



LOWREY

Player's Guide

Prelude

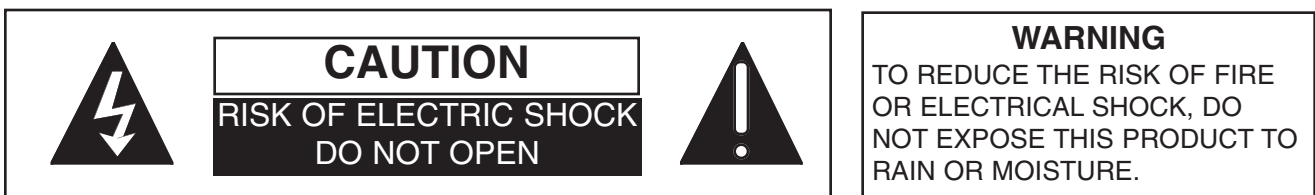
*Contemporary
Worship
Orchestra*

IMPORTANT SAFETY INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following.

1. Read all the instructions before using the product.
2. Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
4. The product should be located so that its location or position does not interfere with its proper ventilation.
5. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
6. Keep the instrument away from electrical motors, neon signs, fluorescent light fixtures and other sources.
7. This product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.
9. Always turn the power off when the instrument is not in use. The power supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. During an electrical storm, turn off the power and unplug the product.
11. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
12. The product should be serviced by qualified personnel when:
 - A. The power supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquids have been spilled into the product; or
 - C. The product has been exposed to rain;
 - D. The product does not appear to operate normally or exhibits a marked change in performance; or
 - E. The product has been dropped, or the enclosure damaged.
13. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE SAFETY INSTRUCTIONS



AVIS: RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRIR

CAUTION - TO REDUCE THE RISK OF ELECTRICAL SHOCK, DO NOT REMOVE COVER (OR BACK). NON-USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the products enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.



Registration Card

Serial Number

You can now Register online at www.lowrey.com, click 'Register'

Your Full Name (Please Print)

Address

City, State, Zip

Email

Phone (with area code)

Date of Purchase

Lowrey Dealer Name & City

Affix first
class
postage



Warranty Registration
847 North Church Court
Elmhurst. IL 60126-1036

 **LOWREY**
Prelude **A300CC**



Table of Contents



Category Name is followed by the page number.

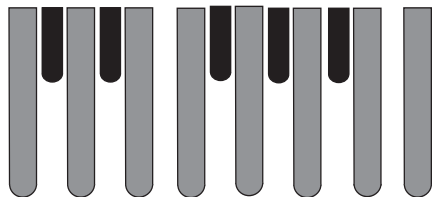
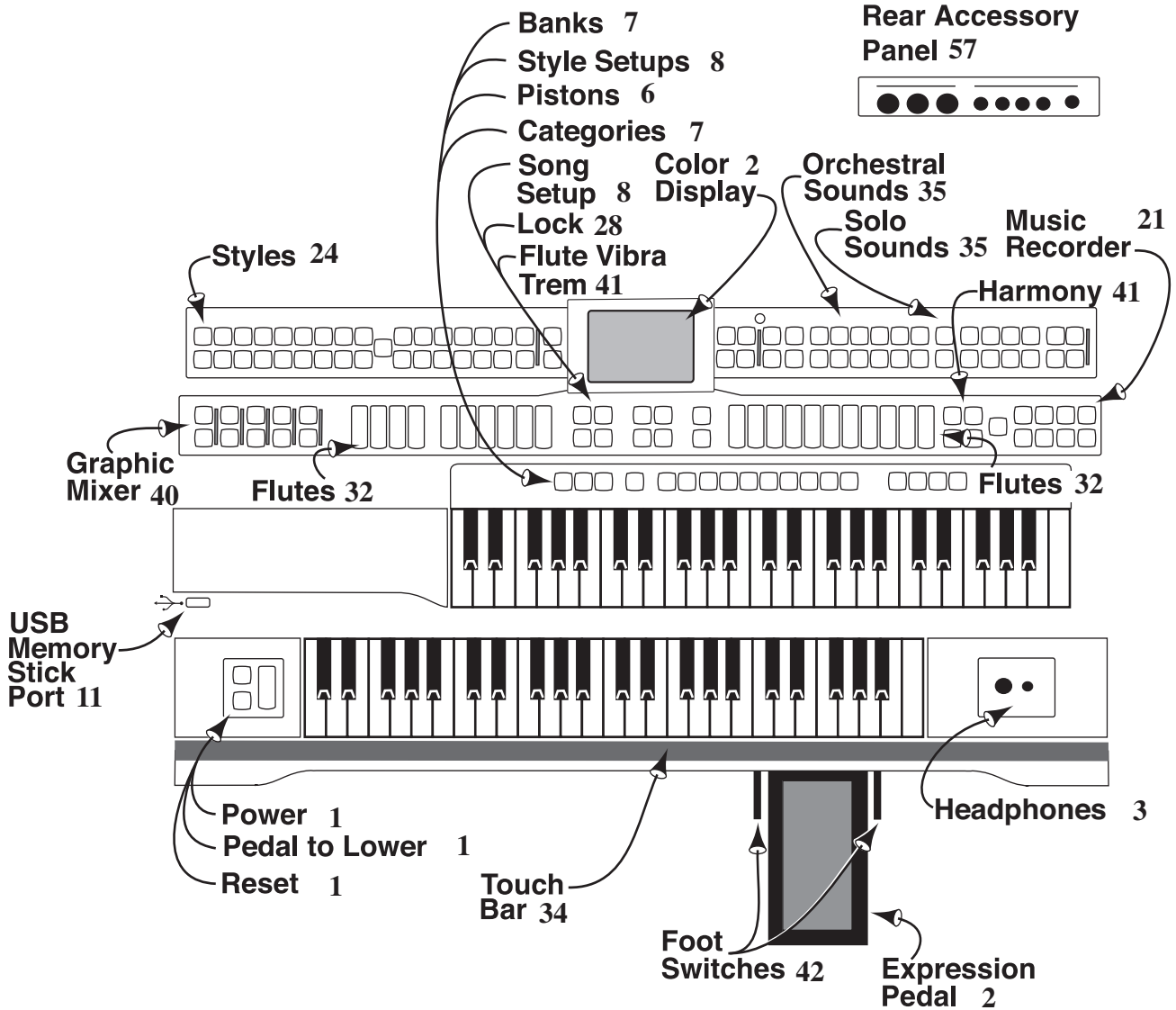


Table of Contents



- Let's Get Started**1
- Power Button1
- Pedals to Lower1
- Reset1
- Expression Pedal2
- Master Volume2, 40
- Color Display2
- Display Contrast3
- Screen Care & Cleaning3
- Easy Button3
- Headphone Output3
- Sound System4
- Music Rack Extender4
- Presets**6
- Pistons6
- Style Setup6
- Categories7
- Banks7
- Song Setups8
- Customizing the Banks8
- Rename Banks10, 54
- Resetting the Banks11
- How to Use the Memory Stick**11
- Recording Your Music**
- Music Recorder12
- Formatting a Memory Stick12
- Recording a Song on the Memory Stick13
- Recording Tracks13
- Record Control14
- Merge Record15
- Replace Record15
- Merge Record-Erase Track16
- Replace Record-Erase Track16
- Memory Stick Playback16
- Bank Functions**16
- Save Presets18
- Load Presets20
- Rename Presets20
- Delete Presets21
- Music Recorder Functions**21
- Delete Song22
- Copy Song22
- Rename Song23

- Styles**24
- Parts of the Style24
- More25
- Alter Style25
- Drums Only25
- Drum Volume25
- Intro/Ending26
- Minor Chord Introductions26
- Fill26, 42
- Start Stop27
- Tempo27
- Auto Bass 1 & 227
- Orch & Orch Plus27
- Locks28
- Style Setup28
- Memory29
- MCS (Music Chord System)29
- Major Chord29
- Minor Chord30
- Seventh Chord30
- No Chord (N.C.)31
- Organ**32
- Bass Buttons32
- Lower Buttons32
- Upper Buttons33
- Sustain34, 47
- Genius34, 59
- Orchestral & Solo Section**35
- Portamento35
- Dynamic Keying35
- Transpose36
- Glide/Sustain37, 42
- Keyboard Split37, 56
- Upper On-Orchestral38
- Orchestral to Lower Left38
- Upper On-Solo38
- Solo to Lower Right38
- Upper Octave39
- Orch & Solo Volume39

Graphic Mixer	40	• Feature Page 7	
• Master Volume	40, 2	Lower Sound Effects	50
• Reverb	40	• Feature Page 8	
• Bass	40	Keyed Drums	51
• Orch Plus	40	<i>Main Kit</i>	
• Lower	40	<i>General MIDI Kit</i>	
• Upper String/Vocal	40	• Feature Page 9	
Flute Vibra Trem	42	MIDI	51
Harmony	41	• Feature Page 10	
• AOC	41	Edit Genius	51
• Duet	41	<i>Orch Genius</i>	
• 3 Part	41	<i>Solo Genius</i>	
• 4 Part	41	<i>Lower Genius</i>	
Foot Switches	42	<i>Pedal Genius</i>	
• Left Foot Switch	42, 37	• Feature Page 11	
• Right Foot Switch	42, 26	Repeat	52
Touch Bar	42, 26	• Feature Page 12	
Feature Pages	44	Controllers	53
• Navigation	44	• Feature Page 13	
• Feature (Clear)	44	Rename Presets	54
• Scroll Buttons	45	• Feature Page 14	
• Select Button	45	Next Preset	55
• Shortcuts	45	• Feature Page 15	
• Feature Page 1		Play Songs	55
USB	45	• Feature Page 16	
<i>a. Load Presets</i>		Set Split	56
<i>b. Save Presets</i>		• Feature Page 17	
<i>c. Rename Presets</i>		Light Show	56
<i>d. Delete Presets</i>		<i>Show 1</i>	
<i>e. Format USB</i>		<i>Show 2</i>	
<i>f. Delete Song</i>		Connections	57
<i>g. Copy Song</i>		Style List	58
<i>h. Rename Song</i>		Genius Voice List	59
• Feature Page 2		MCS Chord Chart	61
Lower/Pedal Volume	46	Song Setup List	62
<i>a. Lower String/Vocal</i>		Warranty Statement	64
<i>b. Lower Genius</i>			
<i>c. Pedal Genius</i>			
• Feature Page 3			
Sustain Length	47		
<i>Upper Flutes</i>			
<i>Upper Strings/Vocal</i>			
<i>Lower Flutes</i>			
<i>Lower Strings/Vocal</i>			
<i>Bass Tabs</i>			
• Feature Page 4			
Orch Effects	48		
• Feature Page 5			
Solo Effects	49		
• Feature Page 6			
AOC	50		
<i>Auto AOC</i>			
<i>AOC All</i>			

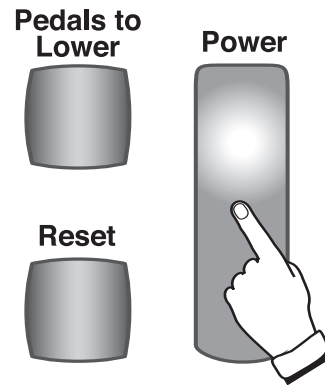
Let's Get Started!



1. Power

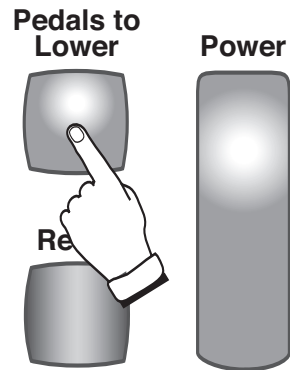
Turn the Prelude ON by pressing the long red **POWER** button down. This button is located on the left side of the lower keyboard. This button will light as will several other buttons on the button panel.

Touch and hold the red button for just a moment to turn the power off.



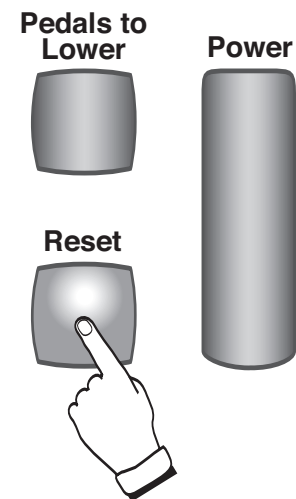
2. Pedals To Lower

The **Pedals to Lower** buttons lets you play the bass pedal sounds on the lower keyboard. Any lower keyboard sounds that are selected will play along with the bass sound.



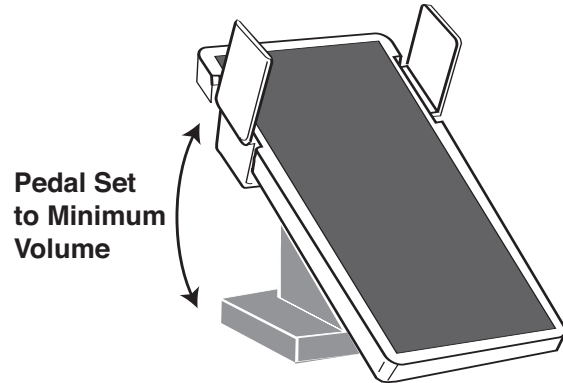
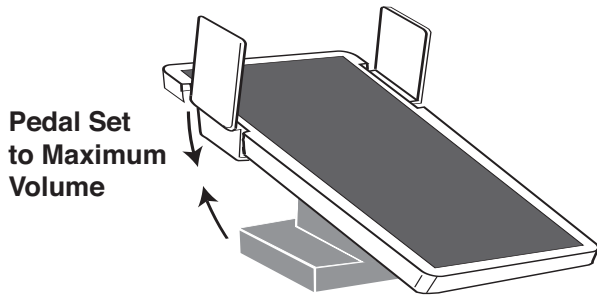
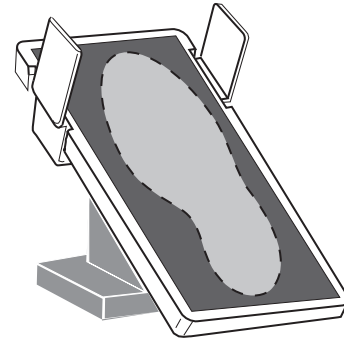
3. Reset

Press the Reset button to return the Prelude to the Power on setting.

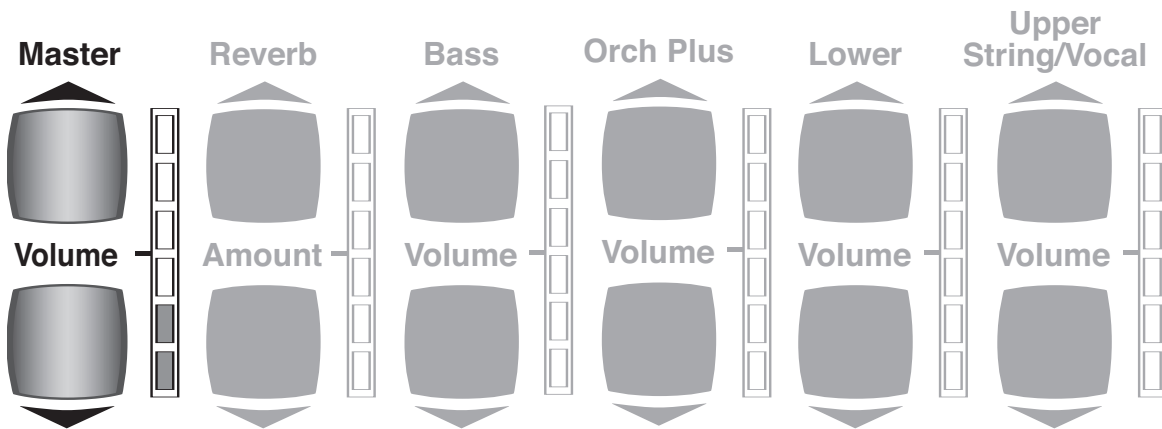


4. Expression Pedal

The **Expression Pedal** allows the player to add expression (changes in the volume level) to their music. Pressing the pedal all the way down is maximum volume. Pressing the pedal all the way back is minimum volume.



The **EXPRESSION PEDAL** controls the “overall” volume level of the Prelude. The volume level of specific sections is controlled by the individual volume level controls found on the panel and in the **GRAPHIC MIXER** section of the organ. If the overall maximum volume level of the organ is too loud, use the **MASTER** buttons in the **GRAPHIC MIXER** to adjust the volume to your liking.



5. Color Display

When you turn the organ on, the Prelude screen evolves during startup. When the Prelude is fully powered and is ready to be played the **POWER UP SCREEN** shown here is displayed.

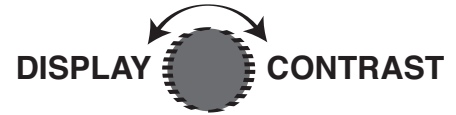
The **POWER UP SCREEN** gives you some essential information:
TEMPO: The numbers under the word **TEMPO** will indicate the tempo (speed) when a Style (8 Beat, 16 Beat, Gospel, etc) is being used.



CHORD: The letter under the word **CHORD** indicates the lower keyboard chord being played. The bass pedal, if being played, is displayed to the right of the chord display, preceded by a slash (C / E^b).

TRANSPOSE: The letter under the word **TRANSPOSE** indicates the key that the instrument is set to.

Turn **DISPLAY CONTRAST** dial to adjust the screen.



SCREEN CARE AND CLEANING

IMPORTANT NOTICE: Do not spray any type of liquid on the Color Display. To clean the screen use a soft cloth slightly dampened with water. Avoid allowing any liquid to run to the edge of the screen. Do not touch the screen with any sharp objects, such as a pencil point or pen tip.

6. The EASY Button

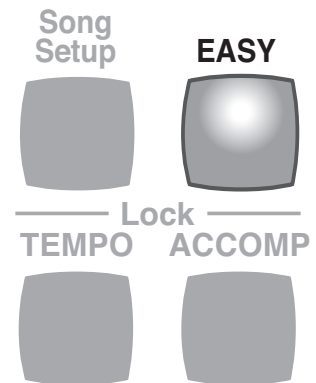
Like every Lowrey, there are two ways of playing the Prelude:

TRADITIONAL

No “Easy-Play” features. You are free to use your hands on the keyboards and your feet on the pedals as you wish. For example, playing one note on the lower keyboard gives you exactly that: one note! You can use the **PISTONS**, **CATEGORIES** and **BANKS** for many, many more sounds.

EASY-PLAY

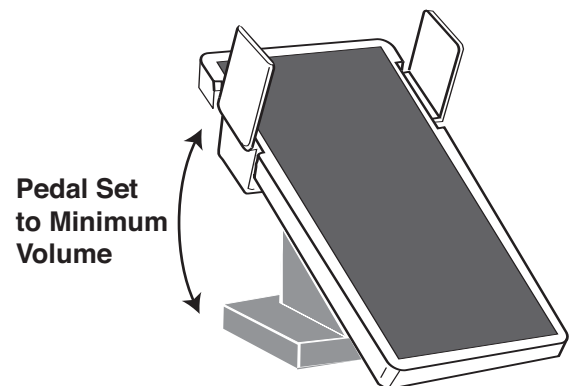
Press the **EASY** button. This button will light up as well as several others (**AUTO BASS 1**, **MCS & MEMORY**). The **EASY** button makes one finger in the left hand on the lower keyboard sound like you are using all your fingers, plus your feet on the bass pedals. It makes one finger sound like a full three note chord and plays the appropriate bass note. You can also use the **PISTONS**, **CATEGORIES** and **BANKS** for many, many more sounds just like above.



7. Headphone Output

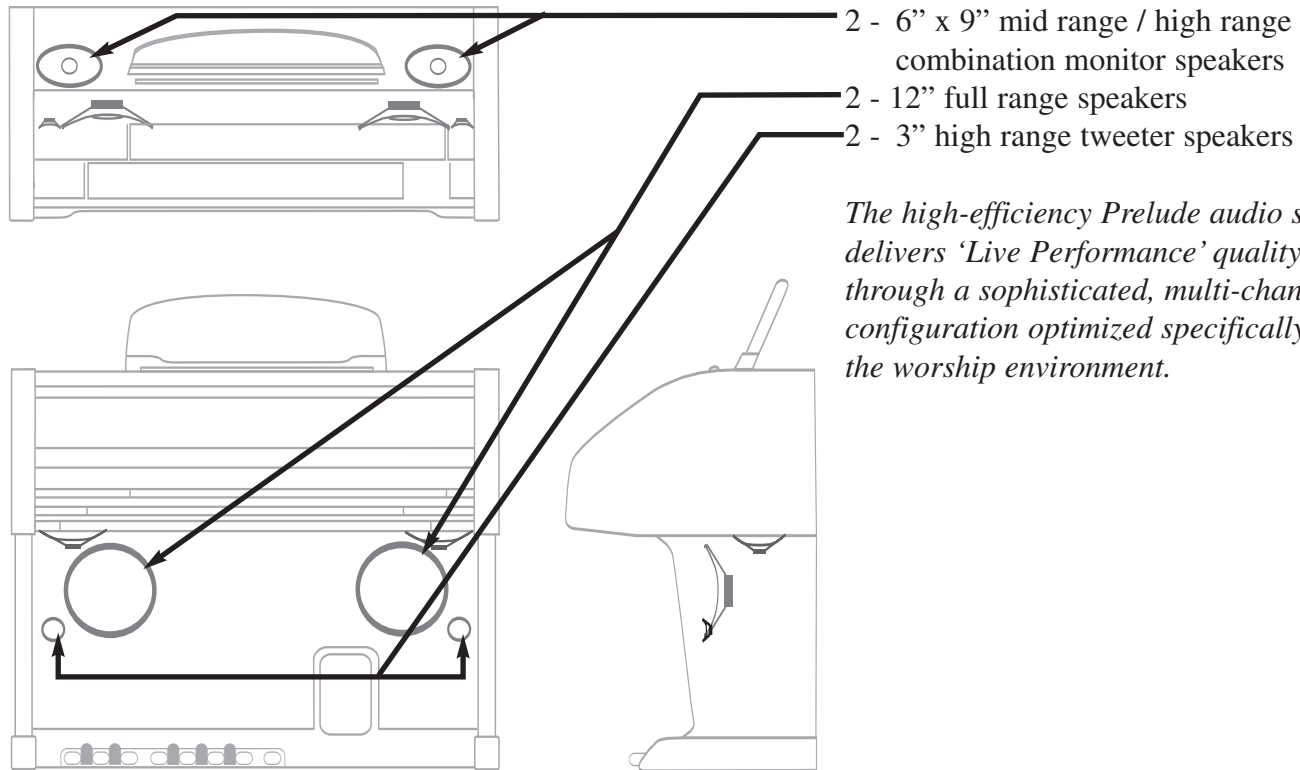
You can plug in a set of stereo headphones into the headphone **OUTPUT** jack, located to the right of the lower keyboard, so you can play in private. When headphones are plugged into the headphone jack the speaker system is muted. Control headphone volume with the **HEADPHONES VOLUME** knob. Use the same knob to control **MONITOR SPEAKER** volume when headphones are not plugged in.

