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|||||111|||99999||0000||88888||222222||333333||| | | | | |
|||11111||99||99||00||00||88||88|||222|||333|||
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||| BLOCCO B ||||| [ 1480 mA ]

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/Wogglebug

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A.SMOOTH -->
RING MOD --> EXT Mutant Clap (Doepfer Grigio)
A.WOGGLE --> EXT Mutant Hihats (Doepfer Grigio)
  EXTERN. <-- CLEAN Mutant Bassdrum (Doepfer Grigio)
INFLUEN. <-- 4 (-) Quad Inverter [B] (TipTop Verde)
  STEPPER --> 1 (+) Quad Inverter [B] (TipTop Verde)
C.SMOOTH --> 2 (+) Quad Inverter [B] (TipTop Verde)
C.WOGGLE --> 3 (+) Quad Inverter [B] (TipTop Verde)
  SPEED <--
  CLOCK <--
  BURST --> 1 Patch-bay [B] (Doepfer Giallo)
  CLOCK --> 2 Patch-bay [B] (Doepfer Giallo)

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/Quad Inverter [B]

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1 (+) <-- STEPPER Wogglebug (TipTop Verde)
  --> PITCH Mutant Bassdrum (Doepfer Grigio)
  --> FEEDBACK Crush Delay (Doepfer Nero)
1 (-) --> PITCH Mutant Clap (TipTop Giallo)
  --> RET VOL Crush Delay (Doepfer Giallo)
  --> SIZE Freez (Doepfer Nero)
  --> CHORD Arp (TipTop Verde)
2 (+) <-- C.SMOOTH Wogglebug (TipTop Verde)
  --> ENV MF-107B [B] (Doepfer Grigio)
  --> CV3 uGrids (Doepfer Giallo)
2 (-) --> WAVE MF-107B [B] (TipTop Giallo)
3 (+) <-- C.WOGGLE Wogglebug (TipTop Verde)
  --> WAVE MF-107A [B] (Doepfer Giallo)
  --> CHAOS uGrids (Doepfer Giallo)
3 (-) --> DECAY Mutant Hihats (TipTop Giallo)
  --> ENV MF-101 (Doepfer Nero)
4 (+) <-- ENV MOD (TipTop Verde)
  --> REV DEC Mutant Clap (Doepfer Nero)
4 (-) --> INFLUEN. Wogglebug (TipTop Verde)

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/uGrids

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CLOCK <-- 3 Patch-bay [B] (Doepfer Nero)

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RESET <-- 4 Patch-bay [B] (Doepfer Grigio)
CHAOS <-- 3 (+) Quad Inverter [B] (Doepfer Giallo)
  Y CV <-- ENV MF-101 (Doepfer Nero)
  X CV <--
  CV 1 <--
OUT 1 --> TRIG Mutant Bassdrum (TipTop Giallo)
          ACC Mutant Hihats (Doepfer Giallo)
ACC 1 --> ACC 3 uGrids (TipTop Verde)
          TRIG Freez (Doepfer Nero)
          TRIG O. Mutant Hihats (Doepfer Grigio)
          ACC Mutant Clap (TipTop Verde)
          CRUSH A Crush Delay (Doepfer Giallo)

  CV 2 <--
OUT 2 --> GATE MOD (TipTop Verde)
          TRIG Arp (Doepfer Giallo)
ACC 2 -->
  CV 3 <-- 2 (+) Quad Inverter [B] (Doepfer Giallo)
OUT 3 --> TRIG Mutant Clap (TipTop Rosso)
ACC 3 --> ACC 2 uGrids (TipTop Verde)
          TRIG Freez (Doepfer Nero)
          TRIG O. Mutant Hihats (Doepfer Grigio)
          ACC Mutant Clap (TipTop Verde)
          CRUSH A Crush Delay (Doepfer Giallo)

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/MOD

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GATE <-- OUT 2 uGrids (TipTop Verde)
      --> TRIG Arp (Doepfer Giallo)
ENV --> 4 (+) Quad Inverter [B] (TipTop Verde)
        REV DEC Mutant Bassdrum (Doepfer Nero)
VCA <-- AUDIO MF-107B [B] (TipTop Giallo)
VCA --> AUDIO MF-101 (TipTop Verde)

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/Arp

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TRIG <-- GATE uGrids (Doepfer Giallo)
RESET <--
ROOT <--
CHORD <-- SIZE Freez (TipTop Verde)
          1 (-) Quad Inverter [B] (Doepfer Nero)
  OUT --> FREQ MF-107A [B] (TipTop Verde)
          FREQ MF-107B [B] (Doepfer Grigio)
          CUT MF-101 (Doepfer Giallo)

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/Freez

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IN <-- BUS A Mutamix [R1] (Doepfer Rosso)
SIZE <-- CHORD Arp (TipTop Verde)
          1 (-) Quad Inverter [B] (Doepfer Nero)
TRIG <-- ACC 1 uGrids (Doepfer Nero)

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RATE <--
OUT --> RETURN Crush Delay (TipTop Verde)
1 Unity Mixer [A1] (Doepfer Rosso)
4 Unity Mixer [A1] (TipTop Verde)

