

*Master*  
SPARE PARTS

# Casiotone 701

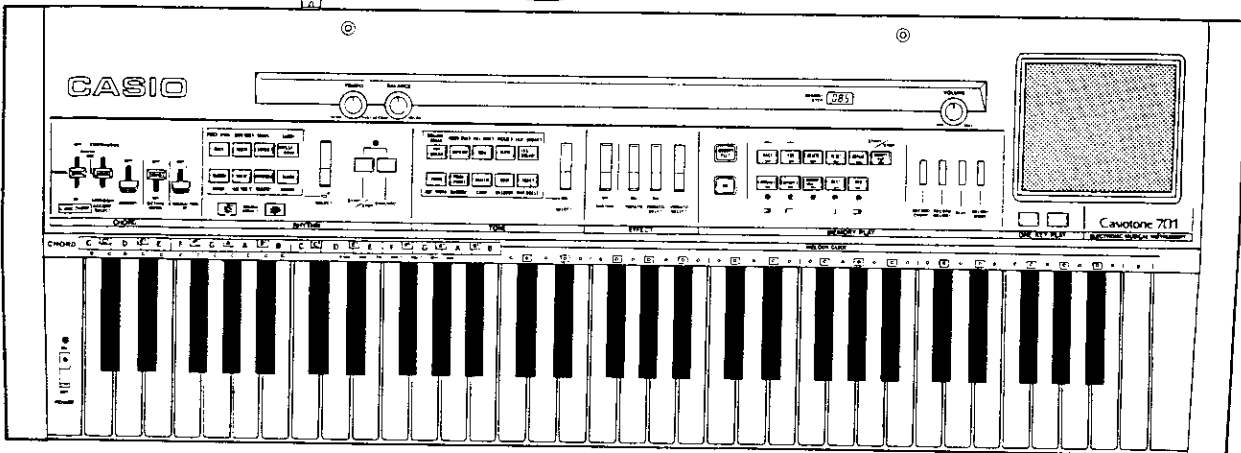
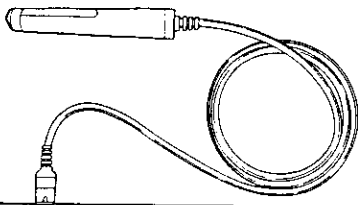
---

Operation Manual

---

Manual de Operación

---



① 英商

**CASIO®**

# Casiotone 701

ELECTRONIC MUSICAL INSTRUMENT

Thank you very much for purchasing the Casiotone 701.

You now have a unique electronic keyboard instrument incorporating a sound production system that's absolutely different from regular electronic keyboards or synthesizers. With this system you can enjoy and play the clear and striking sounds of 20 instruments.

Take time to learn the many wonderful ways the Casiotone can entertain and teach by referring to the easy instructions in this booklet. That way, you'll enjoy it more, and have more musical adventures with your Casiotone 701.

## CONTENTS

<b>PART 1 Casiotone 701 Outline and Structure</b>	<b>4</b>
1-1 Casiotone 701 Structure	6
1-2 Nomenclature	7
1-3 Rear Panel (External Equipment Connection and Pitch Control)	9
1-4 Power Supply	10
1-5 First, Let's Make Some Sounds. (Basic Operation)	11
<b>PART 2 Preset Sounds/Sound Effects/Auto-Rhythms (How to Use as a Normal Keyboard)</b>	<b>12</b>
2-1 How to Use the Preset Sound/Sound Effect Operating Section	13
2-2 How to Use the Auto-Rhythm Operating Section	14
2-3 Preset Sounds and Their Note Ranges	15
<b>PART 3 Automatic Accompaniment Function (Casio Chord System)</b>	<b>16</b>
3-1 Automatic Accompaniment Function Structure	17
3-2 How to Use the Automatic Accompaniment (Function of the 5 Switches)	18
3-3 Let's Use the Automatic Accompaniment (Operating Methods)	19
3-4 How to Read the Chord Indicators	22
<b>PART 4 Memory Play Function</b>	<b>24</b>
4-1 Memory Play Function Structure	25
4-2 How to Use the Memory Play	27
4-3 MS Memory	29
4-4 Automatic Play	31
4-5 Melody Guide	33
4-6 One Key Play	35
4-7 Manual Memory	37
<b>Troubleshooting Chart</b>	<b>47</b>
<b>Care of Your Unit</b>	<b>51</b>
<b>Specifications</b>	<b>52</b>

# PART 1

---

## Casiotone 701 Outline and Structure

---

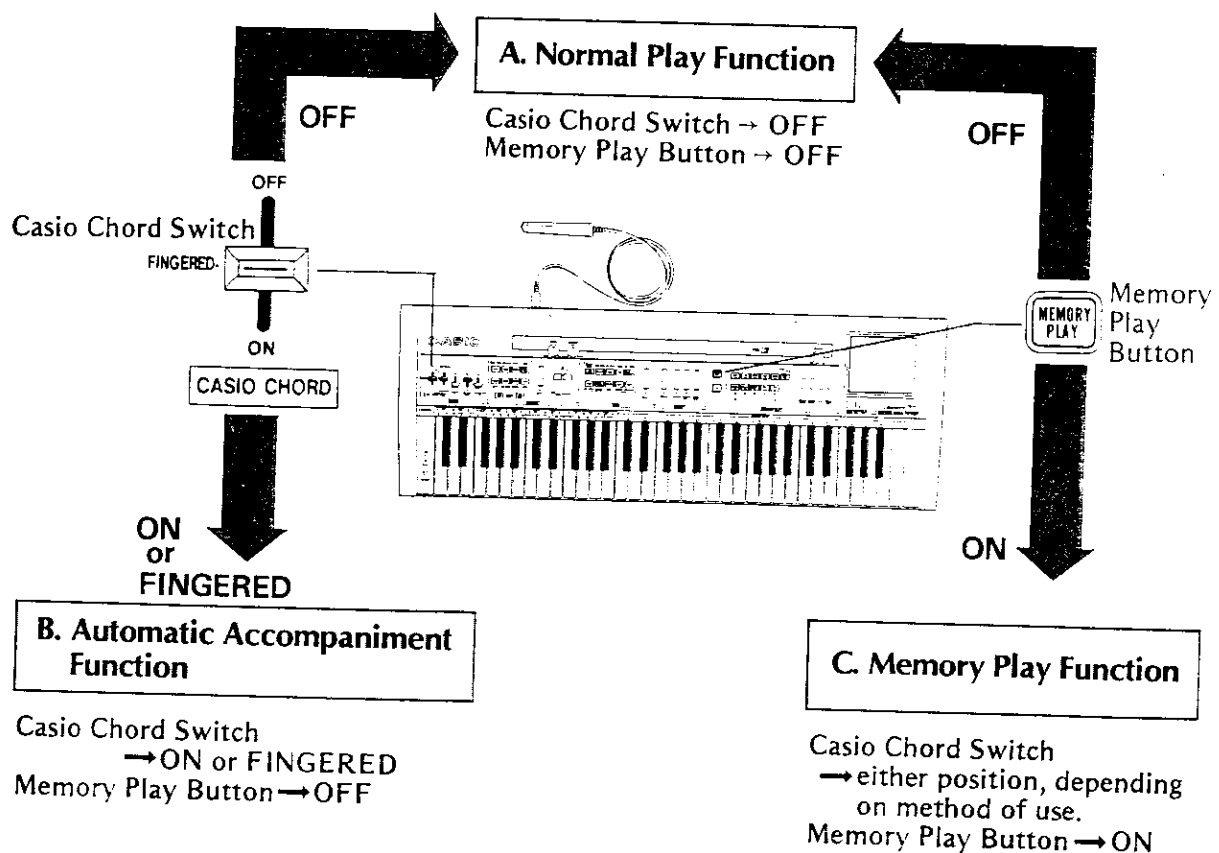
- 1-1 Casiotone 701 Structure
- 1-2 Nomenclature
- 1-3 Rear Panel (External Equipment Connection and Pitch Control)
- 1-4 Power Supply
- 1-5 First, Let's Make Some Sounds (Basic Operation)

## 1-1 Casiotone 701 Structure

The Casiotone 701 is provided with various functions which are largely divided into the following three divisions.

- A. Normal Play Function      A 61-key (5-octave) keyboard is fully used. To use as a truly electronic keyboard which is provided with many features such as 20 preset sounds, 16 rhythms and vibrato sound effect, etc.
- B. Automatic Accompaniment Function (Casio Chord System)      The instrument itself reads the music and stores it in the memory. As a result, anyone can enjoy playing simply by using Auto Play, Melody Guide and One Key Play, etc.
- C. Memory Play Function      The instrument itself reads the music and stores it in the memory. As a result, anyone can enjoy playing simply by using Auto Play, Melody Guide and One Key Play, etc.

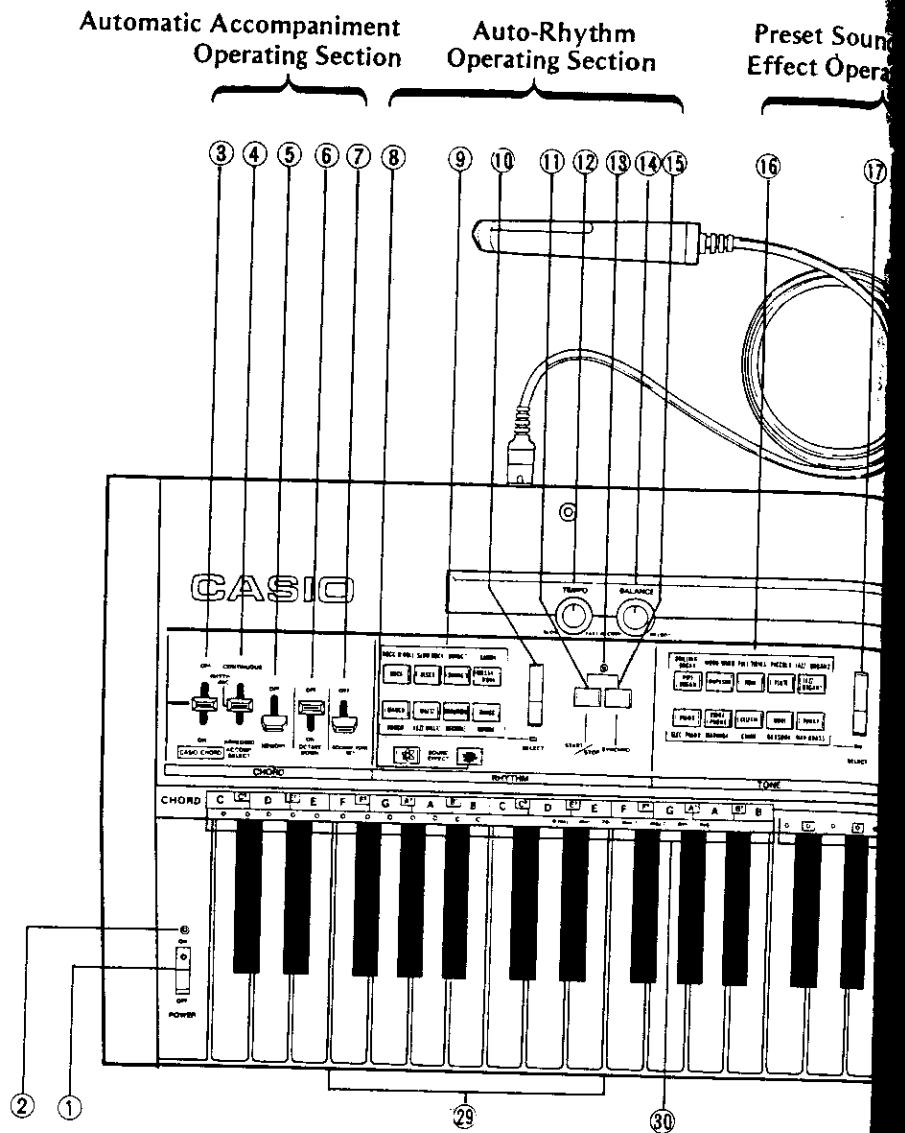
These functions are switched using the Casio Chord Switch and the Memory Play Button.



This operation manual divides functions into three general categories for explanation and the operation of these two switches is important. Please read each section of this manual after becoming familiar with the entire structure of the Casiotone 701.

## 1-2 Nomenclature

Please refer to the respective pages for the function and operating method of each switches.



**Automatic Accompaniment Operating Section. See Page 18.**

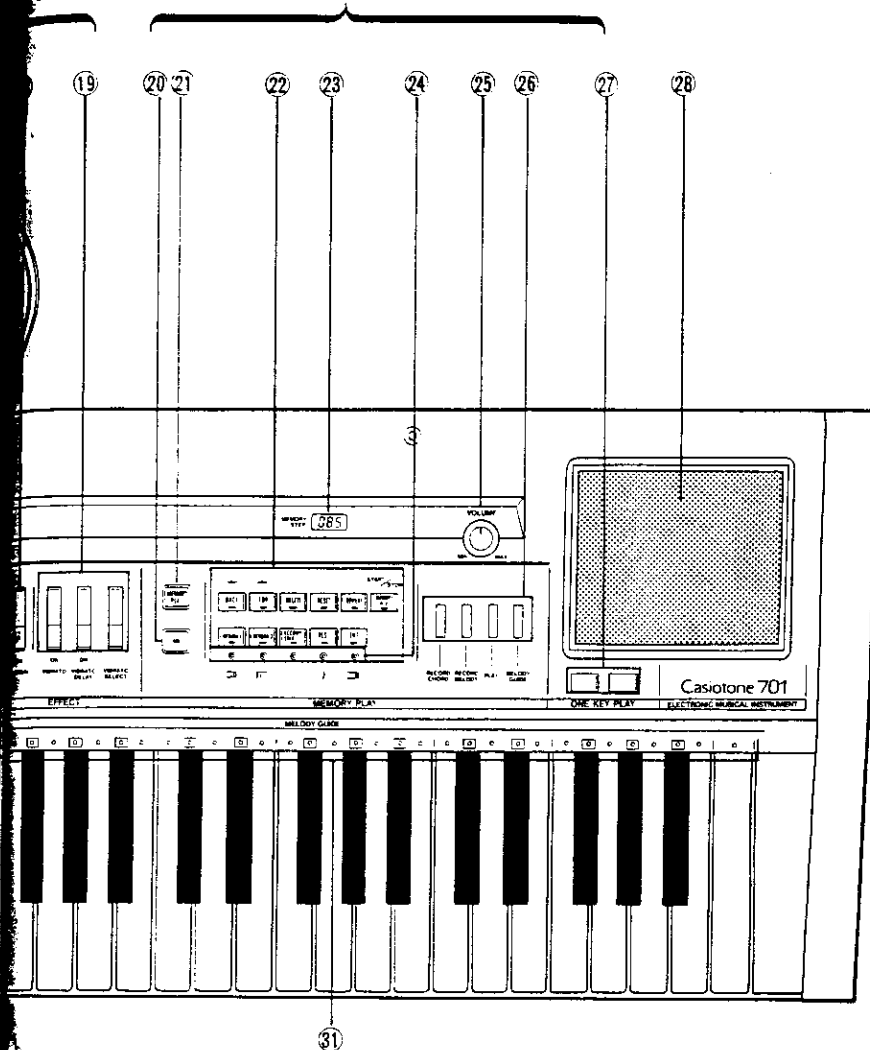
- ③ Casio Chord Switch
- ④ Accompaniment Select Switch
- ⑤ Memory Switch
- ⑥ Octave Shift Switch
- ⑦ Accompaniment Sound Set Switch

