

SYSTEM 100 AND SYSTEM 200m

OPERATION MANUAL - MODELS OM-100 & OM-200m



Searchable digital working edition prepared for Omnichord Heaven

Original printed page 1

Introduction

Both models

Enter the 90s with the all new Omnichords!

The all new Omnichords (models OM-100 and OM-200m) by Suzuki make it possible for you to sound like a pro, even if you've never played before. These electronic digital musiccomputers provide you with the ultimate combination of musical instruments in a lightweight, portable and dynamic sounding package never before available.

Omnichords can even be strummed like a guitar to add depth and expression to your music with the amazing SonicStrings Strumplate. Your pre-selected chord is electronically matched to the 4-octave strumplate so you can actually strum any song's correct chord progression - just like a guitar! All of Omnichord's functions can be used individually or in exciting combinations. There's no end to the music you can make!

The advanced microtechnology of the OM-200m allows you to program all the background chords, rhythms, bass and drums to your favorite songs without knowing one note from another. As the background is played back automatically, you can add the melody line. The MIDI feature allows the musician to expand the OM-200m's capability by connecting it to a computer, synthesizer or other MIDI device for performance and recording applications.

This operation manual contains easy-to-follow, step-by-step explanations of the Omnichord functions. Read the manual carefully to fully utilize the potential of these instruments.

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Contents

Both models

This manual refers to both System 100 and System 200m

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Note: Printed pages 24 and 25 are intentionally blank and are not reproduced. The historical order form listed as printed page 27 was not present in the supplied scans and is not reconstructed in this edition.

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Control Positions

Both models

Controls 1-17

Masters

- 1 VOLUME - Master control
- 2 POWER - Main on/off switch

SonicStrings

- 3 TOUCH PLATE
- 4 OCTAVE INDICATORS - 4-octave chord sequencer
- 5 SPEAKER
- 6 INSTANT OFF - Touch anytime to stop all sound

Voices

- 7 VOICE VOLUME
- 8 VOICE SUSTAIN
- 9 VIBRATO EFFECT
- 10 VOICE SHIFT
- 11 VOICE SELECTORS

Rhythms

- 12 SYNC START
- 13 RHYTHM TEMPO
- 14 RHYTHM VOLUME
- 15 RHYTHM SHIFT
- 16 RHYTHM SELECTORS

Chord Mode

- 17 MANUAL CHORD/AUTO BASS



OM-200m control-position diagram with numbered callouts, side view and bottom view.

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Control Positions & Functions

Both models; controls 27-37 are OM-200m only

Controls 18-37

Chord Mode

- 18 CHORD HOLD
- 19 CHORD VOLUME
- 20 CHORD BUTTONS

Side View

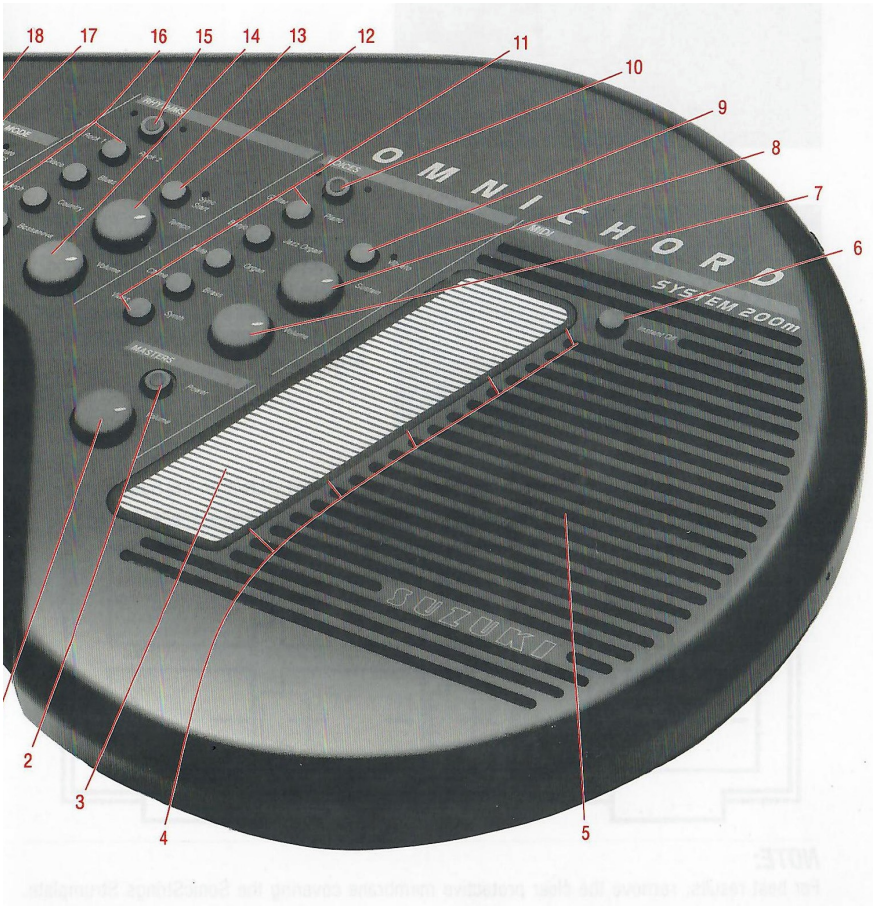
- 21 1/4-inch OUTPUT JACK - External sound system jack
- 22 12V DC INPUT JACK - Optional A/C adapter jack
- 23 FOOTSWITCH JACK (OM-200m only) - Optional jack

Bottom View

- 24 TUNING CONTROL
- 25 SERIAL NUMBER PLATE
- 26 BATTERY DOOR

OM-200m Chord Memory

- 27 RECORD/PLAYBACK - Mode setting
- 28 DELETE/REPEAT - Recorded song plays again/backspace for correction
- 29 MELODY KEYBOARD ON/OFF
- 30 ENTER/PLAYBACK - One-finger chord play/enter chords to memory
- 31 OCTAVE UP/OCTAVE DOWN
- 32 OMIT BUTTONS
- 33 TRANSPOSE BUTTONS
- 34 SKIP BUTTONS
- 35 CLEAR MEMORY BUTTONS
- 36 MIDI OUTPUT JACK
- 37 MELODY KEYBOARD



OM-200m main control surface with numbered callouts 1-20.

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Set-Up

Both models

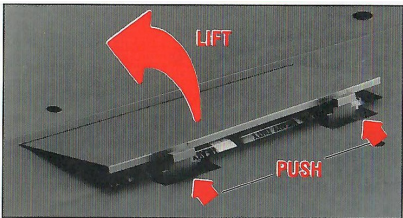
Battery installation

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

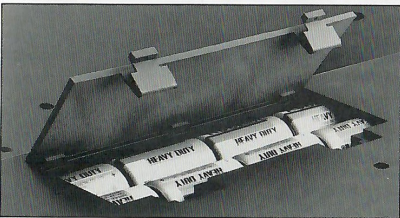
Your Omnichord comes complete with eight batteries (size C, SUM-2 or R-14) and is ready to use without assembly. Follow these instructions to load the batteries correctly:

- 1 Turn the Omnichord over. Pull back on the two plastic tabs and remove the battery door.
- 2 Insert the eight batteries using the diagram on the instrument's battery door, then close the door. If there is no power, re-check the battery orientation and replace the battery door.
- 3 The battery diagram shown in the illustration is the same as the diagram on the battery door.

