



# The Roland Sessions

6 Albums • 30 Tracks, Challenges, and Bosses

Learn to play sounds, record songs, use the sampler, and more  
— one session at a time.



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# Welcome to The Roland Sessions!

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*Learn your Roland FA-08 keyboard workstation one session at a time.*

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## What Is the FA-08?

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Your FA-08 is three instruments in one:

**Synthesizer** -- A massive collection of sounds: pianos, guitars, drums, synths, orchestras, and way more. You pick a sound and play it on the keyboard.

**Sequencer** -- A built-in song recorder. Record your playing track by track to build a complete song, right on the keyboard. No computer needed.

**Sampler** -- An audio recorder with 16 pads. Record any sound (your voice, a guitar riff, a keyboard melody), and play it back by tapping a pad.

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## How the Albums Work

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This book has **6 albums**, each containing a mix of **Tracks**, **Challenges**, and a **Boss**:

Album	Name	What You'll Do
1	<b>First Sounds</b>	Play sounds, layer them, split the keyboard
2	<b>Twist and Shape</b>	Modify sounds, use effects, jam with beats
3	<b>Record a Song</b>	Build a multi-track song from scratch
4	<b>Sampler Master</b>	Record and perform with your own audio samples

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5	<b>Get the Band Together</b>	Plug in a mic and a drum kit, play with friends
6	<b>The Grand Finale</b>	Combine everything into a full song and performance

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Each album has three types of content:

- **Tracks** teach you one skill step-by-step, with guided instructions
- **Challenges** let you apply what you've learned with more creative freedom
- **Boss** is the capstone -- combine everything from the album into one big project

Every entry: - Gives you a result you can hear in about **10-20 minutes** - Has **Bonus Challenges** if you want to push further - Has a **difficulty rating** so you know what you're getting into

**Difficulty ratings:** - :star: Easy -- anyone can do this - :star::star: Medium -- takes a bit of practice - :star::star::star: Hard -- you've got skills!

You can work through the albums in order, or jump to any entry that looks fun. Each one tells you what you need to get started.

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## The Golden Rule: SAVE YOUR WORK!

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Here's the most important thing to know about the FA-08:

**Almost everything you do is temporary.** If you change sounds, load a different song, or turn off the keyboard without saving, your work **disappears**.

Don't panic! Saving is easy: 1. Press **[WRITE]** 2. Pick what to save (Studio Set, Tone, or Song) 3. Choose where to save it 4. Confirm

We'll remind you in every challenge where saving matters. Just remember: if you made something cool, **save it before you move on.**

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## Know Your Keyboard

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Here's a quick map of the important areas:



### Left Side

- **D-BEAM** -- The sensor strip at the top. Wave your hand over it for effects.
- **SOUND MODIFY knobs [1]-[6]** -- Turn these to change the sound in real time.
- **[SELECT] button** -- Switches what the SOUND MODIFY knobs control (4 groups).

### Center

- **Tone buttons** -- The row of 10 buttons that select sound categories (Piano, Bass, Guitar, etc.). These also work as number keys [0]-[9] and function buttons [2]-[7] depending on the screen.
- **Display** -- Shows what's going on. Use the **cursor buttons** (arrows) to move around and the **dial** (big knob) to change values.
- **[SHIFT]** -- Hold this and press another button to open that button's settings screen.

### Right Side

- **SEQUENCER section** -- Transport buttons for recording and playing songs (stop, play, record, rewind, fast-forward).
- **SAMPLER section** -- 16 pads for playing samples. Plus **[SAMPLING]**, **[BANK]**, **[HOLD]**, and **[CLIP BOARD]** buttons.

### Above the Keyboard

- **[SPLIT]** and **[DUAL]** -- Layer or split sounds.
- **OCTAVE [DOWN]/[UP]** -- Shift the keyboard up or down.
- **Pitch Bend / Modulation lever** -- Push left/right for pitch bend, push away for vibrato.
- **[TEMPO] knob** -- Controls the speed of the beat/song.

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## Key Words

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Word	What It Means
<b>Tone</b>	A single sound (piano, bass, synth, drum kit, etc.)
<b>Studio Set</b>	Your complete sound setup -- all 16 parts with their tones, volumes, and effects
<b>Part</b>	One of 16 slots in a studio set. Each part holds one tone. Part 10 is always drums.
<b>Sample</b>	An audio recording saved to a pad
<b>Bank</b>	A group of sounds or samples. PRST = preset (factory), USER = your saves
<b>Track</b>	One lane of recorded performance data in the sequencer (16 tracks, one per part)
<b>Song</b>	Everything the sequencer recorded: all 16 tracks + tempo + sounds used

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## Ready?

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Turn on your FA-08, turn up the volume, and head to **Track 1: Your First Sound**.

Let's go!



A L B U M

1

**First Sounds**

*Get comfortable making sounds*

Track 1: Your First Sound

Track 2: Sound Safari

Challenge 1: Two Sounds at Once

Challenge 2: Split the Keyboard

Boss: Octave Rocket

# Track 1: Your First Sound

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*Power on your FA-08 and play your very first piano sound.*

**Difficulty:** ★■■■ **Time:** ~5 minutes

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## What You'll Learn

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- How to safely turn on the FA-08 (and why the order matters!)
- How to pick a piano sound using the tone buttons
- How to browse different pianos with the dial
- How to preview a sound without even playing a note

## What You Need

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- Your FA-08 plugged in and connected to speakers or headphones
- Speakers/headphones turned OFF (we'll turn them on in the right order)

## Steps

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### 1. Power On (Order Matters!)

Turn on the **FA-08 first**, then turn on your speakers or headphones amp. This protects your speakers from a loud pop.

Find the power switch on the back-left of the keyboard. Flip it on. The screen will light up and say hello.

Got headphones? Plug them into the **PHONES** jack on the back. You can skip the speaker step.

### 2. Turn Up the Volume

Find the **[VOLUME]** knob. It's the big knob near the top-left. Start with it turned about halfway up. You can always adjust later.

### 3. Pick a Piano Sound

Look at the row of 10 buttons in the middle of the panel. These are your **tone buttons**. Each one is a different category of sounds.

Press **[A.PIANO/E.PIANO]**. That's the second button in the row. The screen will show you a piano tone name.

You just picked your first sound!



#### 4. Browse More Pianos

Turn the **dial** (the big round knob near the screen) left or right. Each click shows you a different piano sound. There are tons of them -- grand pianos, electric pianos, honky-tonk pianos, and more.

Try a few. Each one sounds totally different. Here are some to look for: - **Concert Grand** -- rich, full concert hall piano (you'll find it near the start) - **Stage Grand** -- brighter and punchier, great for pop - **Classic EP** -- the warm, bell-like Fender Rhodes electric piano (press **[A.PIANO/E.PIANO]** again to jump to the electric pianos sub-category)

#### 5. Play the Keyboard

Press some keys! You should hear the piano you selected. Try playing soft and loud -- the FA-08 senses how hard you press.

Hold down the sustain pedal (if you have one plugged in) to let notes ring out, just like a real piano.

#### 6. Preview a Sound Without Playing

Here's a cool trick. Hold the **[PREVIEW]** button. The FA-08 plays a short demo phrase using the current sound. This is great for quickly hearing what a tone sounds like without touching the keys.

Turn the **dial** to a different tone, then hold **[PREVIEW]** again. Instant audition!

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## Did It Work?

You should hear a piano sound when you press the keys. If you hear nothing: - Is the **[VOLUME]** knob turned up? - Are your speakers on and connected? - Try pressing **[A.PIANO/E.PIANO]** again to make sure a tone is selected.

## Bonus Challenge

Press **[ENTER]** while you have a tone selected. This opens the full **TONE LIST** -- a scrollable menu of every tone in that category. Use the **dial** to scroll through them and press **[ENTER]** again to pick one. There are hundreds in here!

## Pro Tip

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The FA-08 has two banks of tones: **PRST** (preset) and **USER**. Preset tones are the factory sounds that come built in. User tones are ones you've saved yourself. For now, stick with PRST -- it's packed with great sounds right out of the box.

# Track 2: Sound Safari

Go on an adventure through all 10 sound categories and find your favorites.

Difficulty: ★■■■ Time: ~10 minutes

## What You'll Learn

- What all 10 tone category buttons do
- How to cycle through sub-categories within each group
- How to use **[PREVIEW]** to quickly hear any sound
- Just how many sounds are hiding inside your FA-08

## What You Need

- Your FA-08 powered on with volume up (see Track 1 if you need help)

## Steps

### 1. Meet the 10 Tone Buttons

The row of 10 buttons in the middle of the panel is your gateway to every sound in the FA-08. Each button is a different family of instruments. Here's the full map:

Button	Category
1	<b>DRUMS/PERCUSSION</b> -- Drum kits, congas, timpani. Try <b>Standard Kit</b> for a classic acoustic feel or <b>TR-808 Kit</b> for hip-hop beats
2	<b>A.PIANO/E.PIANO</b> -- Acoustic and electric pianos. <b>Concert Grand</b> is the flagship; <b>Classic EP</b> is the iconic Rhodes

3	<b>KEYBOARD/ORGAN</b> -- Organs, clavichords, harpsichords. <b>Jazz Organ</b> with its drawbar growl is a standout
4	<b>BASS/SYNTH BASS</b> -- Electric bass, upright, synth. <b>Fingered Bass</b> for classic tone; <b>Slap Bass</b> for funk
5	<b>GUITAR/PLUCKED</b> -- Acoustic, electric, banjo, harp. <b>Nylon Guitar</b> sounds gorgeous for classical passages
6	<b>STRINGS/ORCHESTRA</b> -- Violins, cellos, orchestras. <b>Full Strings</b> gives you a lush section; <b>Pizzicato Strings</b> for plucked staccato
7	<b>BRASS/WIND</b> -- Trumpets, saxes, flutes, tubas. <b>Tenor Sax</b> has incredible expression with velocity
8	<b>VOCAL/CHOIR</b> -- Choirs, "oohs" and "aahs." <b>Cathedral Choir</b> fills the room like a pipe organ
9	<b>SYNTH/PAD</b> -- Leads, pads, wobbles. <b>JP Warm Pad</b> is a lush classic; <b>Saw Lead</b> cuts through anything
10	<b>FX/OTHER</b> -- Sound effects, nature, oddities. You'll find thunder, applause, helicopters, and things that defy description

## 2. Start Your Safari

Press **[DRUMS/PERCUSSION]** (button 1). You should see a drum kit name on the screen. Play the keyboard -- each key triggers a different drum or percussion hit!

Now turn the **dial** to browse through different drum kits. Some are rock kits, some are electronic, some are orchestral percussion.

## 3. Move to the Next Category

Press **[A.PIANO/E.PIANO]** (button 2). Now you're in piano territory. Turn the **dial** to explore.

Keep going! Press each of the 10 buttons one at a time. Spend a minute in each category, turning the **dial** to see what's in there.

#### 4. Discover Sub-Categories

Here's a secret: each button has **sub-categories** hiding inside it. Press the same tone button again and it jumps to the next sub-group.

For example, press **[A.PIANO/E.PIANO]** once for acoustic pianos. Press it again and you jump to electric pianos. Press it again and you might land on clavys or vintage keys.

Try this on every button. There are more sounds than you think!

#### 5. Use Preview to Speed Things Up

You don't have to play every sound by hand. Hold **[PREVIEW]** and the FA-08 plays a demo phrase that shows off the current tone. Turn the **dial** to the next sound, hold **[PREVIEW]** again. You can audition a ton of sounds super fast this way.

#### 6. Find Your Top 3

As you explore, pay attention to which sounds make you go "Whoa!" Try to pick your three absolute favorites. Remember their names -- you'll see them on the screen. You can always come back to them by pressing the right tone button and turning the **dial** to find them again.

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#### Did It Work?

You should have visited all 10 categories and heard a bunch of different sounds. If a category seems "stuck" on one sound, make sure you're turning the **dial** to browse within that category.

#### Bonus Challenge

Pick one category and count every single sound in it. Turn the **dial** all the way from the first tone to the last and keep a tally. How many did you find? Now imagine -- there are 10 categories like this. The FA-08 has over **2,000 tones** built in!

#### Pro Tip

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The **FX/OTHER** category (button 10) is full of wild surprises. You'll find laser sounds, thunder, applause, helicopter noises, and things you never expected to come out of a keyboard. It's worth exploring just for fun.

# Challenge 1: Two Sounds at Once

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*Layer two tones together so every key plays both sounds at the same time.*

**Difficulty:** ★■ ■■ **Time:** ~5 minutes

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## What You'll Learn

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- How to turn on Dual mode to layer two sounds
- How to change either sound independently
- How to turn Dual mode back off
- A secret shortcut for picking both sounds at once

## What You Need

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- Your FA-08 powered on with a sound selected (complete Track 1 first)

## Steps

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### 1. Start with a Sound You Like

Pick any tone you enjoy. Press a tone button (like **[A.PIANO/E.PIANO]**) and turn the **dial** to find a sound you like. Play a few notes to confirm it sounds good.

This is your **Part 1** sound -- the main tone.

### 2. Turn On Dual Mode

Press the **[DUAL]** button. It's right above the keyboard on the left side. The button lights up to show it's active.

Now play the keyboard. You should hear **two sounds at once!** The FA-08 is playing Part 1 and Part 2 together, layered on top of each other. Every key triggers both tones.

This is great for making thick, rich sounds. The combos are endless. Try these classic layering combinations:

- **Concert Grand + Full Strings** -- the cinematic ballad sound. Lower the strings volume so they sit underneath.
- **Classic EP + JP Warm Pad** -- dreamy neo-soul. The pad adds warmth without covering the EP's bell-like attack.
- **Church Organ + Cathedral Choir** -- instant pipe-organ-with-voices grandeur.

### 3. Change the Second Sound

Want to pick a different sound for Part 2? Use the **cursor buttons** (the arrow keys near the screen) to move the highlight to the Part 2 tone. Now turn the **dial** to browse through different tones for that part.

Play the keyboard after each change to hear how the two sounds blend together.

### 4. Change the First Sound Too

Move the cursor back to Part 1 and turn the **dial** to change that one as well. Mix and match until you find a combination that sounds amazing.

### 5. Turn Off Dual Mode

When you're done layering, press **[DUAL]** again. The light goes dark and you're back to playing just one sound. Simple as that.

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#### Did It Work?

When **[DUAL]** is lit, you should clearly hear two different sounds playing at the same time with every key press. If you only hear one sound, try moving the cursor to Part 2 and turning the **dial** to select a very different tone (like strings or a pad) so the layering is obvious.

#### Bonus Challenge

Try this shortcut: while in Dual mode, press **two tone buttons at the same time**. For example, hold **[A.PIANO/E.PIANO]** and press **[STRINGS/ORCHESTRA]** together. This picks both sounds at once -- piano on Part 1, strings on Part 2. Instant cinematic combo!

## Pro Tip

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Layering works best when the two sounds occupy different frequency ranges or have different attack characteristics. A piano has a sharp attack that fades; a string pad has a slow swell that sustains. Together, you get the best of both -- the piano's percussive clarity with the strings' sustaining warmth. This same principle applies to any duo: pair something that starts fast with something that lingers.

# Challenge 2: Split the Keyboard

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*Play bass with your left hand and piano with your right -- at the same time!*

**Difficulty:** ★■ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to split the keyboard into two separate sounds
- How to change which sounds each hand plays
- How to move the split point to any key you want

## What You Need

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- FA-08 powered on with volume up
- Any sound currently selected (it doesn't matter which one)

## Steps

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### 1. Turn On Split Mode

Press **[SPLIT]**. The button lights up!

Your keyboard is now two instruments. Your right hand plays the **upper tone** (Part 1) and your left hand plays the **lower tone** (Part 2). Try it -- play low notes with your left hand and high notes with your right. You should hear two different sounds.

