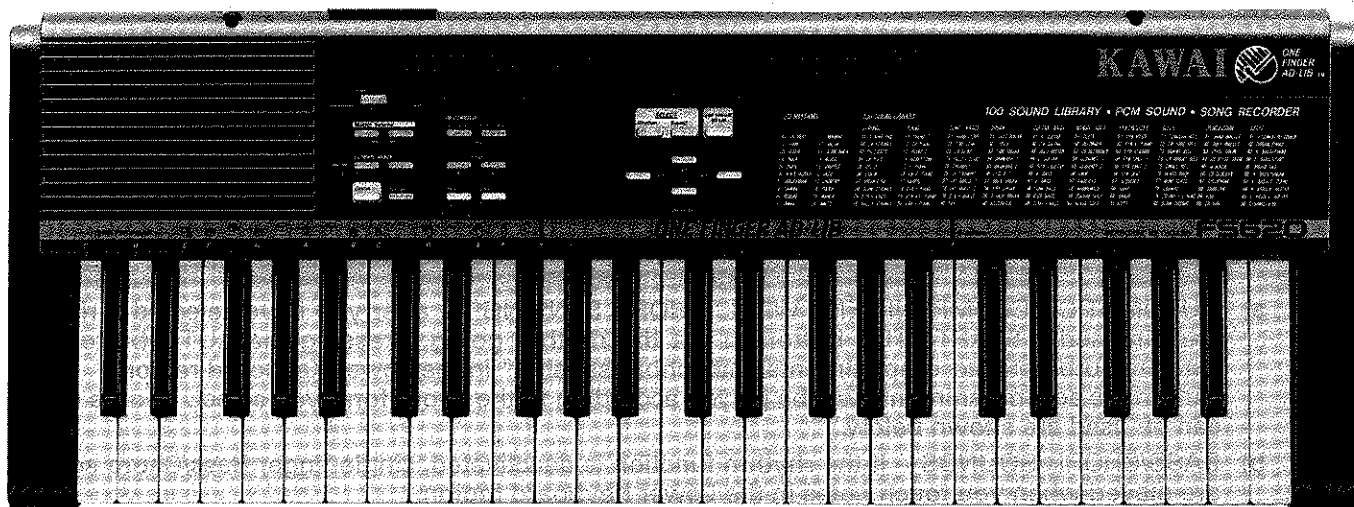


# KAWAI FS620 Owner's Manual

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:

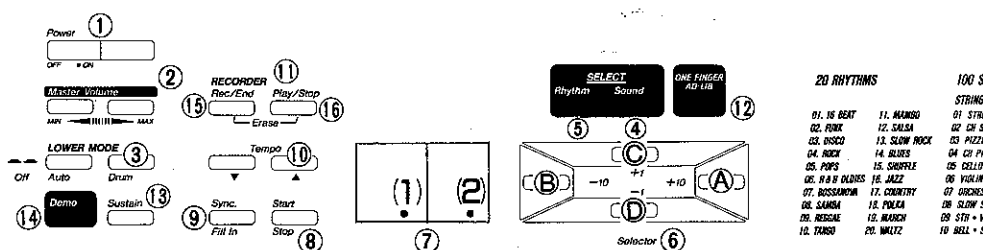
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

■ This instrument complies with the limits for a class B digital apparatus, pursuant to the Radio Interference Regulations, C.R.C., c. 1374.