Note: For best results, remove the clear protective membrane covering the SonicStrings Strumplate.

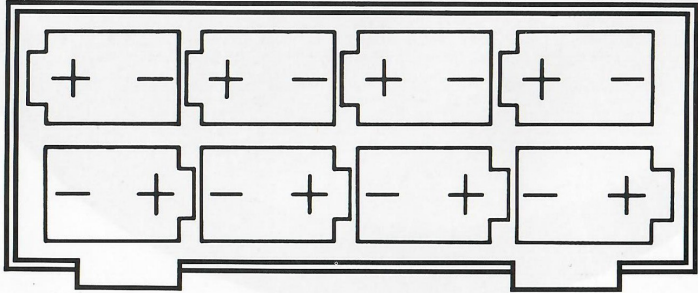


1 Turn the Omnichord over. Pull back on the 2 plastic tabs and remove the battery door.



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

3 The battery diagram shown here is the same as the diagram shown on the battery door.



NOTE:

Battery-door removal, battery placement and eight-cell orientation diagram.

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Precautions

Both models

Dos and don'ts to make your Omnichord last a lifetime

Omnichords are unique musical instruments that allow anyone to make music instantly. A digital microprocessor translates your commands into the language of music. The solid-state electronic section is protected by an ABS plastic case. With a minimum of care, the instrument should provide years of dependable operation.

Avoid Direct Heat

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

Keep Your Omnichord Dry

Do not use your Omnichord near moisture or place liquids on or near the instrument. Liquid spilled inside will require extensive repairs.

Don't Use Solvents or Abrasives

Clean the cabinet, buttons and touchplate with a soft, damp cloth. Do not use benzine, solvents or abrasive cleaners; they will permanently damage the finish.

Protect the Power Source

Turn the Omnichord off when it is not in use. This prolongs battery life and reduces wear on the electronic components.

Long Storage

For storage of 30 days or more, remove the batteries to prevent leakage and subsequent electronic damage.

Use Only Suzuki Power Adapters

The Omnichord is designed to operate from batteries or the optional OCA-1 A/C adapter. Do not connect it directly to a 12-volt source such as a car cigarette lighter. For 12-volt operation, use the optional OCD-12 adapter only.

Don't Disassemble Your Omnichord

To avoid shock, never open the instrument. If service is needed, contact an authorized musical-instrument dealer. Opening the instrument will also void the warranty.

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One Finger Chord Play

Both models

Major, minor and seventh chords

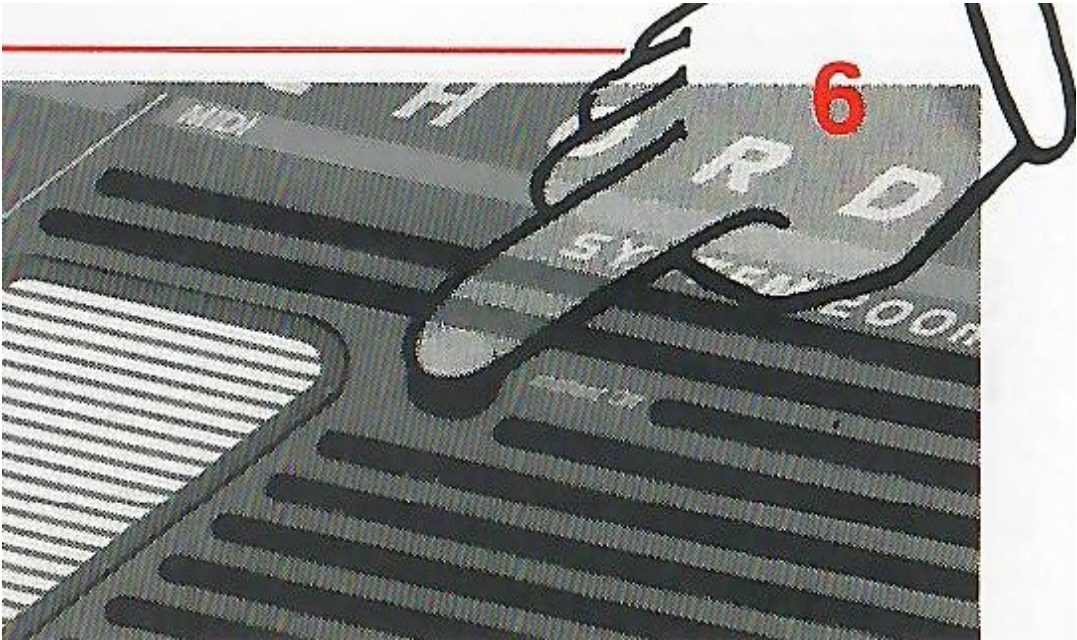
The Omnichord is capable of playing up to 84 chord combinations using the 36 softouch chord buttons. This section explains simple one-finger play: major, minor or seventh chords in any key. The manual pictures the System 200m, but the System 100 functions identically for these instructions. Features unique to the OM-200m begin on page 14.

Begin by turning all rotary control knobs fully counter-clockwise, then set up the instrument as follows:

- 1 POWER BUTTON - Press POWER to turn on the Omnichord. The red indicator lights show the active functions.
- 2 MASTER VOLUME - Set the master volume to about 12 o'clock or as desired.
- 3 CHORD VOLUME - Set the volume in the Chord Mode section to about 3 o'clock or as desired.
- 4 RHYTHM VOLUME - Push the AUTO BASS (green) button to manual chord so its indicator light is off. (Heading retained as printed.)
- 5 PUSH A CHORD BUTTON - With your left hand, press any of the 36 softouch chord buttons. To accompany a song, read its chord symbols and press the corresponding Omnichord buttons as the music continues.
- 6 INSTANT OFF - Touch INSTANT OFF to stop the chord sound during a pause or at the end of a song. Press any chord button to reactivate the sound.



Hand pressing an OM-200m chord button for one-finger chord play.



Hand touching the Instant Off area.

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Multi-Finger Chord Play

Both models

Major seventh, minor seventh, augmented and diminished chords

The chord section can play more complex progressions by pressing two or three chord buttons simultaneously. Keep the control settings described on the previous page.

- 1 MAJOR 7TH CHORD - Select a key (Db, Ab, Eb, Bb, F, C, G, D, A, E, B or F#). Press the MAJOR and 7th buttons together (top and bottom rows). The illustration shows Bb major seventh.
- 2 MINOR 7TH CHORD - Select a key. Press the MINOR and 7th buttons together (middle and bottom rows). The illustration shows F# minor seventh.
- 3 AUGMENTED CHORD - Select a key. Press the MAJOR, MINOR and 7th buttons together (top, middle and bottom rows). The illustration shows A augmented.
- 4 DIMINISHED CHORD - Select a key. Press the MAJOR and MINOR buttons together (top and middle rows). The illustration shows G diminished.