IMPORTANT: Before plugging headphones (stereo only) into the headphone **OUTPUT** jack, be sure the volume knob and the **EXPRESSION PEDAL** are set to minimum volume. Turn the knob to the left until it stops. Place the expression pedal in the toe side up, heel side down position. After plugging the headphones in and placing them on your ears, hold a note or play a style, and slowly increase the volume to a comfortable level.



8. Audio System

The diagram below illustrates the high efficiency Prelude sound system.



9. Music Rack Extender

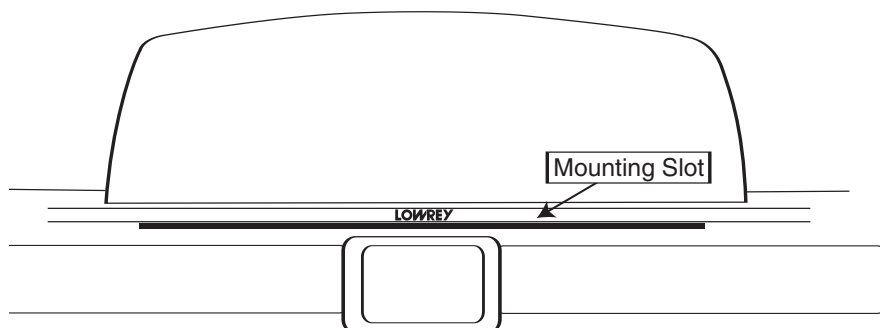
Below the gold-colored Lowrey logo, at the top of the organ, is a slot into which the music rack extender may be inserted. The music rack extender is designed to hold your sheet music or music books closer to you.

The tinted plexiglass music rack, which accompanied the Prelude, is to be inserted in the slot in the shelf, as pictured above.



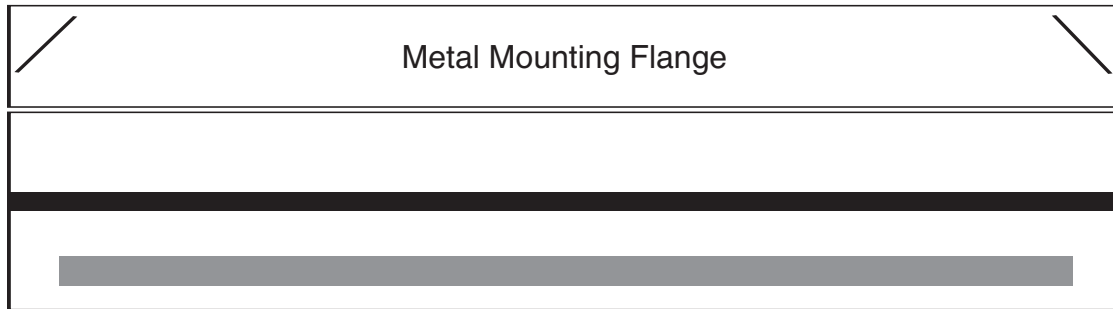
How to Install The Music Rack Extender

1. Locate the music rack extender Mounting Slot on the cabinet. The slot is located in the seam between the cabinet top and a strip of wood just above the leading edge of the roll top cover. See the illustration below.



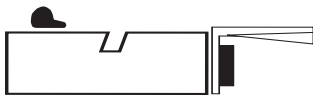
2. Grasp the music rack extender by each end so that the metal mounting flange faces away from you. The metal flange will be inserted in the mounting slot.

Music Rack Extender Base
(Top View)



3. You will notice that the two corners of the metal flange are bent down slightly. The bent corners will clamp the base into the cabinet.
4. Insert the left corner of the metal mounting flange into the slot in the cabinet. Slide the inserted portion of the mounting flange to the left until it meets the left edge of the mounting slot.
5. Pivot the Music Rack Extender base so that the rest of the mounting flange meets the slot in the cabinet. Be sure that the left edge of the mounting flange remains inserted and rests against the left edge of the slot.
6. With the mounting flange aligned with the slot in the cabinet, push the Music Rack Extender base so that the mounting flange becomes fully inserted into the cabinet slot. You may need to alternately nudge each end of the Music Rack Extender base with the heel of your hand to fully insert the mounting flange.

Insert the metal mounting flange into the cabinet slot.



Music Rack Extender Base
(Side Profile)

Padded Strip

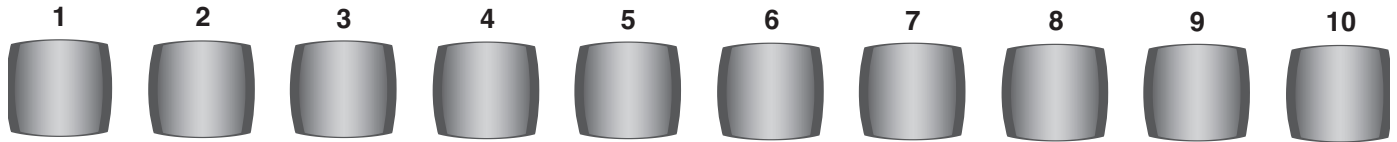
You will notice that a padded strip has been applied to the metal mounting flange to protect the cabinet. This padded strip should rest against the cabinet when the Music Rack Extender base is fully inserted.

7. After the Music Rack Extender base has been properly installed place the plexiglass Music Rack into the slot in the Music Rack Extender base.
8. To remove the Music Rack Extender...
Remove the Music Rack from the base. Grasp the base by each end and pull. You may need to work the base out of the slot by pulling alternately on each end to work the mounting flange out of the cabinet slot.

PRESETS

PREVIEW: *The Presets section demonstrates the ease of operation and how to sound good right away using the numerous preset features found on the Prelude. The type of Preset active at any one time: Piston, Style Setup, Bank, Category Preset, will be displayed at the bottom of the Color Display.*

Pistons



Pistons

Pressing any one of these **PISTON** buttons will cancel the existing sound and will create a different musical sound. The 11 **PISTONS** are factory programmed and can not be changed.

Along the bottom of your color display, the upper keyboard sound is listed, followed by a slash mark, and then the lower keyboard sound (right of the split point).

WHAT IS PRESET 0?

There are **10 PISTON** buttons but **11 PRESETS**. Piston 0 is the power up sound. Just turning the Prelude on gives you that sound.

The same is true, as you will see, for the Banks, Categories, and Style Setups. For example, pressing the **PIPE CATEGORY** button activates **PIPE CATEGORY 0**, a complete preset sound. Pressing piston buttons 1-10 gives you 10 more Pipe Preset sounds.

*When using the **EASY** button with the **PISTONS**, you will notice the organ continues playing the last left hand chord played - even though your hands are off the keys. This is the **MEMORY** feature. **MEMORY** gives you time to get ready for the next chord change or to turn the pages of your music. Simply press the lighted **MEMORY** button to turn this feature off when using **EASY**.*

Style Setups

A **STYLE SETUP** provides 11 complete registrations (sounds, volumes, effects, etc.) on the upper keyboard for each of the **PRELUDE'S 72 STYLES**. Each time you turn on the organ or after pressing the **RESET** button, the **STYLE SETUP** button is illuminated yellow. Yellow indicates the feature is "standing-by."

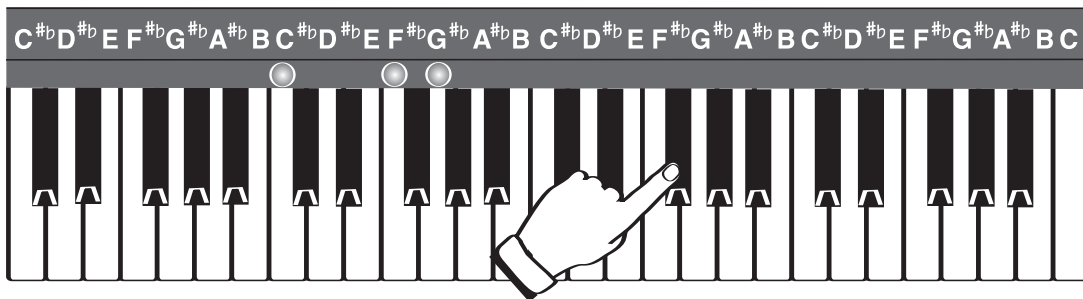


STYLE SETUP performs two functions:

1. Provides a registration for the upper keyboard melody to complement any style chosen.
With the **STYLE SETUP** button illuminated yellow (stand-by) pressing any **STYLE** button causes the button to be illuminated red (red indicates the feature is Ready To Go) and creates an appropriate registration for the upper keyboard (Style Setup 0).
2. Turns each **PISTON** button into a Style Setup button.
With any **STYLE** button selected and the **STYLE SETUP** button illuminated red, the 10 **PISTON** buttons provide 10 more dynamic Style Setups for each style.

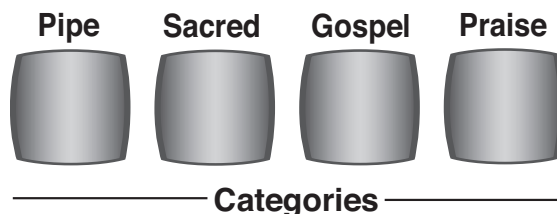
STYLE SETUPS activate the lower “Keyboard Split” feature, which also places melody sounds on the right half of the lower keyboard. The factory-set split location is at the third F# key, as pictured below. See **FEATURE PAGE 16 - SET SPLIT** to change the location.

Preset Keyboard Split = F#



Categories

CATEGORIES provide 44 upper keyboard registrations. Category buttons are used in combination with the 10 **PISTON** buttons and feature 11 beautiful registrations consistent with the category listed above each button.



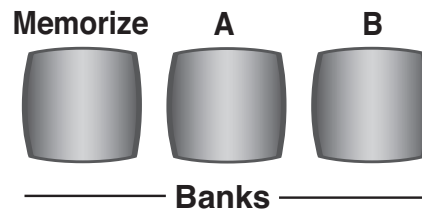
All of the Categories set up a sound on the lower keyboard, to the right of the split point, in addition to the upper keyboard sound. This sound complements the upper keyboard sound and is like having a third keyboard from which to play.

Press a **CATEGORY** button. The first preset for each category, **PRESET 0**, is active when your category selection is made. Press among the 10 **GENERAL PRESET** buttons to get the other 10 presets, for a total of 11 presets for each category. The 44 **CATEGORY** sounds in the Prelude can not be changed.

*In some cases, the preset names displayed on the **COLOR DISPLAY** will be abbreviated.*

Banks

BANKS provide 22 more upper keyboard registrations. Just like the Categories, the Banks are used in combination with the 10 **PISTON** buttons. Banks are programmable, so you can save your own sound setups. In addition to the registrations placed in the **BANK** buttons by Lowrey, you have the option of changing and saving your own registration creations using the **MEMORIZE** button.



See the section “Customizing the Banks,” and “Resetting the Banks.”

Press a **BANK** button (**A** or **B**). The first preset for the selected bank, **PRESET 0**, will be activated. Press the **PISTON** buttons to activate the other 10 presets.

*In some cases, the preset names displayed on the **COLOR DISPLAY** will be abbreviated.*

Song Setups

In the event need a quick style and style setup combination for a specific song title, check the **SONG SETUP** database in your Prelude.

SONG SETUP gives you a selection of 200 titles from which to choose. Each title is preset with an appropriate style and a beautiful registration for the melody.

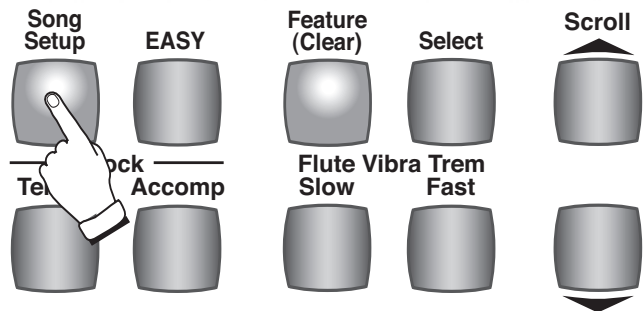
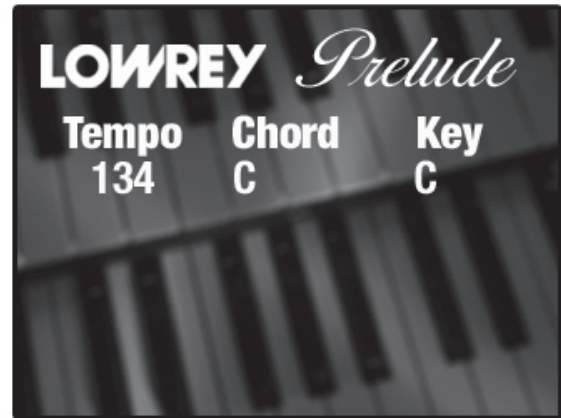
Press the **SONG SETUP** button, located below the **COLOR DISPLAY**. Six song titles will appear on the screen.

Press either **SCROLL** button repeatedly to move through the song list. Press and hold either Scroll button to move quickly through the list.

When the desired song title is highlighted press the **SELECT** button.

To return the screen to the regular display, press the **FEATURE (CLEAR)** button.

Note: A preset given for a song title may also work well for many others.



Customizing the Banks

The **BANK** buttons (**A - B**) can be changed from the factory registrations to those of your own creation.

Read through this procedure before performing it. Customizing a Bank involves the lettered **BANK** buttons, the numbered **PISTON** buttons, and the **MEMORIZE** button.

1. Press the buttons and set the features for the registration you wish to create and save.
2. Press and release the red-colored **MEMORIZE** button. Watch the **COLOR DISPLAY**. The screen will read:



- Decide where you want to save your registration (**Bank** Letter and **PISTON** Number). Press that Letter button and then press that Number button. The screen will display the Letter and Number you have selected. For example, if you pressed the Bank button **A** the **COLOR DISPLAY** will read as illustrated to the right.

Pressing Bank button **A** or **B** and no other numbered preset button saves your preset into that Bank letter's **PRESET 0**.



- When you are using any of the **STYLES** and/or the **TRANSCOPE** feature as part of your registration, you must tell the organ to include them.

At the bottom left of the **COLOR DISPLAY**, you will see the words **WITH STYLE** and below them the word **NO**. To include the style when you save your registration press the bottom **SCROLL** button one time. The word **NO** will change to **YES**. *A natural key (white key) on either keyboard or pedals (long pedal) also changes 'With Style.'*

At the bottom right of the **COLOR DISPLAY**, you will see the words **WITH TRANSPOSE** and below them the word **NO**. To include the Transpose feature when you save your registration press the top **SCROLL** button one time. The word **NO** will change to **YES**. *If you change your mind, touch either Scroll button again and the word **NO** will again appear. A sharp key (black key) on either keyboard or pedals (short pedal) also changes 'With Transpose.'*

When the **STYLES** and/or the **TRANSCOPE** screen buttons contain the word **YES** press the red **MEMORIZE** button, turning it off.



The **COLOR DISPLAY** will read as illustrated here.

- When you are **NOT** using any of the **STYLES** and/or the **TRANSCOPE** feature as part of your registration you may skip step four and simply press the red **MEMORIZE** button, turning it off, with the word 'No' displayed under 'With Style' and 'With Transpose.'

You may abort the procedure at any time before completion by pressing the **FEATURE (CLEAR)** button.



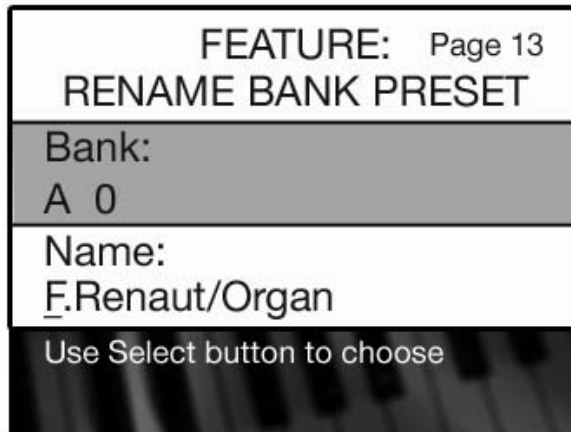
Rename Bank

The **RENAME BANK** feature can be used to put your own descriptive name on your customized **BANKS**, and display them on the **COLOR DISPLAY**.

1. Press and hold the **FEATURE (CLEAR)** button.
2. Press and release either the **BANK A** or **BANK B** button. Release the **FEATURE (CLEAR)** button.

*The **BANK** section of the screen will display the **A** bank.*

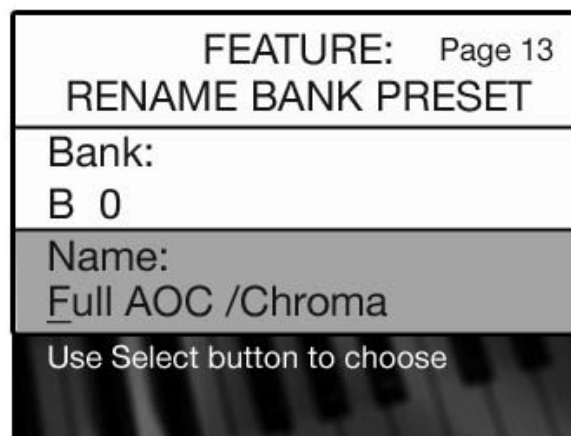
3. When you wish to rename a preset in the **A** bank, press the number button (**1-10**) that you wish to rename.
*In the case of preset **0**, as shown to the right, turn off any of the numbered Piston button.*



When you wish to rename a preset in the **B** bank, press the number button (**1-10**) that you wish to rename.

*In the case of preset **0**, press any of the numbered buttons that may be on, turning them off.*

4. When the desired bank letter and preset number are displayed in the **BANK** section of the screen, press the **SELECT** button. The **NAME** section of the screen will become highlighted.



For example **BANK B - 0, ORGAN AOC /CHROMA**, indicates that the **AOC ORGAN** sound is on the upper keyboard. The name to the right of the slash mark, **CHROMA**, indicates that a **CHROMATIC HARMONICA** is the sound assigned to the lower keyboard, to the right of the split point.

5. Assign a new name to your presets using the lower keyboard keys, which will now access letters, numbers, and symbols like those of a typewriter. Titles can be up to 16 characters in length.

Place the paper keyboard overlay on the lower keyboard.

F#1 = Shift

A#1 = Next Space

A#4 = Erase/Delete



Resetting the Banks

TO THE ORIGINAL LOWREY FACTORY SETTINGS

Resetting the Banks returns them to the original factory settings. Any customized registrations stored in the **BANK** buttons will be erased and replaced with the original factory settings.

The organ features a USB data port that can be used to store a great number of custom Banks permanently on your Lowrey memory stick. The memory stick storage feature is highlighted in the “How To Use The Memory Stick Section.”

To **Reset** all bank of presets, **BANK A** and **BANK B**, presets 0-10, follow these steps.

1. Press and hold the **MEMORIZE** button.
2. While holding the **MEMORIZE** button, press and release the **RESET** button.
3. DO NOT release the **MEMORIZE** button until the Color Display reads: **BANKS RESET**.

To **Reset** just a single bank of presets, **BANK A** or **BANK B**, presets 0-10, follow these steps.

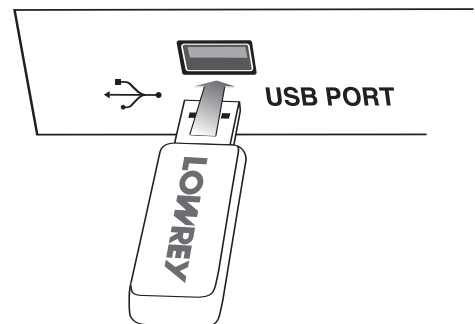
1. Press and hold either the **BANK A** or **BANK B** button.
2. While holding either **BANK** button, press and release the **RESET** button.
3. DO NOT release the **BANK** button until the Color Display reads: **BANKS RESET**.

How to Use the Memory Stick

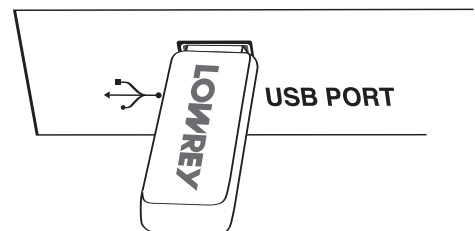
The **USB DATA PORT** and the **MEMORY STICK** to store Prelude preset and song data.

VITAL: In order to use the **MUSIC RECORDER** or any of the **BANK** functions. The **MEMORY STICK** must be inserted in the **USB PORT**. A **MEMORY STICK** is supplied with your Prelude.

1. Locate the **USB PORT** to the left of the lower keyboard.



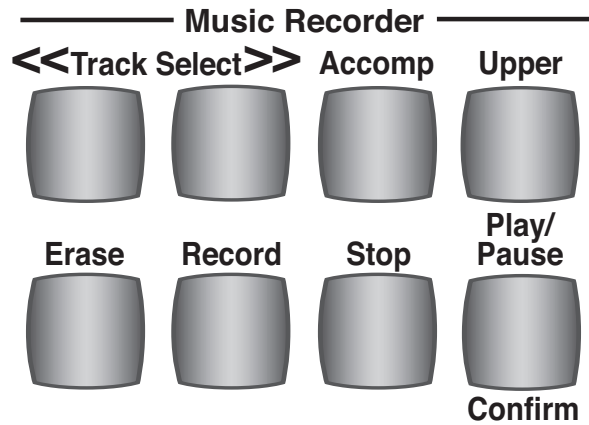
2. Insert the memory stick, as pictured to the right, fully into the **USB PORT**.



