

SUDOKU LUCAS

S series

Owner's Manual

(8s, 10s, 10sh)



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Preface

Thank you for buying a S series electronic drums, **SUDOKU LUCAS** company with the most simple and convenient setting operation mode to make it easier for beginners handy target, please read the instruction manual before use.

What's in the Box?

Included in the **SUDOKU LUCAS S series** package, you should find:

- One (1) e-drum control Box
- One (1) owner's manual
- One (1) 9V DC power adaptor
- One (1) drum stand (attached assembly diagram).
- One (1) package blow kit accessories.
- One (1) DB25 cable

S series Overview

The following is provided by the electronic drum S series features:

- Built 20 group preset drum kits, 10 user groups may edit drum set, using a true multi-sampled drum lossless studio recording drums.
- Built-in metronome, 10 demo songs and easy listening learning fast recording function.
- Crash cymbals, support double trigger, cymbals face, cymbals edge and stop tones.
- Ride cymbals, support 3 triggered cymbals face, cymbals heart, cymbal edge and stop tones.
- Pedal cymbals (hi-hat) support closed, semi-open, open, Pedal hi-hat, Foot splash and stop tones.
- Special material multilayer woven mesh drum skin can best simulate real drums crackdown and feel, support dual trigger.
- Kick (Bass drum) and drum kits use a fixed link bracket, firmly positioning drum hit hard step will not shift.
- Snare rim can quickly switch Cross-stick, Rim-shot sound.
- Scalable second Crash cymbals (Crash2) and a fourth Tom drum (Tom4).

Caution

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use the specified adaptor only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.
- Never insert or remove an electric plug with wet hands.
- Do not open the instrument or attempt to disassemble or modify the internal components in any way

Chapter1. Setup

1.1. Quick Start

1.1.1. Choosing Drum Sounds

1. Press the [Kit] button.
2. Note display subtitles on the screen, use the [value knob] or [+], [-] button to select the type of drum set.
3. Listen percussion drum set type (preset drum kits 20 groups, 10 user-defined groups).

1.1.2. Playing Along with a Song

1. Press the [SONG] button.
2. Turn the [value knob] or [+], [-] button to select the playback
3. Press the start / stop button [▶/■] to play or stop demo.

1.1.3. Practicing with the Metronome

1. Press the [Click] button.
2. Turn the [value knob] or [+], [-] button to select the tempo.
3. Press the start / stop button [▶/■] to play or stop tempo.

1.1.4. Recording Your Performances

1. Press the [Rec] button.
2. When the lights begin recording.
3. Then click the [Rec] button.
4. After the lights off to stop recording.

1.1.5. Playing Your Performances

1. Press the [Play] button.
2. When the lights begin playing.
3. Then click the [Play] button.
4. After the lights off to stop playing.



1.1.6. Snare Rim shot/Cross stick

1. Press the [Kit] button.
2. Press the [Mute] button to display the top right corner of the screen displays the CS (cross stick).
3. Then click the [Mute] button, CS disappear (rim shot).



1.1.7. Reverb fast On/Off

1. Press the [Kit] button, light on.
2. Press the [Reverb/Save] button, light on, display screen in the bottom left corner display Rev On.
3. Press the [Reverb/Save] button again, light off, Rev On faded.


1.1.8. Play music using a bluetooth audio player

1. Use mobile phone (IOS, Android) or Ipad device to open bluetooth.
2. Search Z11K-Audio, pairing and connect, pairing code is 0000.
3. After successful connection, display screen in the upper right corner keep display [.
4. Open mobile phone/Ipad audio player, play music.
5. Device disconnected the bluetooth audio connection, displays screen flashing [] in the upper right corner.

