

EasyStart

ELECTRIBE **M**
MUSIC PRODUCTION STATION

KORG



EM-1 Main Features

- Pattern performance with emphasis on realtime operation
- All functions are right on the surface, with no menus or pages to slow you down!
- Familiar 16-step key interface to build your own patterns from PCM sampled waveforms
- Motion sequencing to record knob/switch movements for each part and effect
- 256 patterns in memory, each up to 4 bars long
- Play the part keys in realtime to record or step-record patterns; use the step keys as a keyboard!
- Dedicated synth filter with Drive effect for attitude and "bite"
- 144 drum waves and 50 synth waves to cover all the latest musical styles

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Making connections

1. Connect EM-1 power supply → connect audio cables from **L/MONO1** and **RIGHT** outputs to powered monitor system, or use headphones (phone jack) → power-up monitor system and EM-1.
2. **Part 1** key of Drum Part will light on power-up → strike any **Part** key repeatedly → set **MASTER VOLUME** knob / monitor volume.

Playing the demo songs

1. Press **SONG** key. (Display indicates "S.01" – one of 5 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: 128 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.23) → 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** → press **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. **Note:** to set fractional tempos (120.1, etc): As pattern plays, hold down **Shift** and rotate **DIAL** → press **CURSOR** ▼ twice, to return to **PATTERN**.

Working with the Drum and Synth Parts:

1. Press **PATTERN** → rotate **DIAL** to select any pattern → strike any **Drum part key** → tweak the knobs and switches in the **PART COMMON** area, to edit the part. *Note that **Original Value LED** lights when original knob/switch settings are recalled* → **PLAY** pattern, select and tweak parts.
2. Strike any **Synth Part** key. In addition to the **PART COMMON** parameters, a synth wave can be edited in the **SYNTH FILTER** area.

Realtime Pattern control:

Before you continue, turn **OFF** memory protect: Press **GLOBAL** → **Hold Shift** → Press **step key 16** → Rotate **DIAL** to “**off**” → Press **step key 16** again. Press the **PATTERN** key to return to **PATTERN** mode.

Copy a preset pattern to a new location:

1. Press **PATTERN** → rotate **DIAL** to select any pattern → press **WRITE** → rotate **DIAL** to pattern **b.64** → press **WRITE** again to **copy** the source pattern to **b.64**.

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

Tweak the copied pattern:

1. **Change Tempo:** (see “Changing Tempo” above).
2. **Force 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:** Strike the **part keys** → work with the **knobs** and **switches** as pattern plays - create an edited set of part sounds using the existing pattern → try striking any **part key** → in the **PART COMMON** section, press **Effect** → rotate **EFFECT knob** to select one of 11 effects → tweak effect with **Edit 1 / Edit 2 knobs**. *Note that you can select / edit a new effect for each part (except Accent).*
4. Try working with **Pitch/Speed**, **EG Time**, **Level**, **Pan** knobs and **Roll / Amp EG** switches - for different **part keys**, as pattern plays.
5. **Assign another waveform to a part sound:** Press any **part key** (while pattern plays or is stopped) → **CURSOR** ▼ to **Wave** (3rd row , **PATTERN** column) → strike the **part key** as you rotate **DIAL** to audition / select new samples → tweak the **part key** w/ new sample assigned.
6. **Tweak the pattern data itself:** As pattern plays, press any **Drum part key** → press to add/remove steps from the **16 step keys** (lit/unlit) → to add/remove steps from the **Synth parts**, press the **Keyboard** key so it is **off** (unlit). There are two accent grids: one for the synth parts and one for the drum parts → press the appropriate **Accent** key and set new accents on the **16 step keys** (use **Level** knob to set overall accent level).
7. **SOLO and MUTE parts:** Press and **hold down SOLO** and press a **part key** (it will light) (or group of part keys). Press **SOLO** again to defeat solo → press and **hold down PART MUTE (TAP)**, then press a **part key** (or group of part keys) to mute/unmute parts (lit/unlit) → press **STOP** → press **WRITE 2x** to write edited pattern to memory.