MUSIC RECORDER

The **MUSIC RECORDER** controls are located on the right side of the control panel.

The **MUSIC RECORDER** performs two functions: *Record and Playback*. Record your own personal performances. Playback those performances and playback the pre-recorded performances loaded onto your 'Lowrey Prelude' memory stick. The memory stick captures Prelude control data.

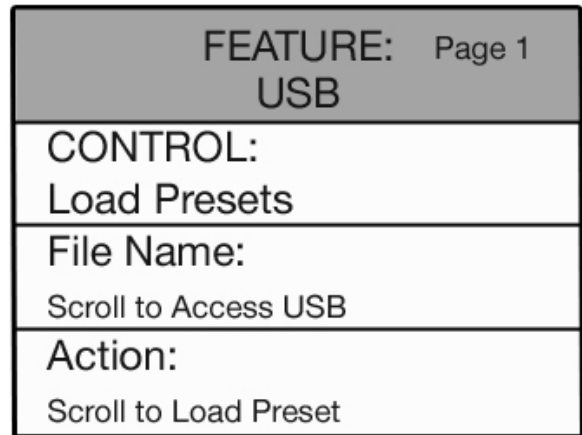


FORMATTING A MEMORY STICK

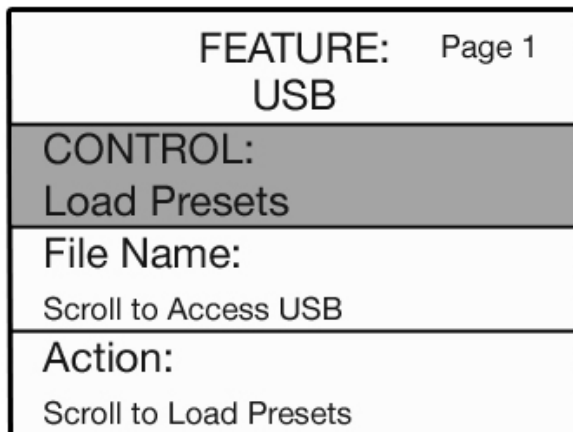
A new memory stick, other than the one labeled 'Lowrey' that was supplied with the instrument, must be formatted one time before it can be used. Once formatted, the memory stick can be used repeatedly for Music Recordings and saving Banks in your Prelude.

WARNING: The formatting process will erase any information that may be stored on a memory stick. Care should be taken to avoid erasing things you wish to keep.

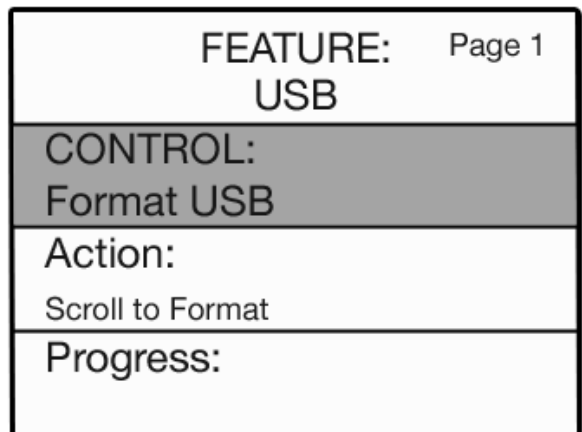
1. Insert the memory stick you wish to **FORMAT** into the **USB PORT**.
2. Press the **FEATURE (CLEAR)** button.
3. If not already displayed, press the top **SCROLL** button to display the **USB** screen.



4. Press the **SELECT** button to highlight the **CONTROL** section of the screen.



5. Press the top **SCROLL** button four times to display the **CONTROL:FORMAT USB** selection.



6. Press the **SELECT** button. The **ACTION** section of the screen will be highlighted.
7. Press either **SCROLL** button.
The **ACTION** section of the screen will read **FORMAT ERASES USB. OK?**
Press either **SCROLL** button to begin the process.
The **ACTION** section screen will read **FORMATTING**.
The **PROGRESS** section of the screen will display a graphic bar to illustrate the progress of the formatting procedure, along with a numerical measure.

FEATURE: Page 1
USB
CONTROL: Format USB
Action: Scroll to Format
Progress:

When complete, the **ACTION** section of the screen will read **FORMATTING COMPLETE**.
The screen will return to the power up display and you may remove the USB stick from the port.

RECORDING A SONG ON THE MEMORY STICK

1. Insert the **MEMORY STICK** into the **USB DATA PORT**.
 - a. Swing open the protective metal covering on the Lowrey-supplied memory stick, exposing the receptacle end of the memory stick.
 - b. Insert the memory stick, label side facing up, into the **USB DATA PORT**.
 - c. Wait a few seconds for the memory stick to fully connect to the Prelude organ.
2. Set the Prelude up with the sounds and features you wish to play.
Use the Presets or make your own.
3. Press the **RECORD** button. The button will light up yellow and then flash red.
The **ACCOMP** and **UPPER** buttons will flash red, as well. A metronome will begin keeping the beat.
4. Begin playing your song. Recording begins when you play the first note or press any button.
5. Press the **STOP** button when you are finished playing.
6. Press the **PLAY/PAUSE** button to listen to your recording.

After you have made the recording and pressed the **STOP** button, you may set the **MUSIC RECORDER** up to make another recording by simply pressing the **RESET** button. Start with step #2 above and record your next song. The Prelude will automatically select the next empty spot on the memory stick so you won't accidentally erase songs previously recorded.

The eight buttons in the **MUSIC RECORDER** are subdivided into two sections: **RECORDING TRACK** buttons and **CONTROL** buttons.

Note: DO NOT use the **LOCK** features when you wish to playback a pre-recorded memory stick, and hear it as it was originally recorded. Lock settings are not recorded by the **MUSIC RECORDER**.
When you create a sound set up and you are using any of the **LOCK** features, and you wish to record with that set up, save the set up in a **BANK**, turn off the **LOCK(S)** and then record your song using those **BANKS**.

RECORDING TRACKS

Accomp



This button (track) records the buttons used (registration) and the notes being played on the lower keyboard and pedals.

Upper



This button (track) records the notes being played on the upper keyboard.

When in use, these two buttons display one of three colors: Red, Green or Yellow. Each color indicates a different condition.

RED: When a button is flashing red that particular track is ready to record.

GREEN: When a button is solid green that particular track has been recorded.
A button flashes green after the **ERASE** procedure has been done. The track is empty but not ready to record.

YELLOW: A button that is solid yellow indicates the **ERASE** button has been pressed in order to Erase the contents of that particular track. The yellow color serves as a warning and gives you an opportunity to change your mind before a recording is erased.
A flashing yellow **ERASE** button indicates there is merged or replaced data will only be erased. Merge and Replace Record and Merge/Replace-Erase procedures will be detailed later in this section.

RECORD CONTROL

Erase



ERASE deletes recordings from the tracks. After recording or playing a song, press the erase button. The track buttons will turn yellow. Press and turn off any track buttons you do not wish to erase. Press the **PLAY/PAUSE** button to erase the tracks. The track button erased will now flash green confirming that the track has been erased.

Record



You can record your song by simply pressing one button! Press the **RECORD** button and it flashes yellow until you hear a metronome, at which time the Record button lights up solid red, indicating the recorder is ready. The **PLAY/PAUSE** button begins flashing red at this time. When both track buttons are empty and ready for recording they begin to flash red, too. Recording begins when you press any Key, Pedal or Button, or you may start the recording by pressing the **PLAY/PAUSE** button.

Stop



The **STOP** button ends the recording process or turns off a playback. When you press the Stop button to end the recording session the Music Recorder returns to the beginning of the recording. Simply press the **PLAY/PAUSE** button for playback.
Pressing the Stop button during playback ends the song and returns the Music Recorder to the beginning of the recording, again.

Play/ Pause



PLAY/PAUSE is a three function button. The appropriate function is assigned depending on what function the Music Recorder is performing.

- 1. PLAY FUNCTION:** Press the track button(s) you wish to playback. Press the Play/Pause button and playback of the selected track(s) will begin.
- 2. PAUSE FUNCTION:** Press the Play/Pause button during recording or playback to halt the process. The button will flash green. Press Play/Pause again to resume the recording or playback activity at the exact point where it was halted.
- 3. YES FUNCTION:** The yes function is used to complete a process. For example, pressing Play/Pause button during the Erase function completes the erase procedure.

<<Track Select>>



The << (Rewind), >> (Fast Forward) buttons perform two functions.

1. During playback, press and hold the << button to rewind a recording or the >> button to move forward through a recording. To hear the recording simply release the button. Replay will continue at the point in the recording when either << or >> buttons were released.

- Use the << and >> buttons to locate and select a particular song from among many stored on the memory stick. Pressing either << or >> button causes the screen to display the first six song titles on the memory stick. Select the title on the screen that you wish to playback by pressing either of the << or >> buttons. It will become highlighted. Press **PLAY/PAUSE** to hear the song.

Song Select
1.
2.
3.
4.
5.
6.

Suppose a recording is playing and you wish to hear a certain part over again. Press and hold the << button until you think it is to the part you want to hear. Releasing the << button will continue the recording playback at that location. If you have not gone back far enough, keep pressing and holding the << button until you reach the part you want to hear again. This will keep you from having to start the recording over at the beginning.

MERGE RECORD

Each track (Accomp and Upper) is composed of two tracks, allowing two separate recordings to be placed on the same track. The Merge recording feature allows many separate recordings to be made. One track can contain a recording. An additional recording can be made on the second track, without deleting the first. As additional new recordings are made the previous recordings can all be placed (merged) onto the first track, making room for the new additional recording on the second track.

This Merging process can go on and on, if desired. For example, if you have put five recordings into the Upper track, four of those recordings would end up merged into one track and the fifth recording would be placed on the second track. *Merge Recording uses the same sound (registration) as the first recording.*

- Make a recording.
- Press the **STOP** button. The track buttons recorded will be solid green.
- Press the **RECORD** button and wait for the **RECORD** button to turn red or for the metronome to begin ticking.
- Press the **TRACK** button or buttons (Accomp, Upper) you wish to make the additional recording on. The track(s) selected will turn from solid green to flashing red.
- Press the **PLAY/PAUSE** button. The previously created recording will begin to play.
- Perform the additional music to be recorded onto the selected track(s).
- Press the **STOP** button when you are finished.
- Press **PLAY/PAUSE**. During playback, all the separate recordings will play together.

REPLACE RECORD

Once a track from a recording has been selected for Replace Record the Music Recorder will erase the 'old' notes as you play the 'new' notes. For example, if you wish to replace a part of a recording that is near the end of a song you can simply 'Fast Forward' to that point in the song and replace that portion rather than re-doing the entire piece.

- Record a song and when finished, press the **STOP** button.
- Quickly press the **RECORD** button two times. It will begin flashing yellow.
During Replace Record, the Record button flashes yellow until you begin to play, after which it flashes red. This confirms that the Replace Record has begun.
- Press the **UPPER** track button. When you hear the ticking metronome sound it will change from solid green to flashing red.
We are using the Upper track button in this example. The same procedure can be used on the Accomp track button.

4. Press the **PLAY/PAUSE** button.
5. When the playback of the recorded song reaches the part you wish to replace, begin performing that portion of the song.
6. When finished performing the new section of music, no matter how brief or long, or where it is located in the recording, press the **STOP** button
7. Press the **PLAY/PAUSE** button to listen to the revised song.

MERGE RECORD-Erase Track

REPLACE RECORD-Erase Track

1. Quickly press the **ERASE** button two times. The **TRACK** buttons with no merged or replaced recordings will flash green. The **TRACK** buttons with merged or replaced recordings will be solid yellow.
2. Press off any (solid) yellow track buttons you do not want to erase.
3. Press the **PLAY/PAUSE** button to erase the track buttons (solid yellow) that were not pressed off in Step #2. All the lights will become a solid green.

Use the **MERGE RECORD/REPLACE RECORD-ERASE TRACK** feature to selectively delete additional recorded portions of your recorded songs.

MEMORY STICK PLAYBACK

The Prelude will playback memory sticks recorded by you and others on your Lowrey Prelude.

Follow these steps to playback music from a compatible memory stick.

1. Insert the **MEMORY STICK** into the **USB DATA PORT**.
2. Press either the << or >> button (Rewind or Fast Forward). The song titles on the memory stick will appear in the **COLOR DISPLAY**.
3. Press either << or >> button (Rewind or Fast Forward) to proceed through titles individually. Press either **SCROLL** button to proceed through full screen (groups) of six titles.
4. Press the **PLAY/PAUSE** button when the desired song title is highlighted.

Press the **PLAY/PAUSE** button during playback to pause the song. Press it again to start the song where it was paused. Press the **STOP** button to end the playback or wait for the end of the song.

BANK FUNCTIONS

Press the **Feature (Clear)** button and then press the top **SCROLL** button to highlight **USB** on the screen to display the **MEMORY STICK** functions.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Preset

Press the **SELECT** button to highlight the **CONTROL** function, on the screen. Press either **SCROLL** button to display the different functions associated with the **USB MEMORY STICK**.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Presets

The Control functions associated with the USB Memory Stick are:

LOAD PRESETS - To place presets saved on a memory stick back into the organ so you may use them, use the load presets function. Just like when the presets were saved by groups, they can be loaded into the organ by groups. Remember , a preset group is all 11 presets at the same time (Bank A or B).

SAVE PRESETS - The **BANKS** may be customized. The **SAVE PRESETS** command can be used to save the Banks on to a USB memory stick so you may keep them and use them again later.

The procedure saves all 22 **BANKS** at once (A 0 through A 10, B 0 through B 10). This is called a Preset **GROUP**. It saves all of the Banks even though you may have only customized A 0 through A 5. In this case, you have saved your five customized Presets as well as the 5 other (factory settings).

The Prelude automatically names the preset group you have saved. In this case the name **PRESET GROUP 1** will be used as an example. Each new Preset Group saved will be given the next highest number.

RENAME PRESETS - After saving the presets you can use the **RENAME PRESETS** feature to place your own name on the preset group you saved. Since these customized presets are now saved onto a memory stick for future recall, you are free to either return the **BANKS** on the organ to the factory settings and/or create new presets, which you may again save on the memory stick.

DELETE PRESETS - Remove unwanted Preset that have been saved on a memory stick.

FORMAT DEVICE - Before you are able to save **BANKS** or **MUSIC RECORDINGS** on a new **MEMORY STICK** (new being a Memory Stick other than the one that came with the Prelude) you will need a memory stick that is compatible with the organ. The Formatting process does this.

**THE USB MEMORY STICK THAT WAS SUPPLIED WITH YOUR PRELUDE
DOES NOT REQUIRE FORMATTING.**

FORMATTING ERASES ANY ITEMS THAT MAY HAVE BEEN PREVIOUSLY SAVED ON THE MEMORY STICK.

SAVE PRESETS

1. Insert the memory stick on which you wish to **SAVE** the presets into the **USB PORT**.
2. Press the **FEATURE (CLEAR)** button.
3. Press the top **SCROLL** button to display the **USB** screen.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Preset

4. Press the **SELECT** button to highlight the **CONTROL** section of the screen.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Presets

5. Press the top **SCROLL** button to display the **CONTROL:SAVE PRESETS** selection.

FEATURE: Page 1 USB
CONTROL: Save Presets
File Name: Scroll to Access USB
Action: Scroll to Save Presets

6. Press the **SELECT** button. The **FILE NAME:** section of the screen will be highlighted.

The screen will display the number 1 spot on the memory stick. Press the top **SCROLL** button to select the next spot (if you have already saved presets to the number 1 spot).

FEATURE: Page 1 USB
CONTROL: Save Presets
File Name: 1. <u>P</u> reset Group 01
Action: Scroll to Save Presets

When a spot is occupied by presets that you may have saved earlier, the file name will be in black type.

When a spot is empty and can accept the presets being saved, without overwriting others, the file name will be in gray type.

At this point, you may elect to assign a name to your presets or use the name given by the Prelude (in this example 1. Preset Group 01). To assign a name to your presets use the lower keyboard keys, as described in **STEP 5** on page 18. To save the presets using the pre-assigned **PRESET GROUP** name proceed to step 7 below.

You may, however, name any preset group later by using the **RENAME PRESETS** feature. You may name individual Banks at any time using the **RENAME BANKS** feature.

It is best to create your own title for your saved presets. It will be easier to keep track of them later as you create other groups of presets.

7. Press the **SELECT** button to highlight the **ACTION** section of the screen.
8. Press either **SCROLL** button to save the presets. A confirming message will appear, **SAVING PRESETS** then **PRESETS SAVED**. The screen will then return to the power up display.

FEATURE: Page 1 USB
CONTROL: Save Presets
File Name: 1. <u>P</u> reset Group 01
Action: Scroll to Save Presets

In the event you wish to replace (**OVERWRITE**) a group of presets saved earlier, with a group you are now saving...

- a. Use the **SCROLL** buttons to display the name of the presets you wish to replace in the **FILE NAME** section of the screen (step 6).
- b. Press the **SELECT** button to highlight the **ACTION** section of the screen (step 7).
- c. Press either **SCROLL** button to save the presets. The screen will display the message **OVERWRITE?**.
- d. When you wish to overwrite the previously saved presets press either **SCROLL** button. The screen will confirm the presets were saved, as in step 8.
- e. When you wish NOT to overwrite the previously saved presets press the **FEATURE (CLEAR)** button to cancel the procedure. Begin the process again at step 1 and choose a different (empty) spot in which to save the presets (step 6).

FEATURE: Page 1 USB
CONTROL: Save Presets
File Name: 1. <u>P</u> reset Group 01
Action: OVERWRITE?

*The **OVERWRITE** feature is used primarily for updating existing preset groups. For example, Preset Group 1 may be your party presets. As you are playing with these presets, you may have made some minor changes to them. These changes may be more appealing than what you already saved. Rather than saving these presets into a new preset group, you can **OVERWRITE** the existing presets with the changes you have made. You don't even have to change the title.*

LOAD PRESETS

1. Insert the memory stick on which you saved presets into the **USB PORT**.
2. Press the **FEATURE (CLEAR)** button.
3. If not already displayed, press the top **SCROLL** button to display the **USB** screen.
4. Press the **SELECT** button to highlight the **CONTROL** section of the screen.
5. Press the top **SCROLL** button until this section reads **CONTROL: LOAD PRESETS**.
6. Press the **SELECT** button to highlight the **FILE NAME:** section of the screen.
7. Press either **SCROLL** button to select from the banks of presets you saved on the **USB MEMORY STICK**.
8. Press the **SELECT** button when the bank of presets you wish to load is displayed on the screen to highlight the **ACTION** section.
9. Press either **SCROLL** button. You will see a confirming message and then the display will return to its power up condition.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: 1. Preset Group 1
Action: Scroll to Load Presets

To cancel the load presets procedure press the **FEATURE (CLEAR)** button at any point during the process.

RENAME PRESETS

1. Insert the memory stick on which you saved presets into the **USB PORT**.
2. Press the **FEATURE (CLEAR)** button.
3. If not already displayed, press the top **SCROLL** button to display the **USB** screen.
4. Press the **SELECT** button to highlight the **CONTROL** section of the screen.
5. Press the top **SCROLL** button until this section reads **CONTROL: RENAME PRESETS**.
6. Press the **SELECT** button to highlight the **FILE NAME:** section of the screen.
7. Press either **SCROLL** button to select from the banks of presets you saved on the **USB MEMORY STICK**.
8. Use the lower keyboard alphabet overlay and type the new name you wish to give the presets. See page 27 for the full description of naming presets using the lower keyboard.
9. When finished typing, press the **SELECT** button to highlight the **ACTION** section.
10. Press either **SCROLL** button. You will see a confirming message and then the display will return to its power up condition.

FEATURE: Page 1 USB
CONTROL: Rename Presets
File Name: 1. <u>P</u> reset Group 01
Action: Scroll to Rename Presets

To cancel the rename presets procedure press the **FEATURE (CLEAR)** button at any point during the process.

Use the **RENAME PRESETS** feature to title Preset Groups that you did not title during the **SAVE PRESETS** procedure. Use it to title Preset Groups with recognizable, descriptive names to help you know what you saved.

DELETE PRESETS

1. Insert the memory stick on which you saved presets into the **USB PORT**.
 2. Press the **FEATURE (CLEAR)** button.
 3. If not already displayed, press the top **SCROLL** button to display the **USB** screen.
 4. Press the **SELECT** button to highlight the **CONTROL** section of the screen.
 5. Press the top **SCROLL** button until this section reads **CONTROL: DELETE PRESETS**.
 6. Press the **SELECT** button to highlight the **FILE NAME:** section of the screen.
 7. Press either **SCROLL** button to select from the banks of presets you saved on the **USB MEMORY STICK**.
 8. When presets you wish to delete are displayed, press the **SELECT** button to highlight the **ACTION** section.
 9. Press either **SCROLL** button. You will see a confirming message and then the display will return to its power up condition.
- To cancel the delete presets procedure press the **FEATURE (CLEAR)** button at any point during the process.

FEATURE: Page 1 USB
CONTROL: Delete Presets
File Name: 1. Preset Group 01
Action: Scroll to Delete Presets

MUSIC RECORDER FUNCTIONS

Press the **Feature (Clear)** button and then press the top **SCROLL** button to highlight **USB** on the screen to display the **MEMORY STICK** functions.

1. Insert the memory stick on which you recorded songs into the **USB PORT**.
2. Press the **SELECT** button to highlight the **CONTROL** function.
3. Press either **SCROLL** button to display the different functions associated with the **USB MEMORY STICK**.

Once a song has been recorded onto a memory stick, there are three options available.

DELETE SONG - Remove a song from the memory stick.

COPY SONG - Copy a song from one memory stick to another, or copy a song from one location on a memory stick to a different location on the same memory stick.

