OMNICHORD

OPERATION MANUAL

MODELS: OM-250m and OM-150

OM-250m

OM-150

SUZUKI
CORPORATION

INTRODUCTION

ENTER THE 90'S WITH THE ALL NEW OMNICHORDS!

The all new Omnichords (models OM-150 and OM-250m) by Suzuki make it possible for you to sound like a pro, even if you've never played before.

These electronic digital musicomputers provide you with the ultimate combination of musical instruments in a light weight, 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-250m 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 new MIDI feature allows the sophisticated musician to expand the Omnichord's capability by connecting the OM-250m to a computer, synthesizer or any MIDI device for spectacular performance and recording applications.

This operation manual contains easy to follow, step-by-step explanations to all Omnichord functions. Read the manual carefully in order to fully utilize the potential of these exciting new instruments. In just a few minutes, you'll be discovering the hidden musician in you! . . . Imagine the music!

SUZUKI
CORPORATION

CONTENTS

CONTROL POSITIONS & FUNCTIONS

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 DEMO

10 VOICE SELECTOR SHIFT
11 VOICE SELECTORS

RHYTHMS

12 DRUM START
13 RHYTHM TEMPO
14 RHYTHM VOLUME
15 RHYTHM SELECTOR SHIFT
16 RHYTHM SELECTORS

CHORD MODE

17 CHORD PLUS/AUTO CHORD
18 MANUAL CHORD
19 CHORD VOLUME
20 CHORD BUTTONS

SIDE
VIEW

BOTTOM
VIEW

3
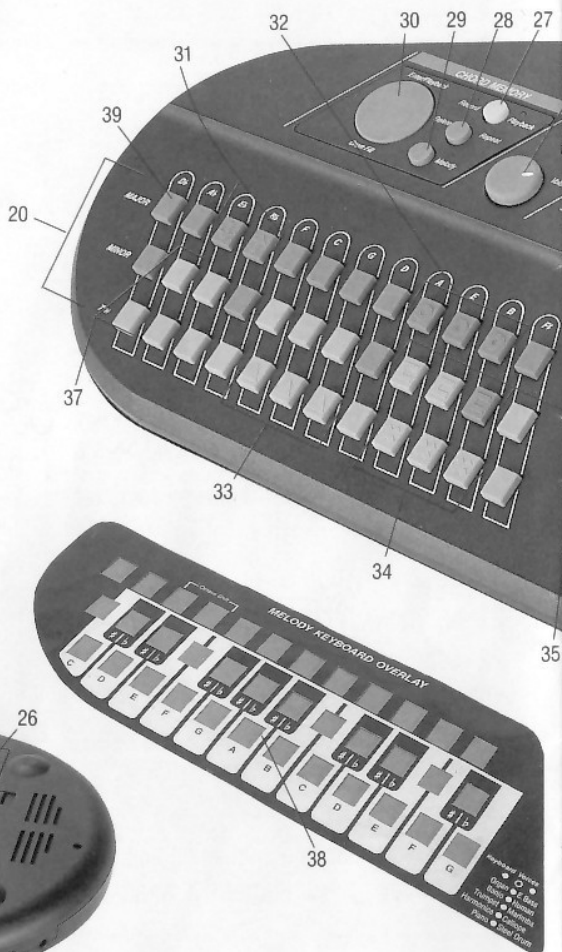
SIDE VIEW

21 ¼" OUTPUT/HEADPHONE JACK
22 12V DC INPUT JACK—Optional A/C adapter jack

BOTTOM VIEW

24 TUNING CONTROL
25 SERIAL NUMBER PLATE
26 BATTERY DOOR

OM-250m (Only)

23 FOOTSWITCH JACK (Optional chord memory switch)
27 RECORD/PLAYBACK—Mode setting
28 DELETE/REPEAT—Recorded song plays again/ backspace for correction

OM-250m (Only)

29 MELODY KEYBOARD ON/OFF
30 ENTER/PLAYBACK—1 finger chord play/enter chords to memory & Drum Fill (memory off)
31 OCTAVE/UP-OCTAVE DOWN (Melody Keyboard)
32 INTRO/END BUTTONS
33 TRANSPOSE BUTTONS
34 SKIP BUTTONS
35 CLEAR MEMORY BUTTONS
36 MIDI OUTPUT JACK
37 MELODY KEYBOARD
38 MELODY KEYBOARD OVERLAY
**39** DRUM FILL (Memory on only)

SET-UP

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

BATTERY INSTALLATION

Your Omnichord comes complete with 8 batteries (size C, or SUM-2, or R-14). It is ready to use right from the shipping carton without any assembly. Follow these simple instructions to correctly load the instrument with batteries:
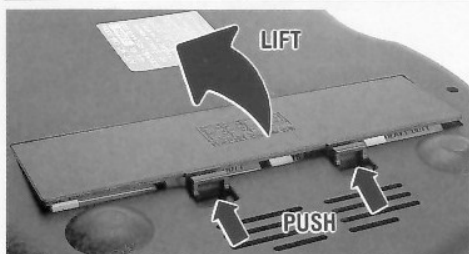
1 Turn the Omnichord over. Pull back on the 2 plastic tabs and remove the battery door.

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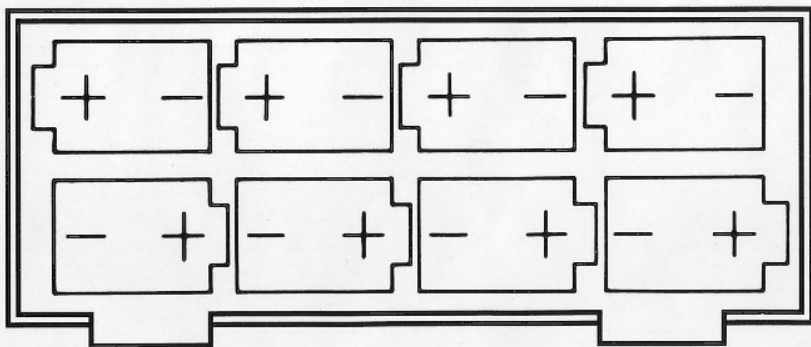
NOTE: For best results, remove the clear protective membrane covering the SonicStrings Strumplate.

DEMO

The Omnichord has a built-in demo feature to familiarize you to the rhythms, strum & melody voices of your Omnichord. To hear the demo, simply turn the instrument on and press the DEMO (#9) button.

NOTE: **When the demo is playing you may strum the Strumplate, adjust the master volume, switch the chord-plus feature on/off, (and use the drum-fill button — OM-250m only). All other controls are disabled during demo play.**

PRECAUTIONS

DOS AND DON'TS TO MAKE YOUR OMNICHORD LAST A LIFETIME!