### 2. Change the Left-Hand Sound

See the display? It shows both tones. Use the **cursor buttons** to highlight the lower tone (Part 2). Now turn the **dial** to scroll through sounds.

Try picking a bass or string sound for your left hand. Here are some great split setups to try: - **Left: Fingered Bass / Right: Classic EP** -- the classic jazz/R&B combo. Walk a bass line while comping chords. - **Left: Acoustic Bass / Right: Nylon Guitar** -- instant bossa nova duo. - **Left: Synth Bass /**

**Right: Saw Lead** -- an 80s synth-pop rig.

### 3. Change the Right-Hand Sound

Use the **cursor buttons** to move up to the upper tone (Part 1). Turn the **dial** to pick a different sound for your right hand.

A piano, organ, or synth lead works perfectly. Now play with both hands -- you've got a whole band going!

### 4. Move the Split Point

Here's a cool trick. Maybe you want more keys for your right hand, or more for your left. You get to decide where the split happens.

Hold **[SPLIT]** and press any key on the keyboard. That key becomes the first note of the upper section (right hand). Everything below it belongs to your left hand.

Try moving the split point around until it feels comfortable.

### 5. Turn Off Split Mode

When you're done, press **[SPLIT]** again. The light goes dark, and you're back to one sound across the whole keyboard.

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#### Did It Work?

Play some notes on the left side and then the right side. If you hear two completely different sounds, you nailed it! Try playing a bass line with your left hand while your right hand plays a melody. That's what split mode is all about.

#### Bonus Challenge

Want to get really wild? Try turning on **both** Split AND Dual at the same time. Press **[SPLIT] + [DUAL]** together. This opens up Multi Part Play, where you can use all 16 parts and assign sounds however you like. It's like having a whole orchestra at your fingertips!

#### Pro Tip

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When you find a split combo you love (like bass + piano), save it so you don't lose it! Press **[WRITE]**, choose "Studio Set," pick a save spot, and confirm. That way your favorite split setup is always one button press away.

# Boss: Octave Rocket

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*Shift the keyboard range up and down to reach super-high or ultra-low notes.*

**Difficulty:** ★■ ■ ■ **Time:** ~5 minutes

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## What You'll Learn

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- How to shift the keyboard up or down by whole octaves
- How to reset to the normal range instantly
- How to transpose by single semitones for key changes

## What You Need

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- FA-08 powered on with volume up
- A piano or other melodic sound selected (so you can clearly hear the pitch changes)

## Steps

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### 1. Blast Off -- Shift Up!

Find the **OCTAVE [UP]** button (above the left side of the keyboard). Press it once. Now play a few notes.

Whoa -- everything sounds higher! Press it again. Even higher. You can press it up to **3 times** to go three octaves above normal. That's way up in tinkly, sparkly territory.

### 2. Come Back Down

Now press **OCTAVE [DOWN]**. Each press brings you back down one octave. Keep pressing to go below where you started. You can go **3 octaves down** -- that's deep, rumbling bass territory.

### 3. Reset to Home Base

Lost track of where you are? No worries. Press **OCTAVE [DOWN]** and **OCTAVE [UP]** at the same time. Boom -- you're back to the normal range. Zero octave shift. Easy.

## 4. Try Transpose for Smaller Shifts

Sometimes you don't need a whole octave. Maybe you just need to shift by one or two notes to match a singer or another instrument. That's what transpose does.

Hold **[TRANSPPOSE]** and press **[INC]** to go up one semitone (one half step). Hold **[TRANSPPOSE]** and press **[DEC]** to go down one semitone. You can go anywhere from **-5 to +6 semitones**.

Play a chord before and after transposing. Same finger position, different key -- if a singer needs the song in Eb instead of D, just transpose up one semitone and keep your same fingerings. No re-learning required.

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### Did It Work?

Play the same note or melody, then press **OCTAVE [UP]** once and play it again. It should sound noticeably higher -- like jumping up to a new level. Press both octave buttons together to reset, and the sound goes back to normal.

### Bonus Challenge

Pick a simple melody you know (like "Twinkle Twinkle Little Star" or "Happy Birthday"). Play it at normal pitch. Then shift up one octave and play it again. Then shift down one octave and try again. Notice how the same melody feels totally different at each octave -- bright and sparkling up high, warm and powerful down low. How many octaves can you play it in before it sounds silly?

### Pro Tip

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The octave buttons are super handy when you're using Split the Keyboard. If the bass side of your split doesn't go low enough, use **OCTAVE [DOWN]** to extend your range without moving the split point. You can reach notes that aren't even on the physical keyboard!



A L B U M

2

**Twist and Shape**

*Modify sounds and use performance tools*

Track 1: Knob Twister

Track 2: Effects Playground

Track 3: Reverb and Chorus

Challenge 1: One-Finger Band

Challenge 2: Drum Machine

Challenge 3: D-Beam Master

Boss: Save Your Favorites

# Track 1: Knob Twister

Shape any sound with the SOUND MODIFY knobs -- make it dark, bright, punchy, or floaty.

Difficulty: ★★ ■ Time: ~10 minutes



## What You'll Learn

- How to use the SOUND MODIFY knobs to change the way a sound feels
- What Cutoff, Resonance, Attack, Release, Pan, and Level do
- How to switch to the right knob group with **[SELECT]**

## What You Need

- Your FA-08 powered on with speakers or headphones connected
- Any sound selected (a piano or synth pad works great)

## Steps

### 1. Pick a Sound to Twist

Press any tone button to choose a starting sound. Something with a long sustain works best. Try pressing **[SYNTH/PAD]** and turning the **dial** to find a pad sound you like. **JP Warm Pad** is perfect for this -- its rich harmonics respond beautifully to every knob. Also try **0870 Borrowed** -- twist the Cutoff and Resonance together and you'll get eerie bird-like calls and alien textures.

Play a few notes and listen. This is your "before" sound. Remember what it sounds like!

## 2. Switch to Sound Shaping Mode

Look at the six **SOUND MODIFY** knobs on the left side of your FA-08. These knobs do different things depending on which group is active.

Press **[SELECT]** until the **first LED** (top one) is lit. This is **Group 1: Sound Shaping**. Now each knob controls something about the sound itself.

## 3. Turn Knob [1] -- Cutoff (Brightness)

This is like a brightness dial for your sound. Turn it slowly to the right and left while holding a key down.

- **Turn left** = darker, more muffled (like hearing music through a wall)
- **Turn right** = brighter, more sparkly (like opening a window)

Technically, this is a low-pass filter sweeping the cutoff frequency. Turn left and you're rolling off the upper harmonics; turn right and you're letting them through. If you've played with EQ on a mixing board, this is the same idea -- but in real time.

Play some notes and sweep the knob back and forth. Hear the difference?

## 4. Turn Knob [2] -- Resonance (Wah Character)

This one adds a "wah" quality to the sound. It makes the Cutoff filter more dramatic.

- **Turn left** = smooth, no emphasis
- **Turn right** = more "wah," almost like the sound is talking

Try turning Cutoff (Knob **[1]**) slowly while Resonance (Knob **[2]**) is set to about 3 o'clock. You'll hear a sweeping 'wah' effect -- that's the filter's resonant peak emphasizing harmonics right at the cutoff frequency.

## 5. Turn Knob [3] -- Attack (How Fast the Sound Starts)

Attack controls how quickly the sound appears when you press a key.

- **Turn left** = slow fade-in (the sound swells up gently, like a cloud appearing)
- **Turn right** = instant start (the sound hits right away, like a hammer)

Try setting it all the way left, then play a note. It fades in slowly, right? Now turn it all the way right. Snap! Instant sound.

## 6. Turn Knob [4] -- Release (How Long the Sound Fades)

Release controls what happens after you let go of a key.

- **Turn left** = the sound stops quickly (short and tight)
- **Turn right** = the sound keeps ringing and slowly fades away (dreamy and floaty)

Hold a chord, then lift your fingers. Listen to how long the sound hangs around. Now change the knob and try again.

## 7. Turn Knob [5] -- Pan (Left and Right)

Pan moves the sound between your left and right speakers or headphones.

- **Turn left** = sound comes from the left
- **Center** = sound is in the middle
- **Turn right** = sound comes from the right

This one is most obvious with headphones on. Try it!

## 8. Turn Knob [6] -- Level (Volume)

This one is simple. It controls the volume of the current part.

- **Turn left** = quieter
- **Turn right** = louder

Good for balancing sounds when you're using Split or Dual mode.

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## Did It Work?

You should hear the sound change in real time as you turn each knob. If nothing happens: - Make sure the **first LED** next to the knobs is lit (press **[SELECT]** until it is) - Make sure you're holding down a key while turning the knobs so you can hear the changes - Try a different sound -- some sounds respond more dramatically than others

## Bonus Challenge

Select a synth pad sound (press **[SYNTH/PAD]** and browse with the **dial**). Now try to make it as weird as possible! Crank the Resonance up, set a slow Attack, add a long Release, and sweep the Cutoff back and forth while you play. Can you make it sound like an alien spaceship? An underwater whale? A haunted house? For an extra challenge, try **Saw Lead** -- crank the Resonance, set a slow Attack, and sweep the Cutoff. You'll hear why analog-style synth filters are legendary.

## Pro Tip

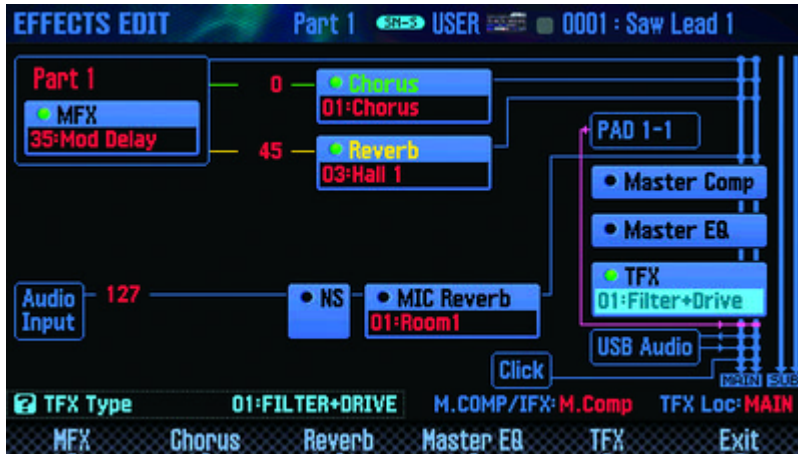
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Your knob changes are temporary. If you switch to a different tone, your tweaks disappear. If you create a sound you love, press **[WRITE]** and save it as part of your Studio Set so you can come back to it later.

# Track 2: Effects Playground

*Sweep through wild effects that make your keyboard sound like a DJ booth, a broken robot, or an old vinyl record.*

Difficulty: ★★ ■ Time: ~10 minutes



## What You'll Learn

- How to browse and apply TFX (Total Effects) using the SOUND MODIFY knobs
- What some of the coolest effects sound like
- How to turn effects on and off

## What You Need

- Your FA-08 powered on with speakers or headphones connected
- Any sound selected (piano, synth, organ -- anything works)

## Steps

### 1. Pick a Sound to Mangle

Press any tone button and select a sound. Something you play a lot is perfect -- you'll really hear how the effects change it. A piano or electric piano is a great starting point.

Play a few notes so you know what "normal" sounds like.

## 2. Switch to Global Control

Press **[SELECT]** until the **bottom LED** (the last one) is lit. This is **Group 4: Global Control**. Now your knobs control effects that apply to everything you hear.

## 3. Browse Effects with Knob [5] (TFX SELECT)

Turn Knob **[5]** slowly to the right. This scrolls through 29 different Total Effects. Watch the screen -- it shows the name of the effect as you turn.

Don't hear anything different yet? That's because you need the next step!

## 4. Apply the Effect with Knob [6] (TFX CTRL)

Turn Knob **[6]** to the right while playing some notes. This controls how strong the effect is.

- **All the way left** = effect at minimum
- **Turn right** = more and more effect

Now you should hear something wild happening to your sound!

## 5. Try These Awesome Effects

Use Knob **[5]** to dial to these effects, then use Knob **[6]** to hear them in action. Play some notes or hold a chord while you turn Knob **[6]**.

**DJFX Looper (#3)** -- Stutters and repeats your sound like a DJ scratching a record. Turn Knob **[6]** and listen to it chop up your playing! Sounds incredible with a piano or electric piano -- play a chord and let the looper chop it into rhythmic fragments.

**Bit Crash (#5)** -- Makes everything sound crunchy and retro, like an old video game. The more you turn Knob **[6]**, the more lo-fi it gets. Try this on a clean electric piano for instant lo-fi beats, or on Full Strings for a glitchy cinematic texture.

**Delay (#8)** -- Adds echoes that repeat after you play. Like shouting into a canyon and hearing your voice bounce back. Pair this with Nylon Guitar or a bell-like synth for shimmering ambient echoes that build on each other.

**Vinyl Sim (#25)** -- Adds the crackle and warmth of an old vinyl record. Your keyboard suddenly sounds vintage! Layer this over a Jazz Organ or Classic EP and close your eyes -- you're in a smoky vinyl lounge.

**Radio Tuning (#26)** -- Makes it sound like you're hearing the music through an old AM radio. Turn the knob to "tune in" and "tune out." Works on anything, but try it on Cathedral Choir for an eerie, distant broadcast effect.

## 6. Turn TFX Off

When you're done experimenting, turn Knob **[5]** all the way to the left. This turns the TFX off completely, and your sound goes back to normal.

Clean and simple!

---

### Did It Work?

You should hear dramatic changes to your sound as you turn Knob **[6]** with different effects selected. If nothing happens: - Make sure the **bottom LED** is lit (press **[SELECT]** until it is) - Try turning Knob **[6]** further to the right -- some effects are subtle at low levels - Make sure you're playing notes while turning the knob

### Bonus Challenge

There are **29 Total Effects** on the FA-08. Can you try every single one? Turn Knob **[5]** slowly from left to right and stop at each effect. Play some notes and crank Knob **[6]** to hear what each one does. Which one is your favorite? Which one is the wildest?

## Pro Tip

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TFX effects apply to your entire sound output -- everything you hear goes through them. That makes them perfect for live performance moments. Imagine playing a normal piano piece, then slowly sweeping in the Bit Crash effect for a dramatic breakdown. The audience won't know what hit them!

# Track 3: Reverb and Chorus

---

*Add depth with reverb and width with chorus -- the two effects that turn a dry sound into a living space.*

**Difficulty:** ★■ ■ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to add Reverb (room echo) to make sounds feel big and spacious
- How to add Chorus (shimmer) to make sounds feel wide and lush
- What Compressor and Tone do in simple terms
- How to use the Global Control knobs to dial in the perfect vibe

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- Any sound selected (we'll suggest a few to try)

## Steps

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### 1. Pick a Piano Sound

Press **[A.PIANO/E.PIANO]** and use the **dial** to find a piano you like. Play a few notes. It probably sounds clean and dry right now. That's about to change!

### 2. Switch to Global Control

Press **[SELECT]** until the **bottom LED** (the last one) is lit. This is **Group 4: Global Control**. These knobs add effects to your whole sound.

### 3. Add Reverb with Knob [4]

Turn Knob **[4]** slowly to the right while playing some notes.

Reverb adds the echo of a room or hall around your sound. It's like the difference between playing in a tiny closet and playing in a huge cathedral.

- **Turn left** = dry, close, no echo
- **A little right** = small room, warm and cozy
- **More right** = big concert hall, epic and wide

Start with the reverb level around **30-40** -- enough to hear a clear tail without drowning the original sound. For a grand piano, this mimics a concert hall; for electric piano, think of a jazz club ambiance.

