

EasyStart

ELECTRIBE
ANALOG MODELING SYNTHESIZER

KORG

EA-1 Main Features

- Pattern performance with emphasis on realtime operation
- Immediacy! All functions are right on the surface, with no menus or pages to slow you down!
- Familiar 16-step key interface to easily create your own patterns using the built-in part sounds
- Motion sequencing to record knob/switch movements independently for each part
- The Keyboard function lets you use the 16 step keys as a keyboard for recording and performing!
- 256 patterns in memory, each up to 4 bars long
- Create patterns consisting of part sounds and sequenced phrases (up to 64 steps long)
- Distortion, delay and chorus/flanger effects are provided for each part
- 2 DSP modeled analog synth parts, with 2 oscillators, 1 filter and 1 amp section, plus 3 effects for each part!
- The Audio input lets you use the EA-1 as a filter bank to process incoming audio sources!

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Making connections

1. Connect EA-1 power supply → connect audio cables from **PART1/MIX** and **PART2** outputs to powered monitor system, or use headphones (phone jack) → connect external source (CD player, synth, mic, etc.) to AUDIO IN jack → power-up monitor system and EA-1.
2. **Part 1** key and **Keyboard** key will light on power-up → strike any one of the 16 trigger keys repeatedly → set **MASTER VOLUME** knob / monitor volume.

Playing the demo songs

1. Press **SONG** key. (Display indicates "S.01" – one of 7 demo songs) → press **PLAY** [> II] to playback demo song → adjust volume to suit → press **STOP** [□] to stop playback → to play additional demo songs, rotate **DIAL** to "S02" or "S03" → **PLAY**.

Pattern mode

256 patterns in internal memory – all user-programmable

1. Press **PATTERN** key → press **CURSOR** ▲ to set to "Pattern" (1st row, PATTERN column in matrix below display).
2. Rotate **DIAL** to select any **Pattern** number (A.01 – d.26) → press **PLAY**. The pattern will loop → press **STOP** to stop playback → rotate **DIAL** to select and **PLAY** additional patterns.



*Rotate **DIAL** as current pattern plays to select a new pattern - when the current pattern ends, the new pattern will begin. (When you change patterns in this way, new pattern selected will playback at same tempo as previous pattern. To playback new pattern at its original tempo, **STOP** pattern playback, then select and **PLAY** new pattern.*

Working with Tempo:

1. Press **PATTERN** → select any pattern → press **PLAY** → **CURSOR** ▼ to **Tempo** (LED lights) → rotate **DIAL** to set tempo → to use **TAP** tempo function: As pattern plays, strike **TAP** key 3x to set new tempo → press **STOP** to stop playback.

Working with Parts: *2 DSP analog modeled synth parts – trigger parts manually and edit with knobs and switches*

1. Press **PATTERN** → rotate **DIAL** to select any pattern → **PLAY** pattern → press to select **Part 1** or **Part 2** key → tweak the knobs and switches to edit the part. *Note that **Original Value LED** lights when original knob/switch settings are recalled* → press **STOP** to stop playback.

Realtime Pattern Control



Before you continue, turn **OFF** memory protect: Press **GLOBAL** → **CURSOR** to **Protect** → Rotate **DIAL** to “**off**” → Press the **PATTERN** key to return to **PATTERN** mode.

Copy a preset pattern to a new location:

1. Press **PATTERN** → press **CURSOR** ▲ to set to “**Pattern**” → rotate **DIAL** to select any pattern → press **WRITE** → rotate **DIAL** to pattern **d.64** → press **WRITE** again to **copy** the source pattern to **d.64**.

In-store demo suggestion: Use pattern **d.64** as the edit “target pattern” for all of your demos!

Tweak the copied pattern:

1. **Change Tempo:** (see “Changing Tempo” on the previous page).
2. **Retrigger pattern Playback:** As pattern plays, **hold down Shift** and press **PLAY** repeatedly, to “force” pattern playback to first beat of the measure.
3. **Tweak the pattern:** Choose **Part 1** or **Part 2** → work with the **knobs** and **switches** as pattern plays - create an edited set of part sounds using the existing pattern → with the **Keyboard** key lit, try striking any of the **16 trigger keys** repeatedly and select **Tempo Delay** with the **Type** key → tweak effect with the **Depth** and **Time** knobs.
4. Each part has two oscillators. Change the waveforms with **OSC1** and **OSC2** keys → change the **Balance** between them with **OSC Balance** knob → tune **OSC2** up from the first with **OSC2 Pitch Of**s.
5. Tweak the pattern data itself: Press the **Keyboard** key so it is **off** (unlit) → As pattern plays, select either **Part** → press to add/remove steps from the **16 step keys** (lit/unlit).

Motion Sequencing:

Record knob and switch changes for each part and the delay

Record Motion sequences in the previous pattern:

1. Select **Part 1** with the **Part Select** key (it will light) → hold **Shift** and press **step key 11 (Clear Motion) 2x**, to clear previous Motion sequence for Part 1 → repeat this step for **Part 2**.
2. Press to select **Part 1** key (it will light) → in **PART** edit section, press **Motion Seq** to select **Smooth** or **Trig Hold** (it will light) → press **REC** key (left of **STOP**). **REC** will light, and **PLAY** will flash.
3. Press **PLAY** to begin recording → rotate **Cutoff** knob. When pattern reaches last step, **REC** light will go out and pattern will continue to play - you'll hear new Motion sequence → while pattern loops, press **Motion Seq** key to select **Smooth** or **Trig Hold**, and listen to difference in playback.
4. Press **STOP** → press to select **Part 2** key (it will light), then select either **Smooth** or **TrigHold** as type of Motion Sequence → press **REC** → press **PLAY** to record → toggle **Reverse** key **off / on**, to record new Motion sequence for part 2 → press **STOP** → press **WRITE 2x** to write pattern with the two new Motion sequences.