1.1.9. Connect electronic drums using bluetooth software

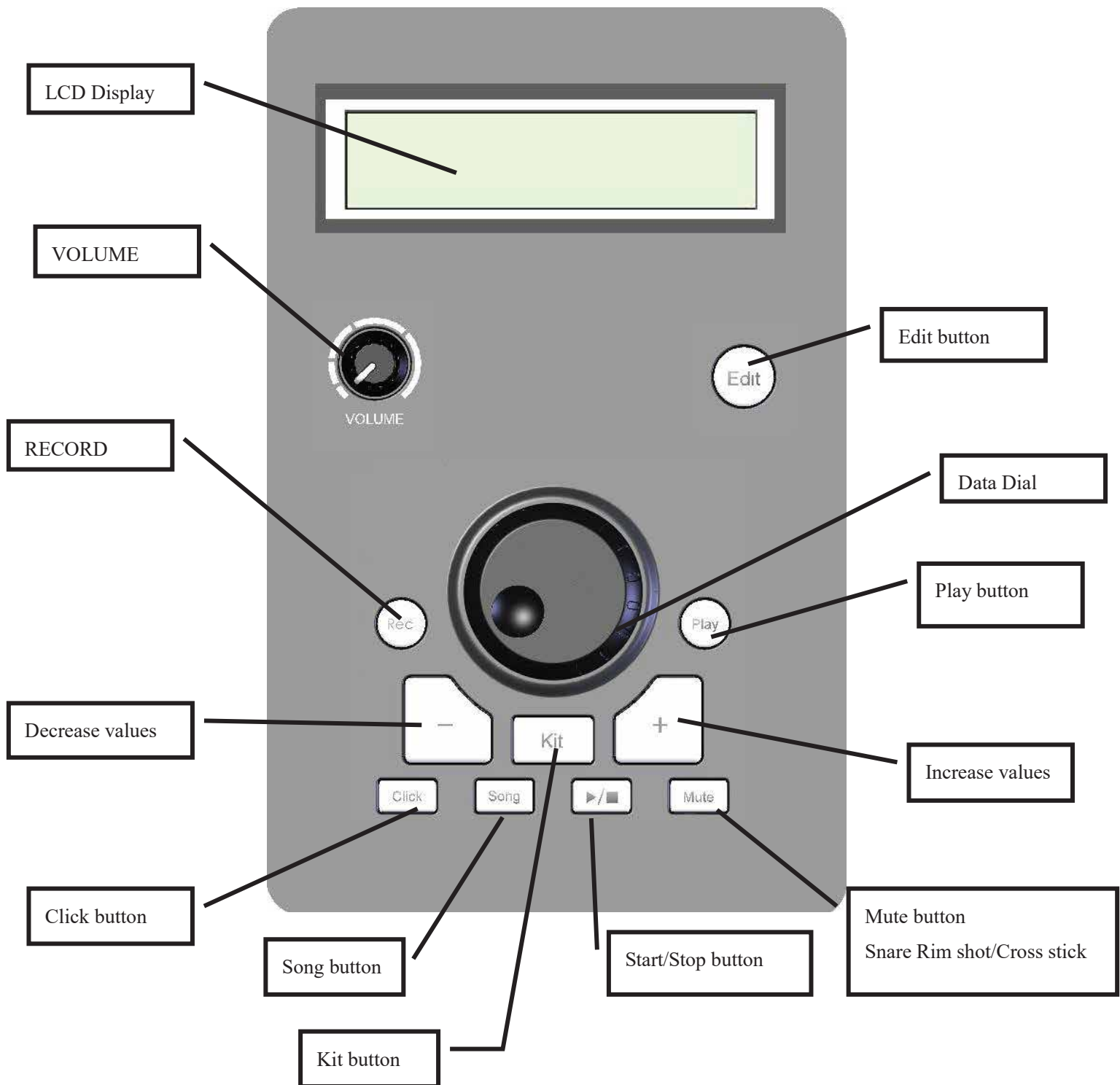
1. Open bluetooth MIDI app.
2. Search Z11K-MIDI, connect.
3. After successful connection, display screen in the upper right corner keep display [.
4. App disconnected the bluetooth MIDI connection, displays screen flashing [] in the upper right corner.

1.1.10. Play music using USB flash disk

1. Insert a USB flash disk with music files.
2. Press the [SONG] button, display screen displays the music playing on the current.
3. Press the [] button, playing music using USB flash disk.
4. Using the [value knob], select playlist.
5. Display screen displays the current music status of the usb flash disk.

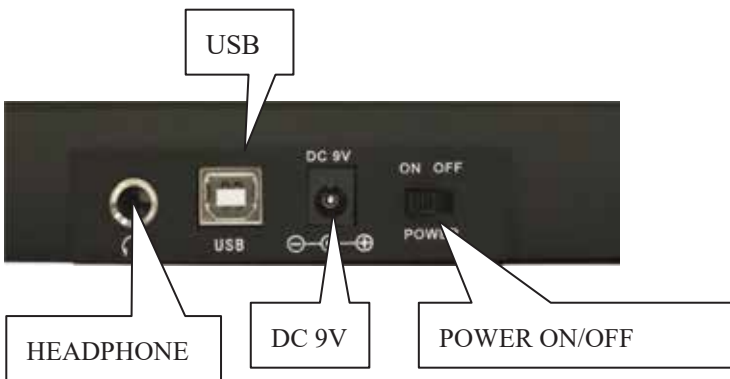
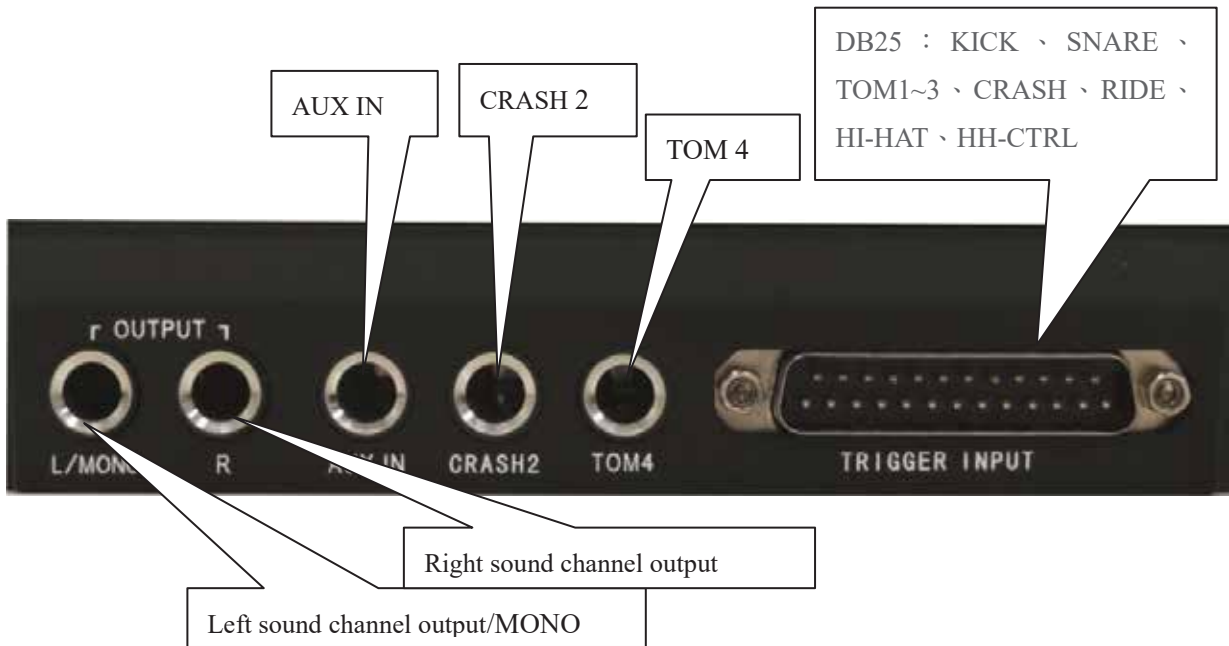
1.2. Overview

