Q CARD

EuroDance

INSTRUCTIONS
and
PROGRAM CHARTS

ALESIS

EURODANCE QCARD™

The EuroDance QCard contains 8 megabytes of new, high quality, 16 bit samples along with a bank of Programs that utilize them.

Software Requirements:

This card will perform without incident in any revision of QS6˜, QS7˜ and QS8˜ as well as in the QuadraSynth® Plus Piano and S4˜ Plus Sound Module.

We recommend that your QuadraSynth or S4 QuadraSynth Sound Module run with software version 1.07 or later in order to fully realize the power of the Programs on your QCard. Earlier software versions may play the Programs differently than they were intended. If your unit has older software, please contact an authorized Alesis Service Center for a current software update. To display the software version of your unit, hold GLOBAL and press PROGRAM.

Auditioning the New Programs with QuadraSynth / S4 1.07 software:

To hear the new ROM CARD Programs on a QuadraSynth or S4 with 1.07 software, you must first load them into the USER bank. This action, however, will erase the current contents of the USER bank.

IMPORTANT: Loading the bank from this card will erase the current USER bank in your QuadraSynth. For this reason, you should back up your current USER bank by saving it to a storage device (i.e., to a RAM card, or via SysEx dump to a MIDI librarian or sequencer) before loading the bank from the ROM CARD.

To load the ROM CARD bank into the QuadraSynth or S4:

CAUTION: This will overwrite all Programs, Mixes and Effects in your current USER bank.

1. Make sure the label side of the ROM CARD is facing up, then insert it firmly into the Sound Card slot until you feel it seat itself firmly inside the port.

2. Press [STORE] once.

3. Use [<PAGE] or [PAGE>] to select Page 7 (the Page number will be underlined in the lower left side of the display). The upper right portion of the display will read:

LOAD FROM CARD 1?

4. Press [STORE] a second time to load the card bank. The display will read:

LOADING FROM CARD...

You have now loaded the ROM CARD bank into your USER bank. Note that the Program or Mix you selected before the load operation is still playable as the edit buffers are unaffected by a ROM CARD load. To play the new bank, you must recall a different USER Program or Mix.

NOTE: For additional information on banks and storage conventions of the QuadraSynth, please consult your QuadraSynth Reference Manual.

Auditioning the New Programs in a QuadraSynth Plus Piano, S4 Plus Sound Module, QS6, QS7, or QS8:

The QuadraSynth Plus Piano and S4 Plus Sound Module can play Program and Mix data directly from the ROM CARD — you do not need to overwrite your USER bank in order to access your new ROM CARD Programs and Mixes.

To access ROM CARD Programs and Mixes, press [<BANK] or [BANK>] until the display reads "Crd1:" to the left of the Program or Mix name. You can then scroll through the ROM CARD Programs and Mixes in the same manner as you would with the PRESET or USER banks.

Using New Sounds:

With the ROM CARD inserted into the synth, any Alesis synthesizer Program can access the new card sounds. These new sounds are added to the list of sounds when accessing the VOICE function of Program Edit mode.

NOTE: These sounds reside on the ROM CARD itself and are not loaded into the synth. This means that the ROM CARD must be inserted correctly in order to hear a Program with its intended ROM CARD sounds. If you recall such a Program and the ROM CARD is not inserted, nothing will be heard for voices assigned to a ROM CARD sound. On the other hand, if you insert a different ROM CARD and recall such a Program, those voices will use the sounds in the same location as the original ROM CARD's sounds.

To Assign a Program's Voice to a ROM CARD Sound on a QuadraSynth, S4, QuadraSynth Plus Piano or S4 Plus:

1. Press [PROGRAM] to put the QuadraSynth in Program mode, and select the Program to which you wish to assign a ROM CARD sound.

2. Press [SELECT] to enter Program Edit mode. The display's edit status line will read: "EDITING: PROGRAM".

3. Press [EDIT 1] to choose which of the four voices you wish to assign; the currently selected voice number (1-4) will appear to the right of the words "EDITING: PROGRAM".

4. Press [ASSIGN] to jump to the ASSIGN VOICE page.

5. Turn Quad Knob [1] to scroll past the internal Sound Groups to the ROM CARD's Sound Group. The upper display will show "Z2Acou :" to indicate the group of sounds that reside on the ROM CARD.

   NOTE: If the ROM CARD is inserted improperly, you will not be able to access the new Sound Group.

6. Turn Quad Knob [3] to select a ROM CARD sound. The name of the selected sound will appear to the right of the Sound Group name: **Z2Acou: HouseOrg 1** Use the [VALUE] buttons to select different card voices.