Omnichords are unique musical instruments that allow anyone to make music instantly. This is accomplished by the use of a digital microprocessor which translates your commands into the language of music. All solid state components have been used in the electronic section of your Omnichord which is protected by an unbreakable ABS plastic case. With a minimum of care, this product will provide years of dependable operation. Completely portable and always perfectly in tune, Omnichord goes anywhere the fun is. But no matter where you take Omnichord, always observe these important precautions:

AVOID DIRECT HEAT!
Never leave your instrument near extreme heat or in the direct rays of sunlight. Keep away from radiators, heaters or the back window ledge of your car.

KEEP YOUR OMNICHORD DRY!
Do not use your Omnichord near moisture or place liquids on top of, or near your instrument. If liquid is spilled inside the instrument, it will require extensive repairs.

DON'T USE SOLVENTS OR ABRASIVES!
To clean the cabinet, buttons or touchplate, use a soft, damp cloth. Gently wipe the surface of fingerprints, dust or dirt. Do not use solvents such as benzine or any abrasive cleaners. They will permanently damage the finish.

PROTECT THE POWER SOURCE!
When not in use, turn your Omnichord off. This will not only prolong the battery life but reduce wear on all the electronic components.

LONG STORAGE
For prolonged storage of your Omnichord (30 days or more), it is advisable to remove the batteries. This will prevent battery leakage and subsequent damage to the electronics.

USE ONLY SUZUKI POWER ADAPTERS
Your Omnichord is designed to operate with batteries or the optional A/C adapter (only Model OCA-7). Do not plug into any 12 Volt power source such as the cigarette lighter in your car. This will seriously damage the electronic components and void your warranty. If you require 12V operation, use the optional Model OCD-7 adapter only.

DON'T DISASSEMBLE YOUR OMNICHORD!
To avoid shock, never open the instrument. If service is needed, contact your Authorized Suzuki Musical Instrument Dealer for repair and parts. Opening the instrument will also void the warranty.

ONE FINGER CHORD PLAY

MAJOR • MINOR • 7TH CHORDS • INSTANT OFF

The Omnichord is capable of playing up to 84 different chord combina-
tions. These chords are played by pressing the 36 softouch chord but-
tons with either 1, 2 or 3 fingers. This section explains the simple one
finger play. By using only one finger, you can play major, minor or
seventh chords in any key. We are picturing the OM-250m in this
manual. However, the OM-150 functions identically to the OM-250m.
Features unique to the OM-250m begin on page 14.

CONTROL SET-UP

Begin by turning all of the rotary control knobs off (counter clockwise). Now set-up the
Omnichord as follows:

1 POWER BUTTON—Depress the POWER button to turn the Omnichord on. The red indicator
lights will glow showing the functions activated (i.e., auto bass, chord hold, left rhythm bank
and the left voice bank).

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—Off. Now push the MANUAL CHORD button in the Chord Mode section
to on (LED will light).

5 PUSH A CHORD BUTTON—With your left hand, push any of the 36 softouch chord buttons
and your selected chord will sound. To accompany
yourself with the Omnichord in this mode, simply
read the English chord symbols to your
favorite song and press the corres-
ponding chord button on the
Omnichord. Sing along and
change chords as your
music progresses.

INSTANT OFF

Omnichord is equipped with an Instant Off button. If
you wish to stop the chord sound, touch the INSTANT
OFF. This feature becomes necessary during a pause
or at the end of a song. It will immediately shut off
the chord sound without having to turn off the instru-
ment power. To reactivate the sound, simply push
any chord button again.
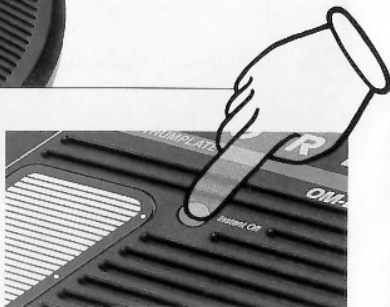
MULTI-FINGER CHORD PLAY

MAJOR 7TH • MINOR 7TH
## AUGMENTED • DIMINISHED CHORDS

The chord section of the Omnichord is capable of playing more complex chord progressions, including Major 7th, Minor 7th, Augmented and Diminished chords. To play these chords, you will push two or three chord buttons simultaneously. The Omnichord controls are set up exactly the same as described on the previous page. Do not change the settings.

1 MAJOR 7TH CHORD—Select a key. (Dd,Ab,Eb,Bb,F,C,G,D,A,E,B, or F#). Press the MAJOR and 7th chord buttons together (top and bottom rows). This will produce a Major 7th chord. For example, if your music calls for a Bb Major 7th chord, you would press the chord buttons as shown here:
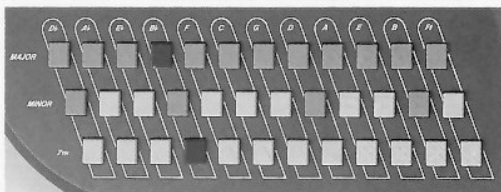
(Bb Maj 7)

2 MINOR 7TH CHORD—Select a key. Press the MINOR and 7th chord buttons together (middle and bottom rows). This will produce a Minor 7th chord. For example, if your music calls for an F Min 7 chord, you would press the chord buttons as shown here:
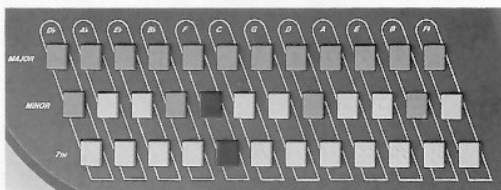
(F Min 7)

3 AUGMENTED CHORD—Select a key. Press the MAJOR, MINOR and 7th chord buttons together (top, middle and bottom rows). This will produce an augmented chord. For example, if your music calls for an A augmented chord, you would push the chord buttons as shown here:
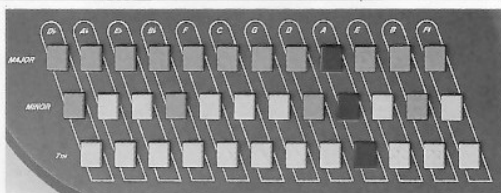
(A aug)

4 DIMINISHED CHORD—Select a key. Press the MAJOR and MINOR chord buttons together (top and middle rows). This will produce a diminished chord. For example, if your music calls for a G diminished chord, you would push the chord buttons as shown here:
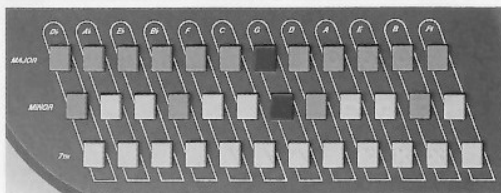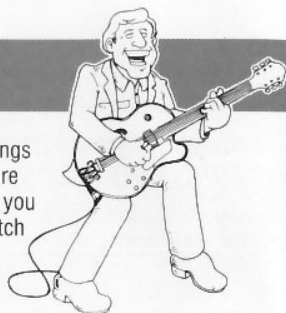
(G dim)

8

STRUMPLATE *SET-UP & PLAY*

The Omnichord is equipped with a unique feature called a SonicStrings Strumplate. The SonicStrings are electronically charged and therefore respond instantly to the touch of your fingers. The SonicStrings let you actually strum four octaves of your pre-selected chord in perfect pitch without the use of any strings to tune or break! Now you can add depth and true musical expression to every song you play.