1.2.1. Front Panel



1.2.2. Rear Panel

1.2.3. Rear Panel




1.3. Basic settings

1.3.1. Connecting the power

1. Confirm the drum trigger module is turned off (no display on the display screen).
2. Plug the power cord into the jack.
3. The power supply plug into the wall outlet.
4. Turn the power switch.

1.3.2. Connect headphones or speakers

1. Connect the headset.
The headphone jack is inserted [].
2. Connect the speakers.
The speaker wire is connected to the Output of [L] and [R] jacks (standard mono audio).

1.3.3. Connect music player

Can be [AUX IN] jack to connect a music player to this input MIX.

1.3.4. MIDI OUT /IN jacks

Sends MIDI messages to external devices and receives external MIDI messages (only drums Channel 10).

1.3.5. USB port

This jack is used to connect the keyboard with the computer, send MIDI messages directly to the sound card (only drums Channel 10).

1.3.6. Restore factory settings

1. Factory reset all settings.
Before turning the first press [Edit], and then turn on the power switch.
2. The basic rhythm set to restore factory default settings.
Before turning to hold down [Kit], and then turn on the power switch.
3. Advanced Drum Set restores factory default setting.
Before turning to hold down [Mute], then turn on the power switch.

Chapter2. Basic skills

2.1. Basic operation

2.1.1. Adjust the volume

1. Turn the Volume knob to the right, you can turn up the volume.
2. Turn the Volume knob to the left, you can adjust the volume.

2.1.2. Select the Drum Kit

1. Press [Kit] button lights.
2. Note display subtitles on the screen, use the [value knob] or [+], [-] button to select the type of drum set.
3. Percussion Drum group audition type (preset drum kits 20 groups, 10 groups of user-defined).

2.2. Playing in the music accompaniment

2.2.1. Select Song

1. Press [SONG] button lights.
2. Turn the [value knob] or [+], [-] button to select the playback.
3. Press the Start / Stop button [▶/■] to play or stop demo.

2.2.2. Adjust the song volume/ tempo

1. Press the [SONG] button lights.
2. Turn the [value knob] or [+], [-] button to select the playback.
3. Then press the [Edit] button, after the lights, press [SONG] button and select Volume / Tempo option.
4. Turn the [value knob] or [+], [-] button to adjust the music volume.
5. Setup is complete then press [Edit] button, you can put out the lights.

2.2.3. Song of the drum part mute

1. Press the [SONG] button lights.
2. Turn the [value knob] or [+], [-] button to select the playback.
3. When you need to practice on their own drum music, just press [Mute] to mute the music of drums.

2.2.4. Loop playback of the song

1. Press the [SONG] button.
2. Turn the [value knob] or [+], [-] button to select the playback.
3. Press the Start / Stop button [▶/■] to play or stop demo.
4. If there is no press Stop, you can continue to single loop playback.

2.3. Using the metronome

2.3.1. Start and stop

1. Press [Click] button.
2. Turn the [value knob] or [+], [-] button to select the metronome.
3. Press the Start / Stop button [▶/■] to play or stop the metronome.

2.3.2. Adjust the tempo

1. Press [CLICK] button lights.
2. Turn the [value knob] or [+], [-] button to select the playback.
3. Then press the [Edit] button, after the lights, press [CLICK] button to select Volume /Tempo option.
4. Turn the [value knob] or [+], [-] button to adjust the tempo.
5. Setup is complete then press [Edit] button, you can put out the lights.

2.4. Record Performance

2.4.1. Recording

4. Press [Rec] button lights. (automatically deleted Before tracks)
5. Percussion Drum group began recording.
6. Press [Rec] button, lights off, it stops recording.

2.4.2. Playing

7. Press the [Play] button lights.
8. Started playing percussion drum set.
9. Press the [Play] button, lights off, it stops recording

Chapter3. Drum group editor

3.1. Create your own original sound group

3.1.1. Enter edit mode

1. Press [Kit] button lights.
2. Then press the [Edit] button, after the lights, enter edit mode.

3.1.2. Select Edit item

Use [Kit] key to select (Voice / volume / Pan / pitch / Reverb /MIDI note) item.

