KAWAI FS620 Owner’s Manual

Thank you for your purchase of this FS620 Personal Keyboard from Kawai. The FS620 is a powerful musical instrument whether it’s used for learning, teaching, or just having fun! You’ll be playing great music in no time with Kawai’s exclusive One Finger Ad-Lib feature. Plus, the FS620’s other exciting feature will keep on challenging you for a long time to come.

Enjoy your new keyboard — and thanks again for choosing Kawai!

OVERVIEW OF THE FS620 OWNER’S MANUAL

This manual is divided into five different parts:

(1) Turn the page for Part 1 describing Basic Operations.
(2) Pull Part 1 forward which unfolds the manual and reveals Part 2, 3, and 4:
   Part 2 — “Using the Three Keyboard Regions”
   Part 3 — “Using One Finger Ad-Lib and Recorder”
   Part 4 — “Using the System Mode”
(3) Fold back Part 1 and turn the page to find Part 5 which discusses the “Power Source and Connections”.

Be sure to read the important information below before you proceed through the rest of the manual. Enjoy exploring your new Kawai FS620!

Cautions

* This instrument contains precision electronic components. Do not subject it to severe shocks or use it in an area where it is exposed to direct sunlight, high temperature, high humidity, or dust.
* Be careful not to allow objects such as pins or coins to fall into the spaces between the keys or buttons.
* Never take the FS620 apart, as it may result in damage to the instrument or electric shock.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
   --Reorient or relocate the receiving antenna.
   --Increase the separation between the equipment and receiver.
   --Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
   --Consult the dealer or an experienced radio/TV technician for help.

This instrument complies with the limits for a Class B digital apparatus, pursuant to the Radio Interference Regulations, C.R.C., c. 1374.
NAMEs OF PARTS AND BASIC OPERATIONS -- PaRT 1

1. POWER switch

2. MASTER VOLUME
   These adjust the volume louder or softer. The volume returns to the original setting when both the left and right buttons are pressed together.

3. LOWER MODE
   These buttons allow the lower section of the keyboard to alternate between OFF (All keys play melody tones), ON (Lower keys control automatic accompaniment), and DRUM (Lower keys play percussion sounds).
   (Refer to PART 2 for details.)

4. SOUND selector
   To select sounds, press this button and use the FOUR-WAY selector to select the number matching your desired sound. The FOUR-WAY selector can also be used to select sounds immediately, after turning on the power without pressing the SOUND selector.

5. RHYTHM selector
   To select rhythms, press this button and choose the number matching the desired rhythm using the FOUR-WAY selector.
   (Indicator (2) will light.)

6. FOUR-WAY selector
   This is used to select numbers corresponding to sounds and rhythms. Buttons A and B are used to increase or decrease the number by ten units, and C and D to increase or decrease by one unit.

7. Tow-digit LED display
   This display shows the number of the currently selected sound or rhythm. Indicator (2) lights when a rhythm number is displayed.

8. START/STOP
   If the rhythm function has not already been activated, this button initiates a one-bar introduction and then starts the rhythm pattern. If the rhythm function is already in progress, this button will play an ending pattern and then stop the rhythm function. If this switch is pressed rapidly two times, the rhythm function stops immediately.

FRONT PANEL

---

ONE FINGER AD-LIB

Lower keyboard region  F#2  G2  ONE FINGER AD-LIB region.
SYNC/FILL IN
After pressing this button, rhythm accompaniment (SYNC) will begin when any note in the lower keyboard region is pressed. (If the LOWER MODE is set to AUTO, then full automatic accompaniment will also begin.) If the rhythm is already playing when this button is pressed, a FILL IN pattern will be played.

TEMPO controls
These adjust the tempo of rhythms and automatic accompaniments. Press the right button for a faster tempo and the left button for a slower one. Holding down either button will vary the tempo continuously. Pressing both buttons at the same time establishes a standard tempo for the currently selected rhythm.
* Tempo indicator (indicator (1))
This flashes with each beat to indicate the currently set tempo.

RECORER
Refer to PART 3 for details.

ONE FINGER AD-LIB™
When this button is ON, a ONE-FINGER AD-LIB accompaniment will start when any key in the ONE FINGER AD-LIB region of the keyboard is pressed. (Refer to PART 3 for details.)

SUSTAIN
Pressing this button activates SUSTAIN for the MELODY sounds. Pressing the button a second time deactivates SUSTAIN.

DEMO
This button activates the built-in demonstration song. Pressing the switch a second time stops play.

REAR PANEL

DC IN jack
This is used for connecting an AC adaptor (PS-121, PS-123 or PS-092, sold separately).

