ALL IN ONE!

TRANSFORM THE LANDSCAPE OF MUSIC INTO NEW DIMENSIONS OF FUN AND EXCITEMENT THROUGH THE OMNICHORD SYSTEM TWO EXPERIENCE!

The all new OMNICHORD SYSTEM TWO by Suzuki makes it possible for you to sound like a pro, even if you’ve never played before.

This electronic musiccomputer provides you with the ultimate combination of musical instruments in a lightweight, portable and dynamic sounding package never before available.

Advanced microtechnology allows you to program all the background chords, rhythms, bass and drums to your favorite songs without knowing one note from another. And, as the background is played back automatically, you can add the melody line. The new Omnichord System Two 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 songs correct chord progression—just like a guitar! All of Omnichords functions can be used individually or in exciting combinations. There’s no end to the music you can make!

This operation manual contains easy-to-follow, step-by-step explanations to all of your Omnichord System Two functions. Read them carefully in order to fully utilize the potential of this exciting new instrument. In just a few minutes, you’ll be playing GUITARORGANPIANOABBASSDRUMS all at the same time—Imagine the music!

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

Omnichord System Two is a unique musical instrument that allows anyone to make music instantly. This is accomplished by the use of a 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:

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

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.

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.

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

Your Omnichord is designed to operate with batteries or the optional A/C adapter. 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.

To avoid electrical 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.
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 preparation or assembly. It is recommended that you use alkaline batteries, not zinc, to avoid battery leakage. Follow these simple instructions to correctly load the instrument with batteries:

1. Turn the Omnichord over. Use a small screwdriver or coin to unscrew and remove the battery door:

2. Next, to aid battery replacement, place strap across the battery compartment as shown:

3. 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.
MAJOR • MINOR • SEVENTH CHORDS

The Omnichord System Two is capable of playing up to 84 different chord combinations. These chords are played by pressing the 36 softouch chord buttons 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.

Begin by placing all the control buttons in the UP position. Now set-up the Omnichord by following these steps:

1. Depress the POWER button to turn on the instrument. The red indicator light will glow.
2. Depress the PLAYBACK/RECORD button located in the Chord Memory Interface section.
3. Set the MASTER VOLUME about 12 o'clock or as desired.
4. Set the CHORD VOLUME about 3 o'clock or as desired.
5. Set the RHYTHM VOLUME all the way to the left or off.
6. Using your left hand, depress any of the 36 softouch chord buttons and your selected chord will play.

To accompany yourself with the Omnichord in this mode, simply read the English chord symbols to your favorite song and press the corresponding chord button on the Omnichord. Sing along and change chords as the music continues.

Omnichord is equipped with an INSTANT OFF control. If you wish to stop the chord sound, touch the INSTANT OFF area. 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 instrument power. To reactivate the sound, simply push any chord button again.
MAJOR SEVENTH • MINOR SEVENTH
AUGMENTED • DIMINISHED CHORDS

The chord section of the Omnichord System Two 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. To play a 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. To play a 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# Minor 7th chord, you would press the chord buttons as shown here:

   (F# Min 7)

3. To play an 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. To play a 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)

TO REVIEW BRIEFLY

MAJOR 7th CHORDS: Any top & bottom row chord button pushed together in the same key.
MINOR 7th CHORDS: Any middle and bottom row chord pushed together in the same key.
AUGMENTED CHORDS: Any top, middle and bottom row chord button pushed together in the same key.
DIMINISHED CHORDS: Any top and middle row chord button pushed together in the same key.

These chord combinations together with the one finger play chords will produce 84 different chord combinations so that you can accompany yourself to almost all of your favorite songs in the organ mode. Next, we will learn how to add the guitar, bass and drum patterns to your selected chords.
SONICSTRINGS STRUMPLATE SET-UP AND PLAY

The Omnichord System Two 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 Organ section. Now follow these simple steps:

1. Turn the CHORD VOLUME knob all the way to the left or off.
2. Set the SONICSTRINGS VOICE 2 (inner knob) to 3 o'clock or as desired. The outer knob and voice should be all the way to the left, or off.
3. Set the SONICSTRINGS SUSTAIN knob to about 3 o'clock or as desired.
4. 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. MULTIPLE SONICSTRINGS VOICES: Turn the SONICSTRINGS VOICE 2 all the way to the left or off (inner knob). Turn VOICE 1 (outer knob) to about 3 o'clock. Push a chord button and strum the SonicStrings Strumplate again. Notice that voice number 1 has a wavy or vibrato effect. Both Voice 1 and Voice 2 can be used together to produce unlimited sound variations on the SonicStrings Strumplate.

