For the customers in the United States

INFORMATION

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient or relocate the receiving antenna.
— Increase the separation between the equipment and receiver.
— Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
— Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

For the customers in Canada

This apparatus complies with the Class B limits for radio noise emissions set out in Radio Interference Regulations.
1 INSTALLING BATTERIES

1 Open the cover.

2 Insert two size-AA (R6) batteries by matching the + and - on the batteries to the + and - in the battery compartment.

On handling
- When the unit will not be used for a long time, be sure to remove the batteries to avoid damage caused by battery leakage or corrosion.
- The operating voltage and other specifications are indicated on the side of the unit.
- If used close to a radio or TV, the unit may cause interference to radio and television reception.

On battery life
- Weak batteries will cause an increase in noise, distortion, or intermittent gaps in the sound. In these cases, replace both batteries with new ones.
2 CONNECTING A GUITAR TO THE RP20D

■ Playing a Guitar Along with the RP20D
Before making any connection, set the INPUT ATT switch in the battery compartment to the proper position for the guitar to be used. Using the supplied cable, connect the guitar to the INPUT jack, and the PHONES (OUTPUT) jack to the guitar amplifier.

Note
Set the INPUT ATT switch in the battery compartment to “2” for high-output guitars, and to “0” for low-output guitars. Depending on the guitar type, changing the INPUT ATT setting will cause the distortion effect to vary.

■ Listening to Guitar Input on Headphones
Before making any connection, set the INPUT ATT switch in the battery case to the proper position for the guitar to be used. Then, connect the headphones to the PHONES jack, and the guitar to the INPUT jack.

Note
When stereo headphones are connected through the supplied cable, sound is output from one side only. For stereo sound, connect headphones equipped with a stereo mini-plug directly into the PHONES jack on the RP20D.
3 ATTACHING THE RP20D TO A GUITAR STRAP

**Attaching the RP20D to a Guitar Strap**
The RP20D can be attached to a guitar strap to facilitate its use during guitar playing. To do this, attach the strap clip to the RP20D with the supplied mounting screws; then attach the RP20D to the strap, as shown below.

![Mounting screws](Image)

- When not attached to the RP20D, keep the clip and mounting screws carefully stored for future use.

**Caution**
Care should be taken when removing the RP20D from the guitar strap to prevent the clip from scratching the guitar surface.

4 DISTORTION EFFECTORS

**Modifying Guitar Input with the Distortion Effectors**
The RP20D has two built-in distortion effectors (DISTORTION and OVERDRIVE) that become active when a guitar is connected to the RP20D according to the procedure described in "CONNECTING A GUITAR TO THE RP20D."

1 Set the INPUT ATT switch located in the battery compartment to the proper setting for the guitar.

2 Press the DISTORTION switch to select either DISTORTION or OVERDRIVE.
Select OVERDRIVE for emotion-filled solo performances.
Select DISTORTION for cheerful, contemporary sounds.

3 Turn the DISTORTION control to make fine adjustments in the distortion level.

Select OVERDRIVE and turn the DISTORTION control to lowest position to minimize the distortion when using the connected guitar like a bass guitar.
1 POWER OFF/ON
Set this switch to OFF when not using the RP20D. The tempo
indication lights up when the switch is set to ON.

2 PITCH (MEMORY) buttons
Use these buttons to vary the pitch of RP20D sounds.
HIGH: Raises the pitch (five degrees)
LOW: Lowers the pitch (four degrees)
When HIGH and LOW is released, the pitch returns to normal.
MEMORY: Press both HIGH and LOW to store a User Beat.

3 DISTORTION control
Use this control to adjust the distortion level. Turn towards the
right to increase the distortion.

4 VOL (volume) control
Maximum position
Minimum position
Caution:
To avoid damaging the volume and distortion controls, do not
force them beyond their maximum or minimum position.

5 SHIFT button
Press to switch between Shift A sounds (marked in white) and
Shift B sounds (marked in green).

6 Tempo indication
Flashes in time with an Auto Beat or User Beat. For a 4/4 rhythm,
a bright flash marks the first beat, followed by dimmer flashes for
the second, third and fourth beats.

7 DISTORTION switch
Set in down position for OVERDRIVE:
Set in up position for DISTORTION:

8 TEMPO keys
Use these keys to vary the tempo of an Auto Beat or User Beat.
Refer to the table "Tempo Variations" on the back cover for
details on the extent of tempo changes.