Four chord-button diagrams for Bb major seventh, F-sharp minor seventh, A augmented and G diminished.

Original printed page 9

SonicStrings Strumplate Set-Up & Play

Both models

Guitar-style strumming and voice effects

The SonicStrings Strumplate responds instantly to the touch of your fingers and lets you strum four octaves of the pre-selected chord in perfect pitch.

Set the controls as described in One Finger Chord Play, then follow these steps:

- 1 CHORD VOLUME - Turn the Chord Mode volume fully counter-clockwise (off).
- 2 VOICE VOLUME - Set the Voice Section volume to 3 o'clock or as desired.
- 3 VOICE SELECT - Select any of the ten voices in the Voice Section.
- 4 VOICE SUSTAIN - Set the Voice Section sustain to 3 o'clock or as desired.
- 5 Press any chord button with your left hand, then gently strum from bottom to top with your right finger or thumb.

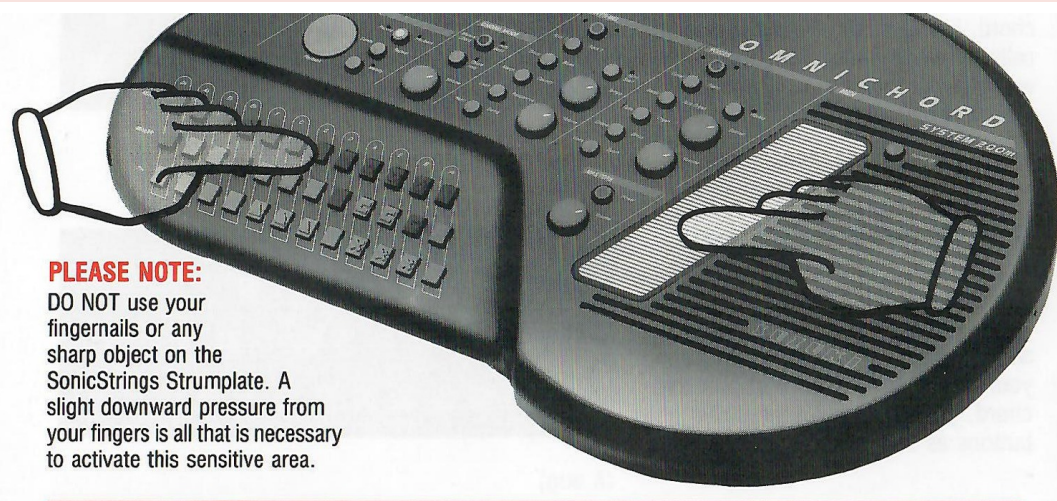
SonicString Voices

The Omnichord offers ten SonicString voices. The names are printed beside the selector buttons, and LED indicators beside VOICE SHIFT show the active bank. Press VOICE SHIFT to change banks, then try each voice by pressing a chord and strumming.

Vibrato

Vibrato can be switched on or off for any voice with the VIBRATO button. Try it with the selected voice to decide whether it suits the song.

Warning: Do not use fingernails or any sharp object on the SonicStrings Strumplate. A slight downward pressure from your fingers is sufficient.



PLEASE NOTE:

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

Hands selecting a chord and strumming the SonicStrings Strumplate, with the original safety callout.

Original printed page 10

SonicStrings Playing Techniques

Both models

Slide play and touch play

The SonicStrings Strumplate automatically plays the chord selected on the chord buttons. There is no single correct strumming method; use the technique that sounds best for each song.

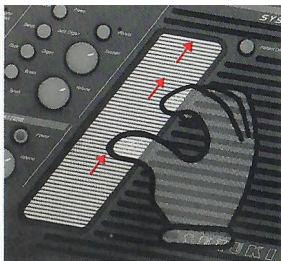
Slide Play

Set sustain in the Voice Section to 3 o'clock and press a chord. Run a finger or thumb from the bottom of the strumplate to the top. Try two fingers, then three; covering more surface produces a fuller chord. You can also strum from top to bottom.

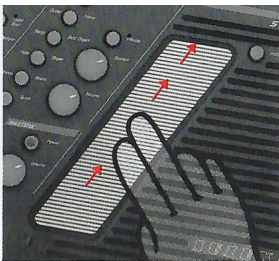
Touch Play

Using the fingertip, pat four to six places starting at the bottom. Try two, three or four fingers to hear the individual chord octaves. Change voices and sustain settings for different sounds.

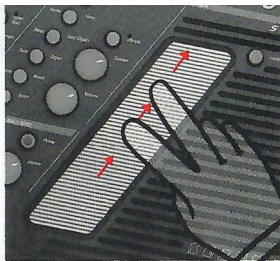
Note: Experiment to find other playing possibilities and, most importantly, have a good time.



THUMB STROKE

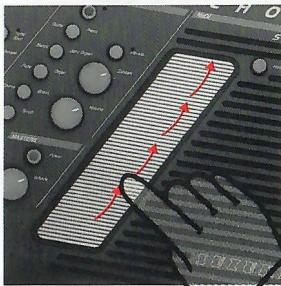


TWO FINGER
SLIDE

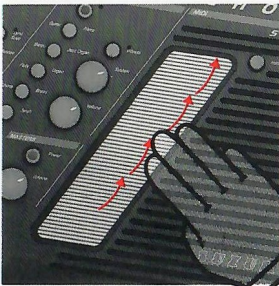


SPLIT FINGER SLIDE

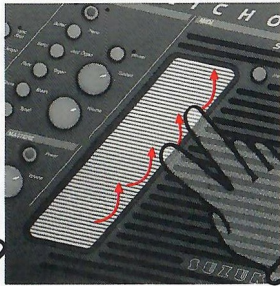
2 TOUCH PLAY—Using the tip of your finger, pat the strumplate in four to six places starting at the bottom. Now use two, three, even four fingers as shown here. Now you can hear each octave of the chord as you pat the strumplate. Change the voices and vary the sustain controls for many different sound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



TOUCH AT OCTAVE
INDICATORS USING ONE
FINGER ONLY



TOUCH AT OCTAVE
INDICATORS USING
THREE FINGERS



USING TWO FINGERS,
DANCE UP THE
STRUMPLATE

Six original diagrams showing thumb stroke, two-finger and split-finger slides, and touch-play techniques.

Original printed page 11

Combination Play & Walking Bass Line

Both models

Combining chord, SonicStrings and bass sections

Combine Chord and SonicStrings Sections

Set the Chord Section volume to about 3 o'clock. Press any chord button and strum the SonicStrings Strumplate.

Note: Try this progression: C major - strum; F major - strum; G major - strum; C major - strum.

Remember

The chord and SonicStrings sections have their own volume controls, and the SonicStrings has a sustain control. Adjust each section independently.

