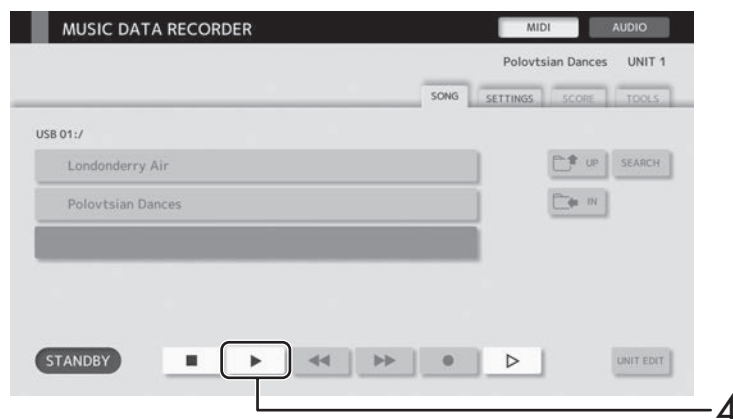


- 2 In the [SONG] tab, select the destination Song to save the recorded data (a blank Song for this time).

To record as a new Song, select a blank Song which does not contain any data. If you select “Polovtsian Dances” as the destination, the performance data will be added to the Registration data and Sequence data you have set in chapter III-1 and III-2, and will overwrite the Song.



- 3 Press [●] (Rec) to set recording to standby.**
 “STANDBY” appears at the bottom left of the display. If you want to cancel recording, press [■] (Stop).



- 4 Press [▶] (Start).**
 The “STANDBY” indication at the bottom left of the display will be changed to a rotating circle to indicate the Registration data is now being saved.

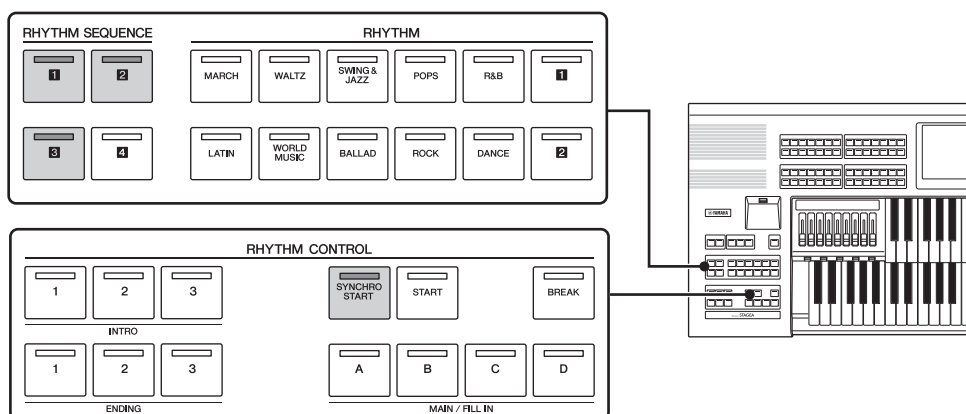


- 5 Recording starts when “00:00” appears at the bottom left of the display.**
 Hereafter, all operations and performance will be recorded until you stop recording in step 11.

- 6 Press the Registration Memory number button [1].**

- 7 Press each of 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 are set to standby until you play the Lower Keyboard or the Pedalboard.



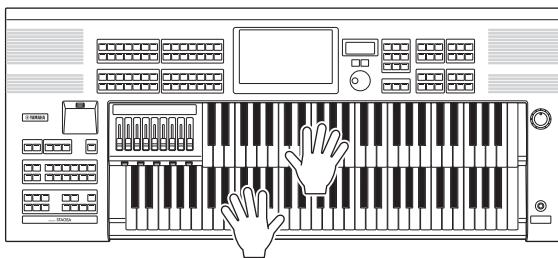
NOTE

These operations in step 7 should be performed after pressing [▶] (Start) in step 4. If you do them before pressing [▶] (Start), the operations of pressing the Sequence buttons will not be recorded. Also, the Synchro Start function is canceled and Rhythm will not start.

- 8 Press the Expression Pedal forward to set it to the *f*(forte) position.**

9 Press down the Second Expression Pedal toward you (minimum).

10 As soon as you play the keyboard, the Rhythm Sequence starts from 1 automatically.
Registrations are switched automatically. Play the keyboards by following the notation.

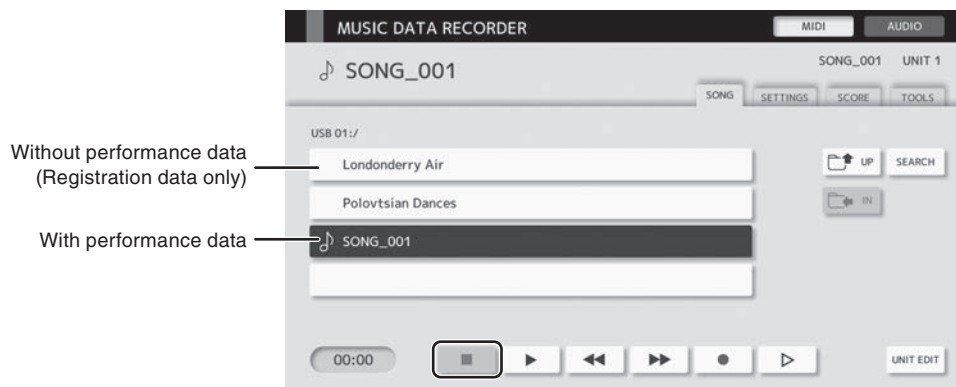


NOTE

If you make a mistake while recording, you can cancel the recording by pressing [●] (Rec). After canceling, return to step 3 and record again. The performance data before canceling will be replaced by the new performance data. If you press [■] (Stop) before starting re-recording, re-recording will be canceled and the previous performance data is retained. While saving the data, the "STANDBY" indication at the bottom left of the display will be changed to a rotating circle.

11 After finishing your performance, press [■] (Stop).

Recording stops, and the performance data and the Registration data are both saved to the USB flash drive. When data is saved, it is named as "SONG_xxx" (xxx: number) and shown in the [SONG] tab. A music note icon appears at left of the Song name indicating the Song data contains performance data.



NOTICE

Do not disconnect the USB flash drive while the rotating circle is shown at the bottom left of the display. Doing so may damage the data.

NOTE

The Song name can be changed in the [TOOLS] tab. For details, refer to page 41 step 6.

12 Press [▶] (Start) to play back and listen to the recorded performance.

This is the end of the "Try out your Electone!" section. To get the most out of this Electone, refer to the "Detailed" version.

Troubleshooting

* This section contains functions that are not explained in the “Owner’s Manual – Basic.” Refer to the “Detailed” version as necessary.

Problem	Possible Cause and Solution
Overall	
A click or pop is heard when the power is turned on or off.	Electrical current is being applied to the instrument. This is normal.
The sound is not heard for a while after turning the power on.	The Electone takes a while to start up. This is normal.
Noise is heard from the instrument’s speakers.	Noise may be heard if a mobile phone is used near the instrument or if the phone is ringing. Turn off the mobile phone, or use it further away from the instrument.
Interference from radio, TV, or other sources occurs.	This is caused by the proximity of a high-power broadcasting station, an amateur ham radio setup or a mobile phone.
The sound of the Electone causes surrounding objects to resonate.	Because the Electone is capable of producing powerful bass sounds, resonance may be caused in surrounding objects, such as cabinets or glass windows. To avoid this, relocate the objects or lower the Electone’s volume.
In the LCD display, there are some black points (unlit) or white points (always lit).	This is a common characteristic of TFT-LCDs and does not indicate a problem in operation.
The overall volume is low, or no sound is heard.	• The master volume may be set too low. Set it to an appropriate level with the [MASTER VOLUME] dial (page 17). • The Expression Pedal may not be pressed down forward. Press it down with your toe (page 17). • Headphones are connected to the PHONES jack. Disconnect the headphone plugs and the adaptor plugs (page 17). • The Voice section is turned off or the volume is low. Turn on the Voice section to play in the Voice display (page 21). Also, adjust the volume by using the Sliders located at left of the Upper Keyboard (page 24). • The Speaker setting is OFF. Set SPEAKER to AUTO or ON in the [GLOBAL 1] tab on the UTILITY display called up by the [UTILITY] button (see “Detailed” version). • The output destination is set to the connected external device. Set the part which you want to output from the Electone to MAIN in the [LINE OUT] tab on the UTILITY display called up by the [UTILITY] button (see “Detailed” version).
Sound is not output from the speakers at the bottom of the main unit (ELS-03G/ELS-03X).	The speaker cable is disconnected, or the cable is connected while the power is on. Turn the power off, and then connect it properly. After that, turn the power on again.
The Pedalboard, Expression Pedal, Second Expression Pedal and Footswitches do not work.	• (ELS-03G/ELS-03X) The pedal cord connecting the pedal unit and the keyboard unit is disconnected. Turn the power off and connect the cord properly (page 95). • No functions are assigned to the Expression Pedal, Second Expression Pedal, or the Footswitches. Assign the desired function in the LIVE EXPRESSION CONTROL display called up by pressing the [LIVE EXP.] button (see “Detailed” version).
The effect of Polyphonic After Touch differs depending on the keys (ELS-03X/ELS-03XR/ELS-03XF).	The keyboards require the adjustment of the sensitivity. Perform the Keyboard Calibration from the [GLOBAL 2] tab on the UTILITY display by pressing the [UTILITY] button (see “Detailed” version).