9 STOP key
Press to stop an Auto Beat or User Beat.

Note on sounds
On the RP20D, it is possible to output the KICK or GATE KICK
sound in unison with any of the other keys.
6 AUTO BEAT

■ Using Auto Beat
The RP20D provides 15 different pre-set Auto Beat rhythms in 4 different styles, including rock, disco and Latin, any of which can be selected for sessions with a guitar. All rhythms consist of a single-bar pattern, and can be freely modified using the TEMPO and PITCH controls.

1 To select the desired Auto Beat group, turn on the RP20D while pressing AUTO BEAT A, B, C or D. (See table below.)

2 Press rhythm key A, B, C or D for the desired rhythm. The initial tempo of each rhythm is \( J = 120 \).

3 Use the TEMPO keys to change the tempo. To speed up the tempo, press TEMPO +. To slow down the tempo, press TEMPO -. Hold down either TEMPO key to change the tempo continuously.
Refer to the table "TEMPO VARIATIONS" on the back cover for details on the extent of tempo changes.

<table>
<thead>
<tr>
<th>Press after powering on</th>
<th>Rhythm Key A</th>
<th>Rhythm Key B</th>
<th>Rhythm Key C</th>
<th>Rhythm Key D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold down while powering on</td>
<td>8-BEAT</td>
<td>ROCK'N ROLL</td>
<td>RADIO BEAT</td>
<td>FUSION</td>
</tr>
<tr>
<td>Auto Beat group A</td>
<td>BEATNATION</td>
<td>ACID HOUSE</td>
<td>GROUND BEAT</td>
<td>P-FUNK</td>
</tr>
<tr>
<td>Auto Beat group B</td>
<td>CARNIVAL</td>
<td>BLUE LAGOON</td>
<td>HARD SHUFFLE</td>
<td>R &amp; B</td>
</tr>
<tr>
<td>Auto Beat group C</td>
<td>POP BREAK</td>
<td>DANCING WATER</td>
<td>AFRICAN</td>
<td></td>
</tr>
</tbody>
</table>

(Refer to "LIST OF AUTO BEAT RHYTHMS").

4 Use the PITCH buttons to change the pitch. Hold down HIGH to raise the pitch; hold down LOW to lower the pitch. The pitch returns to normal when either button is released.

Note
Depending on the Auto Beat selection, some sounds (notes) will not be affected by the HIGH or LOW buttons.

5 Press SHIFT during the Auto Beat rhythm to add fill-in. Press SHIFT just before the start of a bar to replace that bar with fill-in. Fill-in is always output as an entire bar.

6 You can freely switch to any of the other rhythms in the current Auto Beat group by pressing the respective rhythm key (A-D).

■ Starting with Fill-in
After stopping a rhythm with the STOP key, pressing SHIFT/FILL IN re-starts the rhythm with fill-in.
7 USER BEAT

The RP20D allows you to create and play custom rhythms that can be used for guitar accompaniment.

1 Start the metronome.
   • For a 4-beat rhythm: Turn on the RP20D while pressing USER BEAT 4/4.
   • For a 3-beat rhythm: Turn on the RP20D while pressing USER BEAT 3/4.
   To facilitate User Beat creation, a metronome will begin beating at a slow tempo, starting with an OPEN HI-HAT sound, followed by CLOSE HI-HAT sounds.

2 Create your own rhythm (User Beat).
   You can create a User Beat rhythm of up to 16 notes.

3 Pressing the SHIFT key allows you to create a User Beat rhythm with both Shift A (marked in white) and Shift B (marked in green) sounds.

4 After creating the User Beat rhythm, press both PITCH buttons (HIGH and LOW) simultaneously to store the User Beat rhythm (MEMORY function).
   The metronome ends and the User Beat rhythm is played at normal tempo.

You can now use the TEMPO keys to vary the tempo of the User Beat, and the HIGH and LOW PITCH buttons to vary the pitch. (Refer to "TEMPO VARIATIONS" on the back cover.)
Press the STOP key to stop the User Beat.
Pressing D causes the User Beat rhythm to resume. Pressing key A, B or C causes the respective Auto Beat group D rhythm to play.
To end the User Beat rhythm, turn off the RP20D.