Play a chord and let it ring. Hear how the notes hang in the air? That's reverb doing its magic.

#### 4. Add Chorus with Knob [3]

Now turn Knob [3] to the right while playing.

Chorus makes the sound shimmer and feel wider. It works by doubling your signal with slight pitch and timing variations -- like a string section where every player is slightly different. Start around **20-30** for a subtle thickening. Push it to **60+** and you'll hear a lush, shimmering, rotary-speaker effect -- as if the sound is spinning through the room.

- **Turn left** = clean, no shimmer
- **Turn right** = wider, more shimmery, like sunlight on water

Chorus sounds amazing on electric pianos, pads, and strings.

#### 5. Try the Compressor with Knob [1]

Turn Knob [1] to the right.

The Compressor smooths out your volume. It makes quiet notes louder and loud notes softer, so everything feels more even and controlled. Think of it as an automatic volume helper.

- **Turn left** = natural dynamics (soft is soft, loud is loud)
- **Turn right** = smoother, more consistent volume

This one is subtle. You might notice it most when you play a mix of soft and hard notes.

#### 6. Try the Tone Knob with Knob [2]

Turn Knob **[2]** left and right while playing.

- **Turn left** = punchy and warm (more middle frequencies, like a cozy blanket)
- **Turn right** = bright and scooped (sparkly highs, thumpy lows, less middle)

This changes the overall character of your sound. Try both extremes and find what you like!

## 7. Combine Reverb and Chorus on a Pad

Now let's try a different sound. Press **[SYNTH/PAD]** and browse with the **dial** to find a pad sound. Play and hold a big chord.

Turn up both Reverb (Knob **[4]**) and Chorus (Knob **[3]**). The pad should sound absolutely huge -- wide, echoey, and gorgeous. This is how movie soundtrack sounds are made!

---

### Did It Work?

You should hear your sound get bigger, wider, and more spacious as you turn up Reverb and Chorus. If the effect seems weak: - Make sure the **bottom LED** is lit (press **[SELECT]** until it is) - Try turning the knobs further to the right - Pad and string sounds show off these effects the most

### Bonus Challenge

Press **[STRINGS/ORCHESTRA]** and find a string ensemble sound. Now turn **both** Reverb (Knob **[4]**) and Chorus (Knob **[3]**) all the way to the right. Play a slow, dramatic chord. Does it sound like a movie soundtrack? Try adding the Compressor (Knob **[1]**) too for extra smoothness. Maximum epic mode!

### Pro Tip

A little reverb goes a long way. In most real music, you want just enough reverb to give the sound some space, but not so much that everything turns into a blurry wash. Start with the knob at about one-quarter turn and adjust from there. Save the "maximum reverb" setting for special moments! Reverb and chorus serve different spatial purposes: reverb adds front-to-back depth (how far away something sounds), while chorus adds left-to-right width (how wide it feels in stereo). Use both together, but go easy -- a little of each goes further than a lot of one.

# Challenge 1: One-Finger Band

---

*Play full arpeggiated chords with just one finger -- Chord Memory and Arpeggio team up to make you sound like a pro.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to play full chords by pressing just one key (Chord Memory)
- How to turn held notes into automatic arpeggios (Arpeggio)
- How to combine both for one-finger magic
- How to change the speed with the Tempo knob

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- A sound selected (synth, piano, or electric piano all work great)

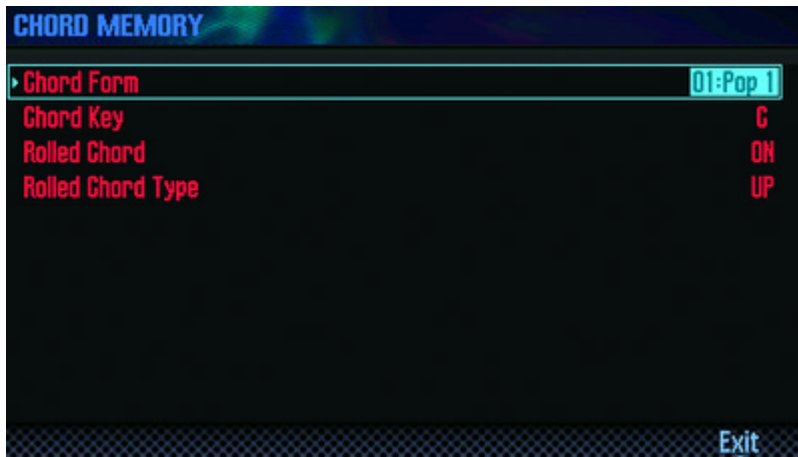
## Steps

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### 1. Pick a Great Sound

Press **[SYNTH/PAD]** or **[A.PIANO/E.PIANO]** and use the **dial** to find a sound you like. Something bright and clear works best for this challenge so you can really hear the notes.

Play a few notes normally. Right now, one key = one note. We're about to change that!



## 2. Turn On Chord Memory

Press **[CHORD MEMORY]**. The button lights up.

Now press a single key on the keyboard. Surprise -- a full chord comes out! One finger, multiple notes. The FA-08 is automatically building chords based on the note you press.

Try pressing different keys up and down the keyboard. Each one plays a complete chord. You're already sounding like you've been playing for years!

## 3. Turn On the Arpeggiator

Now press **[ARPEGGIO]**. That button lights up too.

Hold down a key. Instead of just hearing a chord, the notes of the chord play one at a time in a pattern -- up, down, or in a cool rhythm. That's an arpeggio!

You're now playing arpeggiated chords with one finger. Move to different keys and the arpeggio follows. This is the one-finger band!

## 4. Change the Speed

Find the **[TEMPO]** knob (above the keyboard, near the right side). Turn it left to slow the arpeggio down. Turn it right to speed it up.

Try it really slow -- each note rings out clearly. Now try it fast -- it becomes a shimmering cascade of notes. Find a speed that feels good to you.

## 5. Play a Song!

Hold one key at a time and move between notes to play a chord progression. Even simple movements sound amazing with the arpeggiator running.

Try this: press C, then F, then G, then back to C. Hold each one for a few beats. That's a I-IV-V-I progression -- the backbone of rock, blues, and country. Now try C, G, Am, F -- that's a I-V-vi-IV, the most common pop chord progression ever written (think "Let It Be," "No Woman No Cry," countless others). You're playing full songs with one finger!

## 6. Turn Everything Off

Press **[ARPEGGIO]** to turn the arpeggiator off (light goes out). Press **[CHORD MEMORY]** to turn chord memory off (light goes out). Back to normal!

---

### Did It Work?

When both **[CHORD MEMORY]** and **[ARPEGGIO]** are lit, pressing a single key should produce an arpeggiated chord -- a repeating pattern of notes that plays automatically. If you only hear a single note: - Make sure both buttons are lit up - Try holding the key down (the arpeggio plays while you hold) - Check that the **[VOLUME]** knob is turned up

### Bonus Challenge

Want to try different arpeggio patterns? While **[ARPEGGIO]** is lit, press **[ARPEGGIO]** again to open the arpeggio settings. Look for **Style** and turn the **dial** to browse through over 128 different patterns. Some go up, some go down, some bounce around, and some play cool rhythms. Try a few and find your favorite! Pattern styles include straight up/down arpeggios, broken chord patterns, and rhythmic sequences. The slower patterns work beautifully with pad sounds; the faster ones turn a single held note into shimmering 16th-note cascades. Press **[EXIT]** when you're done to go back to playing.

## Pro Tip

Chord Memory has 17 different chord form presets -- Pop, Jazz, Blues, Traditional, and more. Each one builds different types of chords from your single keys. **Pop** gives you major and minor triads. **Jazz** adds 7ths and 9ths for richer voicings. **Traditional** sticks to simple intervals. Try switching between Pop and Jazz on the same progression -- hear how Jazz voicings add color and sophistication to the same root notes. Hold **[SHIFT]** and press **[CHORD MEMORY]** to see the Chord Memory settings, then change the

**Type** to try different chord styles. Jazz chords sound totally different from Pop chords!

# Challenge 2: Drum Machine

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*Turn your FA-08 into a drum machine and play along with built-in rhythm patterns.*

**Difficulty:** ★■ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to start a rhythm pattern and stop it
- How to pick different rhythm groups (Rock, Pop, Jazz, and more)
- How to swap drum kits to change the feel
- How to use Intro, Fill-Ins, and Ending buttons
- How to change the tempo

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- Volume turned up to a comfortable level

## Steps

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### 1. Open the Rhythm Pattern Screen

Press **[RHYTHM PATTERN]**. The screen changes to show the rhythm controls. You'll see the name of a Rhythm Group and a Drum Kit.



## 2. Pick a Rhythm Group

Use the **cursor buttons** to move to **RHYTHM GROUP** on the screen. Now turn the **dial** to scroll through the groups.

There are a lot of choices. Here are some worth trying: - **Rock 1** -- straight 4/4 with a driving kick and snare on 2 and 4. The foundation of rock and pop. - **16Beat 1** -- busier hi-hat pattern with a funky feel. Great for R&B and modern pop. - **Jazz Swing** -- a swung ride cymbal pattern in 4/4. The kick and snare are lighter and more syncopated. - **Bossa Nova 1** -- a Latin 4/4 with the classic bossa clave pattern. Instantly transports you to a Brazilian cafe. - **6/8 Ballad** -- a waltz-like 6/8 feel. Notice how it groups into two sets of three beats instead of the usual four.

Each group comes with a full set of patterns -- an intro, two main grooves, two fills, and an ending.

Pick one that sounds fun. Rock is a great place to start.

## 3. Pick a Drum Kit

Use the **cursor buttons** to move to **DRUM KIT**. Turn the **dial** to browse different drum sounds.

Each kit changes what the drums sound like -- even though the pattern stays the same. Some kits are punchy, some are boomy, some are electronic. Try a few!

## 4. Start the Beat

Press **[3]** (Pattern A). Boom -- you've got a drum beat going! This is the main groove.

Press **[3]** again to **stop** the beat.

## 5. Try All the Pattern Buttons

Start the beat again with **[3]**, then try pressing the other buttons while it plays:

Button	What It Does
<b>[2]</b>	Intro -- plays a short intro, then automatically rolls into Pattern A
<b>[3]</b>	Pattern A -- the main groove
<b>[4]</b>	Fill-In 1 -- a quick drum fill to spice things up
<b>[5]</b>	Pattern B -- a variation of the main groove
<b>[6]</b>	Fill-In 2 -- another drum fill
<b>[7]</b>	Ending -- plays a short ending and stops automatically

Try this sequence: press **[2]** (Intro), let it play through one cycle -- it automatically loops back to the main pattern, press **[4]** (Fill-In 1), then press **[5]** (Pattern B), then press **[7]** (Ending). You just played a mini drum performance!

## 6. Change the Tempo

Turn the **[TEMPO]** knob while a pattern plays. Left = slower. Right = faster.

Try cranking it way up for a speed-metal beat, or way down for a slow jam. Same pattern, totally different vibe.

### Did It Work?

You should hear drums playing when you press **[3]**. If you hear nothing: - Is your **[VOLUME]** knob turned up? - Did you press **[RHYTHM PATTERN]** first to enter the rhythm screen? - Try turning the **dial** on the Rhythm Group to make sure a group is selected.

### Bonus Challenge

Here's the real fun: start a rhythm pattern, then **play the keyboard!** Your tone plays right on top of the drums. Try picking a bass sound and jamming a bassline. Or pick a piano and play chords over the beat. You're making music with a full band -- and you're the only one in the room.

## Pro Tip

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You can switch drum kits while a pattern is playing. The beat keeps going but the drum sounds change instantly. This is a great way to audition kits without stopping and starting. Turn the dial on the **DRUM KIT** and listen to the difference!

# Challenge 3: D-Beam Master

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*Wave your hand in the air and control sound like a wizard.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- What the D-BEAM is and where to find it
- How to use all three D-BEAM modes: Solo Synth, Expression, and Assignable
- How hand height changes the effect
- A heads-up about sunlight worth knowing

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- Volume turned up to a comfortable level
- You should be **indoors** (we'll explain why!)

## Steps

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### 1. Find the D-BEAM

Look at the top-left area of your FA-08, above the SOUND MODIFY knobs. See that black sensor strip? That's the **D-BEAM**. It uses infrared light to detect your hand above it.

Right next to the sensor, you'll find three buttons: **[SOLO SYNTH]**, **[EXPRESSION]**, and **[ASSIGNABLE]**. Each one puts the D-BEAM in a different mode.

### 2. Try Solo Synth Mode

Press **[SOLO SYNTH]**. The button lights up.

Now wave your hand slowly over the D-BEAM sensor. You should hear a synth sound! Move your hand **lower** (closer to the sensor) and the pitch changes. Move it **higher** (farther away) and the effect fades out.

You don't even need to press any keys. Your hand is the instrument. Try moving it fast for wild effects, or slow for smooth sweeps.

Press **[SOLO SYNTH]** again to turn it off.

### 3. Try Expression Mode

Press **[EXPRESSION]**. The button lights up.

Now play some notes on the keyboard and wave your hand over the D-BEAM at the same time. Your hand controls the **volume** of what you're playing.

- **Hand low** (close to sensor) = louder
- **Hand high** (far from sensor) = quieter
- **Hand away completely** = no effect (normal volume)

This is like having a volume pedal, but in the air! Try holding a chord and slowly lowering your hand to fade it in.

Press **[EXPRESSION]** again to turn it off.

### 4. Try Assignable Mode

Press **[ASSIGNABLE]**. The button lights up.

Assignable mode maps your hand movement to a parameter defined in the current studio set -- it might be a filter sweep, a pitch bend, or a modulation depth. Wave your hand over the sensor while playing keys and listen for the change. Try switching tones and waving your hand again. Each studio set can assign the D-BEAM to something different, so the same gesture produces completely different musical results.

Press **[ASSIGNABLE]** again to turn it off.

### 5. Practice Your Hand Position

The D-BEAM responds to **height**. Here's the key thing to remember:

- **Lower = more effect** (closer to the sensor, stronger signal)
- **Higher = less effect** (farther from the sensor, weaker signal)

Try holding your hand at different heights and listen to how the sound changes. You'll get better at controlling it with practice. Small, steady movements give you the most musical results.

---

### Did It Work?

You should hear a change in sound when you wave your hand over the D-BEAM sensor. If nothing happens: - Make sure one of the three D-BEAM buttons is **lit up**. - Move your hand **directly over** the sensor strip, not off to the side. - Try moving your hand **closer** to the sensor -- you might be too high. - Are you near a sunny window? **Sunlight interferes with the D-BEAM!** The infrared sensor can get confused by bright light. Move away from windows or close the blinds.

### Bonus Challenge

Remember the arpeggiator from One-Finger Band? Turn on **[ARPEGGIO]**, hold down some keys so the arpeggio plays, then wave your hand over the D-BEAM in **[EXPRESSION]** mode. You can fade the arpeggio in and out with your hand while it plays. It sounds awesome -- like you have a DJ mixing board in the air.

### Pro Tip

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The D-BEAM works best in **indoor lighting**. Direct sunlight, stage lights pointing at the keyboard, or very bright overhead lights can confuse the sensor. If the D-BEAM seems to trigger on its own or doesn't respond, check your lighting first. A little shade goes a long way.

# Boss: Save Your Favorites

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*Register the sounds you love for instant one-button recall.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to store a sound as a Favorite
- How to recall a Favorite instantly
- How Favorite banks work (10 banks x 10 slots = 100 favorites!)
- Why saving your studio set still matters

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- A tone you really like already selected (if not, browse around and pick one!)

## Steps

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### 1. Pick a Sound You Love

If you don't already have a favorite tone selected, go find one. Press any **tone button** (like **[A.PIANO/E.PIANO]** or **[SYNTH]**) and turn the **dial** to browse. Play the keys until you find a sound that makes you smile.