RENAME SONG - The Prelude will always assign a title to a song you have recorded, such as

1. **SONG 001**. You can use the **RENAME SONG** feature to change the title to your liking.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Preset

FEATURE: Page 1 USB
CONTROL: Delete Song
File Name: Scroll to Access USB
Action: Scroll to Delete Song

DELETE SONG

1. With **CONTROL: DELETE SONG** highlighted on the screen, press the **SELECT** button to highlight the **FILE NAME** section of the screen.
2. Press either **SCROLL** button to display the song title you wish to delete from the memory stick.
3. Press the **SELECT** button to highlight the **ACTION** section of the screen.
4. Press either **SCROLL** button to delete the song. You will see a confirming message and then the display will return to its power up condition.

To cancel the load presets procedure press the **FEATURE (CLEAR)** button at any point during the process.

FEATURE: Page 1 USB
CONTROL: Delete Song
File Name: 1. Song 001
Action: Scroll to Delete Song

COPY SONG

1. With **CONTROL: COPY SONG** highlighted on the screen, press the **SELECT** button to highlight the **FILE NAME** section of the screen.
2. Press either **SCROLL** button to display the song title you wish to copy.
3. Press the **SELECT** button to highlight the **ACTION** section of the screen.

FEATURE: Page 1 USB
CONTROL: Copy Song
File Name: 1. Song 001
Action: Scroll to Copy Song

4. Press either **SCROLL** button to copy the song. The screen will display the message **LOADING SONG** and then **SWITCH MEMORY STICK &/OR PRESS SELECT TO CHOOSE FILE #**.

At this point you may...

- a. Copy the song to a different spot on the same memory stick.
 - Press the **SELECT** button.
 - Go to step 5.

- b. Copy the song to a different memory stick.
 - Remove the memory stick from which the song was copied.
 - Insert the second memory stick that is to receive the copied song.
 - Press the **SELECT** button.
 - Go to step 5.

5. Press either **SCROLL** button to select a spot for the copied song in the **FILE NAME:** section of the screen.
6. Press the **SELECT** button.
7. Press either **SCROLL** button. The screen will display the message: **SAVING SONG**, then **SONG COPIED**.
8. Press the **FEATURE (CLEAR)** button to return the screen to the power up display.

FEATURE: Page 1 USB
CONTROL: Copy Song
File Name: 1. Song 001
Switch Memory Stick &/or Press Select to choose file #

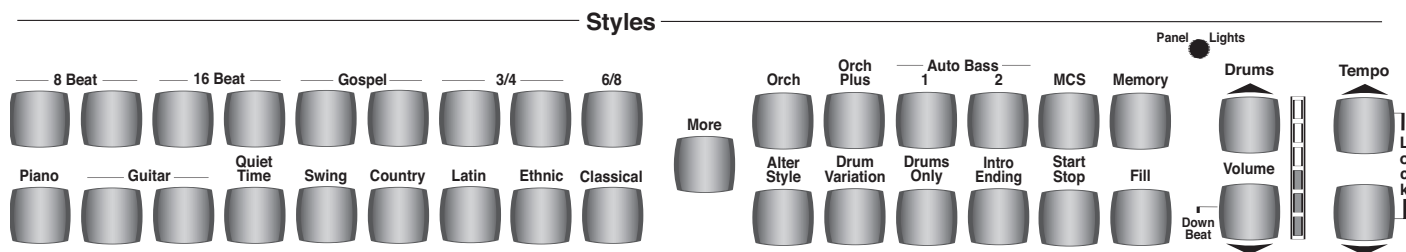
The **COPY SONG** feature allows you to copy one or more of your own Prelude recordings onto another memory stick to share with another Prelude owner. It also allows you to change the order of the songs you recorded on the memory stick to your liking.

RENAME SONG

1. With **CONTROL: RENAME SONG** highlighted on the screen, press the **SELECT** button to highlight the **FILE NAME** section of the screen.
2. Press either **SCROLL** button to display the song title you wish to rename.
3. Use the lower keyboard alphabet overlay and type a new name for the song title.
4. Press the **SELECT** button to highlight the **ACTION** section of the screen.
5. Press either **SCROLL** button. You will see a confirming message and then the display will return to its power up condition.

FEATURE: Page 1 USB
CONTROL: Rename Song
File Name: 1. <u>S</u> ong 001
Action: Scroll to Rename Song

Styles



STYLES provides the player with 72 fully-orchestrated accompaniments. Each style features a Bass Player, a Drummer, and the rest of the Band. The style Table at the back of the book lists all 72 styles.

Parts of the style-WHAT YOU ARE HEARING WHEN A STYLE PLAYS

The styles bring many different types of musical groups into your home to play along with you.

EACH STYLE IS MADE UP OF THREE BASIC ELEMENTS:

1. **A BASS PLAYER (Pedals).** The bass is played automatically along with all styles. The orange colored **AUTO BASS 1** button is on (lighted) when any style is selected. The **AUTO BASS 2** button provides a different bass sound and pattern for each style.

The Bass volume is preset and may be controlled with two orange-colored buttons in the **GRAPHIC MIXER** section on the left side of the panel. Bass sounds and controls are found on orange-colored buttons in the bass section.

If you play the pedals, the automatic bass line will stop and you will hear the bass notes you are actually playing. When you stop playing the pedals, the automatic bass begins to play again (on the next down beat).

The sounds selected for the bass pedals will be the same, whether you play the pedals or use the auto bass feature. Additional sounds for the pedals are the orange-colored buttons in the **BASS** section on the left side of the panel. When the **AUTO BASS** buttons are off, you will need to play the pedals in order to hear a bass sound.

2. **A DRUMMER:** The drum patterns and sounds play along with each style automatically. The drum volume is preset and can be controlled with the two buttons labeled **DRUM VOLUME**. The **DRUM ONLY** button causes the entire band or orchestra of a selected style to be silent with only the drummer left playing.
3. **THE REST OF THE BAND:** To complete our band or orchestra the **ORCH** and **ORCH PLUS** add all the appropriate instruments for the style selected. How much of a band or orchestra that is heard in a style is controlled by the **ORCH** and **ORCH PLUS** buttons. The volume for the “rest of the band” is preset and may be controlled with the **ORCH PLUS VOLUME** buttons in the **GRAPHIC MIXER** section.

Press any one of the 18 style buttons, for example **CLASSICAL**. The first variation of that style, variation 0, **SYMPHONIC** will be active. The name of the style will appear on the color display.

MORE

The Prelude has 72 styles. The **MORE** button expands the 18 styles buttons on the panel to the total of 72. All 72 style names are listed on a table in the back of the book.

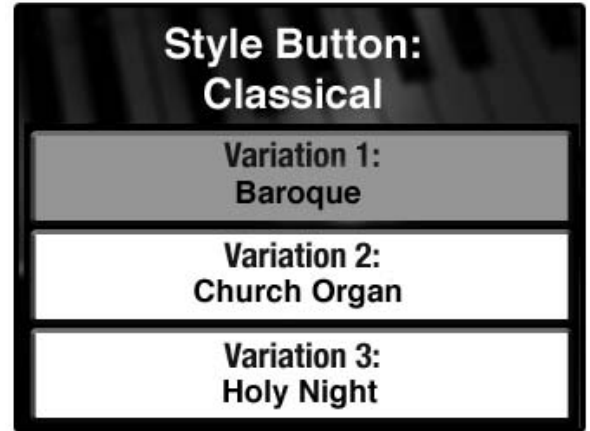
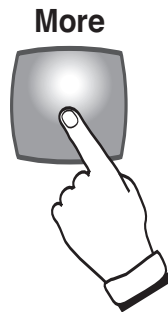
More



Pressing the **MORE** button causes variations 1, 2, and 3 of the style to be displayed on the color display.

To select **VARIATION 2** press the bottom **SCROLL** button one time.

To select **VARIATION 3** press the bottom **SCROLL** button again.



When the desired variation is highlighted it becomes active immediately. Pressing the **FEATURE (CLEAR)** button returns the display to the power up condition, in which the name of the active style is displayed.

ALTER STYLE

ALTER STYLE provides a moderate change to any style selected.

Select a style then press the **ALTER STYLE** button to add more variety to a style.

Alter Style



DRUMS ONLY

DRUMS ONLY eliminates all but the drum portion of any style.

DRUMS ONLY



DRUM VOLUME

DRUM VOLUME controls the volume of the drum sounds in a style. It also serves as part of the “beat” indicator along with the two temp buttons. Notice the words **DOWN BEAT** to the left of the bottom blue button.

To raise the volume, press the top button. To lower the volume, press the bottom button. It may be necessary to press the button several times to achieve the desired volume level. You can also hold the button until the desired level is reached. The overall amount of volume is indicated by the vertical column of lights to the right of the buttons. All the lights illuminated (red) indicates maximum volume.

DRUMS



VOLUME



DOWN BEAT



INTRO / ENDING

The **INTRO/ENDING** button adds a professional sounding introduction and ending to each of the 72 styles.



Press a style button, then press the **INTRO/ENDING** button. The yellow light in the purple **STYLE SETUP** button has turned to red indicating the ENTIRE organ is ready to go.

Play the first chord of the song to start the introduction playing. At the same time, the **COLOR DISPLAY** will display a count down to the final measure of the introduction, prompting you when to begin playing, with the words: **READY... PLAY!**

When you are finished playing your song, lift your left hand off the lower keyboard and press the same **INTRO/ENDING** button to hear a professional sounding ending. The **COLOR DISPLAY** will confirm that the ending is playing.

MINOR CHORD INTRODUCTIONS

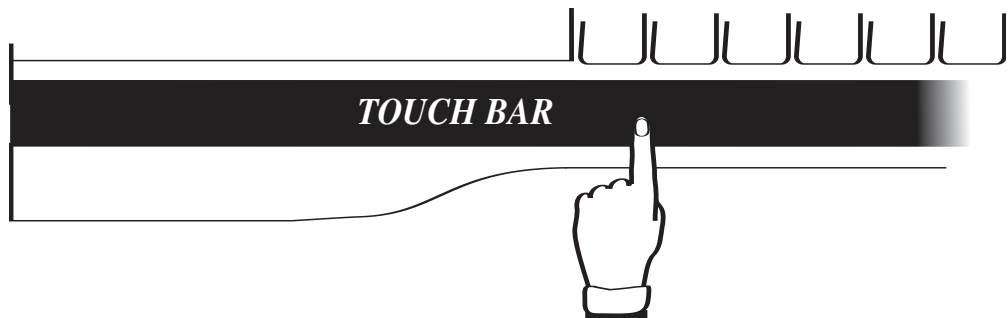
The introductions on the Prelude styles are different when the style is started using a minor chord.

FILL

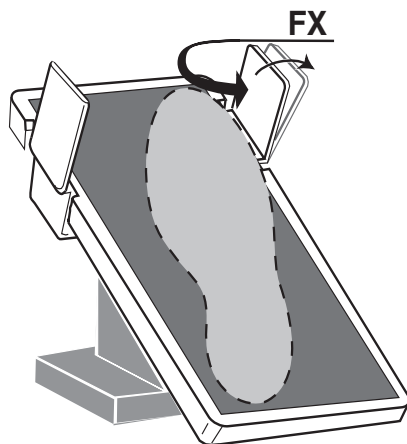
When a style is playing, applying **FILL** adds a professional sounding fill-in or rhythmic break.

There are three ways of activating **FILL**:

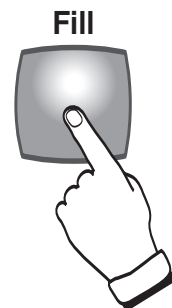
1. By touching the **TOUCH BAR** located below the lower keyboard.



2. By sliding your foot to the right on the volume pedal, pressing the **RIGHT FOOT SWITCH**.



3. By pressing the red **FILL** button in the styles section.



FILL is different and appropriate for each of the 72 styles.

START STOP

Starts or stops a style. It also stops the drummer when the drums only feature is being used.



The red **START/STOP** button lights up when a style is selected. The style will not start playing until a lower keyboard key is played or until the **START/STOP** button is pressed. When the style begins to play, the **START/STOP** button turns off. Pressing the **START/STOP** button when a style is playing causes the button to light up and the style to stop playing.

The style stays lighted and no other buttons change on the organ. Pressing the **START/STOP** button again or playing a lower keyboard chord begins the style playing again.

TEMPO

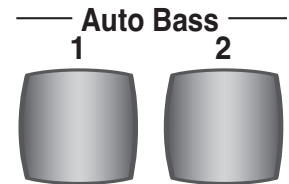
The two **TEMPO** buttons control the tempo of a style. It also serves as part of the “beat” indicator along with the Drum Volume buttons.

To increase the tempo, press the upper **TEMPO** button. To decrease the tempo, press the lower **TEMPO** button. It may be necessary to press either button several times in order to achieve the desired tempo. You can also press and hold either button until the desired tempo is reached. You can see the Tempo value displayed on the **COLOR DISPLAY** under the word **TEMPO**.



AUTO BASS 1 & 2

AUTO BASS is the Lowrey easy-play feature that plays the bass pedals for you. It gives you a choice of two dynamic bass patterns for each style.

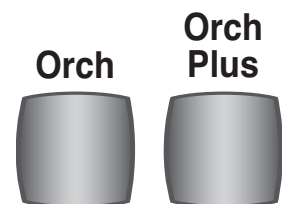


The **AUTO BASS** buttons add variety and make playing the organ easy and fun. To play the bass pedals on your own just go ahead and play them. While you play the auto bass feature will not play. When you stop playing the bass pedals yourself auto bass will again begin playing for you. You may also press the auto bass button that is lighted, turning it off.

When a style and **MCS** are off, **AUTO BASS 1** will continue to look at the lower keyboard notes you play (three or more notes) and add the appropriate bass note automatically. **AUTO BASS 2** will play the lowest note played when **MCS** and a style are off.

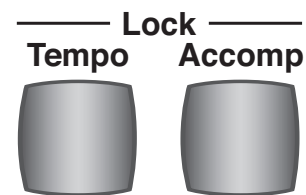
ORCH & ORCH PLUS

The **ORCH** and **ORCH PLUS** buttons allow you to determine how much of a style’s orchestration you will hear. The **ORCH** and **ORCH PLUS** buttons represent specific parts of the band or orchestra within a style that can be used separately, together, or not at all.



LOCK

Below the **COLOR DISPLAY** is a small section titled **LOCK**. The **LOCK** buttons enable you to “lock” certain settings on the organ so that they do not change, even if you select different presets or features that would normally change that setting.

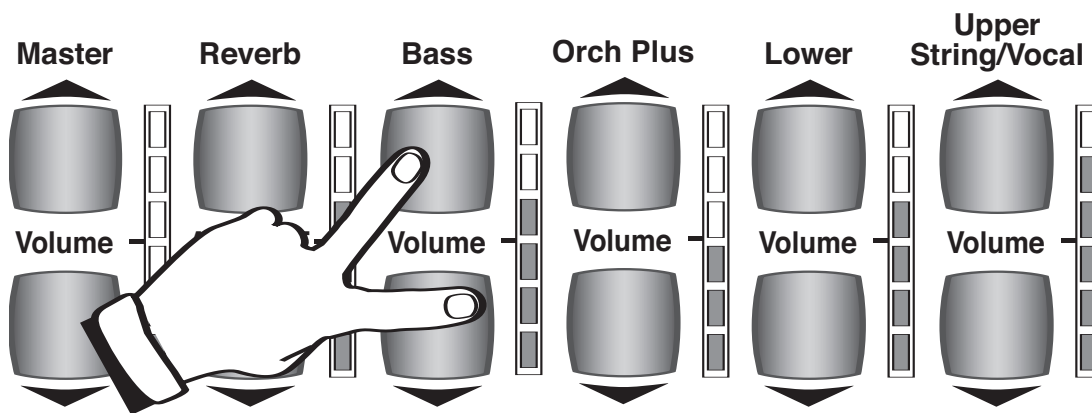


TEMPO: Locks any Tempo settings that are in use when the button is pressed.

ACCOMP: (Accompaniment) locks the lower keyboard settings, styles, and Graphic Mixer settings that are in use when the button is pressed.

In addition to the two lock buttons, the **BASS**, **ORCH PLUS** and **LOWER** volume levels in the **GRAPHIC MIXER** section, plus the **TEMPO** in the **STYLES** section, can be individually locked.

1. Set the **BASS**, **ORCH PLUS**, **LOWER** or **TEMPO** to the desired level.
2. Press both buttons, of the section you wish to lock, at the same time. The volume indicator lights will turn yellow. Both tempo buttons light will light.



Choosing among different presets will NOT change the level for the locked sections.

3. To unlock a section press either the top or bottom button one time.

This lock feature is useful in many ways. For example, set the lower volume levels a bit higher if you want the left hand chord on the lower keyboard to stand out to help you hear your chord changes. Lock the lower volume level so it does not change when you select a different preset. If you feel the bass volume is too loud, set the volume level lower and lock it so it will stay at that level.

Note: DO NOT use the **LOCK** features if you wish to playback a pre-recorded memory stick, and hear it as it was originally recorded. Lock settings are not recorded by the **MUSIC RECORDER**.

When you create a sound set up and you are using any of the **LOCK** features, and you wish to record with that set up, save the set up in a **BANK**, turn off the **LOCK(S)** and then record your song using those **BANKS**.

Style Setup

A **STYLE SETUP** provides 11 complete registrations (sounds, volumes, effects, etc.) on the upper keyboard for each style.



Each time you turn on the organ or after pressing the **RESET** button, the **STYLE SETUP** button is illuminated yellow. Yellow indicates the feature is “standing-by.”

MEMORY

Memory



MEMORY holds the last (**MCS**) chord played on the lower keyboard after the key or keys have been released. **MEMORY** comes on automatically when a style or the **EASY** button is pressed.

It makes your left hand on the lower keyboard sound smooth and connected. **MEMORY** gives you time to get ready for the next chord or to turn a page of music. To turn the **MEMORY** feature off simply press the button, causing the button light to turn off.

EASY

EASY



The **EASY** button turns all of the “Easy Play” features on and off by pressing just one button.

EASY activates **MCS**, which makes one finger lower keyboard chords possible, **MEMORY**, which holds the last (**MCS**) chord played, and **AUTO BASS 1**, which plays the bass pedals for you. The **EASY** button is activated when you press a style button.

Music Chord System-MCS

MCS



MCS allows easy-play, one-finger, or multi-fingered chords to be played on the lower keyboard while the pedals (bass sound) play for you.

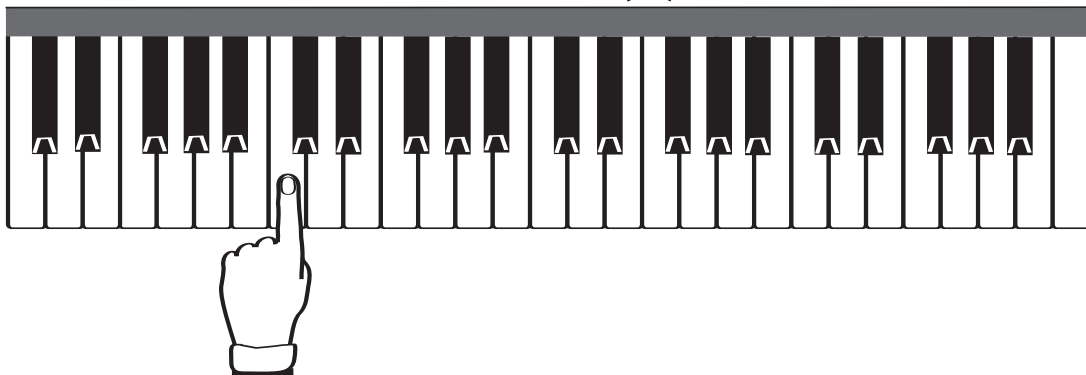
MCS is Lowrey’s chord recognition system that has the unique ability to respond to different methods of forming lower keyboard chords. **MCS** will reply whether you form one and two finger **MCS** chords or if you play multi-fingered chords. Pressing a style button activates **MCS**.

The **MCS CHORD CHART** in the back of this book lists the minimum number of notes needed to form certain chords on the Lowrey Keyboard using **MCS**. Illustrations of Major, Minor, and Seventh Chords with **MCS** follows.

MAJOR CHORD: (C, F, G, B^b, F#, etc.) Any Major chord can be played with the traditional three notes or a single note. To play a one-finger major chord, simply touch the key on the lower keyboard that matches the letter name of the chord. *It is best to release the key before playing the next chord when playing one-finger chords. The **MEMORY** feature will connect the two chords.*

For example, to play a “C” MAJOR CHORD (usually just called a “C” chord), play a C note with your left hand on the lower keyboard. Use the RED light as a guide.

C MAJOR (C)

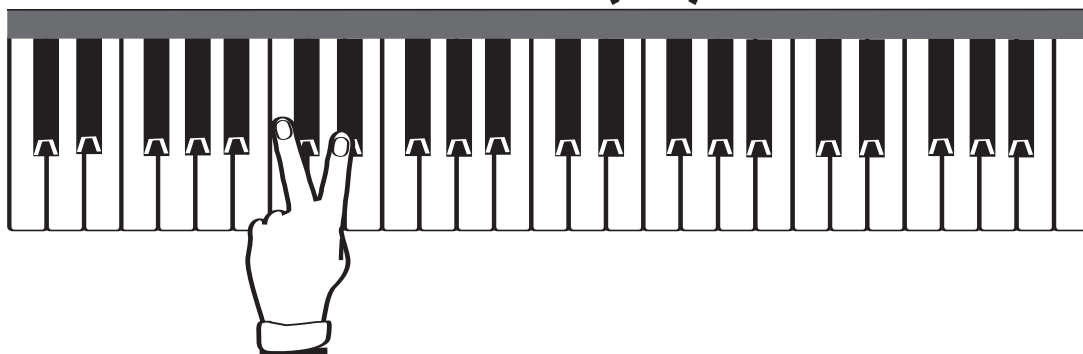


MINOR CHORD: (Cm, Fm, Gm, B^bm, F[#]m, etc.) Any Minor chord can be played with the “traditional” three notes or with two notes. An easy-play (MCS) minor chord requires two notes. The first note matches the letter name of the desired chord (just like a Major chord). To determine the second note, count UP (to the right) three consecutive notes or keys.