Problem	Possible Cause and Solution
Voice/Rhythm	
The volume varies on each key for some Voices.	In general, digital instruments have an essential feature of changing timbre, so it is extremely difficult to eliminate variations in the volume of each key. Although the sound of the Electone is designed to be well-balanced so that it does not affect your performance, the volume or timbre may vary depending on the location or the listening position.
The pitch may sound excessively high on the Pedalboard and low in the higher registers of the Lower and Upper keyboards.	This may occur when you compare the Electone's sounds with that of a piano. Because of the difference of the harmonic structure, the tuning system of the Electone is different from the piano in the higher and lower ranges.
Some of the Voices may contain cracking and/or noisy sounds.	To reproduce the characteristics of the instruments, performance noises have purposely been added. With some Voices, the noises may sound when releasing the keys. For example, squeaks when strongly blowing into wind instruments, finger noises on stringed instruments, and breath noises on wind instruments or choir have been added to enrich your performances.
Not all simultaneously played notes sound, or the sound of Style or Song seems to be cut off.	You are probably exceeding the maximum polyphony of the instrument. When the maximum polyphony is exceeded, the earliest played notes will stop sounding, letting the latest played notes sound.
When Sustain length is set to HOLD, previously played notes are cut off.	Since the HOLD setting causes notes to keep sounding, the cumulative notes (elements) may go over the maximum elements that the Electone can sound. When this occurs, previously played notes will be cut off.
Only one sound is heard when two notes of the Lead or Pedal Voices are simultaneously played.	For practical performance reasons, the Electone has been designed so that only one note of the Lead or Pedal Voices can be played at a time. If you press two or more keys, the higher note will sound (the key played later may sound in Lead Voice 2 depending on the priority setting). If you turn on [MONO/POLY] (set to POLY) in the Voice Condition display, the Pedal Voice can be played polyphonically (see "Detailed" version).
The Pedal Voices do not sound, even though the volume is properly set.	• The Pedal Voices 1 and 2 are both turned off. Make sure to turn on the desired Voice section on the Voice display (page 21). • The Keyboard Assign function is turned on for the Pedal Voices 1 and 2. Turn the function off by pressing the [▼] (Keyboard Assign) button (see "Detailed" version). • The Auto Bass Chord (A.B.C.) mode is set to SINGLE or FINGERED. Set A.B.C. MODE to OFF in the display called up by pressing the [A.B.C. M.O.C.] button (see "Detailed" version).
When selecting a Voice or Rhythm from the User button, the Voice or Rhythm name at the top of the display does not match the name in the list.	The currently assigned Voice or Rhythm is shown at the top of the display, and remains until another Voice or Rhythm has been selected from the list.
When keys are pressed, the sounds of percussion instruments are also heard.	The KEYBOARD PERCUSSION button is turned on (page 62). When not using the Keyboard Percussion function, be sure to turn off the buttons.
Even though a User button's rhythm has been selected and started, the pattern does not sound.	Since the User buttons contain User rhythms, no rhythm will sound if a pattern has not been saved to the selected User button.
Effects	
The Rotary Speaker effect cannot be heard, even when the [ROTARY SP SPEED] button is on.	Select a Rotary Speaker for the effect type in Voice Condition display, or in the ORGAN FLUTES display (see "Detailed" version).

Problem	Possible Cause and Solution
A.B.C. / Accompaniment / M.O.C.	
The pitch in the SINGLE (Single Finger) mode does not change, even when pressing different keys of the keyboard.	Single Finger mode will only produce notes when played within a fixed octave interval on the Lower keyboard. If notes with the same letter name are pressed outside of that range, the chords that are sounded will share the same pitch.
While an Intro/Ending pattern is playing, the Lower keyboard does not produce any sound, even when the keys are played.	Since the Accompaniment chords play automatically one after another, the Lower keyboard is designed not to produce any sound during the playback of an Intro/Ending pattern.
The Accompaniment cannot be heard even when the Rhythm has been started.	• The Accompaniment volume may have been set to 0. Be sure to raise the Accompaniment volume in the Rhythm Condition display (see “Detailed” version). • All Accompaniment parts may be set to off (mute). Set the desired part on in the Rhythm menu display (page 68).
The harmony notes of the Melody On Chord (M.O.C.) function cannot be heard.	The Upper Keyboard has been set to sound only Lead Voices. Set the Upper Keyboard Voices or Organ Flutes Voices.
The bass phrase of the Auto Bass Chord (A.B.C.) cannot be heard.	The pedal polyphonic mode may be set to on. Turn off [MONO/POLY] (set to MONO) in the Voice Condition display (see “Detailed” version).
Registration Memory	
Certain functions or settings have not been memorized to Registration Memory.	Not all functions can be memorized (see “Detailed” version).
Voice Edit (see “Detailed” version)	
During Voice editing, the specified Voice isn’t heard, even when the keyboard is played.	• The Element is turned to mute or its level is set to minimum. Turn it to on or increase the level. • You may have played keys outside the range of Note Limit. Play only keys within the Note Limit range.
Rhythm Program (see “Detailed” version)	
When using the Rhythm Pattern Program, no sound is produced even when you enter a certain percussion sound.	If percussion sounds have been recorded while memory is full, no subsequently selected instruments can be heard or recorded. If necessary, erase some of the less necessary percussion sounds and enter again.
MDR (Music Data Recorder)	
The USB flash drive is not recognized.	Make sure that the USB flash drive is securely connected to the USB TO DEVICE terminal. Also, check whether the connected USB flash drive is supported or not from the website below: Yamaha Downloads https://download.yamaha.com/
Recording or playback cannot be performed.	• The part may have been turned off in the [SETTINGS] tab. Set the desired part to REC or PLAY (see “Detailed” version). • The performance data is too large. The maximum limit for recording performance data is 1 MB.
Recording is stopped before the performance is finished.	• The amount of recorded data on the USB flash drive is close to the maximum limit. Use another USB flash drive. • When you overwrite the Song, the length of a subsequently recorded part cannot exceed the length of the previously recorded parts. Delete the previously recorded Song, then record again (see “Detailed” version). • The performance data is too large. The maximum limit for recording performance data is 1 MB. If you record more than 1 MB, divide the Song into separate sections for recording.

Problem	Possible Cause and Solution
An error message appears while entering a Song name, audio file name or folder name.	• The Song name/audio file name/folder name is too long. The capacity is 50 letters. • The Song name/audio file name/folder name may be invalid (see “Detailed” version). • The path name (for example; USB 01:/Folder1/Folder2/SONG1) is too long. The capacity of the path is 234 letters. Reduce the layer or shorten the name to shorten the path.
The Rhythm does not start at the beginning of a recording, or stops in the middle of the performance.	The Electone is designed so that the Rhythm stops when recording starts. If you want to use the Rhythm, enable start (or synchro start) it after the time indicator (00:00) appears in the display (page 82).
Song or Audio data are not shown in the list.	Files having an incompatible format for the ELS-03 series are not shown.
A Song in the list cannot be played back.	The following Songs cannot be played: • Data size is over 1 MB. • Data is corrupted. • Protected Edit Song without the Protected Original Song in the same folder. • Protected Songs copied/moved improperly.
An error message appears when trying to edit a Protected Edit Song.	The Registrations for another Protected Song exist. Initialize the Registration Memory, and then select the Protect Song to edit. The Registration Memory can be initialized in the [GLOBAL 1] tab on the UTILITY display by pressing the [UTILITY] button (see “Detailed” version).
The recorded Song is protected.	The Registrations of a Protected Song exist. Initialize the Registration Memory, and then memorize Registrations or record the data. The Registration Memory can be initialized in the [GLOBAL 1] tab on the UTILITY display by pressing the [UTILITY] button (see “Detailed” version).
Microphone (see “Detailed” version)	
The microphone input signal cannot be recorded.	The microphone input signal cannot be recorded by recording as a Song. Record it as an audio file. You can also use an external audio device connected to the LINE OUT jacks.
Harmony can be heard in addition to the microphone sound.	Vocal Harmony is enabled. Call up the MIC display by pressing the [MIXER EQ] button, and then select [THRU] at the left of the [VOCAL HARMONY] tab.
The Vocal Harmony effect sounds distorted or out-of-tune.	Your microphone may be picking up extraneous sounds. To remedy this: • Sing as closely to the microphone as possible. • Use a unidirectional microphone. • Turn down the volume by using the [GAIN] knob or by adjusting the VOLUME in the MIC display.
The Vocal Harmony effect is not applied even when it is turned on.	• Vocal Harmony is set to THRU. Select some setting other than [THRU] at the left of the [VOCAL HARMONY] tab on the MIC display called up by pressing the [MIXER EQ] button. • The Harmony for the selected Vocal Harmony category is turned off. Set HARMONY to ON in the [VOCAL HARMONY] tab on the MIC display called up by pressing the [MIXER EQ] button. • When VOCODER or SYNTH VOCODER is selected for the Vocal Harmony category, the Harmony is applied only when you play the specified keyboard or Pedalboard. Check the KEYBOARD setting in the [VOCAL HARMONY] tab on the MIC display called up by pressing the [MIXER EQ] button.

Problem	Possible Cause and Solution
Connection (see “Detailed” version)	
The speakers do not switch off when a pair of headphones is connected to the PHONES jack.	The Speaker setting is set to ON. Set the SPEAKER parameter to AUTO or OFF in the [GLOBAL 1] tab on the UTILITY display called up by the [UTILITY] button.
The on/off setting of the pedal connected to the ASSIGNABLE FOOT PEDAL jack is reversed.	Turn the power off, and then turn it on again without pressing the pedal. You can also change the polarity (ASSIGNABLE FOOT PEDAL POLARITY) in the [GLOBAL 2] tab on the UTILITY display called up by the [UTILITY] button.

For more information, check the “Frequently Asked Questions (FAQ)” on the following website:
<https://faq.yamaha.com/s/>

* Available in English, German, French, Spanish and some other languages.

Assembling the ELS-03G/ELS-03X

- Main unit: page 89
- Bench: page 96

NOTE

For instructions on the bench for the ELS-03XR/ELS-03XF, refer to the “Bench Owner’s Manual” in the package of the bench.