Caution
The User Beat rhythm is stored only while the RP20D is turned on, and is erased when the RP20D is turned off.
## List of Auto Beat Rhythms

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A-A</td>
<td>8-BEAT</td>
<td>A straight rock rhythm. Suitable accompaniment for beat rock when speeded up.</td>
</tr>
<tr>
<td>A-B</td>
<td>ROCK’N ROLL</td>
<td>A basic rock’n roll rhythm. Great for throbbing rock refrains.</td>
</tr>
<tr>
<td>A-C</td>
<td>RADIO BEAT</td>
<td>A pop rock and fusion rhythm. Can be used with a variety of music by varying the tempo.</td>
</tr>
<tr>
<td>A-D</td>
<td>FUSION</td>
<td>A 16-beat rhythm that is ideal for rhythm practice on a guitar.</td>
</tr>
<tr>
<td>B-A</td>
<td>BEATNATION</td>
<td>A rhythm that combines “New Jack” and break dance. Good for hard rapping.</td>
</tr>
<tr>
<td>B-B</td>
<td>ACID HOUSE</td>
<td>“Acid House”-inspired rhythm. Creates a “disco” atmosphere when combined with bass, guitar and voice.</td>
</tr>
<tr>
<td>B-C</td>
<td>GROUND BEAT</td>
<td>A light ground beat rhythm. Suitable for slow, rhythmical playing.</td>
</tr>
<tr>
<td>B-D</td>
<td>P-FUNK</td>
<td>A P-Funk rhythm. Can be used for good jamming when the tempo is matched to the song.</td>
</tr>
<tr>
<td>C-A</td>
<td>CARNIVAL</td>
<td>A percussion-filled pop rhythm. Good for a wide variety of up-beat Latin sounds.</td>
</tr>
<tr>
<td>C-B</td>
<td>BLUE LAGOON</td>
<td>A tropical rhythm with innovative percussion sounds. Slow down the tempo for a reggae ouch.</td>
</tr>
<tr>
<td>C-C</td>
<td>HARD SHUFFLE</td>
<td>A shuffle rhythm for up-tempo, rhythmical rock.</td>
</tr>
<tr>
<td>C-D</td>
<td>R &amp; B</td>
<td>A simple triplet rhythm that is good for slow ballads.</td>
</tr>
<tr>
<td>D-A</td>
<td>POP BREAK</td>
<td>A heavy, tight rhythm that combines break with Black contemporary.</td>
</tr>
<tr>
<td>D-B</td>
<td>DANCING WATER</td>
<td>A unique rhythm full of the sound of “singing” water.</td>
</tr>
<tr>
<td>D-C</td>
<td>AFRICAN</td>
<td>A dynamic African beat featuring low-pitch snare and bass drum sounds.</td>
</tr>
</tbody>
</table>

## Auto Beat Demonstration

The RP20D comes with a factory-installed demonstration which plays each of the 15 Auto Beats and 15 fill-ins in sequence.

### Playing the Auto Beat Demonstration
While pressing the DEMO key, turn on the RP20D.

### Stopping the Demonstration
Turn off the RP20D.

## Specifications

### Power Requirements
DC 3 V with two size-AA(R6) batteries

### Battery Life
Approximately 30 hours for headphones output and 70 hours for guitar amplifier output (When using Sony SUM-3(NS) batteries)

### Weight
200g (Including batteries and clip)

### Supplied Accessories
Connecting cable (1), strap clip (1) and mounting screws (2)

### Note
This appliance conforms with EEC Directive 87/308/EEC regarding interference suppression.
The following table shows the change in tempo for each press of the TEMPO keys (TEMPO + and TEMPO -).

Bei jedem Drücken von TEMPO + oder TEMPO- ändert sich das Tempo wie folgt:

Le tableau suivant indique la variation de tempo à chaque pression sur les touches TEMPO (TEMPO + et TEMPO -).
Touche TEMPO

En la tabla siguiente se muestra el cambio de tempo por cada presión de las teclas TEMPO (TEMPO + y TEMPO -).

<table>
<thead>
<tr>
<th>TEMPO</th>
<th>+26</th>
<th>+25</th>
<th>+24</th>
<th>+23</th>
<th>+22</th>
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<th>+11</th>
<th>+10</th>
<th>+9</th>
<th>+8</th>
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<tbody>
<tr>
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<td>240</td>
<td>231</td>
<td>222</td>
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<td>154</td>
<td>150</td>
<td>146</td>
<td>143</td>
<td>140</td>
</tr>
<tr>
<td>TEMPO</td>
<td>+6</td>
<td>+5</td>
<td>+4</td>
<td>+3</td>
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<td>+1</td>
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<td>-4</td>
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