KRAKLI ELECTRONIC MUSICAL INSTRUMENTS

KRAKLI-TONE

AUTO-ACCOMPANIMENT KEYBOARD · MODEL KT-1

OWNER'S MANUAL

- 16 Rhythms
- 4 Variations
- Fill-In
- Single Finger Chord
- Fingered Chord
- 16 Solo Voices
- Chord Looper
- Solo Echo

THANK YOU FOR CHOOSING THE KRAKLI-TONE

The Krakli-Tone is a complete band in one instrument. Play a chord with your left hand and drums, bass and chords play along in the style you choose. Play a melody with your right hand on one of sixteen solo voices. When you want both hands free, the Chord Looper plays your chord changes back while you solo over the top.

Every sound in the Krakli-Tone is made by its own electronics, then stored and played back the way the home keyboards of the day did it: at a low sample rate, in a few bits, with no smoothing. That is where its warm, slightly gritty character comes from. Please read this manual through once to get the most from your instrument, and keep it for future reference.

CAUTION

The Krakli-Tone is designed for the stand-alone program on your computer and as a plug-in for your music software (VST3, and AU on Apple computers). Turn your speakers or headphones down before starting it for the first time. The built-in limiter keeps the output below –1 dBFS, but loud listening over long periods can damage your hearing.

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INSTALLING

Apple computers (macOS 12 or later): open **Krakli-Tone-*version*-mac.pkg**. It is checked by Apple and opens without warnings. It installs the stand-alone program in Applications and the VST3 and AU plug-ins in /Library/Audio/Plug-Ins; **Customize** leaves out any of them.

Windows (10 or later, 64-bit): run **Krakli-Tone-*version*-windows-setup.exe**. If Windows says “Windows protected your PC”, click **More info**, then **Run anyway**. It installs the stand-alone program and the VST3 plug-in, each optional, with Start menu entries. Afterwards, rescan plug-ins in your music software.