To play the Omnichord just like a guitar using the SonicStrings Strumplate, set all the controls as described in the One Finger Chord Play section. Now follow these simple steps:

1 CHORD VOLUME – Turn the VOLUME in the Chord Mode section counter-clockwise (off).

2 RHYTHM VOLUME – Turn the VOLUME in the Rhythm section counter-clockwise (off).

3 VOICE VOLUME – Turn the VOLUME in the Voice Section to 3 o'clock or as desired.

4 VOICE SELECT – Select any of the 10 voices in the Voice Section.

5 VOICE SUSTAIN – Set the SUSTAIN knob in the Voice Section to 3 o'clock or as desired.

6 Press any chord button with your left hand, then strum the SonicStrings Strumplate gently starting from bottom to top with your right finger or thumb.
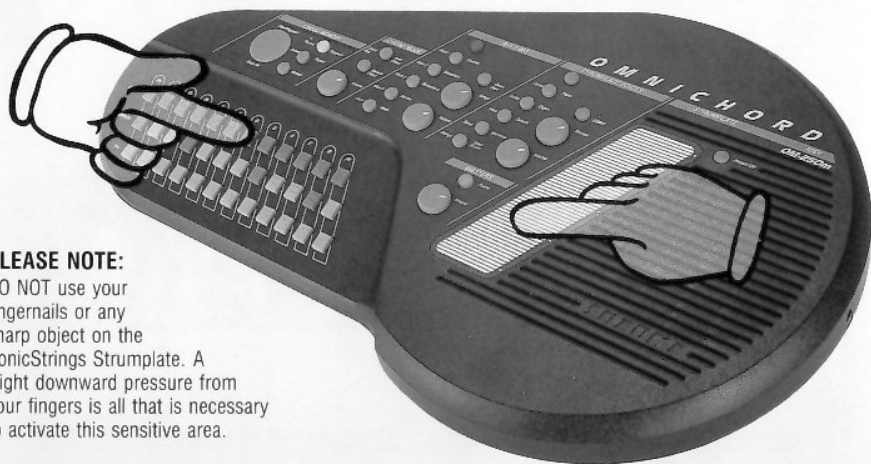
PLEASE NOTE:
DO NOT use your fingernails or any sharp object on the SonicStrings Strumplate. A slight downward pressure from your fingers is all that is necessary to activate this sensitive area.

ADDITIONAL EFFECTS

1 SONICSTRINGS VOICES – The Omnichord offers a choice of 10 different SonicString Voices. The voice names are listed to the right and left of the select buttons. The LED indicators next to the voice shift button (#10) indicate which voice bank is active. To change from left to right voice banks, simply press the voice shift button.
Try each of the 10 SonicString Voices. Press any chord button. Strum the SonicStrings to hear the voice you have selected.

9

STRUMPLATE *PLAYING TECHNIQUES*

The SonicStrings Strumplate is automatically set-up to play the correct chord progression. But just like a guitar, there are many different ways to strum your chord. There is no correct way because you determine what method of play sounds best for each individual song. Here are some interesting techniques to try:
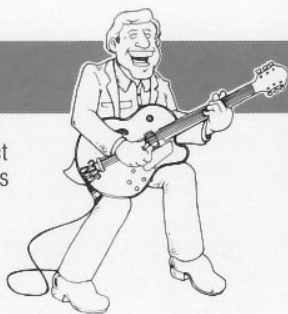
1 SLIDE PLAY—Set the sustain control in the VOICE SECTION to 3 o'clock and push a chord button. Then simply run your finger or thumb from the bottom of the strumplate all the way to the top. Now try the same slide but place two fingers on the strumplate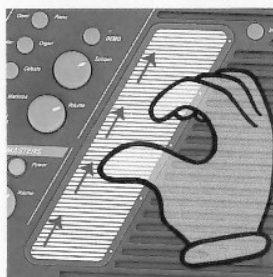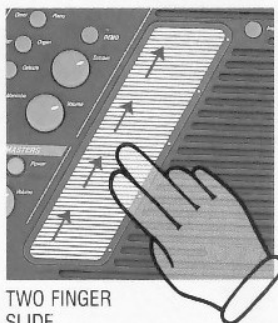 at once. Now try three. The more surface area you cover with your fingers, the fuller the chord sound becomes. Of course, you can also strum from top to bottom, experiment.

THUMB STROKE

TWO FINGER SLIDE
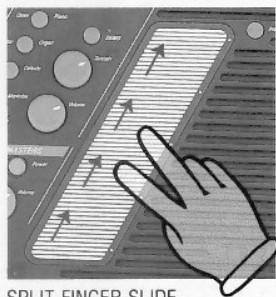
SPLIT FINGER SLIDE

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.
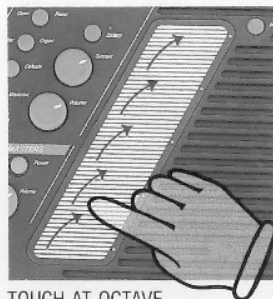
TOUCH AT OCTAVE INDICATORS USING ONE FINGER ONLY
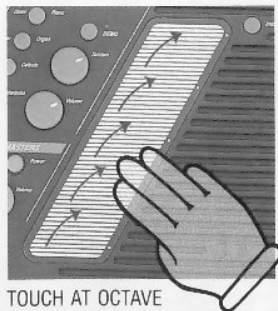
TOUCH AT OCTAVE INDICATORS USING THREE FINGERS
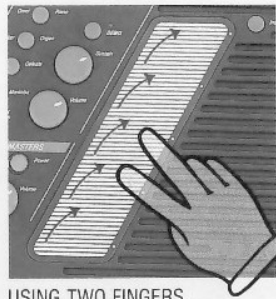
USING TWO FINGERS, DANCE UP THE STRUMPLATE

The SonicStrings Strumplate is one of the unique features that make your Omnichord so much fun to play. So experiment for yourself to find other playing possibilities. And most importantly, have a good time!

COMBINATION PLAY

We have learned how to play the chord section and the SonicStrings of the Omnichord individually. Now we'll combine the two for a rich, full background sound. Your settings should remain the same as described in the previous section.