Add the Walking Bass Line

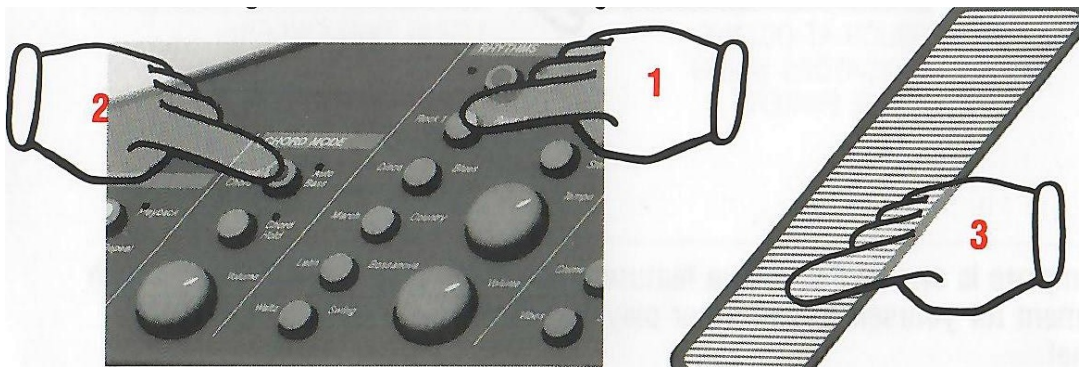
- 1 Select one of the ten rhythms and press its button.
- 2 Turn on AUTO BASS in the Chord Mode section. Its indicator should be lit; this function is engaged when the instrument is turned on.
- 3 Press a chord button. The walking bass line is added automatically. Try different rhythms and adjust TEMPO; strum in time with the bass beat.



Hands selecting a chord and strumming for combination play.



Original walking-bass player illustration.



Hands selecting rhythm and auto bass, then strumming the SonicStrings.

Original printed page 12

Drums & Drum Introductions

Both models

Using the Rhythm Section

To add drums to the chord, SonicStrings and bass patterns, turn the Rhythm Section volume clockwise. Press any chord button to play the completed accompaniment and add SonicStrings by strumming.

Fade-In Chord & Bass

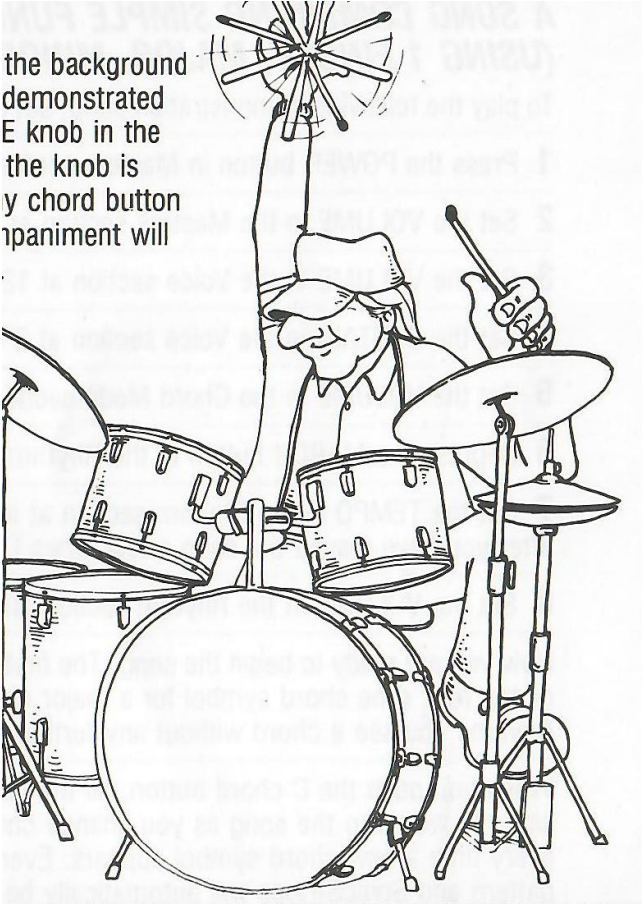
Turn the Chord Mode volume off, press the selected chord so the drum introduction sounds, then turn the chord volume clockwise to fade in the chords and walking bass.

Instant Chord & Bass Addition

Preset the rhythm, tempo, voicing and volumes. Press SYNC START for a drums-only introduction, then press the first chord button to begin chord and bass accompaniment.

Chords & Drum

Set AUTO BASS to manual chord (indicator off), then press a chord button. Only the selected chord and drums will sound; the SonicStrings remains active. Press AUTO BASS again to add the walking bass.



Original drummer illustration from the Rhythm Section page.

Original printed page 13

Demonstration Song - Beginning Level

Both models; this completes the System 100 instructions

A song combining simple functions

Set up the Omnichord as follows:

- 1 Press POWER in the Masters section.
- 2 Set Masters VOLUME to 3 o'clock.
- 3 Set Voice VOLUME to 12 o'clock.
- 4 Set Voice SUSTAIN to 3 o'clock.
- 5 Set Chord Mode VOLUME to 3 o'clock.
- 6 Press MARCH in the Rhythm section.
- 7 Set Rhythm TEMPO to about 12 o'clock, then adjust after playing the song a few times.
- 8 Set Rhythm VOLUME to 12 o'clock.

How to Begin

The first chord is C. Press the C button in the major/top row. A plain chord letter means a major chord. Change chords and strum whenever a new chord symbol appears; press INSTANT OFF when the song ends.

Climb Ev'ry Mountain

From The Sound of Music; words by Oscar Hammerstein II; music by Richard Rodgers. The alignment-sensitive chord-and-lyric example is retained as an image.

Note: This completes the System 100 instructions. Printed pages 14-22 concern System 200m features only.

CLIMB EV'RY MOUNTAIN

(From "The SOUND OF MUSIC");

Words by OSCAR HAMMERSTEIN II;

Music by RICHARD RODGERS

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

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

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

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

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

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

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

Am Am Dm Dm C C F G7 C Dm C

Original top-line chord and lyric layout for Climb Ev'ry Mountain.

Original printed page 14

System 200m Chord Memory

System 200m only

Memory programming

The programmable chord memory can store a song's chords for one-finger playback. During playback, chord changes require only the ENTER/PLAYBACK button, leaving the player free to concentrate on the SonicStrings.