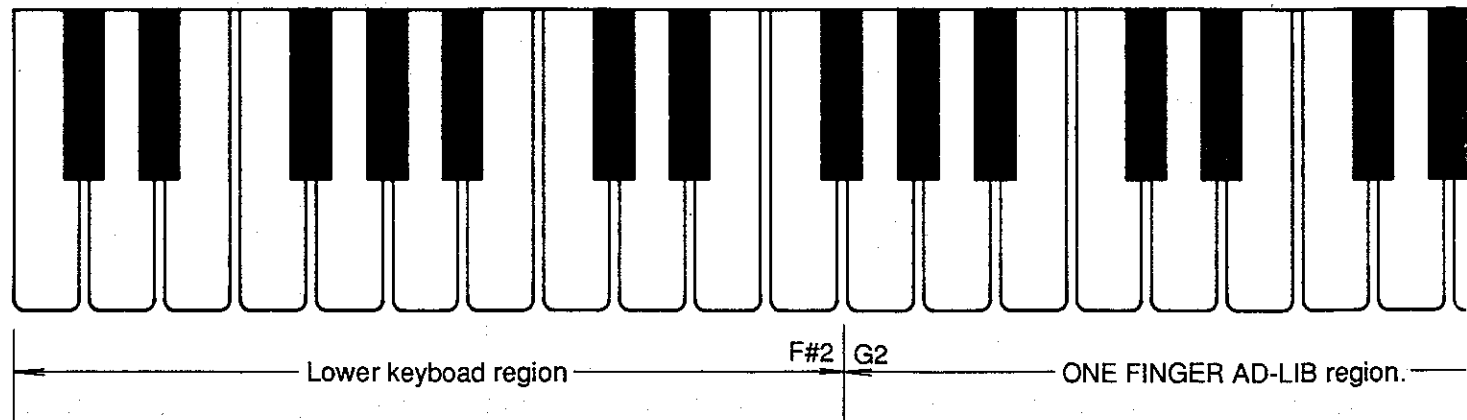
# NAMES OF PARTS AND BASIC OPERATIONS -- PART 1

- 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 ⑥ 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 ⑥. (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



20 RHYTHMS		100 S
01. 16 BEAT	11. MARCH	01. STRN
02. ROCK	12. SALSA	02. STR 8
03. DISCO	13. SLOW ROCK	03. PIZZI
04. ROCK	14. BLUES	04. CR. PL.
05. POPS	15. SHUFFLE	05. CELLO
06. R & B DRUMS	16. JAZZ	06. VIOLIN
07. BOSSANOVA	17. COUNTRY	07. STRINGS
08. SAMBA	18. POLKA	08. SLOW S.
09. REGGAE	19. MARCH	09. STR + 1
10. TANGO	20. WALTZ	10. BELL + 5



**9 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.

**10 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.

**11 RECORDER**

Refer to PART 3 for details.

**12 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-LEB region of the keyboard is pressed. (Refer to PART 3 for details.)

**13 SUSTAIN**

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

**14 DEMO**

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

**100 SOUND LIBRARY • PCM SOUND • SONG RECORDER**

S	PIANO	CLAVI. BRASS	ORGAN	GUITAR, BASS	WINDS, SOLO	SYNTHESIZER	BELLS	PERCUSSION	SPLIT
NO PAD	11 PIANO 1	21 HARD CLAVI	31 JAZZ ORGAN	41 K. GUITAR	51 FLUTE	61 STR. VOICE	71 TUBULAR BELL	81 HARD MALLEY	91 STRINGS/RECORDER
TRIMS	12 CH PIANO	22 TIRE CLAVI	32 LESLIE 1	42 CH GUITAR	52 RECORDER	62 STR. E. PIANO	72 CH TUBE BELL	82 SOFT MALLEY	92 ORGAN/PIANO
CATO	13 PIANO 2	23 CH CLAVI	33 TONE ORGAN	43 JAZZ GUITAR	53 CH RECORDER	63 STR. STRINGS	73 ORIENT BELL	83 STEEL DRUM	93 A. BASS/PIANO
72	14 ROCKY/TONE	24 FUZZ CLAVI	34 DRAWBAR 1	44 E. GUITAR	54 CLARINET 1	64 STR. DRUM 1	74 CH ORIENT BELL	84 CH STEEL DRUM	94 F. BASS/CLAVI
	15 C. PIANO	25 THROBET	35 DRAWBAR 2	45 STR. GUITAR	55 CLARINET 2	65 STR. DRUM 2	75 SMALL BELL	85 BUCKDR	95 ORGAN/SAK
	16 CH. E. PIANO	26 CH. THROBET	36 LESLIE 2	46 A. BASS	56 HORN	66 STR. BEAT	76 GLASS BUMP	86 CH. BUCKDR	96 A. BASS/ORGAN
TRIA	17 BASSFL	27 FAT BRASS 1	37 ROCK ORGAN	47 E. BASS	57 BASS/PIPS	67 SEQUENCE	77 WAVE GLASS	87 XYLOPHONE	97 E. BASS/E. PIANO
TRIMS	18 STR. PIANO	28 FAT BRASS 2	38 PIPE ORGAN	48 FUNK BASS	58 HARMONICA	68 HARP	78 COSMIC	88 GAMBELAR	98 A. BASS/A. GUITAR
VOICE	19 STR. E. PIANO	29 STR. BRASS	39 I. FAGE ORGAN	49 RICK BASS	59 SQUARE SOLO	69 BANDA	79 COSMO STRINGS	89 VIBE	99 E. BASS/E. GUITAR
TRIMS	20 VIBE - PIANO	30 SAX	40 ACCORDION	50 CLAVI. BASS	60 GLASS SOLO	70 KOTO	80 SLOW COSMIC	90 CH VIBE	00 STRINGS/VIBE