For example, turn both Voice 1 and Voice 2 to about 12 o'clock. Push a chord button and strum the SonicStrings. Each voice knob also functions as a volume control for that voice. The exact sound effect can easily be controlled in this manner.

2. The SUSTAIN control will produce various degrees of lasting resonance or decay of the SonicStrings Strumplate. You can set this control as desired depending on the song you select. Try turning the SUSTAIN control all the way to the left or off. Push a chord button and strum the SonicStrings. A banjo like sound is now in effect.
PLAYING TECHNIQUES

The SonicStrings Strumplate is automatically set-up to play the correct chord progression of your pre-selected chord. 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 effects to try:

1. SLIDE PLAY — Set sustain 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.

2. TOUCH PLAY — Using the ball 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 from Voice 1 to Voice 2 and vary the sustain controls for many different sound variations.

The SonicStrings Strumplate is one of the unique features that make your Omnichord System Two 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 organ or chord section and the guitar section 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 organ section.

TO COMBINE ORGAN AND GUITAR SECTIONS
Simply turn the CHORD VOLUME knob to about 3 o'clock. 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:
that each section, organ and guitar has its own individual volume controls so you can emphasize either section as desired. Also, the SonicStrings has multiple voicing and sustain controls. Try them all!

BASS WALKING BASS LINE

TO ADD THE WALKING BASS LINE

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

2. Depress the auto bass sync button.

3. Push a chord button and the 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!
USING THE RHYTHM SECTION

You are now ready to add the drums to complete the background chords, guitar and bass patterns we have demonstrated so far. To add the drums simply turn the VOLUME knob in the Rhythm section to the right. The farther to the right 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 guitar portion by strumming the SonicStrings.

ADDITIONAL COMBINATIONS

The following instruments and combinations have been demonstrated so far:

1. Organ chords only
2. Guitar only
3. Organ/guitar combination
4. Organ/guitar/walking bass
5. Organ/guitar/walking bass/drum

CREATING A DRUM ONLY INTRODUCTION

You may wish to start a song with just a drum introduction. This can be done by simply turning off the CHORD VOLUME knob in the Level/Mode Selection area. Push any chord button, then turn this knob to the left. The SonicStrings Strumplate is still operational. When the song begins, turn the chord volume knob to the right to bring in the chords and walking bass sections.

CREATING A CHORD AND DRUM INTRODUCTION

To start a song with only the chords and drums playing, simply press the auto bass sync button in the rhythm section to the up position. Push any chord button. You will now hear only your selected chord and the drums. The SonicStrings Strumplate is operational. To bring in the walking bass line, simply depress the auto bass sync button.
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. Depress the POWER button in Master Control Section.
2. Set the VOLUME in the Master Control Section at 3 o'clock.
3. Set the SONICSTRINGS VOICE 1 & 2 at 12 o'clock.
4. Set the SONICSTRINGS SUSTAIN at 3 o'clock.
5. Set the CHORD VOLUME at 3 o'clock.
6. Depress the BLUE button and the MARCH button in the Rhythm section.
7. Depress the AUTO BASS SYNC button in the rhythm section.
8. Set the TEMPO knob at about 3 o'clock. (Increase the speed as desired after you have played the song a few times.)
9. Set the VOLUME knob at 12 o'clock.
10. Depress the PLAYBACK/RECORD button in the Chord Memory Interface section.

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. 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 is written. 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 area to stop all the sound.

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'ry 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
Follow ev'ry rainbow till you find your dream!
CHORD MEMORY INTERFACE  MEMORY PROGRAMMING

MEMORY PROGRAMMING

The Omnichord System Two is equipped with a full function programmable 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 THE CHORD MEMORY:

1. Depress the ON/OFF button in the Chord Memory Interface Section.
2. Depress the PLAYBACK/RECORD button so it is in the Down position.
3. Depress the three [C] buttons located in the Chord Section simultaneously. This will completely clear the memory of any chords. Press the three [C] buttons anytime to clear the memory of all chords.
4. Set the keyboard volume at 12 o'clock.