Cautions when assembling

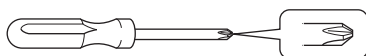


CAUTION

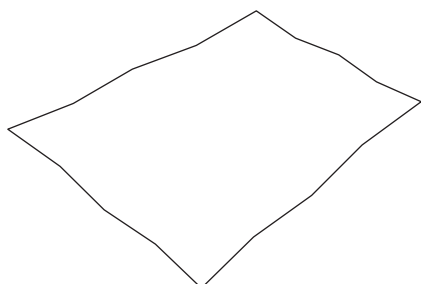
- **Assembly should be carried out by at least two persons.**
- **Assemble the Electone on a hard and flat floor with ample space.**
- Take care not to drop the parts or to pinch your finger(s).
- Be sure to use the correct parts in the correct orientation, and assemble the Electone in accordance with the sequence given here.
- Keep small parts (such as screws) out of the reach of infants. Children may accidentally swallow them.
- Be sure to use only the supplied bolts and screws. Use of other bolts and screws can cause falling off the parts and result in damage the Electone or personal injury.
- Before using the Electone, make sure that bolts and screws are firmly tightened. If the bolts and screws get loose, the Electone may fall down and can result in damage or personal injury.
- To disassemble, reverse the assembly sequence. Keep in mind that you should not detach the Expression Pedal and Second Expression Pedal from the pedal unit once you have attached them.

Preparing for assembling

- Have a Phillips-head (+) screwdriver of the appropriate size (#2) ready. This is used when attaching the pedal unit.



- Spread the packing sheet or a large soft cloth, such as a blanket. Assemble the Electone on it to protect the floor.



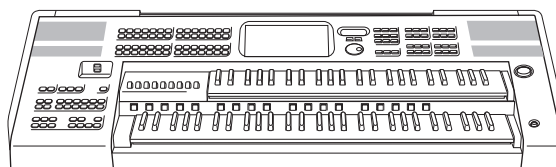
NOTICE

Assembling the Electone directly on the floor may result in damage to the floor.

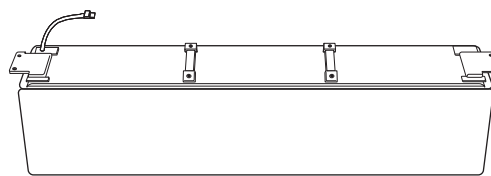
How to assemble the main unit

Remove all parts from the package and make sure you have all of the items.

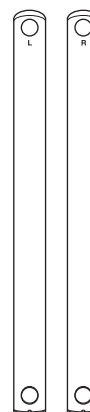
- ☐ Keyboard unit × 1



- ☐ Speaker × 1



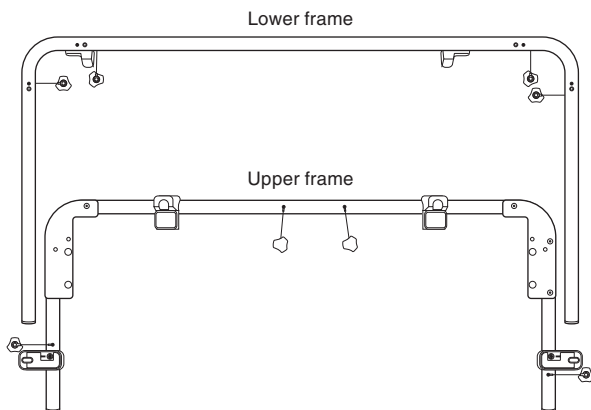
- ☐ Front leg (L) × 1
- ☐ Front leg (R) × 1



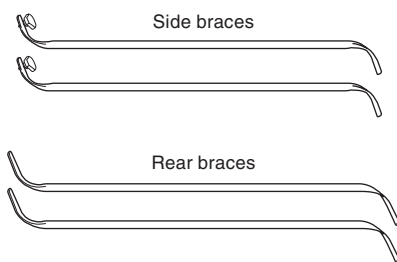
- ☐ Knob bolt (large) × 4
* For attaching the front legs.



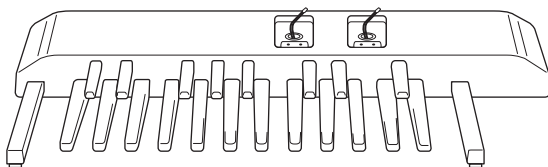
- Lower frame × 1
* with 4 knob bolts (small)
- Upper frame × 1
* with 4 knob bolts (small)



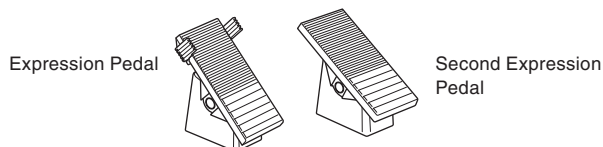
- Side brace × 2
* with 1 knob bolt (small) each
- Rear brace × 2



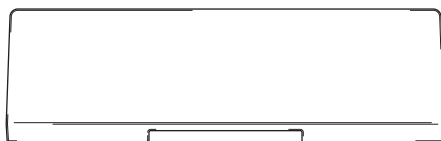
- Pedal unit × 1



- Expression Pedal × 1
- Second Expression Pedal × 1



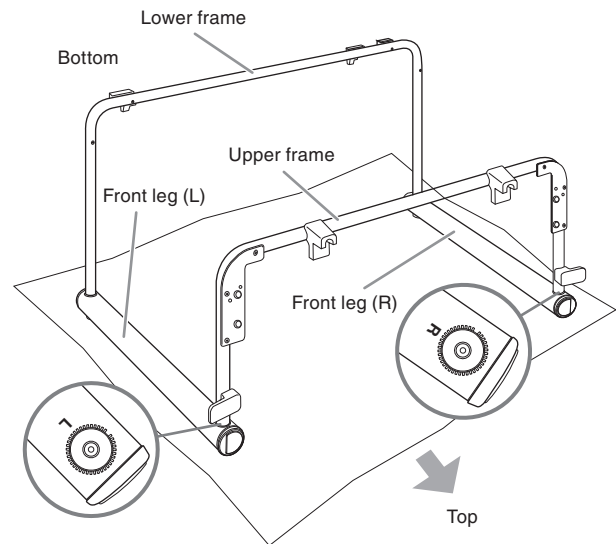
- Music rest × 1



- Pedal cord × 1
- Power cord × 1



- 1 Loosen all knob bolts (small) on the upper and lower frames, letting them dangle from the frames.
- 2 Insert the upper and lower frames to each side of the front legs (L and R).



- 2-1 Place the front legs (L and R) as shown in the illustration above. Make sure that the left and right positions are correct, and the holes on the legs are facing up.

! CAUTION

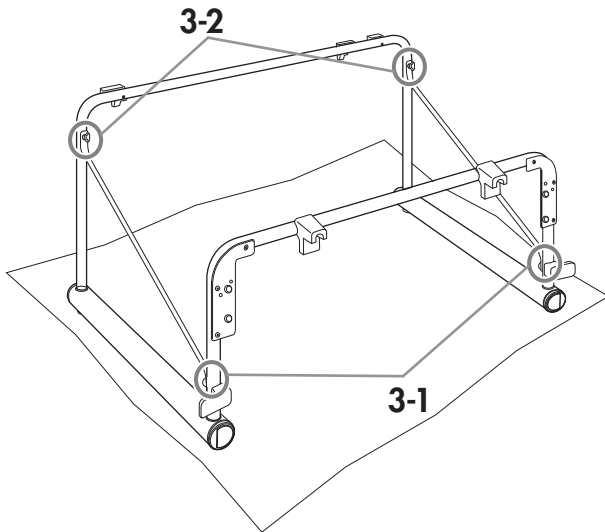
If the front legs are attached to the wrong side of the frames, the frames may become unstable or the keyboard unit cannot be attached properly. This causes the Electone fall down, and may damage it or even injury.

- 2-2 Insert the upper and lower frames firmly into the front legs (L and R). Make sure that one end of the front leg has the half-rounded cushion, and that it comes to the top side.

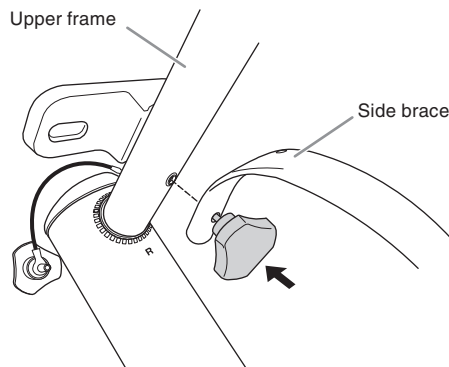
NOTE

The brackets on the upper frame should face to the top side, and the brackets on the lower frame should face to the bottom side.

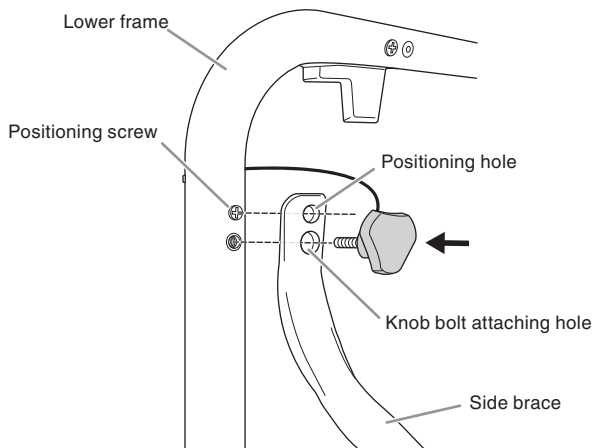
- 3** Attach two side braces to the upper and lower frames. Repeat steps 3-1 and 3-2 below.



