**SDD-1000 DIGITAL DELAY**

Up to 2048 msec. delay with REC SYNC and REC CANCEL for professional effects.

**MM-25 MULTI MONITOR**

The Multi-purpose Monitor Amp that Matches all Sources—from Microphones to Synthesizers.

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**PSS-50 SPECIFICATIONS**

- **TONE GENERATOR:**
  - Rhythm: 1-8 (base drum, snare drum, etc), open hi-hat, closed hi-hat, crash, tom, low tom, high tom, crash, roll, bass drum, bass pedal
  - Effect: 1-8 (delay, reverb, chorus, echo, etc)
  - Instrument: 11-16 (percussion, synth, piano, etc)

- **DISP. PATTERN:**
  - 2 patterns

- **PAKAGES:**
  - Player: 1-5 (auxiliary, rhythm, etc)

- **MIXING-AID:**
  - 1-5 (auxiliary, rhythm, etc)

- **MEMORY BANK:**
  - Bank: 1-8
  - Pattern: 1-8

- **DISPLAY:**
  - Pitch, Beat, Time, etc.

- **INTERNAL MEMORY:**
  - 1-8

- **Effect Engines:**
  - Delay, Reverb, Chorus, etc.

- **Output:**
  - 1-8 (auxiliary, rhythm, etc)

- **Power Supply:**
  - AC adapter

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**SUPER SECTION PSS-50**

Program Your Chord Progressions and Backup Patterns with the Realism of Digital Percussion—A Valuable Tool for Practice, Recording, and Composing.
SUPER SECTION PSS-50
PROGRAMMABLE SUPER SECTION

It’s like having your own session musicians ready to play along at any time. With the PSS-50 you can program both the backup pattern (drums + bass + strings, brass, piano, etc.) and chord progression. Then play it back to try new arrangements, make demo tapes, or simply pick up your favorite tunes. The four built-in backup patterns include 4, 8, and 16-beat, as well as fusion, reggae, disco, ballad, and many more. Each is amazingly realistic and has its own exciting original arrangement.

Up to 1280 bars of music on board—plus tape interface for unlimited storage
You can change patterns every bar and change chords (in 1/8th time) every half bar. Each of the eight song memories holds 80 bars so you can have up to 640 different bars of music at once, on board. Then you have the option of linking the eight song memories to form a chain of up to 64 bars, making a complete 1280-bar composition for automatic playback. Of course, the tape interface lets you expand your song library infinitely. And you always make changes in your songs by using the versatile electronic editing facilities.

Digital percussion means real drum sound
The drum sounds are exceptionally realistic because the PSS-50 uses digital PCM technology for its percussion sound sources. Drum output is set in a stereo array for even greater realism.

Arrange original backup patterns—100,000 possibilities
You start with the 48 patterns marked on the PSS-50 panel. Then you add bass part from one, a drum part from another, an accompaniment (guitar, brass, piano, etc.) part from third, and a fill-in part from a fourth. Since you are free to arrange these four parts as you like, you have a possible variety of about 100,000 new and different combinations. Thuis of the possibilities for making demo tapes. Special break and ending patterns are included. There’s even a remote lead-in count.

Plug in your keyboard, guitar, or other external input
Mixing facilities let you independently adjust drums, bass, accompaniment, and external input. You can use the external input jack to plug in your guitar, keyboard, or a microphone. You can also record from the PSS-50 with an additional mixing console. Never has so much musical value been available in such an easy-to-use, compact system.

Basic Functions of the PSS-50

SOUND WRITE
You can write the backup pattern in 1-step and the chords in 1/8-bar steps. Up to 80 bars will fit in one song memory. Song memory keys are numbered 1 through 8, so you can program and store the accompaniments for eight songs on board.

SOUND PLAY
Accompaniments stored in the eight song memories can be selected and automatically played.

Creating a longer composition by connecting several song memory numbers.