SECTION 1

PANEL DESCRIPTION

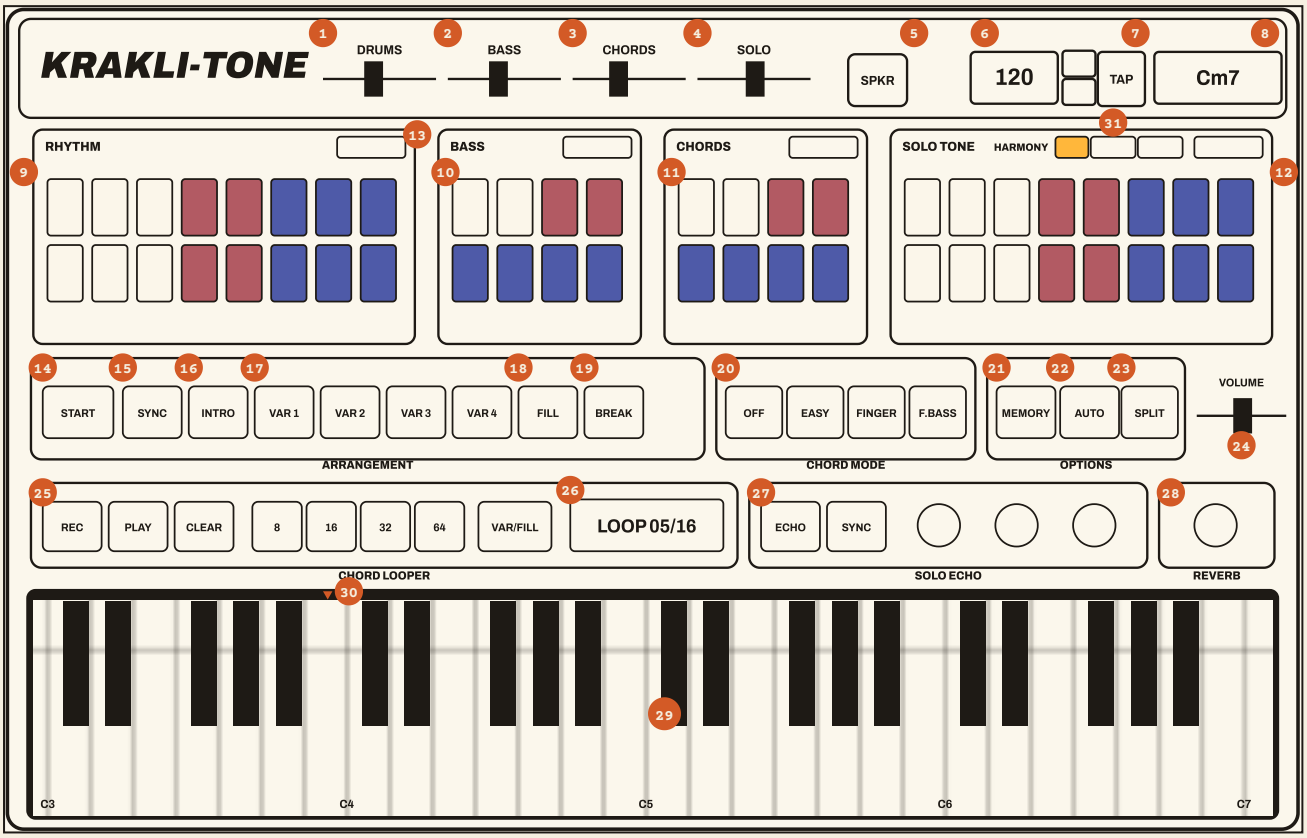


Fig. 1 Front panel. Tab colours group each bank into families.

1 DRUMS LEVEL
Slide right for louder drums. Faders 1 to 4 set the band's balance.

2 BASS LEVEL
The bass part.

3 CHORDS LEVEL
The chord part: piano, organ, guitar or strings, as the pattern sets.

4 SOLO LEVEL
Your right-hand voice.

5 SPEAKER (SPKR)
Lamp on: the sound of a portable keyboard's own small speakers. Off: the full-range sound.

6 TEMPO DISPLAY AND + / –
Shows the tempo in beats per minute, 40 to 240. Each press moves it by one.

7 TAP
Tap two or more times in time to set the tempo.

8 CHORD DISPLAY
The chord the instrument heard, then the section and beat (for example VAR 2 3).

9 RHYTHM SELECTORS
Sixteen rhythm tabs. See Section 5.

10 BASS SELECTORS
AUTO plays the rhythm's own bass line; the others are bass patterns of their own.

11 CHORD SELECTORS
AUTO plays the rhythm's own chord part; the others are chord patterns of their own.

12 SOLO TONE SELECTORS
Sixteen solo voices. See Section 6.

13 CUSTOM BUTTONS
One on each bank. Opens the editing panel for that bank. See Section 8.

14 START / STOP
Starts and stops the rhythm at once. Green lamp while playing.

15 SYNC START
Arms the rhythm to start with your first left-hand chord.

16 INTRO / ENDING
Stopped: arms a two-bar introduction. Playing: plays a two-bar ending and stops.

17 VARIATION 1 TO 4
Four versions of each rhythm, from simple to busy. Changing variation plays a fill-in first.

18 FILL
A drum fill-in, starting from the beat you press it on.

19 BREAK
One bar of near silence, then the rhythm returns.

20 CHORD MODE
OFF, EASY (single finger), FINGER (fingered) or F.BASS (fingered on bass). See Section 3.

21 MEMORY
Lamp on: the chord keeps playing after you lift your hand.

22 AUTO FILL
Plays a fill every 4, 8 or 16 bars. Press to step through.

23 SPLIT SET
Press, then press a key: that key becomes the first key of the solo hand.

24 VOLUME
Master volume.

25 CHORD LOOPER
REC, PLAY, CLEAR, length 8 / 16 / 32 / 64 bars and VAR/FILL. See Section 7.

26 LOOPER DISPLAY
EMPTY, ARMED, REC, LOOP or READY, with the bar count.

27 SOLO ECHO
ECHO, SYNC, TIME, REPEATS and LEVEL. See Section 6.

28 REVERB
The amount of room around the whole band.

29 KEYBOARD
49 keys, C3 to C7. Shaded keys belong to the chord hand. Letters show the computer keys.

30 SPLIT MARKER
The red arrow marks where the chord hand ends. It is set to C4 at the factory.

31 HARMONY
OFF, 2 NOTES or 3 NOTES: adds chord notes under each solo note. See Section 6.

SECTION 2

GETTING STARTED

PLAYING YOUR FIRST RHYTHM

1. Press the **8 BEAT** rhythm tab. The tempo display shows the rhythm's own tempo.
2. Check that **FINGER** is lit in the Chord Mode group.
3. Press **SYNC START**. Its lamp flashes.
4. With your left hand, play C, E and G together below the red arrow. The rhythm starts with your chord, and the bass and chords follow it.
5. Change chord with your left hand whenever you like. Try A minor (A, C, E), then F (F, A, C), then G7 (G, B, D, F).
6. Play a melody with your right hand, above the red arrow.
7. Press **INTRO / ENDING**. The rhythm finishes at the end of the bar with a two-bar ending.