Got one? Great. Let's save it.

### 2. Turn On Favorites Mode

Press **[FAVORITE]**. The button lights up. The screen now shows the Favorites grid -- a row of 10 slots numbered **[0]** through **[9]**.

### 3. Pick a Bank

Press **FAVORITE [BANK]**, then press a number button **[0]** through **[9]** to choose which bank you want to store in.

Think of banks like pages. Bank 0 has 10 slots. Bank 1 has 10 more slots. All the way up to Bank 9. That's **100 favorites total**.

For your first favorite, pick Bank 0. Press **FAVORITE [BANK]**, then press **[0]**.

#### 4. Store Your Favorite

Here's the important move: **hold down [FAVORITE]** and while holding it, press a number button **[0]** through **[9]** to pick the slot.

For example, hold **[FAVORITE]** + press **[1]** to store your sound in slot 1.

The screen will confirm the save. Your sound is now locked in!

#### 5. Store a Few More

Go pick another sound you like. Repeat step 4 to store it in a different slot. Try filling up a few slots so you have sounds to jump between.

#### 6. Recall a Favorite

Now for the payoff. To jump to any saved sound instantly:

1. Press **[FAVORITE]** to light it up (if it isn't already)
2. Press **FAVORITE [BANK]** + a number to pick the bank
3. Press a number **[0]** through **[9]** to load that slot

BAM -- your saved sound loads immediately. No scrolling, no searching. One button and you're there.

Try jumping between a few of your saved favorites. Fast, right?

---

### Don't Forget: Save!

Here's something important. Your Favorites remember **which sound goes in which slot**, and that part sticks around even when you power off. But the sounds themselves live inside **Studio Sets**. If

you change a studio set or load a different one, the underlying tone could change.

The safest move: after you set up your favorites, press **[WRITE]** and save your **Studio Set**. That way the tones your favorites point to are locked in too.

Quick save: 1. Press **[WRITE]** 2. Select **Studio Set** 3. Choose a save destination 4. Confirm

Now everything is safe. Power off and back on -- your favorites and their sounds will be right where you left them.

---

## Did It Work?

You should be able to press a number button in Favorites mode and hear your saved sound load instantly. If it doesn't work: - Is **[FAVORITE]** lit up? You need to be in Favorites mode. - Did you **hold** **[FAVORITE]** when storing? Just pressing it toggles the mode on and off. You need to hold it down and then press a number. - Make sure you're in the right **bank**. Press **FAVORITE [BANK] + a number** to check.

## Bonus Challenge

Set up a **setlist**! Think of 5 songs you like to play. For each song, find the perfect sound. Store them in order: Song 1 in slot **[1]**, Song 2 in slot **[2]**, and so on. Now you can walk through your setlist by pressing one button per song -- just like a pro keyboard player on stage.

## Pro Tip

---

With 10 banks and 10 slots per bank, you have room for **100 favorites**. Use the banks to organize by type: Bank 0 for pianos, Bank 1 for synths, Bank 2 for your setlist, and so on. A little organization now saves a lot of scrolling later!



A L B U M

3

**Record a Song**

*Build a multi-track song from scratch*

Track 1: Fresh Start

Track 2: Lay Down a Beat

Track 3: Step-by-Step Bass

Challenge 1: Play It Live

Challenge 2: Stack It Up

Challenge 3: Fix Your Mistakes

Challenge 4: Mix It

Boss: Save Your Song

# Track 1: Fresh Start

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*Clear the deck and get your FA-08 ready to record a brand new song.*

**Difficulty:** ★■ ■■ **Time:** ~5 minutes

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## What You'll Learn

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- How to enter multi-part mode so you can use all 16 parts
- How to clear old song data from the sequencer
- How to set the tempo for your new song
- How to peek at different tracks and hear their sounds

## What You Need

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- Your FA-08 powered on with speakers or headphones connected

## Steps

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### 1. Enter Multi-Part Mode

Right now your FA-08 might only be using one or two sounds. To build a song, you need access to all 16 parts -- drums, bass, piano, strings, and more.

Press **[SPLIT]** + **[DUAL]** at the same time (hold both buttons together). Both buttons should light up. You're now in multi-part mode!

Why does this matter? A song needs more than one sound. Multi-part mode opens up all 16 parts so you can record different instruments on different tracks.

### 2. Open the Sequencer

Press **[SEQUENCER]**. You'll see the sequencer screen with a list of tracks.

This is your recording studio! Each track is like a lane on a highway -- every instrument gets its own lane.

### 3. Clear Any Old Song Data

Before you start fresh, let's make sure there's nothing left over from before.

1. Hold **[SHIFT]** + press **[3]** (Song Util)
2. Select **"Song Clear"**
3. Press **[7]** (Select)
4. Press **[6]** (OK) to confirm

Everything is wiped clean. A blank canvas!



### 4. Set Your Tempo

Turn the **[TEMPO]** knob to choose how fast or slow your song will be. Watch the number change on screen.

- Slow and chill? Try around 80 BPM.
- Medium groove? Try 100-120 BPM.
- Fast and energetic? Try 140+ BPM.

Pick whatever feels right. You can always change it later.

### 5. Explore Your Tracks

Use the **cursor left/right** buttons to move between tracks on the sequencer screen. Each track is connected to a different part with a different sound.

Try this: select a track, then play the keyboard. You'll hear whatever sound is assigned to that track. Move to another track and play again -- different sound!

Track 10 is special. That one is always reserved for drums.

---

### Did It Work?

You should see a clean sequencer screen with no recorded data on any track. When you press cursor left/right and play the keyboard, you should hear different sounds on different tracks. If both **[SPLIT]** and **[DUAL]** are lit up, you're in multi-part mode and ready to go.

### Bonus Challenge

Try scrolling through all 16 tracks and playing the keyboard on each one. Can you find the drums on Track 10? Can you find a bass? A piano? A string sound? Get to know what's already loaded up before you start recording.

### Pro Tip

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The sounds on each track come from the current Studio Set. If you want different sounds, you can change the tone on any track. We'll do that in later challenges -- for now, just get familiar with what's already there.

# Track 2: Lay Down a Beat

---

*Record a drum pattern onto the sequencer -- your song's first building block.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to pick a rhythm pattern and drum kit
- How to record that pattern onto the sequencer
- How to play back what you recorded

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- A cleared sequencer (complete Track 1: Fresh Start first)

## Steps

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### 1. Pick a Rhythm Pattern

Press **[RHYTHM PATTERN]**. You'll see the rhythm pattern screen.

Move the cursor to **RHYTHM GROUP** and turn the **dial** to browse through the groups. You'll find all kinds of styles -- Rock, Pop, Jazz, Latin, Dance, and more.

Now move the cursor to **DRUM KIT** and turn the **dial** to pick the drum sounds you like.

### 2. Preview the Beat

Press **[3]** (Pattern A) to hear the main groove. This is the bread and butter of your beat.

Don't like it? Turn the **dial** on RHYTHM GROUP to try a different one. Keep pressing **[3]** to preview until you find a beat that makes you nod your head. That's the one!

Press the same button again to stop the preview.

### 3. Open the Sequencer

Press **[SEQUENCER]** to jump to the sequencer screen.

### 4. Select Track 10 (Drums)

Use the **cursor left/right** buttons to move to **Track 10**. This is the drum track -- it's where drum patterns belong.

### 5. Start Recording

Press the **Record** button. A window pops up with recording settings.

Set these two important things: - **LOOP LENGTH**: Turn the dial to set it to **004** (that's 4 measures -- a nice standard loop) - **RHY PTN SYNC START**: Use the cursor to highlight it, then turn the **dial** to set it to **ON**

This tells the FA-08: "Record the rhythm pattern for exactly 4 measures."

### 6. Let It Record

Press **[7]** (Start). The rhythm pattern starts playing and the sequencer is recording it.

Sit back and listen for 4 measures. You don't need to play anything -- the pattern records itself!

After 4 measures, press **Stop**.

### 7. Check Your Work

Press **[SEQUENCER]** to look at the sequencer screen. You should see data appear on **Track 10**. That means the drums are recorded!

Press **Play** to hear it back. There it is -- your very first recorded track!

---



## Did It Work?

You should see recorded data on Track 10 in the sequencer screen. When you press **Play**, you should hear the drum pattern loop. If Track 10 looks empty, go back to Step 5 and make sure **RHYPTN SYNC START** is set to **ON**.

## Bonus Challenge

Try recording a different rhythm pattern for 8 measures instead of 4. Go back to **[RHYTHM PATTERN]**, pick a new group, then repeat the recording steps but set **LOOP LENGTH** to **008**. A longer loop gives you more room to breathe!

## Pro Tip

Track 10 is always the drum track on the FA-08. No matter what song you're building, drums go on Track 10. It's a MIDI tradition that goes way back -- and your FA-08 follows it automatically.

## Don't Forget: Save!

You just recorded something worth keeping! Save your studio set so the sounds stay matched to your song:

1. Press **[WRITE]**
2. Select "**Studio Set**"

3. Choose a save destination
4. Confirm

Also save the song itself:

1. Press **[WRITE]**
2. Select "**Song**"
3. Press **[7]** (Select)
4. Choose a save destination
5. Press **[7]** (Save), then **[6]** (OK) to confirm

# Track 3: Step-by-Step Bass

---

*Enter a bass line one note at a time -- like typing a message instead of saying it out loud.*

**Difficulty:** ★★ ■ **Time:** ~15 minutes

---

## What You'll Learn

---

- What step recording is and why it's useful
- How to enter notes one at a time into the sequencer
- How to insert rests (silence) between notes
- How to hear your bass line play along with the drums

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- A drum pattern already recorded on Track 10 (complete Track 2: Lay Down a Beat first)

## Steps

---

### 1. Select a Bass Track

Press **[SEQUENCER]** to see the sequencer screen. Use the **cursor left/right** buttons to select a track for your bass line. **Track 6** is a good choice.

Play the keyboard to hear what sound is on this track. If it's already a bass sound, great! If not, you can change it: press a tone category button like **[BASS]** and turn the **dial** to find a bass you like. Try **Fingered Bass** for a warm, round Motown feel, or **Picked Bass** for a brighter attack that cuts through. **Acoustic Bass** is perfect if you're going for jazz.

### 2. Enter Step Recording Mode

Here's the key move. Press the **Record** button. That puts you in realtime recording standby.

Now press **Record** again (a second time). That switches you to **step recording standby**. (The first press puts you in realtime recording standby. The second press toggles to **step recording** standby -- two modes, one button.) The screen changes to show the step recording window.

Press **[7]** (Start) to begin entering notes.

### 3. Set Your Note Length

Look for **NOTE TYPE** on screen. Turn the **dial** to choose how long each note will be.

Starting out? Try **1/1** (whole notes). Each note will last a full measure. That's nice and simple.

Want something more active? Try **1/4** (quarter notes). You'll get four notes per measure.

### 4. Set the Volume

Find **INPUT VELO** on screen. This controls how loud each note is.

- Set it to a number like **100** for a solid, confident bass sound
- Or set it to **REAL** if you want to control the volume by how hard you press each key

### 5. Enter Your Notes

Now the fun part! Press a key on the keyboard. That note gets placed at the current position in the track. The position moves forward automatically by one note length.

Press another key. Another note appears right after the first one.

Want silence between notes? Press **[4]** (Rest). That inserts a gap the length of your current note type.

Try this simple pattern to get started: 1. Press a low C note 2. Press **[4]** (Rest) 3. Press a low G note 4. Press **[4]** (Rest)

That gives you a classic bass pattern -- note, rest, note, rest. Repeat it a few more times to fill out your measures.

If you want to get fancy, try a C - C - F - F - G - G - C - C pattern (two notes on each). This is a I-IV-V pattern in C major -- the same root movement you'd find in a 12-bar blues or a classic rock song. The bass outlines the harmonic foundation that everything else sits on top of.

### 6. Finish Up

When you've entered enough notes, press **Stop**.

## 7. Listen to the Result

Press **Play**. You should hear your bass line playing along with the drums from Track 10. Your song is starting to take shape!

---

### Did It Work?

You should see recorded data on your bass track. When you press **Play**, you should hear drums AND bass together. If you only hear drums, make sure you recorded on the right track and that the track isn't muted.

### Bonus Challenge

Go back into step recording on the same track (or clear it and start over) and try **1/4** (quarter notes) instead of whole notes. A quarter-note bass line moves four times as fast and gives your song way more energy. Try a walking pattern: go up a few notes, then back down.

### Pro Tip

Step recording is perfect when you know exactly what notes you want but don't want to worry about timing. It's like typing a text message letter by letter instead of speaking into the phone. Every note lands perfectly on the beat, every time. Whenever you need precision, step recording is your best friend.

## Don't Forget: Save!

---

Your song is growing -- save your progress!

1. Press **[WRITE]**
2. Select "**Song**"
3. Press **[7]** (Select)
4. Choose a save destination

5. Press **[7]** (Save), then **[6]** (OK) to confirm

Save the studio set too (especially if you changed the bass sound):

1. Press **[WRITE]**
2. Select "**Studio Set**"
3. Choose a save destination and confirm

# Challenge 1: Play It Live

---

*Record a melody in real time -- what you play is what the FA-08 captures.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

---

- How to record your live keyboard performance onto a track
- How to use a count-in so you're ready when recording starts
- How to use quantize to auto-correct your timing
- How to use rehearsal mode to practice without recording

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- Drums and bass already recorded (complete Tracks 2 and 3 first)

## Steps

---

### 1. Pick a Track for Your Melody

Press **[SEQUENCER]** to see the sequencer screen. Use the **cursor left/right** buttons to select an empty track. **Track 1** or **Track 9** are good choices.

### 2. Choose a Sound

Play the keyboard to hear what's on this track. Want something different? Press a tone category button like **[SYNTH/PAD]**, **[PIANO]**, or **[STRINGS]** and turn the **dial** to find a sound you love.

This is your melody voice -- pick something that stands out over the drums and bass!

For your first realtime recording, try a sound with a natural sustain -- **Classic EP**, **Jazz Organ**, or **JP Warm Pad** all work great. Avoid sounds with very fast decay (like a plucked guitar) since timing mistakes are more obvious.

### 3. Enter Record Standby

Press the **Record** button once. It starts blinking, and a settings window appears. This is realtime record standby.



### 4. Set Up Your Recording (Optional but Helpful)

Before you hit Play, check these settings:

**COUNT IN:** Set this to **1 MEAS** or **2 MEAS**. This gives you one or two measures of clicks before recording actually starts. It's like a drummer counting "1, 2, 3, 4!" so everyone starts together.

**INPUT QUANTIZE:** Set this to **GRID** and choose a value like **1/8** or **1/16**. This is your safety net! It automatically snaps your notes to the nearest beat, so even if your timing isn't perfect, the recording sounds tight.

### 5. Press Play and Perform!

Press **Play**. If you set a count-in, listen to the clicks and get ready.

When recording starts, play your melody! You'll hear the drums and bass playing along. Just play what feels right. It doesn't have to be complicated -- even a simple melody sounds great over a solid beat.

Press **Stop** when you're done.

### 6. Listen Back

Press **Play** again (without Record). Now you'll hear all three parts together -- drums, bass, and your new melody. You just built a song!

---

## Did It Work?

You should hear three parts playing together: drums, bass, and melody. If you only hear two, make sure you recorded on the right track and that it isn't muted. If your timing feels off, try recording again with **INPUT QUANTIZE** set to **GRID** (see Step 4).

## Bonus Challenge

Try rehearsal mode! During recording, press the **Record** button again. It starts blinking -- that means you're in rehearsal mode. Play anything you want. Nothing is being recorded! This lets you practice your part along with the music.

When you're ready to record for real, press **Record** one more time. It lights up solid, and now your playing is being captured again. This is great for tricky sections where you want to warm up first.