SOUND CHAIN
1. Set the POWER/MODE selector to PLAY.
2. Press the CHORD/PATTERN keys together. LEDs should light up above both. (At this point an LED should still just above the word "SONG" in the left side of the display. If it isn’t, press the PATTERN/SONG key)
3. Press one of the NUMBER keys 1–8. This is the number you will work with.
4. Press the CLEAR key while holding down the FUNCTION key.
5. Press the PATTERN/SONG key. An LED should light up in the DISPLAY section under the word "PATTERN".
6. Choose a backup pattern from the PATTERN INDEX for the first bar of your song.
7. The pattern number is then the NUMBER KEYS.
8. Example: HARD ROCK II.
9. Pattern number is 27. Press then 7.
10. Press CHORDS key to select chord for the first half of the first bar of your song. Example: (C, Maj)
11. Press C then Maj.
12. If you want to listen to each bar as you program it, press the START/STOP key.
13. Press the ENTER key. (You have now stored the backup pattern for the first half of the chord for the first half of your song.)
14. Put in the chord for the remaining half of the first measure. Press the CHORDS key, then the ENTER key.
15. Repeat steps 6–9, 7, 8, 9, 10 to write the accompanying patterns and chords for the rest of your song.
16. Press the FUNCTION key together with the 1ST STEP, LAST STEP, and ARROW keys to monitor specific bars.

Playing back a song from memory.

SONG MEMORY
1. Set the POWER/MODE selector to ARRANGE.
2. Use NUMBER keys to select a number (71–88) from the two ARRANGEABLE numbers in the PATTERN INDEX.
3. Press ENTER.
4. Press the PATTERN/SONG key. An LED should light up in the DISPLAY section under the word "SONG".
5. Press one of the NUMBER keys 1–8. This selects the song number that you will play.
6. Press the CHORD/PATTERN key to begin play. (COUNT START gives you a quarter note on the beat before beginning play of your song.)
7. To stop play, simply press the START/STOP key again.

PROGRAM Rhythm function lets you create new combinations by taking each of these three parts and a fill-in part from any four of the preset patterns.

Assign the backup pattern combinations to create a new arrangement.

ARRANGE
1. Set the POWER/MODE selector to ARRANGE.
2. Use the NUMBER keys to select a number (71–88) from the two ARRANGEABLE numbers in the PATTERN INDEX.
3. Press ENTER.
4. Press the PATTERN/SONG key. An LED should light up in the DISPLAY section under the word "SONG".
5. Press one of the NUMBER keys 1–8. This selects the song number that you will play.
6. Press the CHORD/PATTERN key to begin play. (COUNT START gives you a quarter note on the beat before beginning play of your song.)
7. To stop play, simply press the START/STOP key again.
8. Press ENTER.
9. Press the CLEAR key while holding down the FUNCTION key.
10. Press the CHORD/PATTERN keys together. LEDs should light up above both. (At this point an LED should still just above the word "SONG" in the left side of the display. If it isn’t, press the PATTERN/SONG key)
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18. If you want to listen to each bar as you program it, press the START/STOP key.
19. Press the ENTER key. (You have now stored the backup pattern for the first half of the chord for the first half of your song.)
20. Put in the chord for the remaining half of the first measure. Press the CHORDS key, then the ENTER key.
21. Repeat steps 6–9, 7, 8, 9, 10 to write the accompanying patterns and chords for the rest of your song.
22. Press the FUNCTION key together with the 1ST STEP, LAST STEP, and ARROW keys to monitor specific bars.

Creating a new arrangement by connecting several song memory numbers.

SOUND CHAIN
1. Set the POWER/MODE selector to PLAY.
2. Press the CLEAR key while holding down the FUNCTION key.
3. Press one of the NUMBER keys 1–8 to select the song that will form the first part of your composition.
4. Press the ENTER key. (This stores the information that your selected song number is the first "step" in the composition.)
5. Repeat steps 3, 4, 5, writing in song numbers in the order that you want them played.

Playing a sound chain.

PLAY CHAIN
1. Set the POWER/MODE selector to SONG CHAIN.
2. Press the COUNT START or START/STOP key.
3. Sound chains will be played in the order that you selected them. Play will stop automatically at the end.