PLAYING WITHOUT A MUSIC KEYBOARD

The computer keyboard plays both hands at once. The bottom letter row is the chord hand, starting at C3; the rows above are the solo hand, starting at C4. Each key on the on-screen keyboard shows its letter.

HAND	WHITE KEYS	BLACK KEYS	RANGE
Chord hand	Z X C V B N M	S D G H J	C3 to B3
Solo hand	Q W E R T Y U I O P	2 3 5 6 7 9 0	C4 to E5

With the mouse, click a key in the chord hand to play a whole chord. Hold a key on your computer keyboard while you click to choose the kind of chord:

CLICK	CHORD	EXAMPLE ON C
Click	Major	C
SHIFT + click	Minor	Cm
ALT + click	Seventh	C7
SHIFT + ALT + click	Minor seventh	Cm7
CMD + click (CTRL on Windows)	Major seventh	Cmaj7

SECTION 3

PLAYING CHORDS

Only keys to the left of the red arrow make chords. Choose how they are read with the Chord Mode buttons. Notes struck within 30 milliseconds of each other count as one chord, so a slightly ragged chord still reads correctly.

EASY: SINGLE FINGER CHORDS

The highest key you hold is the root. The number of extra keys you hold below it chooses the kind of chord. The extra keys can be any keys, as long as they are lower than the root and left of the arrow.

G major



The root alone.

Gm minor



Root, plus any one key below it.

G7 seventh



Root, plus any two keys below.

Gm7 minor seventh



Root, plus any three keys below.

FINGER: FINGERED CHORDS

Play the chord itself, in any position. The Krakli-Tone recognises the nineteen chord types below on every root. Two notes are enough for a quick chord: a major third reads as major, a minor third as minor, and a fifth as a power chord. Where the same notes make two different chords, the lowest note decides the root.

CHORD	NOTES ON C	CHORD	NOTES ON C
C	C E G	Cm	C E♭ G
C7	C E G B♭	Cmaj7	C E G B
Cm7	C E♭ G B♭	Cm7♭5	C E♭ G♭ B♭
Cdim	C E♭ G♭	Cdim7	C E♭ G♭ A
Caug	C E G♯	Csus2	C D G
Csus4	C F G	C7sus4	C F G B♭
C6	C E G A	Cm6	C E♭ G A
Cadd9	C E G D	Cm(maj7)	C E♭ G B

CHORD	NOTES ON C	CHORD	NOTES ON C
C9	C E G B♭ D	Cm9	C E♭ G B♭ D
C5	C G		

F.BASS: FINGERED ON BASS

As FINGER, but the lowest note you play becomes the bass note. Play E, G, C and the bass plays E under a C chord (C/E).

> MEMORY lamp on: the chord keeps playing after you lift your hand, so you only touch the keys when the chord changes. MEMORY off: lifting your hand stops the bass and chords, and the drums play on alone.

SECTION 4

THE AUTO-ACCOMPANIMENT

Each rhythm is a small arrangement: an introduction, four variations, two fill-ins, a break and an ending. Every change waits for the bar line, so the band always stays in time.

BUTTON	WHEN STOPPED	WHEN PLAYING
START / STOP	Starts at once (with the introduction if INTRO is lit)	Stops at once
SYNC START	Waits for your first left-hand chord	No effect
INTRO / ENDING	Arms a two-bar introduction	Plays a two-bar ending at the next bar line, then stops. Press again to stop at once
VAR 1 to 4	Chooses the variation to start on	Plays a fill-in, then the new variation
FILL	No effect	A fill-in from the beat you press it on. Pressed in the last half-beat, it takes the whole next bar
BREAK	No effect	A cymbal crash, then silence until the bar line

> After every fill-in the next bar starts with a cymbal crash. AUTO FILL adds a fill every 4, 8 or 16 bars, so a long vamp keeps moving by itself.

LAMPS

A steady lamp shows what is playing. A flashing lamp shows what will play at the next bar line. In a plug-in, the Krakli-Tone follows your music software's tempo while its transport runs.