3.1.3. Select Edit part

Knock panel to select the editing position, you can also press [Record] / [Play] option.
(Kick , Snare , Tom1 , Tom2 , Tom3 , Hihat , Hihat-ctrl , Crash , Ride...)

3.1.4. Changing values

By rotating [value knob] or [+], [-] button, to increase its value set.

3.1.5. Storage edit

1. Press the Start / Stop button [▶/■], the screen will display the Store data to?
2. Use the [value knob] or [+], [-] key to select To set the user-defined groups (USER KIT 1 ~ 10)
3. Press the start / stop key [▶/■], the screen will display saving.....
4. The complete storage.

3.1.6. Changing values

Press [Edit] button lights out, exit edit mode.

Chapter4. Advanced Function Setting

4.1. Select the set

- Press the [Edit] button, after lights, press [Mute] button to select the option I want to be a set of other adjustments.(Sensitive/Trigger/Thresh/Velosity Curve/X-talk/Hi-hat splash/Reverb)
- Press [▶/■] button lights. Screen: Are you sure to Store advance?
- Press [▶/■] button lights out.
- Press [Edit] button, the lamp is off, to complete the setting.

4.2. Sensitive

- Detection sensitivity can be adjusted batting drum, each drumhead set independently.

4.3. Retrig

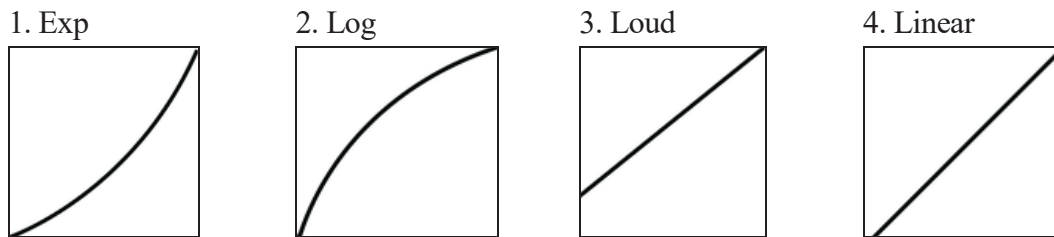
- Drum speed can be adjusted to detect batter batting, each drumhead set independently.

4.4. Thresh

- Drum speed can be adjusted to detect batter batting, each drumhead set independently.

4.5. Velocity Curve

- There are four selectable velocity curves, each drumhead independent set.



4.6. X-talk

- Noise interference when the X-talk larger the value, the better to prevent crosstalk.

4.1. Hi-hat splash

- Exclusive adjustment "pedal cymbals" caused by water splashing on the ground similar to the natural sound effects, the more obvious the higher the value.

4.2. Reverb on/off

- All drums echo control master switch.

Chapter5. Reference

5.1. Inventory data

5.1.1. Drum setting

Edit + Kit(Cycle selection)	Display	Range
Press Kit Button - 1	Voice	Drum Voice list
Press Kit Button - 2	Volume	0-100
Press Kit Button - 3	Pan	L5~Center~R5
Press Kit Button - 4	Pitch	-12~0~+12
Press Kit Button - 5	Reverb	0~127
Press Kit Button - 6	Midi note	0~127

5.1.2. Click setting

Edit+ Click(Cycle selection)	Display	Range
Press Click Button - 1	Click Volume	0~100
Press Click Button - 2	Click Tempo	30~250

5.1.3. Demo setting

Edit+ Song(Cycle selection)	Display	Range
Press Song Button - 1	Snog Volume	0~100
Press Song Button - 2	Snog Tempo	30~250

5.1.4. Advanced setting

Edit+ Mute(Cycle selection)	Display	Range
Press Mute Button - 1	Sensitive	0~32
Press Mute Button - 2	Retrig	0~50
Press Mute Button - 3	Thresh	0~50
Press Mute Button - 4	Velocity Curve	1~4
Press Mute Button - 5	X-talk	0~100
Press Mute Button - 6	Hi-Hat splash	0~50
Press Mute Button - 7	Reverb	ON/OFF

5.2. Specification

Model	Type	Z11
	Trigger	Kick,Snare,Tom1,Tom2,Tom3,Hihat,Hihat-ctrl,Crash,Ride
	Optional Expansion	Tom4, Crash2
	Maximum polyphony	64
	Effect units	reverb
Kit	Classification	Kick, Snare, Tom, Hi-hat, Crash, Ride, percussion
	Number of voices	229
Song	Quantity	10
	Song format	MIDI
Metronome	Tempo	30-250
	Time signatures	1-6
Audio files	Sampling format	44.1Khz/16bit PCM
Other items	Display	16x2 LCD
	Connectors	Midi in/out, aux in ,line out, head phone, USB, DB25, Tom4, Crash2