TO COMBINE CHORD AND SONICSTRINGS SECTIONS

Simply turn the VOLUME in the Chord Section to about 3 o'clock. Depress the MANUAL CHORD button in the chord mode section, then press any chord button (A) and strum the SonicStrings Strumplate (B).
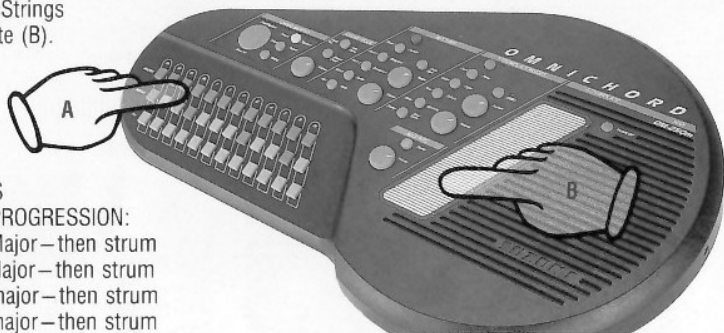
TRY THIS
CHORD PROGRESSION:
Push C Major—then strum
Push F Major—then strum
Push G major—then strum
Push C major—then strum

REMEMBER: Each section, chord and SonicStrings has its own individual volume controls so you can emphasize either section as desired. Also, the SonicStrings has a sustain control. Try them all!

AUTO CHORD

TO ADD THE WALKING BASS LINE

1 Select one of the 10 different rhythms and press that button down.

2 Turn on the AUTO CHORD button in the Chord Mode section (indicator light on).
NOTE: This function is engaged automatically when you turn your Omnichord on.

3 Push a chord button and the auto chord and walking bass line is automatically added to any chord you choose. Try all the different rhythms to alter the bass pattern. Turn the TEMPO knob to the right for a faster speed or to the left for a slower speed. Now strum the SonicStrings in time with the walking bass beat!
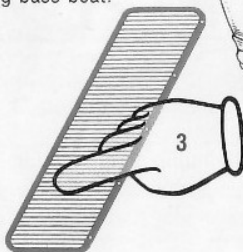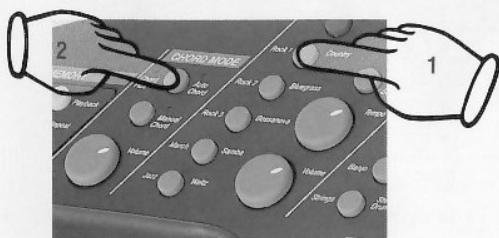
DRUMS

USING THE RHYTHM SECTION

You are now ready to add the drums to complete
the background chords, SonicStrings and bass patterns
we have demonstrated so far. To add the drums simply
turn the VOLUME knob in the Rhythm section clockwise.
The farther clockwise the knob is turned, the louder the drums will
sound. Push any chord button and the completed chord, bass and
drums accompaniment will play. Add the
SonicStrings portion by strumming.
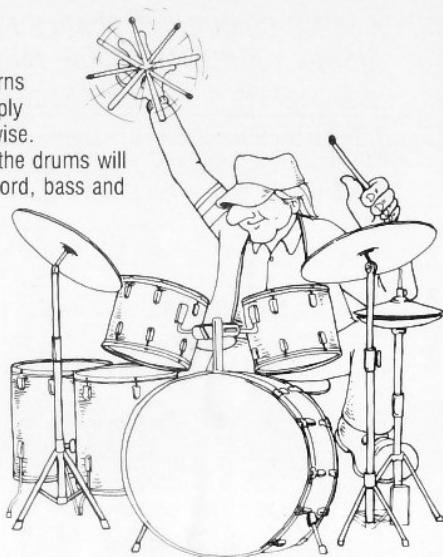
CREATING DRUM INTRODUCTIONS

CREATING A DRUM ONLY INTRODUCTION WITH:

1 FADE-IN CHORD & BASS—Using the Chord Mode section turn the VOLUME off. Push your
selected chord button and the drum intro will sound. Then turn the Chord Volume clockwise to
fade in your chords and walking bass.

2 INSTANT CHORD & BASS ADDITION—Preset the desired rhythm, tempo, voicing and volumes
for your song. Press the DRUM START button in the Rhythm section for drum only intro. Push
your first chord button to begin the chord & bass accompaniment.

3 CHORDS & DRUMS—To start a song with drums and manual chord control only, simply
press the MANUAL CHORD button in the Chord Mode section (LED will light). Push any chord
button. You will hear the drums start and the selected chord will sound once each time the
chord button is pressed. To strum the SonicStrings in this mode, the selected chord button
must be held down. This is a great feature for simple introductions or for waiting until a group
is ready to begin a song.

To bring in the walking bass, the AutoChord button must be pressed (LED will light), then
press the first chord button of the song and full walking bass accompaniment will commence.

4 CHORD-PLUS—The Omnichord has a Chord-Plus feature that enhances the accompaniment.
To activate the Chord-Plus feature simply push the green button in the CHORD MODE section
and the Chord-Plus LED will light and provide an enhanced accompaniment. Each push of the
green button will switch the Omnichord from standard auto-chord mode to Chord-Plus, and
then back again to standard auto-chord mode.

This feature is very useful for differentiating between the main song body and the bridge of
the song without changing the rhythm. Try each rhythm pattern with and without Chord-Plus
to hear how the accompaniment can be changed.

A SONG COMBINING SIMPLE FUNCTIONS
(USING 1 FINGER, MAJOR, MINOR AND SEVENTH CHORDS)

To play the following demonstration song, set up the Omnichord by following these simple steps:

1 Press the POWER button in Masters section.

2 Set the VOLUME in the Masters section at 3 o'clock.

3 Set the VOLUME in the Voice section at 12 o'clock.

4 Set the SUSTAIN in the Voice section at 3 o'clock.

5 Set the VOLUME in the Chord Mode section at 3 o'clock.

6 Depress the MARCH button in the Rhythm section.

7 Set the TEMPO in the Rhythm section at about 8 o'clock. (Increase the speed as desired after you have played the song a few times.)

8 Set the VOLUME in the Rhythm section knob at 12 o'clock.

Now you are ready to begin the song. The first chord is "C". Push the C chord button in the major or top row. (The chord symbol for a major chord is not printed 'C MAJOR'. It is printed just 'C'. Anytime you see a chord without any further designation after it, you will play a Major chord.)

When you push the C chord button, all the background instruments will begin to play. Now sing the words to the song as you change chords and strum the SonicStrings Strumplate every time a new chord symbol appears. Every time you press another chord button, the bass pattern and SonicStrings will automatically be programmed to play your selected chord. When the song is over, push the INSTANT OFF button to stop all the sound.

WHEN THE SAINTS GO MARCHING IN

   C
Oh when the Saints _____ go march—ing in, _____

                                 G7
____ Oh when the Saints _____ go march—ing in, _____

C   **C7**   **F**
Oh I want to be in that number _____

      C   **F**   **G7 C**
____ when the Saints go march — ing in. _____

NOTE: This completes the manual for the Omnichord OM-150. The following pages 14 to 22 relate to the more advanced Omnichord OM-250m only. Take a look at page 26 on for great Omnichord Accessories and Order Form.