To Assign a Program's Voice to a ROM CARD Sound on a QS6, QS7 or QS8:

1. Press [PROGRAM] to put the synth in Program mode, and select the Program to which you wish to assign a ROM CARD sound.

2. Press [EDIT SELECT] to enter Program Edit mode, and then press [VOICE] (also labeled "40 BASS" on the button itself) to edit the Sounds used in the Program.

3. Press [SOUND 1], [SOUND 2], [SOUND 3] or [SOUND 4] (also labeled "00 PIANO", "01 CHROMATIC", "02 ORGAN" and "03 GUITAR" respectively) to choose which of the four voices you wish to assign. NOTE: if the word "sound" is in lower case then this voice is not currently being used in the Program.

4. Press [PAGE>] twice to jump to the SOUND GROUP SELECT page.

5. Move the data entry slider to scroll past the internal Sound Groups to the ROM CARD's Sound Group. The display will show "Z2Acou:" to indicate the first Sound Group that resides on the ROM CARD.

   NOTE: If the ROM CARD is inserted improperly, you will not be able to access the new Sound Group.

6. Press [PAGE>] once more to select the individual Sound within the Sound Group. The display will read: **SOUND: HouseOrg 1** Use the [VALUE] buttons to select different card voices.

Handling and Precautions:

- Keep the ROM CARD away from direct sunlight and moisture.
- Never poke anything into the pin slots of the ROM CARD.
- Keep the ROM CARD edge free from contaminants which can jam into the receiving pins and prevent good contact.
- Do not force the ROM CARD into the Sound Card slot — be sure it is aligned properly before pushing it in.
- Keep the ROM CARD in its protective case when not in use.

Sound Index

Here is a list of the new sounds on this ROM CARD. These sounds reside in several Sound Groups listed below.

KYBD GROUP	SOUND
Z2Acou	HouseOrg 1, HouseOrg 2, HousePiano, JamGuitar
Z2Bass	Cool Bass, FM Bass 1, FM Bass 2, FM Bass 3, FM Bass V, Rez Pluck1, Rez Pluck2, Rez Pluck3, Rez Pluck4, Rez PluckV, MegaRez 1, MegaRez 2, MegaRez 3, MegaRez 4, MegaRez 5, MegaRez 6, MegaRez V1, MegaRez V2
Z2Synt	DigiChoirH, DigiChoirL, EChoir Hi, FiltSwp 1a, FiltSwp 1b, FiltSwp 1c, FiltSwp 1d, FiltSwp 1e, FiltSwp 1f, FiltSwp V1, FiltSwp V2, FiltSwp V3, HP Sweep 1, HP Sweep 2, HP Sweep 3, HP Sweep 4, HP Swp V1, HP Swp V2, NastySwp 1, NastySwp 2, NastySwp 3, NastySwp 4, NastySwpV1, NastySwpV2, NastySwpP1, NastySwpP2, oh3SawRez1, oh3SawRez2, oh3SawRez3, oh3SawRez4, oh3SqrRez1, oh3SqrRez2, oh3SqrRez3, oh3SqrRez4, SynStringH, SynStringL, Warm Pad, Inharm 1, Inharm 2, Inharm 3, Noise 1, Noise 2, Noise 3
Z2Wave	Additive 2, Band Saw, Bell 1, Bell2, ButtonWave, Chime, DigiWave, HP LoLoWav, HP Lo Wave, HP MdLo Wv, HP MdHi Wv, HP Hi Wave, HP Wave V1, HP Wave V2, HP Wave V3, HP Wave V4, OrgWave1, OrgWave2, Sawtooth, SawMedRez, SawHiRez, oh3SawLo, oh3SawMd, oh3SawHi, Square, oh3SqrLo, oh3SqrMd, oh3SqrHi, Pulse, Triangle, Pure Sine, Science 2, SolWave, Tube
Z2 F/X	Ambience1, Ambience2, Ambience3, Button1, Button2, BZapp, Chirp, D Warp-Out, D Warp-Hit, Doorslam, Door Hit, 700 RezZap, 700 Tam, Noiz1, Noiz2, Ping, RubberHose, S&H!, Sonar, TruckDoor, TruckDrHit
Z2DKit	Euro Kit, House Kit, Loop Kit, oh8 Kit, oh9 Kit, Rave Kit, Rude Kit, Euro Dance, House Kit2, Kiks+Snrs+, Loop Kit 2, Rave Kit 2, EuroLoop1, EuroLoop, EuroLoop3, Fireloop, HouseLoop1, HouseLoop2, HouseLoop3,

