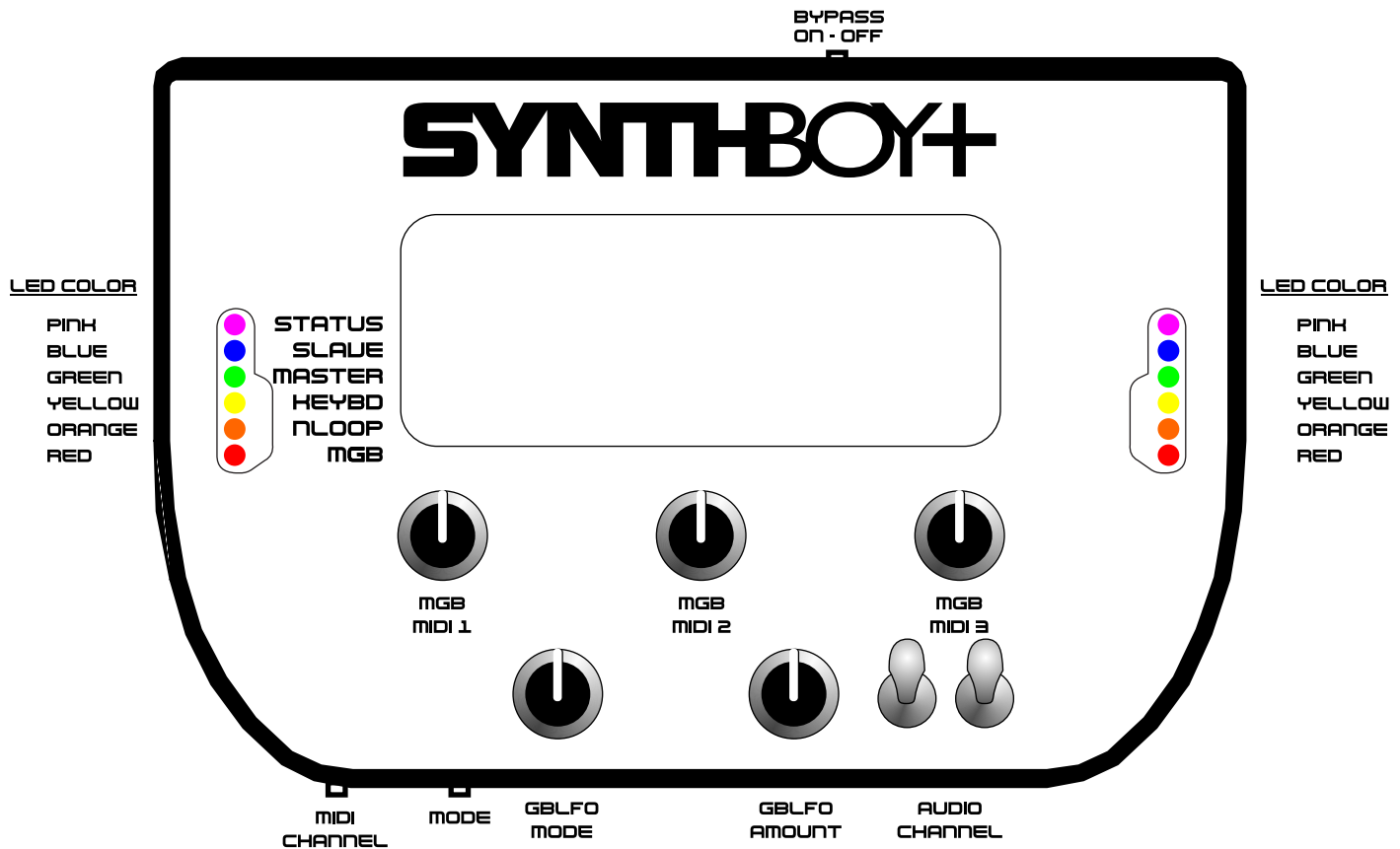


QUICK START GUIDE

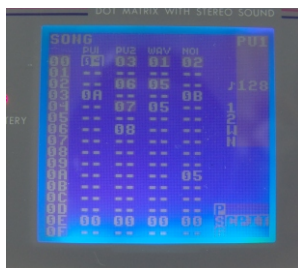


Two modes to focus on right out of the box.

First is the LSDJ master mode. Push the 'mode' button until the left led window flashes green once. Make sure the 'bypass' switch is 'off'. (Looking at the unit as above it should be far right) On the Gameboy make sure LSDJ sync mode is in 'master' mode. With a song loaded in LSDJ you can hit the 'start' button on the Gameboy and you should hear your song coming from one of the outputs from the back of your Synthboy+. You can now change the GBLFO mode and amount as well as switch your 'audio channel' switches.

This is the default mode your Synthboy+ is set in by default.

Second is the mGB mode. Push the 'mode' button until the left led window flashes red once. Make sure the 'bypass' switch is 'on' as this will remove the GBLFO out of the circuit. The next bit can be tricky. You need to turn on and wait for the 'Nintendo' screen on the Gameboy to pass and then turn off your Gameboy immediately and turn it back on. This is how you access the second section of memory on your cartridge that contains the mGB software.



LSDJ



mGB

It might take a few times of practice before you get the hang of it. Be patient.

Both software's are on the same cartridge. The first is LSDJ with the second one being mGB.

You will need to connect a midi compatible keyboard or similar midi device to trigger sounds in mGB. The top three knobs will allow you to change parameters in mGB. Push the 'midi channel' button to change what midi channel the knobs will control. There are 5 midi channels.

These are the very basics, check the site for a more detailed guide.