MEMORY PROGRAMMING

The Omnichord is equipped with a programmable chord memory. This feature has two purposes. First, it allows you to pre-program or record the chords of a song into the memory for one finger playback. You can now change chords as fast and easy as pushing a single button. Second, when you are playing a pre-recorded song from memory, it is very easy to strum the SonicStrings Strumplate because you no longer have to read the music and hunt for the chord symbols on the Omnichord. Add depth and true musical expression to any song with the SonicStrings Strumplate.

TO PROGRAM A SONG INTO CHORD MEMORY

1 Depress the RECORD/PLAYBACK button in the Chord Memory Section.
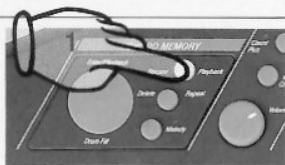
2 MEMORY CLEAR: ⊏⊏⊏

Depress the three ⊏ buttons (#35) located in the Chord Section simultaneously. This will completely clear the memory of any chords. Press the three ⊏ buttons anytime to clear the memory of all chords.
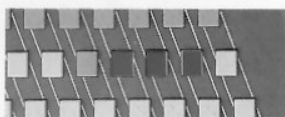
3 Set the VOICE volume at 12 o'clock.

IMPORTANT: The chord memory has a capacity of 120 different chords. If you input the 121st chord, the memory will beep to signify that you have exceeded the memory capacity. When this occurs, you can either clear the memory and start over, or push the delete button to back-up over programmed chords to change the sequence to 120 chords or less.

4 Now you are ready to enter the chords of a song to memory. Read the chord symbols of your selected song. Press the corresponding chord button on the Omnichord and your chord will play.

5 Next, press the ENTER/PLAYBACK button and the chord will stop. The chord is now in memory. Continue this process until all the chords of your song are in memory.

NOTE: If you push the wrong chord button, it is not yet entered to the memory until you push the ENTER/PLAYBACK button. Simply correct the chord by pushing the correct chord button. Then press the ENTER/PLAYBACK button to enter the chord to memory.

MEMORY LOSS

Songs recorded into the MEMORY of the Omnichord will remain in the memory as long as:

1 The instrument is plugged into the A/C power source and the A/C adapter is plugged into a wall socket, OR The instrument has batteries installed.

2 You will lose all memory storage if you unplug the Omnichord from the wall without batteries installed, or remove the batteries.

14

CHORD MEMORY PLAYBACK

MEMORY PLAYBACK: You now have your song's chords programmed into the memory. To play back the entered chords and play back your songs:

1 Depress the RECORD/PLAYBACK button in the chord memory section so that the indicator light is lit over PLAYBACK.

2 Press the ENTER/PLAYBACK button in the chord memory section and your first chord will automatically play.

3 Choose the rhythm pattern, tempo and volume level of all the accompaniment instruments you wish to use for this song. Then press the Repeat/Delete button to return to the beginning of your chords again.
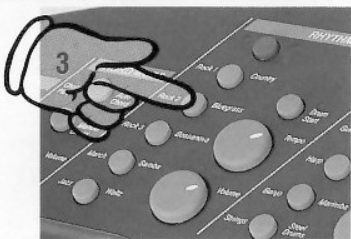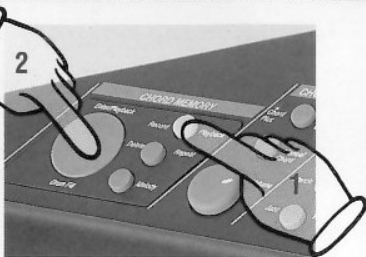
4 Begin your song and change chords by pressing the ENTER/PLAYBACK button as you follow the words and chord symbols. Each time you press ENTER/PLAYBACK, the next chord you programmed will play from the memory.

NOTE: If you miss a chord cue and wish to start over, simply press the DELETE/REPEAT button and begin again. To play only your selected chords without rhythm and bass, select Manual Chord and turn off the rhythm volume.
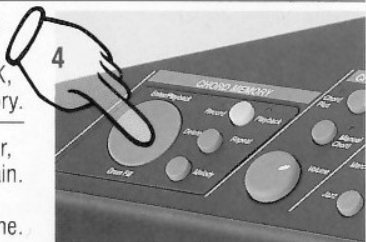
5 When your song is over, the drum pattern will continue until you touch the instant off button. If you wish to gradually fade the ending, simply turn the VOLUME knob in the Rhythm Section to the left or off.
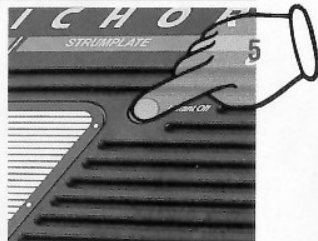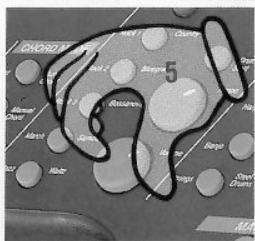
6 To repeat your entered song, press the DELETE/REPEAT button in the Chord Memory Section. A beep will be heard and the Omnichord is ready to start your song again. Press the ENTER/PLAYBACK button to begin the song.
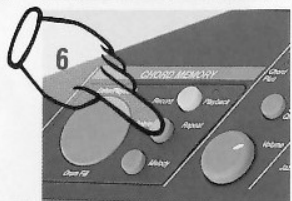
NOTE: When you are playing back your entered chords from memory, you can always change any section, volume or tempo of the Omnichord. For example, if you are playing a MARCH rhythm, simply press any other drum pattern and the Omnichord will automatically change the walking bass line and drum pattern. Let the first measure of your song play for a short time while you adjust the levels to your satisfaction.

FIXING MEMORY ERRORS

HOW TO CORRECT MISTAKES MADE WHEN PROGRAMMING THE MEMORY.

DELETE:

TO INSERT A CHORD—If you want to back-up over programmed chords to change the sequence or correct a mistake, simply press the delete button while in the programming mode. Each push will back over a programmed chord. When you reach the spot you wish to change, simply input the correct chord, then press the enter button and the new chord is locked in. Additionally, the chord you previously programmed will sound.

If you used the Delete feature to *insert* a forgotten chord, then press the enter button and the previously programmed chord(s) will again be locked into memory. Repeat this until you reach the end of the song, press playback and the memory programming is complete.

TO CHANGE A CHORD SEQUENCE

Press the delete button once for each chord you want to back over. When you reach the spot, choose the new chord and press enter. Then you will hear the previously programmed chord for that memory step. Choose a new chord and press enter. Continue in this fashion until finished.

If there are still chords sounding after your final chord is entered, simply press delete until each unwanted chord is eliminated.