KYBD GROUP	SOUND
	HouseLoop4, DirtLoop 1, DirtLoop 2, EuroLp 1A, EuroLp 1B, EuroLp 2A, EuroLp 2B, EuroLp 3A, EuroLp 3B, Fireloop A, Fireloop B, HouseLp 1A, HouseLp 1B, HouseLp 2A, HouseLp 2B, HouseLp 3A, HouseLp 3B, HouseLp 4A, HouseLp 4B, DirtLp 1A, DirtLp 1B, DirtLp 2A, DirtLp 2B, AnaKick 1, AnaKick 2, AnaKick 3, E-Kick, E-Snare, E-Tom, Euro Kic, Euro Snar, LongKick, LoopSnare3, oh8 Kick, oh8 Snare, oh8RaveKik, oh9DarkSn, oh9KickEQ, oh9RaveKik, oh9RaveSnr, PhaseFloor, RudeKick2, RudeKick3

DRUM GROUP	SOUND
Z2Drum	Ana Kick1, Ana Kick2, Ana Kick3, E-Kick, Euro Kick, HouseKick1, HouseKick2, HouseKick3, Kick HsLp2, Kick HsLp3, KikHat-FLp, KikHatClsd, KikHatOpen, LongKick, LoopKick, , LoopKick2, MellowKick, oh8 Kick, oh8RaveKik, oh9KickEQ, oh9RaveKik, oh9RealKik, PhaseFloor, RudeKick1, RudeKick2, RudeKick3, TranceKik1, TranceKik2, E-Snare, Euro Snare, HipSnare, HiSnare1, HiSnare2, LoopSnare1, LoopSnare2, LoopSnare3, LoopSnare4, LoopSnare5, oh8 Snare, oh9 Snare, oh9DarkSnr, oh9RaveSnr, oh9RealSnr, Snr EuLp1, Snr EuLp3, Snr HsLp1, Snr HsLp4, Snr1 FrLp, Snr2 FrLp, SynSnare, E-Tom, LoopTomHi, LoopTomLow, oh8 Tom, oh9HiTom, oh9LoTom, oh9RaveTom, EuroLoop1, EuroLoop2, EuroLoop3, Fireloop, HouseLoop1, HouseLoop2, HouseLoop3, HouseLoop4, DirtLoop 1, DirtLoop 2, EuroLp 1A, EuroLp 1B, EuroLp 2A, EuroLp 2B, EuroLp 3A, EuroLp 3B, Fireloop A, Fireloop B, HouseLp 1A, HouseLp 1B, HouseLp 2A, HouseLp 2B, HouseLp 3A, HouseLp 3B, HouseLp 4A, HouseLp 4B, DirtLp 1A, DirtLp 1B, DirtLp 2A, DirtLp 2B
Z2Cymb	Euro ClHH, Euro OpHH, oh8 ClHH, oh8 OpHH, oh9 ClHH, oh9 OpHH, RaveClHH, RaveOpHH, HouseHat2, ClHH EuLp3, Euro Metal, oh8 Cymbal, oh9 Ride, Crash

EURODANCE

#	NAME	TYPE	#	NAME	TYPE
0	Percolator	Groove	32	Rogue Bass	Bass
1	Phobe	Groove	33	MegarzBass	Bass
2	DataFrogs	Groove	34	TresorBass	Bass
3	Darshan	Groove	35	SquareBass	Bass
4	Nebulous	Groove	36	JungleBass	Bass
5	Omen	Groove	37	Organ Bass	Bass
6	Cybot	Groove	38	Thwap FM	Bass
7	Kronosis	Groove	39	Klub Kore	Bass
8	GrooveTrek	Groove	40	Technozid	Lead
9	Caravan	Groove	41	Technodrom	Lead
10	CyberCrime	Groove	42	House Jam	Lead
11	Bungee	Groove	43	HouseJelly	Lead
12	Cryogenics	Groove	44	Techniac	Lead
13	UB Riddim	Groove	45	Volt Stack	Lead
14	LiquidDub1	Groove	46	SimplySaw	Lead
15	LiquidDub2	Groove	47	Strate Saw	Lead
16	Echo Dub	Groove	48	Reson8	Lead
17	Dub Church	Groove	49	Saw Rez MW	Lead
18	HardTrance	Groove	50	HPSweep MW	Lead
19	Propulsion	Groove	51	HiPasSeqMW	Lead
20	UseModWhl!	Bass	52	OhTreeVel	Lead
21	3oh3SawMW	Bass	53	Squareman	Lead
22	3oh3SqrMW	Bass	54	SineOfTime	Lead
23	Rave03SwMW	Bass	55	HP Comper	Lead
24	Rave03SqMW	Bass	56	Flange Hye	Lead
25	BsLineSwMW	Bass	57	Nasty 5th	Lead
26	BsLineSqMW	Bass	58	VoxMachina	Lead
27	Euro Bass	Bass	59	Perc Choir	Lead
28	Attk Bass	Bass	60	MinorChoir	Lead
29	PhutureBas	Bass	61	HouseOrgan	Lead
30	Deep Bass	Bass	62	HousePiano	Lead
31	Unit Bass	Bass	63	MinMajSwps	Lead