## Pro Tip

Made a mistake? No problem! Hold **[SHIFT]** + press **[6]** (Undo) right after you stop recording. That erases your last take. Now you can try again. It's like a magic eraser -- one press and the mistake is gone.

## Don't Forget: Save!

---

You have a real song now! Three tracks of music. Save everything:

1. Press **[WRITE]**
2. Select **"Song"**
3. Press **[7]** (Select)
4. Choose a save destination
5. Press **[7]** (Save), then **[6]** (OK) to confirm

Save the studio set too:

1. Press **[WRITE]**
2. Select "**Studio Set**"
3. Choose a save destination and confirm

You did it -- you recorded a multi-track song on your FA-08!

# Challenge 2: Stack It Up

---

*Record multiple tracks in one go using non-stop loop recording -- no stopping between parts!*

**Difficulty:** ★★ ■ **Time:** ~15 minutes

---

## What You'll Learn

---

- How to record multiple tracks without ever pressing Stop
- How non-stop loop recording works
- How to switch tracks while the music keeps going

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- At least one track already recorded in the sequencer (try Challenge 1: Play It Live first if you haven't recorded anything yet)
- A song loaded and ready to add more parts to

## Steps

---

### 1. Open the Sequencer Screen

Press **[SEQUENCER]** to see your song. You should see at least one track with notes already recorded. Take a listen -- press **Play** to hear what you have so far, then press **Stop**.

Pick the track you want to record next. Use the **cursor left/right** buttons to highlight it.

### 2. Enter Record Standby

Press the **Record** button. It starts blinking -- that means the FA-08 is ready to record. A Record Standby window pops up on screen.

### 3. Turn On Loop Recording

Inside the Record Standby window, find these two settings and change them:

- Set **LOOP SWITCH** to **ON** (use the cursor and dial)
- Set **LOOP LENGTH** to how many measures you want -- try **004** for a 4-measure loop

This tells the FA-08 to keep looping those measures over and over instead of recording straight through.

#### 4. Start Recording Your First Part

Press **Play** to begin. You'll hear the count-in (if you have one set), then the loop starts.

Play your part on the keyboard! The loop will keep going around. Play along for a couple of passes until your part sounds good.

#### 5. Switch Tracks Without Stopping

Here's the magic trick. **Do NOT press Stop!** Instead:

1. Press **[7]** (Close) to close the Record window
2. Use **cursor left/right** to select a different track
3. Keep playing on the keyboard -- the FA-08 is now recording on the new track!

That's it. You just switched tracks and the music never stopped. The loop keeps going, and everything you play now lands on the new track.

#### 6. Keep Going or Finish Up

Want to add another part? Repeat Step 5 -- press **[7]** (Close), cursor to another track, and keep playing.

When you're happy with all your parts, press **Stop**.

---

### Did It Work?

Press **Play** to listen back. You should hear all the parts you recorded playing together at the same time. Each part lives on its own track. If a track sounds wrong, you can undo it (hold **[SHIFT]** + press **[6]** for Undo) and try again.

## Bonus Challenge

Try recording 3 or 4 tracks in one non-stop session! Set up a drum beat on one track, a bass line on the next, and a melody on top. See how many layers you can stack without ever hitting Stop. The more you add, the bigger your song sounds!

## Pro Tip

Non-stop recording is great for jamming. Because the loop keeps going, you stay in the groove the whole time. You never lose the feel of the music by stopping and starting over. Think of it like building a sandwich -- you just keep adding layers on top.

## Don't Forget: Save!

---

All that work will vanish if you power off without saving.

1. Press **[WRITE]**
2. Select "**Studio Set**" and save it to a USER slot (this keeps your sounds)
3. Press **[WRITE]** again
4. Select "**Song**" and save it (this keeps your recorded tracks)

Save both! Your sounds and your recording are stored separately.

# Challenge 3: Fix Your Mistakes

---

*Clean up a recording using Undo, Quantize, and velocity changes -- no one has to know it wasn't perfect the first time.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

---

- How to undo and redo your last recording or edit
- How to quantize (fix the timing of) your notes
- How to change velocity (make notes louder or softer)

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- A song with at least one recorded track (something that could use a little cleanup!)

## Steps

---

### 1. Listen to Your Recording

Press **[SEQUENCER]** to open the sequencer screen. Press **Play** and listen carefully. Does anything sound off? Maybe some notes landed a little early or late. Maybe a section is too quiet. Don't worry -- we can fix all of that.

Press **Stop** when you're done listening.

### 2. Try Undo (Take It Back!)

Did your last recording go badly? No problem.

Hold **[SHIFT]** + press **[6]** (Undo).

That's it! Your last recording or edit is completely undone. It's like it never happened.

Each Undo removes your most recent recording pass for that track. You can undo multiple times to step back through several takes. Redo (hold **[SHIFT]** + press **[7]**) brings a take back if you went too far.

Changed your mind? Hold **[SHIFT]** + press **[7]** for **Redo** -- it brings back what you just undid. You can flip back and forth between Undo and Redo to compare.

### 3. Open Track Modify

Now let's fix the timing. This is called **Quantize** and it's like a magic grid that snaps your notes into place.

Hold **[SHIFT]** + press **[4]** (Track Modify).

A menu appears with a list of editing tools. Use the cursor to highlight **Quantize** and press **[7]** (Select).

### 4. Set Up Quantize

You'll see a settings screen. Here's what to change:

- **Track:** Pick the track you want to fix (use the dial to choose)
- **Resolution:** This is the grid size. Try **1/8** for eighth notes or **1/16** for sixteenth notes. Pick whichever matches the feel of your part.
- **Strength:** This controls how hard the notes get pulled to the grid.
- **100%** = perfectly on the grid (tight and mechanical)
- **50%** = halfway to the grid (tighter but still human)
- Lower numbers = just a gentle nudge

### 5. Execute Quantize

When your settings look good, press **[7]** (Execute). Then press **[6]** (OK) to confirm.

Press **Play** to hear the result. Your notes should sound tighter and more in time now!

Don't like it? Hold **[SHIFT]** + press **[6]** (Undo) to go back to the original.

### 6. Change Velocity (Volume of Individual Notes)

Want to make a part louder or softer? Go back to Track Modify.

Hold **[SHIFT]** + press **[4]** (Track Modify). This time, select **Change Velocity** and press **[7]** (Select).

- **Track:** Choose the track to adjust
- **Value:** A positive number makes notes louder, a negative number makes them softer (try +10 or -10 to start)

Press **[7]** (Execute), then **[6]** (OK). Play it back and hear the difference!

---

### Did It Work?

Play your song from the beginning. The quantized track should sound more rhythmically tight. If you changed velocity, that track should sound louder or softer than before. If anything sounds wrong, remember -- Undo is always there for you. Hold **[SHIFT]** + press **[6]**.

### Bonus Challenge

Try quantizing the same track twice -- once with Strength at **100%** and once at **50%**. Listen to the difference! At 100%, everything is perfectly locked to the grid. At 50%, it's tighter but still has a human feel. Which one sounds better to you? There's no wrong answer -- it depends on the style of your song.

### Pro Tip

You don't have to quantize everything. Drums and bass usually sound better with tight timing (high Strength). But a piano solo or melody might sound more natural with looser timing (lower Strength). Use your ears!

### Don't Forget: Save!

---

Your edits are temporary until you save.

1. Press **[WRITE]**
2. Select "**Song**"
3. Press **[7]** (Select), choose your destination, press **[7]** (Save), then **[6]** (OK)

Now your cleaned-up version is locked in.

# Challenge 4: Mix It

---

*Balance your song using the Mixer -- set volumes, pan instruments left and right, and add effects.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

---

- How to open the Mixer and see all your tracks at once
- How to adjust Level (volume), Pan (stereo position), Chorus, and Reverb for each track
- How to use the compressor to tighten up the overall sound

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- A song with at least 2 or 3 recorded tracks (the more tracks, the more fun mixing is!)

## Steps

---

### 1. Open the Mixer

Press **[SEQUENCER]** to see the sequencer screen. Then hold **[SHIFT]** + press **[2]** (Mixer).

The Mixer screen appears. You can see all your tracks lined up. Each one has its own settings. This is your mixing board!

If you've mixed on any DAW or mixing board, these are the same fundamentals: Level = fader, Pan = pan pot, Reverb/Chorus = aux sends. The FA-08's mixer just puts it all on one screen.



## 2. Adjust Level (Volume)

Use the **cursor left/right** to move between tracks. Use **cursor up/down** to highlight the **Level** row. Turn the **dial** to raise or lower the volume for that track.

The goal: every instrument should be heard clearly. If the drums are drowning out the piano, turn the drum level down a bit. If the bass is too quiet, turn it up.

Start with the drums and bass -- get those sounding solid, then bring in the other instruments one at a time.

## 3. Set the Pan (Left/Right Position)

Move the cursor to the **Pan** row for a track. Turn the **dial** to move that instrument in the stereo field.

- **Center (C)** = sound comes from both speakers equally
- **Left (L)** = sound shifts to the left speaker
- **Right (R)** = sound shifts to the right speaker

Pan values go from **L64** (hard left) through **0** (center) to **R63** (hard right). Think of orchestral seating: bass and kick drum anchor the center; rhythm guitar or keys spread slightly left or right; lead instruments and backing vocals can sit further out.

Here's a good starting point: - **Drums and bass:** Keep them at **0** (center) -- they're the foundation - **Piano or keys:** Pan slightly **left** (around **L20**) - **Guitar or strings:** Pan slightly **right** (around **R20**) - **Other instruments:** Spread them out so nothing is stacked on top of each other

This makes your song feel wide and spacious instead of everything piling up in the middle.

#### 4. Add Reverb (Space and Depth)

Move the cursor to the **Reverb** send level for a track. Turn the **dial** to add reverb.

Reverb makes an instrument sound like it's in a big room or hall. A little bit goes a long way!

A good starting point for reverb send levels: - **Drums and bass: 0** (keeps the low end tight and punchy) - **Piano and pads:** Around **30-40** (adds depth without muddiness -- sounds beautiful and open) - **Melody instruments:** Around **20-30** (just enough to blend into the mix without pushing it back)

#### 5. Add Chorus (Shimmer and Width)

Move the cursor to the **Chorus** send level. Chorus adds a shimmery, slightly doubled effect.

Try adding a small amount to pads or strings. It makes them sound wider and more lush. Keep it off drums and bass -- they should stay tight and focused.

#### 6. Tighten It Up with the Compressor

Want your whole mix to sound more polished? Try this:

Press **[SELECT]** to switch to **Global Control**. Now turn **Knob [1]** slowly to the right.

This adds compression to the overall mix. Compression evens out the loud and quiet parts, making everything sound glued together and punchy. Don't overdo it -- a little goes a long way.

---

#### Did It Work?

Press **Play** and listen to your song from the beginning. It should sound more balanced now -- every instrument in its own space, nothing too loud or too quiet, and a nice sense of depth from the reverb. If something sticks out, go back to the Mixer and tweak it. Mixing is all about small adjustments!

#### Bonus Challenge

Try soloing each track one at a time. In the sequencer screen, move the cursor to the **SOLO** setting for a track and turn the **dial** to turn it on. Now you hear only that track. Listen closely -- does it sound good on its own? Adjust its level and effects, then unsolo it and listen in context with everything else. Do this for every track in your song. This is how the pros mix!

## Pro Tip

Mixing is more about turning things **down** than turning things up. If one instrument can't be heard, try lowering the other instruments instead of boosting the quiet one. This keeps your overall volume from getting too hot and distorted.

## Don't Forget: Save!

---

Mixer settings are part of the Studio Set. If you don't save, your mix disappears!

1. Press **[WRITE]**
2. Select "**Studio Set**"
3. Press **[7]** (Select), choose a USER destination
4. Press **[2]** (Rename) to name it something you'll remember
5. Press **[7]** (OK), then **[7]** (Write), then **[6]** (OK)

Also save your song: press **[WRITE]**, select "**Song**", and save it too.

# Boss: Save Your Song

---

*Save your Studio Set AND your Song -- because losing your music is the worst feeling ever.*

**Difficulty:** ★■ ■ ■ **Time:** ~5 minutes

---

## What You'll Learn

---

- Why you need to save two things (Studio Set and Song)
- How to save the Studio Set (your sounds)
- How to save the Song (your recorded tracks)
- What the "Save with sample" option does

## What You Need

---

- Your FA-08 powered on
- A song you've been working on that you want to keep!

## Steps

---

### 1. Understand What You're Saving

Here's the key thing: your song is actually made of **two separate pieces**.

- **Studio Set** = the sounds you used (which piano, which bass, which drums, etc.)
- **Song** = the notes you recorded (what you played and when)

You need to save **both**. If you only save the Song, it might play back with the wrong sounds. If you only save the Studio Set, you keep the sounds but lose all your recorded tracks.

Important: if you load a different Studio Set after saving a Song, the Song plays back with the new Studio Set's sounds -- not the ones you recorded with. Always save both the Studio Set and the Song together to preserve the complete package.

Think of it this way: the Studio Set is your band (who's playing), and the Song is the sheet music (what they play). You need both to hear your music the way you made it.

## 2. Save the Studio Set (Your Sounds)

Let's save the sounds first.

1. Press **[WRITE]**
2. Select "**Studio Set**"
3. Press **[7]** (Select)
4. Turn the **dial** to choose a **USER** destination slot -- pick an empty one or one you're OK overwriting
5. Press **[2]** (Rename) to give it a name you'll remember
6. Turn the **dial** to pick each letter
7. Use **cursor left/right** to move between characters
8. Try something like "MY ROCK SONG" or "COOL BEAT 1"
9. Press **[7]** (OK) to confirm the name
10. Press **[7]** (Write)
11. Press **[6]** (OK) to confirm

Done! Your sounds are saved.

## 3. Save the Song (Your Recorded Tracks)

Now let's save the actual recording.

1. Press **[WRITE]**
2. Select "**Song**"
3. Press **[7]** (Select)
4. Choose a destination slot (turn the **dial** to find one)
5. **Important:** Look for "**Save with sample**" on screen. If you used any sampler pads in your song, make sure this is checked! If you didn't use the sampler, you can leave it unchecked.
6. Press **[7]** (Save)
7. Press **[6]** (OK) to confirm

The FA-08 saves your song to the SD card. If you checked "Save with sample," this can take about **90 seconds** -- don't turn off the power while it's saving!

#### 4. Verify Your Save

Want to make sure it worked? Press **[SONG SELECT]** and turn the **dial**. You should see your song in the list with the name you gave it. That means it's safely stored on the SD card.

---

#### Did It Work?

Your song and studio set are now saved. Even if you turn off the FA-08, load a different song, or change all the sounds, you can always come back. Just load the song with **[SONG SELECT]**, and load the studio set from the USER bank. Everything will be exactly the way you left it.

#### Bonus Challenge

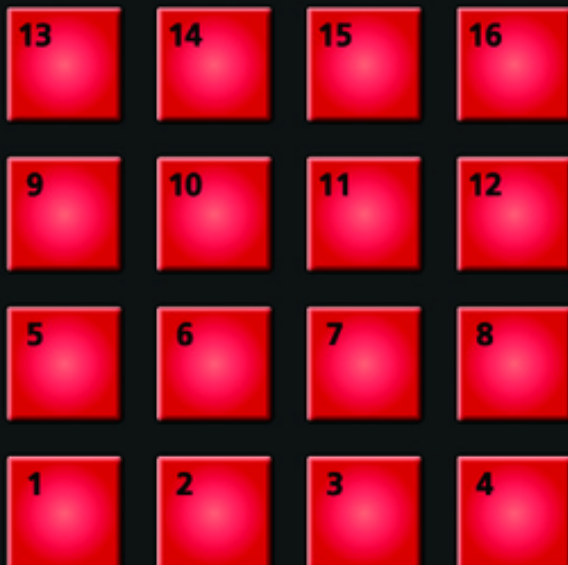
Before saving, give your song a really cool name! Press **[2]** (Rename) in the save screen and get creative. "SPACE JAM" sounds way better than "SONG 003." Future you will thank present you when scrolling through a list of songs later.