SKIP: XXX

The skip feature is activated by pressing the three "X" symbols (#34) in the bottom or 7th A,E and B chord buttons simultaneously: Use this feature if:
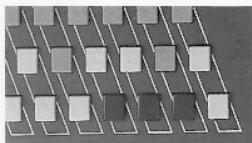
1 You are entering more than one song into the memory. You have entered one song to memory followed by two or three blank measures. Now you are ready to enter your second song. Before beginning, press the three "X" symbols. This will "MARK" the memory so you can return to this spot immediately without having to play all the way through the first song in memory. The REPEAT button will return you to the beginning of the memory. The three "X" symbols will skip to wherever they were entered in the memory during playback. NOTE: The three "X" symbols can only be used to mark the memory ONE TIME.

2 You are entering a song that has a second ending. Begin by entering all the song's chords to memory. When you arrive at the second ending, press the three "X" symbols to mark the memory and proceed to enter the second ending. During playback, push the three "X" symbols when you arrive at the first ending. This will cause the Omnichord to skip immediately to the second ending. See illustration below:

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

16

MELODY KEYBOARD WITH ONE FINGER CHORD MEMORY PLAYBACK

The Omnichord OM-250m is equipped with a chromatic melody keyboard that enables you to play the melody of a song. This keyboard is designated by the lighter key buttons in the middle and bottom row of the chord section. The keyboard begins with the note C through G as shown.
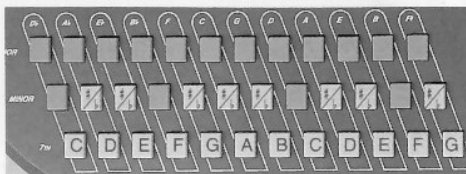
ACTIVATE THE MELODY KEYBOARD BY:

Pressing the MELODY button (indicator light) in the Chord Memory section, or by putting the MEMORY into the Playback mode. Now you have the choice of using the SonicStrings during playback or playing the Melody Line or both while the Omnichord provides all the background instruments.
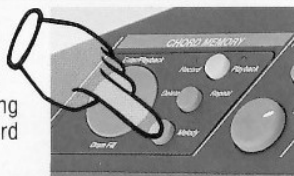
MELODY VOICES

The voice buttons in the strumplate voice section serve a dual purpose during memory playback.

1 Place the melody playback overlay on the instrument. Note that there are new voice names adjacent to the voice buttons. These are the MELODY KEYBOARD voices. During melody play, select the melody voice from the melody overlay.

2 When a melody voice is selected, a complimentary strumplate voice is automatically assigned to the strumplate. See chart below:

MELODY VOICE ASSIGNMENT

	MELODY	STRUMPLATE		MELODY	STRUMPLATE
1	ORGAN	OMNI	6	E. BASS	PIANO
2	BANJO	GUITAR	7	HUMAN VOICE	ORGAN
3	TRUMPET	HARP	8	VIBES	CELESTE
4	HARMONICA	BANJO	9	FLUTE	MARIMBA
5	PIANO	STRINGS	10	STEEL DRUM	STEEL DRUM

The following song will be used to demonstrate recording, playback and melody keyboard play. Set up the Omnichord following these simple steps:

1 POWER on.

2 Set the MASTER VOLUME at 3 o'clock.

3 Select the Piano Voice and set VOICE VOLUME at 3 o'clock, set VOICE SUSTAIN at 12 o'clock.

4 Set the CHORD VOLUME at 3 o'clock and KEYBOARD VOLUME at 5 o'clock.

5 In the CHORD MODE section press the AUTO CHORD on.

6 In the RHYTHM section, select the JAZZ rhythm.

7 Set RHYTHM TEMPO at about 8 o'clock or as desired.

8 Set RHYTHM VOLUME at 12 o'clock.

9 Put CHORD MEMORY section into RECORD mode.

10 Now record all the chords of the songs by reading the chord symbols, pressing the correct button in the chord section, and entering the chord using the ENTER/PLAYBACK button.

11 To playback, put the CHORD MEMORY into PLAYBACK mode and touch the ENTER/PLAYBACK to begin your background chords.

Play the melody with your right hand as you change the chords with your left. During a long note or pause in the melody, try strumming the SonicStrings with your right thumb or finger.

DEMONSTRATION SONG *INTERMEDIATE LEVEL*

I'D LIKE TO TEACH THE WORLD TO SING (In Perfect Harmony)
Words and Music by B. BACKER, B. DAVIS, R. COOK and R. GREENAWAY

MELODY KEYBOARD WITH OPTIONAL FOOTSWITCH CHORD PLAYBACK AND SONICSTRINGS STRUMMING

To fully utilize all the exciting instruments of the Omnichord OM-250m in combination, you will want to set up the instrument to playback the chords, bass and drum patterns, play the melody keyboard and strum the SonicStrings all at the same time. While this is not possible to do with only two hands, it can be easily accomplished with the use of the optional footswitch (model OFS-7). The footswitch is used in place of your left hand during 1 finger chord playback from memory. Now you can play the chords with your foot, the melody keyboard with your left hand and the SonicStrings with your right hand.

FOOTSWITCH JACK

The footswitch should be plugged into the Omnichord (in jack number 23) and placed on the floor under your left or right foot. It is activated by a slight downward pressure of your foot. Use either your toe or heel, whichever you find most comfortable. See set-up illustration.

The following demonstration song will show how to use all of Omnichord's features and functions with the use of the optional chord playback footswitch. Set the instrument levels the same as described on page 17 with these exceptions:

1 Select the PIANO Voice.

2 Select JAZZ in the RHYTHM section.

3 Record all the chords of the song into memory. When entering a chord, you can use either the ENTER/PLAYBACK button (if the footswitch is unplugged) or you can enter the chords by depressing the footswitch.

4 To play the song back, put the CHORD MEMORY into the PLAYBACK mode and press the footswitch to play back the first chord. Each time you press the footswitch, your next chord will play.

HINT:

Learn each part of any more advanced song slowly at first by practicing the melody and strumming. Turn off the AUTO BASS in the Chord Mode section. This will turn off the walking bass. Next turn the RHYTHM VOLUME knob all the way to the left or off. This will turn off the drum beats. Now, slowly play through the song by changing the chords with the footswitch, playing the melody with your left hand and strumming with your right. Add the rhythm sections back in after you have mastered the chord, melody, and strumming techniques.

SANTA CLAUS IS COMIN' TO TOWN

Words by HAVEN GILLESPIE: Music by J. FRED COOTS

You bet - ter watch out, you bet - ter not cry. Bet - ter not pout, I'm
mak - in' a list, and check-ing it twice. Gon - na find out who's

tell - ing you why: } San - ta Claus is com - in' to town. He's
naught-y and nice. }

He sees you when you're sleep - ing. He knows when you're a -

wake. He knows if you've been bad or good, so be good for good - ness

sake. Oh, you bet - ter watch out, you bet - ter not cry. Bet - ter not pout, I'm

tell-ing you why: San - ta Claus is com - ing to town. _____

ADDITIONAL FEATURES

KEY TRANSPOSE • MELODY ONLY • OCTAVE UP/OCTAVE DOWN • DRUMS ONLY

TRANSPOSE FEATURE: ▲▲▲

This feature allows you to change the pitch of the entire chord section of the instrument. The transpose feature can be used for manual or chord memory play.