IMPORTANT:
The chord memory is capable of storing 51 different chords. If you enter 52 chords or more, a constant beeping sound will be heard. If this happens, simply depress the ON/OFF button twice. Then push the three [C] chord buttons simultaneously to clear the memory and start again.

5. 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.
6. Next, press the PLAYBACK/ENTER button. A beep will be heard 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 entered to the memory until you push the PLAYBACK/ENTER button. Simply correct the chord by pushing the correct chord button. Then press the PLAYBACK/ENTER 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
2. The instrument has battery power. You will lose all memory storage if you unplug the Omnichord from the wall and remove the batteries.
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 PLAYBACK/RECORD button in the chord memory interface section so that it is in the UP position.

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

3. Choose the bass line, drum pattern, tempo and volume level of all the accompaniment instruments you wish to use for this song.

4. Begin your song and change chords by pressing the PLAYBACK/ENTER button as you follow the words and chord symbols. Each time you press PLAYBACK/ENTER, 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 REPEAT/DELETE button and begin again.

5. When your song is over, the drum pattern will continue until you touch the instant off area in the strumplate section. 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 REPEAT/DELETE button in the Chord Interface Memory Section. A beep will be heard and the Omichord is ready to start your song again. Press the PLAYBACK/ENTER 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 Omichord. For example, if you are playing a MARCH rhythm, simply press any other drum pattern and the Omichord 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.
MELODY KEYBOARD WITH ONE FINGER CHORD MEMORY PLAYBACK

The Omnichord System Two is equipped with a chromatic melody keyboard that enables you to play the melody of a song. This keyboard is designated by the darker key buttons in the middle and bottom row of the chord section. The keyboard begins with the note C through G as shown.

The melody keyboard is activated whenever a recorded song is being played back from memory. So now you have a choice of either strumming the SonicStrings during playback or reading actual music notation and playing the melody line while the Omnichord provides all the background instruments.

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

1. Power button down or on.
2. Set the MASTER VOLUME at 3 o'clock.
3. Turn SONICSTRINGS VOICE 1 off and set SONICSTRINGS VOICE 2 and SUSTAIN at 3 o'clock.
4. Set the CHORD VOLUME at 3 o'clock and KEYBOARD VOLUME at 5 o'clock.
5. In the RHYTHM Section, depress the blue button and the MARCH rhythm.
6. Depress AUTO BASS SYNC button.
7. Set TEMPO about 4 o'clock or as desired.
8. Set VOLUME at 12 o'clock.
9. In the Chord Memory Interface Section, depress the ON/OFF button and the PLAYBACK/RECORD button.
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 PLAYBACK/RECORD button.
11. To play back, simply press the PLAYBACK/RECORD button so that it is in the UP position and touch the PLAYBACK/ENTER button once 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.
DO-RE-MI
(From 'The SOUND OF MUSIC')
Words by OSCAR HAMMERSTEIN II
Music by RICHARD RODGERS
MELODY KEYBOARD WITH FOOTSWITCH CHORD PLAYBACK AND SONICSTRINGS STRUMMING

To fully utilize all the exciting instruments of the Omnichord System Two 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-2). 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.

The footswitch should be plugged into the Omnichord in jack number 29 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 16 with these exceptions:

1. Set SONICSTRINGS VOICE 1 and SONICSTRINGS VOICE 2 at 1 o'clock.
2. The blue rhythm button should be in the UP position. Depress the DISCO rhythm.
3. Record all the chords of the song into memory. When entering a chord, you can use either the PLAYBACK/ENTER button (if the footswitch is unplugged) or you can enter the chords by depressing the footswitch.
4. To play the song back, press the PLAYBACK/RECORD button so that it is in the UP position and depress the FOOTSWITCH once. Your first chord will now play. 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. Press the auto bass sync button so that it is in the UP position. 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.
THEME FROM STAR TREK  
(From The Paramount Television Series "STAR TREK")  
Words by GENE RODDENBERRY  
Music by ALEXANDER COURAGE

F  D7  
Beyond the rim of the starlight

F  Aaug  Ab7  
My love is wand'ring in starflight. I

G  F1  
know he'll find in star clustered reaches

Ab  Caug  
love, strange love a star woman teaches.