BE SURE TO INCLUDE THE BLACK KEYS WHEN COUNTING UP AND DON'T COUNT THE NOTE YOU ARE STARTING ON.

For example, to play a Cm (C Minor) chord, you need to play a C note and the E FLAT note to the right of the C note. Be sure to press both keys down at the same time.

C MINOR (Cm)

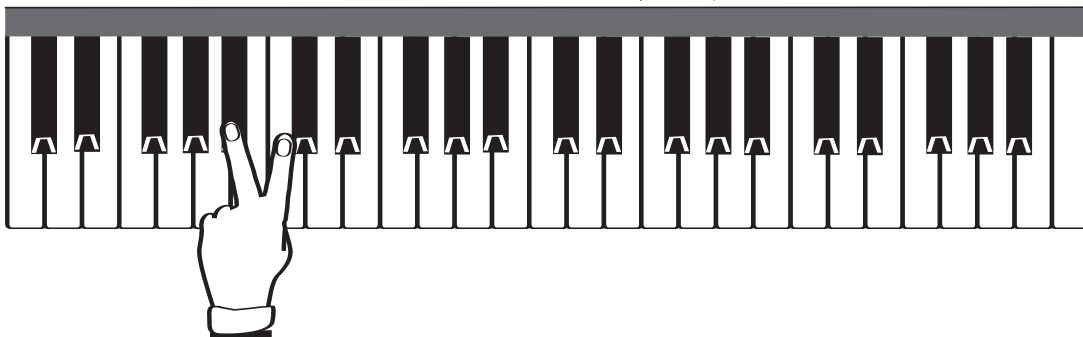


SEVENTH CHORD: (C7, D7, B^b7, etc.) Any Seventh chord can be played with the traditional four notes OR two notes. An easy-play (MCS) Seventh chord requires two notes. The first note matches the letter name of the desired chord (like a Major chord). To determine the second note, count DOWN (to the left) two consecutive notes or keys.

BE SURE TO INCLUDE THE BLACK KEYS WHEN WHEN COUNTING DOWN AND DO NOT COUNT THE NOTE YOU ARE STARTING ON.

For example, to play a C7 chord, you need to play a C note and the B flat note to the left of that C note. Be sure to press both at the same time.

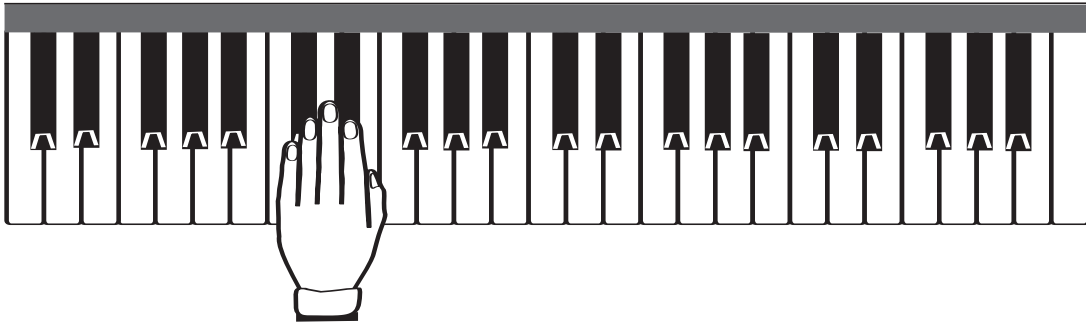
C SEVENTH (C7)



NO CHORD (N.C.): When a style is playing there are three ways to achieve a No Chord, printed N.C. in music.

1. Play a group of three, four, or five consecutive keys at the same time on the lower keyboard, as illustrated below. For example: C, C#, D or F, F#, G, A^b.
2. Press the **DRUM ONLY** button, turning the feature on for the duration of the N.C.
3. Assign **NO CHORD** to a **TOUCH BAR** or to a **FOOT SWITCH**. See **FEATURE PAGES-CONTROLLERS**.

NO CHORD (N.C.)



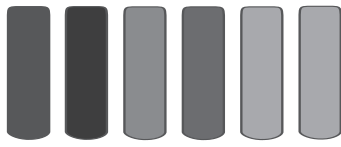
When **MCS** is active, the color display will display the lower keyboard chord being played. Look under the word “Chord” on the screen.

Organ



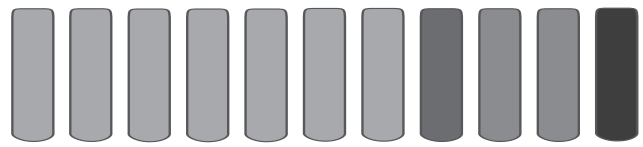
Bass

Bass Sustain
Bass 16
Bass 8
Pedal Genius



Lower

Lower Genius
Vocal Ensemble
Strings 8
Lower Sustain
Flute 8
Flute 4



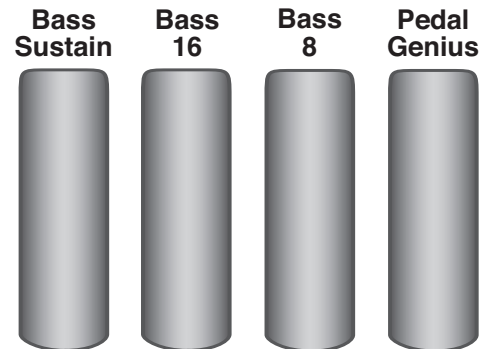
Upper

Flute 16
Flute 8
Flute 5-1/3
Flute 4
Flute 2
Chapel Organ
Pipe Organ
Upper Sustain
Strings 16
Strings 8
Vocal Ensemble

BASS

When you turn the organ on or press the Reset button, the **BASS 16**, **BASS 8** and **BASS SUSTAIN** are on. Press any of the flute buttons to turn them on or off, as desired.

The volume for the bass section is controlled by the orange buttons in the **GRAPHIC MIXER** section. Press the top button to increase the volume. Press the bottom button to decrease the volume.



BASS SUSTAIN: Bass Sustain causes the bass sound slowly fade away after a pedal is released. Turning bass sustain off makes the pedals “duophonic” and allows you to play two pedals at the same time. The sustain length is adjustable. See item 3 of Features Pages: **SUSTAIN**.

BASS 16: The lowest flute sound available. It provides a deep, rich bass sound.

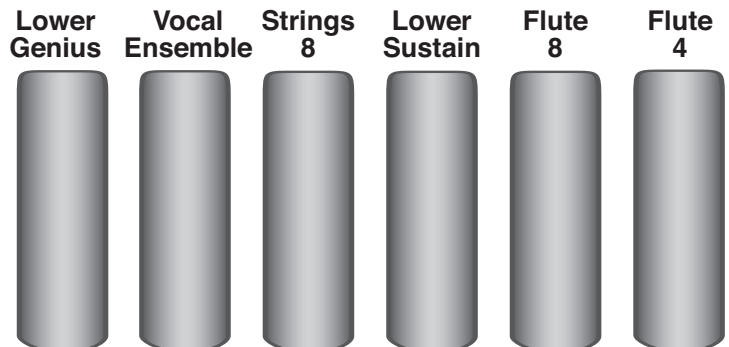
BASS 8: Produces a flute tone one octave higher than bass 16.

PEDAL GENIUS: Assign any sound from the **GENIUS VOICE LIST**.

The Prelude also gives you the ability to independently adjust the volume of the **PEDAL GENIUS**. See item 2 of Features Pages: **LOWER/PEDAL VOLUME**.

LOWER

When you turn the Prelude on or press the reset button, the **FLUTE 8** and **FLUTE 4** buttons for the lower keyboard are on. Press any of the buttons to turn them on and off, as desired. The volume for this section is controlled by the **LOWER** buttons in the **GRAPHIC MIXER**.



LOWER GENIUS: Assign any sound from the **GENIUS VOICE LIST**.

VOCAL

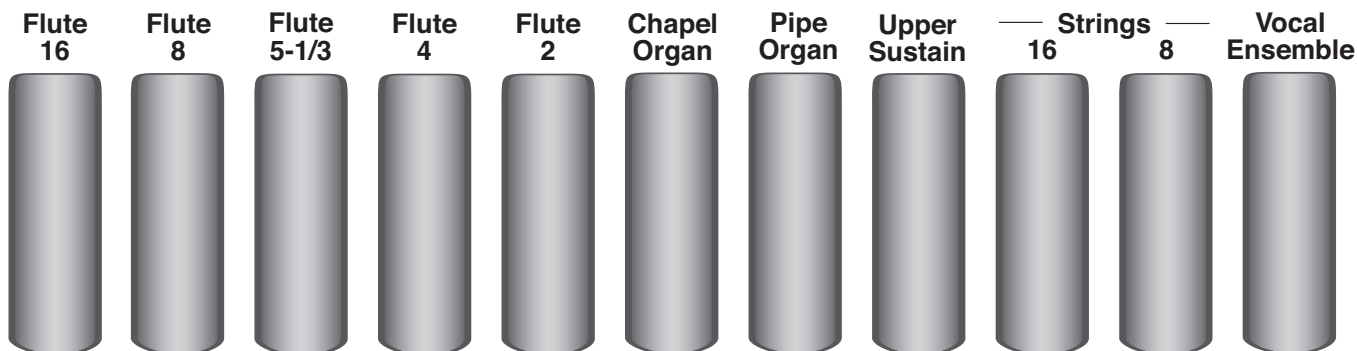
ENSEMBLE: Produces a singing sound. A good choice alone or in combination with other sounds.

STRINGS 8: Produces the lush sounds of the strings of an orchestra. This button can be used alone or in combination with other sounds.

LOWER SUSTAIN: Adds sustain to the clear **FLUTE**, yellow **STRINGS 8** and the brown **VOCAL ENSEMBLE** buttons.

FLUTES 8, 4: The traditional organ sounds that produce the “Sweet Lowrey Sound.” These buttons offer Flute (organ) sounds, alone or in combination, with the other sounds.

UPPER



When you turn the organ on or press the reset button, the **FLUTE 16 & 4** buttons are on. Press any of these buttons to turn them on or off, as desired.

The volumes for the **STRINGS 16 & 8** and **VOCAL ENSEMBLE** are controlled in the **GRAPHIC MIXER** with the **UPPER STRING/VOCAL** buttons.

FLUTES 16, 8,

5 1/3, 4, 2: The traditional organ sounds that produce the “Sweet Lowrey Sound.” These buttons offer many flute (organ) sounds, alone or in combination, with the other sounds.

CHAPEL ORGAN: A traditional church organ sound.

PIPE ORGAN: This button can actually produce two different organ sounds.

With the **VIBRA TREM** buttons set to **SLOW** or **OFF**, the sound is that of a traditional Pipe Organ.

With the **VIBRA TREM** buttons set to **FAST**, the sound is that of a Theatre Organ.

UPPER SUSTAIN: Adds sustain to the flute buttons.

STRINGS 16

STRINGS 8: Produces the lush sounds of the strings of an orchestra at various pitches. These buttons can be used alone or in combination with other sounds.

VOCAL

ENSEMBLE: Produces a “Choir-Ah” sound. A good choice alone or in combination with other sounds.

The **LOWER STRINGS/VOCAL**, **LOWER GENIUS** and **PEDAL GENIUS** buttons have independent volume controls found in the Color Display. See item 2 of the Feature Pages: **LOWER/PEDAL VOLUME**.

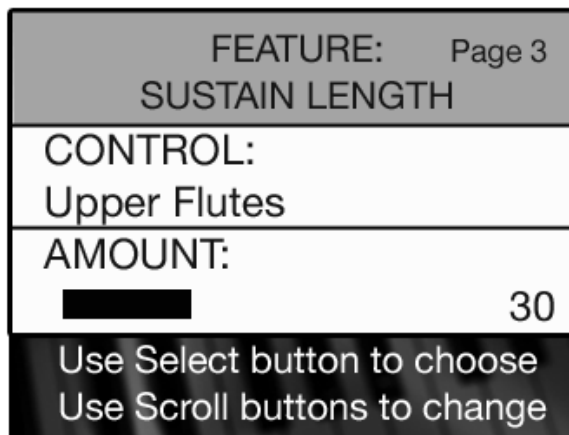
SUSTAIN

Sustain causes a sound to slowly fade away after the keys are released. Without sustain, the sound of the key stops immediately upon release. The sustain feature covers **BASS SUSTAIN**, **LOWER SUSTAIN** (lower keyboard) and **UPPER SUSTAIN** (upper keyboard).

The sustain length is adjustable and has a numeric value from 0 (no sustain) to 100 (maximum sustain).

1. Press the **FEATURE (CLEAR)** button.
2. Press the top **SCROLL** button repeatedly to display the **SUSTAIN LENGTH** screen.
3. Press the **SELECT** button to highlight the **CONTROL** section of the screen.
4. Press the top **SCROLL** button to choose among the sections for which sustain may be adjusted.

UPPER FLUTES
UPPER STRINGS/VOCAL
LOWER FLUTES
LOWER STRINGS/VOCAL
BASS BUTTONS



5. When the desired section is displayed press the **SELECT** button to highlight the **AMOUNT** section of the screen.
6. Increase the amount of sustain by pressing the top **SCROLL** button. Decrease the amount of sustain by pressing the bottom **SCROLL** button. The graphic bar will change in length in relation to the amount of sustain as will the display number.
7. Press the **FEATURE (CLEAR)** button when the desired amount of sustain has been set.

*The Sustain settings can be saved to a **BANK**. Turning the organ off or pressing the Reset button returns the Sustain settings back to factory preset levels.*

5. The number displayed next to the Sustain category on the screen is now the new level for that Sustain Button.
6. Press the **FEATURE (CLEAR)** button to return the screen to the standard display

GENIUS

The word **GENIUS** on a button means that you have the option of assigning any number of sounds, from the **GENIUS VOICE LIST**, to that button.

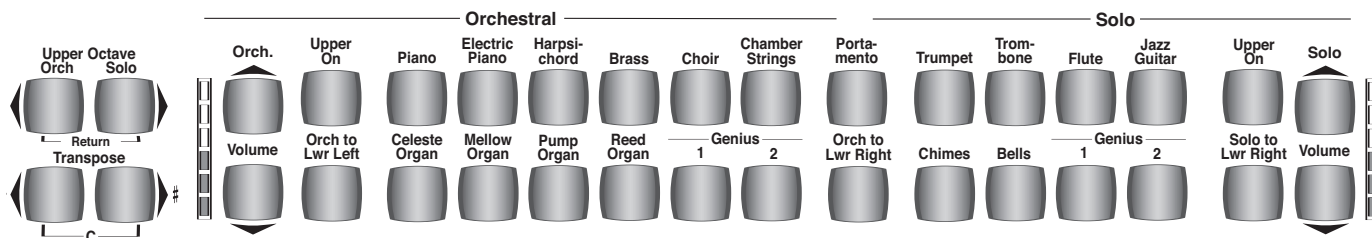
The Genius buttons are: **PEDAL GENIUS** (orange), **LOWER GENIUS**, **ORCH GENIUS** (red) and **SOLO GENIUS** (blue). A complete list of the genius voices can be found in the back of this book - **GENIUS VOICE LIST**.

Each **GENIUS** button has a preset sound assigned to it from the factory. Pressing a genius button, turning it on, will activate the sound and cause the color display to list the name and location of the genius sound. Pressing either **SCROLL** button causes the screen to display a different selection and allows you to change the genius voice in the activated button. *The Presets use a wide variety of these **GENIUS** sounds.*

For more options, see item 10 of the Feature Pages: **EDIT GENIUS**.

Orchestral & Solo

In addition to the beautiful organ, strings and vocal sound, found in the organ section, the Prelude features hundreds of authentic instrumental sounds! These sounds can be played alone or in combination with the organ sounds.



In addition to sounds, this section controls effects such as **REPEAT**, **PORTAMENTO**, **TRANPOSE**, and **LOWER KEYBOARD SPLIT**.

Other buttons in this section modify the sounds in some way: **PORTAMENTO**, **REPEAT**, **ORCHESTRAL** and **SOLO VOLUME**, and **TRANPOSE**, **UPPER OCTAVE**. The **GENIUS** buttons in the **ORCHESTRAL** and **SOLO** sections add hundreds of sounds from the **GENIUS VOICE LIST**.

Still other buttons in this section control from where the sounds are played: upper keyboard and/or lower keyboard.

ORCHESTRAL sounds are polyphonic. **SOLO** sounds are monophonic.

It is possible to play a solo sound as if it were polyphonic. Press the desired solo button. Be sure the (orchestral) **UPPER ON** button is on while the (solo) **UPPER ON** and **ORCH TO LWR LEFT** buttons are **OFF** (not lighted). Pressing the (solo) **UPPER ON** button, turning it on, will make the selected solo sound monophonic.

NOTE: The (orchestral) **UPPER ON** button is lighted after you turn the organ on or press the **RESET** button.

PORTAMENTO

PORTAMENTO creates a smooth, uninterrupted gliding effect from one note to another, when using a solo sound. The **PORTAMENTO** button will light whenever certain solo sound buttons are pressed. You can select portamento for any solo sound by simply pressing the button.



When playing from one note to the next, hold the first note down while pressing the next note, then release the first note. The sound will glide from the first note to the second. Use portamento to add authenticity to sounds like the whistle, violin, and trombone.

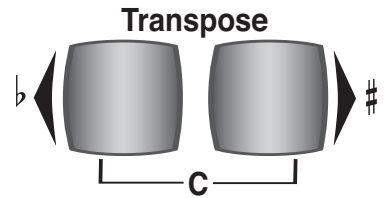
DYNAMIC KEYING

DYNAMIC KEYING adds authenticity to sounds like piano and harpsichord by making the sounds touch sensitive. When active **DYNAMIC KEYING** will be applied automatically to the sounds in the **LOWER GENIUS**, **ORCHESTRAL GENIUS**, and **SOLO GENIUS**. To apply the dynamic keying effect to other sounds press the **DYNAMIC KEYING** button and then select the sound you want.



TRANPOSE

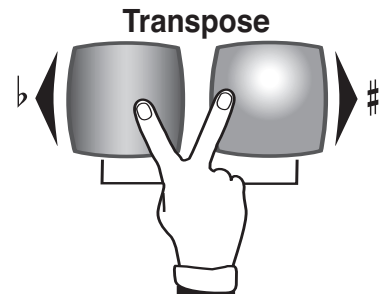
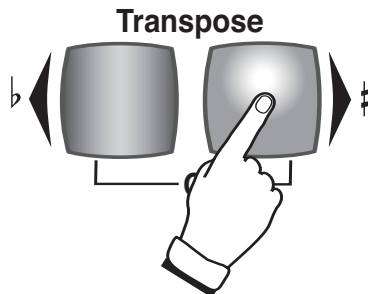
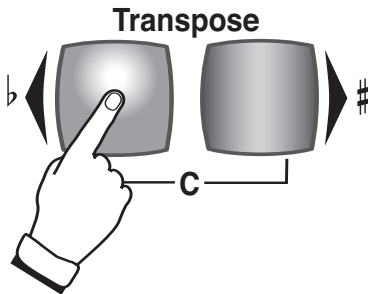
At the touch of a button, **TRANPOSE** moves the pitch of the sound up or down. The two transpose buttons are located to the right of the color display.



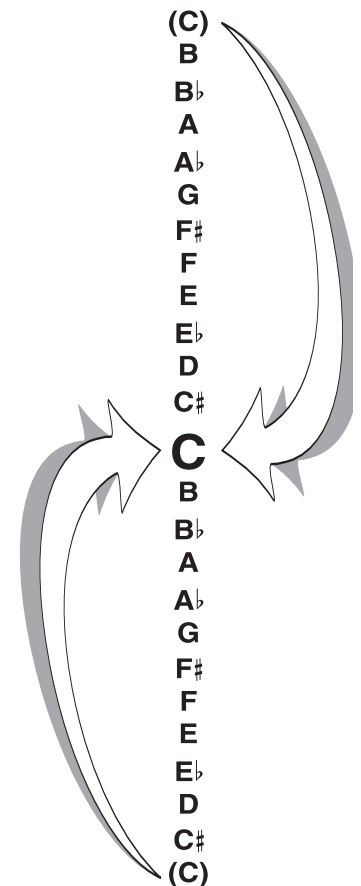
The left button, **TRANPOSE DOWN**, is labeled with a left-pointing triangle and a flat (b) symbol. Pressing this button moves the pitch down one-half step each time it is pressed.

The right button, **TRANPOSE UP**, is labeled with a right-pointing triangle and a sharp (#) symbol. Pressing this button moves the pitch up one-half step each time it is pressed.

Pressing both **TRANPOSE** buttons at the same time returns the pitch to the standard "C."



The Prelude Transposer is cyclical. When you begin at "C" and Transpose up (pressing the button labeled with the Sharp # symbol) through all 11 steps to "B" the next step up will return the organ to the key of "C." This is also true when you Transpose down (pressing the button labeled with the Flat b symbol) to C#.

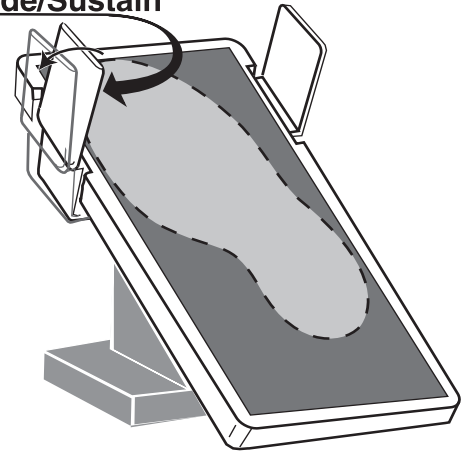


GLIDE & SUSTAIN

The **LEFT FOOT SWITCH** on the **VOLUME PEDAL** has two factory set functions that will affect certain orchestral and solo sounds -**GLIDE** and **SUSTAIN**.

The Prelude assigns either the **GLIDE** or **SUSTAIN** effect, depending on the sound selected. For example, a piano sound will sustain when this left foot switch is activated. The glide effect will be applied to a trombone sound. When using an orchestral and solo sound together, the foot switch assigns glide or sustain based on the solo sound.

Glide/Sustain



Slide your right foot to the left to activate the foot switch.

To apply the **GLIDE** effect on sounds that can glide...