NOTE: The transpose feature effects only the chord section of the Omnichord, not the melody keyboard.

Follow these easy steps to change or transpose keys:

1 With the Omnichord power on, press the RECORD/PLAYBACK button in the chord memory section twice, the indicator light above "PLAYBACK" will light.

2 Simultaneously press and hold down all three triangle transpose buttons (#33). Now choose the new key you wish to transpose to and press the major chord button in the top row that corresponds to that key (i.e., if you wish to transpose to the key of "D," you would push the "D" Major chord button at this point), then simultaneously release all 3 transpose buttons (#33).

3 If you have already programmed chords into memory, simply push the enter/playback button (#30) in the chord memory section and your song will begin in the new key.

If you want to play in the manual mode in the new key, simply push the record/playback button in the chord memory section once more (both indicator lights off) and the instrument will be set to your new key for manual chord operation.

MELODY ONLY

The melody only feature is important if you wish to practice the melody line of a song without being distracted by the bass, drums and chords. To activate the melody keyboard only:

1 Push the POWER button on in the Masters section (indicator light on).

2 Turn the MELODY on in the Chord Memory section (indicator light on).

3 Press the INSTANT OFF button to stop the Drums. The Melody Keyboard is now a solo instrument.

NOTE: You can still assign any of 10 voices, to the Melody Keyboard in the Solo mode.

OCTAVE DOWN/OCTAVE UP ▼▲

This feature extends the range of the melody keyboard. The Octave down button is the Eb major button with the down arrow and the Octave up button is the Bb major button on the top row. This illustration shows the effective range of both controls.

DRUMS ONLY As an introduction to a song, or as a tag at the end of a song, you may want to have the drums only playing.

1 AT THE BEGINNING OF A SONG: Set up the controls as described on page 14. Now simply turn the CHORD VOLUME knob in the Chord Mode section all the way to the left or off. Now push any chord button. Only the drums will sound. Next, slowly turn the CHORD VOLUME knob slowly back to the right. The chord and bass patterns will slowly grow louder.

2 AT THE END OF A SONG: When playing back a song from memory, you can continue the drum pattern only if you push the ENTER/PLAYBACK button in the Chord Memory section after the last chord has played. The drum pattern only will play until you push the INSTANT OFF or until you reset the memory by pushing the DELETE/REPEAT button.

3 DRUM FILL—The OM-250m has a feature that lets you add a drum fill or solo as you desire. To use this feature during standard play, simply press the ENTER/PLAYBACK button and a drum fill will be heard.
   To use this feature during MEMORY Playback, press the Db Major chord button. (During memory playback the Enter/Playback button is used for chord advance, and the Db Major chord button is available because only the melody buttons are active in the main section.

PROGRAMMABLE INTRO & ENDING ●●●

The OM-250m has a feature that allows you to program an introduction and ending into the chord memory. This must be done as the first and last step of memory programming.

1 Begin by depressing the RECORD/PLAYBACK button the Chord Memory section.

2 Clear the chord memory (press CCC together).

3 Before you input the 1st chord press the OOO buttons together. (Do not press enter button.)

4 Select your 1st chord, press enter button and continue to program the song in the normal way.

5 Select the last chord, press enter, then press the OOO buttons together (Do not press enter). The song programming with intro and ending is now complete. Push the yellow playback button and you are ready for memory play of the new song.

NOTE: For the intro & ending feature to work, you MUST input the OOO before the 1st chord of the song and after the last chord of the song. If you do not do this, the intro & ending feature will not work.

PROGRAMMING DRUMS ONLY IN THE MEMORY

If you wish to enter a blank spot in the memory, simply press the ENTER/PLAYBACK button in the record mode without any chord sounding. This will enter a blank space in your song. If the DRUM VOLUME is on, "the drums only" will play. If you enter two different songs to memory, put a few blank measures between song 1 and song 2. This will give you time to change the rhythm or reset your balance controls.

TUNING CONTROL

The Omnichord is set at the factory for A=440 tuning and should never need adjustment for normal use. In the event that you want to play with say an out-of-tune piano, you may adjust the Omnichord tuning by rotating this control (#24) clockwise or counter-clockwise.

MIDI INTERFACE

The OM-250m is equipped with a MIDI out jack that can be connected to any MIDI device. This allows the player to use an external synthesizer, computer, sequencer or any MIDI device while playing the Ominchord in the normal way.

The MIDI feature can be used to assign the chords, strumplate, melody and walking bass functions to an external MIDI device voice source. You have the choice to assign any or all of the Omnichord's functions to MIDI and to combine the standard internal Omnichord sound with the external MIDI sound if desired.

1 With the Omnichord OM-250m and MIDI device power OFF, connect a MIDI cable (model RW-MIDI 10 or 20) to the Omnichord MIDI out jack (#36). Then connect the other MIDI cable end to the MIDI-IN jack of your MIDI device. When the connections are completed the Omnichord and MIDI device power switches can be set to ON.

2 When the Omnichord is played in this mode, the sound will be generated from the MIDI device, as well as the Omnichord. If you prefer the MIDI device sound only, simply set the Omnichord volume control for that function to minimum. If you wish to mix the internal Omnichord sound with the MIDI device, set the Omnichord's function volume controls to the level desired.

3 The Omnichord transmits MIDI signals in the MIDI OMNI mode, and on MIDI channels 1, 2 & 3. Your MIDI device can be set to receive some or all of the MIDI signals (channels). When the Omnichord is used with a MIDI device there are a number of sound options the player can choose from:

A. MIDI OMNI MODE: Set your MIDI device to receive in the OMNI mode. The MIDI device will receive the chords, strumplate, melody and walking bass and will assign all functions to the voice selected on the MIDI device.

B. MIDI CHANNEL MODE: Aditionally, the Omnichord OM-250m transmits on channels 1, 2 & 3 as follows:

MIDI ch 1 — Omnichord Strumplate only (or melody keyboard)
MIDI ch 2 — Chords only
MIDI ch 3 — Walking Bass only

For example, this multi-channel feature allows you to assign only the touchplate to your MIDI device while all other sound functions are generated in normal Omnichord voices, or to assign separate MIDI device voices to channels 1, 2 & 3. This offers the player an unlimited range of voice, chord, strumplate and bass voice combinations that are limited only by the player's imagination.

NOTE:
Since any MIDI sound is heard through the MIDI device amplifier, it is recommended that the Omnichord line-out jack also be connected to an external amplifier for a better balance of sound when using the MIDI function.

NOTE:
The rhythm (drum) patterns do not pass through the OM-250m MIDI jack. So the drums will be heard through the built-in Omnichord speaker, through the Omnichord line-out jack or can be set to 0 volume if drums are not desired for a particular song.