#### Pro Tip

---

Songs save to the SD card, and saving with samples included can take about 90 seconds. Never turn off the power while it's saving -- you could lose the song and corrupt the SD card. Wait until the screen goes back to normal before touching anything. Also, back up your SD card to a computer from time to time. Just pop the card out, copy everything to a folder on your computer, and put it back. That way your music is safe even if something happens to the card.

## SAMPLER



GENERAL

A L B U M

4

# Sampler Master

*Record and perform with your own sounds*

Track 1: Capture a Sound

Track 2: Pad Performer

Track 3: Trim and Loop

Boss: Import a Sound

# Track 1: Capture a Sound

---

*Record what you play on the keyboard and save it to a pad.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

---

- How to enter Sampling mode
- How to record your keyboard playing onto a pad
- How to tell which pads are empty and which already have samples

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- Any sound selected that you want to sample (a piano, synth, or anything you like)

## Steps

---

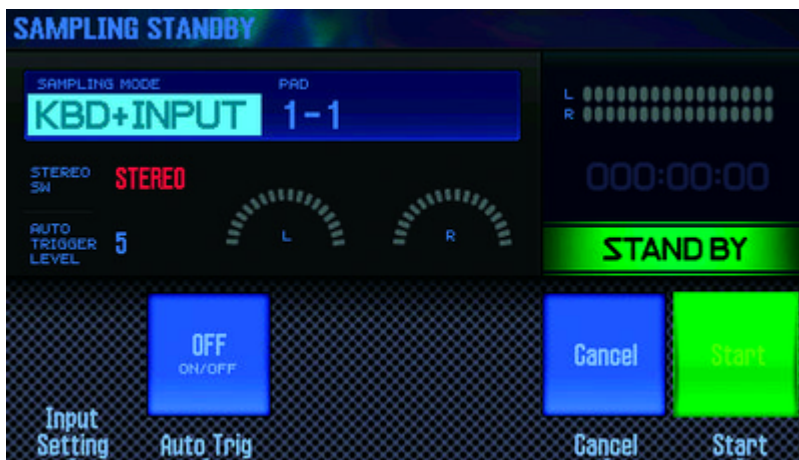
### 1. Enter Sampling Mode

Press **[SAMPLING]**. The button lights up, and the pads come alive!

Look at the pads carefully: - **Blinking pads** = empty (ready to record onto) - **Solid pads** = already have a sample on them

### 2. Pick Your Destination Pad

Press any **blinking (empty) pad**. This is where your new sample will be saved. The pad lights up and the SAMPLING STANDBY screen appears on the display.



### 3. Select Keyboard Mode

Turn the **dial** to select the sampling mode. You want **KBD** (keyboard only). This means the FA-08 will record exactly what you play on the keys -- nothing else.

### 4. Check Your Volume Level

Watch the **level meter** on screen. Play a few notes on the keyboard to test. You want the meter to get nice and high, but it should NOT hit the very top (that's called clipping, and it sounds bad).

If the meter is too low, play harder. If it's hitting the top, play a little softer.

### 5. Start Recording

Ready? Press **[7]** (Start). Recording begins right away!

### 6. Play Something Awesome

Play a melody, a chord, a riff -- whatever you want to capture. This is your moment!

### 7. Stop Recording

When you're done playing, press **[6]** (Stop). The sample is automatically saved to your pad. That's it!

### 8. Listen Back

Now press the **pad** you just recorded to. Your performance plays back! You just captured a sound.

---

**Did It Work?**

When you press the pad, you should hear exactly what you played during recording. If the pad is silent: - Make sure you selected **KBD** mode (not INPUT) - Make sure the level meter was showing signal when you played - Try again -- press [**SAMPLING**], pick an empty pad, and record once more

### Bonus Challenge

Try recording a big fat chord or a short melody as one sample. Now you can play it back instantly with one tap of a pad! Try recording different things on different pads and tapping them in a rhythm.

### Pro Tip

---

The sampling mode **KBD+INPUT** records everything at once (keyboard + microphone + anything else plugged in). If you only want the keyboard, always make sure you pick **KBD**.

# Track 2: Pad Performer

---

*Learn to perform with the pads like a pro -- play, hold, switch banks, and unlock Virtual Pad mode.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

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- How to play multiple pads at the same time
- How to use Hold to sustain a sample hands-free
- How to switch between pad banks for more sounds
- How to stop all pads at once (the panic button!)
- How to turn the display buttons into extra pads with Virtual Pad

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- At least a few pads loaded with samples (complete Tracks 1 or 2 first, or use any song that has samples)

## Steps

---

### 1. Play Some Pads

Press any pads that have samples on them. Each pad triggers its sound. Try pressing two or three pads at the same time -- they all play together! You're already performing.

### 2. Hold a Sample

Here's a great trick. Press and hold a **pad** with a sample you want to keep playing. While you're still holding it down, press **[HOLD]**.

Now let go of the pad. The sound keeps going! Your hands are free to do other things.

To stop the held sample, just press that **pad** again.

### 3. Stop Everything at Once

Sometimes you need an emergency stop. Press **[HOLD]** four times fast. All samples stop playing immediately. This is your panic button -- remember it!

### 4. Switch Banks

You have way more than 16 pads. The FA-08 has **4 banks** of 16 pads each -- that's 64 sample slots total!



Press **[BANK]**, then press pad **[1]** for Bank 1, pad **[2]** for Bank 2, pad **[3]** for Bank 3, or pad **[4]** for Bank 4.

Each bank has its own set of 16 samples. Try switching between banks to see what's on each one.

A good way to organize your banks: Bank A for drum hits, Bank B for melodic samples, Bank C for sound effects, Bank D for loops. But there are no rules -- organize however makes sense for your performance.

### 5. Activate Virtual Pad

Ready for a bonus set of controls? Hold **[SHIFT]** and press **[6]** (Virtual Pad). The **[PREVIEW]** button starts blinking -- that means Virtual Pad is active!

Now the **[1]** through **[8]** buttons below the display work as extra pads. Press them to trigger sounds, just like the regular pads.

### 6. Turn Off Virtual Pad

When you're done, hold **[SHIFT]** and press **[6]** again. The **[PREVIEW]** light goes dark and the buttons go back to normal.

---

## Did It Work?

You should be able to: - Tap pads and hear samples play - Hold a sample with **[HOLD]** and have it keep playing after you let go - Stop all sounds by pressing **[HOLD]** four times fast - Switch to different banks with **[BANK]** + pad **[1]** through **[4]** - Use the display buttons as pads when Virtual Pad is on

If nothing plays when you press a pad, that pad might be empty. Try a different pad or a different bank.

## Bonus Challenge

Set up all 4 banks with different types of samples: drums on Bank 1, vocal clips on Bank 2, melody samples on Bank 3, and sound effects on Bank 4. Now perform a whole routine, switching between banks and using Hold to layer sounds on top of each other!

## Pro Tip

---

When Virtual Pad is active and the pad mode is set to SAMPLE PAD, the **[0]** and **[9]** buttons below the display work as extra **[HOLD]** buttons. That gives you even more control during a live performance!

# Track 3: Trim and Loop

---

*Edit a sample's start and end points, set it to loop, and trim away the silence.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

---

## What You'll Learn

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- How to open the Sample Editor
- How to change where a sample starts and ends
- How to make a sample loop (repeat forever)
- How to set Gate mode so the sound stops when you lift your finger
- How to truncate (permanently trim) unwanted silence

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- At least one pad with a sample already recorded on it

## Steps

---

### 1. Open Pad Utility

Press **[PAD UTILITY]**. The pads light up showing which ones have samples.

### 2. Select the Sample to Edit

Press the **pad** that has the sample you want to work on.

### 3. Enter the Sample Editor

Press **[2]** (Sample Edit). The editor opens and you'll see a waveform on the display -- that's a picture of your sound!

### 4. Adjust the Start Point

Use the **cursor buttons** to highlight **START POINT**. Turn the **dial** to move it forward. This changes where playback begins.

If your sample has a chunk of silence at the beginning, move the Start Point forward to just where the sound begins -- right at the first transient. Press **[6]** (Preview) to listen and check.

## 5. Adjust the End Point

Move the cursor to **END POINT**. Turn the **dial** to change where playback stops.

If there's silence or noise at the end of your sample, move the End Point backward to cut it off. Press **[6]** (Preview) again to hear the result.

## 6. Set the Gate Mode

Find the **GATE** setting: - **ON** = the sound stops the moment you release the pad (great for drum hits and short sounds) - **OFF** = the sound plays all the way through no matter what (great for longer clips)

Pick the one that fits your sample.

## 7. Turn On Loop

Find the **LOOP** setting and set it to **ON**. Now the sample repeats over and over when you press the pad. It plays from the Start Point to the End Point, then jumps back to the Start Point and keeps going.

Press **[6]** (Preview) to hear it loop. If it sounds choppy, go back and adjust your Start and End Points until the loop sounds smooth.

Set Loop to **OFF** if you want the sample to play just once.

## 8. Adjust the Level

Find the **LEVEL** setting (0-127). Turn the **dial** to make this sample louder or quieter. This is helpful when you want all your pads to play at a similar volume.

## 9. Truncate (Trim for Real)

Want to permanently remove the silence before your Start Point and after your End Point? Press **[3]** (Truncate). This trims the sample file itself, keeping only the part between your Start and End Points.

This saves space and makes the sample cleaner.

## 10. Exit and Save

Press **[7]** (Exit). Your edits are saved automatically when you leave the editor. Done!

---

### Did It Work?

Press the pad. Your sample should: - Start cleanly with no dead silence at the beginning - End right where you want it - Loop smoothly if you turned Loop on - Stop when you lift your finger if Gate is on

If the loop sounds jumpy, go back into the editor and fine-tune the Start and End Points. Small adjustments make a big difference!

### Bonus Challenge

Find a rhythm sample (or record one in Track 1: Capture a Sound) and try to set the perfect loop points so the beat repeats seamlessly. The goal: you can't tell where the loop starts over. This takes patience, but when you nail it, it sounds amazing!

### Pro Tip

---

Your edits save automatically when you exit the Sample Edit screen. No need to press Write -- just press **[7]** (Exit) and you're good. But remember to save your whole song with "Save with sample" if you want to keep everything together!

# Boss: Import a Sound

---

*Load a WAV, AIFF, or MP3 file from the SD card onto a pad.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to copy audio files onto the SD card from a computer
- What audio formats the FA-08 can import
- How to load a file from the SD card onto a pad

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- An SD card (the one that came with your FA-08, or any compatible SD card)
- A computer with audio files you want to import (WAV, AIFF, or MP3)
- A way to connect the SD card to your computer (built-in slot or USB card reader)

## Steps

---

### 1. Prepare Your Audio Files on the Computer

Take the SD card out of your FA-08 and plug it into your computer.

Open the SD card and look for a folder called **IMPORT**. If it's not there, create it.

Copy the audio files you want to use into the **IMPORT** folder. These can be sound effects, drum hits, vocal clips, music loops -- anything you want on a pad!

### 2. Check Your File Formats

Make sure your files are in a format the FA-08 can read:

Format	Sample Rates	Bit Depths
WAV	44.1 / 48 / 96 kHz	8 / 16 / 24 bit
AIFF	44.1 / 48 / 96 kHz	8 / 16 / 24 bit
MP3	44.1 kHz	Any bitrate

Most audio files you download or export from a computer will already be in one of these formats. WAV and MP3 are the most common.

### 3. Put the SD Card Back

Safely eject the SD card from your computer and slide it back into the FA-08's SD card slot.

### 4. Open Pad Utility

On the FA-08, press **[PAD UTILITY]**.

### 5. Select the Destination Pad

Press the **pad** where you want to load the sound. Pick an empty one (blinking pads are empty).

### 6. Start the Import

Press **[3]** (Sample Import). A file browser appears on the display showing the files in your IMPORT folder.

### 7. Browse and Select Your File

Use the **cursor buttons** and **dial** to find the file you want. When it's highlighted, press **[7]** (Select) to confirm and start the import.

Wait a moment while the FA-08 loads the file.

### 8. Play Your Imported Sound

The file is now on the pad. Press the **pad** to hear it! Your imported sound plays back just like any other sample.

---

**Did It Work?**

When you press the pad, you should hear the audio file you imported. If nothing happens: - Make sure the file was in the **IMPORT** folder on the SD card - Check that the file is in a supported format (WAV, AIFF, or MP3) - Make sure the SD card is fully inserted into the FA-08 - Try a different file -- some files might have an unsupported sample rate or format

### Bonus Challenge

Import a whole set of sounds -- drum hits, sound effects, vocal clips, or instrument samples. Load them across all 16 pads (or use multiple banks for even more). Now you have a custom sound kit you can perform with! Try combining your imported sounds with samples you recorded in Tracks 1 and 2.

### Pro Tip

Keep your IMPORT folder organized on the computer. Create subfolders for different types of sounds (drums, vocals, effects). The FA-08 can browse subfolders, so you'll be able to find things quickly even when you have lots of files.

### Don't Forget: Save!

---

Your imported samples are part of the current song. Press **[WRITE]** and save your song with the "Save with sample" option to make sure your imported sounds are kept safe.



A L B U M

5

**Get the Band Together**

*Play and record with friends*

Track 1: Mic Drop

Track 2: MIDI Jam Session

Boss: Get the Band Together

# Track 1: Mic Drop

---

*Plug in a microphone and sample your voice onto a pad.*

**Difficulty:** ★★ ■ **Time:** ~15 minutes

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## What You'll Learn

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- How to connect a microphone to the FA-08
- How to sample audio from a mic input
- How to adjust the input level so your recording sounds clean

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- A microphone (any standard mic with a 1/4-inch cable works)

## Steps

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### 1. Plug In Your Microphone

Find the **GUITAR/MIC** jack on the rear panel of the FA-08. Plug your microphone cable in here.

Right next to the jack, there's a small switch. Set it to **MIC**.

### 2. Enter Sampling Mode

Press **[SAMPLING]**. The button lights up! Remember: blinking pads are empty, solid pads already have samples.

### 3. Pick an Empty Pad

Press any **blinking pad** to select it as your recording destination.

### 4. Select Input Mode

Turn the **dial** to select **INPUT** mode. This tells the FA-08 to record from the microphone jack instead of the keyboard.

## 5. Set to Mono

On the SAMPLING STANDBY screen, find **STEREO SW** and set it to **MONO**. Since you're using a single microphone, mono is the right choice.

## 6. Adjust the Input Level

This is the most important step! Find the **[LEVEL]** knob on the rear panel (near the microphone jack).

Speak or sing into your mic at the volume you plan to record at. Watch the **level meter** on screen. Turn the **[LEVEL]** knob until the meter goes nice and high but does NOT hit the very top.

Too quiet? Turn the knob to the right. Hitting the top? Turn it to the left.

## 7. Set Up Auto Trigger (Optional but Handy)

Find **Auto Trig** on the screen and set it to **ON**. This means recording won't actually start until you make a sound. No more awkward silence at the beginning of your sample!

## 8. Start Recording

Press **[7]** (Start).

If Auto Trig is **ON**: speak or sing when you're ready. Recording starts the moment you make a sound.

If Auto Trig is **OFF**: recording starts immediately, so go!

## 9. Make Your Sound

Say something! Sing something! Make a funny noise! This is your sample.

## 10. Stop Recording

Press **[6]** (Stop). Your voice is now saved to the pad.