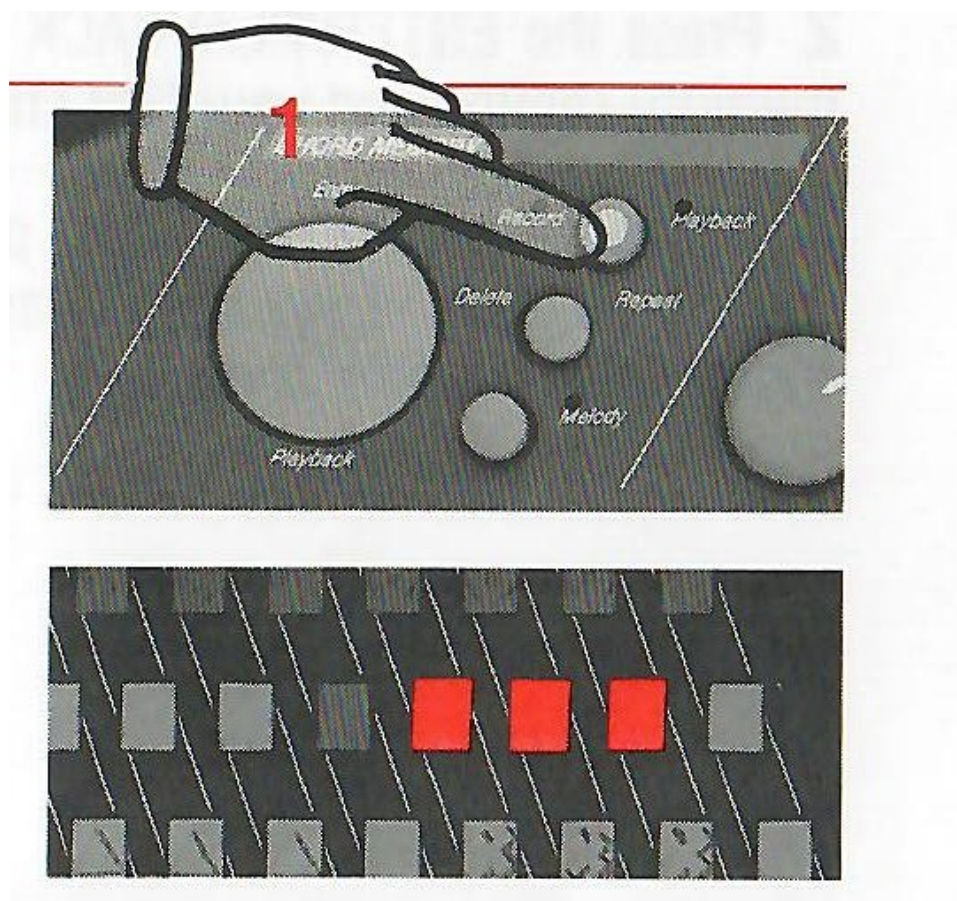
- 1 Press RECORD/PLAYBACK in the Chord Memory section.
- 2 MEMORY CLEAR - Press the three E buttons marked for memory clear simultaneously. This clears all stored chords.
- 3 Set Voice volume to 12 o'clock.
- 4 Read the chord symbols of the selected song and press the corresponding chord button.
- 5 Press ENTER/PLAYBACK. A beep sounds, the chord stops and the chord is stored. Continue until the song is complete.

Memory Loss

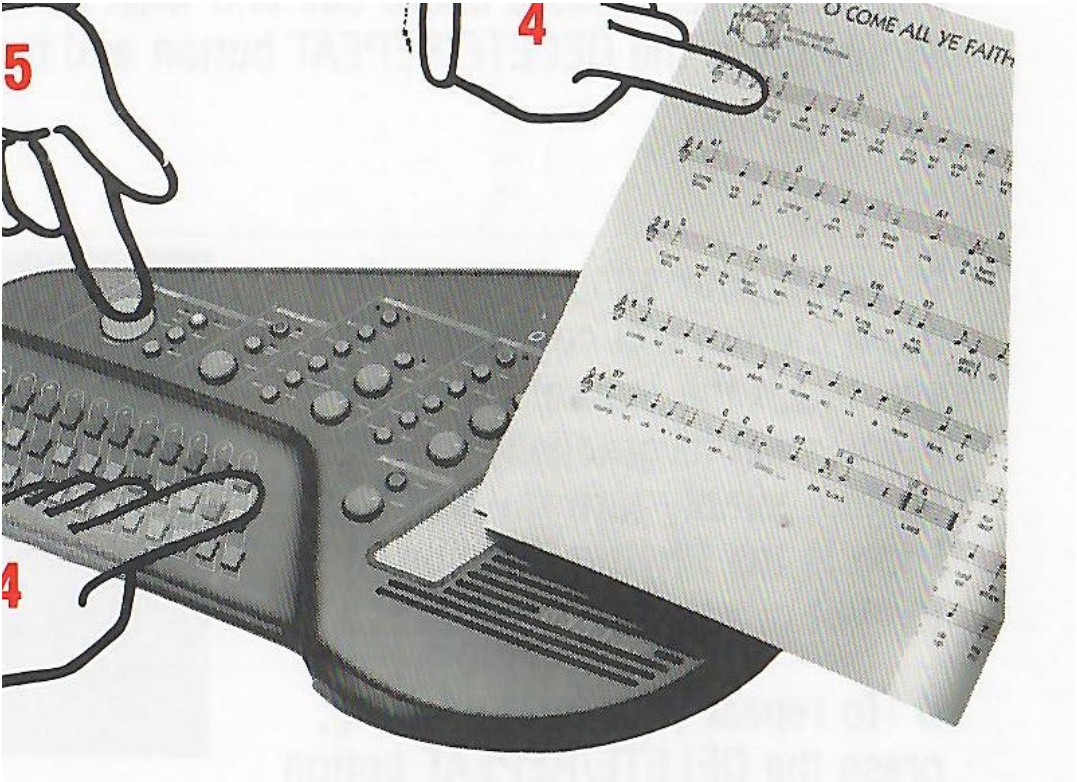
- 1 Stored songs remain in memory while the A/C adapter remains connected to a powered wall socket, or while the instrument has battery power.
- 2 Memory is lost if the adapter is disconnected without batteries installed, or if the batteries are removed.

Warning: The memory stores 80 chords. If an 81st chord is entered, a louder beep sounds. Turn the instrument off and on, clear the memory with the three E buttons and begin again.

Note: A chord is not stored until ENTER/PLAYBACK is pressed. If the wrong chord button is pressed, select the correct chord before pressing ENTER/PLAYBACK.



Chord-memory record/playback and three-button memory-clear controls.



Hands selecting a chord from sheet music and entering it into memory.

Original printed page 15

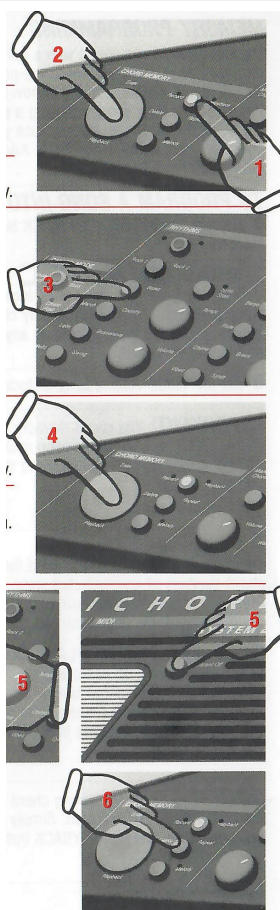
Chord Memory Playback

System 200m only

Playing back recorded chord sequences

- 1 Press RECORD/PLAYBACK so the PLAYBACK indicator is lit.
- 2 Press ENTER/PLAYBACK; the first stored chord plays automatically.
- 3 Choose the bass line, drum pattern, tempo and accompaniment levels for the song.
- 4 Begin the song and press ENTER/PLAYBACK for each chord cue. Each press advances to the next stored chord.
- 5 At the end, the drum pattern continues until INSTANT OFF is touched. To fade the ending, turn the Rhythm Section volume down.
- 6 To repeat the song, press DELETE/REPEAT, wait for the beep, then press ENTER/PLAYBACK.

Note: If a chord cue is missed, press DELETE/REPEAT and begin again. During playback, rhythms, volumes and tempo may be changed at any time.