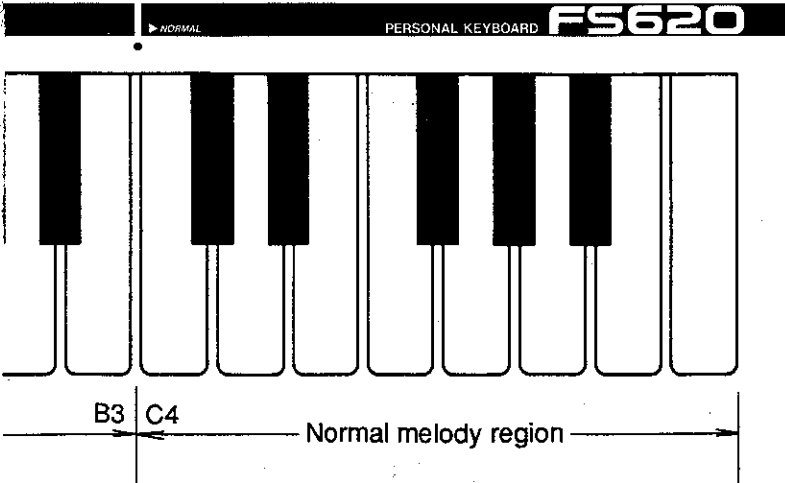
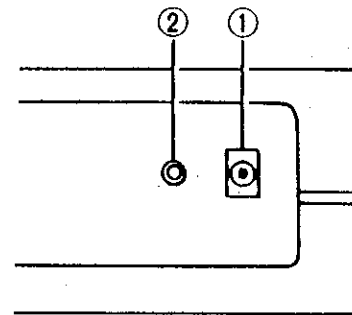
**REAR PANEL**

**1 DC IN jack**

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

**2 PHONES jack**

Plugging in headphones automatically turns off out-put 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.)

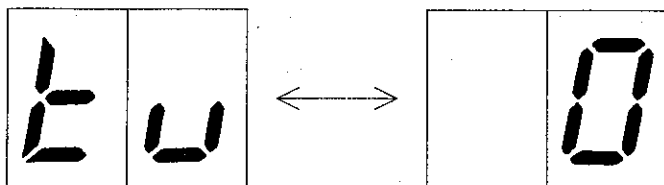


# USING THE SYSTEM MODE -- PART 4

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).

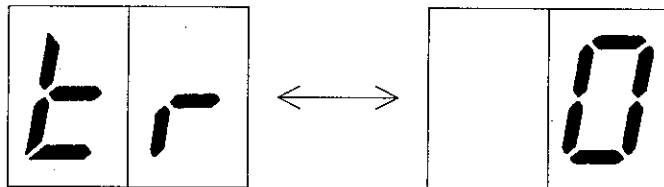
Once you are in SYSTEM MODE, follow these instructions for TUNE or TRANSPOSE:

### 1) TUNE

Pressing button ③ raises the pitch slightly, while pressing button ④ lowers it by a corresponding amount. Pressing button ① raises the pitch by a quarter tone, and button ② 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 ⑨ allows the FOUR-WAY selector ⑥ to be used to set the TRANSPOSE value. (The following will be shown on the two-digit LED display.) Pressing button ③ raises the pitch by a semitone (half-steps), while pressing button ④ lowers it by a corresponding amount. Pressing button ① raises the pitch to the upper limit, and button ② 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).