1. Press the **LEFT FOOT SWITCH**.
2. Play the note(s) you wish to **GLIDE**.
3. Release the **FOOT SWITCH**.

To apply the **SUSTAIN** effect on sounds that can sustain, like **PIANO**, press the **LEFT FOOT SWITCH** before you release the notes played that you wish to Sustain.

A variety of features may be assigned to both the left and right foot switches.

See item 12 of the Feature Pages: **CONTROLLERS**.

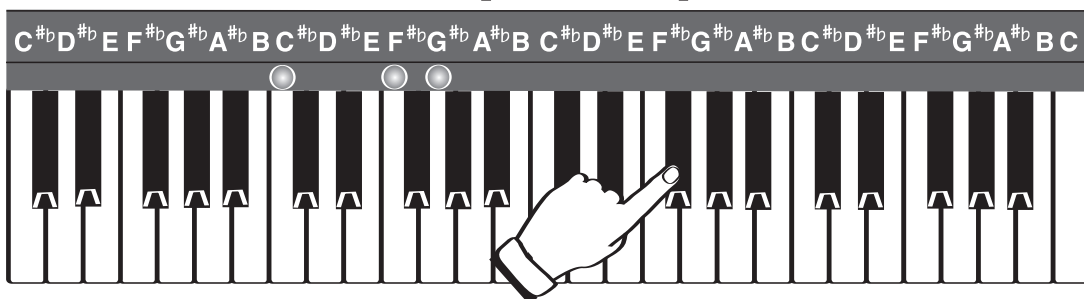
KEYBOARD SPLIT

Keyboard Split turns your Prelude into a three keyboard instrument. This gives the player the ability to have three contrasting sounds on each keyboard for quick and easy registration changes.

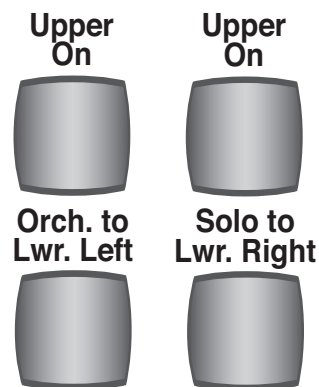
KEYBOARD SPLIT is activated when the **SOLO TO LWR RIGHT** button is on. The lower keyboard splits into two separate keyboards. The keys on the left side of the split point are for playing the usual lower keyboard/left hand chords. The keys on the right side of the split point are now able to be used like the upper keyboard/right hand melody. The Keyboard Split is normally at the third F# key.

See item 16 of the Feature Pages: **SET SPLIT** to relocate the split location.

Preset Keyboard Split = F#



The orchestral **UPPER ON** and **ORCH TO LWR LEFT**, and the solo **Upper On** and **SOLO TO LWR RIGHT** activate the **KEYBOARD SPLIT** feature and determine which sounds are played to the right of the split point. Some of the style setups and presets activate these buttons in different combinations.



UPPER ON - Orchestral

The orchestral **UPPER ON** button is on when the organ is turned on or when the **RESET** button is pressed. To play any one of the sounds in the orchestral or solo sections, on the upper keyboard, select the sound you want. Remember, the **FLUTE 16** and **FLUTE 4** will be heard too unless they are turned off.

With just the orchestral **UPPER ON** button lighted, from among the four pictured above, only one orchestral or one solo sound may be selected. Any sound selected, even a solo sound, may be played as a polyphonic sound.

ORCH to LWR LEFT

Pressing the **ORCH TO LWR LEFT** button makes any orchestral sound selected playable on the entire lower keyboard, when the keyboard split is not activated (**SOLO TO LWR RIGHT** button not illuminated). With the keyboard split active, the orchestral sound selected will be playable on the lower keyboard, to the left of the split point.

When a preset name is displayed on the screen with an asterisk*, then the **ORCHESTRAL** sound is set to the Lower Right. Pressing the **ORCH TO LWR LEFT** button will cancel the sound from the Lower Right.

When both the **UPPER ON** and **ORCH TO LWR LEFT** buttons are lighted at the same time the same sound selected is playable on the upper and lower keyboards.

UPPER ON - Solo

Pressing the solo **UPPER ON** button, turning it on, enables two sounds - one orchestral, and one solo, to be playable on the upper keyboard.

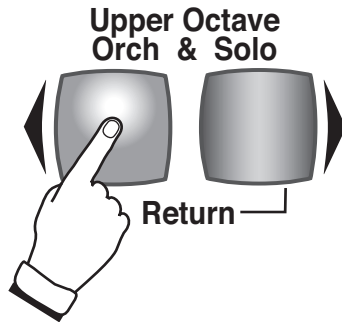
SOLO to LWR RIGHT

Pressing the blue solo **SOLO TO LWR RIGHT** button, turning it on, will activate the keyboard split feature and make any solo sound playable on the lower keyboard, to the right of the split point.

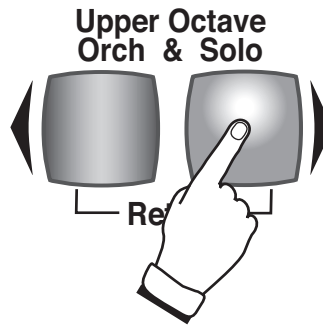
UPPER OCTAVE

The two **UPPER OCTAVE** buttons control the pitch of orchestral and solo sounds played on the upper keyboard.

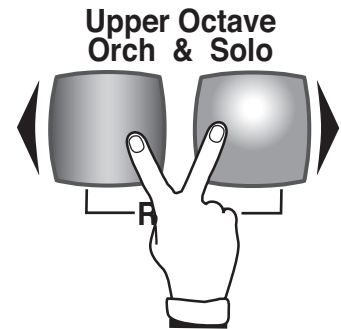
Press the right side **UPPER OCTAVE** button one time to raise the pitch of the sound one octave (button lights green). Press it again to raise the sound another octave (button lights red).



Press the left side **UPPER OCTAVE** button one time to lower the pitch of the sound one octave (button lights green). Press it again to lower the sound another octave (button lights red).



Pressing both **UPPER OCTAVE** buttons at the same time returns the pitch to the normal level.

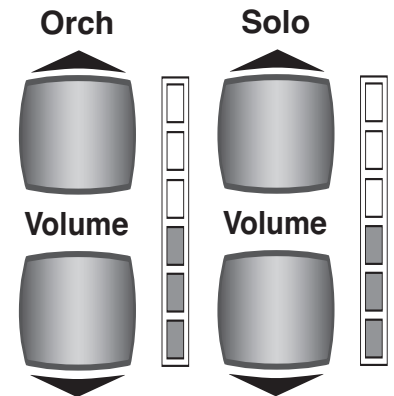


The **UPPER OCTAVE** buttons let you control the pitch of solo and orchestral sounds, played on the upper keyboard, so that they sound good to you no matter where on the keyboard they are played. For example, if you are comfortable playing using your right hand at the higher end of the upper keyboard, certain sounds, like the trumpet, may sound too high. Using the left side **UPPER OCTAVE** button could bring down the pitch of the trumpet sound while still playing at the higher end of the upper keyboard.

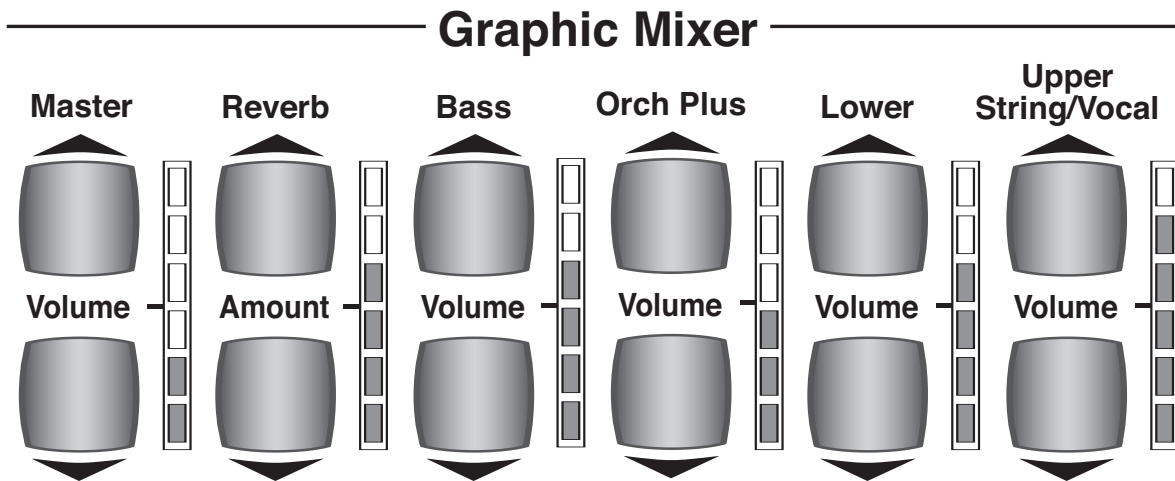
ORCH & SOLO VOLUMES

The **ORCH VOLUME** buttons control the overall volume level of the orchestral sounds. The **SOLO VOLUME** buttons control the overall volume level of the solo sounds. The volume level for each sound is preset from the Lowrey factory. The numerous presets also set the volume levels for you.

To raise the volume, press the top button. To lower the volume, press the bottom button. It may be necessary to tap the button several times to achieve the desired volume. The column of red and green colored lights next to the volume buttons will visually illustrate the volume levels. All lights illuminated red indicates full volume.



Graphic Mixer



The **GRAPHIC MIXER** section contains buttons that control the volume levels for certain sections of your Lowrey, plus the reverberation effect. Turning the organ on or pressing the **RESET** button sets all levels to the “Power-Up” setting. Any changes made in this section can be saved to a **BANK**. The Presets cause these settings to change.

MASTER Volume

MASTER VOLUME controls the overall volume level. Each section has a separate volume control. Master volume sets the maximum volume level of the entire instrument. Once the master volume has been set the volume is changed, while you play, with your right foot on the **EXPRESSION PEDAL**. Master Volume level remains at your setting, even if the power is turned off or the **RESET** button pressed.

REVERB

Reverberation adds realism and resonance to the sound. The **REVERB** buttons control the amount of reverb.

BASS

The orange **BASS** buttons control the volume of the pedals or bass sounds. (Press both to **LOCK**.)

ORCH PLUS

The **ORCH PLUS** buttons control the volume of the instrumental portion of the styles. (Press both to **LOCK**.)

LOWER

The **LOWER** buttons control the overall volume of the lower keyboard sounds. (Press both to **LOCK**.)

UPPER STRING/VOCAL

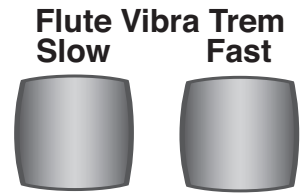
The **UPPER STRING/VOCAL** buttons control the volumes of the upper keyboard strings 16 & 8 buttons and the Vocal Ensemble button.

To raise the volume (or reverb amount) press the appropriate top button. To lower the volume (or reverb amount) press the appropriate bottom button.

It may be necessary to tap the button several times to achieve the desired level. The overall level is indicated by the vertical column of lights to the right of the buttons. All the lights on in a particular column indicates the maximum level. Each column of lights is made up of small sections that change colors when pressed indicating a change.

Animation

FLUTE VIBRA TREM is an **ANIMATION** feature that adds motion and texture to the **FLUTES** sounds. There is a Fast and Slow selection for both the Upper and lower keyboards.



Harmony

PREVIEW: The buttons in the **HARMONY** section enhance Upper and Lower Right Keyboard (lower keyboard to the right of the keyboard split) play by making a single note sound like you are playing many, in perfect harmony. This is much like the **EASY** button, which enhances lower keyboard play by making one-finger chords possible.

The Prelude features four different types of harmony from which to choose. Each Harmony type is playable with just one finger. The organ plays all the other notes for you. Each **HARMONY** type recognizes the left hand, lower keyboard chord being played (MCS or traditional) and adds the appropriate harmony notes to the single note you are playing (on the upper keyboard) to create a specific type of harmony. Most of the time these additional notes are below the lowest note you are playing. Many of the presets on the Prelude utilize these harmony features.



AOC

AOC is a Lowrey all-time favorite! **AOC** takes all the (left hand) notes you are playing on the lower keyboard (MCS or Traditional) and adds them below the melody note you are playing on the upper keyboard.

DUET

DUET harmony adds one more note to the melody note being played. Duet has a nice, light sound.

3 PART

3 PART harmony adds two more notes to the upper keyboard melody note being played. This is known as **OPEN HARMONY**, which was a style of harmony used by many theatre organists. Upper flutes 16 & 4 sound great with **3 PART**.

4 PART

4 PART harmony adds three or four more notes to the melody note being played. This harmony goes well with **PISTONS #4**.

Play single-finger melody notes when using any of the harmony styles. In many instances, you will get better results when the melody note you play is on the higher end of the upper keyboard.

The **HARMONY** feature will create harmonies using sounds from any section, and in any combination: upper, orchestral and solo.

Pressing the **RESET** button or turning the organ off will return the harmony section to the “Power-Up” setting. Harmony settings can be saved to a **BANK**.

Important: AOC

The upper sounds (**FLUTES**, **STRINGS** and **VOCAL**) and the **ORCHESTRAL** sounds are treated differently when using **AOC** harmony.

1. **AOC** adds harmony to any of the upper sounds (**FLUTES**, **STRINGS** and **VOCAL**) that are selected, *when no Orchestral sounds are selected.*
2. **AOC** adds harmony to any of the **ORCHESTRAL** sounds that are selected, *when no Upper sounds are selected.*
3. **AOC** only adds harmony to any of the upper sounds (**FLUTES**, **STRINGS** and **VOCAL**) sounds that are selected, *when both Upper sounds and Orchestral sounds are selected.* The **ORCHESTRAL** sounds will be heard on the single note being played as will any **SOLO** sound that may be selected.

When using **UPPER** sounds and **ORCHESTRAL** sounds together the harmony arrangement, described in item 3, can be changed so that certain Harmony features can be applied to both Upper and Orchestral sounds. See item 6 of the Feature Pages: **AOC**.

Foot Switches

There are two foot operated switches; one at the top left and one at the top right sides of the **EXPRESSION PEDAL**. These switches are activated by sliding the side of your foot, using your heel as a pivot point, to the left or right, to press either switch.

LEFT FOOT SWITCH

The **LEFT FOOT SWITCH** is factory preset to activate the **GLIDE/SUSTAIN** effect on orchestral and solo sounds. Glide or sustain is selected depending on the sound being played. For example, the **LEFT FOOT SWITCH** will add sustain to the piano sound and will glide the trombone sound.

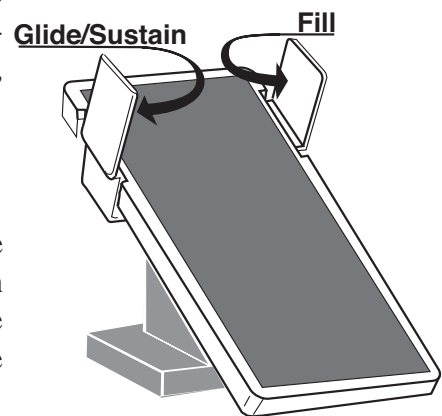
The setting for the **GLIDE** function is one-half step. Using the glide lowers the pitch of the note a half step. Releasing the switch glides the sound back up to the original pitch.

RIGHT FOOT SWITCH

The **RIGHT FOOT SWITCH** is factory preset to activate the **FILL** feature. It activates a brief fill-in when a style is playing. The **RIGHT FOOT SWITCH** adds the **FILL** effect to a style without having to take your hands off the keys.

Both foot switches are capable of having one of five functions assigned to them. See item 12 of the Feature Pages: **CONTROLLERS**.

An additional feature called **NEXT PRESET** can also be assigned to either of the foot switches. This allows you to change from one preset to the next without having to lift your hands from the keyboard. See item 14 of the Feature Pages: **NEXT PRESET**.



Touch Bar

The **TOUCH BAR** is the black strip below the lower keyboard. The touch bar can be used to activate the **FILL** feature when a style is playing. A selection of five functions may be assigned to the touch bar.

See item 12 of the Feature Pages: **CONTROLLERS**.

The touch bar is touch sensitive and is activated with to the touch of a finger. The factory preset function of the **TOUCH BAR** is the **FILL** feature.

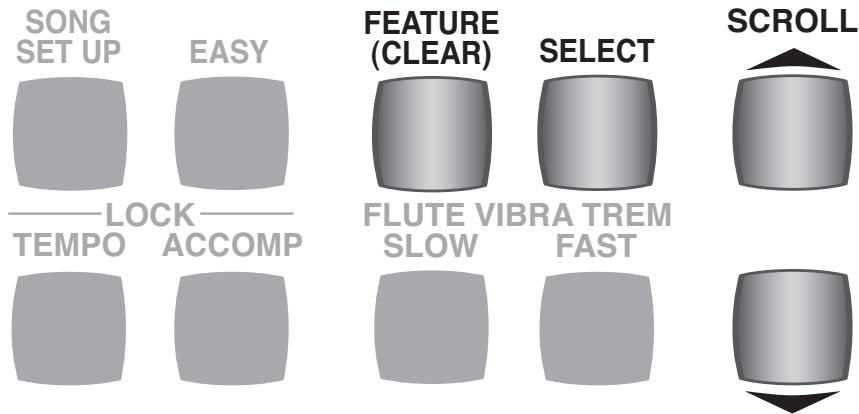


Feature Pages

PREVIEW: There are 17 **FEATURE PAGES** viewable on the **COLOR DISPLAY**. Each feature page contains a different category of features and controls. You may never use all of the features that will be shown in this section. Using the various presets, described at the beginning of this book, will automatically activate many of them for you. This section fully-details the features and controls accessible from the color display.

NAVIGATION

The **FEATURE (CLEAR)**, **SCROLL**, and **SELECT** buttons allow you to move through, change and implement the numerous features found in the **COLOR DISPLAY FEATURE PAGES**. Each **FEATURE PAGE** is divided into sub-sections called **PANES**. Each feature page can have two to four panes.



FEATURE PAGE TITLES

1. **USB** - PAGE 73
2. **LOWER/PEDAL VOLUME** - PAGE 74
3. **SUSTAIN** - PAGE 75
4. **ORCH EFFECTS** - PAGE 75
5. **SOLO EFFECTS** - PAGE 76
6. **AOC** - PAGE 77
7. **LOWER SOUND EFFECTS** - PAGE 78
8. **KEYED DRUMS** - PAGE 78
9. **MIDI** - PAGE 79
10. **EDIT GENIUS** - PAGE 80
11. **REPEAT** - PAGE 81
12. **CONTROLLERS** - PAGE 81
13. **RENAME PRESETS** - PAGES 82
14. **NEXT PRESET** - PAGE 83
15. **PLAY SONGS** - PAGE 84
16. **SET SPLIT** - PAGE 84
17. **LIGHT SHOW** - PAGE 85

FEATURE (CLEAR) BUTTON

The **FEATURE (CLEAR)** button enables and initiates numerous features on the organ. It can also return the **COLOR DISPLAY** to its standard display.

There are 16 Feature Pages of controls and features on the Prelude. Pressing the **FEATURE (CLEAR)** button displays the first of these, or the last page you were on before your returned to the **POWER UP** screen.

Press the **FEATURE (CLEAR)** button. It will light up and the first **FEATURE PAGE** will be displayed. Press the top **SCROLL** button one time to view the second feature page. Each time you press the top scroll button the next feature page is displayed.

Pressing the **FEATURE (CLEAR)** button when it is lighted turns the button off and returns (clears) the screen to the “Power-Up” screen.

The **FEATURE (CLEAR)** button and the **SCROLL** buttons are used to access numerous control features.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Preset

SCROLL BUTTONS

The **SCROLL** buttons allow you to move among different choices or change items displayed on the **COLOR DISPLAY**. The scroll function is used frequently with many features on the Prelude.

The top button always increases a number or moves up through a list of choices. The bottom button always decreases a number or moves down through a list of choices.

SELECT BUTTONS

The **SELECT** button allows you to move from one pane within a screen to another. The select function is used frequently with many features on the Prelude.

Select sets the choices and settings made and then moves to the next step in a process.

Shortcuts

The **FEATURE PAGES** have **SHORTCUTS**. Shortcuts eliminate some of the steps needed to access a particular screen. To implement a shortcut simply press and hold the **FEATURE (CLEAR)** button, press and release a specified button, then release the **FEATURE (CLEAR)** button. **SHORTCUTS** are indicated at each feature page heading that follows in this section ‘**SHORTCUT =FEATURE + (BUTTON NAME)**’.

For example, if you want to quickly jump to the AOC screen...

1. Press and **hold** the **FEATURE (CLEAR)** button.
2. Press and release the **AOC** button.
3. Release the **FEATURE (CLEAR)** button. The **AOC** screen will be displayed.

1. USB

PREVIEW:

USB FEATURE PAGE provides eight control categories:

- LOAD PRESETS:** Move presets stored on the USB memory stick into the Banks.
- SAVE PRESETS:** Move custom presets saved on the USB memory stick to the Bank.
- RENAME PRESETS:** Place meaningful names on custom presets saved on the USB memory stick.
- DELETE PRESETS:** Remove unwanted presets saved on the USB memory stick.
- FORMAT USB:** Format (non-Prelude) USB memory sticks for use on the Prelude.

FEATURE: Page 1 USB
CONTROL: Load Presets
File Name: Scroll to Access USB
Action: Scroll to Load Preset

**THE USB MEMORY STICK THAT WAS SUPPLIED WITH YOUR PRELUDE
DOES NOT REQUIRE FORMATTING.**

FORMATTING ERASES ANY ITEMS THAT MAY HAVE BEEN PREVIOUSLY SAVED ON A MEMORY STICK.

- f. **DELETE SONG:** Remove unwanted songs saved on the USB memory stick.
- g. **COPY SONG:** Make a copy of a song saved on the USB memory stick to the same stick or a different stick.
- h. **RENAME SONG:** Place meaningful names on songs saved on the USB memory stick.