#	NAME	TYPE	#	NAME	TYPE
64	Syn Chords	Lead	96	HouseOrgn1	Organ
65	Oh3SwSeqMW	Lead	97	HouseOrgn2	Organ
66	Oh3SqSeqMW	Lead	98	HouseOrgn3	Organ
67	Swp Seq MW	Lead	99	LatexOrgan	Organ
68	Vintag2600	Lead	100	Crystaline	Chromatic
69	ModularOne	Lead	101	Glingdongs	Chromatic
70	Warm Pad	Pad	102	AdditvBell	Chromatic
71	MightyBras	Pad	103	Trinidad	Chromatic
72	VinStrings	Pad	104	PentaTone	Chromatic
73	Slo Choir	Pad	105	Jam Guitar	Guitar
74	Oxygene	Pad	106	Gittar	Guitar
75	Gemini	Pad	107	Guitar Pad	Guitar
76	Altair IV	Pad	108	Strummers	Guitar
77	Megalith	Pad	109	DirtGitarr	Guitar
78	Xenakis	Pad	110	Rave Kit	Drum Kits
79	Hose Me	Pad	111	Techno Kit	Drum Kits
80	Moon&Womb	Pad	112	House Kit	Drum Kits
81	Viscera	Pad	113	Jungle Kit	Drum Kits
82	GlimmerPad	Pad	114	Trance Kit	Drum Kits
83	Nature Pad	Pad	115	Loop Kit	Drum Kitsc
84	Space Eko	Pad	116	Club Kit	Drum Kits
85	Debris	Pad	117	8oh8 Kit	Drum Kits
86	PhaseArray	Pad	118	Sear78 Kit	Drum Kits
87	Treatment	Pad	119	E-Drum Kit	Drum Kits
88	Romulux	Pad	120	NoiseShots	FX
89	Strafing	Pad	121	Cyber Wars	FX
90	HousePno1	Piano	122	Blackdrop	FX
91	HousePno2	Piano	123	X-Ray Pad	FX
92	KorusPiano	Piano	124	Adrift	FX
93	VirtRoads	Piano	125	Submariner	FX
94	VirtWurliz	Piano	126	Fishery	FX
95	HouseDrwBr	Organ	127	Cricketry	FX

EURODANCE

#	NAME	TYPE	#	NAME	TYPE
0	Percuneb	Groove Layers	26	Choir Fizz	Lead Layers
1	Cybot Trek	Groove Layers	27	AirTron	Lead Layers
2	PhrogPhobe	Groove Layers	28	Orgaga	Lead Layers
3	Kronomen	Groove Layers	29	Intervalus	Lead Layers
4	LiqdChurch	Groove Layers	30	Oxy Comp	Pad Layers
5	UB Bungee	Groove Layers	31	Oxy Pad	Pad Layers
6	Propulsor	Groove Layers	32	Distance	Pad Layers
7	Organic	Groove Layers	33	Digivintge	Pad Layers
8	Syn Chord	Groove Layers	34	Nexus Six	Pad Layers
9	WithChoir	Groove Layers	35	Zshimmers	Pad Layers
10	Euro Mod	Bass Layers	36	Gemulux	Pad Layers
11	Stereo MW1	Bass Layers	37	Brighter	Pad Layers
12	Stereo MW2	Bass Layers	38	Warm Array	Pad Layers
13	Stereo MW3	Bass Layers	39	WarmDebris	Pad Layers
14	Wheel Tek	Bass Layers	40	WheelSplit	Bass/Lead Splits
15	FuzzBuster	Bass Layers	41	Brightnez	Bass/Lead Splits
16	ThickJelly	Bass Layers	42	Bug/Buzzy	Bass/Lead Splits
17	Very Hairy	Bass Layers	43	Plk/Buzz	Bass/Lead Splits
18	RogueAttak	Bass Layers	44	Cool/Coolr	Bass/Lead Splits
19	Sqr Kore	Bass Layers	45	Grit/Grate	Bass/Lead Splits
20	Saw Thing1	Lead Layers	46	Big/Air	Bass/Lead Splits
21	Saw Thing2	Lead Layers	47	Big/Fifths	Bass/Lead Splits
22	Saw Thing3	Lead Layers	48	Fat/Thins	Bass/Lead Splits
23	Pluk/Vel	Lead Layers	49	Banj Ohs	Bass/Lead Splits
24	RezBusters	Lead Layers	50	StrumSplit	Bass/Pad Splits
25	Chorpano	Lead Layers	51	Step Split	Bass/Pad Splits