NOTES

ORDER FORM (Available in U.S.A. only)

Use this convenient Order Form. Choose from a complete selection of exciting accessories for your Omnichord. Enclose a check for the full amount, or if using a charge card, make sure you fill out the information below and sign your order. NO COD'S. California residents add appropriate sales tax. If your order is $20.00 or less, please add $3.00 for packing and handling charge. Mail your order to:
Suzuki Corporation, P.O. Box 261030, San Diego, CA 92196.

Ship to: _____

_____

_____

Bill to: _____

_____

_____ Date _____

CHARGECARD HOLDERS VISA MasterCard.

Date Expires _____

☐ VISA   ☐ MasterCard   ☐ Payment Enclosed

ACCT #

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Print Name _____

Signature _____

Model	Description	Price	Quantity	Total
OM-150	Omnichord	269.00		
OM-250m	Omnichord	329.00		
OCA-7	A/C Adapter	12.50		
OCD-7	12 Volt D/C Car Adapter	12.50		
OVP-7	Vinyl Carrying Case	24.50		
OMC-7	Hard Shell Plastic Carrying Case	49.50		
XGD-1	Stereo Headphones	19.50		
OMS-7	Adjustable Padded Strap	13.50		
OFS-7	Footswitch (OM-250m only)	26.50		
OMA-10	Ten Watt Power Amplifier and Speaker System	179.00		
OMA-20	Twenty Watt Power Amplifier and Speaker System	219.00		
OMM-2	High Impedance Microphone	49.00		
MPS-100	Adjustable Stand	79.00		
OS-7	"Omnichord Spoken Here" Songbook, 200 pages	19.95		
JFK-7	"Just For Kids" Songbook, 100 pages	12.95		
EF-7	"Enduring Faith" Songbook, 100 pages	12.95		
OC-7	"Omnichord Country" Songbook, 100 pages	12.95		
		SUB TOTAL		
		Cal. Res. add Sales Tax		
If your order is $20.00 or less, add $3.00 for packing and handling charge:			($3.00)	
		GRAND TOTAL		

PRICES AND SPECIFICATIONS SUBJECT TO CHANGE WITHOUT NOTICE

TEAR HERE

ACCESSORIES

Expand your Omnichord experience with these exciting accessories!
The prices indicated are available in U.S.A. only.

OCA-7	A/C Adapter	$12.50
OCD-7	D/C Car Adapter	12.50
OVP-7	Vinyl Carrying Bag	24.50
OMC-7	Hard Shell Plastic Carrying Case	49.50
OFS-7	Footswitch (OM-250m only)	26.50
OMS-7	Adjustable Padded Strap	13.50
MPS-100	Adjustable Stand	79.00
XGD-1	Stereo Headphones	19.50

SOUND REINFORCEMENT SYSTEMS

OMA-10	Ten Watt Amp & Speaker System	$179.00
OMA-20	Twenty Watt Amp & Speaker System	219.00
OMM-2	High Impedance Microphone	49.00

OMNICHORD SONGBOOKS

OS-7	"Omnichord Spoken Here" Songbook, 200 pages	$19.95
JFK-7	"Just For Kids" Songbook, 100 pages	12.95
EF-7	"Enduring Faith" Songbook, 100 pages	12.95
OC-7	"Omnichord Country" Songbook, 100 pages	12.95

VISA & Mastercard holders can order Omnichords and Accessories direct from Suzuki

Toll Free! 1·800·854·1594
(Available in U.S.A. only.)

26

SPECIFICATIONS

	MODEL OM-150	MODEL OM-250M
Strumplate Voices	Omnichord, Guitar, Harp, Banjo, Strings, Piano, Organ, Celeste, Marimba, Steel Drums	
Strumplate Range	4 Octaves	
Chord Buttons	36 Softouch Buttons, 84 Chords, Major, Minor, 7th, Major 7th, Minor 7th, Augmented & Diminished	
Rhythms	Rock-1, Rock 2, Rock 3, March, Jazz, Country, Bluegrass, Bossanova, Samba & Waltz	
Variable Controls	Master Volume, Strumplate Volume, Strumplate Sustain, Rhythm Volume, Rhythm Tempo, Chord Volume & Tuning	
Button Controls	Master On/Off, Demo, Strumplate Voices, Rhythms, Drum Start, Chord Plus, Manual Chord, Instant Off	Memory Record/Playback, Melody Enter/Playback, Drum Fill
Chord Memory Functions		Record/Playback, Delete/Repeat, Enter/Playback, Memory Clear, Skip, Intro/Ending, 120 Chord Capacity
Other Functions		Drum Fill, Transpose, Midi Out, Keyboard Octave Shift — Range C-G^2
Melody Keyboard Voices		Organ, Banjo, Trumpet, Harmonica, Piano, Electric Bass, Human Voice, Marimba, Calliope, Steel Drums
Tuning	±30 cents	
Power Output & Speaker	7 Watts, Speaker: 3½″ , 8 ohm	
Jacks	AC Power In, ¼″ Lineout/Headphone	AC Power In, ¼″ Lineout/Headphone, Footswitch, Midi Out
Power Requirements	12 Volts DC, 8 "C" Batteries or OCA-7 A/C Adapter: 12 Volts, 400MA, Neg Tip Polarity	
Dimensions	18⅞″ Long x 11¼″ Wide x 1¾″ Thick **Weight:** 3 lb. 9¼ oz.	

WARRANTY

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 a period of 90 days from the date of purchase, the Suzuki Corporation will pay the labor charges to repair the defective product. After this 90 day period, you must pay all labor charges.

2. In addition, the Suzuki Corporation will supply, at no charge, new or rebuilt replacements for defective parts for a period of 1 year from the date of purchase.

In the event repairs are needed, the original purchaser will return the product to an Authorized Suzuki Retail Center **with proof of purchase.** The dealer will then repair the product or return to the Suzuki distribution center in San Diego, California for repairs. Upon completion of the repair, the unit will be returned to the dealer freight pre-paid. This warranty will not apply to this product if it has been misused, abused or altered. This warranty is void if the product is opened. Without limiting the foregoing, bending, dropping of unit, or visible cracks and/or scratches are presumed to be defects resulting from misuse or abuse.

Neither this warranty nor any other warranty expressed or implied, including implied warranties of merchantability, shall extend beyond the warranty period. No responsibility is assumed for any incidental or consequential damages.

In the United States Contact: Suzuki Corporation
San Diego Distribution Center. P.O. Box 261030, San Diego, California 92196
All Other Countries Contact: Original retailer where product was purchased for additional warranty details.

🅢 𝓢𝓤𝓩𝓤𝓚𝓘 CORPORATION

🅢 SUZUKI MUSICAL INST. MFG. CO., LTD.   HAMAMATSU, JAPAN.