5.3. Drum Voice List

	Crash	Hi-Hat	Kick	Perc
1	Classic-CHB-H-Edge	Rock-Top-open	Rock-1	ma808
2	Classic-CHB-H-Shoulder	Rock-Top-half2	Pop-1-XL	mcg808
3	Rock-V20-Edge	Rock-Top-Closed	Pop-1-bright	Tambourine
4	Rock-V20-Shoulder	Rock-Edge-Open-XL	Pop-2	Cowbell
5	Rock-1-edge	Rock-Edge-half2	Pop-3-XL	Vibraslap
6	Rock-1-edge-XL	Rock-Edge-closed-XL	Pop-3-bright	Hi Bongo
7	Rock-2-edge	Brush-1-open-XL	Pop-4-XL	Low Bongo
8	China-Metal-1	Brush-1-open	Pop-4-Bright	Mute Hi Conga
9	China-Metal-1-XL	Brush-1-half2	Pop-4-Soft	Open Hi Conga
10	Metal-2-edge	Brush-1-closed	Metal-1-XL	Low Conga
11	Metal-2-edge-XL	Fiesta-1-open-rods	Pop-5	High Timbale
12	Crash-Jazz-1-edge	Fiesta-1-Half2	Metal-1-Bright	Low Timbale
13	Crash-Jazz-1-edge-XL	Fiesta-1-closed-top-rods	Metal-1-Medium	High Agogo
14	Crash-Jungle-1-edge	Vintage-Top-open-XL	Metal-2-XL	Low Agogo
15	Crash-Jungle-3-edge	Vintage-Top-open	Metal-2	Cabasa
16	Crash-Jungle-4-splash-hi	Vintage-Top-Half2	Jazz-1-XL	Maracas
17	Crash Cymbal 1	Vintage-Top-closed	Jazz-1-Bright	Short Whistle
18	Chinese Cymbal	Electro8-open	Jungle-1	Long Whistle
19	Splash Cymbal	Electro8-Half2	Jungle-2-XL	Short Guiro
20	Crash Cymbal2	Electro8-closed	Jung-2Bright	Long Guiro
21		Closed Hi-Hat	Vintage-1-long	Claves
22		Pedal Hi-Hat	STD1 Kick 1	Hi Wood Block
23		Open Hi-Hat	STD1 Kick 2	Low Wood Block
24		ch808	Jaz35	Mute Cuica
25		ch8082	Jaz36	Open Cuica
26		oh808	Pow36x	Mute Triangle
27			Elec36	Open Triangle
28			bd8081	Shaker
29				Jingle Bell
30				Belltree
31				Castanets
32				Mute Surdo
33				Open Surdo
34				
35				
36				
37				

	Ride	Snare	Tom	
1	Rock-ping24-Bell	Rock-1	Rock1-2-XL	42 High Tom
2	Rock-ping24-Shoulder	Rock-1-Cross-Stick3	Rock1-2-XL	43 Elec41
3	Rock-ping24-Edge	Rock-2-XL	Rock1-1-XL	44 Elec43
4	Rock-ping24-VeloBell	Rock-2-S	Rock1-1-XL	45 Elec45
5	Rock-1-top	Rock-2-Cross-Stick	Pop1-3	46 Elec47
6	Rock-1-bell-XL	Rock-3	Pop1-3	47 Elec48
7	Rock-1-bell	Rock-3-RimShot	Pop1-2	48 Elec50
8	Jazz-1-bell-XL	Pop-1	Pop1-1	49 hcg808
9	Jazz-1-bell	Pop-2-Cross-Stick	Jazz2-1-XL	50 hht808
10	Jazz-1-top-XL	Metal-3-rods-XL	Jazz2-1-XL	51 hmt808
11	Jazz-1-top	Metal-3-Rods-Rimshot	Jazz2-1-XL	52 lcg808
12	Brush-2-bell	Metal-4-XL	Jazz2-1-XL	53 lht808
13	Brush-2-edge	Metal-4-Open-S	Metal2-2-XL	54 llt808
14	Brush-2-top-hard	Metal-4-RimShot	Metal2-2-XL	55 lmt808
15	Ride Cymbal 1	Jazz-1-XL	Metal2-1-XL	56 lt808
16	Ride Bell	Jazz-1-rimshot-full	Metal2-1-XL	57 Orctim_fix
17	Ride Cymbal 2	Jazz-1-cross-stick	Jungle1-3	58 Rolom41
18	cy808	Brush-1-XL	Jungle1-3	59 Rolom43
19	Splash Cymbal	Brush-1-Rimshot	Jungle1-2	60 Rolom45
20		Jungle-3	Jungle1-1	61 Rolom48
21		Jungle-1	Vintage1-2	62 Rolom50
22		Jungle-1-Rimshot	Vintage1-1	
23		Jungle-3-Rimshot	Vintage1-2	
24		Vintage-1	Vintage1-1	
25		Vintage-1-z2	Electro1-3	
26		Vintage-1-Rimshot	Electro1-3	
27		Fiesta-1	Electro1-2	
28		Fiesta-1-Rimshot	Electro1-1	
29		Fiesta-1-CrossStick	Electro2-3	
30		Fiesta-2	Electro2-3	
31		Fiesta-2-Rimshot	Electro2-2	
32		Side Stick	Electro2-1	
33		STD1 Snare1	Bass-Brush1-XL	
34		Hand Clap	Bass-Brush1-XL	
35		Snare Drum 2	Brush1-1-XL	
36		Pow38new	Brush1-1-XL	
37		Elec38	Low Floor Tom	
38		Orc40	High Floor Tom	
39		sd808	Low Tom	
40		rs808	Low-Mid tom	
41		Snare-Jazz-1	Hi Mid Tom	