F  D7  
I know his journey ends never; His

F  Bb7  
star trek will go on forever

A7  Bb  Eb7  F  
But tell him while he wanders his stary

Daug  Gmin7  C7  F  
sea Remember, remember me.
ADDITIONAL FEATURES

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

The following additional features will become useful as you become more familiar with your Omnichord System Two:

TRANPOSE FEATURE: ▲▲▲
This feature allows you to change the key or pitch of the entire chord section of the instrument. The two most important reasons for using this feature are (a) If you record a song in memory and plan to sing along during playback, you may find that the pitch is too high or low for your voice. With the transpose feature, you can easily adjust the pitch to match your voice range. (b) If you record a song in memory for playback with another instrument and the instrument is not in the same key or a complicated key, you can adjust the Omnichord's pitch to match the instrument or change to an easier key.

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

Follow these easy steps to change or transpose keys:

1. Depress the three triangle symbols located on the 7th, or bottom row. Press all three triangles simultaneously, and a C major chord will sound.

2. While still holding down the three triangle buttons, press the Major chord button in the top row that you wish to transpose the key to. For example, if you wish to raise the chord section by one step, press the three triangles, then press the D chord button in the top row. Now the entire chord section is raised by one step. When you press the C chord, it will actually be playing the D chord, or one step higher. To reset the instrument, press the three triangles, then the C major chord button. The instrument has now returned to its original key designations.

3. To change the pitch of a song recorded in memory, put the song into memory first. Then press and hold the three triangles and your desired key in the major or top row. Make sure the ON/OFF button is down to activate the transpose for any song in memory.

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. Depress the ON/OFF button in the Chord Memory Interface section.

2. The PLAYBACK/RECORD button in this section should be in the UP position. Now, the keyboard only can be used.

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.

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 13. Now simply turn the CHORD VOLUME knob in the Level 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 PLAYBACK/ENTER button in the Chord Memory Interface 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 REPEAT/DELETE button.
OPTIONAL PLAYING AND CONVENIENCE ACCESSORIES

The accessories listed below have been specially designed to enhance the enjoyment of your new Omnichord System Two. Have you seen them yet? If not, your Authorized Suzuki Retailer will be happy to show and demonstrate them for you.

A/C Adapter
Model: OCA
Your Omnichord System Two includes batteries. However, to prolong the battery life or for extended periods of play, use this A/C adapter.

Vinyl Carrying Bag/Shoulder Strap
Model: OVP-2
For the musician on the go, this padded carrying bag with zippered storage compartment is the ideal way to transport your Omnichord.

Modular Carrying Case
Model: OMC-2
This beautiful carrying case is constructed of unbreakable plastic with enough storage for A/C adapter, footswitch and batteries. Fully padded, it is the perfect transport or storage case.

Footswitch
Model: OFS-2
By using this accessory, chords in memory can be played back with your foot, leaving your hands free to play melody and strum the SonicStrings.

Headphones
Model: SOP-20
Practice or play in silence with these quality, stereo headphones. Just plug into Omnichord and all sound is transmitted through the headphones only.

Songbooks
Model:
SBB-48 Beatles Sing-A-Long (48 Pages)
SBP-48 Pop Sing-A-Long (48 Pages)
SBO-48 Old Time Favorites Sing-A-Long (48 pg.)

Sing-A-Long books have been specially written without musical notation—only words and chord symbols so that anyone can play the very first time they try! Easy to intermediate.

SBC-48 Omnichord Spoken Here Songbook (200 Pages)
The ultimate Omnichord Songbook contains over 150 hit songs in every category! Includes words, chord notation and melody lines. A must for every aspiring Omnichord maestro! Written for any playing level—easy, intermediate & advanced.

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 for repairs to the Suzuki distribution center (USA) or distributors (other countries). 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, broken keys 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 261930, San Diego, California 92126
All Other Countries Contact: Original retailer where product was purchased for additional warranty details.