**Auto-Rhythm Operating Section. See Page 14.**

- ⑧ Electronic Sound Effect Buttons
- ⑨ Rhythm Selector Buttons
- ⑩ Select Switch
- ⑪ Start/Stop Switch
- ⑫ Tempo Control Knob
- ⑬ Tempo Indicator Lamp
- ⑭ Balance Control Knob
- ⑮ Synchro Start Switch

- |                         |               |                                        |
|-------------------------|---------------|----------------------------------------|
| ① Power Switch          | } See Page 11 | ②⑨ Fill-in Switch                      |
| ② Power Indication Lamp |               | ③⑩ Chord Indicators See Page 22        |
| ③ Built-in Speaker      |               | ④⑪ Melody Guide Indicators See Page 33 |

nd Sound  
g Section Memory Play Operating Section



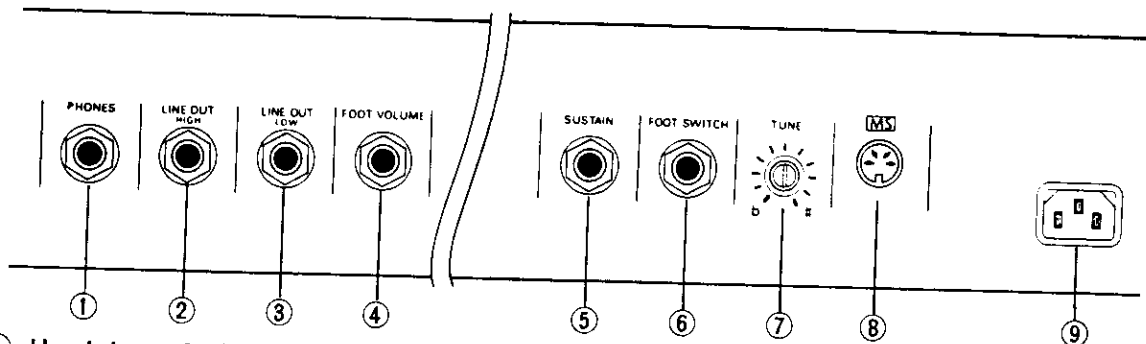
Preset Sound and Sound Effect Operating Section. See Page 13.

- ①⑥ Sound Selector Buttons
- ①⑦ Select Switch
- ①⑧ Sustain Switch
- ①⑨ Vibrato Switches

Memory Play Operating Section. See Page 27.

- ②⑩ MS Button
- ②⑪ Memory Play Button
- ②⑫ Program Buttons
- ②⑬ Memory Step Display
- ②⑭ Program Indicator Lamps
- ②⑮ Volume Control Knob
- ②⑯ Function Switches
- ②⑰ One Key Play Keys

## Rear Panel (External Equipment Connection and Pitch Control)



**① Headphone Jack**

If headphones (optional) are connected, the speaker is automatically turned off and playing can be enjoyed without disturbing others.

**② Line Out HIGH    ③ Line Out LOW**

If an audio amplifier or keyboard amplifier is used with external speaker, a more powerful sound can be enjoyed while playing. In this case, the volume level can be adjusted using the volume control knob or foot volume pedal (optional accessory) of this instrument. External equipment with a low power amplifier such as an audio set should be connected using the HIGH Line Out. A high power keyboard amplifier should be connected using the LOW Line Out.

**④ Foot Volume Jack**

A foot volume control pedal (optional) can be connected to freely change the volume level while playing.

**⑤ Sustain Jack**

This is used to connect a sustain pedal (optional). Lingering sound of the sustain effect can be obtained while stepping on the pedal, even after releasing your fingers from the keys.

**⑥ Foot Switch Jack**

If a sustain pedal (optional) is connected, START/STOP of the Auto-Rhythm can be accomplished by foot.

\* A number of foot switches on the market can be used. However, some may not fit.

**⑦ Pitch Control Knob**

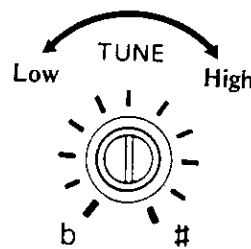
The pitch of the entire keyboard can be adjusted within  $\pm\frac{1}{4}$  tone ( $\pm 50$  cents) and tuning with other instruments such as a piano can be simply accomplished.

**⑧ MS Jack**

Used to connect the MS-1 (standard accessory).

**⑨ AC Power Socket**

Used to connect the AC power cord (standard accessory).

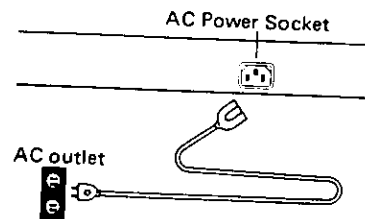




## 1-4 Power Supply

### ● Main Power Supply

The Casiotone 701 uses domestic AC for a power supply. Attach the enclosed AC power cord to the AC power socket on the Casiotone 701 and plug into an AC outlet.

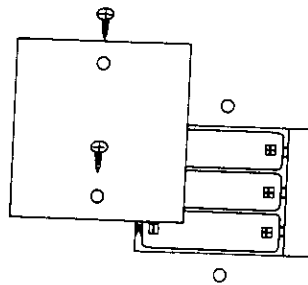


### ● Memory Protection Power Supply

The stored contents of the Memory Play Function are protected even when the main power supply (power switch) is turned OFF. Three AA size (UM-3) batteries are used for this power supply. Once these are replaced, the memory contents are protected for approximately one year.

#### <How to replace batteries>

- (1) The batteries are installed on the bottom side of this unit. Remove the two screws with a screwdriver and remove the lid.
- (2) Be sure to align the  $\oplus$  and  $\ominus$  terminals correctly when replacing the batteries. The lifespan of the batteries will be longer if all three are replaced at the same time.
- (3) Replace the lid and screws and battery replacement is complete.



\* After replacing batteries, be sure to delete the contents of the memory (melody and chords) and newly input the melody and chords into the memory. For delete method, refer to page 30.

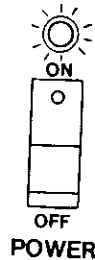
Note: Since the battery lifespan for UM-3 or SUM-3 batteries is approximately one year, replace all three batteries once a year. Furthermore, since the original batteries are installed at the time of shipment from the factory, the first replacement should be made early (after 8 to 10 months). Also, when the equipment is not used for a long period of time, remove the batteries to prevent damage from leakage.

## 1-5 First, Let's Make Some Sounds (Basic Operation)

The Casiotone 701 has various functions but first, let's make some sounds using the following methods. After mastering these basic operations please read each section of this manual.

### 1. Turn the power ON.

- Connect the AC cord to the AC power socket (See Page 10) and plug it into an AC outlet.
- Turn the power switch ON. The power indication lamp will come ON.

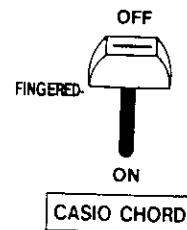
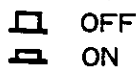


### 2. Turn the Casio Chord Switch OFF.

- \* Set to ON or FINGERED when using the Automatic Accompaniment Function (See Page 16).

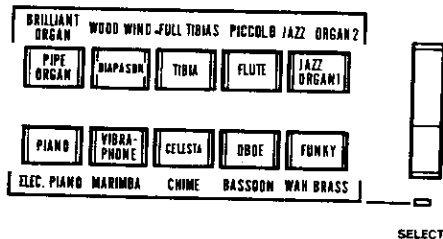
### 3. Turn the Memory Play Button OFF.

- This is turned ON/OFF by pressing the button.
- \* Set to ON when using the Memory Play Function (See Page 24).



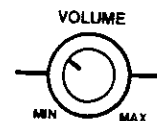
### 4. Select a preset sound.

- Press the Sound Selector Button of the desired preset sound. When the Select Switch is pressed, the preset sound written beside the Sound Selector Button is selected.



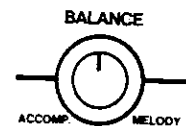
### 5. Adjust the volume.

- Set the Volume Control Knob in an initial position as shown in the figure.
- Set the Balance Control Knob in the center position as shown in the figure.



### 6. Well, let's play.

- Adjust the proper volume for play using the Volume Control Knob.



# **PART 2**

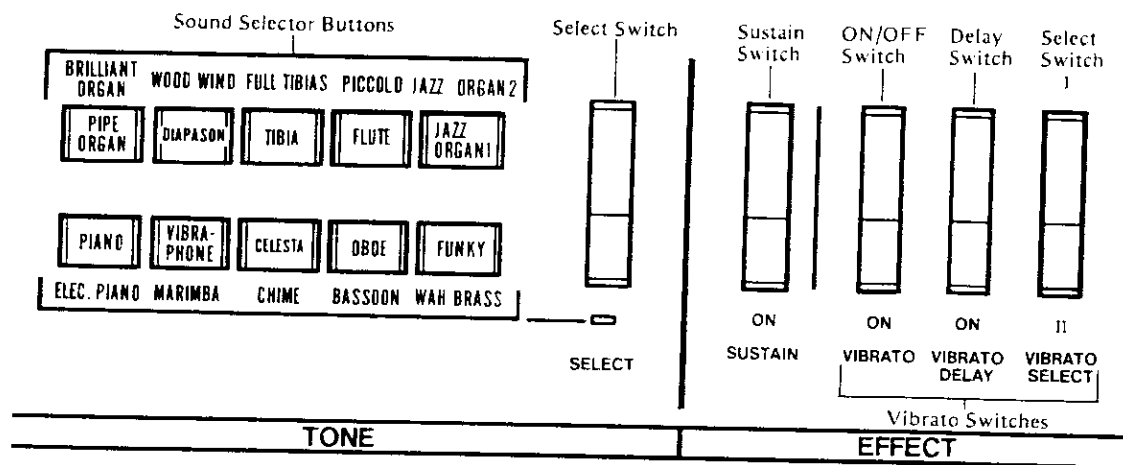
---

## **Preset Sounds/Sound Effects/Auto-Rhythms (How to Use as a Normal Keyboard)**

---

- 2-1 How to Use the Preset Sound/Sound Effect Operating Section
- 2-2 How to Use the Auto-Rhythm Operating Section
- 2-3 Preset Sounds and Their Note Ranges

## 2-1 How to Use the Preset Sound/Sound Effect Operating Section



### ● How to Select a Preset Sound

Press the Sound Selector Button of the desired preset sound. When the Select Switch is pressed, the preset sound written beside the Sound Selector Button is selected.

\* When 2 or more Sound Selector Buttons are pressed at the same time, the preset sound of one of them is selected.

### ● How to Use the Sustain Effect

By pressing the Sustain Switch, even if the fingers are removed from the keyboard, a sustained effect can be obtained. This is quite effective in combination with preset sounds and playing style.

### ● How to Use the Vibrato Effect

The vibrato effect causes the sound volume to vibrate slightly and the power of expression is increased and rich feeling sounds are produced. Four types of vibrato effect can be obtained by operating the three Vibrato Switches on the Casiotone 701.

ON/OFF Switch ..... Turns vibrato ON/OFF. When this switch is OFF, vibrato is OFF and the other two switches do not function.

Delay Switch ..... When this switch is ON, a slightly delayed vibrato is produced.

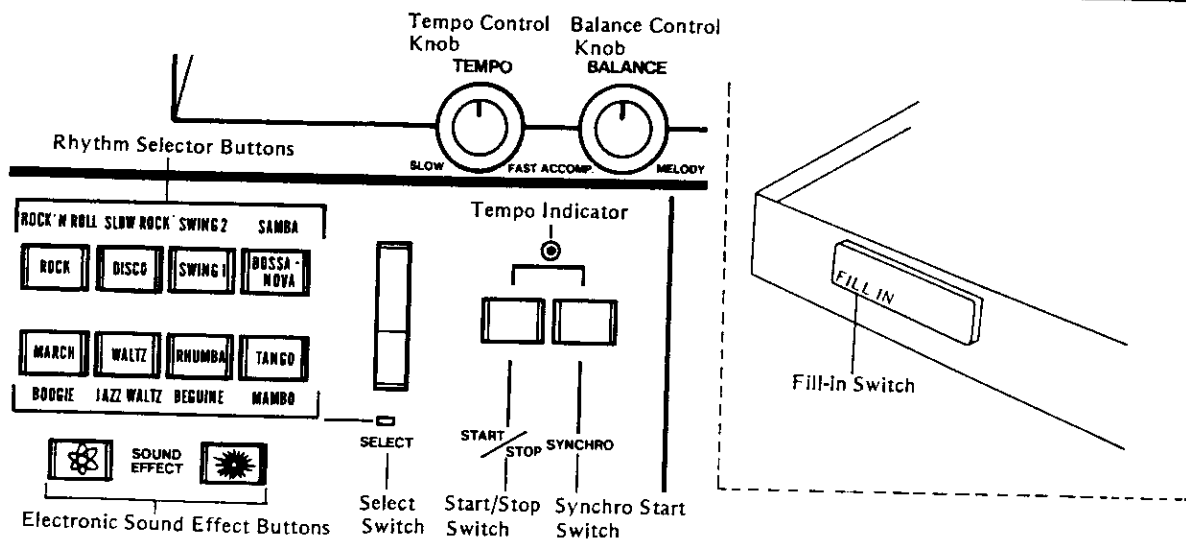
Select Switch ..... This switches vibrato depth and speed.  
I . . . shallow and fast. II . . . deep and slow.

Position of switches and resulting effects.

ON/OFF Switch	DELAY Switch	SELECT Switch	RESULTING VIBRATO
ON	ON	I	Shallow, fast delayed vibrato
ON	ON	II	Deep, slow delayed vibrato
ON	OFF	I	Shallow, fast instant vibrato
ON	OFF	II	Deep, slow instant vibrato
OFF	Either Position	Either Position	No vibrato effect

\* Sustain and vibrato are not applied to Auto-Accompaniment sounds (chord, bass, arpeggio) (See Page 16).

## 2-2 How to Use the Auto-Rhythm Operating Section



### ● How to Use the Functions of Each Section

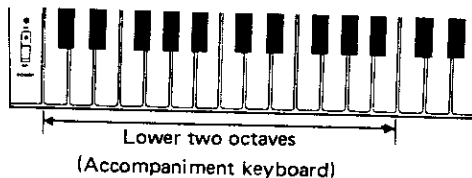
#### Rhythm Selector Buttons

and Select Switch . . . . . Select the desired rhythm using the Rhythm Selector Buttons. When the Select Switch is pressed the rhythm written beside the Rhythm Selector Button is selected.

Note: Even when several Rhythm Selector Buttons are pressed at the same time, the rhythms are not combined.