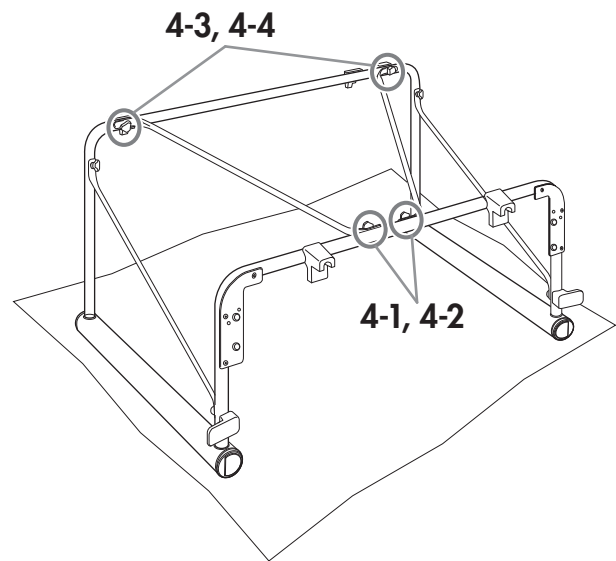
- 3-1** Align the hole on the side brace with the hole on the bottom of the right (or left) end of the upper frame, and then attach the side brace to the upper frame by temporary tightening the knob bolt (small) dangling on the side brace.



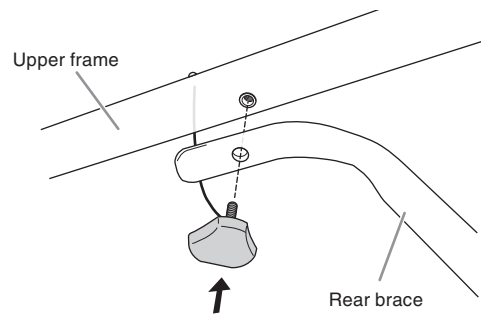
- 3-2** Place the positioning hole on the side brace onto the positioning screw head on the lower frame, and then attach the side brace to the lower frame by temporary tightening the knob bolt (small) dangling on the lower frame.



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

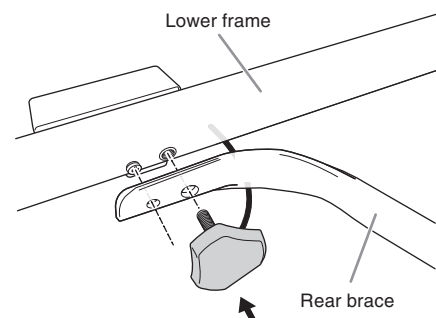


- 4-1** Align the one hole on the rear brace with the one hole on the bottom of the center right (or left) of the upper frame.



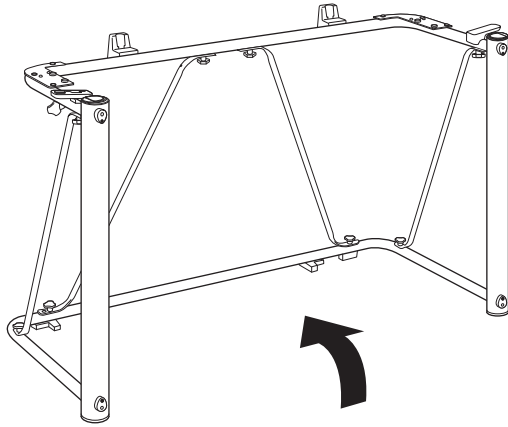
- 4-2** Attach the rear brace to the upper frame by temporary tightening the knob bolt (small) dangling on the upper frame.

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

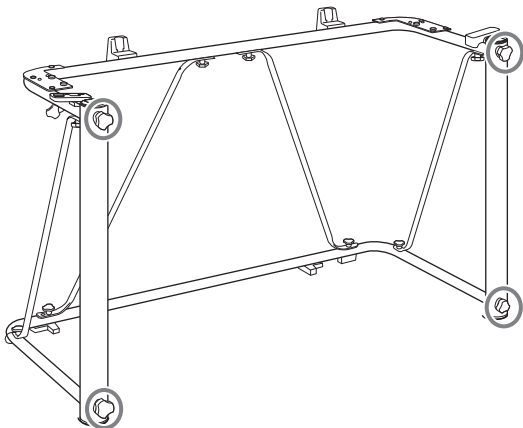


- 4-4** Attach the rear brace to the lower frame by temporary tightening the knob bolt (small) dangling on the lower frame.

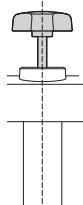
- 5** Raise the assembled legs and frames by two persons.



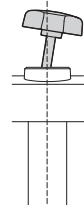
- 6** Insert the four knob bolts (large) into each hole on the front legs (L and R) to securely tighten the front legs to the upper and lower frame.



Correct

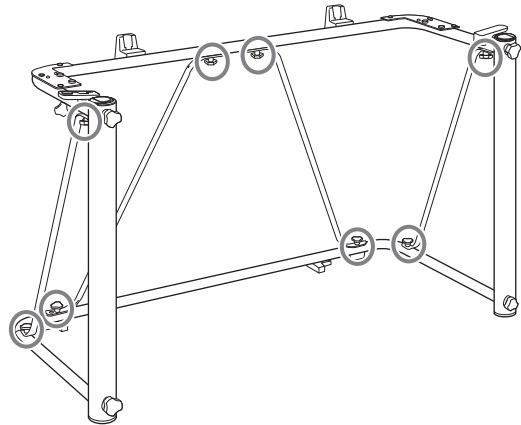


Incorrect



Insert the knob bolts (large) straight into the frames. If the knob bolts cannot be inserted smoothly, pull the frame toward the stand top while inserting the bolt.

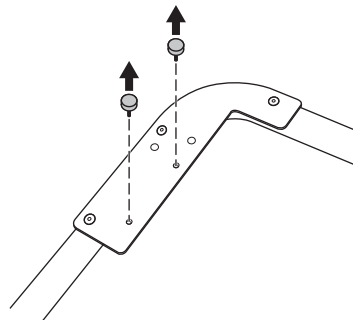
- 7** Securely tighten the eight knob bolts (small) temporary tightened in steps 3 and 4.



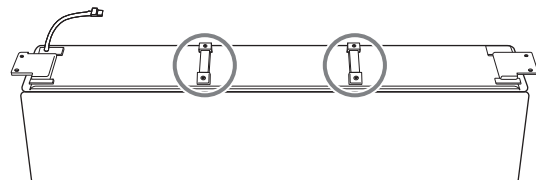
Stand assembly is completed.

- 8** Attach the speaker to the upper frame.

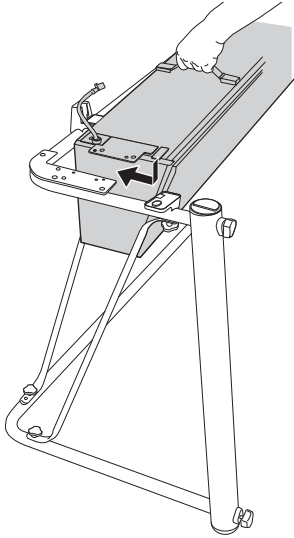
- 8-1** Remove four screws securing the speaker fixing brackets on the right and left side of the upper frame. These screws will be used in step 8-6.



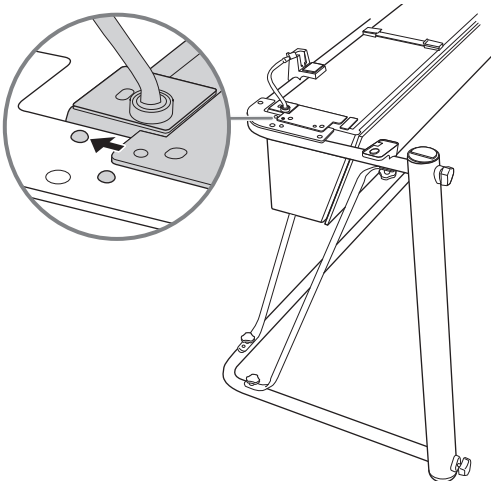
- 8-2** Place the speaker with its grill facing to you, and lift it by holding the handles with your right and left hands.



- 8-3** Insert the speaker to the upper frame from above, so that the brackets on the right and left sides of the speaker are mounted on the speaker fixing brackets on the right and left sides of the upper frame.

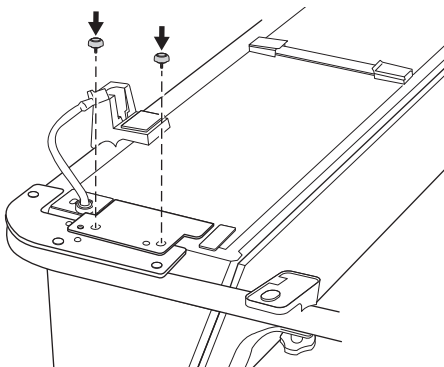


- 8-4** Push the speaker to the rear so that it touches the protrusions on the brackets of the upper frame. This fixes the front and rear positions.



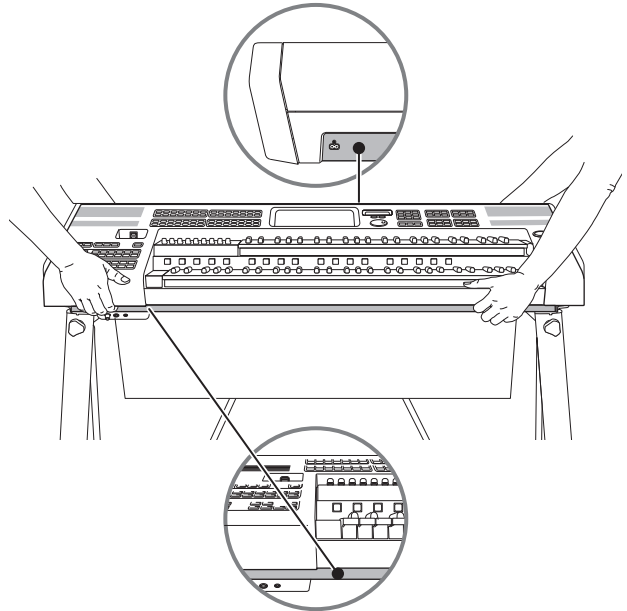
- 8-5** Align the screw holes for securing the speaker. This fixes the right and left positions.

- 8-6** Insert the screws you removed in step 8-1 into the screw holes, and then securely tighten the screws to fix the speaker to the upper frame.