Original sequence of record/playback, accompaniment, repeat, fade and instant-off controls.

Original printed page 16

Delete, Omit, Skip

System 200m only

Fixing memory-programming errors

Delete

If an incorrect chord has already been stored, press DELETE before proceeding. This erases the last stored chord. Select the correct chord and press ENTER/PLAYBACK.

Omit

OMIT is activated by pressing the three O-marked major-row chord buttons (A, E and B) simultaneously.

- 1 To remove an unwanted final chord that has not been stored, press the three OMIT buttons to stop it sounding.
- 2 To correct a stored chord during playback, press REPEAT, return memory to RECORD, advance with ENTER/PLAYBACK until the wrong chord sounds, press the three OMIT buttons, select the correct chord and press ENTER/PLAYBACK. Return to PLAYBACK, press REPEAT and begin again.

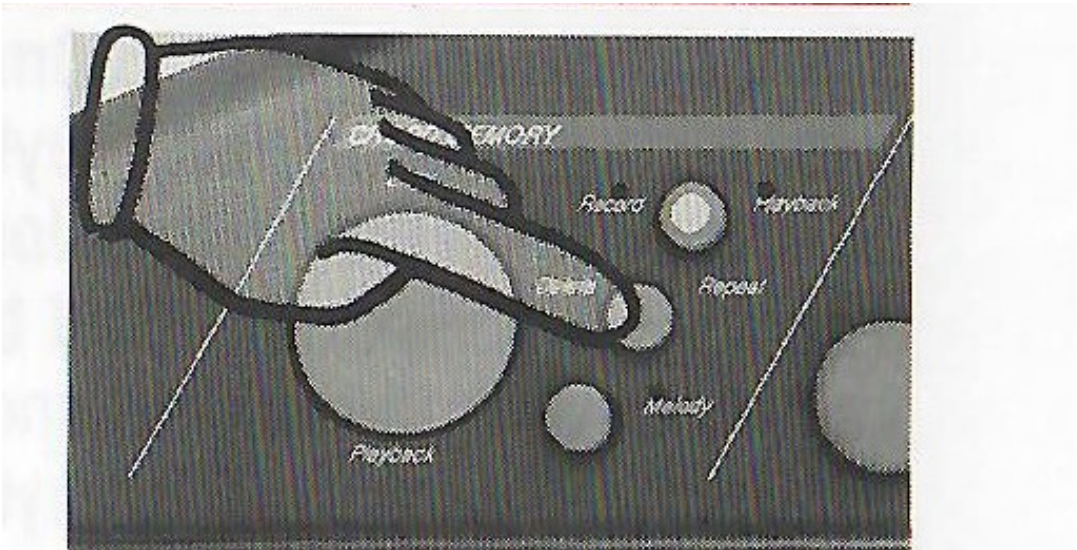
Blank Memory Spaces

In RECORD mode, press ENTER/PLAYBACK with no chord sounding to store a blank measure. Blank measures can separate two songs and provide time to change rhythm or balance settings.

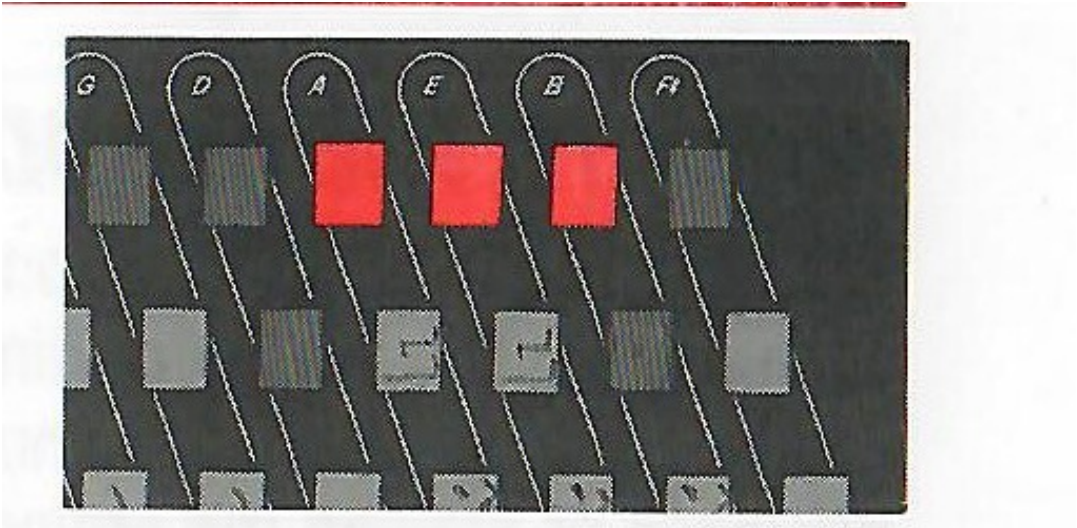
Skip

SKIP is activated by pressing the three X-marked 7th-row chord buttons (A, E and B) simultaneously.

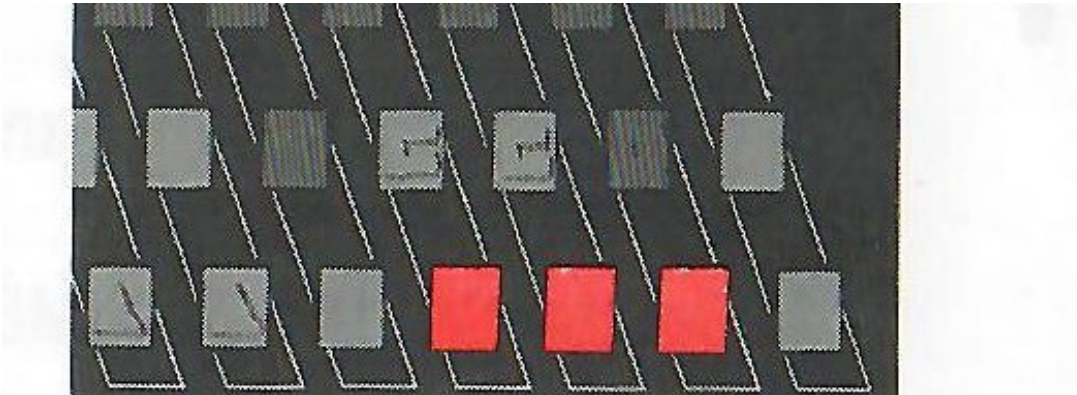
- 1 To mark the start of a second stored song, insert blank measures after the first song and press the three X buttons before entering the second. During playback, the X buttons jump to that mark. Only one mark may be stored.
- 2 For a song with a second ending, store the song through the second ending and place the X mark at its start. During playback, press the X buttons at the first ending to jump to the second.



Delete button control illustration.



Omit button control illustration.



Skip button control illustration.

The image displays a musical score for the Omnichord System 100 / SYSTEM 200m. It consists of three staves of music in G major, with lyrics and chord symbols.

Staff 1: Chords A7, Dmin7, F7, Bb, Bbm, F. Lyrics: "more con - gen - ial spot For happ' - ly - ev - er - aft - er - ing than here".