Start/Stop Switch . . . . . Press to start/stop rhythm.

Synchro Start Switch . . . . . If pressed, the tempo indicator blinks and synchro start goes to a wait condition. (Press once more to cancel the synchro start wait condition.) When the keyboard keys for the lower two octaves are pressed, the rhythm starts from the first beat.



Tempo Indicator . . . . . This comes ON on the first beat of each rhythm during rhythm play. It comes ON on each beat when in a synchro start wait condition.

Tempo Control Knob . . . . . Adjusts the rhythm speed. If turned to the right, speed is increased.

Balance Control Knob . . . . . Adjusts the volume balance between the rhythm and the keyboard. If turned to the left, the rhythm volume gets louder.

\* When using the Auto-Accompaniment Function (See Page 16) the volume levels of both the rhythm and accompaniment sections are adjusted.

\* Volume adjustment of the entire unit is performed using the Volume Control Knob (See Page 11).

Electronic Sound Effect Buttons . . . . . If pressed, an electronic percussion sound comes out. The left and right button sounds are different.

Fill-in Switch . . . . . If touched during rhythm play, fill-in is accomplished.  
\*If touched with nonconducting objects such as cloth, paper, etc., the fill-in does not function.

## 2-3 Preset Sounds and Their Note Ranges

### ● List of Preset Sounds

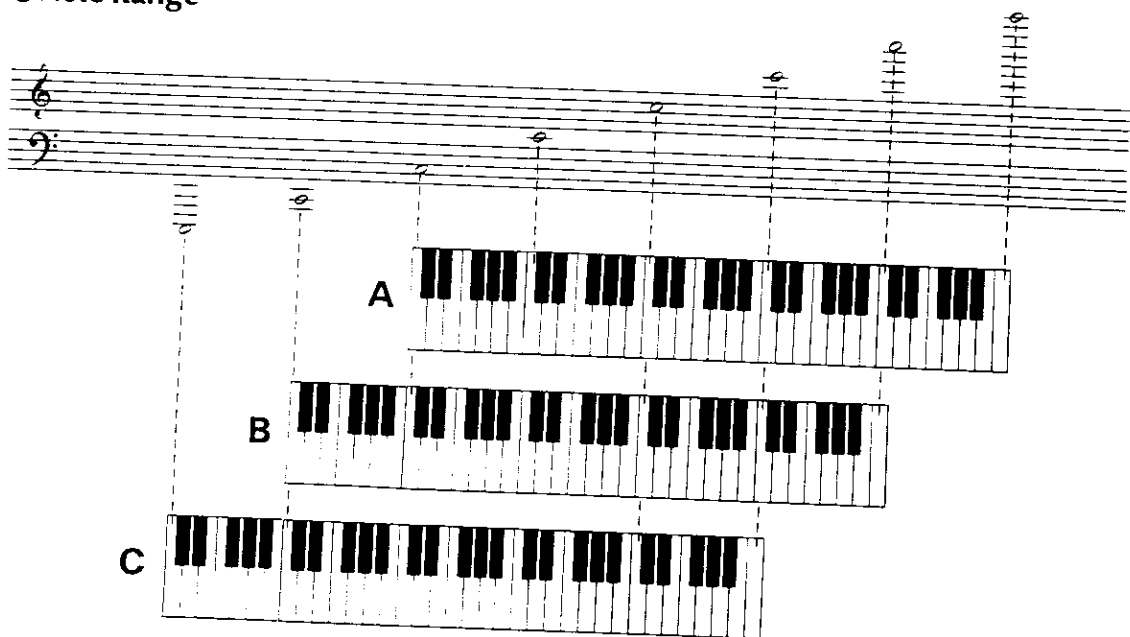
The Casiotone 701 has 20 kinds of preset sounds. The note ranges and sounds are varied to achieve the individual preset sound characteristics.

### How to read the chart.

- **Note Range:** The codes (A, B, C) in the note range column are actually shown below.
- \* Chime is a preset sound which is composed of various sound pitches. Therefore, it is not suitable for playing, so use it as a sound effect.
- **Sound:** "o" symbol denotes a sustained sound. Sounds continue as long as the keyboard keys are pressed. Blank denotes a fading sound. Sounds fade even though the keyboard keys remained pressed.

Preset Sound Name	Note Range	Sound	Preset Sound Name	Note Range	Sound
PIPE ORGAN	C	o	BRILLIANT ORGAN	C	o
DIAPASON	C	o	WOOD WIND	C	o
TIBIA	B	o	FULL TIBIAS	C	o
FLUTE	B	o	PICCOLO	A	o
JAZZ ORGAN 1	C	o	JAZZ ORGAN 2	C	o
PIANO	B		ELECTRIC PIANO	B	
VIBRAPHONE	B		MARIMBA	B	
CELESTA	A		CHIME	*	
OBOE	B	o	BASSOON	C	o
FUNKY	B		WAH BRASS	C	o

### ● Note Range



# **PART 3**

---

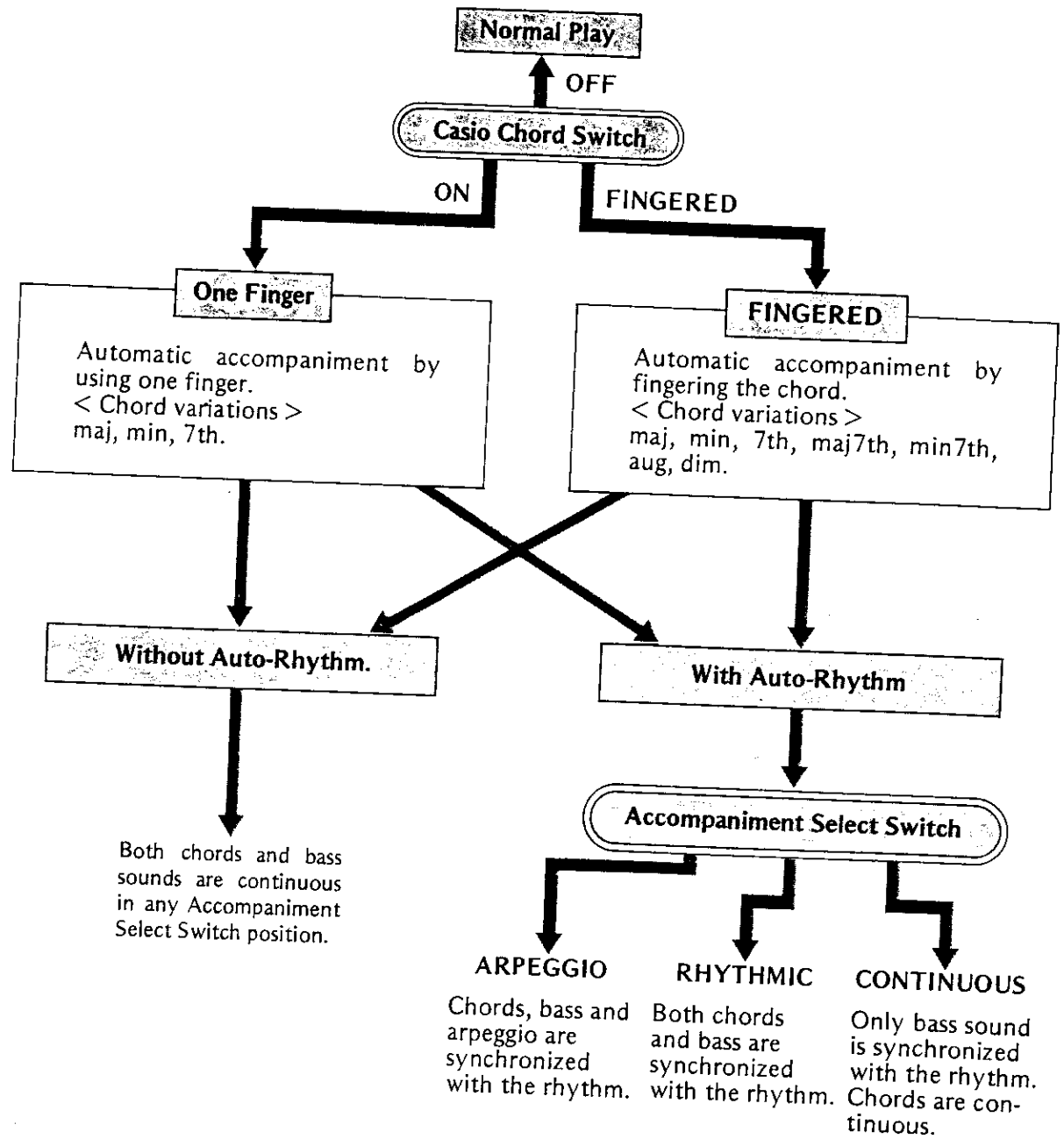
## **Automatic Accompaniment Function (Casio Chord System)**

---

- 3-1 Automatic Accompaniment Function Structure
- 3-2 How to Use the Automatic Accompaniment Operating Section  
(Function of the 5 Switches)
- 3-3 Let's Use the Automatic Accompaniment (Operating Methods)
- 3-4 How to Read the Chord Indicators

### 3-1 Automatic Accompaniment Function Structure

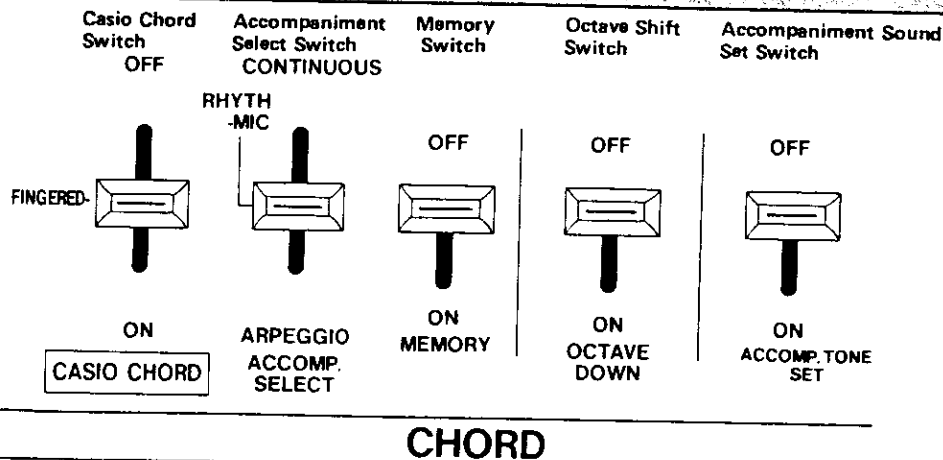
Keyboard are generally played using the right hand for the melody and the left hand for the accompaniment but this is very difficult for the beginner. However, by using this automatic accompaniment function (Casio Chord System), even a person who is unable to finger the chords can combine chords, bass, arpeggio, etc., with rhythm and perform automatic accompaniment by just using one finger. By using the Casio Chord Switch and the Accompaniment Select Switch and Auto-Rhythm, various automatic accompaniment methods can be achieved. They can be used differently depending on individual ability or the music being played.



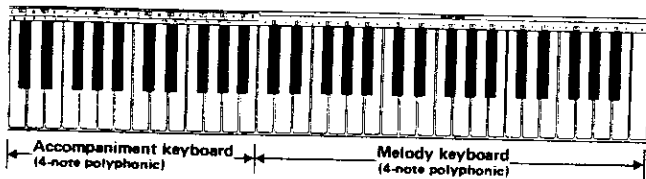
\* If fading sounds such as piano are set for the accompaniment sound, the chord sound will be produced only at the time when the key is pressed.



## 3-2 How to Use the Automatic Accompaniment (Function of the 5 Switches)



- **Casio Chord Switch** ... Turns automatic accompaniment (Casio Chord) ON/OFF.
  - OFF ..... For normal playing without auto-accompaniment.
  - FINGERED ..... For automatic accompaniment by fingering the chords.
  - ON ..... For automatic accompaniment using one finger.



\*When the Casio Chord Switch is OFF, the other four switches do not function.

- \*If the Casio Chord Switch is in the ON or FINGERED position, the lower two octaves (C to C) become exclusive accompaniment keyboard and become 4-note polyphonic.
- \*For 4-note polyphonic, up to four keys are produced at the same time.

### ● Accompaniment Select Switch

- CONTINUOUS ..... Only auto-accompaniment bass sound will be synchronized with the auto-rhythm and chords are continuous.
  - Note: When fading sounds such as piano are set for the accompaniment sound, the chord will be reproduced only when the key is pressed.
- RHYTHMIC ..... Both chords and bass sound of automatic accompaniment will be synchronized with auto-rhythm.
- ARPEGGIO ..... Arpeggio is added to RHYTHMIC accompaniment.

**Note:** When automatic accompaniment is used without using auto-rhythm, chords and bass become continuous sounds regardless of the position of the Accompaniment Select Switch and arpeggio is not produced.

### ● Memory Switch

- OFF ... Accompaniment sounds are produced only when keyboard keys are fingered.
- ON ... Accompaniment sounds are stored and even if you remove your finger from the keyboard key it continues to sound until the next keyboard key is fingered.
  - \*For fading accompaniment sounds such as piano, the sound is produced only when the key is fingered. When the same chord is fingered continuously, the chord does not sound after second time.

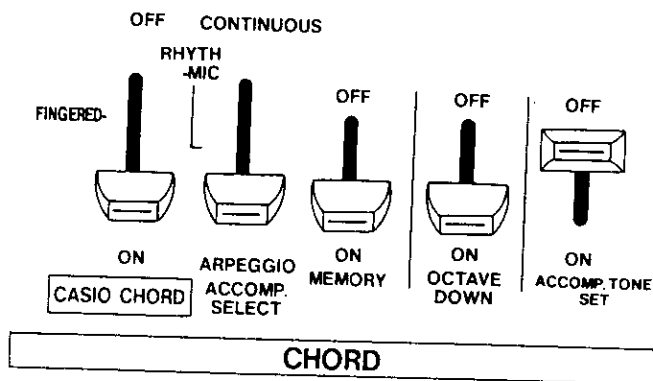
- **Octave Shift Switch** ... When this is ON, the note range of the melody keyboard becomes one octave lower.
- **Accompaniment Sound Set Switch** ... Turn this ON when changing accompaniment sounds. (See Page 20)

### 3-3 Let's Use the Automatic Accompaniment (Operating Methods)

● For automatic accompaniment using one finger.

(1) Turn the Casio Chord Switch ON and turn the Accompaniment Sound Set Switch OFF.

\*The other three switches may be in any position. Select according to the desired function.



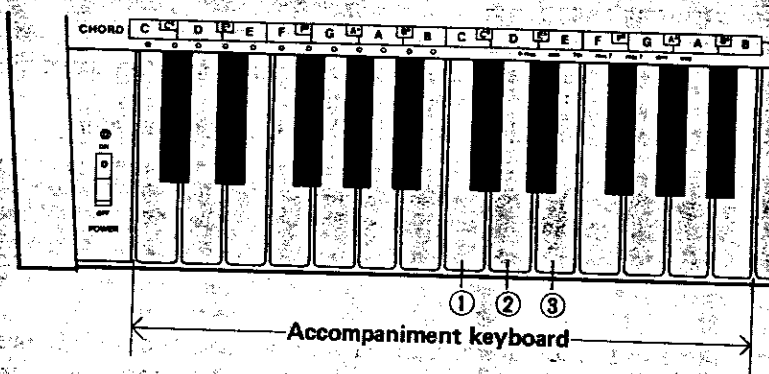
(2) Start the desired auto-rhythm.

