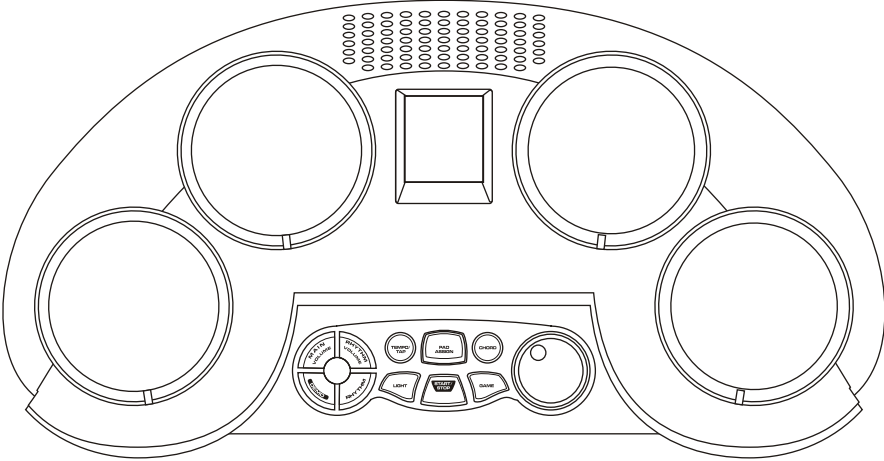


Instruction Manual

DIGITAL DRUM



Congratulations!

Thank you for purchasing this digital drum. The drum has been developed to act and play like a drum set but with greater ease. Before you use the instrument, we recommend you to read through this manual.

Taking Care of Your Digital Drum

Your digital drum will give you years of playing pleasure if you follow the rules shown below:

Location

Do not expose the unit to the following conditions to avoid deformation, discoloration, or more serious damage.

- Direct sunlight.
- High temperature (near a heat source, or in a car during the day time).
- Excessive humidity.
- Excessive dust.
- Strong vibration

Power Supply

Turn the power switch OFF when the instrument is not in use.

If an AC adaptor is used, it should be unplugged from the AC outlet if the instrument is not to be used for an extended period of time.

Unplug the AC adaptor during electric storms.

Avoid plugging the AC adaptor into the same AC outlet as appliance with high power consumption, such as electric heaters or ovens. Also avoid using multi-plug adaptors since these can result in reduced sound quality, operation errors, and possibly damage.

Turn Power OFF When Making Connections

To avoid damage to the instrument and other devices to which it is connected, turn the power switches of all related device OFF prior to connecting or disconnecting cables.

Handling and Transport

Never apply excessive force to the controls, connectors or other parts of the instrument.

Always unplug cables by gripping the plug firmly, but not pulling on the cable.

Disconnect all cables before moving the instrument.

Physical shocks caused by dropping, bumping, or placing heavy objects on the instrument can result in scratches and more serious damage.

Cleaning

Clean the cabinet and panel with a dry soft cloth.

A slightly damp cloth may be used to remove stubborn grime and dirt.

Never use cleaners such as alcohol or thinner.

Avoid placing vinyl object on top of the unit (vinyl can stick to and discolor the surface).

Electrical Interference

This instrument contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the instrument further away from the affected equipment.

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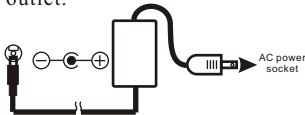
Setting Up

Power Supply

Your Digital Drum will run either from batteries or power adaptor. Follow the instructions below according to the power source you intend to use.

Using an AC-Adaptor

Connect the power adaptor to the DC IN jack located on the rear panel of the unit, and plug the AC power adaptor into an AC power outlet.



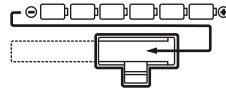
Do not use adaptors other than the one specified. The technical specification of the adaptor is 9V DC output, 800mA, centre positive type.

Using Batteries

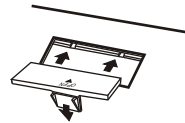
- 1 Open the battery compartment cover on the underside of the unit.