Staff 2: Chords Bb, C7, F. Lyrics: "in in Cam - e - lot!". A red "XXX" marker is placed above the first measure of the F chord. A red line labeled "1st ENDING" spans the final measure of this staff.

Staff 3: Chords Gmin7, F. Lyrics: "in in Cam - e - lot!". A red "XXX" marker is placed above the first measure of the F chord. A red line labeled "2nd ENDING" spans the final measure of this staff.

Annotations:

- DURING PLAYBACK:** PUSH THE THREE "X"s HERE TO SKIP TO 2nd ENDING.
- WHEN RECORDING:** PUSH THE THREE "X"s HERE.

Original musical example showing use of the Skip marker for a second ending.

Original printed page 17

Melody Keyboard - Intermediate Level

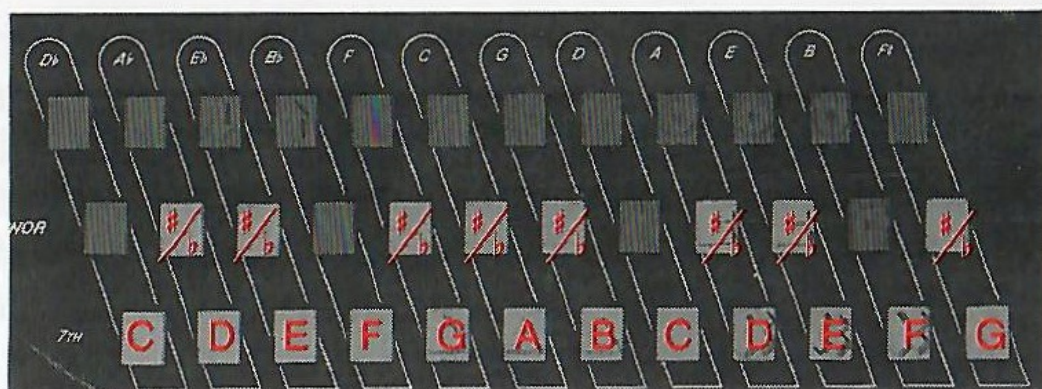
System 200m only

Melody keyboard with one-finger chord-memory playback

The lighter buttons in the middle and bottom chord rows form a chromatic melody keyboard from C through G. Activate it with the MELODY button or by placing chord memory in PLAYBACK mode. During playback you may use SonicStrings, the melody keyboard, or both while the Omnichord supplies accompaniment.

- 1 Turn POWER on.
- 2 Set MASTER VOLUME to 3 o'clock.
- 3 Select Piano voice; set Voice VOLUME to 3 o'clock and Voice SUSTAIN to 12 o'clock.
- 4 Set CHORD VOLUME to 3 o'clock and KEYBOARD VOLUME to 5 o'clock.
- 5 Turn AUTO BASS on in the Chord Mode section.
- 6 Select MARCH in the Rhythm section.
- 7 Set Rhythm TEMPO to about 12 o'clock or as desired.
- 8 Set Rhythm VOLUME to 12 o'clock.
- 9 Put chord memory into RECORD mode.
- 10 Record the song's chords by selecting each chord and pressing ENTER/PLAYBACK.
- 11 Put chord memory into PLAYBACK and press ENTER/PLAYBACK to begin. Play melody with the right hand while changing chords with the left; strum during long notes or pauses.

Note: The SonicStrings Voice section also controls the melody keyboard, providing the same ten voices and effects.



Chromatic melody-keyboard notes marked on the OM-200m chord buttons.

Original printed page 18

Demonstration Song - Intermediate Level

System 200m only

Do-Re-Mi

From The Sound of Music; words by Oscar Hammerstein II; music by Richard Rodgers. The complete musical score, lyrics and chord alignment are retained as an image.

DO-RE-MI

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

C **G7**

Doe a deer, a fe male deer, Ray a

G7 **C**

drop of gold - en sun, Me a name I

C **G7**

call my self, Far a long, long way to run.

G7 **C** **C7** **F**

Sew a nee - dle pull - ing thread,

D7 **G** **E7**

La a note to fol - low sew Tea a

E7 **Am** **C7** **F**

drink with jam and bread That will bring us

G7 **C** **C7**

back to do - oh - oh - oh! do!

F **G7** **C**

Do - re - mi - fa - so - la - ti - do!

Original printed score for Do-Re-Mi with melody, lyrics and chord symbols.

Original printed page 19

Melody Keyboard - Advanced Level

System 200m only

Optional footswitch chord playback and SonicStrings strumming

The optional OFS-3 footswitch replaces the left hand during chord-memory playback, allowing chords to be advanced with the foot while the left hand plays the melody keyboard and the right hand strums SonicStrings.

Connect the footswitch to jack 23 and place it under either foot. A slight downward pressure with the toe or heel activates it.

Use the page 17 settings with these exceptions:

- 1 Select Flute voice and set Voice SUSTAIN to 3 o'clock.
- 2 Select ROCK 1 in the Rhythm section.
- 3 Record the song's chords into memory. Enter chords with ENTER/PLAYBACK, or with the footswitch when connected.
- 4 For playback, put chord memory in PLAYBACK mode and press the footswitch for the first and each subsequent chord.

Note: Learn each part slowly. First turn AUTO BASS and Rhythm VOLUME off, practise chord changes, melody and strumming, then restore the rhythm sections after mastering the parts.



FOOTSWITCH JACK

OFS-3 footswitch connected to the OM-200m footswitch jack.

Original printed page 20

Demonstration Song - Advanced Level

System 200m only

Theme from Star Trek

From the Paramount television series Star Trek; words by Gene Roddenberry; music by Alexander Courage. The complete musical score, lyrics and chord alignment are retained as an image.

THEME FROM STAR TREK

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

The musical score is written in 4/4 time with a key signature of one flat (Bb). It consists of eight staves of music. Chord symbols are written in red above the staff lines. The lyrics are written below the staff lines.

Staff 1: **F** Be — yond — the rim of the **D#7** star — light —

Staff 2: **F** My love is wand'ring in **A#aug** star **A#7** flight. I

Staff 3: **G** know he'll find in star **F#** clustered reach — es —

Staff 4: **A#** love, strange love a star **C#aug** wo — man teach — es. —

Staff 5: **F** I know — his journey ends **D#7** nev — er; — His

Staff 6: **F** star trek — will go on for — **B#7** ev — er —

Staff 7: **A7** — But tell him while he wan — ders his **B#** star — **E#7** ry **F**

Staff 8: **D#aug** sea **Gmin7** Re — mem — ber, — **C7** re — mem — ber **F** me.

Original printed score for Theme from Star Trek with melody, lyrics and chord symbols.

Original printed page 21

Additional Features

System 200m only

Key transpose, melody only, octave controls and drums only

Transpose

Transpose changes the pitch of the chord section for manual or chord-memory play; it does not affect the melody keyboard.

- 1 With power on, press RECORD/PLAYBACK twice so PLAYBACK is lit.
- 2 Press and release all three triangle transpose buttons together.
- 3 Press the top-row major chord button for the desired new key.
- 4 For stored chords, press ENTER/PLAYBACK to begin in the new key. For manual play, press RECORD/PLAYBACK again so both mode indicators are off.