(3) If one accompaniment keyboard key is fingered, the major chord and bass sound will perform automatic accompaniment.

\*When the Accompaniment Select Switch is set to ARPEGGIO, an arpeggio sound is also added.

#### Relationship of the chord to the fingered keyboard keys.

When the Casio Chord Switch is ON, if one accompaniment keyboard key is fingered, it becomes the major chord of that note and the appropriate bass sound and/or arpeggio sound are automatically played. When you desire to make this a minor chord, also finger any key on the accompaniment keyboard which is to the right of that note. Under the same conditions, if one more key (three keys in total) is fingered, it becomes a seventh chord.



(Example)

C (C major chord) → Finger ①.

Cm (C minor chord) → Finger ① and ② at the same time\*.

C<sub>7</sub> (C seventh chord) → Finger ①, ② and ③ at the same time\*.

\*Not only ② and ③, but any black or white keys can be used as long as they are to the right of ①.

Note: When the Casio Chord Switch is ON, the automatically played chords are one of three kinds — major, minor or seventh.

● **For automatic accompaniment using fingered chords.**

(1) Set the Casio Chord Switch to FINGERED and turn the Accompaniment Sound Set Switch OFF.

\*The other three switches may be in any position. Select according to the desired function.

(2) Start the desired auto-rhythm.

(3) If a chord is fingered on the accompaniment keyboard, the chord and bass sound are automatically played.

\*When the Accompaniment Select Switch is set to ARPEGGIO, an arpeggio sound is also added.

**Concerning the chords that can be fingered using FINGERED.**

When the Casio Chord Switch is set to FINGERED, a maximum of four notes can be produced at the same time on the accompaniment keyboard (4-note polyphonic). Therefore, any chord can be produced as long as it is composed of four or less notes. However, for chords other than maj, min, 7th, maj7th, min7th, the bass sound becomes the root only.

\*The balance between the volume level of the accompaniment sound and the melody is adjusted using the Balance Control knob. The balance between the rhythm and accompaniment sound is fixed.

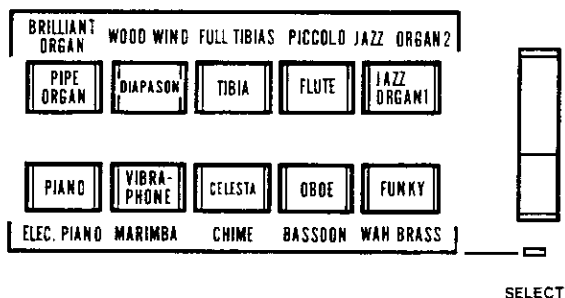
● **How to set the accompaniment sound.**

The accompaniment chord sound can be set by selecting from the 20 preset sounds of the Sound Selector Buttons.

< How to Set >

(1) Turn the Accompaniment Sound Set Switch ON. (At this time the Casio Chord Switch is set to other than OFF.)

(2) Press the Sound Selector Button of the desired preset sound.



(3) Turn the Accompaniment Sound Set Switch OFF. Setting is complete.

- Only the chord sound is set and the bass sound and arpeggio sound do not change.
- During the setting of the accompaniment sound (when the Accompaniment Sound Set Switch is ON), the preset sounds of the melody keyboard cannot be switched.
- When fading sounds such as piano and celesta (sounds that fade even while the keyboard keys are fingered) are set for accompaniment sounds and the Accompaniment Select Switch is set to CONTINUOUS, the chord will be produced only at the moment the accompaniment keyboard keys are fingered. And in this case, if the Memory Switch is turned ON, and when the same chord is fingered twice the chord does not be produced at the second time.
- \* When the memory switch is ON and the same chord is fingered a second time, it does not sound the second time.
- When the power is turned OFF, the preset sound of the accompaniment section will be cleared and the sound of the PIPE ORGAN will be set automatically.

## NOTES

- When auto-rhythm is set to **SYNCHRO STRIKE**, automatic accompaniment will start along with the rhythm the moment the accompanied keyboard keys are fingered. Therefore, it is very effective when playing introductory music or melody at the beginning, and simply input the accompaniment along the way just like auto.
- During One Finger accompaniment (Casio Chord Switch: **1 FINGER**), the fifth level of the seventh chord is omitted.  
(Example) C = C, E, B (G is omitted)
- Bass sounds and chord sounds differ according to the accompaniment method and chord.

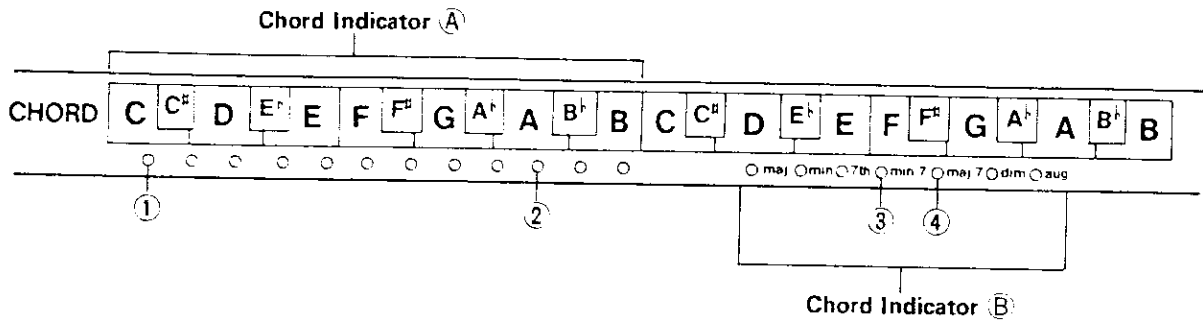
### Bass Sounds

- When rhythm is produced, regardless of the position of the Accompaniment Select Switch, the bass sounds are automatically played in a bass pattern which matches the respective rhythm. When **ROCK'N'ROLL**, **DISCO**, **SWING2** and **BOOGIE** rhythms are used, a cheerful "running bass pattern" is automatically played.
- When the Casio Chord Switch is set to **FINGERED**, for chords other than maj, min, 7th, maj7th and min7th, chord root bass sounds are produced continuously.
- When rhythm is not produced, regardless of the position of the Accompaniment Select Switch, the chord root continues to be produced for the bass sound.

### Chord Sounds

- When rhythm is produced, if the Accompaniment Select Switch is set to **CONTINUOUS**, chord sound is continuous and if **RHYTHMIC** or **ARPEGGIO** are used, the rhythm blends in.
- When rhythm is not produced, regardless of the position of the Accompaniment Select Switch, a continuous sound is produced.
- When a fading sound such as piano are set for accompaniment sound, the chord sound will be produced only at the time when the key is pressed.

### 3-4 How to Read the Chord Indicators



The chord that is being produced at that time is automatically discriminated and the name of the chord is displayed using one of the 19 lamps on the accompaniment keyboard. The chord root is displayed on chord indicator **A** and the chord type is displayed on chord indicator **B**. When lamps **1** and **4** in the figure are ON, it indicates that the chord is Cmaj7th.

#### NOTES

- When a chord other than the seven chords indicated on indicator **B** is fingered, the chord will not be automatically discriminated. In this case, chord indicator **B** will not be illuminated and the chord construction will be substituted for one octave of C to C, and the lowest note of that construction will be displayed on chord indicator **A**.  
(Example) When notes A, B and C are fingered, (since the notes are C, A and B) C will be illuminated.
- When the construction is the same chord such as Am7 (A, C, E, G) and C<sup>6</sup> (C, E, G, A), the chord on the chord indicator takes priority and the lamp is illuminated. (In this case, **2** and **3** are illuminated.) In this case, bass sounds are produced in accordance with the illuminated chord names. In other words, even though it seems like a C<sup>6</sup> chord was fingered, the bass sound of Am7 is produced.
- Due to nature of the diminished (dim) and augmented (aug) chords, there are many cases where the chords are different although the note composition is the same. In such cases they are differentiated in one of the following ways and are so displayed on the chord indicator. The bass will sound the root note of the displayed chord.
  - \* Diminished (dim) . . . . . Cdim, C#dim, Ddim.
  - \* Augmented (aug) . . . . . Caug, C#aug, Daug, D#aug.

# **PART 4**

---

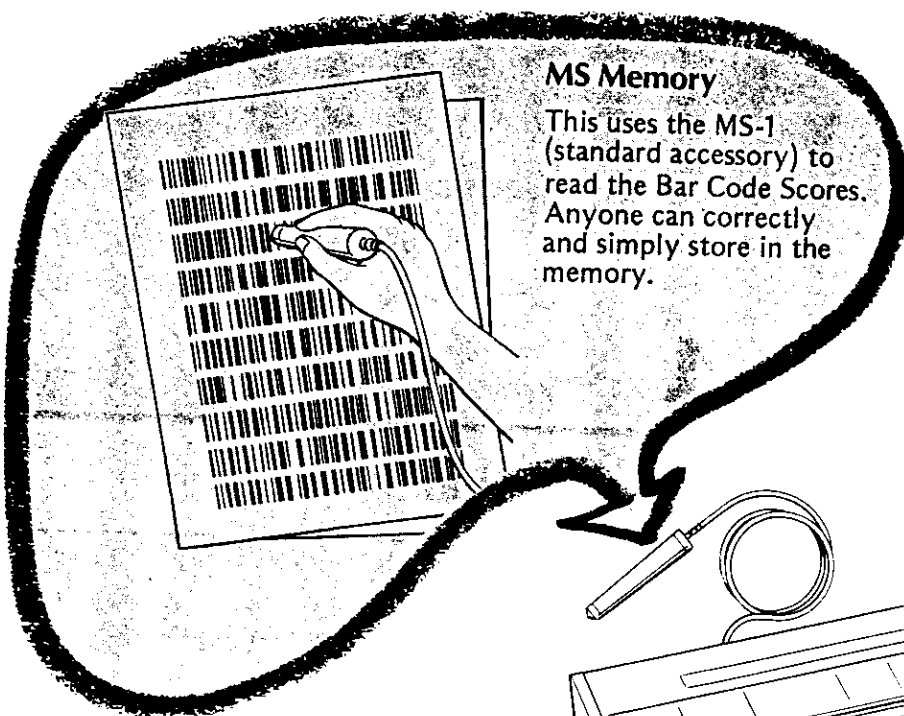
## **Memory Play Function**

---

- 4-1 Memory Play Function Structure
- 4-2 How to Use the Memory Play Operating Functions
- 4-3 MS Memory
- 4-4 Automatic Play
- 4-5 Melody Guide
- 4-6 One Key Play
- 4-7 Manual Memory

## 4-1 Memory Play Function Structure

The memory play function completely stores the melody (notes and duration) and chords and allows enjoyment of various functions such as Automatic Play, Melody Guide and One Key Play. As shown in the figure, there are two methods to store in the memory and three methods to output from the memory.

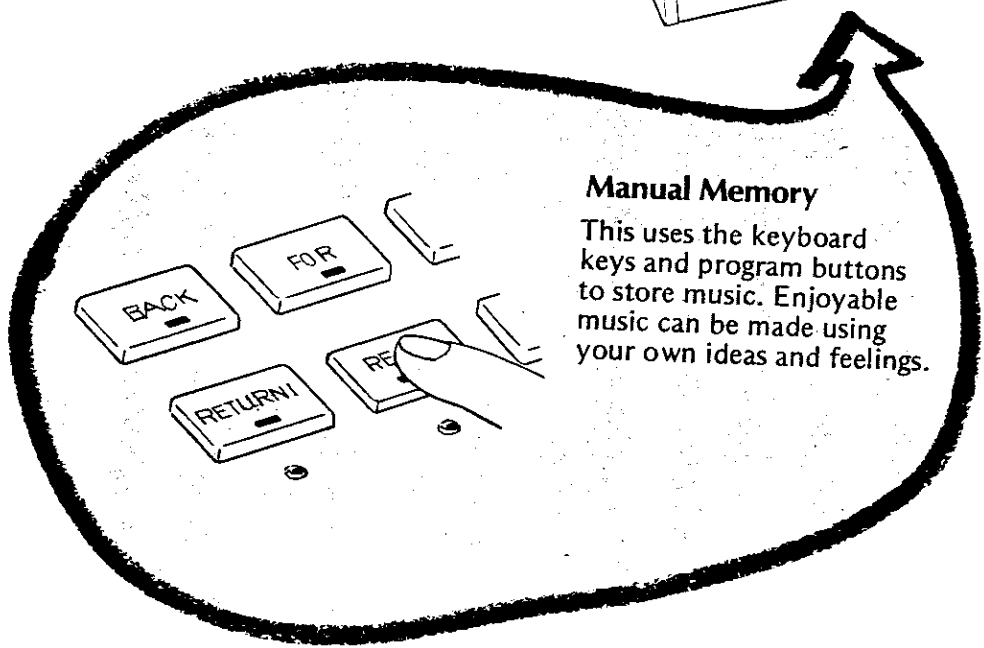


The diagram shows a hand holding a pen and pointing to a sheet of music with a barcode-like score. An arrow points from this sheet to a Casiotone 701 keyboard. The keyboard has a small display screen and several buttons. A separate image shows the MS-1 accessory, which is a small device with a circular lens and a pen-like tip.

### MS Memory

This uses the MS-1 (standard accessory) to read the Bar Code Scores. Anyone can correctly and simply store in the memory.

Casiotone 701

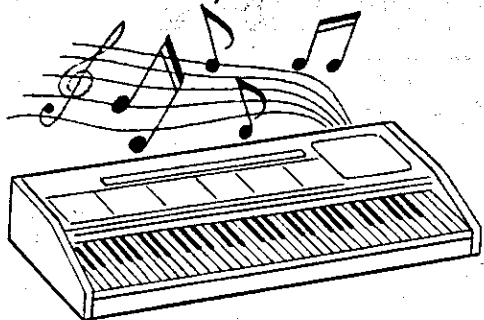


The diagram shows a hand pressing one of several buttons on a keyboard. The buttons are labeled 'BACK', 'FOR', 'RETURN', and 'RE'. An arrow points from this keyboard to the Casiotone 701 keyboard shown in the previous diagram.

### Manual Memory

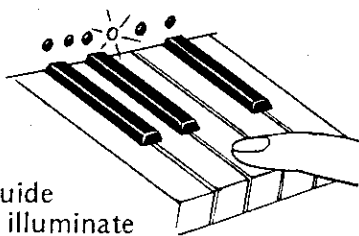
This uses the keyboard keys and program buttons to store music. Enjoyable music can be made using your own ideas and feelings.

### Automatic Play



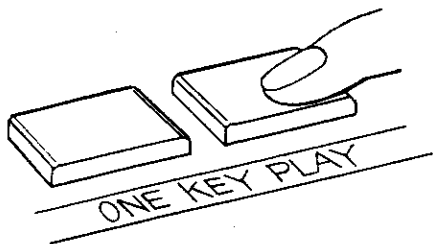
Full-fledged playing, including rhythm, bass and arpeggio is performed automatically by simply pressing a switch.