/Crush Delay

TIME <--
FEEDBACK <-- 1 (+) Quad Inverter [B] (Doepfer Nero)
IN VOL <--
IN <-- BUS C Mutamix [R1] (Doepfer Rosso)
OUT --> 3 Unity Mixer [A1] (Doepfer Rosso)
6 Unity Mixer [A1] (TipTop Verde)
DRY/WET <--
RET VOL <-- PITCH Mutant Clap (Doepfer Giallo)
1 (-) Quad Inverter [B] (TipTop Nero)
RETURN <-- OUT Freez (TipTop Verde)
SEND -->
CRUSH A <-- ACC Mutant Clap (Doepfer Giallo)
CRUSH B <--
CRUSH C <--

/Unity [B]

1 <--
2 <--
3 <--
A -->
4 <--
5 <--
6 <--
B -->

/Mutant Clap

REV DEC <-- ENV MOD (Doepfer Nero)
EXT <-- RING MOD Wobblebug (Doepfer Grigio)
RADIO (Doepfer Rosso)
TRIG <-- OUT 3 uGrids (TipTop Rosso)
PITCH <-- 1 (-) Quad Inverter [B] (TipTop Giallo)
OUT --> CH 4 Mutamix (Doepfer Rosso)
ACC <-- TRIG O. Mutant Hihats (TipTop Verde)
NOISE -->
FILTER -->

/Mutant Hihats

DECAY <-- 3 (-) Quad Inverter [B] (TipTop Giallo)
EXT <-- A.WOGGLE Wobblebug (Doepfer Grigio)
TRIG O. <-- ACC 3+1 uGrids (Doepfer Grigio)

TRIG C. <-- 6 Patch-bay [B] (Doepfer Giallo)
OUT O. --> CH 3 Mutamix (Doepfer Rosso)
ACC <-- TRIG Mutant Bassdrum (Doepfer Giallo)
OUT C. --> CH 2 Mutamix (Doepfer Rosso)

/Mutant Bassdrum

DECAY <--
DIST CV <--
TRIG <-- OUT 1 uGrids (TipTop Giallo)
PITCH <-- 1 (+) Quad Inverter [B] (Doepfer Grigio)
DIST IN <--
CLEAN --> EXTERN. Wogglebug (Doepfer Grigio)
ACC <-- TRIG Mutant Clap (Doepfer Nero)
DIST --> CH 1 Mutamix (Doepfer Rosso)

/Patch-bay [B]

1 <-- BURST Wogglebug (Doepfer Giallo)
2 <-- CLOCK Wogglebug (Doepfer Giallo)
3 --> CLOCK uGrids (Doepfer Nero)
4 --> RESET uGrids (Doepfer Grigio)
5 -->
6 --> TRIG O. Mutant Hihats (Doepfer Giallo)

/MF-107A [B]

AUDIO <--
FREQ <-- OUT Arp (TipTop Verde)
--> FREQ MF-107B [B] (Doepfer Grigio)
WAVE <-- 3 (+) Quad Inverter [B] (Doepfer Giallo)
ENV <--
FM <--
MIX <--
ENV -->
VCO -->
AUDIO --> AUDIO MF-107B [B] (TipTop Rosso)

/MF-101

AUDIO <-- VCA MOD (TipTop Verde)
CUT <-- OUT Arp (Doepfer Giallo)
RESO <--
MIX <--
ENV <-- 3 (-) Quad Inverter [B] (Doepfer Nero)
ENV --> Y CV uGrids (Doepfer Nero)
AUDIO --> CH 5 Mutamix (Doepfer Rosso)

/MF-107B [B]

AUDIO <-- AUDIO MF-107A [B] (TipTop Rosso)
FREQ <-- FREQ MF-107A [B] (Doepfer Grigio)
WAVE <-- 2 (-) Quad Inverter [B] (TipTop Giallo)
ENV <-- 2 (+) Quad Inverter [B] (Doepfer Grigio)
FM <--
MIX <--
ENV -->
VCO -->
AUDIO --> VCA MOD (TipTop Giallo)

||| **REGIA** |||||||||||||||||||||||||||||||||||||||| [352 mA]

/Mutamix

CH 1 <-- OUT Mutant Bassdrum (Depfer Rosso)
MUTE 1 <--
CH 2 <-- OUT C. Mutant Hihats (Depfer Rosso)
MUTE 2 <--
CH 3 <-- OUT O. Mutant Hihats (Depfer Rosso)
MUTE 3 <--
CH 4 <-- OUT Mutant Clap (Depfer Rosso)
MUTE 4 <--
CH 5 <-- AUDIO MF-101 (Depfer Rosso)
MUTE 5 <--
CH 6 <-- BiBalad (Depfer Rosso)
MUTE 6 <--
BUS A --> IN Freez (Doepfer Rosso)
BUS B --> 2+5 Unity Mixer [A1] (Doepfer Giallo)
BUS C --> IN Crush Delay (Doepfer Rosso)

/Spring Reverb

IN 1 <-- LEFT EQ [YS Blu]
--> 2 Unity Mixer [A2] (TipTop Verde)
CV 1 <--
IN 2 <-- RIGHT EQ [YS Rosso]
--> 5 Unity Mixer [A2] (TipTop Verde)
CV 2 <--
MIX --> LEFT TILT [YS Blu]
MIX CV <--
WET --> RIGHT TILT [YS Rosso]

/Unity Mixer [A1]

1 <-- 4 Unity Mixer [A1] (TipTop Verde)
OUT Freez (Doepfer Rosso)
2 <-- 5 Unity Mixer [A1] (TipTop Verde)
BUS B Mutamix (Doepfer Giallo)
3 <-- 6 Unity Mixer [A1] (TipTop Verde)
OUT Crush Delay (Doepfer Rosso)