- 2 Insert six "C" size, R14, SUM-2 or equivalent batteries. When inserting the batteries, be care to follow the polarity markings in the illustration.



- 3 Close the battery compartment securely.



NOTES

- Power will be automatically drawn from the AC adaptor if an optional AC adaptor is connected while batteries are installed in the instrument.

CAUTION

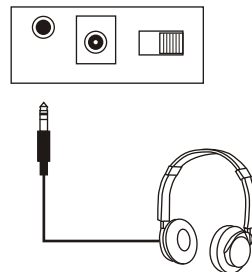
- It is recommended that you replace worn batteries as soon as possible. When battery voltage drops, the display will dim and/or the sound will become distorted. When this occurs, replace the batteries with a complete set of six new batteries of the same type.
- NEVER mix old and new batteries, different types of batteries (alkaline, magnesium, etc.), batteries by different makers, or batteries from the same maker but of different types. Misuse may cause the instrument to become hot, result in fire, or battery leakage.

Also, to prevent damage due to battery leakage, remove all the batteries from the instrument when it is not to be used for an extended period of time. Batteries left in an unused instrument will also loose their power overtime.

Using Headphones

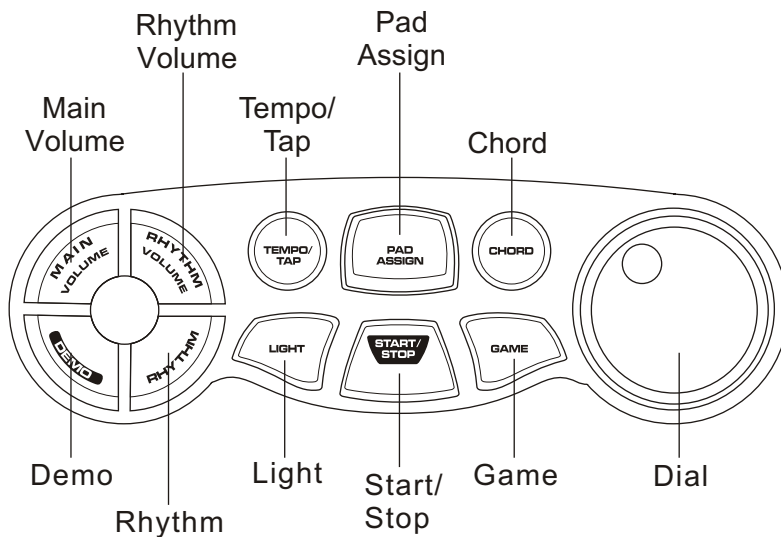
An optional set of stereo headphones can be connected to the Headphones jack located on the rear panel. When a pair of headphones is connected to the jack, the internal speakers of the unit will switch off automatically, perfect for private practice or late night playing. If you want to use an external sound system, the headphone jack can also be used to connect the digital drum to a stereo system or mixing console.

* Turn the power OFF on all equipment before making any connections.

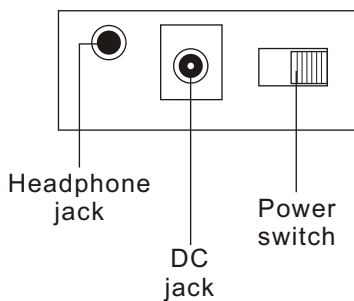


Control Panel

Front Panel

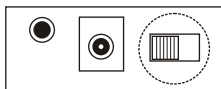


Rear Panel



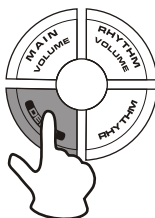
Playing the Demo Song

Your Digital Drum comes with a demo song for showing you the possibilities of the drum. To playback the demo song, follow the instruction below:



1 Turn on the power

Turn the **[POWER]** switch ON.
The LED display light up.



2 Start the DEMO Song

Press the **[DEMO]** button, the demo song will start and the **LEARNING** indicator light up at the same time. At this time the demo song is starting in learning mode, the indicator of the drum pads will flash by following the rhythm of the demo song.