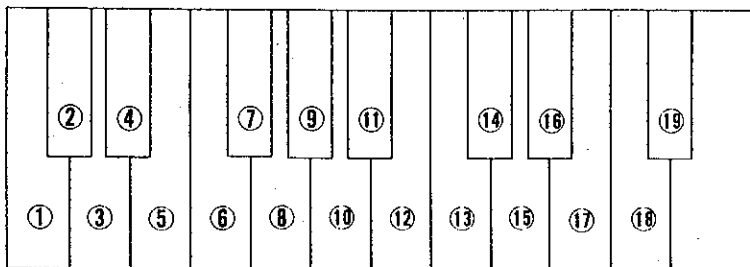
To return to the TUNE function, press the rhythm START/STOP button ⑧. The FOUR-WAY selector ⑥ can then be used again to set the TUNE value.

## 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 ⑨, START/STOP ⑧ or the FOUR-WAY selector ⑥).

### 3) DRUM SOUNDS

When the "DRUM" button in the LOWER MODE ③ 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.



C1

Key No.	Instrument	Key No.	Instrument
①	SYNTHESIZER PERCUSSION 1	⑪	HI HAT OPEN
②	SYNTHESIZER PERCUSSION 2	⑫	MID TOM
③	SYNTHESIZER PERCUSSION 3	⑬	HI TOM
④	SYNTHESIZER PERCUSSION 4	⑭	SIDE CYMBAL
⑤	BASS DRUM	⑮	LO CLAPS
⑥	LO SNARE	⑯	TOP CYMBAL
⑦	RIM SHOT	⑰	HI CLAPS
⑧	HI SNARE	⑱	LO CONGA
⑨	HI HAT CLOSED	⑲	HI CONGA
⑩	LO TOM		

#### \* 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 ⑫ 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.

# USING ONE FINGER AD-LIB AND THE RECORDER -- PART 3

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 ③ to "OFF" by pressing both buttons simultaneously.
- 2) Press the ONE FINGER AD-LIB button ⑫ "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 ⑧. 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 ⑤ and the FOUR-WAY selector buttons ⑥. 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 ⑮. 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 ⑮ again to stop recording.
- 4) Press the PLAY/STOP button ⑯ to hear the song just recorded.

### \* Erasing the Recorded Song

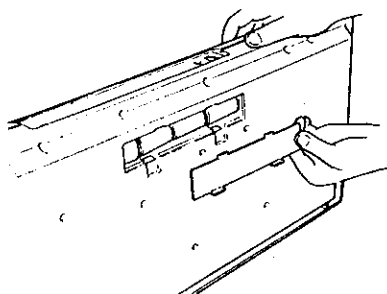
When a song has been recorded, no new songs can be recorded until the old one is erased. To erase a song, press the REC/END button ⑮ and the PLAY/STOP button ⑯ simultaneously. Turning the FS620 off will also erase the song in memory.

# POWER SOURCE AND CONNECTION -- PART 5

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.

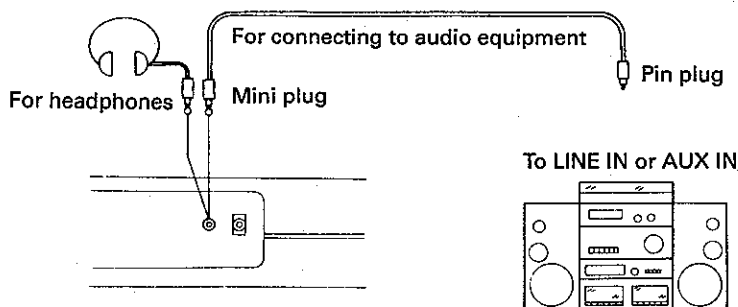
## ■ AC Operation

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

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