Melody Only

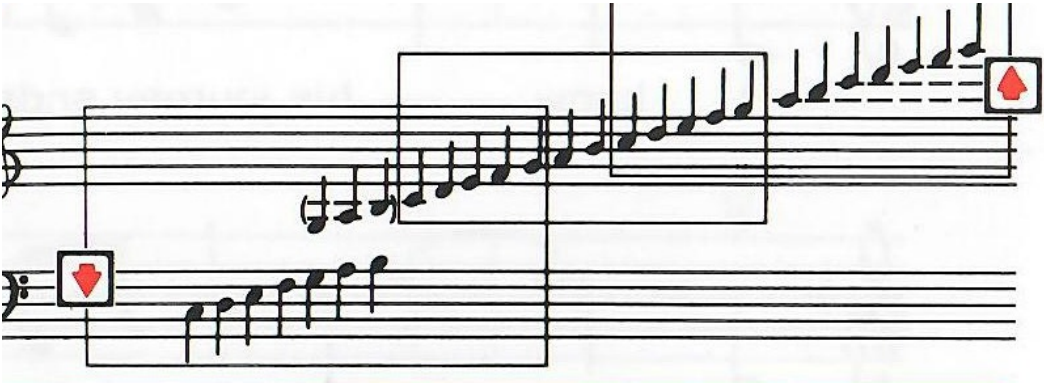
- 1 Turn POWER on.
- 2 Turn MELODY on in the Chord Memory section.
- 3 Press INSTANT OFF to stop the drums. The melody keyboard is now solo; its ten voices, sustain and vibrato remain available.

Octave Down/Octave Up

The octave controls extend the melody keyboard range. Octave Down is the Eb major button marked with a down arrow; Octave Up is the Bb major button marked with an up arrow.

Drums Only

- 1 For a drums-only introduction, use the page 14 setup, turn Chord Mode VOLUME off, press any chord and then fade the chord volume back in.
- 2 At the end of a memory song, press ENTER/PLAYBACK after the last chord. Drums continue until INSTANT OFF is pressed or memory is reset with DELETE/REPEAT.
- 3 Alternatively, press any chord button and then press SYNC START twice.



Original notation diagram showing the effective Octave Down and Octave Up melody ranges.

Original printed page 22

MIDI Interface

System 200m only

Connecting the OM-200m to external MIDI equipment

The OM-200m MIDI OUT can control an external synthesizer, computer, sequencer or other MIDI device. Chords, strumplate, melody and walking bass may be assigned to MIDI while internal Omnichord sounds are also used if desired.

- 1 With both devices off, connect an RW-MIDI 10 or 20 cable to OM-200m MIDI OUT jack 36, then connect the other end to the external device's MIDI IN. Turn both devices on after connections are complete.
- 2 MIDI-device sound and Omnichord sound are generated together. To hear MIDI only, reduce the relevant Omnichord function volume; to mix them, set each Omnichord function volume as desired.
- 3 The OM-200m transmits in MIDI OMNI mode and on MIDI channels 1, 2 and 3. In OMNI mode, the receiver handles chord, strumplate, melody and walking-bass data. In channel mode: channel 1 is Strumplate or melody keyboard, channel 2 is chords, and channel 3 is walking bass.

Note: For better balance, connect the Omnichord line output to an external amplifier when using MIDI. Drum patterns do not pass through MIDI; they remain on the internal speaker or Omnichord line output and may be turned down if not required.

Original printed page 23

Accessories

Both models; historical product and price information

Expand your Omnichord experience

Power Adapters

OCA-1 A/C adapter; OCD-12 12V D/C car adapter



D/C ADAPTER A/C ADAPTER

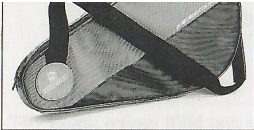
OCA-1 A/C Adapter for prolonged battery life. **\$9.50**

OCD-12 12 Volt D/C car adapter for the Omnichord on the move. **\$9.50**

Original listed price: \$9.50 each.

Soft Shell Carrying Case

OVP-3



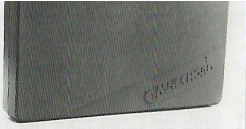
SOFT SHELL CARRYING CASE

OVP-3 Soft Shell Carrying Case. **\$19.95**

Original listed price: \$19.95.

Hard Shell Carrying Case

OMC-3



HARD SHELL CARRYING CASE

OMC-3 Hard Shell Plastic Modular Carrying Case, holds accessories like A/C adapter and extra batteries, etc. **\$39.50**

Modular case with accessory and battery storage. Original listed price: \$39.50.

Headphones and Adjustable Strap

SOP-20 headphones; OMS-3 strap



HEADPHONES

ADJUSTABLE STRAP

SOP-20 Stereo Headphones let you practice in private. **\$9.50**

OMS-3 Adjustable padded playing

Original listed prices: \$9.50 and \$11.50.

Chord Memory Footswitch

OFS-2 - OM-200m only



CHORD MEMORY FOOTSWITCH

OFS-2 Chord Advance Footswitch for OM-200m only. **\$19.95**

Original listed price: \$19.95.

Dual Input Amplifiers

OMA-10; OMA-20; OMM-2 microphone



DUAL INPUT AMPLIFIERS

OMA-10 Ten Watt Power Amp and Speaker System. **\$139.50**

OMA-20 Twenty Watt Power Amp and Speaker System. **\$189.50**

Original listed prices: \$139.50, \$189.50 and \$39.50.

Omnichord Stand

MPS-100



Adjustable stand with music rack. Original listed price: \$59.00.

Songbooks

JFK-84; EF-84; OSH-84



Just For Kids, Enduring Faith and Omnichord Spoken Here. Original listed prices: \$9.95, \$9.95 and \$19.95.

Note: All products, prices and ordering information on this page are historical and may no longer be valid.

Original printed page 26

Warranty

Historical source material

The Suzuki Limited Warranty

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

- 1 For 90 days from the date of purchase, the Suzuki Corporation will pay the labor charges to repair the defective product. After this period, the purchaser must pay labor charges.
- 2 The Suzuki Corporation will supply, at no charge, new or rebuilt replacements for defective parts for one year from the date of purchase.

If repairs are needed, the original purchaser returns the product to an authorized Suzuki Retail Center with proof of purchase. The dealer repairs the product or sends it to the Suzuki distribution center in San Diego. The unit is then returned to the dealer freight pre-paid.

The warranty does not apply if the product has been misused, abused or altered, and is void if the product is opened. Bending, dropping, visible cracks or scratches are presumed to result from misuse or abuse.

No expressed or implied warranty, including merchantability, extends beyond the warranty period. No responsibility is assumed for incidental or consequential damages.

Original contact details: Suzuki Corporation, San Diego Distribution Center, P.O. Box 261030, San Diego, California 92126. In other countries, the manual directed owners to the original retailer.

Note: This warranty and the toll-free ordering information are reproduced as historical source material and should not be treated as current warranty or purchasing advice.

SYSTEM 100 AND SYSTEM 200m

Original back cover