- 9** Install the keyboard unit to the upper frame.

- 9-1** Lift the keyboard unit with two persons by holding the indents at the rear of the unit and under the keyboard.



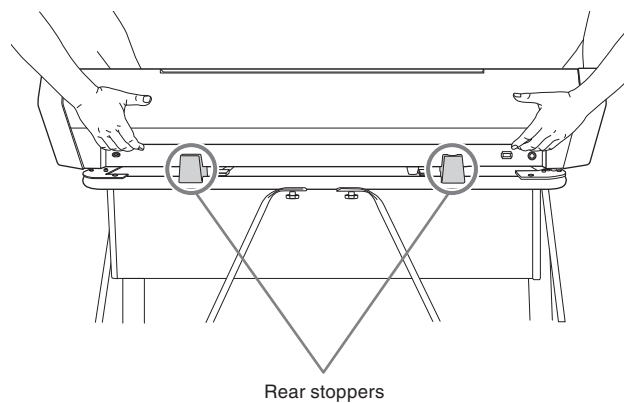
! CAUTION

- Be extra careful not to drop the keyboard unit or let your fingers or cloth be pinched by it.
- Do not hold the keyboard unit in any position other than the position specified above.

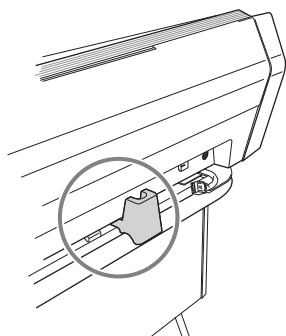
NOTICE

Do not hold the unit by the keyboard as it may cause damage.

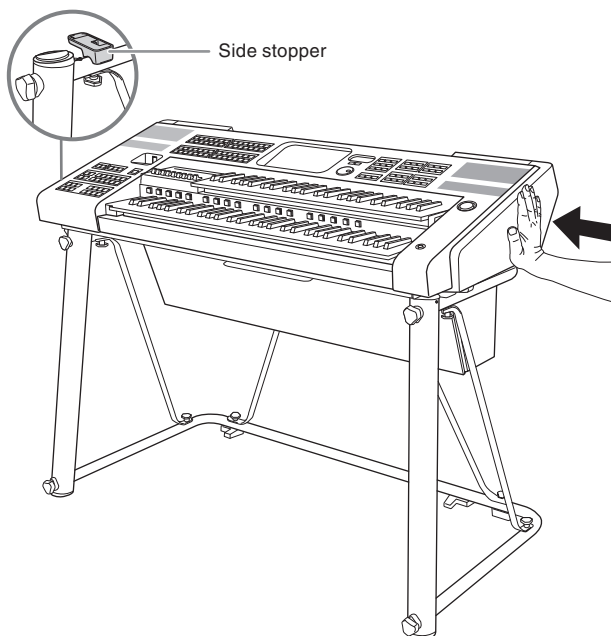
- 9-2** Place the keyboard unit on the front legs (L and R) and the two rear stoppers located at the rear of the upper frame.



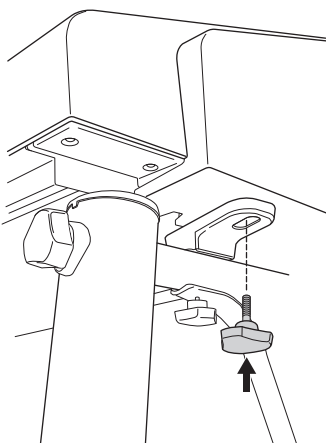
- 9-3** Push the keyboard unit to the rear so that it touches the rear stoppers on the right and left sides of the upper frame. This fixes the front and rear positions.



- 9-4** Push the keyboard unit from the higher key side so that it touches the side stopper on the lower key side of the upper frame. This fixes the right and left positions.



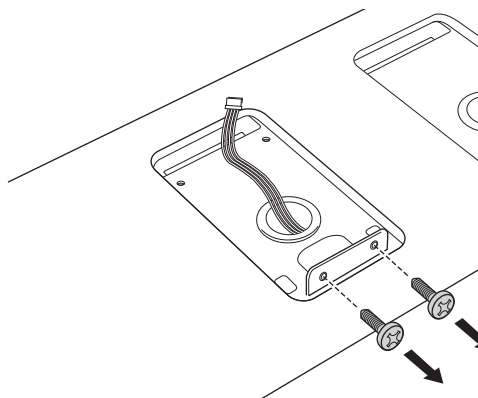
- 9-5** Insert the two knob bolts (small) dangling on the upper frame to the screw holes on the keyboard unit and the upper frame, and then securely tighten the bolts to fix the keyboard unit to the upper frame.



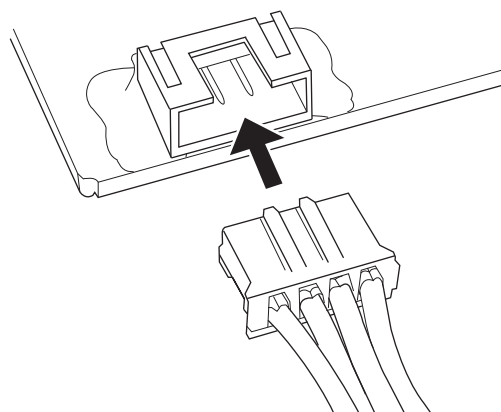
10 Install two Expression Pedals to the pedal unit.

- 10-1** Remove the fixing tape on the connector coming out from the indentation for the Second Expression Pedal (lower key side).

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

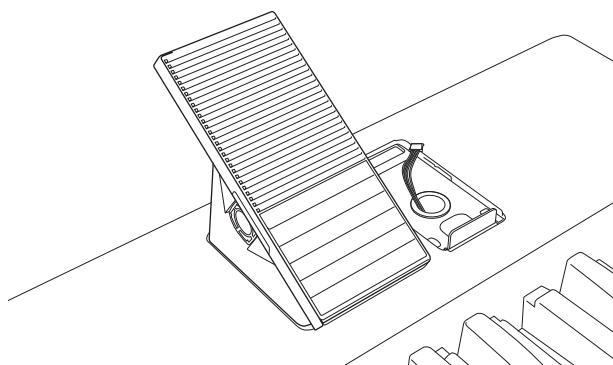


- 10-3** Hold the cable connector with the two protrusions facing up, and then plug it into the connector at the bottom of the Second Expression Pedal.



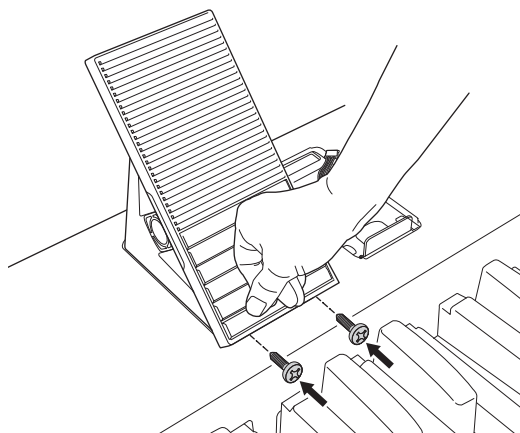
- 10-4** Install the Second Expression Pedal to the pedal unit as shown.

First insert the protrusion at the rear side, and then set the front side. The front side of the pedal is slightly lifted until you fix it in the next step. Be careful not to catch the connector inside.

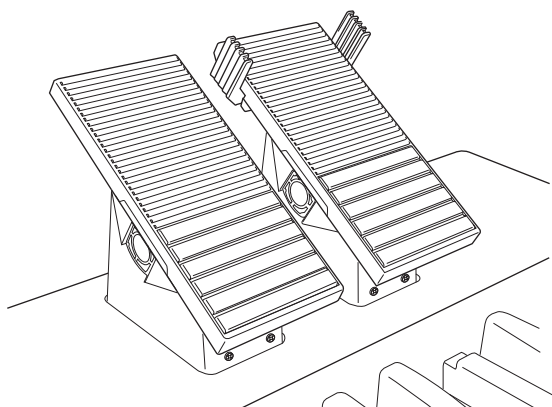


10-5 Tighten the screws.

Fix the Second Expression Pedal to the pedal unit while holding the front side of the pedal, using two screws you removed in step 10-2.

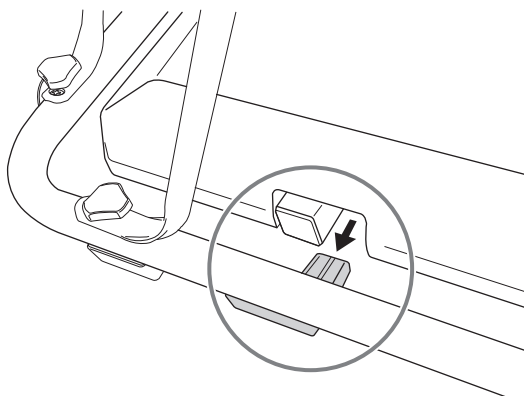


10-6 As with the Second Expression Pedal, install the Expression Pedal.

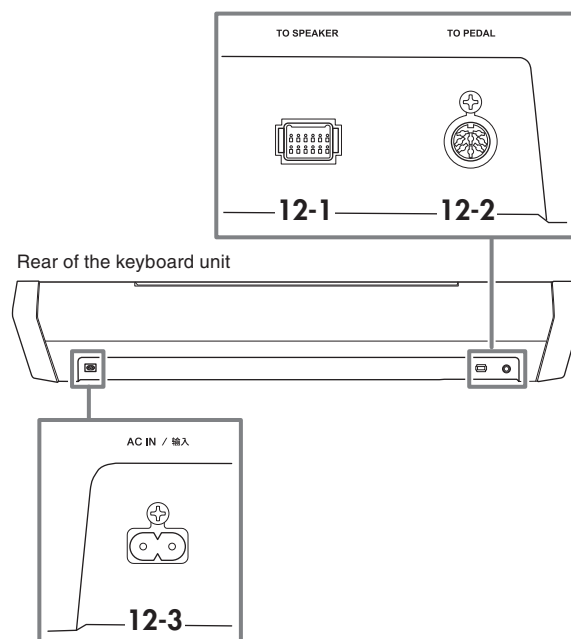


11 Attach the pedal unit to the lower frame.

Insert the dent on the rear of the pedal unit to the projection on the lower frame by holding the pipes on both sides of the pedal unit.