To Access USB Controls:

- Press the **Feature (Clear)** button and then press the top **SCROLL** button to highlight **FEATURE: USB**.
- Press the **SELECT** button to highlight the **CONTROL** function. Press either **SCROLL** button to display the different functions associated with the **USB** features.

FEATURE: Page 1
USB
CONTROL:
Load Presets
File Name:
Scroll to Access USB
Action:
Scroll to Load Presets

2. Lower/Pedal Volume




PREVIEW:

LOWER/PEDAL VOLUME FEATURE PAGE provides three volume control categories:

- a. **LOWER STRING/VOCAL:** Adjust the volume level of the lower Strings 8 and Vocal Ensemble sounds.
- b. **LOWER GENIUS:** Adjust the volume level of lower Genius sounds.
- c. **PEDAL GENIUS:** Adjust the volume level of Pedal Genius sounds.

All volume levels are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to adjust the volume level follow these steps.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: LOWER/PEDAL VOLUME**, as illustrated to the right.
- Press the **SELECT** button to highlight **LOWER STRINGS/VOCAL**.
- Press the **SELECT** button again to highlight **LOWER GENIUS**.
- Press the **SELECT** button a third time to highlight **PEDAL GENIUS**.
- With the desired section highlighted, press the top **SCROLL** button to increase volume. Press the bottom **SCROLL** button to decrease volume.

FEATURE: Page 2
LOWER/PEDAL VOLUME
Lower String/Vocal
 50
Lower Genius
 100
Pedal Genius
 100

Volume level is indicated by a graphic bar that grows and shrinks in relation to the volume level. A number displays the volume level. The number 0 indicates minimum volume. The number 100 indicates maximum volume.

Set the volume level to that which is desired. Volume level changes can be saved in Banks.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

3. Sustain Length

- **SHORTCUT=FEATURE + EITHER GREEN SUSTAIN BUTTON OR THE ORANGE BASS SUSTAIN BUTTON**

PREVIEW:

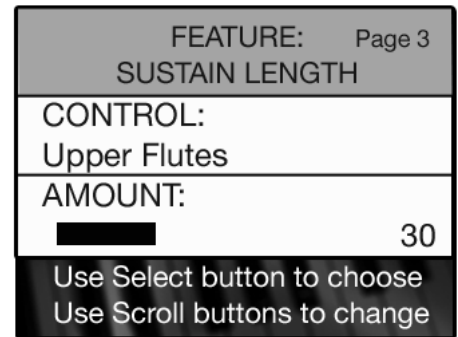
SUSTAIN LENGTH FEATURE PAGE provides five areas in which the sustain effect may be adjusted:

- a. **UPPER FLUTES:** Adjust the amount of sustain on upper flutes.
- b. **UPPER STRINGS/VOCAL:** Adjust the amount of sustain on upper strings and vocal ensemble.
- c. **LOWER FLUTES:** Adjust the amount of sustain on lower flutes.
- d. **LOWER STRINGS/VOCAL:** Adjust the amount of sustain on lower strings and vocal ensemble.
- e. **BASS TABS:** Adjust the amount of sustain on the bass sounds.

Sustain causes a sound to slowly fade away after the keys are released. Without sustain, the sound stops immediately upon key release. Sustain allows you to change the sustain lengths in the above listed sections.

All sustain lengths are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to adjust sustain length follow these steps.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: SUSTAIN LENGTH**, as illustrated to the right.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button repeatedly to display the different sections in which sustain amount may be adjusted.
- Press the **SELECT** button when the desired section is listed in order to highlight **AMOUNT**.
- Press the top **SCROLL** button increase sustain length.
Press the bottom **SCROLL** button to decrease sustain length.



Sustain length is indicated by a graphic bar that grows and shrinks in relation to the amount set. A number displays the sustain length. The number 0 indicates minimum no sustain. The number 100 indicates maximum sustain length.

Set the sustain length to that which is desired. Sustain length changes can be saved in Banks.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

4. Orch Effects

- **SHORTCUT=FEATURE + ANY RED ORCH SOUND BUTTON**
(NOT GENIUS)

PREVIEW:

ORCH EFFECTS FEATURE PAGE provides five different animation effects that may be applied to orchestral sounds: **AUTO PAN, TREMULANT, PHASER, CHORUS, ROTARY, OFF.**

All orch effects are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to adjust the effects follow these steps.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: ORCH EFFECTS**, as illustrated to the right.
- Press the **SELECT** button to highlight **EFFECT TYPE**.
- Press either **SCROLL** button repeatedly to display the different types of effects that may be applied to orchestral sounds: **AUTO PAN, TREMULANT, PHASER, CHORUS, ROTARY, OFF.**

FEATURE: Page 4	
ORCH. EFFECTS	
Effect Type:	Auto Pan
Parameter:	Amount
Value:	<input type="text" value="50"/>

- Press the **SELECT** button when the desired effect is listed. The **PARAMETER** section of the screen will become highlighted. Each effect has three different parameters that may be adjusted. **AMOUNT, RATE** and **DEPTH** are parameters for the **AUTO PAN, TREMULANT, PHASER** and **CHORUS** effects. **AMOUNT, SLOW/FAST** and **ACCELERATION** are parameters for the **ROTARY** effect.
- Press either **SCROLL** button repeatedly to display the different effect parameters.
- Press the **SELECT** button when the desired parameter is listed. The **VALUE** section of the screen will become highlighted.
- Press the top **SCROLL** button to increase the value of the selected parameter of the selected effect. Press the bottom **SCROLL** button to decrease the value. Each parameter has a range of 0 (no effect) to 100 (Maximum).

AMOUNT: How much of the effect do you want?

RATE: How fast or slow do you want the effect to be?

DEPTH - ACCELERATION: How deep, shallow, quick, or long do you want this effect to be?

SLOW/FAST: Choose a slow or fast setting for the Rotary effect.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

5. Solo Effects

- **SHORTCUT=FEATURE + ANY BLUE SOLO SOUND BUTTON**
(NOT GENIUS)

PREVIEW:

SOLO EFFECTS FEATURE PAGE provides six different animation effects that may be applied to solo sounds: **DELAY, AUTO PAN, TREMULANT, PHASER, CHORUS, ROTARY, OFF.**

All solo effects are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to adjust the effects follow these steps.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: SOLO EFFECTS**, as illustrated to the right.
- Press the **SELECT** button to highlight **EFFECT TYPE**.
- Press either **SCROLL** button repeatedly to display the different types of effects that may be applied to solo sounds: **DELAY, AUTO PAN, TREMULANT, PHASER, CHORUS, ROTARY, OFF.**

FEATURE: Page 5	
SOLO EFFECTS	
Effect Type:	Auto Pan
Parameter:	Amount
Value:	<input type="text" value="50"/>

- Press the **SELECT** button when the desired effect is listed. The **PARAMETER** section of the screen will become highlighted. Each effect has three different parameters that may be adjusted.
AMOUNT, DELAY TIME and **FEEDBACK** are parameters for the **DELAY** effect
AMOUNT, RATE and **DEPTH** are parameters for the **AUTO PAN, TREMULANT, PHASER** and **CHORUS** effects.
AMOUNT, SLOW/FAST and **ACCELERATION** are parameters for the **ROTARY** effect.
- Press either **SCROLL** button repeatedly to display the different effect parameters.
- Press the **SELECT** button when the desired parameter is listed. The **VALUE** section of the screen will become highlighted.
- Press the top **SCROLL** button to increase the value of the selected parameter of the selected effect. Press the bottom **SCROLL** button to decrease the value. Each choice has a range of 0 (no effect) to 100 (Maximum).

AMOUNT: How much of the effect do you want?

RATE: How fast or slow do you want the effect to be?

DEPTH - ACCELERATION - FEED BACK: How deep, shallow, quick, bright, or long do you want this effect to be?

SLOW/FAST: Choose a slow or fast setting for the Rotary effect.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

6. AOC

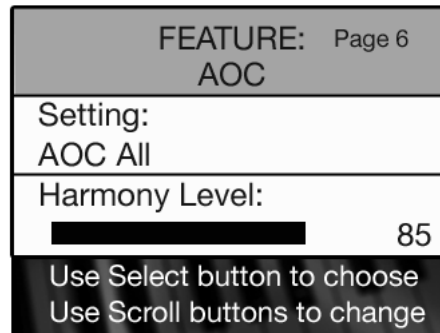
- **SHORTCUT=FEATURE + AOC BUTTON**

PREVIEW:

AOC FEATURE PAGE provides two different setting for the **AOC** harmony feature: **AUTO AOC** and **AOC ALL**, plus a **HARMONY LEVEL** (volume) control.

AOC settings are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to adjust the effects follow these steps.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: AOC**, as illustrated to the right.
- Press the **SELECT** button to highlight **SETTING**.
- Press either **SCROLL** button to display the different **AOC** settings: **AUTO AOC** or **AOC ALL**.



AUTO AOC:

- **AOC** adds harmony to any of the upper flutes, strings or vocal sounds that are selected, *when no orchestral sounds are selected.*
- **AOC** adds harmony to any of the orchestral sounds that are selected, *when no upper flutes, strings or vocal sounds are selected.*

AOC ALL:

- **AOC** adds harmony to any of the upper organ sounds that are selected, *when both upper flutes, strings or vocal sounds, and orchestral sounds are selected.* **AOC ALL** can be memorized as part of a Bank.
- Press the **SELECT** button when the desired **AOC** setting is listed. The **HARMONY LEVEL** section of the screen will become highlighted.
- Press the top **SCROLL** button to increase the level. Press the bottom **SCROLL** button to decrease the level.

HARMONY LEVEL is indicated by a graphic bar that grows and shrinks in relation to the level. A number displays the level. The number 0 indicates minimum level. The number 100 indicates maximum.

Set the level to that which is desired. Level changes can be saved in Banks.

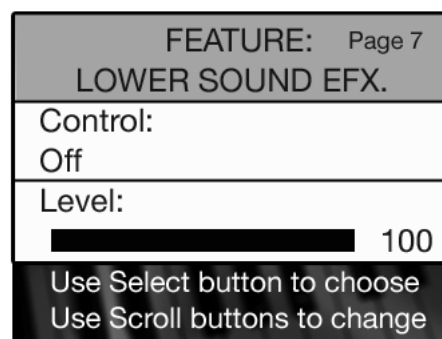
Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

7. Lower Sound Effects

PREVIEW:

LOWER SOUND EFFECTS FEATURE PAGE allows you to turn the bottom 12 notes on the lower keyboard into sound effects.

- Press the **Feature (Clear)** button and then press the top **SCROLL** button repeatedly to highlight **FEATURE: LOWER SOUND EFX**, as illustrated to the right.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to display the settings: **OFF** or **ON**.
- Press the **SELECT** button to highlight **LEVEL**.
- Press the top **SCROLL** button to increase the volume level of the lower keyboard sound effects.
Press the bottom **SCROLL** button to decrease the volume level.



Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

8. Keyed Drums

PREVIEW:

KEYED DRUMS FEATURE PAGE provides two different drum kits that can be played on the lower keyboard. Drum kits are groups of percussion sounds selected for a particular style of music. Keyed Drums are played on the lower keyboard, to the right of the keyboard split. Setting the split point further to the left reveals more drums sounds.

- Press the **Feature (Clear)** button and then press either **SCROLL** button repeatedly to highlight **FEATURE: KEYED DRUMS**, as illustrated to the right.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to display the settings: **MAIN KIT** or **GENERAL MIDI KIT**.
- Press the **SELECT** button to highlight **SETTING**.
- Press either **SCROLL** button to display the settings: **OFF** or **ON**.

FEATURE: Page 8 KEYED DRUMS	
Control:	General MIDI Kit
Setting:	Off
Use Select button to choose Use Scroll buttons to change	

With a style playing, play a No Chord (N.C.) and play a drum solo along with the beat of the style.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

9. MIDI

PREVIEW:

MIDI FEATURE PAGE controls the **MIDI** features on the Prelude. MIDI (Musical Instrument Digital Interface) is an industry standardized method for allowing other MIDI equipped devices to communicate with one another.

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: MIDI**, as illustrated to the right.
- GM MODE ON:** Prelude may be used as a sound source for producing *Standard MIDI Files* along with a computer and appropriate software.
- LOCAL OFF:** Turns off the keyboards and pedals.

FEATURE: Page 9 MIDI	
Control:	GM Mode
Setting:	Off
Use Select button to choose Use Scroll buttons to change	

- Press the **SELECT** button to highlight the **CONTROL** section of the screen.
- Press either **SCROLL** button to display the settings: **GM MODE** or **LOCAL**.
- Press the **SELECT** button to highlight **SETTING** section of the screen.
- Press either **SCROLL** button to display the settings: **OFF** or **ON**.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

10. Edit Genius

- **SHORTCUT=FEATURE + ANY GENIUS BUTTON**

PREVIEW:

EDIT GENIUS FEATURE PAGE gives you the ability to change (edit) the **GENIUS** sounds.

Genius sound settings are preset from the factory and may never need to be adjusted to fully enjoy the Prelude. When the need arises to edit genius sounds follow these steps.

How To Use It:

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: EDIT GENIUS**, as illustrated to the right.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to display the settings: **LOWER GENIUS, PEDAL GENIUS, SOLO GENIUS, ORCH GENIUS**.
- Press the **SELECT** button to highlight **PARAMETER**.
- Press either **SCROLL** button repeatedly to display the different edit parameters that may be used on genius sounds: **OCTAVE, VIBRATO DELAY, VIBRATO RATE, VIBRATO DEPTH**.
- Press the **SELECT** button when the desired parameter is listed. The **VALUE** section of the screen will become highlighted.
- Press the top **SCROLL** button to increase the value of the selected parameter. Press the bottom **SCROLL** button to decrease the value.

FEATURE: Page 10 EDIT GENIUS	
Control	
Orch Genius	
Parameter:	
Octave	
Value:	
	-1

OCTAVE - Raise or lower the sound by one or two octaves. (Value range -1, -2, 0, 1, 2.)

VIBRATO DELAY - How early or late the vibrato effect is added to a sound. (Value range -1, -2, 0, 1, 2.)

VIBRATO RATE - How fast or slow the vibrato effect is on a sound. (Value range 0-100.)

VIBRATO DEPTH - How deep or shallow the vibrato effect is on a sound. (Value range 0-100.)

SUSTAIN - How long the sound will linger after the key is released. (Value range 0-100.)

*To retain any changes made using **EDIT GENIUS** be sure to save your settings to a **BANK**.*

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.


11. Repeat

PREVIEW:

REPEAT FEATURE PAGE allows you to add a repeating effect to orchestral and solo sounds.

Repeat settings are preset from the factory and may never need to be changed to fully enjoy the Prelude. When the need arises to add repeat follow these steps.

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: REPEAT**, as illustrated to the right.

FEATURE: Page 11 REPEAT	
Orchestral:	
Off	
Solo:	
Off	
SPEED:	
	64

ORCHESTRAL REPEAT

- Press the **SELECT** button to highlight the **ORCHESTRAL** section of the screen.
- Press either **SCROLL** button to display the settings: **OFF** or **ON**.
- Press the **SELECT** button twice to highlight **SPEED** section of the screen.
- Press the top **SCROLL** button to increase the repeat speed.
Press the bottom **SCROLL** button to decrease the repeat speed.
The repeat speed value range is 0-100.

SOLO REPEAT

- Press the **SELECT** button twice to highlight the **SOLO** section of the screen.
- Press either **SCROLL** button to display the settings: **OFF** or **ON**.
- Press the **SELECT** button to highlight **SPEED** section of the screen.
- Press the top **SCROLL** button to increase the repeat speed.
Press the bottom **SCROLL** button to decrease the repeat speed.
The repeat speed value range is 0-100.

With repeat set to **ON** (orchestral or solo) play an upper keyboard key (with an orchestral or solo sound selected) to hear the repeat effect while adjusting the speed.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

12. Controllers

PREVIEW:

CONTROLLERS FEATURE PAGE allows you to assign any of the five specified functions to the any of the three designated controllers. The five control functions, listed below, are followed by the factory preset controller to which they are assigned. A function followed by “Internal Function” means that it is not factory preset to any controller.

- For example, you can replace the **FILL** function, preset to the **RIGHT FOOT SWITCH**, with the **N.C. (NO CHORD)** function so you can play a No Chord with the foot switch instead of your left hand.
- You can replace the preset **TOUCH BAR** function of **FILL** with a **GLIDE/SUSTAIN**.

These controls are preset so the Prelude is ready to play right away. You need only use the preset controls in order to fully utilize all of the features. These preset controls can be reassigned to provide you with different ways to manipulate a variety of features.

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: CONTROLLERS**, as illustrated to the right
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to display three controller options: **LEFT FOOT SWITCH, RIGHT FOOT SWITCH, TOUCH BAR**.
- Press the **SELECT** button when the desired controller is displayed. The **SETTING** section of the screen will become highlighted.

FEATURE: Page 12
CONTROLLERS
Control: Left Foot Switch
Setting: Glide / Sustain
Use Select buttons to choose Use Scroll buttons to change

- Press either **SCROLL** button repeatedly to display the five different functions that may be assigned to the three different controllers: **GLIDE/SUSTAIN, FILL, START/STOP, N. C. - NO CHORD, SOUND EFX**.

- When the Setting selected is **SOUND EFX**, an additional section of the screen appears labeled **SOUND**.
- Press the **SELECT** button to highlight the Sound section.
- Press the either **SCROLL** button repeatedly to view the many different sound effects available.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

FEATURE: CONTROLLERS
Control: Left Foot Switch
Setting: Sound EFX
Sound: Bass String Slap

13. Rename Presets

- **SHORTCUT=FEATURE + BANK A OR BANK B BUTTON**

PREVIEW:

RENAME PRESETS FEATURE PAGE can be used to put your own descriptive name on your customized **BANKS**, and display them on the **COLOR DISPLAY** when used.

- Press and hold the **FEATURE (CLEAR)** button.
 - Press and release either the **BANK A** or **BANK B** button.
- Release the **FEATURE (CLEAR)** button.

The **BANK** section of the screen will display the **A** bank.

FEATURE: Page 13 RENAME BANK PRESET
Bank: A 0
Name: F.Renaut/Organ
Use Select button to choose

- When you wish to rename a preset in the **A** bank, press the number button (**1-10**) that you wish to rename. *In the case of preset 0, press any of the numbered buttons that may be on, turning them off.*
- When you wish to rename a preset in the **B** bank, press the number button (**1-10**) that you wish to rename. *In the case of preset 0, press any of the numbered buttons that may be on, turning them off.*
- When the desired bank letter and preset number are displayed in the **BANK** section of the screen, press the **SELECT** button. The **NAME** section of the screen will become highlighted.

A preset name displayed is many times divided by a slash mark. The name to the left of the slash mark represents the sound on the upper keyboard. The name to the right of the slash mark represents the sound assigned to the lower keyboard, to the right of the split point.

- Assign a new name to your presets using the lower keyboard keys, which will now access letters, numbers, and symbols like those of a typewriter.

A keyboard overlay for the lower keyboard was provided. Place the overlay on the lower keyboard to make locating the letters easy and fast. The first F# key (marked on the overlay with the up-pointing arrow) is the Shift key for upper case.

The line under a letter of a preset name is the cursor. The cursor represents the location where your typing will occur. Begin typing the title you want. After each correctly typed letter press the first lower keyboard **A#** key (marked on the diagram with a >) to advance the cursor to the next space. The last **A#** key (marked on the diagram with a -) is the **ERASE** or **DELETE** key for correcting any typing mistakes or creating a blank space. The title can be up to 16 characters in length.

14. Next Preset

PREVIEW:

NEXT PRESET FEATURE PAGE activates the feature that enables you to move from one preset to another without having to actually press a preset button. Presets can be selected by pressing the right foot switch.

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: NEXT PRESET**, as illustrated to the right.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to select between the options: **ON** or **OFF**.
- Press the **SELECT** button. The **SETTING** section of the screen will become highlighted.

FEATURE: Page 14 NEXT PRESET
Control: Off (Right Foot Switch)
Setting: No Banks
Use Select button to choose Use Scroll buttons to change

- Press either **SCROLL** button to select between the two selections: **WITH BANKS** or **NO BANKS**.

WITH BANKS gives you the ability to go from one set of **BANKS** to another.

For example, using the **NEXT PRESET** and starting with **BANK A-0**, the presets advance through **A-10**, then continue advancing **B-0** through **B-10**.

NO BANKS gives you the ability to move through just the Pistons, Categories or Style Setups by pressing the right foot switch. For example, **PISTON 0 - PISTON 10**.

Remember, **NEXT PRESET** moves from the preset currently selected.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

15. Play Songs

- **SHORTCUT=FEATURE + PLAY/PAUSE BUTTON**

PREVIEW:

PLAY SONGS FEATURE PAGE enables you to playback Prelude songs saved on the memory stick.

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: PLAY SONGS**, as illustrated to the right.

The Prelude Memory Stick, or a memory stick with Prelude music recordings, must be inserted in the USB port.

FEATURE: Page 15 PLAY SONGS
Control: Off
Use Select button to choose Use Scroll buttons to change

- Press the **SELECT** button to highlight the **CONTROL** section of the screen.
- Press either **SCROLL** button to select between the options: **REPEAT SONG**, **CHAIN LOOP** or **OFF**.

REPEAT SONG - Plays a selected song on the memory stick repeatedly until you press the stop button in the music recorder section, or press the reset button.

CHAIN LOOP - Plays all the songs on the memory stick, in order, repeatedly until you press the stop button in the music recorder section, or press the reset button.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

16. Set Split

PREVIEW:

SET SPLIT FEATURE PAGE displays the factory settings for the Lower Key Split and allows you to change the factory setting

- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button repeatedly to highlight **FEATURE: SET SPLIT**, as illustrated to the right.



- Press the **SELECT** button to highlight the **NOTE** section of the screen.
- Press the lower keyboard key where you want the key split to be, or press either **SCROLL** button repeatedly to change the split location. The screen will immediately change to reflect your selection. To the right of the split point you will be able to use the lower keyboard as an additional melody keyboard. The left side of the split point will function as normal-left hand, lower keyboard.