Chapter6. Appendix

Sudoku Lucas 8S



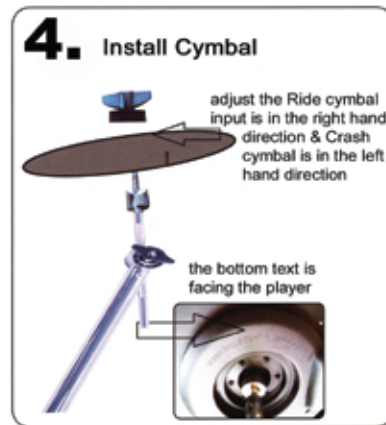
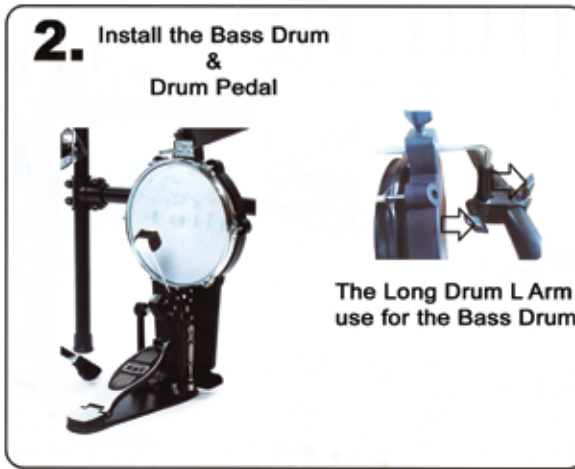
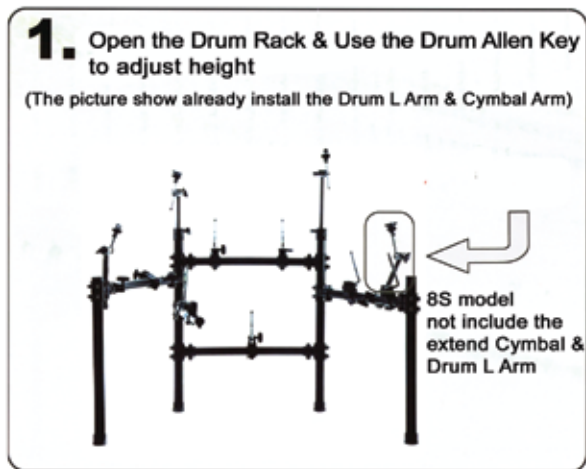
Sudoku Lucas 10S