SECTION 5

RHYTHM, BASS AND CHORD SELECTIONS

RHYTHM LIST

NO.	RHYTHM	FEEL	TEMPO	DRUM KIT
01	8 Beat	Straight eighths	112	Tin Box
02	16 Beat	Light sixteenths swing	98	Pocket
03	Rock'n' Roll	Swung eighths	168	Tin Box
04	Swing	Triplet swing	136	Studio Lo
05	Shuffle	Triplet shuffle	116	Rubber
06	Bossa	Straight	132	Pocket
07	Samba	Straight sixteenths	100	Pocket
08	Latin Pop	Straight	104	Disco Glass
09	Ballad	Gentle sixteenths swing	70	Studio Lo
10	Funk	Sixteenths	100	Pocket
11	Disco	Four on the floor	120	Disco Glass
12	Country	Train beat	112	Rubber
13	Polka	Oom-pah	120	Tin Box
14	Reggae	One drop	76	Rubber
15	Waltz	3/4 time	150	Studio Lo
16	March	Straight	116	Tin Box

Tabs: straight swung Latin and others. Choosing a rhythm while stopped sets its tempo; while playing, the new rhythm starts at the next bar line.

BASS PATTERNS

1	**Auto**	The rhythm's own bass line
2	**Root**	The root on the beat
3	**Root 5th**	Root and fifth, oom-pah style
4	**Octave**	Disco octaves

CHORD PATTERNS

1	**Auto**	The rhythm's own chord part
2	**Stabs**	Piano on the beat
3	**Off-beat**	Organ on the off-beat
4	**Strum**	Strummed guitar

5	**Walking**	A walking line with leading notes
6	**Boogie**	Root, 3rd, 5th, 6th, up and down
7	**Tumbao**	Latin, ahead of the beat
8	**Synth Pulse**	Driving sixteenths

5	**Pad**	Held strings
6	**Arpeggio**	Bell arpeggios
7	**Montuno**	Latin piano
8	**Skank**	Reggae organ

DRUM KITS

Every drum sound is made electronically, then stored like a sample in a home keyboard's memory. The kits differ in how much of the sound that memory keeps: fewer samples per second and fewer bits make a grittier, older sound.

KIT	STORED AT	CHARACTER
Tin Box	10 kHz, 8 bit	Small and bright, the classic home keyboard
Pocket	16 kHz, 8 bit, companded	Clean hits with grainy tails
Disco Glass	25 kHz, 12 bit	Crisp hats and a long kick
Rubber	12 kHz, 10 bit	Round and low
Toy	8 kHz, 6 bit, no output filter	Crunchy and high
Studio Lo	32 kHz, 12 bit	The cleanest kit, with long cymbals

SECTION 6

SOLO VOICES, ECHO AND REVERB

SOLO VOICE LIST

NO.	VOICE	NO.	VOICE
01	Toy Piano	09	Vibes
02	E.Piano	10	Music Box
03	Reed Organ	11	Accordion
04	Clarinet	12	Sax
05	Brassy	13	String Machine
06	Harmonica	14	Whistle
07	Square Lead	15	Sync Lead
08	Saw Lead	16	Space

Up to sixteen solo notes sound at once. The sustain pedal of a music keyboard holds solo notes. The STRING MACHINE voice uses a three-phase ensemble, as the string synthesizers of the late 1970s did: play slow chords and let them swell.

SOLO HARMONY

Play a single-note melody and let the Krakli-Tone fill in the harmony from the chord the band is playing, whether it comes from your left hand or from the Chord Looper. Choose with the three buttons beside HARMONY above the solo tabs:

1. **OFF**: the solo plays only the notes you press.
2. **2 NOTES**: each solo note gets one chord note underneath it, the nearest one at least a whole tone below.
3. **3 NOTES**: each solo note gets two chord notes underneath, for full block harmony.

> When the chord changes under a held note, the harmony notes glide quickly to the new chord's notes, without being played again. With no chord playing, or with CHORD MODE set to OFF, the solo plays single notes.

SOLO ECHO

A digital delay on the solo voice only. Each repeat bounces between the left and right speakers and grows a little darker, like the early digital delay units.

1. Press **ECHO**. Its lamp lights and its label reads ON.
2. With **SYNC** lit, **TIME** chooses a note length that follows the tempo: 1/16, 1/8 triplet, 1/8, dotted 1/8, 1/4, dotted 1/4 or 1/2. With SYNC off, TIME runs from 40 to 1000 milliseconds.
3. **REPEATS** sets how many times the echo returns. **LEVEL** sets how loud the echoes are.