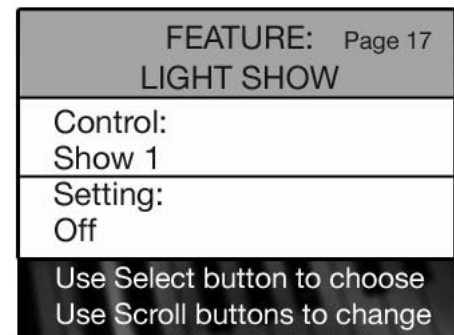
Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

17. Light Show

PREVIEW:

LIGHT SHOW FEATURE PAGE provides the selection of two varieties of button panel light shows.

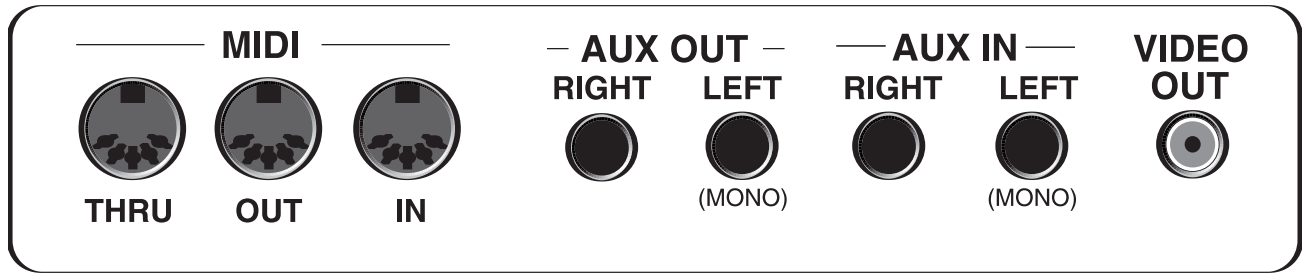
- Press the **Feature (Clear)** button and then press the bottom **SCROLL** button to highlight **FEATURE: LIGHT SHOW**.
- Press the **SELECT** button to highlight **CONTROL**.
- Press either **SCROLL** button to select between Show 1 or Show 2.
- Press the **SELECT** button to highlight **SETTING**.
- Press either **SCROLL** button to activate the light show.



- Light Show 1 leaves the **FEATURE PAGE** visible on the screen.
- Light Show 2 hides the feature page and shows 'LOWREY' and 'PRELUDE.'
- To stop either light show press either **SCROLL** button.

Press the lighted **FEATURE(CLEAR)** button to implement the selections/settings made and return to the **POWER-UP** screen.

CONNECTIONS



MIDI, AUX IN, AUX OUT and VIDEO connections are located on a panel on the back side of the Prelude.

MIDI IN, OUT, THRU: You never need to use these connections to fully enjoy playing the Lowrey Prelude. These are the connections used for connecting other MIDI equipped devices to your organ. Any MIDI equipped device's manual will describe connection and operation.

*When connecting **MIDI OUT** to a sound source and running the audio of that device back into the Prelude, set the external MIDI device to respond to **MIDI CONTROLLER #11** (expression). This setting allows the volume pedal on the Prelude to control the volume level of the external MIDI device.*

AUX OUT, RIGHT-LEFT: These two 1/4" jacks are stereo line level outputs. They are there so you can record the organ directly into a tape deck, or connect the organ to an external amplification system. If only the LEFT jack is used, a monaural, (not stereo), signal of the complete organ sound is sent out.

AUX IN, RIGHT-LEFT: These two 1/4" jacks are stereo line level inputs. They are there to let you utilize the premium sound system on the Prelude to listen to other audio sources: tape decks, CD players, MP3 Players, iPods, etc. Use the left input for monaural (not stereo) signals.

When using an external device, be sure to set the volume of that device to minimum and then slowly increase the volume until you reach a comfortable level.

VIDEO: Connect the Video Out jack on the Prelude to the Video In jack on a television to place the Color Display contents of the Prelude on the television screen.

Styles



Button Name	More			
	0	1	2	3
8 Beat 1	8 - Beat Standard	8 - Beat Folk	8 - Beat Combo	8 - Beat Rock
Piano	6 / 8 Piano	Piano Offering	Pop Piano	Country Piano
8 Beat 2	8 - Beat Mellow	Soft Gospel	Smooth Piano 4 / 4	8 - Beat Lite
Guitar 1	Guitar Standard	Guitars 4 / 4	Electric Standard	Guitar Swing
16 Beat 1	16 - Beat Standard	16 - Beat Sweet	CCM Opener	Processional
Guitar 2	Worship Guitar	Soft Guitars	Latin Guitar	Jazz Guitar
16 Beat 2	Tabernacle Choir	"Dino Piano"	Wedding Piano	16 - Beat Praise
Quiet Time	Peaceful	Revelation	Meditation	Prayerful
Gospel 1	Revival	Shoutin'	Southern	Joyful
Swing	Jazz Orchestra	Basic Swing	Smooth Swing	Jimmy Swing
Gospel 2	Hallelujahs	Hand Clappin'	Soulful 4 / 4	6/8 Gospel
Country	Country Gospel	"Happy Country"	Soft Country	Bluegrass
3 / 4 1	Standard Waltz	Country Waltz	Strings 3 / 4	Smooth Orch. 3 / 4
Latin	Bossa Nova	Rhumba	Salsa	Latin Big Band
3 / 4 2	Soulful 3 / 4	Guitars 3 / 4	Smooth Piano 3 / 4	Lullaby
Ethnic	Klezmer Slow	Klezmer Fast	Island Dance	Bagpipes
6 / 8	Triplets	Soul Ballad	6 / 8 Sacred	Bolero
Classical	Symphonic	Baroque	Church Organ	Holy Night

GENIUS Voice List



Genius Voice Name	Genius Voice Name	Genius Voice Name
Accordion	Ens: Big Band	Organ: Baroque
Accordion: Lyric	Ens: Orch. Reeds	Organ: Bass Pipe
Accordion: Musette	Ens: Trom.+ OctTrpt	Organ: Bombarde
Animal: Cat	Ethereal	Organ: Church
Animal: Dog	Fiddle	Organ: Full Pipes
Bag Pipe	Flugel Horn	Organ: Kinura
Banjo	Flute	Organ: Pipe w/32
Bass: Acoustic	Flute: Flutter	Organ: Post Horn
Bass: Acoustic 2	Flute: Jazz	Organ: Princ.8 - 4
Bass: Bow-Ensemble	French Horn	Organ: Principal
Bass: Diaphone	Guitar: Acoustic	Organ: Pump
Bass: Elect. Pick	Guitar: Country	Organ: Reed Pipes
Bass: Elect. Deep	Guitar: Dobro	Organ: Stg. Celeste
Bass: Finger Slap	Guitar: Elec. Blues	Organ: Stopped
Bass: Fretless	Guitar: Elec.Solo	Organ: Theatre
Bass: Synth Jazz	Guitar: Elec.Strat	Organ: Theatre Vox
Bass: w/Cym. Acou.	Guitar: Hawaiian	Organ: Tibia Soft
Bassoon	Guitar: Hawaiian 2	Organ-Combo: B
Bells	Guitar: Jazz 1	Organ-Combo: 60's
Bells: Church	Guitar: Mute-Dynam	Organ-Home: Full
Bells: Crystal	Guitar: Nylon	Organ-Jazz: Mellow
Bells: Hand	Guitar: Spanish	Organ-Jazz: Nice
Blown Bottle (Jug)	Guitar: Steel	Organ-Jazz: Pop
Brass: Ensemble	Guitar: Tremolo	Organ-Perc: 2-2/3'
Brass: Section 1	Harmonica	Organ-Perc: 4'
Brass: Section 2	Harmonica: Amp'd	Pan Flute
Brass: Synth 1	Harmonica: Blues	Piano: 9ft. Grand
Brass: Synth 2	Harp	Piano: Bass Octave
Calliope	Harpsichord	Piano: El.Grand
Cello	Kazoo	Piano: Honky-Tonk
Chimes	Lute	Piano: LX
Choir: Aah (Far)	Mandolin	Piano: Society
Choir: Aah (Near)	Mandolin: Orch.	Piano: Toy
Choir: Ooh	Marimba	Piano-El: Classic
Clarinet	Marimba: Soft	Piano-El: Detune 1
Clavinette	Oboe	Piano-El: Detune 2
Cornet	Ocarina	Piano-El: Dolce
Cowbell: Repeat	Organ: 8' Celeste	Piano-El: Wurly
Dulcimer: Hammer	Organ: 8' Diapason	Piccolo
English Horn	Organ: Airy Pipe	Recorder

Genius Voice Name	Genius Voice Name	Genius Voice Name
Sax: Alto	Test-Sound	Vocal: Bah (Dao)
Sax: Alto Dynamic	Theremin	Vocal: Doo
Sax: Alto Mellow	Timpani	Vocal: Doo (Dao)
Sax: Baritone	Timpani: Rolling	Vocal: La
Sax: New Years	Trombone	Vocal: Ooo
Sax: Tenor - 50's	Trombone: Muted	Vocal: Wah
Sax: Tenor -Growl	Trombone: Slide-NT	Whistle
Sax: Tenor-Breathy	Trombone: Tommy	Woodblock
Scat	Trumpet: Lead	Xylophone
SFX: Pop	Trumpet: Louis	Xtra: Atmosphere
Slit Drum	Trumpet: Muted	Xtra: Choir-Itopia
Steel Drums	Trumpet: Muted-Cup	Xtra: Soft-New Age
Strings: Chamber	Trumpet: Shake	Xtra: Soft-Rain
Strings: Crescendo	Trumpet: Wah-Wah	Xtra: Soft-Sine
Strings: Ensemble1	Tuba	Xtra: Soft-Sweep
Strings: Ensemble2	Vibes	Xtra: Soft-Warm
Strings: Octave	Viola	Xtra: Solo-Best
Strings: Pizzicato	Violin: Smooth	Xtra: Solo-Saw 1
Strings: Sforzando	Vocal: Bah	Xtra: Solo-Square

MCS Chord Chart



The chart below illustrates how to form certain chords on the lower keyboard using MCS:

CHORD	MAJOR (1 note)	MINOR (2 notes)	7th (2 notes)	DIM (2 notes)	AUG (3 notes)	MIN 7th (3 notes)	MAJ 7th (2 notes)	SUS 4th (3 notes)	MIN 7th ^b 5 (4 notes)
C	C	C/E ^b	C/B ^b	C/G ^b	C/E/G [#]	C/E ^b /B ^b	C/B	C/F/G	C/E ^b /G ^b /B ^b
D ^b	D ^b	D ^b /E	D ^b /B	D ^b /G	D ^b /F/A	D ^b /E/B	D ^b /C	D ^b /G ^b /A ^b	D ^b /E/G/B
D	D	D/F	D/C	D/A ^b	D/F [#] /A [#]	D/F/C	D/C [#]	D/G/A	D/F/A ^b /C
E ^b	E ^b	E ^b /G ^b	E ^b /D ^b	E ^b /A	E ^b /G/B	E ^b /G ^b /D ^b	E ^b /D	E ^b /A ^b /B ^b	E ^b /G ^b /A/D ^b
E	E	E/G	E/D	E/B ^b	E/G [#] /C	E/G/D	E/D [#]	E/A/B	E/G/B ^b /D
F	F	F/A ^b	F/E ^b	F/B	F/A/C [#]	F/A ^b /E ^b	F/E	F/B ^b /C	F/A ^b /B/E ^b
F [#]	F [#]	F [#] /A	F [#] /E	F [#] /C	F [#] /A [#] /D	F [#] /A/E	F [#] /F	F [#] /B/C [#]	F [#] /A/C/E
G	G	G/B ^b	G/F	G/D ^b	G/B/D [#]	G/B ^b /F	G/F [#]	G/C/D	G/B ^b /D ^b /F
A ^b	A ^b	A ^b /B	A ^b /G ^b	A ^b /D	A ^b /C/E	A ^b /B/G ^b	A ^b /G	A ^b /D ^b /E ^b	A ^b /B/D/G ^b
A	A	A/C	A/G	A/E ^b	A/C [#] /F	A/C/G	A/G [#]	A/D/E	A/C/E ^b /G
B ^b	B ^b	B ^b /D ^b	B ^b /A ^b	B ^b /E	B ^b /D/F [#]	B ^b /D ^b /A ^b	B ^b /A	B ^b /E ^b /F	B ^b /D ^b /E/A ^b
B	B	B/D	B/A	B/F	B/D [#] /G	B/D/A	B/A [#]	B/E/F [#]	B/D/F/A

CHORD	^b 5 (3 notes)	MIN w/MAJ 7 (3 notes)	6th (4 notes)	MIN 6th (4 notes)	DIM 7th (4 notes)	9th (3 notes)	13th (3 notes)
C	C/E/G ^b	C/E ^b /B	C/E/G/A	C/E ^b /G/A	C/E ^b /G ^b /A	E/B ^b /D	B ^b /E/A
D ^b	D ^b /F/G	D/F/D ^b	D ^b /F/A ^b /B ^b	D ^b /E/A ^b /B ^b	D ^b /E/G/B ^b	F/B/E ^b	B/F/B ^b
D	D/F [#] /A ^b	D/F/C	D/F [#] /A/B	D/F/A/B	D/F/A ^b /B	B ^b /C/E	C/F [#] /B
E ^b	E ^b /G/A	E ^b /G ^b /D	E ^b /G/B ^b /C	E ^b /G ^b /B ^b /C	E ^b /G ^b /A/C	G/D ^b /F	D ^b /G/C
E	E/G [#] /B ^b	E/G/E ^b	E/G [#] /B/C [#]	E/G/B/C [#]	E/G/B ^b /C [#]	G [#] /D/F [#]	D/G [#] /C [#]
F	F/A/B	F/A ^b /E	F/A/C/D	F/A ^b /C/D	F/A ^b /B/D	A/E ^b /G	E ^b /A/D
F [#]	F [#] /A [#] /C	F [#] /A/F	F [#] /A [#] /C [#] /D [#]	F [#] /A/C [#] /D [#]	F [#] /A/C/D [#]	A [#] /E/G [#]	E/A [#] /D [#]
G	G/B/D ^b	G/B ^b /G ^b	G/B/D/E	G/B ^b /D/E	G/B ^b /D ^b /E	B/F/A	F/B/E
A ^b	A ^b /C/D	A ^b /B/G	A ^b /C/E ^b /F	A ^b /B/E ^b /F	A ^b /B/D/F	C/G ^b /B ^b	G ^b /C/F
A	A/C [#] /E ^b	A/C/G [#]	A/C [#] /E/F [#]	A/C/E/F [#]	A/C/E ^b /F [#]	C [#] /G/B	G/C [#] /F [#]
B ^b	B ^b /D/E	B ^b /D ^b /A	B ^b /D/F/G	B ^b /D ^b /F/G	B ^b /D ^b /E/G	D/A ^b /C	A ^b /D/G
B	B/D [#] /F	B/D/A [#]	B/D [#] /F [#] /G [#]	B/D/F [#] /G [#]	B/D/F/G [#]	D [#] /A/C [#]	A/D [#] /G [#]

N.C. - NO CHORD

Pressing 3, 4, or 5 half steps at the same time, for example: C, C[#], D -or- F, F[#], G, A^b; results in a No Chord (printed N.C. on music).

Song Set Up List



A Mighty Fortress Is Our God

Abide With Me

Above All

Ancient Words

All Creatures of Our God and King

All Glory, Laud, and Honor

All Hail the Power of Jesus' Name

All That Thrills My Soul

Amazing Grace

Amazing Grace (My Chains are Gone)

Ancient of Days

And Can It Be?

Angels We Have Heard on High

Angels. From the Realms of Glory

Arise, My Soul, Arise

As the Deer

As We Gather

At Calvary

At the Cross

Away in a Manger

Awesome God

Be Still, My Soul

Be Thou My Vision

Be Unto Your Name

Because He Lives

Better Is One Day

Blessed Assurance

Blessed Be the Lord God Almighty

Blessed Be the Name

Blessed Be the Name of the Lord

Blessed Be Your Name

Breathe

Change My Heart Oh God

Christ, the Lord, Is Risen Today

Come Let Us Worship and Bow Down

Come Thou Long-expected Jesus

Come, Now Is the Time to Worship

Come, Thou Almighty King

Come, Thou Fount

Crown Him with Many Crowns

Days of Elijah

Deep River

Down By the Riverside

Draw Me Close

Dry Bones

Eternal Father, Strong to Save

Everlasting God

Every Time I Feel the Spirit

Fairest Lord Jesus

Faith of Our Fathers

For the Beauty of the Earth

Forever

Friend of God

Give Me That Old-Time Religion

Give Thanks

Glorious Things of Thee Are Spoken

Glory to His Name

Go Tell It On the Mountain

God of Our Fathers

God of Wonders

God Rest You Merry, Gentlemen

Great Is Thy Faithfulness

Guide Me, O Thou Great Jehovah

Hark! The Herald Angels Sing

Have Thine Own Way, Lord

He Abides

He Brought Me Out

He Has Made Me Glad

He Hideth My Soul

He Is Exalted

He Is Lord

He Leadeth Me

He Lives

He Touched Me

Heaven Came Down

Here I Am to Worship

Higher Ground

His Name Is Wonderful

Holy Ground

Holy Is the Lord

Holy, Holy, Holy

Hosanna

How Deep the Father's Love for Us

How Firm A Foundation

How Great Is Our God

How Great Thou Art

I Am Thine, O Lord

I Could Sing of Your Love Forever

I Love to Tell the Story

I Need Thee Every Hour

I Saw the Light I Stand In Awe I Surrender All I Will Praise Him I'd Rather Have Jesus	Open My Eyes, That I May See Open Our Eyes, Lord Open the Eyes of My Heart, Lord Our God Reigns Our Great Saviour
I'll Fly Away I'm Forever Grateful Immortal, Invisible In Christ Alone In the Garden	Praise Him! Praise Him! Praise Ye the Lord, the Almighty Refiner's Fire Rejoice, the Lord Is King Revelation Song
Indescribable Isn't He It Came upon the Midnight Clear It Is Mine It Is the Cry of My Heart It Is Well with My Soul It Is You It's Me, O Lord Jesus Is the Sweetest Name I Know Jesus Loves Me	Rock of Ages Rock-a My Soul Shine, Jesus, Shine Shout to the Lord Silent Night Softly and Tenderly Solid Rock Stand Up for Jesus Standing on the Promises Such Love
Jesus Loves Me Jesus, Name Above All Names Jesus, Your Name Joshua Fought the Battle of Jericho Joy the the World	Sweet By & By Sweet Hour of Prayer Swing Low, Sweet Chariot Take My Life, and Let It Be Tell Me the Old, Old Story
Joyful, Joyful Just as I Am Lead on, O King Eternal Leaning on the Everlasting Arms Lord I Lift Your Name On High Love Divine, All Loves Excelling Love Lifted Me Majesty Make Me a Servant Mighty to Save	The Church's One Foundation The Family of God The First Noel The Heart of Worship The Old Rugged Cross The Solid Rock There Is None Like You There Is Power in the Blood This Is My Father's World This Little Light of Mine
Mine Eyes Have Seen the Glory Move Love to Thee Move On Up A Little Higher My Faith Looks Up to Thee My Jesus, I Love Thee	Thy Word Is a Lamp Unto My Feet Tis So Sweet to Trust in Jesus To God Be the Glory Trading My Sorrows Trust and Obey
My Life Is In You Lord My Saviour's Love Near the Cross Nearer, My God, to Thee Nobody Knows the Trouble I've Seen O Come, All Ye Faithful O Come, O Come, Emmanuel O for a Thousand Tongues O God, Our Help in Ages Past O How I Love Jesus	Turn Your Eyes upon Jesus Victory in Jesus We Bow Down We Fall Down We Gather Together (Thanksgiving Song) We Will Glorify
O Little Town of Bethlehem O Sacred Head, Now Wounded On the Wings of a Snow White Dove Only By the Blood of the Lamb Onward, Christian Soldiers	What a Friend We Have in Jesus What Child Is This? When Morning Gilds the Skies When the Roll Is Called Up Yonder When We All Get to Heaven Worthy Is the Lamb You Are My All In All You Are My King (Amazing Love) Zacchaeus



Limited Warranty

Two Year Limited Warranty

FIRST YEAR: Lowrey will provide the original consumer purchaser, through authorized dealers and registered technicians, component parts and authorized labor expense for installation to repair consumer's Lowrey instrument, if required due to component or material failure or workmanship.

SECOND YEAR: Lowrey will provide electronic component parts required for repair, through authorized dealers or technicians exclusive of labor cost.

This warranty is limited to instruments purchased from and will be administered through authorized Lowrey dealers in the United States & Canada and is non-transferable. Consumers are instructed to call a Lowrey dealer for service and provide accurate details of faults.

EXCLUSIONS: This warranty does not extend to accessories connected to or damages resulting from such connections; any instrument which the serial identification numbers have been altered, removed or tampered with; damage caused by abuse, neglect or improper operation; repair expenses required due to unauthorized alterations, modifications or tampering. Additional expenses of explaining features and organ operation not included.

Lowrey shall not be responsible for any warranties offered in addition to this warranty. Lowrey shall not be liable for and excludes incidental or consequential damages which may be incurred. Implied warranties are limited to the expressed warranty. Some states do not allow these limitations. Therefore, you may have other legal rights which vary from state to state.

Lowrey maintains a policy of continuous improvement and upgrading of its instruments and therefore reserves the right to change specifications without notice.

IMPORTANT: This warranty becomes effective only upon receipt by the manufacture of the registration card filled out and signed by the owner at the time of purchase.

MODEL
A/300C Prelude

SERIAL NUMBER

PURCHASE DATE

GROUNDING/EARTHING INSTRUCTIONS

This product must be grounded/Earthed. If it should malfunction or breakdown, grounding/earthing provides a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a cord having an equipment-grounding/earthing conductor and a grounding/earthing plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded/earthed in accordance with all local codes and ordinance.

“DANGER: Improper connection of the equipment-grounding/earthing conductor can result in risk of electric shock. Check with a qualified electrician or serviceman if you are in doubt as to whether the product is properly grounded/earthed. DO not modify the plug provided with the product-if it will not fit the outlet, have a proper outlet installed by a qualified electrician.”



 **LOWREY**

www.lowrey.com

993-048032-000