12 Connect the cable and cords to each unit.

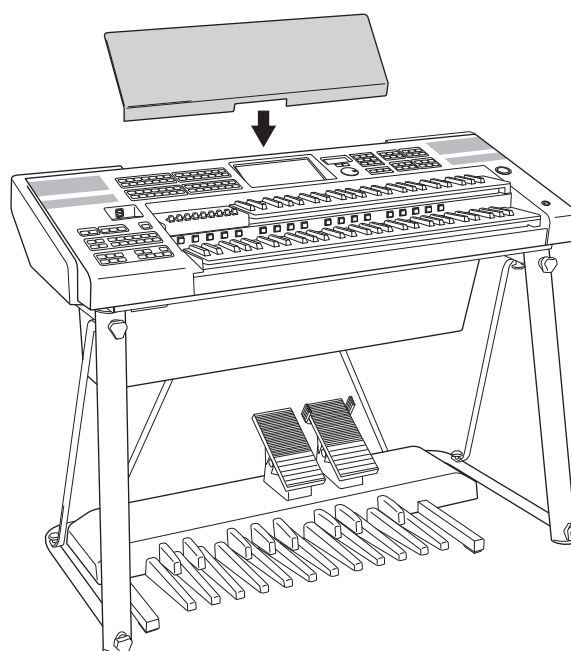


12-1 Plug the speaker cable coming out from the rear of the speaker into the TO SPEAKER jack on the rear of the keyboard unit.

12-2 Connect the TO MAIN jack on the rear of the pedal unit and the TO PEDAL jack on the rear of the keyboard unit by using the pedal cord.

12-3 Plug the power cord into the AC IN jack on the rear of the keyboard unit.

13 Insert the music rest into the slot of the keyboard unit.



Assembly is completed.

To disassemble, reverse the assembly sequence. Never detach the Expression Pedal and Second Expression Pedal from the pedal unit once you attached them, even when you move or disassemble the Electone. Doing so may cause damage.

CAUTION

- If the Electone makes a creaking noise or seems unsteady when you play it, refer carefully to the assembly instructions and diagrams and re-tighten all screws and bolts.
- Before connecting or disconnecting the cables or cords, make sure to turn the power off.
- When moving the Electone, be sure to detach the keyboard unit, speaker and the pedal unit from the frames. Failure to do so may result in their falling off, and possibly result in damage to the Electone or even injury. The keyboard unit is secured by using the knob bolts in step 9-5, and the speaker is secured by using the screws in step 8-6 to the frame.

Post-assembly checklist

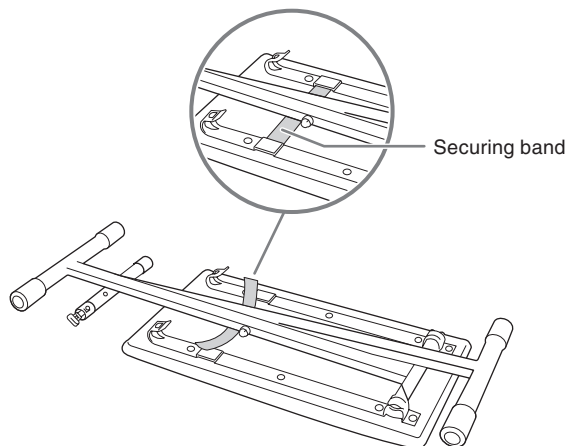
- ☐ There are no unused parts.
- ☐ The Electone is stable even if you shake it.
- ☐ Speaker cable, pedal cord and power cord are all plugged securely in to the correct connectors.

If any of the above items have not been confirmed, review the assembly procedure and correct any errors.

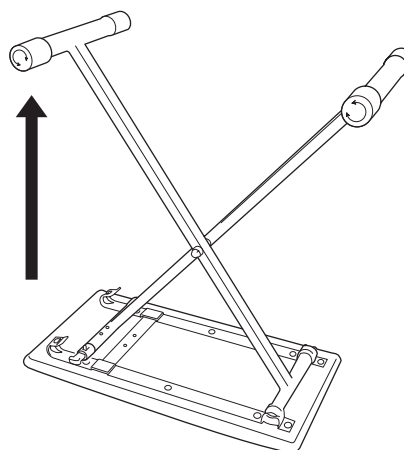
Using the Bench

- 1 Place the bench on the floor with the seating surface face down.**

Untie the securing band on the legs, and put the ends into the pockets on both sides.

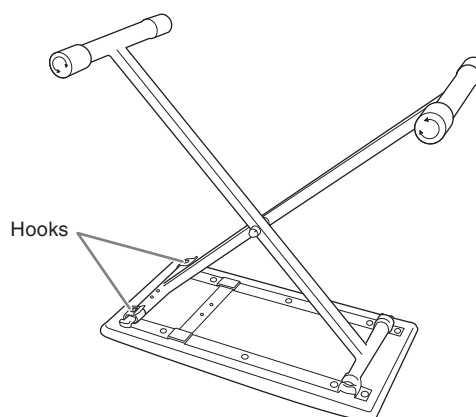


- 2 Pull the legs up slowly with both hands.**



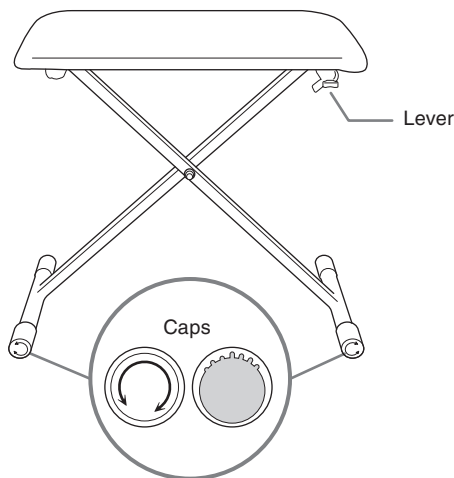
- 3 Open the legs, and then secure one side to the hooks (as shown).**

Make sure the legs are firmly locked.



4 Turn over the bench as shown in the illustration.

To keep the bench from teetering, rotate the caps which are located at the lever side as necessary.

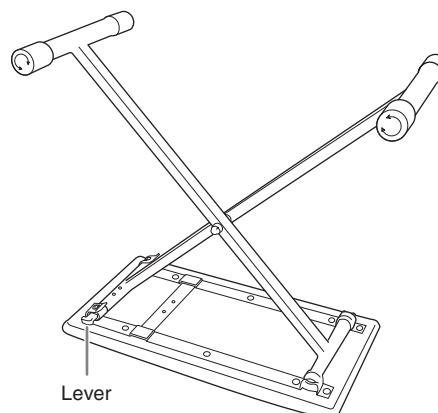


NOTE

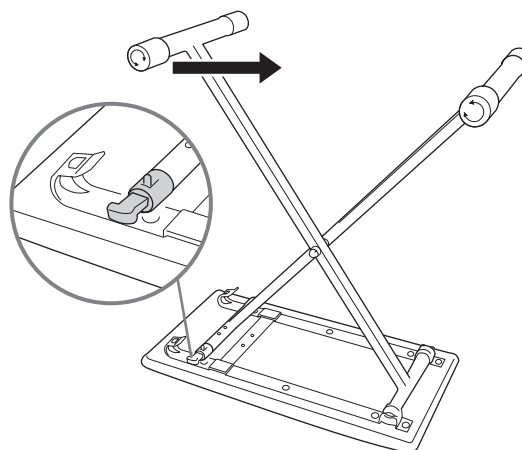
When rotating the caps, pull them outward slightly (about 10 mm) for ease in rotating. After making adjustments, push them back inside.

Folding the Bench

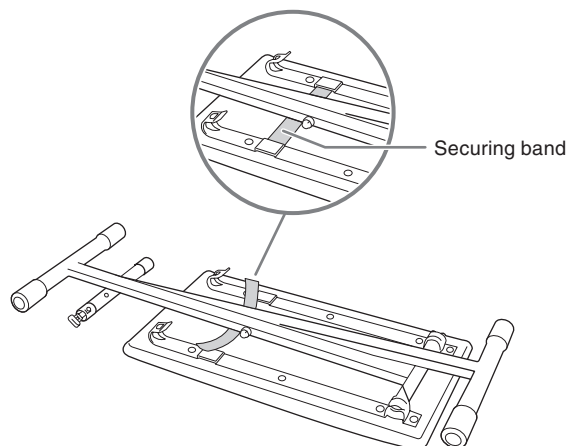
1 Place the bench on the floor with the seating surface face down.