### Melody Guide



Melody Guide indicators illuminate and tell which keyboard keys to finger. This is ideal for practicing the use of the fingers.

### One Key Play



Melodies can be played by simply pressing one key. Rhythm, chord and bass accompaniment can also be used.

This manual explains the functions in each figure by dividing them into respective categories. If you read it in the following manner you will effectively understand the entire memory function.

**1**

4-2 "How to Use the Memory Play Operating Section" (See Page 27) outlines the operation of each switch. (Methods for specific use are explained again under each heading.)

**2**

According to the explanation of 4-3 "MS Memory" (See Page 29), first, let's store one song.

**3**

According to the explanation of 4-4 "Automatic Play" (See Page 31), let's automatically play a stored song.

\*So far, we believe you realize how wonderful the Casiotone 701 Memory Play Function is.

**4**

In addition, enjoy playing using 4-5 "Melody Guide" (See Page 33) and 4-6 "One Key Play" (See Page 35).

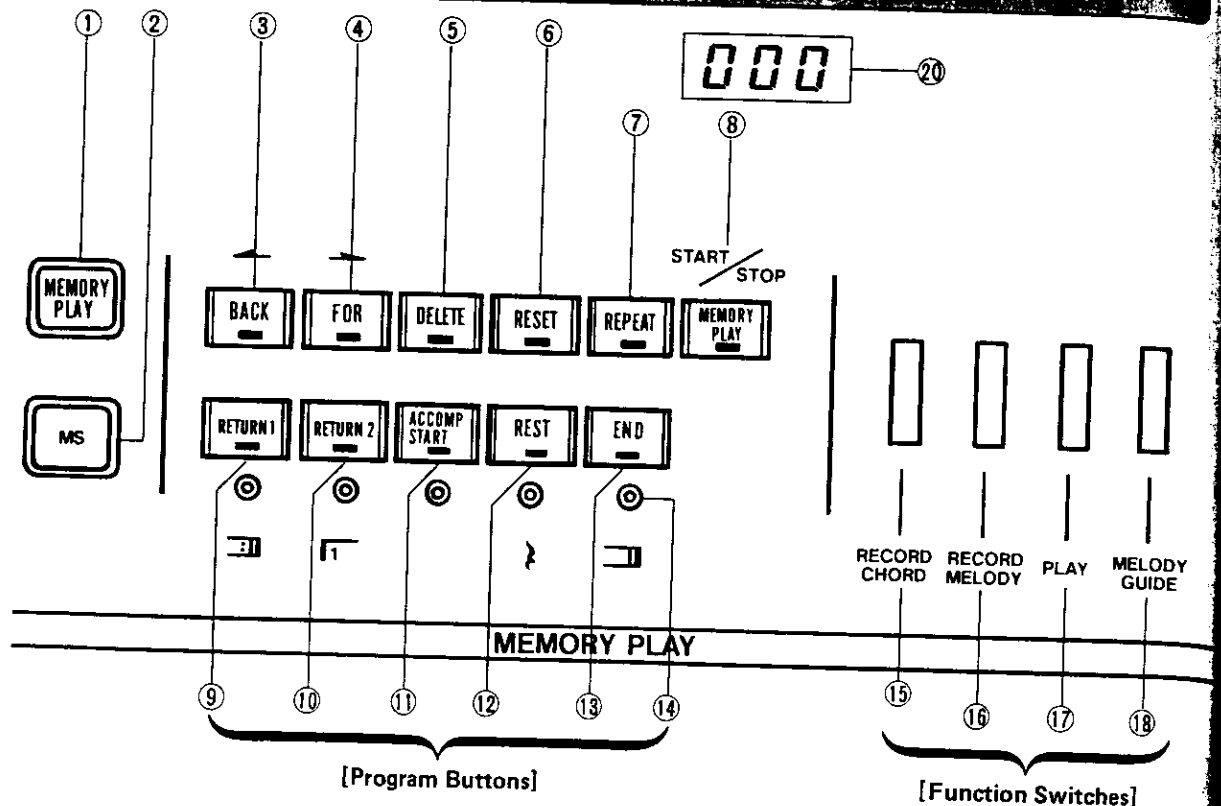
**5**



After mastering ① to ④, advance to 4-7 "Manual Memory" (See Page 37).

\*Some musical knowledge is required for Manual Memory but enjoyable music can be made using your own ideas and feelings.



## 4-2 How to Use the Memory Play Operating Section



\*Each switch of ① to ② and ⑮ to ⑰ is in an ON condition when pushed in.  → ON  → OFF

### ① Memory Play Button

Turn this ON when the Memory Play Function is used. When this is OFF, the other buttons of the Memory Play Operating Section do not function.

### ② MS Button

Turn ON when storing a melody (Bar Code Score) using the MS-1 (standard accessory).

### [Program Buttons]

★ ③ to ⑤ are used when checking and correcting the contents of the memory. (See Page 41)

### ③ Back Button

Backs up one step each time it is pressed.

### ④ Forward Button

Advances one step each time it is pressed.








### ⑤ Delete Button

The contents of the memory which are displayed are deleted if this is pressed.

★ ⑥ to ⑧ are used for memory play.

### ⑥ Reset Button

Press to return to the beginning.

- ⑦  **Repeat Button**  
If pressed, prior to the start of Automatic Play or during Automatic Play, playing is performed repeatedly the same number of times you press the button.
- ⑧  **Start/Stop Button**  
Press to start or stop memory play.
- ★ ⑨ to ⑬ are used when storing manually. (See Page 37)
- ⑨  **Return Button 1**  
Used when a repeat symbol **||: ||** is shown on the music score.
- ⑩  **Return Button 2**  
Used when a repeat symbol such as **1** is shown on the music score.
- ⑪  **Accompaniment Start Button**  
Designates location at which accompaniment starts.
- ⑫  **Rest Button**  
Designates a rest location.
- ⑬  **End Button**  
Designates the end of the music.
- ⑭ **Program Indicators (lower five program buttons only)**  
The applicable program indicators are illuminated during storage and correction operations.

### [Function Switches]

- ⑮ **Record Chord Switch**  
Press when storing chords manually.
- ⑯ **Record Melody Switch**  
Press when storing melodies (notes and duration) manually.
- ⑰ **Play Switch**  
Press when performing Automatic Play or One Key Play.
- ⑱ **Melody Guide Switch**  
Press when using Melody Guide function.
- ⑲ **One Key Play Keys**  
These are used when performing One Key Play or storing note durations and chords manually. Either of the two One Key Play Keys may be used to provide the same effect.
- ⑳ **Memory Step Display**  
This displays the number of stored steps, or the number of stored lines in the case of MS Memory.

## 4-3 MS Memory

This is a method of reading and storing Pitch and Length (duration) of the notes and Chords from the Bar Code using the MS-1.

Anyone can store in the memory easily and correctly by using this method.

### ●Storage Method

Now, let's store Symphony No. 9 "Choral" by Beethoven which is included in the enclosed booklet. Prepare the Bar Code (Pitch, Length (duration) and Chords) for this section.

(1) Connect the MS-1 to the MS jack on the Casiotone 701.

(2) Turn both the Memory Play Button and the MS Button ON.

- Memory Step Display comes on, showing "000".

(3) Pass the tip of the MS-1 over the first line of the "Pitch" Bar Code from left to right.

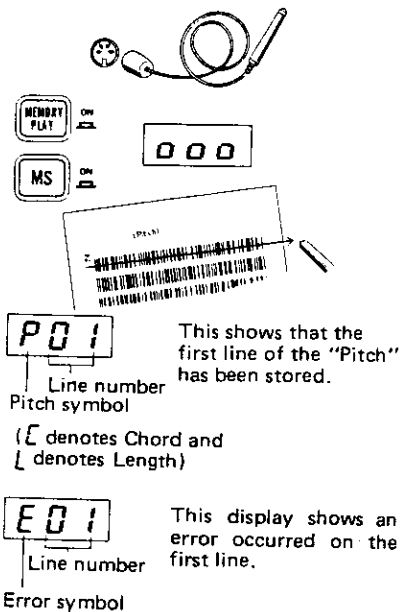
- If a high pitch sound comes out and the display shows Bar Code Symbol (in this case, P for Pitch) and number as illustrated, move on to the next line.
- If a low pitch sound (error sound) comes out and the display is as shown in the figure, storage is not performed. Repeat the process until the correct high pitch sound comes out.

- \* When things do not proceed as expected, read "MS Memory Hints." (See Page 30)

(4) After the last line of "Pitch" has been stored, "Length" and "Chord" are stored in the same operation.

- If the last line has been stored the display will be as shown in the figure "000".

(5) When "Pitch", "Length" and "Chord" have been respectively stored, turn the MS Button OFF. Storage is now completed.



Next, read "Automatic Play" (See Page 31), "Melody Guide" (See Page 33) and "One Key Play" (See Page 35) and enjoy playing.

- \* This operating example showed a storage sequence starting with "Pitch" but any sequence can be used. Also, when you only want to store the melody, store "Pitch" and "Length" (duration) only. Furthermore, if only the "Chord" is stored, Automatic Play cannot be performed.

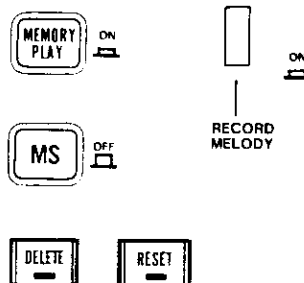
Note: Melodies are determined by the pitch and duration. Therefore, a melody cannot be played storing only Pitch or only Length (duration).

## ● Memory Deletion

If new items are stored, the previously stored items are automatically deleted. However, when only the melody is to be stored, delete the previous chord memory. If not deleted, the previous chord will accompany during Automatic Play. (See Page 31)

### Deletion Method

- (1) Turn the Memory Play Button ON and turn the MS Button OFF.
- (2) Turn the Record Chord Switch ON.
- (3) Press the Reset Button while pressing the Delete Button.

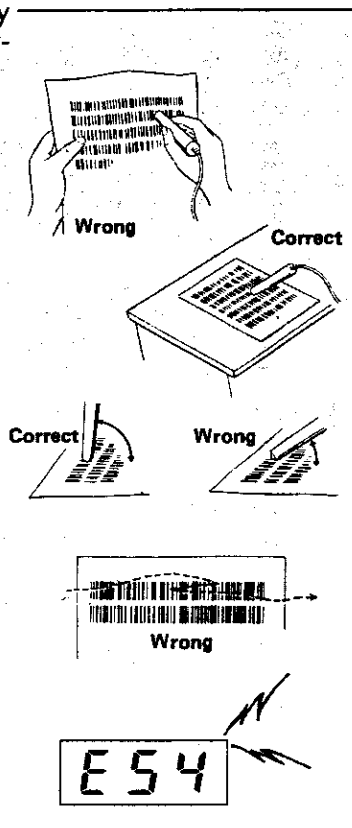


- \* In the case of (2), if the Record Melody Switch is pressed, the melody will be deleted.
- \* After replacing the memory protection batteries, be sure to delete both melody and chords from the memory and input again from the start.

### MS Memory Hints

Storage can be accomplished easily by paying attention to the following points.

- Place the Bar Code on a table or flat surface. It cannot be properly read if held in the hands.
- The MS-1 should be held at approximately a ninety degree angle to the Bar Code.
- Please move the MS-1 straight across the Bar Code as much as possible so as not to go out side of the Bar Code or go backwards.
- Move the MS-1 from left to right across the Bar Code without stopping along the way. Also, do not start in the middle.
- The MS-1 should touch the Bar Code slightly. Do not press too firmly or hold too far from the Bar Code.
- Move the MS-1 at an appropriate speed (one line should take about one second). Reading cannot be done if the speed is too slow or too fast.
- Store in correct sequence from the first line to the last line. If even one line is skipped, further storage cannot be accomplished.
- When an error sound is produced, repeat the storage by confirming the location of the error using the Memory Step Display.



### Notes on handling the Bar Code scores

If the Bar Codes (bars printed in black) are damaged, scratched or become dirty, the memory operations cannot be performed properly.

So please take the following precautions:

- \* Do not fold or wrinkle the score.
- \* Keep the score free of liquids, dust particles, etc.
- \* Do not write on the score with a pencil, etc.

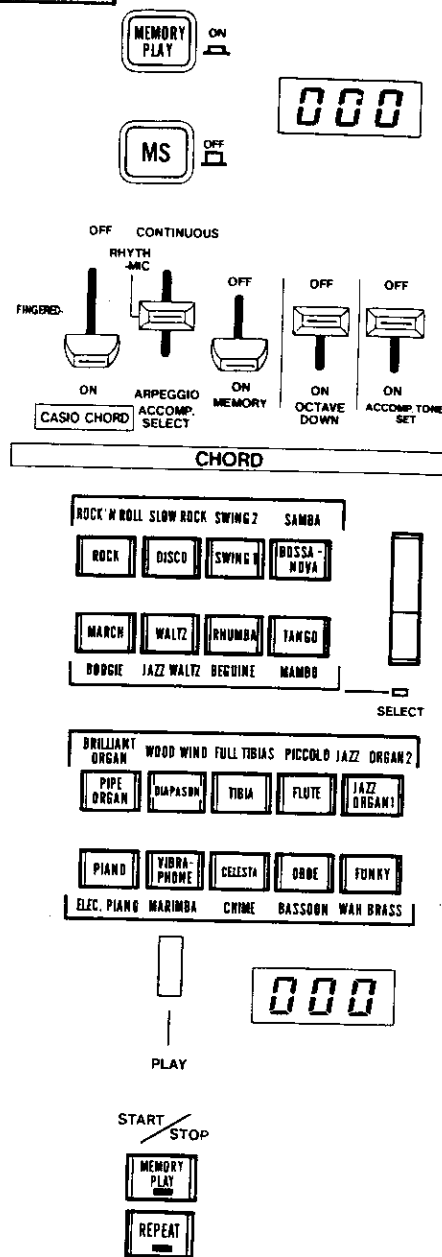
## 4-4 Automatic Play

This function automatically plays music which were stored using MS Memory (See Page 29) or Manual Memory (See Page 37). This is full-fledged playing with rhythm, bass or arpeggio and is an enjoyable function not only for listening but for practicing or singing along.