## 11. Play It Back

Press the **pad** and hear your own voice come out of the speakers. How cool is that?

---

## Did It Work?

When you press the pad, you should hear your voice played back clearly. If nothing happens: - Check that the switch near the jack is set to **MIC** (not GUITAR) - Make sure you selected **INPUT** mode (not KBD) - Make sure the rear panel **[LEVEL]** knob is turned up - Check the level meter -- if it didn't move while you were talking, the mic might not be plugged in all the way

## Bonus Challenge

Sample a friend's voice on a different pad! Now press both pads at the same time (or one after the other) for an instant duet. Try recording funny catchphrases, sound effects, or vocal harmonies on different pads.

## Pro Tip

---

If your recording has too much silence at the beginning, try turning **Auto Trig** to **ON** next time. The FA-08 will wait for your voice before it starts recording, so you get a clean start every time.

# Track 2: MIDI Jam Session

---

*Plug in an external MIDI drum kit (or any MIDI controller) and play two instruments at once.*

**Difficulty:** ★★ ■ **Time:** ~15 minutes

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## What You'll Learn

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- How to connect an external MIDI device to the FA-08
- How MIDI channels route external input to the right part and track
- How to record an external MIDI instrument alongside the FA-08 keyboard

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- An external MIDI device with a MIDI OUT -- an electronic drum kit, a MIDI pad controller, or any MIDI keyboard/controller
- A standard 5-pin MIDI cable (DIN connector)

## Steps

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### 1. Connect the MIDI Cable

Find the **MIDI IN** port on the rear panel of your FA-08. Plug one end of the MIDI cable here.

Plug the other end into the **MIDI OUT** of your external device. (Remember: OUT from the controller goes to IN on the FA-08.)

### 2. Check the MIDI Channel

This is the key concept: every MIDI device sends on a **channel** (1-16), and every part in the FA-08 listens on a channel. When the channels match, the FA-08 plays that part's sound.

Most electronic drum kits send on **channel 10** by default -- which is perfect, because Part 10 on the FA-08 is always the drum kit. Hit a pad on your drum kit. You should hear the FA-08's drum sounds immediately.

If your external device sends on a different channel, that's fine too. It will play whatever FA-08 part is set to receive on that channel. Each part's receive channel is set in the Studio Set settings (hold **[SHIFT]** + press **[6]** → Part → **Rx Channel**).

### 3. Test Both Instruments

Play a few notes on the FA-08 keyboard. You should hear your keyboard sound (Part 1). Now hit the external drum pads. You should hear the FA-08's drum kit (Part 10) -- or whichever part matches your device's MIDI channel.

Both instruments, one speaker system. You're already jamming.

### 4. Pick Your Sounds

Choose a keyboard sound you like for your FA-08 part. Then check the drum kit on Part 10 -- hold **[SHIFT]** + press **[2]** (Mixer), navigate to Track 10, and browse drum kits with the **dial**. **Standard Kit** is versatile; **Power Kit** hits harder for rock; **Jazz Kit** is lighter and brushier.

For your keyboard sound, try something that complements the drums: **Classic EP** for a jazz/funk feel, **Rock Organ** for classic rock, or **Saw Lead** for something more synth-driven.

### 5. Record Together

This is where it gets exciting. Enter the sequencer and record both players simultaneously:

1. Press **[SEQUENCER]** to see the sequencer screen.
2. Press the **Record** button (realtime standby).
3. Set **COUNT IN** to **1 MEAS** so both players get a count-in.
4. Set your **tempo** with the **[TEMPO]** knob.
5. Press **Play** to start recording.
6. Both players play at the same time! The FA-08 keyboard records to its track; the external drum kit records to Track 10.
7. Press **Stop** when you're done.

Press **Play** to hear it back. Both performances play together, perfectly synced.

### A Note About Audio vs. MIDI

The sequencer records **MIDI data** -- note events from the keyboard and external controllers. It does NOT record audio from a microphone or line input. If you want to add vocals or acoustic instruments, you'll use the **sampler** to record audio to pads separately. In the Boss for this album, you'll learn how to combine both into a complete multi-player performance.

## 6. Record More Tracks

Want a third player? If someone has another MIDI controller, set it to a different channel (e.g., channel 2 for bass). Assign a bass sound to Part 2, and all three can record together. The FA-08 routes each channel to its matching part automatically.

Or record a second pass: one player records first, then the other overdubs on the next take (mute the first track so you hear it but don't re-record it).

---

### Did It Work?

When you hit pads on your external drum kit, you should hear the FA-08's drum sounds. If nothing happens: - Check that the MIDI cable goes from your device's **OUT** to the FA-08's **IN** (not the other way around) - Check your external device is sending on a channel the FA-08 is listening to (channel 10 for drums is the safest bet) - Make sure the FA-08 volume is up and Part 10 isn't muted

If you hear the keyboard but not the drums (or vice versa) in your recording, check that both tracks show data in the sequencer screen after recording.

### Bonus Challenge

Set up a drum kit player on MIDI channel 10 and a bass player on MIDI channel 2 (assign a **Fingered Bass** to Part 2). With you on the FA-08 keyboard, that's a three-piece band -- keys, bass, and drums -- all recording into the sequencer simultaneously. Play a 12-bar blues progression together and hear it back. Instant band demo!

### Pro Tip

---

The FA-08's sequencer records MIDI data, not audio. That means you can change the drum kit or bass sound *after* recording and the performance replays with the new sounds. Recorded a rock beat but want to

hear it with a TR-808 kit instead? Just swap the Part 10 tone. The notes and timing stay the same.

# Boss: Get the Band Together

---

*Record a multi-player performance with keyboard, drums, and vocals -- then perform it live.*

**Difficulty:** ★★★ **Time:** ~30 minutes

---

## What You'll Learn

---

- How to plan and record a multi-player session on the FA-08
- How to combine MIDI recording (keyboard + drums) with sampled audio (vocals/mic)
- How to build a full arrangement and perform it with pads and live playing

## What You Need

---

- Your FA-08 powered on with speakers or headphones connected
- An external MIDI drum kit (or pad controller) connected via MIDI cable
- A microphone connected to the GUITAR/MIC jack (switch set to MIC)
- At least one friend (two is even better!)
- An SD card inserted for saving

## The Game Plan

---

Here's the thing about the FA-08: the **sequencer** records MIDI (keyboard and drums), and the **sampler** records audio (microphone). These are separate systems, so you can't record everything in one pass. Instead, you'll record in two stages:

1. **Stage 1:** Record keyboard + drums together into the sequencer (MIDI)
2. **Stage 2:** Record vocals/mic to the sampler pads (audio)
3. **Perform:** Play back the sequencer while triggering vocal pads live

This is actually how a lot of professional productions work -- lay down the rhythm section first, then overdub vocals.

# Steps

---

## Stage 1: Record the Rhythm Section

### 1. Set Up the Sequencer

1. Press **[SPLIT]** + **[DUAL]** together to enter **Multi Part mode**.
2. Press **[SEQUENCER]** to see the sequencer screen.
3. Clear any old data: hold **[SHIFT]** + press **[3]** (Song Util) → Song Clear → **[7]** (Select) → **[6]** (OK).
4. Set your **tempo** to something everyone can follow -- **90 BPM** is a comfortable starting point.

### 2. Choose Your Sounds

Pick a keyboard sound for Part 1. For jamming with a drummer, something rhythmic works well: - **Rock Organ** -- punchy and percussive, sits great with drums - **Classic EP** -- smooth and warm for jazz/R&B grooves - **Funky Clav** -- if you want to get down

Check that Part 10 has a drum kit your drummer likes. Hold **[SHIFT]** + press **[2]** (Mixer), navigate to Track 10, and browse kits.

### 3. Rehearse!

Play together for a minute without recording. Agree on a key, a groove, and a rough structure. Even something simple works: - "4 bars of C minor groove, 4 bars of Ab, 4 bars of Bb, 4 bars of C minor" -- that's a 16-bar verse. - Or just vamp on a I-IV progression and see where it goes.

The drummer should check that their MIDI pads are triggering the FA-08's drum sounds. If not, review the MIDI channel setup from the previous Track.

### 4. Record Together

1. Press the **Record** button (realtime standby).
2. Set **COUNT IN** to **2 MEAS** -- give everyone two bars to lock in the tempo.
3. Set **LOOP LENGTH** to **008** or **016** measures (enough for a verse or a full section).
4. Press **Play** to start.
5. Both players jam! Keyboard records to Track 1, drums record to Track 10.
6. Press **Stop** when you're done.

Press **Play** to hear it back. If it's not right, hold **[SHIFT]** + press **[6]** (Undo) and try again.

## 5. Add More MIDI Tracks (Optional)

Want to add a bass line? Select Track 6, pick a bass sound (**Fingered Bass** or **Picked Bass**), and record another pass while the first recording plays back. The keyboard player can overdub while the drummer listens, or you can trade off.

## Stage 2: Record Vocals to Pads

Now that your rhythm section is down, it's time to add vocals (or any mic sound).

## 6. Enter Sampling Mode

Press **[SAMPLING]**. The pads light up. Find a **blinking** (empty) pad and press it.

## 7. Set Up the Mic

1. Turn the **dial** to select **INPUT** mode (mic only).
2. Set **STEREO SW** to **MONO**.
3. Adjust the rear panel **[LEVEL]** knob: speak/sing into the mic and watch the level meter. Get it high but not clipping.
4. Turn **Auto Trig** to **ON** so recording starts when the singer begins.

## 8. Play Back and Sing Along

Here's the trick: press **Play** on the sequencer so the band recording plays back. Your singer can hear the music and sing along to it. The FA-08 can play back the sequencer while the sampler records -- you're just not recording MIDI and audio *simultaneously*.

1. Start the sequencer playback so the singer can hear the track.
2. Press **[7]** (Start) on the sampling screen.
3. The singer performs their part. Auto Trig catches the start.
4. Press **[6]** (Stop) when done.

The vocal is now on a pad! Press the pad to hear it back.

## 9. Record More Vocal Parts

Sample harmonies, ad-libs, a spoken intro, or sound effects onto different pads. Each one is a separate recording -- sample them one at a time, each to a different pad.

### Stage 3: Perform!

#### 10. Put It All Together

Now you have: - A sequencer recording with drums + keyboard (+ optional bass) - Vocal samples on one or more pads

Rewind the sequencer to the beginning. Press **Play**. The rhythm section plays back. At the right moment, tap the vocal pads to trigger the vocals. You (or a friend) can play the pads live, hitting vocal samples on cue like a DJ triggering drops.

Meanwhile, another player can play the keyboard live over the top -- a solo, extra chords, whatever feels right.

#### 11. Save Everything!

**Save the Studio Set** (your sounds): 1. Press **[WRITE]** → Select **"Studio Set"** → Choose a **USER** slot → **[7]** (Write) → **[6]** (OK)

**Save the Song** (your sequencer recording + samples): 1. Press **[WRITE]** → Select **"Song"** → Check **"Save with sample"** → **[7]** (Save) → **[6]** (OK)

---

#### Did It Work?

When you press **Play**, you should hear the full rhythm section (keyboard + drums). When you tap the vocal pads at the right moments, the vocals layer on top. If the drums are missing, check that the MIDI cable is connected and your drum kit was sending during the recording. If the vocal pads are silent, re-enter **[SAMPLING]** mode and check that the right pads have samples on them (solid = has data, blinking = empty).

#### Bonus Challenge

Record a complete song arrangement with your band: a 4-bar intro (drums only), an 8-bar verse (full band), and a 4-bar chorus with the vocals. Use the sequencer's copy function (hold **[SHIFT]** + press

[4] → Track Modify → Copy) to duplicate your verse and build a longer structure. Then perform it live -- one person triggers vocal pads, another solos over the top. You've got a live show!

### Pro Tip

Since the sequencer records MIDI, you can change any instrument sound after recording without re-performing. Recorded with Rock Organ but want to try a Wurlitzer? Just swap the Part 1 tone. The timing and notes stay identical. This lets you experiment with arrangements endlessly -- try the same performance with completely different sonic palettes until you find the one that clicks.

### Don't Forget: Save!

---

This is a big project with a lot of parts. Save after each stage -- Studio Set and Song, every time. If you lose power or load something else, everything that isn't saved is gone. Save early, save often.



A L B U M

6

**The Grand Finale**

*Combine everything you've learned*

Track 1: Build a Full Song

Challenge 1: Live Remix

Boss: Export Your Hit

# Track 1: Build a Full Song

---

*Record a complete 4-track song from scratch -- drums, bass, keys, and melody. This is the big one!*

**Difficulty:** ★★★ **Time:** ~30 minutes



---

## What You'll Learn

- How to build a song from the ground up, one track at a time
- How to combine realtime recording, step recording, and rhythm patterns
- How to mix your tracks so everything sounds great together
- How to save a finished song and its sounds

---

## What You Need

- Your FA-08 powered on with speakers or headphones connected
- An SD card inserted (for saving your song)
- Some confidence! You've made it to the Boss Challenges. You're ready.

---

## Steps

### 1. Start Fresh

You want a clean slate. Let's set everything up.

1. Press **[SPLIT]** + **[DUAL]** at the same time -- both buttons light up. This puts you in **Multi Part mode** so you can use all 16 tracks.
2. Press **[SEQUENCER]** to see the sequencer screen.
3. Clear out any old data: hold **[SHIFT]** + press **[3]** (Song Util). Select "Song Clear", press **[7]** (Select), then **[6]** (OK).
4. Set your tempo: turn the **[TEMPO]** knob to about **90 BPM**. This is a nice, relaxed speed -- not too fast, not too slow.

Your FA-08 is now a blank canvas. Time to paint!

## 2. Lay Down the Drums (Track 10)

Every great song starts with a beat. We'll use a built-in rhythm pattern to make this easy.

1. Press **[RHYTHM PATTERN]**.
2. Move the cursor to **RHYTHM GROUP** and turn the **dial** to browse. Browse through the rhythm groups -- try **Rock 1** for a straight driving beat, **16Beat 1** for a modern R&B groove, or **Bossa Nova 1** for something laid-back. Pick whatever makes you nod your head.
3. Move the cursor to **DRUM KIT** and turn the **dial** to pick a kit you like.
4. Press **[3]** (Pattern A) to preview it. Press again to stop. Keep browsing until you find a beat that makes you nod your head!
5. Now record it: press the **Record** button.
6. Set **LOOP LENGTH** to **004** (4 measures).
7. Turn **RHY PTN SYNC START** to **ON**.
8. Press **[7]** (Start) to begin recording.
9. Listen to 4 measures of the beat. Just let it play.
10. Press **Stop**.

Press **Play** to hear it back. You should see data on **Track 10** in the sequencer. You've got drums!

## 3. Add the Bass (Track 6 -- Step Recording)

Bass gives your song its backbone. We'll enter the notes one at a time so they're perfectly in time.

1. Use the cursor **left/right** to select **Track 6**.

2. You need a bass sound. Move the cursor to the tone area and turn the **dial** to find a bass tone. Or press the **[BASS]** tone button and browse with the **dial**.
3. Play a few low notes to make sure it sounds good.
4. Press the **Record** button **twice** -- first press goes to realtime standby, second press switches to **step recording** standby.
5. Press **[7]** (Start) to begin step recording.
6. Set the **NOTE TYPE** to half notes (1/2) using the **dial**. This gives you a nice, steady bass feel.
7. Now play your bass notes! Press one key at a time on the lower half of the keyboard. Try a simple pattern like: **C - C - F - F - G - G - C - C**. This C-F-G pattern is a I-IV-V progression -- the harmonic skeleton of rock, blues, and pop. The bass's job is to outline these roots so the other parts have a foundation to build on. Each key press enters one note and moves forward automatically.
8. Press **[4]** (Rest) if you want a gap of silence.
9. When you've filled 4 measures, press **Stop**.