2 Press the lever downward, and then move the legs to release one side from the hooks.



3 Press the legs down slowly, and then tie the legs using the securing band on the bottom of the seat.



Specifications

			ELS-03G	ELS-03X	ELS-03XR	ELS-03XF
Product Name			Digital organ			
Tone Generator			AWM, ORGAN (VCM/AWM)	AWM, ORGAN (VCM/AWM), VA		
Keyboard	Upper		49 keys (C – C)			
	Lower		61 keys (C – C)			
	Pedal		20 keys (C – G)			25 keys (C – C)
	Keyboard Type		FSX	FSX-i		
	Initial Touch		Upper, Lower, Pedal			
	After Touch		Upper, Lower	Upper, Lower, Pedal		
	Polyphonic After Touch		—	Upper, Lower		
	Horizontal Touch		—	Upper, Lower		
	Registration Menu			703	763	
Voices	Voice Sections		Upper 1/2, Lead 1/2, Lower 1/2, Pedal 1/2, Upper/Lower Organ			
	Voice Buttons	Upper/Lower	STRINGS, BRASS, WOODWIND, TUTTI, PAD, SYNTH, PIANO, ORGAN, PERCUSSION, GUITAR, CHOIR, WORLD, User 1/2			
		Lead	VIOLIN, SYNTH, FLUTE, TRUMPET, User 1, Keyboard Assign (Lead 1), Solo (Lead 2)			
		Pedal	CONTRABASS, ELEC. BASS, TIMPANI, SYNTH BASS, User 1, Keyboard Assign			
	Preset Voices		1,697 (AWM)	1,697 (AWM) + 94 (VA)		
	User Voices		AWM: 80 (each Unit)	AWM: 80, VA: 6 (each Unit)		
	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, After Touch Extension, Polyphonic After Touch, Horizontal Touch, Vibrato, Touch Vibrato, Slide (Lead), Transpose, Tune, Effect 1/2			
	Voice Link		Yes			
	Organ Voices	VCM 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, 3rd/2nd Settings: Volume, Reverb, Pre Drive, Vibrato/Chorus, Leak Level, Keyclick Level, Expression Type Rotary Speaker: Type, Drive, Tone, Rotor Level, Horn Level			
		Organ Flutes	Type: Sine, 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 (First/Each) Vibrato: On/Off, Depth, Speed Settings: Volume, Reverb Effect: Effect Type, parameter			
Rotary Speaker Speed Control			Speed, VCM Rotary Speaker Speed (Rotor/Horn), Mode (Slow/Stop)			
Effects	Sustain		Upper 1/2, Lower 1/2, Pedal 1/2			
Rhythms	Rhythm Buttons		MARCH, WALTZ, SWING&JAZZ, POPS, R&B, LATIN, WORLD MUSIC, BALLAD, ROCK, DANCE, User 1/2			
	Preset Rhythm Patterns		1,009 (including the metronome)			
	User Rhythm Patterns		48 (each Unit)			
	Rhythm Condition		Auto Fill, Percussion Volume/Reverb, Accompaniment Volume/Reverb			
	Percussion Parts		Main Drum, Add Drum			
	Sections		INTRO1 – 3, ENDING 1 – 3, MAIN/FILL IN A – D, BREAK, Auto Fill			
	Accompaniment Parts		Chord 1/2, Pad, Phrase1/2			

			ELS-03G	ELS-03X	ELS-03XR	ELS-03XF
Controls	Main Controls		[⏻] (Standby/On) switch, Master Volume			
	Registration Memory		1 Unit 16 × 5 M. (Memory), 1 – 16, D. (Disable)			
	Tempo		Tempo display (BAR/BEAT), TEMPO △/▽			
	Knee Lever		Sustain (Upper 1/2, Lower 1/2), M.O.C., Lead Slide, Solo (Lead 2)			
	Voice Display		Voice Display, Registration Memory 1 – 16, Registration Setup			
	A.B.C./M.O.C.	Auto Bass Chord	Off, Single Finger, Fingered Chord, Custom A.B.C. Memory: Lower, Pedal			
		Melody On Chord	Off, 1, 2, 3, Knee Lever			
	Live Expression Control	Expression Pedal	Yes (assignable)			
		Second Expression Pedal	Yes (assignable)			
		Footswitch (Left/Right)	Yes (assignable)			
		Sliders	9 (Assignable), Slider Assign			
		Assignable Foot Pedals	2 (1: SUSTAIN, 2: VOLUME)			
	Mixer/EQ	Master	Reverb: Depth, Type, Time Compressor: On/Off, Type, Threshold, Ratio, Knee, Release, Gain EQ: Type, Frequency, Gain, Q, Peaking/Shelving (Band 1/8)			
		Voice	On/Off, Volume, Brilliance, Pan, Reverb Depth, Effect 1/2			
		Organ Flutes	On/Off, Volume, Reverb Depth			
		Rhythm	On/Off, Volume, Reverb Depth			
	Microphone		On/Off, Volume, Reverb, Noise Gate, Level Reduction, Vocal/Talk, Vocal Type, Pitch Detect (Voice Range, Response), Vocal Harmony			
Music Data Recorder (MDR)	MIDI	Song: Stop, Play, Pause, Rewind, Fast Forward, Record, Custom Play, Unit Edit, Search Settings: Speed, Part, Repeat Score: Size, Page, Settings Tools: Create Folder, Rename, Copy, Delete, Format, Information				
	Audio	Audio: Stop, Play, Pause, Rewind, Fast Forward, Record Settings: Volume, Speed, Pitch, Repeat Tools: Create Folder, Rename, Copy, Delete, Format, Information				
Utility		Language (English/Japanese), Touch Panel Sound, LCD Brightness, Panel LED Brightness, Speaker, Audio Loopback, IAC, Initialize, Transpose, Master Tune, Disable Mode (Normal/Tempo), Live Expression Control, Assignable Foot Pedal Polarity 1/2, MIDI settings, Wireless LAN settings, LINE OUT settings				
Programs	Rhythm Program	Rhythm Pattern	Setup, Input, Voice/Effect, Drum Setup, Save, File			
		Sequence	1 Unit SEQ.1 – 4 (Rhythm/Registration), Copy, Addition			
	Voice Edit		AWM, Layer, Save	AWM, Layer, VA, Save		
	Keyboard Percussion		1 Unit Preset 1/2, User 1 – 40			
		Audio	.wav (4 types each User)			
Others	Display	Main Display	9 inch TFT Color LCD (1,280 × 720) with touch screen			
		Sub Display	VA LCD (512 × 48)			
	Sound System	Power Amplifiers	(10 W + 15 W + 50 W) × 2			
		Speakers	2.5 cm × 2, 8 cm × 2, 16 cm × 2			
	USB Audio Interface		44.1 kHz, 24-bit, stereo			
	Storage		USB flash drive			

		ELS-03G	ELS-03X	ELS-03XR	ELS-03XF	
Others	Connectors		PHONES (× 2), 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	Yes		—	
	Power Consumption		60 W			
	Dimensions (W × D × H), Weight		1,228 mm × 643 mm × 957 mm (1,134 mm with music rest raised)		1,225 mm × 594 mm × 982 mm (1,275 mm with key cover open)	1,225 mm × 1,011 mm × 1,020 mm (1,313 mm with key cover open)
			73.4 kg (including the music rest)	74.8 kg (including the music rest)	97.9 kg	119.1 kg
		Bench	637 mm × 324 mm × 591 mm, 5.4 kg		915 mm × 365 mm × 583 mm, 11.7 kg	915 mm × 365 mm × 621 mm, 11.7 kg
	Color		Matte Black + Pearl White			
	Included Accessories		• Owner's Manual – Basic (this book) • Sheet music × 2 • Online Member Product Registration • Bench • Power cord • Music rest • Pedal cord		• Owner's Manual – Basic (this book) • Sheet music × 2 • Online Member Product Registration • Bench • Bench Owner's Manual • Spacer set	
Separately Sold Accessories (May not be available depending on your area.)		• Headphones: HPH-150, HPH-100, HPH-50 • Footswitches: FC5, FC4A • Foot controller: FC7				

* The contents of this manual apply to the latest specifications as of the printing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.

Compatible formats for this product

GM System Level 2

“GM (General MIDI)” is one of the most common Voice allocation formats. “GM System Level 2” is a standard specification that enhances the original GM format and improves Song data compatibility. It provides for increased polyphony, greater Voice selection, expanded Voice parameters, and integrated effect processing.

XG

XG is a major enhancement of the GM System Level 1 format, and was developed by Yamaha specifically to provide more Voices and variations, as well as greater expressive control over Voices and effects, and to ensure compatibility of data well into the future.

GS

GS was developed by the Roland Corporation. In the same way as Yamaha XG, GS is a major enhancement of the GM specifically to provide more Voices and Drum kits and their variations, as well as greater expressive control over Voices and effects.

XF

The Yamaha XF format enhances the SMF (Standard MIDI File) standard with greater functionality and open-ended expandability for the future. This product is capable of displaying lyrics when an XF file containing lyric data is played.

Style File Format

The Style File Format (SFF) combines all of Yamaha’s auto accompaniment know-how into a single unified format.

AEM™

“AEM” is the trademark of Yamaha’s tone generation technology which simulates the characteristics of the acoustic instruments. During performance, the most appropriate sound samples are selected in sequence in real time, from huge quantities of sampled data. They are smoothly joined and sounded—as would naturally occur on an actual acoustic instrument.

Glossary of Terms

This explains briefly about the function names for the ELS-03 series, and the terms shown in the display. If the related information exists in this manual, the reference page is indicated in this list. For more details, refer to the “Detailed” version.