• MAIN VOLUME

The overall volume level of the instrument is controlled by a **[MAIN VOLUME]** button.

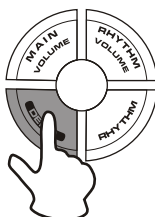
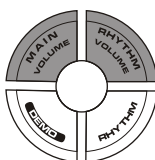
Press the **[MAIN VOLUME]** button and rotate the **DIAL** to adjust the volume of the tone. Rotate the **DIAL** anti-clockwise to decrease the volume, or rotate clockwise to increase it.

• RHYTHM VOLUME

The song's volume level is controlled by the **[RHYTHM VOLUME]** button.

The **RHYTHM VOLUME** can be used to adjust the balance between the song accompaniment and your own performance on the pads.

Press the top **[RHYTHM VOLUME]** and rotate the **DIAL** to adjust the volume of the tone. Rotate the **DIAL** anti-clockwise to decrease the volume, or rotate clockwise to increase it.



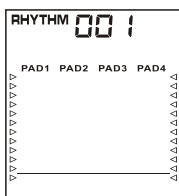
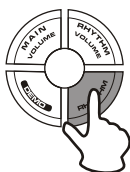
3 Stop the DEMO Song

To stop the demo song, press the **[DEMO]** button again.

Playing a Rhythm

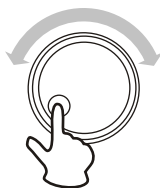
Your Digital Drum features 50 different rhythms that can be used to provide accompaniment. Select one of the rhythm and listen to it.

Selecting a Rhythm



1 Press the [RHYTHM] button

Press the [RHYTHM] button, the currently selected song number will appear on the display.



2 Select a rhythm

Use the DIAL to select a rhythm. Rotate the DIAL anti-clockwise to decrease the volume, or rotate clockwise to increase it.



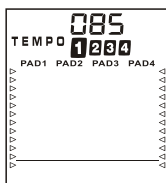
3 Press the [START/STOP] button

Press the [START/STOP] button to start the playback.

Note: You can also use the TAP function to start the songs (see page 7)

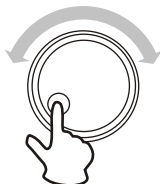
Adjusting the Tempo

The tempo of a rhythm can be set anywhere from 40 to 240 beats per minute. As the tempo value increase, the tempo will become faster.



1 Press the [TEMPO/TAP] button

Press the [TEMPO/TAP] button, the current tempo will appear on the display



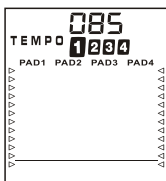
2 Rotate the DIAL

Use the DIAL to adjust the tempo. Rotate the DIAL anti-clockwise to decrease, or rotate clockwise to increase it.

Playing a Rhythm

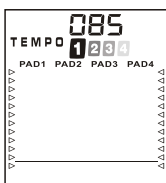
Tap Start

The TAP START function allows you to set the song's overall tempo as well as start the accompaniment. The accompaniment will playback at the tempo with which the pads are struck.



1 Press the [TEMPO/TAP] button

Press the [TEMPO/TAP] button, the current tempo will appear on the display



2 Tap Start

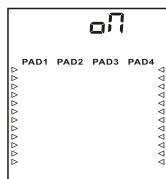
Strike any pad four times, the accompaniment will start at the desired tempo. The tempo corresponds to the speed of the last 2 times you strike the pads.



3 Stop the Playback

To stop the playback, press the [START/STOP] button.

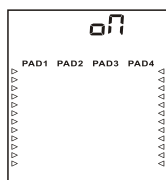
The Drum Pad Indicators



Turn on/off the Drum Pad indicators

You can turn on/off the Drum Pad indicators at anytime while playing. Press the [LIGHT] button once and the status will appear on the display.