PHONES jack
Plugging in headphones automatically turns off output to the speakers. This jack can also be connected to a stereo system or cassette recorder. (Refer to PART 5 of this manual for details on connection.)
USING THE SYSTEM MODE -- PART 4

The TUNE (fine-tuning) and TRANSPOSE (change pitch in half-tone steps) settings can be changed in the SYSTEM MODE.

Entering the SYSTEM MODE:
If rhythm, automatic accompaniment, ONE FINGER AD-LIB, or recording are not activated, you can enter the SYSTEM MODE by pressing the sound selector ④ and the RHYTHM selector ⑤ at the same time. (The following will be shown on the two-digit LED display.)

A number and "tu" (short for "TUNE") will appear alternately on the display. The number is the currently set TUNE value (-8 to 7).

Once you are in SYSTEM MODE, follow these instructions for TUNE or TRANSPOSE:

1) TUNE
Pressing button⑪ raises the pitch slightly, while pressing button⑫ lowers it by a corresponding amount. Pressing button⑬ raises the pitch by a quarter tone, and button⑭ lowers it the same amount. See the drawing in PART 1 for the locations of these buttons.

2) TRANSPOSE
Pressing the rhythm SYNC/FILL IN button ⑬ allows the FOUR-WAY selector ⑭ to be used to set the TRANSPOSE value. (The following will be shown on the two-digit LED display.) Pressing button⑭ raises the pitch by a semitone (half-steps), while pressing button⑮ lowers it by a corresponding amount. Pressing button⑬ raises the pitch to the upper limit, and button⑭ takes it to the lower limit.

A number and "tr" (short for "TRANSPOSE") will appear alternately on the display. The number is the currently set TRANSPOSE value (-6 to 5).

To return to the TUNE function, press the rhythm START/STOP button ⑭. The FOUR-WAY selector ⑮ can then be used again to set the TUNE value.

Escaping from SYSTEM MODE:
The SYSTEM MODE will be canceled if you press any button other than those used in the SYSTEM MODE (SYNC/FILL IN ⑬, START/STOP ⑮ or the FOUR-WAY selector ⑭).
3) DRUM SOUNDS
When the “DRUM” button in the LOWER MODE section is pressed, each key in the Lower Keyboard region will play the percussion sound assigned to that key. The instrument assignments are shown in picture form above each key on the FS620. The drawing and chart below list the names and note locations of each of the percussion sounds.

![Key diagram]

<table>
<thead>
<tr>
<th>Key No.</th>
<th>Instrument</th>
<th>Key No.</th>
<th>Instrument</th>
</tr>
</thead>
<tbody>
<tr>
<td>①</td>
<td>SYNTHESIZER PERCUSSION 1</td>
<td>⑦</td>
<td>L Hi HAT OPEN</td>
</tr>
<tr>
<td>②</td>
<td>SYNTHESIZER PERCUSSION 2</td>
<td>⑧</td>
<td>MID TOM</td>
</tr>
<tr>
<td>③</td>
<td>SYNTHESIZER PERCUSSION 3</td>
<td>⑨</td>
<td>HI HAT</td>
</tr>
<tr>
<td>④</td>
<td>SYNTHESIZER PERCUSSION 4</td>
<td>⑩</td>
<td>SIDE CYMBAL</td>
</tr>
<tr>
<td>⑤</td>
<td>BASS DRUM</td>
<td>⑪</td>
<td>LO CONGA</td>
</tr>
<tr>
<td>⑥</td>
<td>LO SNARE</td>
<td>⑫</td>
<td>LO CLAPS</td>
</tr>
<tr>
<td>⑦</td>
<td>RIM SHOT</td>
<td>⑬</td>
<td>TOP CYMBAL</td>
</tr>
<tr>
<td>⑧</td>
<td>HI SNARE</td>
<td>⑭</td>
<td>HI CLAPS</td>
</tr>
<tr>
<td>⑨</td>
<td>HI HAT CLOSED</td>
<td>⑮</td>
<td>LO CONGA</td>
</tr>
<tr>
<td>⑩</td>
<td>LO TOM</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* The ONE FINGER AD-LIB Region
Each key in the ONE FINGER AD-LIB region of the keyboard generates a different “AD-LIB” phrase when the ONE FINGER AD-LIB function @ is “ON.” Your selected MELODY sound is played when the ONE FINGER AD-LIB function is “OFF.”
See PART 3 of this manual for more details.

* The NORMAL Melody Region
The selected MELODY sound is played at all times in this region allowing you to alternate between ONE FINGER AD-LIB phrases and manually played melodies.
Kawai's exclusive ONE FINGER AD-LIB feature sets your FS620 apart from keyboards made by all other manufacturers. One finger Ad-Lib lets you play like a "pro" in seconds. Follow the instructions below and you'll be playing great music in no time!