Glossary		Description	Page
A	Accompaniment	Auto accompaniment parts of the Rhythm with various instruments and embellishments. These consist of several parts: Chord 1, Chord 2, Pad, Phrase 1, Phrase 2.	–
	After Touch	Performance technique to add pressure after playing the keys, letting you control the volume, timbre and the pitch in real time.	44
	After Touch Extension	Function for determining how the sound of After Touch changes.	44
	Assembly	Allows you to create an original Rhythm pattern by combining desired sections and parts of the existing Rhythms when using the Rhythm Pattern Program function.	–
	Auto Bass Chord (A.B.C.)	Allows you to automatically produce bass accompaniment as you play the Lower Keyboard. Three modes are available; Single Finger, Fingered Chord and Custom A.B.C. modes.	–
	Auto Fill	Allows you to automatically add fill-in each time you switch the Main sections of the Rhythm.	–
B	Bank	A set of 16 Registrations memorized to the Registration Memory 1 to 16 number buttons. Up to 5 Banks (A–E) can be saved to the Electone.	–
	Break	Rhythm pattern for adding dynamic variations and breaks in the accompaniment.	75
	Brilliance	Effect to make the tone brighter or mellow.	24
C	Control data	Performance control data, such as Registration changes and Expression Pedal operation that can be saved to a USB flash drive. This does not include the keyboard performance data.	–
	Custom Play (▷)	When playing back a Song in the USB flash drive, pressing this button plays only the performance data without loading Registration data.	–
D	Drawbar	Slider controller on an electronic organ, letting you control the tone of the organ sound.	–
E	Effect	Any processing applied to a sound to change its character.	–
	Element	Digital waveform that comprises AWM Voices. Each Voice consists of up to 8 Elements.	–
	Ending	The very last section of the Song, or a Rhythm pattern suitable for the ending.	31, 44
	Expression Pedal	The pedal to control the entire volume of the instrument during your performance. Another function can be assigned to control by using this pedal. This feature is called Live Expression Control.	25
F	Feet	A unit representing the octave of a Voice. The word comes from the length of the organ pipes. The larger the number, the lower the pitch.	61
	Fill-in	One of the Rhythm patterns used to spice up the Rhythm.	32, 37, 75
	Footage lever	The lever or drawbar used for Organ Flutes Voice to adjust which pitch to produce and at what level.	35
	Footswitch	The switches located on the left and right sides of the Expression Pedal. You can assign your desired function to control the Electone. This feature is called Live Expression Control.	25

Glossary		Description	Page
H	Horizontal Touch	Playing method to hold down the key and move it laterally (wiggling your finger from side to side). It adds effects such as vibrato and changes the sound expressively. This is available on the ELS-03X/ELS-03XR/ELS-03XF.	–
I	Initial Touch	The strength with which you play the keys. It controls the volume and timbre of the Voice according to how strongly you initially press down on the keys.	–
	Intro	The very first section of the Song, or a Rhythm pattern suitable for the introduction.	30, 43
K	Keyboard Assign	Allows you to play Lead Voice 1, Pedal Voice 1 or Pedal Voice 2 on the other keyboard. You can specify the desired keyboard for playing these Voices.	37, 60
	Keyboard Percussion	Allows you to assign percussion sounds, sound effects, or your original audio data to the desired keys, and play the sound by pressing the keys.	61
	Knee Lever	The lever for controlling functions such as Sustain and Melody On Chord (M.O.C.) by using your knee.	24
L	Lead Voice	Instrument sound played monophonically on the Upper Keyboard. By using the Keyboard Assign function, Lead Voice 1 can also be played on the Lower Keyboard or the Pedalboard. The solo function is available for Lead Voice 2.	15, 25
	Live Expression Control	Allows you to assign the desired function to the Expression Pedal, Second Expression Pedal, Left and Right Footswitches, Sliders and pedal connected to the ASSIGNABLE FOOT PEDAL jack.	24, 32
	Lower Keyboard Voice	Instrument sound that can be played on the Lower Keyboard.	14
M	Melody On Chord (M.O.C.)	Automatically adds harmony to the melodies played on the Upper Keyboard according to the chords played on the Lower Keyboard.	25, 38
	Music Data Recorder (MDR)	Allows you to save Songs (in MIDI format) including performance data and Registrations to the connected USB flash drive. Audio data can also be played or recorded.	40, 81
N	Numbered buttons	The 16 buttons used to register various settings such as Voices and Rhythm.	15, 37
O	Organ Flutes	Allows you to create organ sounds by combining nine flute footages and three attack footages. The VCM Organ is also available.	35
P	Part recording/playback	To record or playback only the desired keyboard parts of a Song by using the MDR function. You can also record or playback only Lead Voice, Keyboard Percussion or control data.	–
	Pedal Voice	Instrument sound that can be played on the Pedalboard.	15
	Performance data	The performance recorded to the USB flash drive.	83
	Pitch	Refers to how high or low a sound is perceived. You can change the pitch in real time during performance by using Horizontal Touch and After Touch.	–
	Pitch Bend	Effect for smoothly changing the pitch of a note up or down. By default, use the Second Expression Pedal to control Pitch Bend. You can also assign the Pitch Bend function to the Sliders to control it (Live Expression Control).	25
	Polyphonic After Touch	Allows you to apply After Touch to each key individually. This is only available on the ELS-03X/ELS-03XR/ELS-03XF.	55

Glossary		Description	Page
P	Polyphonic mode	The mode in which the Pedal Voice is played polyphonically, allowing more than one note to sound simultaneously.	–
	Priority	For determining which note is sounded when you press two or more keys on the Upper Keyboard in Lead Voice 2 (monophonic Voice). When set to LAST, only the last played key is sounded, and when set to TOP, only the highest note is sounded.	–
	Protected Song	Song that is protected from copying or editing to protect the copyright of commercially available data.	–
R	Registration	A group of various setting data such as Voices for Upper/Lower Keyboard and Pedalboard, Effects and Rhythm.	22, 28, 34, 45
	Registration Memory	For memorizing Registrations. The memorized Registrations can be called up by pressing one of the numbered buttons.	15, 37
	Registration Menu	The list of preset Registrations called up when pressing the DISPLAY SELECT [REGIST. MENU] button.	23, 28, 45
	Registration Sequence	Allows you to switch Registrations automatically in sync with Rhythm. You need to program the timing to switch the Registrations to use this function.	76
	Registration Shift	Allows you to call up the Registrations by using the Footswitch. You can specify the order to call up the Registrations (Live Expression Control).	22, 25
	Reverb	Effect for adding reverberation to the sound to create the ambience of a performance space, such as a large hall.	22, 35
	Rhythm Condition	The settings for the selected Rhythm.	–
	Rhythm menu	The list of Rhythms called up when pressing one of the RHYTHM buttons.	–
	Rhythm Pattern Program	Allows you to create original Rhythm pattern by inputting percussion sounds. You can also edit the preset Rhythm to create an original Rhythm pattern.	–
	Rhythm section	Includes variation Rhythm patterns. Intro 1–3, Ending 1–3, Main A–D, Fill-in A–D and Break are available.	–
	Rhythm Sequence Program	Allows you to program Rhythm data for a Song by connecting Rhythm patterns in sequence. Up to four sequences for a Song can be programmed, and this lets you start playback from the position set in the selected sequence.	71
	Rotary Speaker	Effect that recreates the rich, swirling sound of a rotating speaker (tremolo effect).	15
S	Second Expression Pedal	The pedal for controlling Pitch Bend during your performance. Other functions can be assigned for controlling with this pedal. This feature is called Live Expression Control.	25
	Sequence	A series that can be programmed to call up Rhythm patterns and Registrations in order. Use the Rhythm Sequence function and Registration function to program sequence data.	72, 76
	Slide	This is also called Lead Slide, and applies a portamento effect (which smoothly changes the pitch) to the Lead Voice.	25
	Sliders	Controllers used during performance to adjust the volume, brilliance or Organ Flute footages. Other functions can also be assigned.	24
	Solo function	Allows you to play only the Lead Voice 2 on the Upper Keyboard. You can control it by using the Knee Lever or the Footswitch.	25
	Song	One collection of music data saved by using the MDR (Music Data Recorder) function.	40
	Super Articulation Voice	A Voice that realistically recreates acoustic instrument sounds, which allows you to produce superbly detailed expression by simply by playing the keyboard or by using the Footswitch. You can select one from up to three types (Articulation 1, 2, 3).	52

Glossary		Description	Page
S	Sustain	Effect that keeps notes sounding after you release your fingers or foot from the keyboard/Pedalboard.	25, 57
	Synchro Start	Allows you to start Rhythm playback by simply pressing a key on the Lower Keyboard or the Pedalboard.	70, 79, 82
T	Tonewheel type	Reproduces the sound of a tonewheel (a gear-like disk made of magnetic metal) that rotates to generate an electrical signal, which is picked up and amplified to produce sound.	–
	Touch Tone	Allows you to control the volume and timbre of a Voice according to how strongly you play a key or how much pressure you use in holding it down. Initial Touch and After Touch are available.	–
	Touch Vibrato	Allows you to control vibrato depending on how strongly you press the key.	–
	Transpose	To change the central key or pitch of the notes. You can transpose the entire sound, or each Voice section independently.	–
	Tune	To change the pitch of the Voice for each Voice section.	–
U	Unit	The data saved as a Song which contains the Registrations (16 × 5 Banks max.), User Voice, User Rhythm, Rhythm Sequence and Keyboard Percussion.	40
	Upper Keyboard Voice	Instrument sound that can be played on the Upper Keyboard.	14
	User button	The numbered Voice button or Rhythm button. By using the numbered button, you can select the Voice or Rhythm from all categories.	–
	User Rhythm	Your original Rhythm pattern created by using the Rhythm Pattern Program function.	–
	User Vibrato	For changing the vibrato settings such as speed and depth.	–
	User Voice	Your original Voice created by using the Voice Edit function.	–
V	VA Voice	Voice made by simulating the characteristics of acoustic instruments. You can also edit it and create your original VA custom Voice.	–
	VCM Organ	A Voice using a new tone generation method for faithfully reproducing the sound of a vintage tonewheel-type organ. VCM stands for Virtual Circuitry Modeling™ and the technology emulates behavior of an analog electrical circuit.	35
	Vibrato	Effect to vibrate the sound for greater expressiveness.	–
	Voice	Instrument sound played on the keyboard and Pedalboard.	14
	Voice Condition	The settings for the selected Voice.	55, 61
	Voice display	The basic display indicating the current settings such as Voices and Rhythm.	21
	Voice Edit	For editing or changing a Voice. You can create a User Voice by changing the volume and timbre of the Voice.	–
	Voice Link	The function to register a Voice to the Voice Link category including the settings in the Voice Condition display (excluding volume and brilliance).	–
	Voice menu	The list of Voices called up when pressing one of the Voice buttons.	–
	Voice section	A group of buttons for selecting Voices. Upper Keyboard Voice 1/2, Lead Voice 1/2, Lower Keyboard Voice 1/2, Pedal Voice 1/2 are the Voice sections.	14

Index

The terms which are not listed here may be included in the Glossary of Terms on pages 102–105. Check the Glossary of Terms as well.

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