100 MIXES

#	NAME	TYPE	#	NAME	TYPE
52	Geld Split	Bass/Pad Splits	78	GuitStrngs	Guitar Layers
53	Psye Split	Bass/Pad Splits	79	Guitorgan	Guitar Layers
54	Swel Split	Bass/Pad Splits	80	Dirty Kit	Drum Kit Layers
55	Soli Split	Bass/Pad Splits	81	Spash Kit	Drum Kit Layers
56	Saww Split	Bass/Pad Splits	82	Meaty Kit	Drum Kit Layers
57	Zizz Split	Bass/Pad Splits	83	Spang Kit	Drum Kit Layers
58	Paff Split	Bass/Pad Splits	84	Maddy Kit	Drum Kit Layers
59	Airr Split	Bass/Pad Splits	85	Tubal Kit	Drum Kit Layers
60	Kinder Pno	Piano Layers	86	Fubar Kit	Drum Kit Layers
61	DiamondPno	Piano Layers	87	Tappy Kit	Drum Kit Layers
62	Rez Pno	Piano Layers	88	Fat Synkit	Drum Kit Layers
63	Pianolina	Piano Layers	89	Metal Kit	Drum Kit Layers
64	Organo Pno	Piano Layers	90	RedOctober	FX Layers
65	SuperCheez	Organ Layers	91	Vortex	FX Layers
66	Buzzville	Organ Layers	92	What The?!	FX Layers
67	Airgan	Organ Layers	93	Psi Corps	FX Layers
68	Warmorgan	Organ Layers	94	aBitofGrit	FX Layers
69	Wet Organ	Organ Layers	95	Z'Ha'Dum	FX Layers
70	Warm Bell	Chromatic Layers	96	Sweepster	FX Layers
71	Fizzibell	Chromatic Layers	97	Wraith	FX Layers
72	Brethibell	Chromatic Layers	98	VorlonHart	FX Layers
73	WithStrngs	Chromatic Layers	99	SuperNatur	FX Layers
74	CleanStack	Chromatic Layers			
75	DubbleGuit	Guitar Layers			
76	SparklGuit	Guitar Layers			
77	Guitaria	Guitar Layers			

Autodemo 0: *Brief Encounter*   Autodemo 1: *Electric Mayhem*
Autodemo 2: *Around the House*   Autodemo 3: *Gretchen*
All sequences by Gretchen.

To play the autodemos, hold MIX and then press "00 PIANO" followed by "0" for autodemo 1, or "00 PIANO" followed by "1" for autodemo 2. To stop the autodemo, press PROGRAM or MIX.

To access the autodemos using synthesizers with multiple card slots, the QCard must be inserted in slot A.

Note: The QuadraSynth, S4, QuadraSynth Plus Piano and S4 Plus do not support the QCard autodemo function.

EURODANCE PROGRAM TEMPOS

#	PROGRAM NAME	TEMPO
00:	Percolator	155 bpm
01:	Phobe	165 bpm
02:	DataFrogs	155 bpm
03:	Darshan	155 bpm
04:	Nebulous	155 bpm
05:	Omen	138 bpm
06:	Cybot	138 bpm
07:	Kronosis	138 bpm
08:	Groove Trek	138 bpm
09:	Caravan	138 bpm
10:	CyberCrime	95 bpm
11:	Bungee	95 bpm
12:	Cyrogenics	95 bpm
13:	UB Riddim	95 bpm
14:	LiquidDub1	89 bpm
15:	LiquidDub2	89 bpm
16:	Echo Dub	96 bpm
17:	Dub Church	178 bpm
18:	HardTrance	190 bpm
19:	Propulsion	96 bpm

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