Motion Sequencing: Record knob and switch changes for each part, effects and delay**Record Motion sequences in the previous pattern:**

1. Press **Part 1 part key** (it will light) → **hold Shift** and press **step key 8 (Clear Motion) 2x**, to clear previous Motion sequence for Part 1 → repeat this step for **each part** in the pattern.
2. Press to select **Part 6A** 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 **Pitch/Speed** 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. (you can **SOLO** the part to get a better idea)
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 **Roll** 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.
5. **Edit the Motion Sequence:** Press **Part 6A** key (it will light). (Pattern can be playing or stopped for following steps): Press **STEP EDIT** key → **CURSOR** ▼ to select **Motion Value** (2nd row, STEP EDIT column) → press one of the lit **step keys** for this part - the display alternates between "PCH" (pitch) and recorded pitch value → rotate **DIAL** to change pitch values as you press to select each of the step keys → **STOP** pattern playback → press **WRITE 2x** to write the pattern with new pitch values.



*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, plus one switch change can be recorded for each Part. Two knob rotations can be recorded for the Effect and Delay Motion Sequences (See the owner's manual, page 22, and 34-35 and 39-40 for more information)*

6. **Record an Effect Motion sequence in the current pattern:** Select an effect → press **REC** → press **PLAY** → tweak **Edit 1** and **Edit 2** knobs simultaneously to record the Effect Motion sequence.
7. **Record a Delay Motion Sequence in the current pattern:** In the Delay section, press the **Motion Sequence** key (it will light) → press **REC** → press **PLAY** → tweak the **Delay Depth** and **Time** knobs to record the Delay Motion sequence.

More Pattern editing:

Copy the previous pattern and change the pattern length:

1. Select pattern **b.64** → press **WRITE** → rotate **DIAL** to select pattern **b.63** → press **WRITE** again, to copy pattern b.64 to b.63. **Don't** PLAY pattern yet... → **hold down Shift** and press **step key 1** (Length). (Display indicates "4" bars) → rotate **DIAL** to change pattern length to **2 bars** → press **step key 1** again to set length → **PLAY** pattern: it will loop after 2 bars.

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. *To view the **synth part's** triggers, make sure that the **Keyboard** key is **off** (unlit).*
3. Press the **Part 5A** key, so that it lights.

Edit the trigger settings for Part 7:

4. Press **Select** < or > keys until **bar 1's red LED** is lit - to view the trigger settings for **part 5A**, bar 1. Let the pattern continue to play → press the following **step keys**, to turn them **on**: **5, 13** (lit). Listen as pattern loops - when bar 1 plays again, only steps **5** and **13** will play - the rest of the data for part 5A stays the same - for bar 2 → press **Select** > key to move to bar 2 → press any desired **step keys** to change trigger settings for part 5A, bar 2 → press the **STOP** key.

Work with the Swing function:

5. Select pattern **A.03** → **PLAY** pattern to hear how it sounds → press **STOP** → **hold down** the **Shift** key and press **step key 3** (**Swing**) - a value of **50** will flash in the display → rotate the **DIAL** to a setting of "**69**" → press **step key 3** again (flashing), to set new Swing value → **PLAY** pattern to hear new swing setting → **STOP** pattern → **hold down Shift** and press **step key 3**.
6. Rotate **DIAL** to set value to "**50**" → press **step key 3** 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.24** or later) → press **REC** → press **PLAY** → press each **Drum part key**, then press the desired **step keys** (they will light) to enter the pattern data for that part.
2. To step-record synth parts, press on of the **2 parts** → turn on **Keyboard** key (lit) → **CURSOR** ▼ to **Step Rec.** (last row under **STEP EDIT**) → press **REC** → input a pitch for each of the 16 steps; 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.
3. **Realtime Record a 1-bar pattern:** Select an empty pattern → 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** → strike desired **part keys in realtime** to record the pattern → press **STOP** when finished. *To record a synth part, turn the **Keyboard** key on (lit).* Press **STOP** when finished.



*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 EM-1 Owner's Manual, page 46.