**ONE FINGER AD-LIB Operation**

1) Set the LOWER MODE button ⑤ to "OFF" by pressing both buttons simultaneously.
2) Press the ONE FINGER AD-LIB button ⑥ "ON".
3) Hold down any one of the keys in the ONE FINGER AD-LIB region of the keyboard. Each key pressed will play a different phrase.
4) Next, press the "AUTO" button in the LOWER MODE section ③.
5) Press the START button ⑦. Rhythm and automatic accompaniment will begin with a complete chord progression.
6) Hold down various ONE FINGER AD-LIB keys one at a time. The different phrases for each key pressed will change automatically according to the preset chord progression.
7) Now, select a different rhythm with the RHYTHM selector ⑧ and the FOUR-WAY selector buttons ⑨. Automatic accompaniment with a **different** chord progression will begin. Now, when the ONE FINGER AD-LIB keys are pressed, different AD-LIB phrases will be heard. Have fun!

*1: If you would like to play your own chord progressions, press the keys in the Lower Keyboard region for the chord form you desire. The automatic chord progression will stop and your left hand can control the automatic accompaniments. ONE FINGER AD-LIB phrases will also change to match the chords you select.

*2: The KAWAI FS620 is equipped with specific chord progressions and ONE FINGER AD-LIB phrases for each rhythm pattern.

*3: If you change sounds with the SOUND selector ④ during ONE FINGER AD-LIB playing, all sounds produced by the ONE FINGER AD-LIB and NORMAL Melody Keys will use the new sound.

**Recording Function**

The built-in digital recorder allows you to record anything you play into the FS620's memory for immediate playback. It is similar to a tape recorder without tape. The recorder can store up to 500 notes in memory. When the maximum capacity has been reached, the recorder will stop automatically.

* Procedure for Recording and Playback

1) Press the REC/END button ⑩. A metronome sound will be heard.
2) Begin playing. All that you play will be recorded -- automatic accompaniments, ONE FINGER AD-LIB phrases, manual playing, DRUM sounds, etc.
3) When finished with your song, press the REC/END button ⑩ again to stop recording.
4) Press the PLAY/STOP button ⑪ to hear the song just recorded.

* Erasing the Recorded Song

When a song has been recorded, no new songs can be recorded until the old one is erased. To erase a song, press the REC/END button ⑩ and the PLAY/STOP button ⑪ simultaneously. Turning the FS620 off will also erase the song in memory.
The FS620 can run on batteries or household current.

**Battery Operation**
Remove the cover from the battery compartment under the instrument and insert six "C" batteries, making sure that the batteries face in the right direction.

**Notes**
- If the sound fades or quality deteriorates during playing, it is time to change batteries. (Failure to change batteries may lead to other complications.)
- Always change batteries as a set. Never change fewer than six at a time or mix batteries of different types.
- Always remove the batteries when not using the instrument for an extended period.

**AC Operation**
The instrument can run on household current when an AC adaptor (PS-121, PS-123 or PS-092) is used.
- Be sure to turn off the instrument before connecting the adaptor.

**PHONES jack**
To listen to keyboard output on audio equipment, purchase the appropriate connector cord (with a mini plug on one end and a pin plug on the other) and connect it as shown below. Connector cords can be obtained at your local electronics store.

---

**SPECIFICATIONS**

<table>
<thead>
<tr>
<th>FS620</th>
<th>Other buttons</th>
<th>DEMO START/STOP, ONE FINGER AD-LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keys</td>
<td>49</td>
<td>Speaker 10cm X 1</td>
</tr>
<tr>
<td>Tones</td>
<td>100</td>
<td>Jacks</td>
</tr>
<tr>
<td>Rhythm patterns</td>
<td>20</td>
<td>Headphones (mini jack) DC IN</td>
</tr>
<tr>
<td>Effectors</td>
<td>SUSTAIN ON/OFF</td>
<td></td>
</tr>
<tr>
<td>Rhythm control</td>
<td>START/STOP</td>
<td>Dimensions 756 X 273.5 X 82 mm</td>
</tr>
<tr>
<td></td>
<td>Tempo control buttons</td>
<td>29-7/8&quot; X 10-7/8&quot; X 3-1/4&quot;</td>
</tr>
<tr>
<td>Recorder</td>
<td>REC/END, PLAY/STOP</td>
<td>Weight 3.3 kg 7lbs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Accessories Six &quot;C&quot; batteries, Music rest</td>
</tr>
</tbody>
</table>