### ● Operating Method

#### Store the music in advance using MS Memory or Manual Memory.

- (1) Turn the Memory Play Button ON and turn the MS Button OFF.
  - The memory step display comes on as shown in the figure.
- (2) Set the Automatic Accompaniment Operating Section.
  - Set the Casio Chord Switch to ON (or FIN-GERED).
  - \*OFF is alright for Automatic Play without accompaniment.
  - Set the Accompaniment Select Switch according to your desired accompaniment style.
  - The Memory Switch may be ON or OFF.
  - The Octave Shift Switch may be ON or OFF.
  - Turn the Accompaniment Sound Set Switch OFF.
- (3) Set the Auto-Rhythm Operating Section.
  - Select the rhythm which matches the music and adjust the TEMPO and BALANCE control knobs.
  - \*Stop the rhythm after completion of the adjustment.
  - \*Operations (2) and (3) are not required for Automatic Play of the melody only. (Refer to the **HINTS** on the next page.)
- (4) Set the Preset Sound and Sound Effects Operating Section.
  - Select the preset sound which matches the music and select the sound effect (sustain or vibrato) which matches the preset sound.
- (5) Turn the Play Switch to ON by pressing.
  - \* Press the Reset Button when the memory step display does not show "000".
- (6) Press the Start/Stop Button.
  - Automatic Play will start.
  - When repeated play is desired, press the Repeat Button the same number of times you desire to repeat before pressing the Start/Stop Button.



### ● Display and Indicators During Automatic Play

- Memory Step Display . . . . . Displays the step number of the location being played as each note is played.
- Melody Guide Indicator . . . . . Indicate the pitches of the melody notes during play.
- Chord Indicators . . . . . Indicate the accompaniment chords during play.

### ● To Stop Along the Way

During play, when you want to start playing again from the beginning by stopping along the way, press the Reset Button and press the Start/Stop Button again.

\*During play, if you press the Start/Stop Button along the way, play will stop for a moment and if you press the Start/Stop Button again, the play will restart from that location. In this case, only the melody will be played.

### ● Shifting of Preset Sounds, Rhythms, Accompaniment, etc.

Even during Automatic Play, since shifting of the preset sound, rhythm and adjustment of tempo, balance, etc., are possible, a style which best matches the music being played can be selected. Also, the style of accompaniment can be changed by shifting the Accompaniment Select Switch.

**Note:** Since the beat is different if you shift a three beat rhythm (waltz and jazz waltz) to another rhythm, use care since the melody and rhythm will not match in this case.

#### HINTS

#### ● For Automatic Play of the melody only (There are three methods as follows.)

- (1) Turn the Balance Control all the way to the MELODY side when using Automatic Play.  
\*The accompaniment is not completely deleted.
- (2) Store the melody only (note pitch and duration) and delete the chord storage.
- (3) Turn the Casio Chord Switch OFF.

#### ● For Automatic Play of the accompaniment only (There are two methods as follows.)

- (1) Turn the Balance Control all the way to the ACCOMP side when using Automatic Play.  
\*The melody is not completely deleted.
- (2) Start the Automatic Play using the auto-rhythm operating section Start/Stop Switch. In this case, Automatic Play can be performed using chord storage only.  
\*To get an ensemble effect, the pitch of the melody during Automatic Play is lower compared to the pitch of normal manual play.  
\*Accompaniment sounds (bass, chords and arpeggio sounds) of the Automatic Play are the same as those of automatic accompaniment.

### ● Fingering Exercises

During Automatic Play, the Melody Guide Indicators will illuminate and the keyboard keys can be fingered by following along, the melody will be played and this becomes a fingering exercise for that music.

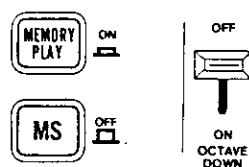
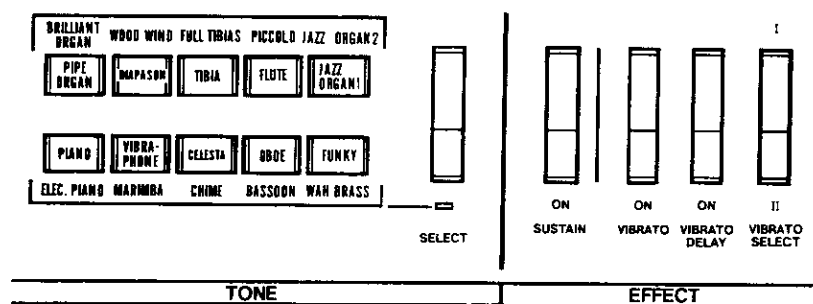
## 4-5 Melody Guide

The Melody Guide Indicators illuminate one followed by another and show which keyboard keys to finger. Even for a person who cannot read notes, playing of music can be easily done by fingering the keyboard keys as shown by these indicators. This is the best way for a beginner to do fingering exercises.

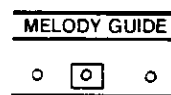
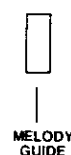
### ● Operating Method

Store a music in advance by using MS Memory or Manual Memory.  
It is not necessary to store Length (note duration) or Chords.

- (1) Turn the Memory Play Button ON and turn the MS Button OFF.
- (2) Turn the Octave Shift Switch OFF.
- (3) Set the Preset Sound and Sound Effect Operating Section.
  - Select a Preset Sound and Sound Effect which matches the music.



- (4) Press the Melody Guide Switch.
  - The Melody Guide Indicator lamp lights up and the step number (the first note stored in the memory) will be shown on the Memory Step Display.
  - Ex.) When "RETURN1" is programmed at the beginning of the song, the step display starts from "002" (since the first note is stored in the second step).
  - If the display does not show the proper number, press the Reset Button.



- (5) Start Melody Guide play. Finger the keyboard keys one after another as indicated by the illumination of the Melody Guide Indicators.
  - If a keyboard key is fingered, the respective indicator will go OFF and the indicator which shows the next note will be illuminated. When the indicator does not go OFF even after being fingered, this means that the same note continues. So finger the keyboard until the indicator goes OFF.
  - Finger the keyboard keys while remembering the melody and thinking of the duration of the notes.

Note: When the Octave Shift Switch is ON, the Melody Guide Function cannot be performed properly.

\* If the stored music is played to the end, it can be performed again from the beginning. When you want to stop along the way and start over again, press the Reset Button.

## ● Various Practicing Methods Using the Melody Guide

After the right hand can be used to a certain extent, try to improve the practicing by using the following steps.

### ① Try to play to the rhythm.

Start the rhythm that matches the music and try to play to the rhythm. If you start with a slow tempo and gradually increase the speed you will be able to improve your playing.

\* Start the rhythm after pressing the Reset Button.

### ② Try to finger the chords using the left hand.

Set the Casio Chord Switch to ON or FINGERED and try to play with the right hand while fingering a chord with the left hand. (In this case, do not produce rhythm.)

\* When the Casio Chord Switch is OFF, no sound will come out even if the accompaniment keyboard keys are fingered.

### ③ Try to combine rhythm and chords (automatic accompaniment).

This is an accompaniment that combines ① and ②, in other words, automatic accompaniment. (See Page 16).

Gradually increase the tempo. When you can do this you will have become a rather good keyboard player.

#### **NOTE**

When playing along with the rhythm using the Melody Guide, the rhythm automatically stops just after the key of the last note is pressed.



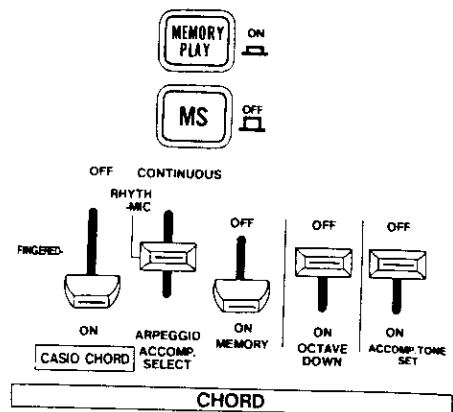
## 4-6 One Key Play

As the One Key Play Key is pressed, the music stored using MS Memory or Manual Memory is called out. With this function, anyone can enjoy playing simply by using one finger.

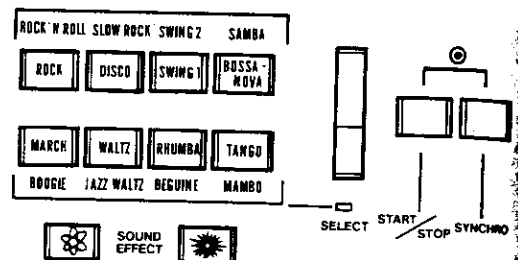
### ● Operating Method

#### Store a music in advance by using MS Memory or Manual Memory.

- (1) Turn the Memory Play Button ON and turn the MS Button OFF.
- (2) Set the automatic accompaniment operating section.
  - Set the Casio Chord Switch to ON (or FIN-GERED).
  - Set the Accompaniment Select Switch to match the desired accompaniment style.
  - Set the Memory Switch to ON or OFF.
  - Set the Octave Shift Switch to ON or OFF.
  - Turn the Accompaniment Sound Set Switch OFF



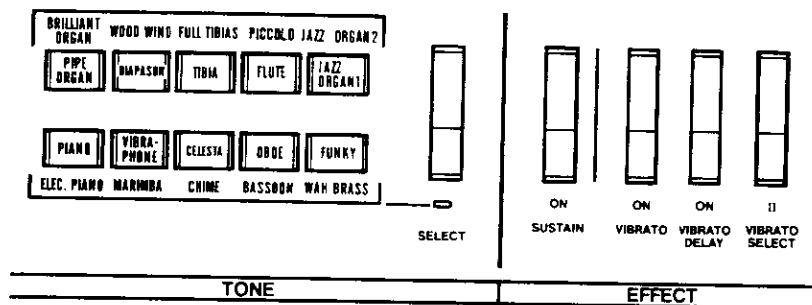
- (3) Set the Auto-Rhythm Operating Section.
  - Select the rhythm which matches the song and adjust TEMPO and BALANCE control knobs. A slower tempo is better when beginning.
  - \* Stop the rhythm after adjustment has been completed.



\*Operations (2) and (3) are not required when playing only the melody using One Key Play.

- (4) Set the Preset Sound and Sound Effect Operating Sections.

Select the preset sound and sound effect (Sustain or Vibrato) which matches the music.



(5) Turn the Play Switch ON by pressing.

Note: When the Memory Step Display does not show "000", press the Reset Button.

(6) Press the One Key Play Key and start playing.

- Press the key rhythmically while thinking of the melody.
- Either of the two One Key Play Keys may be pressed or they may be pressed alternately.



- ★ For someone who has trouble following the accompaniment:  
Practice should be done by setting the Balance Control knob to the MELODY side and playing only the melody using One Key Play.  
\* One Key Play with the melody only can also be performed by storing the "Pitch" only and deleting the "Chords".

## 4-7 Manual Memory

Store the melody and chords by using keyboard keys and program buttons. You can store the desired music freely by using your own hands.

### ● Manual Memory Sequence and Process.

(1) Preparation	Memory Play Button → ON MS Button → OFF
(2) Note Storage	Record Melody Switch → ON Store the notes and music progress instructions using the melody keyboard keys and the Program Buttons.
(3) Chord Storage	Record Chord Switch → ON Store chords using the accompaniment keyboard keys and the One Key Play Keys.
(4) Note Duration Storage	Record Melody Switch → ON Store the note duration while playing by using the One Key Play Keys.

This operating sequence is subject to Automatic Play with accompaniment. Depending on the type of playing, not all of the operations are required.

- Melody Guide ..... (1) → (2)
- One Key Play of melody only ..... (1) → (2)
- Automatic Play of melody only .... (1) → (2) → (4)

(Example) "Twinkle Twinkle Little Stars"

The image shows three staves of musical notation for the song "Twinkle Twinkle Little Stars". The first staff has chords C, F, C, F, C, G7, C. The second staff has chords G, F, C, G7, G, F, C, G7. The third staff has chords C, F, G7, F, C, G7, C.

#### (1) Preparation

Turn the Memory Play Button ON and turn the MS Button OFF.

\* The Memory Step Display will show "000" and the REST program indicator will be illuminated.



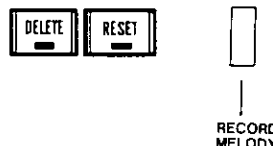
#### (2) Note Storage

a) Turn the Record Melody Switch ON.

b) Delete the memory contents by pressing the Delete Button and the Reset Button.

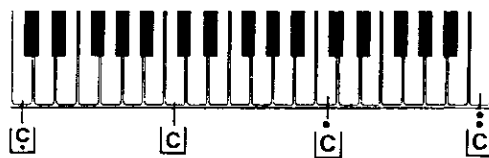
c) Press the melody keyboard keys and the program buttons in the sequence shown below.

\* Do not use the accompaniment keyboard keys.



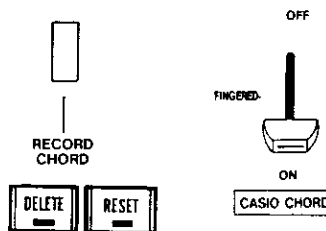
C C G G A A G F F E E D D C G G F F E E D G G F F E E D  
 C C G G A A G F F E E D D C

- [C], [G], etc., show the fingered keyboard keys.
- If a mistake is made while pressing the keys, press the [MUTE] button and press the correct keyboard key. (See Page 41 for details.)
- \* See Page 39 for method of using program buttons such as [M1] and [M2].



### (3) Chord Storage

- Turn the Record Chord Switch ON.
- Delete the memory contents by pressing the Delete Button and the Reset Button.
- Turn the Casio Chord Switch ON.



\* In this case, the chords are stored by using the one finger method. Use FINGERED when storing by fingering the chords.

- While fingering the chords in the sequence below by fingering the accompaniment keyboard keys, press the One Key Play Key and store the chords. Press the [M1] Key last.

C×2, F×1, C×1, F×1, C×1, G<sub>7</sub>×1, C×1,  
 G×1, F×1, C×1, G<sub>7</sub>×1, G×1, F×1, C×1, G×1,  
 C×2, F×1, G<sub>7</sub>×1, F×1, C×1, G<sub>7</sub>×1, C×1, [M1]

\* C×2 refers to the operation where the One Key Play Key is pressed 2 times while fingering the C major chord on the accompaniment keyboard.

★ Press the One Key Play Key twice for each measure of the chord. For additional details see page 42.

### (4) Note Duration Storage

- Press the Record Melody Switch.
  - \* Press the Reset Button when the Memory Step Display does not show "000".
- Choose the rhythm which matches the music by using the Rhythm Selector Button. (The ROCK rhythm is used in this example.)
- Start the rhythm and adjust for proper speed using the Tempo Control Knob.
  - \* Slower than normal speed is better.
- Press the One Key Play Key in time with the rhythm and play.

Note: The notes stored by Step (2) will come out one after another each time a One Key Play Key is pressed. <For the REST position, release the key for the duration of the rest. Also, press the key again in time with the rhythm after the last note comes out. (At this time, no sound is produced.) See Page 43 for details.>


★ When you did not do so well, press the Reset Button and start over. You can start over as many times as you like.

### NOTES

After adjusting the TEMPO at operation c) of Step (4), stop the rhythm once and set the Casio Chord Switch to ON or FINGERED, and if operation d) is performed, rhythm and accompaniment will start the moment a One Key Play Key is pressed. Since this accompaniment consists of chords stored at Step (3), the note duration can be stored to match rhythm and accompaniment.

With the above, storage is complete. Enjoy playing using Automatic Play (See Page 31), Melody Guide (See Page 33) and One Key Play (See Page 35). Also, since this is an example of a basic operating method, read the following pages for details such as various storage methods and advanced techniques.

● **Storage Step Number** (concerning the number of notes or chords that can be stored).