Chord

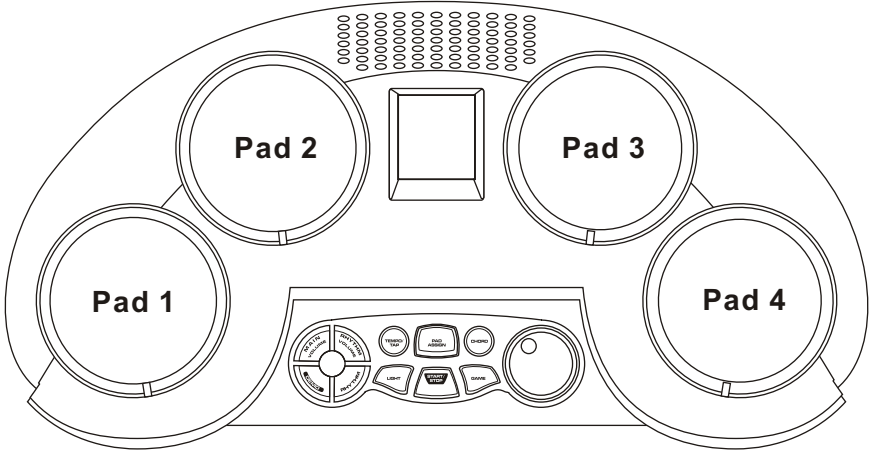


Turn on/off the Chord

You can turn on/off the Chord during the playback or while the accompaniment is stopping. Press the [CHORD] button once and the status will appear on the display.

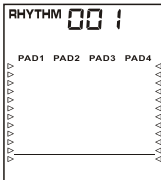
Play the Pads

Pad Names



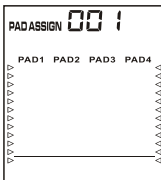
Assign a Voice to Individual Pads

The Digital Drum has a total of 40 percussionsounds and 10 sound effects that can be assigned to each of the 4 drum pads.



1 Select a Rhythm

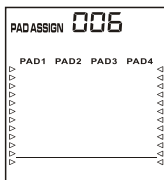
Rotate the DIAL to select a Rhythm that you want to assign the pads.



2 Press the [PAD ASSIGN] button

Press the [PAD ASSIGN] button. PAD ASSIGN indicator appear on the display and the indication light below Pad 1 light up.

Play the Pads



3 Select a Pad

Strike the DrumPad that you want to assign once, for example, Drum Pad2, the indicator below Pad 2 light up, and the display show the current Percussion number.



4 Select a Percussion

You can select the voice by striking the pad repeatedly until you reach the voice that you desired.



5 Press the PAD ASSIGN Button

When you have finished selecting your desired percussion sound, press the [PAD ASSIGN] button to confirm.

6 Play the Pads

Now you can play your drum with the assigned drum pads. Repeat steps 2-4 if you want to assign another drum pads.

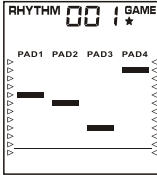
Note: The most recently assigned percussion sounds will overwrite the percussion sounds assigned previously.

Playing the Game

How to Play?

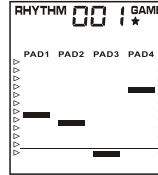
The Digital Drum's Game feature let the player learn and play a rhythm by following the dropping bars on the screen. When the dropping bars of the pad goes beyond the line at the bottom of the display, strike the corresponding pads.

1



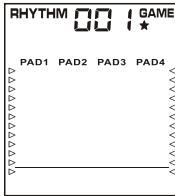
The bars of each pads are dropping.

2



When the bar drops beyond the line, strike the pad.
(In the screenshot on the left, strike PAD3)

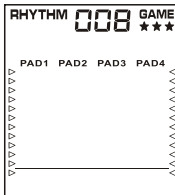
Starting a New Game



1

Press the [GAME] button

Press the [GAME] button, the GAME indicator appear on the display.

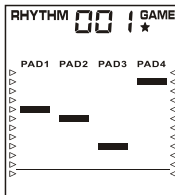


2

Select a rhythm to play

Rotate the DIAL to select to select a rhythm to play with. Each rhythm has its own level shown below the GAME indicator:

- GAME ★ ~ Easy
- GAME ★★ ~ Normal
- GAME ★★★ ~ Hard



3

Start the Game

Press the [START/STOP] button, the bars of the corresponding pads start falling from the top of the screen, as well as the indication lights of each pad start flashing. You can strike the pads with flashing indication lights, or strike the pads until the dropping bars reaches the line at the bottom of the display.