Sudoku Lucas 10SH



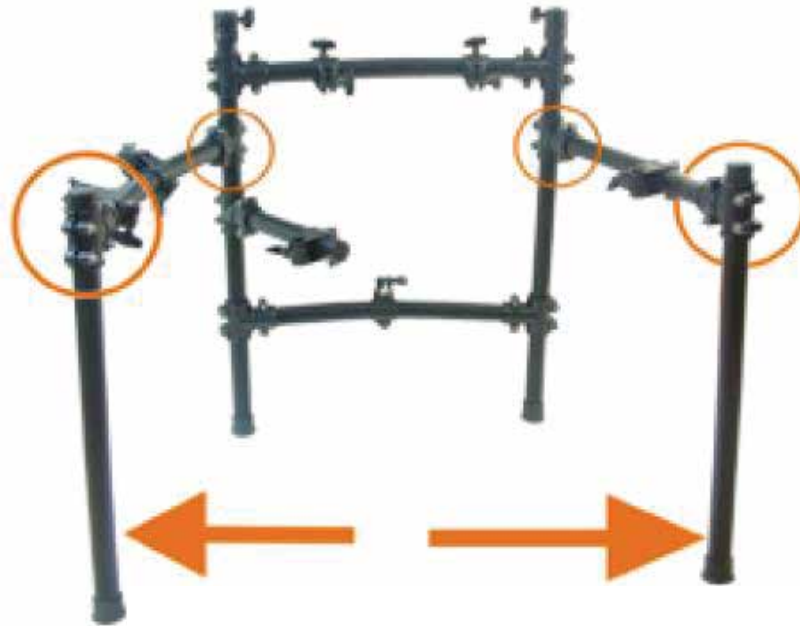
6.1. Drum kit assembly



STAND

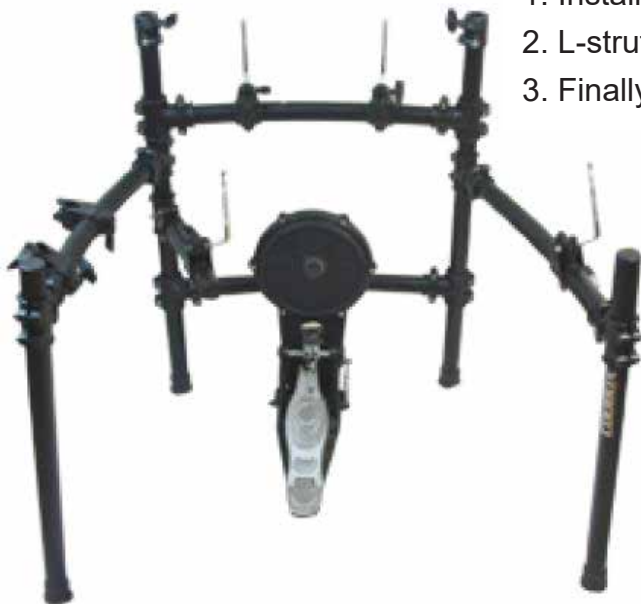


Adjust the position simply loosen two screws



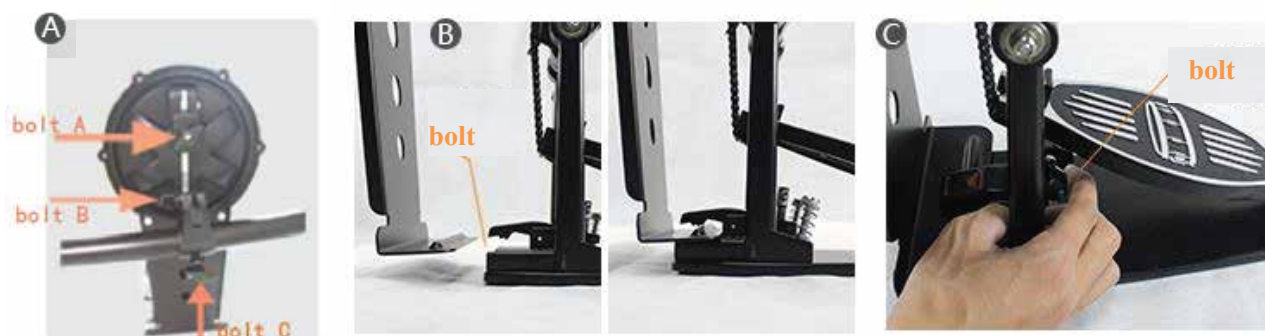
Distance \leq 1.3m (Less than 1.3m)

1. Install Kick drum pedal and step on the hammer.
2. L-strut insert drum plate bracket deck.
3. Finally, the Cha piece strut stent insertion clips

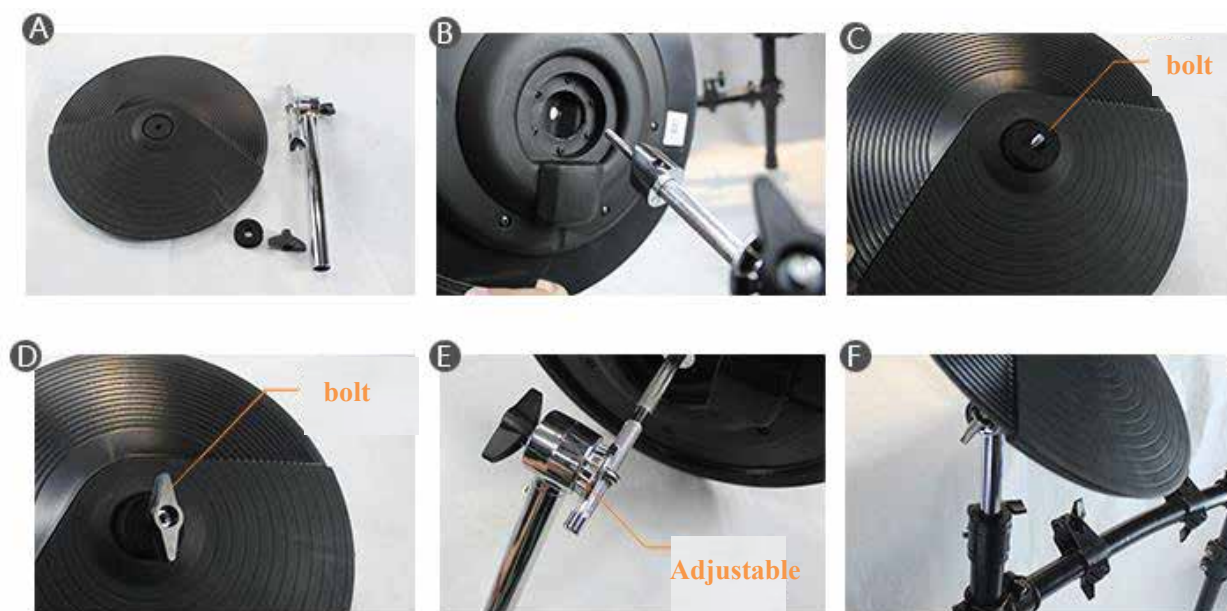


Use black nut to adjust the position.
Strut toward the direction of the player.