- ★ When storing, each pressing of a keyboard key or a button is considered as one step.
- The number of notes that can be stored, including the pressing of Program Button such as END Button, etc., is 345 steps.
- \* The pressing of  button is also counted as a number of step.
- The number of chords that can be stored is 201 steps. Since one measure has two steps, this means that 100 measures plus the END button can be stored.
- The number of steps already stored will be shown on the Memory Step Display during storage. If you try to store more steps than allowed, "End" will be displayed and no further storage is possible.

085

End

**NOTES**

Sometimes "End" will be displayed even when the memory step display has not reached the number of steps allowed. This occurs when new storage is performed without deleting previously stored items.

(Example) If new note storage is performed without deleting when there are already 100 steps stored, "End" will be displayed after storing 246 steps.

★ For new storage, be sure to delete the memory contents by pressing the Delete Button and the Reset Button.


● **Program Button Operating Method**

The method of song progress is determined by using the following five Program Buttons. These are used when storing notes.

\*Only the END Button is used also for chord storage.

**END Button** ()

The END button designates the end of the music. Be sure to finalize the note or chord storage by pressing this button.


**REST Button** ()

Designates the location where no note is produced during the music. Press this button at the places where rest symbols are written on the music score (1, 7, ♯, etc.).

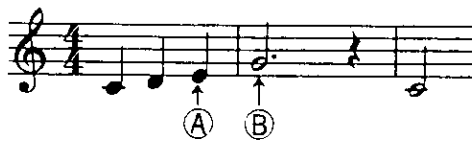




These can be designated as one rest symbol.

This button only designates the location of the rest and the duration of the rest is determined by the period that the One Key Play Key is not pressed during duration storage. Furthermore, even when two rest symbols occur between two measures as shown in the example, this can be designated as one rest symbol when no note or repeat symbol (||: :||) are present between them. Also, a maximum of five measures of rest can be produced with one press of the Rest Button. Therefore, if, for example, the rest continues for a period of 12 measures press the Rest Button three times.

**Accompaniment Start Button (  )**

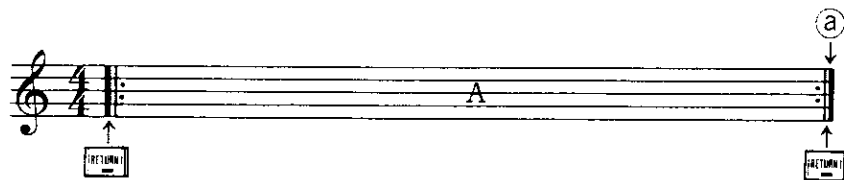
Press this button at the location where the accompaniment (chords, rhythm, etc.) starts. For introduction (Auftakt) music as shown in the example, since the chord is formed beginning with the note indicated by **Ⓑ**, press the Accompaniment Start Button following the note indicated by **Ⓐ**.



**Return 1 Button (  ) and Return 2 Button (  )**

Repeat play can be performed by pressing these buttons at the locations where repeat symbols such as '||: :||' or '┌┐' are written on the music score. Return 1 Button is pressed whenever ||: and :|| symbols are written and Return 2 Button is pressed whenever a ┌┐ symbol is written.

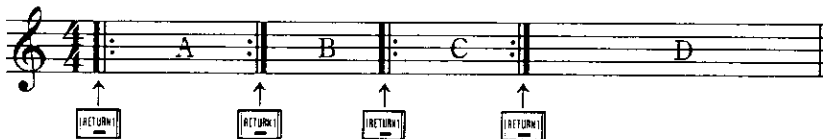
(Example 1) When the entire music is repeated several times.



Music sequence = A → A

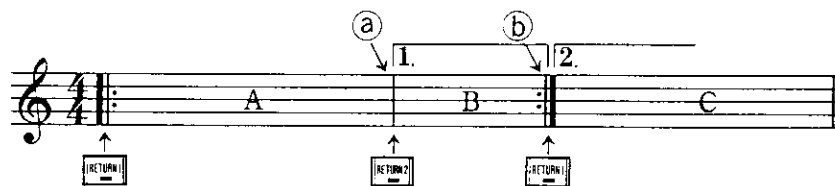
\* To play three times (A → A → A), press Return 1 Button twice at the location indicated by **Ⓐ**.

(Example 2) When there are repeat symbols ||: :|| in several places.



Music sequence = A → A → B → C → C → D

(Example 3) When there is a '┌┐' symbol.

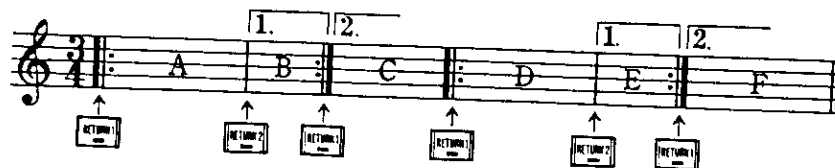


Music sequence = A → B → A → C

\* Return 2 Button is not pressed at the location of the ┌┐ symbol.

★ Application . . . If Return 2 Button is pressed three times at **Ⓐ** and Return 1 Button is pressed three times at **Ⓑ**, the play will be A → B → A → B → A → B → A → C.

(Example 4) When there are repeat symbols  $\overline{\text{1.}}$  in several places.






Music sequence = A → B → A → C → D → E → D → F

- \* Return 1 Button and Return 2 Button can be pressed any number of times within the storage step range (up to 345 steps).
- \* When using Accompaniment Start Button, Return 1 and Return 2 Buttons at the same location on the music score, press the Accompaniment Start Button first.
- \* See pages 45 and 46 for examples of the use of Return 1 Button and Return 2 Button.

## ● Storage Correction

### Note Storage Correction

Correction of memory contents can be accomplished at any time even during storage or after completion of storage provided that the Record Melody Switch is ON. Correction is performed using the following three buttons and both deletion and insertion can be accomplished.


- Forward Button (  ) . . . . Advances one step each time it is pressed.
- Back Button (  ) . . . . Backs up one step each time it is pressed.
- Delete Button (  ) . . . . Displayed step is deleted and backs up one step.

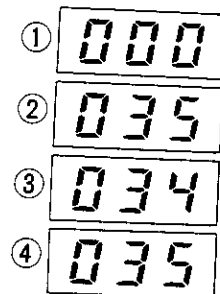
\* While advancing or backing up using the three buttons, the step numbers will be displayed on the Memory Step Display. At the same time, since the notes of the steps will sound and the Melody Guide Indicators will also be illuminated, confirmation can be accomplished while making corrections. In the case of the Program Buttons, the sounds are not produced but those Program Indicators are illuminated.

(Example 1) When a mistake is noticed immediately during storage.

Operation: Press the Delete Button once and press the correct keyboard key or Program Button.

(Example 2) When a mistake is noticed at step number 35 after storage is complete.

- Operations:
- ① Press the Reset Button and make the Memory Step Display show "000". (The  lamp is illuminated.)
  - ② Press the Forward Button and make the display show "035".
  - ③ Press the Delete Button and delete step 35.
  - ④ Press the correct keyboard key or Program Button.



★ **Deletion/Addition Method**

**Deletion** (when deleting unnecessary storage) . . . Perform operations ①, ② and ③ of (Example 2).

**Addition** (when adding left out storage) . . . Perform operations ①, ② and ④ of (Example 2). In the case of (Example 2), the addition is made following step 35.

**Duration Storage Correction**

When a mistake is made, press the Reset Button and start over again. You can start over again as many times as you want.

**Chord Storage Correction**

During storage, corrections can be made by using the Delete Button. Corrections cannot be made after storage or by using the Forward Button or Back Button.

(Example) When you noticed that you have stored the chord one measure (the equivalent of two steps) too many during storage.

Operation: Press the Delete Button twice. (The display will back up two steps and the chord at those two steps will be deleted.)

● **Concerning Chord Storage**

- Chords are two steps per measure.

When there are two kinds of chords in one measure, each chord is stored step by step. Example 1 stores "F x 1, G<sub>7</sub> x 1 and C x 2". In the case of 4 beats (4/4 time) as shown in Example 1 or 2 beats (2/4 time), chords are equally divided within the measure but in the case of 3 beats (3/4 time), they are divided into 2 beats and 1 beat (Example 2).

\* Three or more chords in a measure cannot be stored.

Example 1



Example 2

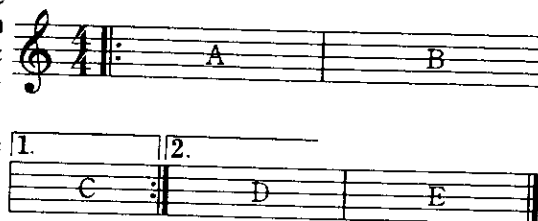


\*One and Two are G<sub>7</sub>, and Three is C.

- Return 1 Button and Return 2 Button cannot be used for chord storage. Therefore, even when the notes are stored as written on the music score, the chords are stored in accordance with the progress of the music.

In the case of the Example 3, the notes are stored in accordance with the music score, such as A → B → C → D → E and the chords are stored as A → B → C → A → B → D → E.

Example 3



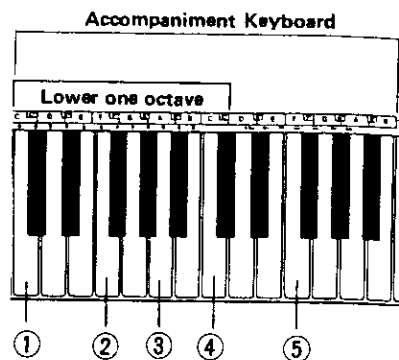
- Chords can be stored by using either "one finger" (Casio Chord Switch → ON) or by "fingering the chord" (Casio Chord Switch → FINGERED). When storing by actually fingering the chords (Casio Chord Switch → FINGERED), only the 7 chords shown on the Chord Indicators (maj, min, 7th, maj7th, min7th, dim and aug) can be stored. (When other chord storage is attempted, the chord sound comes out but the chord will not be stored.)




- In the FINGERED position, the fingered chord is automatically discriminated and replaced with a chord which is within the range of the lower one octave on the accompaniment keyboard and be stored.

(Example) Even when the F maj chord of ③, ④ and ⑤ is fingered, it is stored in the form of ①, ② and ③.

- Also, for the 7th, maj 7th and min 7th chords, the fifth note is left out during storage.  
(Example) For Am7 (A minor 7th), C (Do), G (Sol) and A (La) are stored.



- For a tacet (locations where no chord is required), press the One Key Play Key without fingering the chord on the accompaniment keyboard. A silent location is stored and, during Automatic Play, a chord is not produced for that location only.
- ★ As the final step of chord storage, be sure to press the END Button (  ) just as for note storage.

### ● Skillful Ending Methods

After the last note comes out using note duration storage, be sure to press the One Key Play Key one more time. At this time, no sound is produced but the play ends at this point. Therefore, the timing of the key pressing determines whether the ending is good or bad.

[Ending Operation Example]

Store another half measure of the last chord (1 step) and, if the example operation is performed, the root sound of the chord comes out last, which will result in a skillful ending.

● **To store two or more songs as a medley and play automatically.**

(This requires a certain amount of musical knowledge.)

If they are within the allotted step storage, two or more songs can be stored consecutively and automatic playing can be enjoyed.

[Storage Method]

Notes ..... Press **[MC]** at the beginning of the first song and press **[MC]** at the end of the last song. Press **[MC]** for the desired intermission between songs. (See Page 39). In other words, the entire performance is stored as if it were one song.

Chords ..... For intermission, interlude chords are stored only for the length of time that no notes are stored. When chords are not required during intermission, if only the One Key Play Key is pressed without fingering the chord, only rhythm play will be performed during the intermission.

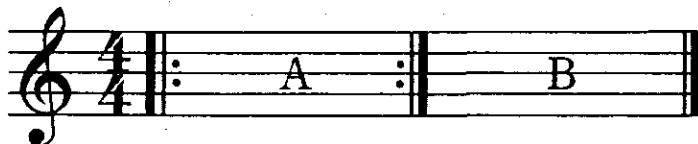
Note Duration ..... Pay attention so that the melody and chords go together and that no mistake is made in the number of rest measures during the intermission.

\* Automatic Play cannot be accomplished by selecting a song from the middle of a medley.

**NOTES**

When repeat music note duration storage is accomplished using Return 1 and Return 2 buttons, if the melody is the same, then the note duration stored last takes priority and is stored.

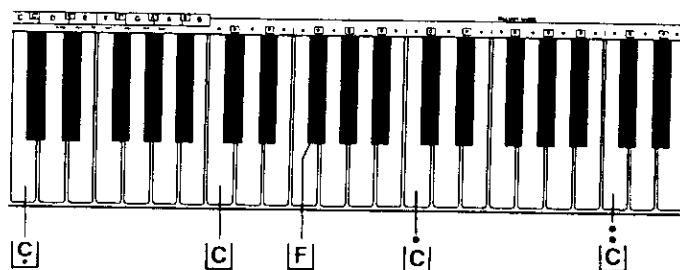
In the example, the music for the second A will be stored even when the first A is stored and be played automatically.



Music sequence = A → A → B

## ● Manual Storage Example

- The circled numbers on the music score or in the operations are measure numbers. Use these for a reference when operating.
- The  $\boxed{C}$ ,  $\boxed{D}$ , etc., in the operation show the name of the notes,  $\overset{\circ}{\boxed{C}}$  means one octave higher and  $\underset{\circ}{\boxed{C}}$  means one octave lower.



- C, Dm, etc., refer to chord names. Storage can be accomplished by using either one finger or fingered method.
- "C×4" in the chord operation means press the One Key Play Key four times while fingering an C major chord on the accompaniment keyboard.

### < Example > "Annie Laurie"

For the introduction, accompaniment starts at measure ②. Since  $\text{||: :||}$  and  $\boxed{1}$  are used, it is most appropriate to understand the storage operation for repeat play.

## (Operation)

### Preparation

- (1) Memory Play Button → ON, MS Button → OFF

### Note Storage

- (2) Record Melody Switch → ON  
(3) Press the Reset Button while pressing the Delete Button and delete the previous storage contents.  
(4) Press the melody keyboard keys and Program Buttons in the following sequence. (Circled numbers are the measure numbers.)

① E | D | | ② C | C | Ċ | B | B | A | A | G | E | E | D | C | D | E | D | C | C | Ċ | B |

③ B | A | A | G | E | E | D | C | | ④ G | Ċ | Ċ | Ḋ | Ḋ | E | G | Ċ | Ċ | Ḋ | Ḋ | E | E | D |

⑤ C | B | A | Ċ | A | G | E | E | D | C | Ċ | E | E | D | | C | E | D | |

⑥ C | |

- \* When designating the Accompaniment Start and Return 1 at the same location, as in measure ② given above, press the Accompaniment Start Button first.

### Chord Storage

- (5) Record Chord Switch → ON  
(6) Press the Reset Button while pressing the Delete Button and delete the previous storage contents.  
(7) Turn the Casio Chord Switch ON.  
\* Set to FINGERED when storing chords by fingering the chord.  
(8) Store chords in the following sequence.