> Switching the echo off stops new notes going in. Echoes already sounding fade away naturally.

REVERB

The REVERB AMOUNT knob adds a room around the whole band. The solo voice and the chords take the most of it, the drums a little, the bass hardly any.

SECTION 7

THE CHORD LOOPER

The Chord Looper remembers the chords your left hand plays, bar by bar, then plays them back so that both hands are free for the solo. It remembers chords, not keys, so you can change the rhythm or the patterns afterwards and the loop still fits.

1. Choose the length: **8**, **16**, **32** or **64** bars.
2. Press **REC**. Its lamp flashes and the display reads ARMED.
3. Start the rhythm, or carry on if it is already playing. Recording begins with the next bar of the main rhythm, after any introduction. The display counts the bars (REC 05/16).
4. Play your chord changes. When the last bar is reached, the loop starts playing back at once, without a gap. The display reads LOOP.
5. Solo with both hands. While the loop plays, the whole keyboard plays the solo voice.

CONTROL	WHAT IT DOES
VAR/FILL	ON: variation changes, fill-ins and breaks are recorded too, and replayed in the same places. OFF: only chords are recorded, and the section buttons stay yours to play live.
PLAY	Lamp off: the left hand plays chords again and the loop is kept (READY). Lamp on: the loop plays from the next bar.
CLEAR	Empties the looper.
START / STOP	Stopping keeps the loop. Starting again plays it from its first bar.

> Stopping the rhythm, or pressing REC again, before the loop is complete discards that recording. A finished loop is saved with your song, and the stand-alone program remembers it until next time.

SECTION 8

CUSTOM: MAKE IT YOUR OWN

Each bank has a CUSTOM button. It opens an editing panel in place of the tabs, so you can keep playing while you work. Changes play at once and apply to the tab that is selected. RESET returns that one item to the factory setting. The CUSTOM lamp lights when something in its bank has been changed, and every change is saved with your song.

PANEL	WHAT YOU CAN CHANGE
Rhythm	Choose a section (VAR 1 to 4, FILL A, FILL B) and one of sixteen drums, then click the sixteen steps: ghost, hit, accent, off. Also two-bar patterns, the drum kit, and the swing. **TUNE** shows a knob under each drum: up to 12 semitones up or down. Higher drums are also shorter, lower ones longer and grittier, as on the old sample-playback machines. Double-click a knob to return it to 0; click a drum's name to hear it.
Bass	A grid of steps against what each one plays: root, 3rd, 5th, 6th, 7th, 9th, octave, low 5th, approach note, step up, step down, tie.
Chords	A grid of steps against chord, accent, strum, top two notes, single notes 1 to 4 (for arpeggios) and tie. Also the voicing: FULL, TOP 3, SHELL or POWER.
Tone	One synthesizer panel for the bass, chord and solo voices: choose BASS, CHORDS or SOLO, then shape the oscillator, FM, filter, envelope, organ drawbars, vibrato, output and chorus or ensemble. The Bass and Chord panels open it with their TONE button.

> Choosing a section in a CUSTOM panel while the rhythm plays also plays that section, so you hear what you are changing.

SECTION 9

SPECIFICATIONS

KEYBOARD	49 keys (C3 to C7), split point adjustable, factory set at C4
RHYTHMS	16, each with intro, 4 variations, 2 fill-ins, break and ending
ACCOMPANIMENT	Drums, bass and chords; 8 bass and 8 chord patterns including AUTO
CHORD MODES	Off, Easy (single finger), Fingered, Fingered on bass; 19 chord types
SOLO VOICES	16, with 2- or 3-note auto harmony
POLYPHONY	Solo 16, chords 12, bass 1, drums 32
DRUM SOUNDS	16 per kit, 6 kits, stored at 8 to 32 kHz in 6 to 12 bits
TEMPO	40 to 240 beats per minute, with tap tempo
CHORD LOOPER	8, 16, 32 or 64 bars, with or without section changes
EFFECTS	Solo echo (tempo synced or 40 to 1000 ms), chorus, three-phase ensemble, reverb, speaker simulation, limiter at –1 dBFS
FORMATS	Stand-alone program; VST3 plug-in; AU plug-in on Apple computers
SYSTEMS	macOS 12 or later (Apple silicon and Intel); Windows 10 or later, 64-bit

Specifications are subject to change without notice.

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