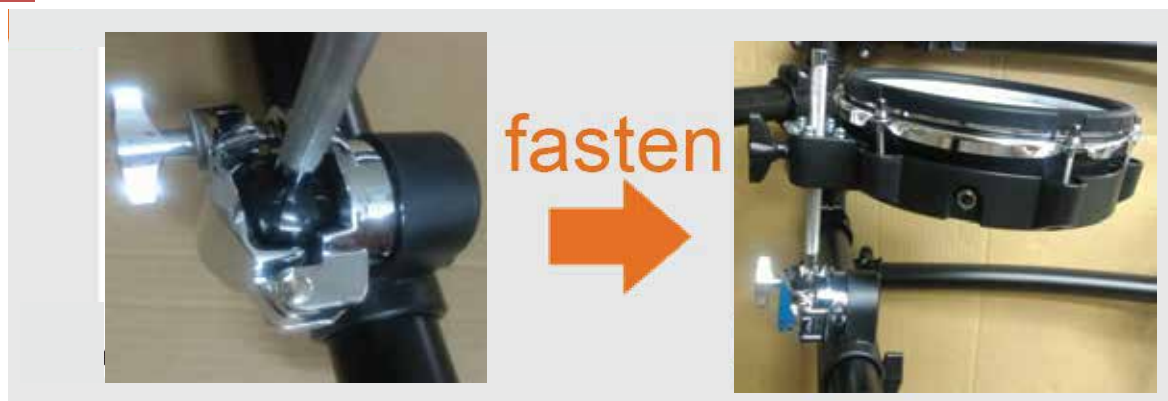
KICK



CYMBAL/RIDE



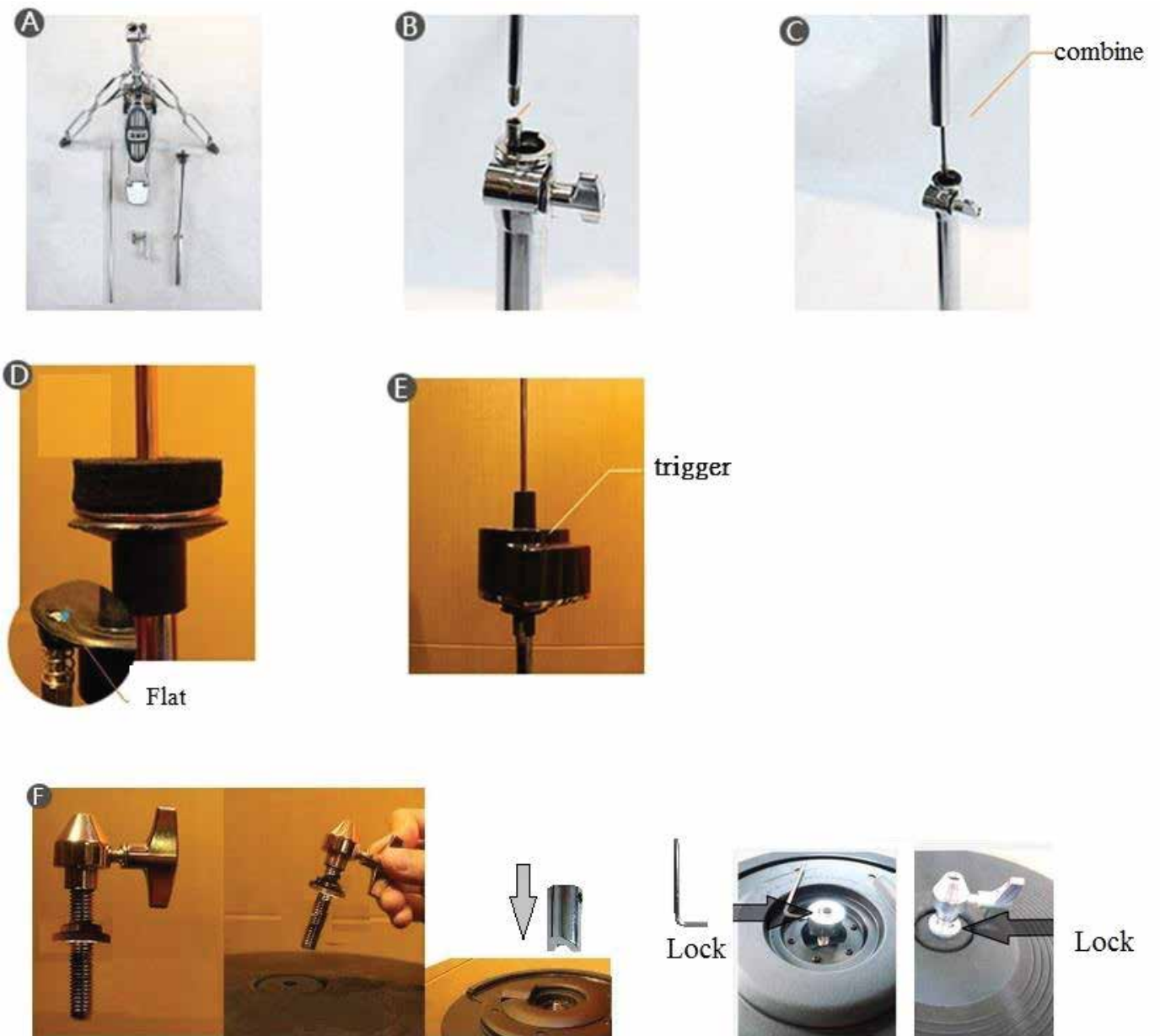
SNARE



TOM



H.H.-CTRL



6.2. Control box assembly



Z11 come with adaptor and cable DB25



Screw X 3



model rod X1

ASSEMBLY

The back of the control box has three screw holes aligned holes lever control box, screw lock



Control box assembly to the bracket, lock can be fixed, then the audio cable into the corresponding socket.