② C × 2, F × 2, C × 2, G<sub>7</sub> × 2, C × 2, F × 2, C × 1, G<sub>7</sub> × 1,

③ C × 3, D<sub>m</sub> × 1, E<sub>7</sub> × 1, C × 2, D<sub>m</sub> × 1, E<sub>7</sub> × 2, F × 2, C × 3, G<sub>7</sub> × 1

④ C × 4, F × 2, C × 2, G<sub>7</sub> × 2, C × 2, F × 2, C × 1, G<sub>7</sub> × 1, G<sub>7</sub> × 1

⑤ C × 3, D<sub>m</sub> × 1, E<sub>7</sub> × 1, C × 2, D<sub>m</sub> × 1, E<sub>7</sub> × 2, F × 2, C × 3, G<sub>7</sub> × 1

⑥ C × 2,

- \* Store a half measure more at the end. (See page 43)

### Note Duration Storage

- (9) Record Melody Switch → ON  
\* Press the Reset Button when the display shows other than "0 0 0"  
(10) Press the Rhythm Selector Button for BEGUINE. (ROCK, RHUMBA, etc., are also suitable.)  
(11) Start the rhythm and set the proper speed using the Tempo Control knob.  
(12) Press the One Key Play Key and play in time with the rhythm.  
\* Play is performed repeatedly as shown by  $\text{||:} \text{||}$ ,  $\overline{\text{||}}$ , etc. on the music score.  
Also, press the One Key Play Key one more time in time with the rhythm after the last note comes out. (See Page 43).

## Troubleshooting Chart

### ● Concerning the Automatic Accompaniment Function/Auto-Rhythm

Symptom	Possible cause	Remedy
Rhythm not produced.	<ol style="list-style-type: none"> <li>1. Main volume is too low.</li> <li>2. Balance Control Knob is all the way to the MELODY side.</li> <li>3. A Rhythm Selector Button is not pressed.</li> </ol>	<ol style="list-style-type: none"> <li>1. Turn up the main volume.</li> <li>2. Adjust the Balance Control Knob.</li> <li>3. Press a Rhythm Selector Button.</li> </ol>
Rhythm synchro start does not function.	<ol style="list-style-type: none"> <li>1. Other than accompaniment keyboard keys have been pressed (lower two octaves).</li> <li>2. Rhythm Selector Button was pressed while in synchro start wait condition and rhythm was switched.</li> </ol>	<ol style="list-style-type: none"> <li>1. Start on the accompaniment keyboard keys.</li> <li>2. Place in synchro start wait condition once more.</li> </ol>
Chord sound is not heard when bass and rhythm are produced.	<ul style="list-style-type: none"> <li>● If a fading sound such as PIANO is set for the accompaniment sound and the Accompaniment Select Switch is set to CONTINUOUS, a chord sound is produced only at the moment when keyboard keys are fingered.</li> </ul>	<ul style="list-style-type: none"> <li>● Set a continuous sound such as PIPE ORGAN for the accompaniment sound. Or, set the Accompaniment Select Switch to other than CONTINUOUS.</li> </ul>

### ● Concerning the Memory Play Function

Symptom	Possible cause	Remedy
When trying to use the Memory Play Function for Automatic Play and the buttons do not function.	<ul style="list-style-type: none"> <li>● MS Button is ON. When the MS Button is ON, the other buttons do not function.</li> </ul>	<ul style="list-style-type: none"> <li>● Turn the MS Button OFF.</li> </ul>
Storage cannot be done by using the MS-1.	<ol style="list-style-type: none"> <li>1. The MS-1 is not connected to the MS Jack.</li> <li>2. The Memory Play Button and MS Button are not ON.</li> <li>3. The storage method is improper.</li> </ol>	<ol style="list-style-type: none"> <li>1. Connect the MS-1.</li> <li>2. Turn the Memory Play Button and MS Button ON.</li> <li>3. See "MS Memory Hints" (Page 30).</li> </ol>
Check sounds do not come out when storing using the MS-1.	<ul style="list-style-type: none"> <li>● The Volume Control is too low.</li> </ul>	<ul style="list-style-type: none"> <li>● Turn up the Volume Control.</li> </ul>
Melody or chords cannot be manually stored.	<ul style="list-style-type: none"> <li>● Storage is not performed unless the Record Melody Switch is ON when storing melody or unless the Record Chord Switch is ON when storing chords.</li> </ul>	<ul style="list-style-type: none"> <li>● Turn the Record Melody Switch or the Record Chord Switch ON.</li> <li>* See "Manual Memory" page 37.</li> </ul>

Symptom	Possible cause	Remedy
The Memory Step Display numbers change erratically.	<ul style="list-style-type: none"> <li>If Automatic Play is performed when nothing is stored in the memory, the display numbers will change quickly.</li> </ul>	<ul style="list-style-type: none"> <li>Press the Reset Button.</li> </ul>
Play is erratic when performing Automatic Play.	<ol style="list-style-type: none"> <li>Note duration is not stored.</li> <li>Tempo Control is too fast.</li> </ol>	<ol style="list-style-type: none"> <li>Store note duration.</li> <li>Adjust the Tempo Control.</li> </ol>
Although a melody has been stored, the display changes erratically without producing any sound.	<ul style="list-style-type: none"> <li>"END" Button was not pressed at the end when note pitch was stored using Manual Memory.</li> </ul>	<ul style="list-style-type: none"> <li>Be sure to press the "END" Button last for Manual Memory.</li> </ul>
Chord sounds are not produced even though chords were stored.	<ol style="list-style-type: none"> <li>The Casio Chord Switch is OFF.</li> <li>The Balance Control Knob is too far to the MELODY side.</li> </ol>	<ol style="list-style-type: none"> <li>Set the Casio Chord Switch to ON or FINGERED.</li> <li>Adjust the Balance Control Knob.</li> </ol>
There are locations where no chords are stored.	<ol style="list-style-type: none"> <li>Chords other than maj, min, 7th, maj7th, min7th, dim or aug were stored.</li> <li>Only the One Key Play Key was pressed without fingering the chords.</li> </ol>	<ol style="list-style-type: none"> <li>Store chords from among these seven chords.</li> <li>Press the One Key Play Key while fingering the chords.</li> </ol>
Chords and melody are not synchronized during Automatic Play.	<ol style="list-style-type: none"> <li>Automatic play was performed using 3-beat rhythm (WALTZ, etc.) for a 4-beat rhythm (SWING, etc.) or vice versa</li> <li>The chord was not stored repeatedly even though set for repetitious melody storage.</li> </ol>	<ol style="list-style-type: none"> <li>Select a rhythm which matches the beat of the music (the stored note duration).</li> <li>Store the chord repeatedly. (Return 1 and Return 2 cannot be used.)</li> </ol>
Sound is not produced even when fingering the keyboard key where the lamp is ON when using the Melody Guide.	<ul style="list-style-type: none"> <li>The Octave Shift Switch is ON.</li> </ul>	<ul style="list-style-type: none"> <li>Turn the Octave Shift OFF.</li> </ul>
Sounds keep coming out during storage correction.	<ul style="list-style-type: none"> <li>When the preset sound is continuous, sound will keep coming out when using the Back Button, Forward Button and Delete Button.</li> </ul>	<ul style="list-style-type: none"> <li>This is for correction while confirming the musical interval and is not a malfunction.</li> </ul>
Back Button or Forward Button do not function.	<ul style="list-style-type: none"> <li>Correction of note pitch must be performed with the Record Melody Button ON.</li> </ul>	<ul style="list-style-type: none"> <li>Turn the Record Melody Button ON.</li> </ul>

Symptom	Possible cause	Remedy
The memory contents cannot be deleted.	<ol style="list-style-type: none"> <li>1. The Delete Button was not pressed first.</li> <li>2. The Play Switch or Melody Guide Switch are ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Press the Delete Button first and, while pressing, press the Reset Button.</li> <li>2. Turn the Record Melody Switch ON when deleting the melody and turn the Record Chord Switch ON when deleting the chords.</li> </ol>
The contents of the memory (melody and chord) changes or is deleted.	<ul style="list-style-type: none"> <li>• Memory protection batteries are weak.</li> </ul>	<ul style="list-style-type: none"> <li>• Refer to "Memory Protection Batteries" (page 10) and replace the batteries as soon as possible.</li> </ul>

● General and others.

Symptom	Possible cause	Remedy
Sound does not come out of the speaker even when pressing the keyboard keys.	<ol style="list-style-type: none"> <li>1. The AC plug is not plugged in.</li> <li>2. The Power Switch is OFF.</li> <li>3. The Volume Control is too low.</li> <li>4. Headphone is connected.</li> <li>5. Both the Memory Play Button and MS Button are ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Plug in the AC plug.</li> <li>2. Turn the Power Switch ON.</li> <li>3. Turn up the Volume Control.</li> <li>4. Disconnect the headphone.</li> <li>5. Turn the Memory Play Button and MS Button OFF.</li> </ol>
No sound comes out when fingering melody keyboard keys.	<ol style="list-style-type: none"> <li>1. The Balance Control is too far to the ACCOMP side.</li> <li>2. The Memory Play Button is ON and the Record Chord Switch is ON.</li> <li>3. The Memory Play Button is ON and the Melody Guide Switch is ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Adjust the Balance Control Knob.</li> <li>2. Turn the Memory Play Button OFF.</li> <li>3. Turn the Memory Play Button OFF.</li> </ol>
No sound comes out when fingering the accompaniment keyboard keys.	<ol style="list-style-type: none"> <li>1. The Balance Control is too far to the MELODY side.</li> <li>2. The Memory Play Button is ON and the Record Melody Switch is ON.</li> </ol>	<ol style="list-style-type: none"> <li>1. Adjust the Balance Control Knob.</li> <li>2. Turn the Memory Play Button OFF.</li> </ol>
The accompaniment is not performed by the preset sound.	<ol style="list-style-type: none"> <li>1. The Power Switch was turned OFF once.</li> <li>2. An MS Memory condition exists. (The Memory Play Button and MS Button are both ON).</li> </ol> <p>* In both of the above cases, the accompaniment sound which has been set is deleted and becomes the preset sound of "PIPE ORGAN".</p>	<ul style="list-style-type: none"> <li>• Set preset sound once more.</li> </ul>

Symptom	Possible cause	Remedy
Delay Vibrato doesn't work.	<ul style="list-style-type: none"> <li>The Vibrato ON/OFF Switch is OFF.</li> </ul>	<ul style="list-style-type: none"> <li>Turn the Vibrato ON/OFF Switch ON.</li> </ul>
The preset sound does not change even when the Sound Selector Button is pressed.	<ul style="list-style-type: none"> <li>The Accompaniment Sound Set Switch is ON.</li> </ul>	<ul style="list-style-type: none"> <li>Turn the Accompaniment Sound Set Switch OFF.</li> </ul>
Noise is present.	<ul style="list-style-type: none"> <li>Noise from electric appliances such as refrigerator or washing machine.</li> </ul>	<ul style="list-style-type: none"> <li>Use an outlet which is located at a distance from the appliance causing the noise.</li> </ul>
Radio or television interference.	<ul style="list-style-type: none"> <li>When there is a strong broadcast in the area.</li> </ul>	<ul style="list-style-type: none"> <li>Try changing the location of the instrument.</li> </ul>
Distortion when volume is increased.	<ul style="list-style-type: none"> <li>Since the built-in speaker is small, when the sound range is low or the volume is extremely high, complete reproduction is sometimes difficult.</li> </ul>	<ul style="list-style-type: none"> <li>Turn the volume down or connect an external speaker.</li> </ul>
Sound is not produced when an external amplifier is connected.	<ol style="list-style-type: none"> <li>The Volume Control on the Casiotone is too low.</li> <li>The connection cord is bad.</li> </ol>	<ol style="list-style-type: none"> <li>Turn up the Volume Control.</li> <li>Replace the connection cord.</li> </ol>



## Care of your unit

### **1 Avoid heat, humidity or direct sunlight.**

Do not overexpose the unit to direct sunlight, place near an air conditioner, or in any extremely hot place.

### **2 Take care not to drop the unit and avoid strong shocks.**

A strong shock may cause trouble. When carrying or transporting the unit, protect the keyboard and switches with soft materials.

### **3 Keep the unit free of liquids, dust, particles etc.....**

### **4 Never attempt to modify any parts of the unit.**

The unit is a precision piece, made up of electronic parts. Any modification of, or tampering with, inner parts may cause trouble or accidents.

### **5 Do not use a lacquer thinner or similar chemical.**

Clean the keyboard with soft cloth dampened with a mild detergent. (Soak the cloth in a detergent and squeeze until almost dry.)

### **6 Don't forget to turn off the power switch.**

After using the unit, be sure to turn off the power switch. If the unit is left for many hours with the power switch turned on, trouble or accidents may occur. Also when not using the unit for a long period, plug out the AC cord.

### **7 In case of malfunction.....**

When the unit does not work properly, check whether switches, connections, etc. are set correctly as indicated in the troubleshooting chart on page 47 of this manual. If the unit still doesn't work, please contact the original retailer or nearby dealer. Never attempt to repair it yourself. It may result in serious damage of components.

## Specifications

Model:	Casiotone 701
Number of keys:	61 keys (5 octaves)
Chords:	8-note polyphonic (simultaneous sound: 8 notes at max.)
Preset sounds:	20 sounds; Pipe Organ, Brilliant Organ, Diapason, Wood Wind, Tibia, Full Tibias, Flute, Piccolo, Jazz Organ 1, Jazz Organ 2, Piano, Electric Piano, Vibraphone, Marimba, Celesta, Chime, Oboe, Bassoon, Funky and Wah Brass.
Sound effects:	Sustain, Vibrato (4 types) and 2 types of Electronic Sound Effects.
Built-in rhythms:	16 rhythms; Rock, Rock'n'Roll, Disco, Slow Rock, Swing 1, Swing 2, Bossa Nova, Samba, March, Boogie, Waltz, Jazz Waltz, Rhumba, Beguine, Tango and Mambo, with Start/Stop, Synchro Start, Tempo Control, Balance Control, Tempo Indicator and 10 kinds of "FILL-INS".
Memory play functions:	Manual and MS memories (storing methods). * Note storage capacity . . . . . Max. 345 steps. * Chord storage capacity . . . . . Max. 201 steps.
Pitch control:	$\pm 1/4$ tone ( $\pm 50$ cents)
Built-in speaker:	10 cm (4") dia. x 1
Output jack:	Output impedance = 5.0 k $\Omega$ Output voltage = High/2.1V max. Low/0.2V max.
Power source:	AC 100, 120, 220 or 240V, 50/60 Hz
Memory protection batteries:	Three AA size manganese dry batteries. * Battery life . . . . . Approx. one year.
Power consumption:	29W
Dimensions:	127.5mm H x 958mm W x 341.5mm D (5"H x 37-3/4"W x 13-7/16" D) including projections.
Weight:	12.5 kgs (27.6 lbs)
Standard accessories:	AC power cord, score holder, MS-1, Lesson Booklet, 3 AA size manganese dry batteries (loaded at the factory), polish cloth and dust cover.

*\*Design and specifications may be subject to change without notice.*