Playing the Game



4 Score

After playing the whole rhythm for 3 times, it will stop and display your score. You will hear a voice comment according to your performance.

Score	Comment
0-29	OK
30-59	GOOD
60-79	VERY GOOD
80-100	EXCELLENT

5 Stop the Game

The game will automatically restart after displaying the score for 3 seconds. To stop the game, just press [START/STOP] at anytime. Press [GAME] button to exit Game mode.

Specifications

Pads:	4 Touch Sensitive Drum Pads with Indication Lights
Drum Voices:	40 Percussion Voices + 10 Effect Voices
Rhythms:	50
Demo Song:	1
Panel Controls:	POWER ON/OFF, MAIN VOLUME, RHYTHM VOLUME DEMO, RHYTHM, TEMPO/TAP, PAD ASSIGN, CHORD, LIGHT, START/STOP, GAME, DIAL
Connectors:	HEADPHONES DC 9V (AC Adaptor)
Power Source:	Six "C" size, SUM-2, R14, or equivalent batteries DC 9V adaptor, 800mA
Dimensions:	460(W) X 260(D) X 150(H) mm
Weight:	1.5kg (without batteries)

Appendix

1. Percussion Voice List

No.	Name
BASS DRUM	
01	Bass Drum Hard
02	Bass Drum
03	Bass Drum Rock
04	Bass Drum H
05	Bass Drum Analog L
SNARE DRUM	
06	Side Stick
07	Snare M
08	Snare H Hard
09	Snare Drum Rock L
10	SD Rock Rim
11	Analog Rim Shot
12	Analog Snare 1
13	Analog Snare H
HI-HAT	
14	Hi-Hat Closed/ Hi Hat Open
15	Hi-Hat Pedal
16	Analog HH Closed 1
17	Analog HH-Open
TOM	
18	Floor Tom L
19	Low Tom
20	Mid Tom L
21	High Tom

No.	Name
CRASH	
22	Crash Cymbal 1
23	Analog Cymbal
RIDE	
24	Ride Cymbal 1
PERCUSSION	
25	Metronome Click
26	Metronome Bell
27	Hand Clap
28	Tambourine
29	Cowbell
30	Hi Bango
31	Low Bango
32	Conga H Open
33	Conga L
34	Timbale H
35	Cabasa
36	Maracas
37	Claves
38	Triangle Open
39	Triangle Mute
40	Analog Cowbell

2. Effect Voice List

No.	Name
41	One
42	Two
43	Three
44	Four
45	OK
46	Good
47	Very Good
48	Excellent
49	FX
50	BLJ Trill

Appendix

3. Rhythm List

No.	Name
8 Beat	
01	8 Beat
02	8 Beat Ballad
03	8 Beat Pop
04	8 Beat Rock
05	Rock 1
06	Rock 2
07	Hard Rock
08	Heavy Metal 1
09	Heavy Metal 2
16 Beat	
10	16 Beat
11	16 Beat Ballad
12	16 Beat Pop
13	16 Beat Funk
Funk	
14	Funk
15	Funk Pop
16	Blues Funk
Dance	
17	Pop Dance
18	Disco
19	Hourse
20	Hip-Hop
21	Rap
22	Shuffle
23	Slow Rock
24	Soul

No.	Name
Jazz	
25	Cool Jazz
26	Jazz Swing
27	Blues 1
28	Blues 2
29	Fusion 1
30	Fusion 2
31	Bounce
Latin	
32	Reggae 1
33	Reggae 2
34	Bossa Nova
35	Sambe
36	Latin Rock
37	Cha-Cha
38	Mambo
39	Rhumba
Country	
40	Country
41	Country Rock
March & Waltz	
42	March
43	Polka
44	Waltz 1
45	Waltz 2
Sound Effect	
46	SFX 1
47	SFX 2
48	SFX 3
49	SFX 4
50	SFX 5