*Each time you record a new knob or switch change with the Motion sequence function, it will **OVERWRITE** the previous Motion sequence for that part. If you're not satisfied with the Motion Sequence you just recorded, simply re-record it, or Clear the Motion Sequence. One Motion sequence, using one knob rotation, can be recorded for each Part. Two knob rotations can be recorded for the Delay Motion Sequence (See the Owner's Manual, pages 18, and 28 for more information)*

More Pattern editing:

Copy the previous pattern and change the pattern length:

1. Select pattern **d.64** → press **WRITE** → rotate **DIAL** to select pattern **d.63** → press **WRITE** again, to copy pattern d.64 to d.63. Don't **PLAY** pattern yet... → hold down **Shift** to see the pattern's length. (One of keys 1-4 lights accordingly → while **holding Shift** press an **unlit key between 1 and 4** to change the pattern length to this new value..

View the step data in the pattern:

2. While pattern plays, press each **part key**, and note that the **step keys** light to indicate where each part is set to trigger along the 16-step grid → watch **Select LED** section (above **step keys**). Note that **green LED** indicates movement through - and loops from bars 1-2.
3. Continue playback of pattern → select **Part 2** with the **Part Select** key (it will light) → press **Select > key 1x** - the **red LED** in **Select** section moves to **2nd bar** in pattern → press **Select < key 1X** to move back to **1st bar**. Note that you're viewing **Trigger Settings** for the two different measures of **Part 4** → press the **HI-HAT Close** key, so that it lights.

Edit the trigger settings for Part 2:

4. Press **Select < or >** keys until **bar 1's red LED** is lit - to view the trigger settings for **Part 2**, bar 1. Let the pattern continue to play → press all the lit keys, to turn them **off** → Listen as pattern loops - when bar 1 plays again, no steps will play - the rest of the data for Part 2 stays the same - for bar 2 → press **Select > key** to move to bar 2 → press any desired **step keys** to change trigger settings for the Part 2, bar 2 → press the **STOP** key.

Work with the Swing function:

5. Select pattern **A.27** → **PLAY** pattern to hear how it sounds → press **STOP** → **hold down** the **Shift** key and press **step key 8 (Swing)** - a value of **50** will flash in the display → rotate the **DIAL** to a setting of **"65"** → press **step key 8** again (flashing), to set new Swing value → **PLAY** pattern to hear new swing setting → **STOP** pattern → **hold down Shift** and press **step key 8**.
6. Rotate **DIAL** to set value to **"50"** → press **step key 8** again to re-set Swing value → **PLAY** pattern again - to hear "straight" 16-beat pattern → press **STOP**.

Recording Patterns:*Two ways to record patterns: Step or Realtime recording*

1. **Step Record a 1-bar pattern:** Select an empty pattern (try **d.28** or later) → make sure the **Keyboard** light is on) → **CURSOR** ▼ to **Step Rec** → press **REC**.
2. Press the desired **Keyboard** keys to enter a melody pattern data for that part; the display shows the current **Target Step**, and automatically advances. → turn **DIAL** or press the **Rest/Tie** (TAP) key to skip steps → **REC** light goes dark after final step, or you can press **STOP** at any time. → Press **Play** to audition the results.
3. **Realtime Record a 1-bar pattern:** Select the empty Part not used in the above example with the **Part Select** key → change the octave of this part with the **left** and **right Select** keys ◀ ▶ .
4. **Turn on the Metronome:** Press **GLOBAL**, then **CURSOR** ▲ or ▼ to **Metronome** → rotate **DIAL** to “r – 1” (1-bar lead-in) → press **PATTERN** → press **REC** → press **PLAY** → press **PLAY** → strike desired notes in realtime to record the pattern → press **STOP** when finished. Note that you can also Step Record in this mode, by **pressing the step keys** as the pattern loop-records, or on pattern playback.



When the **Keyboard** key is on, the keys are laid out so that #1=A, #4 and #16 are C; black keys are labeled as such.

Pattern Sets:*Assign and trigger patterns with step keys (up to 64) for instant recall***Work with Pattern Sets:**

1. Press **Pattern** → select any pattern → press **PLAY** → **hold down Pattern Set** key and press any **step key** to switch to a new pattern pre-assigned to that step key. When the current pattern finishes, the new pattern will begin to play. The Pattern Set you are working with contains 16 patterns - assigned to the 16 step keys.
2. **Hold down Shift** and press **Pattern Set** (flashing). This holds the current pattern set, and lets you select patterns within the pattern set group - simply by **pressing the step keys** – for one-touch recall of patterns!
3. Press the **Pattern Set** key again. This defeats the hold function → **hold down Pattern Set** and press one of the **Select** ◀ ▶ keys. This takes you to another Pattern Set (of 16 patterns), and you can continue selecting patterns as above. The selected group will be indicated by the **red LED's** in the Select section → press **STOP** when finished.



For more information on registering patterns to your own Pattern Sets, see the EA-1 Owner's Manual, page 32.

More EA-1 Features!

- You can arrange the patterns in desired playback order, complete with knob movements, to create songs and store up to 16 songs in memory.
- Tap Tempo and MIDI clock and be used to sync the EA-1 to external turntables, sequencers, etc.
- The EA-1 can be controlled externally and used as a MIDI tone generator.
- The MIDI dump function lets you save data on external computer, data filer, or sequencer!