Press **Play** to hear drums AND bass together. Starting to sound like a real song, right?

#### 4. Record the Keys (Track 9 -- Realtime Recording)

Now let's add a pad or keys part for some harmony. This time you'll play in real time -- just like performing live.

1. Use the cursor to select **Track 9**.
2. Find a pad or keys sound: press **[SYNTH/PAD]** or **[KEYBOARD]** and browse with the **dial**. Pick something warm and smooth.
3. **Optional -- try this:** Press **[ARPEGGIO]** and select a style. This turns single key presses into flowing patterns. Or press **[CHORD MEMORY]** to play full chords with one finger. Either one makes you sound amazing!
4. Press the **Record** button once (realtime standby).
5. Set **INPUT QUANTIZE** to **GRID** and choose **1/8** -- this fixes your timing automatically.
6. Set **COUNT IN** to **1 MEAS** so you get a measure to prepare.
7. Press **Play** to start recording.
8. Listen to the count-in, then play along with the drums and bass! Hold down chords, or press single notes if you're using Arpeggio. Keep it simple -- just 2 or 3 different chords for the whole 4 measures.

9. Press **Stop** when you're done.

Press **Play** to hear all three tracks. Sounding full!

**Made a mistake?** Hold **[SHIFT]** + press **[6]** (Undo) to erase the last recording and try again.

## 5. Record the Melody (Track 1 -- Realtime Recording)

This is the part people will hum. Make it memorable!

1. Use the cursor to select **Track 1**.
2. Find a lead sound. Try **[SYNTH/LEAD]** or **[BRASS]** or **[STRINGS]** -- whatever inspires you.
3. If you had Arpeggio or Chord Memory on, press those buttons to turn them **off**. You want to play single notes freely.
4. Press the **Record** button once (realtime standby).
5. Keep **INPUT QUANTIZE** on **GRID** at **1/8** or **1/16**.
6. Set **COUNT IN** to **1 MEAS**.
7. Press **Play** and sing your melody in your head while you play it on the keys. Keep it simple! A few notes that sound good over your chords. Leave some space -- you don't have to fill every beat.
8. Press **Stop**.

Press **Play** and listen to all four tracks together. You just built a song!

## 6. Mix It All Together

Your song has all its parts. Now let's make it sound polished.

1. Hold **[SHIFT]** + press **[2]** (Mixer).
2. Use the cursor to move between tracks. For each track, adjust:
3. **Level** -- Balance the volumes. Drums and bass should be solid. Melody should sit on top. Keys/pads can be a little quieter.
4. **Pan** -- Spread things out! Keep drums and bass in the **center**. Push the keys a little to the **left**. Push the melody a little to the **right**. This stereo spread mimics how an ensemble sits on stage -- rhythm section anchored in the center, harmonic instruments slightly off-center, melodic voices placed for clarity. It's the same principle whether you're mixing a rock band or seating a string quartet.

5. **Reverb** -- Add some reverb to the **keys** (Track 9) to make them dreamy. Add a touch to the **melody** (Track 1). Keep the **bass** (Track 6) and **drums** (Track 10) reverb at **zero** or very low -- reverb on low sounds makes things muddy. This follows a fundamental mixing principle: reverb on low-frequency instruments (bass, kick drum) creates mud, while reverb on midrange and high instruments (keys, melody) creates depth and space. Keep the bottom end dry and tight; let the top breathe.

6. **Chorus** -- Try adding a little chorus to the keys for extra shimmer.

Press **Play** while you're in the Mixer to hear changes in real time!

## 7. Save Everything!

This is critical. If you turn off the keyboard or load something else, your song is gone forever.

**Save the Studio Set** (your sounds): 1. Press **[WRITE]** 2. Select "**Studio Set**" 3. Choose a **USER** destination 4. Press **[7]** (Write), then **[6]** (OK)

**Save the Song** (your recording): 1. Press **[WRITE]** 2. Select "**Song**" 3. Choose a destination 4. If you used any sampler pads, check "**Save with sample**" 5. Press **[7]** (Save), then **[6]** (OK)

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### Did It Work?

Press **Play** from the beginning. You should hear a complete song with drums keeping the beat, bass holding it down, keys filling out the harmony, and a melody on top. All four tracks playing together. If any track is silent, make sure it's not muted -- in the sequencer screen, check that MUTE is off for that track.

**You just made a song. On a keyboard. With no computer. That's incredible.**

### Bonus Challenge

Add a **5th track!** Try recording a piano part on Track 2, or a string section on Track 3. You can also make your song more interesting by copying the 4 measures and then recording a **different drum pattern** for the second half. Use **[SHIFT] + [4]** (Track Modify) > **Copy** to duplicate your measures, then re-record just the drum track for measures 5-8.

## Pro Tip

If your timing feels off even with quantize, try recording at a slower tempo first. Turn the **[TEMPO]** knob down to 70 BPM, record your parts, then speed it back up to 90 BPM for playback. The notes stay in the right places but the song plays faster. Producers do this trick all the time!

## Don't Forget: Save!

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You saved in Step 7, but if you made changes during the Bonus Challenge, save again! Press **[WRITE]**, save both the **Studio Set** and the **Song**. Do it every time you make something you like.

# Challenge 1: Live Remix

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*Play samples and twist effects live over a recorded song -- you're basically a DJ now.*

**Difficulty:** ★★★ **Time:** ~15 minutes

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## What You'll Learn

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- How to trigger samples over a playing song
- How to sweep TFX effects in real time for wild sound transformations
- How to mute and unmute tracks live using the pads
- How to perform a live remix of your own music

## What You Need

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- Your FA-08 powered on with speakers or headphones connected
- A song loaded in the sequencer (your song from Track 1: Build a Full Song, or any saved song)
- Some samples on the pads (if you've done sampler challenges, you're set -- if not, the factory demo samples work fine)

## Steps

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### 1. Load Your Song

First, get a song ready to remix.

1. Press **[SONG SELECT]**.
2. Turn the **dial** to find the song you want to remix. If you built one in Track 1: Build a Full Song, grab that! If not, pick any saved song or demo song.
3. Press **[7]** (Load), then **[6]** (OK).
4. Press **Play** to make sure it works. Press **Stop** to reset.

You've got your backing track. Now let's mess with it!

## 2. Trigger Samples Over the Music

This is where it gets fun. You're going to play sounds on top of your song while it runs.

1. Press **Play** to start your song.
2. While the song plays, hit the **sampler pads [1]-[16]**. Each pad triggers a sample on top of the music. Drum hits, vocal clips, sound effects -- whatever is on your pads.
3. Try tapping pads in rhythm with the song. Hit a crash cymbal on beat 1. Drop a vocal sample at the end of a phrase. Layer in a clap pattern.
4. Want a sample to keep playing without holding the pad? Press and hold the pad, then press **[HOLD]**, then let go. The sample sustains! Press the pad again to stop it.
5. Switch to a different set of samples: press **[BANK]**, then press pad **[1]**, **[2]**, **[3]**, or **[4]** to jump between banks.

Let the song play and experiment. There's no wrong way to do this.

## 3. Sweep TFX Effects Like a DJ

Now let's add some wild effects that you control with the knobs.

1. While the song is still playing, press **[SELECT]** until the **bottom LED** is lit. This switches the knobs to **Global Control** mode.
2. Turn **Knob [5]** (TFX SELECT) to pick an effect. Try these:
3. **03: DJFX Looper** -- Grabs a chunk of audio and repeats it in rapid stutter patterns. Sweep the knob slowly for long loops, fast for glitchy machine-gun repeats. Use it at the end of a phrase to build tension before a drop.
4. **05: Bit Crash** -- Crushes the audio quality down to lo-fi, adding digital grit and aliasing noise. Sounds like a retro video game or a broken radio. Great for breakdowns where you want the texture to shift dramatically.
5. **08: Delay** -- Adds rhythmic echoes that bounce in time with the beat. Sweep it in during sparse sections to fill space, then pull it out before things get cluttered. Works especially well on melodic parts.
6. Now turn **Knob [6]** (TFX CTRL) to the right. This sweeps the effect in! Turn it left to pull the effect back out.
7. Try sweeping the effect in during a chorus, then pulling it out before the next section. Dramatic!

8. Switch to a different TFX with **Knob [5]** and sweep again. Each one sounds totally different.

The trick is not to leave effects on the whole time. Sweep them in, then sweep them out. That's what makes it feel like a live performance.

#### 4. Mute and Unmute Tracks Live

DJs drop instruments in and out to build energy. You can do the same thing with your pads.

1. Press **[PAD UTILITY]**.
2. Press **[6]** (Pad Mode).
3. Press pad **[3]** to select **PART MUTE** mode. Now each pad controls the mute for one part!
4. Press **Play** to start your song (if it's not already playing).
5. Tap pads to mute and unmute tracks. Pad **[10]** mutes/unmutes the drums. Pad **[6]** mutes/unmutes the bass. Pad **[1]** mutes/unmutes the melody. A lit pad means the track is playing. A dark pad means it's muted.
6. Try this: mute everything except drums. Then bring in the bass. Then the keys. Then the melody. You just built a live intro!
7. Or try the opposite: drop the drums out for 4 beats, then slam them back in. Instant energy boost.

When you're done, press **[PAD UTILITY]** and switch back to the normal pad mode (Sampling mode) so your pads play samples again.

#### 5. Put It All Together

Now do everything at once. This is your performance!

1. Press **Stop**, then rewind to the beginning (press **[REW]** (the rewind button with the double-arrow pointing left)).
2. Press **Play**.
3. Perform your remix:
4. **Hit pads** to drop in samples at key moments
5. **Sweep TFX** effects for transitions and buildups
6. **Mute/unmute tracks** to create dynamics
7. Every time through the song will sound different. That's the magic of a live remix.

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## Did It Work?

While the song plays, you should be able to hear samples layered on top, TFX effects sweeping in and out, and tracks dropping in and out when you mute/unmute them. If pads aren't making sound, check that you have samples loaded (press **[SAMPLING]** to see which pads have data). If TFX isn't doing anything, make sure you're on the **bottom LED** group (press **[SELECT]** until it's lit) and that **Knob [6]** is turned to the right.

**You're not just playing music anymore. You're performing it.**

## Bonus Challenge

Record yourself doing the remix! Before you start your performance, press the **Record** button, then press **Play**. The sequencer captures everything you do -- the samples, the mutes, all of it. Press **Stop** when you're done. Now press **Play** to hear your remix played back automatically. If you like it, save the song with **[WRITE]** > Song. You just made a remix you can play back anytime.

## Pro Tip

For the smoothest DJ-style effect sweeps, try **03: DJFX Looper** first. Turn **Knob [6]** slowly from left to right and you'll hear the audio start chopping and repeating in wild ways. It's the easiest TFX to get huge reactions from. **05: Bit Crash** is the next one to try -- it makes everything sound like a glitchy video game.

## Don't Forget: Save!

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If you recorded your remix performance, save it! Press **[WRITE]**, select **"Song"**, choose a destination, and press **[7]** (Save), then **[6]** (OK). Save the **Studio Set** too if you changed any sounds.

# Boss: Export Your Hit

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*Get your song off the keyboard and into the world -- export it as audio files you can share.*

**Difficulty:** ★★ ■ **Time:** ~10 minutes

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## What You'll Learn

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- How to export your song as WAV audio files
- The difference between Multitrack and Stereo Mix exports
- How to get the files onto your computer using the SD card
- How to export MIDI files for editing in other software

## What You Need

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- Your FA-08 powered on
- A finished song loaded in the sequencer (your masterpiece from Track 1: Build a Full Song or any saved song)
- An SD card inserted in the FA-08 (there should already be one -- it came with the keyboard)
- A computer with an SD card reader (for transferring files later)

## Steps

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### 1. Make Sure Your Song Is Saved

Before you export, save your work! If the power goes out during the export, you don't want to lose anything.

1. Press **[WRITE]**.
2. Select "**Song**" and save it.
3. Select "**Studio Set**" and save that too.

Good. Now we're safe.

## 2. Open the Export Menu

1. Press **[MENU]**.
2. Use the cursor to select **Utility** and press **[ENTER]**.
3. Select **Export Song** and press **[ENTER]**.

You'll see the export format options.

## 3. Pick Your Format

Turn the **dial** to choose what kind of file you want:

- **WAV (Multitrack)** -- Exports each track as its own separate audio file. Pick this if you want to edit your song on a computer later. You'll get one file for drums, one for bass, one for keys, and so on.
- **WAV (Stereo Mix)** -- Exports one single audio file of the whole song mixed together. Pick this if you just want to share or listen to your song. This is the one most people want!
- **SMF** -- Exports a Standard MIDI File. This isn't audio -- it's the note data. Use this if you want to open your song in a music program on a computer and edit the notes.

For your first export, try **WAV (Stereo Mix)**. It's the simplest and gives you a file you can play on any device.

## 4. Export!

1. Press **[7]** (Execute).
2. Press **[6]** (OK) to confirm.
3. Wait! The FA-08 needs to play through the entire song to record the audio. The FA-08 bounces your song in real time, so a 4-measure loop at 90 BPM takes about **10-15 seconds** to export. Longer songs take proportionally longer. You'll see a progress bar on the screen.
4. **Don't touch anything** while it's exporting. Let it do its thing.
5. When it's done, the screen will tell you. Press **[7]** (Exit) to go back.

Your files are now on the SD card!

## 5. Find Your Files on the SD Card

The FA-08 saves exported files in specific folders:

- **Stereo Mix** files go to: `ROLAND/SD/EXPORT STEREO MIX/`
- **Multitrack** files go to: `ROLAND/SD/EXPORT TRACK/`
- **SMF** files go to: `ROLAND/SD/EXPORT SMF/`

The files are named after your song. WAV files can be played by any music player, phone, or computer.

## 6. Get the Files to Your Computer

Time to free your music from the keyboard!

1. **Turn off your FA-08** (always power down before removing the SD card).
2. On the **rear panel** of the FA-08, find the SD card slot. There's a small screw-on protector covering it -- unscrew it with your fingers or a coin.
3. Gently push the SD card in and it will click and pop out.
4. Put the SD card into your computer's SD card reader (or use a USB SD card adapter).
5. Open the SD card on your computer and navigate to the **EXPORT** folders.
6. Copy the files to your computer. Done!
7. Put the SD card back in the FA-08, screw the protector back on, and power up.

Your song is now on your computer. Play it. Send it to friends. Post it online. It's yours!

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### Did It Work?

After exporting, put the SD card in your computer and check the EXPORT folders. You should see WAV files in there. Double-click one to play it. If you chose Stereo Mix, you'll hear your complete song. If you chose Multitrack, you'll have separate files for each track -- play them individually to hear each instrument by itself.

If the export folder is empty, make sure your song actually has recorded data in it. Go back to the FA-08, load the song, and press **Play** to check.

**Your music just went from the keyboard to the real world. You're officially a producer.**

## Bonus Challenge

Send your exported song to a friend! Email the WAV file, share it in a message, or play it through a speaker at your next hangout. If you exported as Multitrack, try importing the separate tracks into a free music program like GarageBand or Audacity. You can add even more effects and polish on the computer.

## Pro Tip

If you hear your reverb or delay tails getting cut off at the very end of the exported file (the song ends but the echo is still ringing), there's a fix. In the Export Song settings, look for **POST EXPORT TIME**. Increase this value to add extra seconds at the end so the effects have time to fade out naturally.

## Don't Forget: Save!

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You already saved before exporting (Step 1), so you're good. But here's a final tip: keep your SD card backed up! Copy the entire SD card contents to a folder on your computer every now and then. If the SD card ever gets lost or corrupted, you'll still have all your songs and samples safe on the computer.