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|||||222222|44||44|0000|555555|0000||9999| | | | | | | |
|||||222|44||44|00||00|555|||00||00|99||99|
|||||222222|4444444|00||00|555555|00||00|999999|
|||||222|||44|00||00||555|00||00||99|
|||||222222|||44|0000|555555|0000||9999|

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||| **BLOCCO B** ||||| [ 1377 mA ]

**/Crush Delay**

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```

TIME <-- 1 (-) Quad Inverter [B] (Doepfer Giallo)
FEEDBACK <-- 3 (-) Quad Inverter [B] (TipTop Rosso)
IN VOL <--
    IN <-- STEREO-L Vortices (Doepfer Verde)
    OUT --> L Verb (Doepfer Verde)
DRY/WET <--
RET VOL <-- C.SMOOTH Wooglabug (Doepfer Giallo)
RETURN <-- SEND Crush Delay (TipTop Verde)
    SEND --> RETURN Crush Delay (TipTop Verde)
CRUSH A <-- ACC 2 uGrids (Doepfer Nero)
CRUSH B <--
CRUSH C <-- ACC Mutant Bassdrum (Doepfer Grigio)

```

**/Wobblebug**

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```

A.SMOOTH -->
RING MOD -->
A.WOGGLE -->
    EXTERN. <-- GATE MOD (Doepfer Giallo)
INFLUEN. <-- 4 (-) Quad Inverter [B] (Doepfer Giallo)
    STEPPED --> 1 (+) Quad Inverter [B] (TipTop Verde)
        SPEED Wooglabug (Doepfer Giallo)
C.SMOOTH --> 2 (+) Quad Inverter [B] (TipTop Verde)
    RET VOL Crush Delay (Doepfer Giallo)
C.WOGGLE --> 3 (+) Quad Inverter [B] (TipTop Verde)
    SPEED <-- STEPPED Wobblebug (Doepfer Giallo)
    CLOCK <-- OR Logic (Doepfer Nero)
    BURST --> 1 Patch-bay [B] (Doepfer Giallo)
    CLOCK --> 2 Patch-bay [B] (Doepfer Giallo)

```

**/Quad Inverter [B]**

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```

1 (+) <-- STEPPED Wobblebug (TipTop Verde)
1 (-) --> SIZE Freez (TipTop Verde)
    TIME Crush Delay (Doepfer Nero)
2 (+) <-- C.SMOOTH Wobblebug (TipTop Verde)
    --> RATE Freez (Doepfer Nero)
2 (-) --> DECAY Mutant Hihats (TipTop Giallo)

```

DECAY Mutant Snare (Doepfer Giallo)  
3 (+) <-- C.WOGGLE Wogglebug (TipTop Verde)  
--> CHAOS uGrids (Doepfer Nero)  
PITCH Mutant Bassdrum (TipTop Verde)  
CUTOFF Mutant Snare (Doepfer Nero)  
3 (-) --> FEEDBACK Crush Delay (TipTop Rosso)  
CUT MF-101 (Doepfer Giallo)  
4 (+) <-- ENV MOD (TipTop Verde)  
4 (-) --> DECAY Mutant Bassdrum (TipTop Rosso)

#### **/Unity [B]**

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1 <--  
2 <--  
3 <--  
A -->  
4 <-- OUT Mutant Snare (TipTop Giallo)  
5 <-- OUT-O Mutant Hihats (Doepfer Nero)  
6 <-- DIST Mutant Bassdrum (TipTop Rosso)  
B --> M-2 Vortices (Doepfer Verde)  
M-1 Vortices (TipTop Verde)

#### **/Arp**

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TRIG <-- ACC 3 uGrids (Doepfer Nero)  
RESET <-- ACC 1 uGrids (Doepfer Nero)  
ROOT <--  
CHORD <--  
OUT --> FREQ MF-107-A [B] (Doepfer Giallo)  
FREQ MF-107-B [B] (TipTop Giallo)  
ENV MF-101 (Doepfer Giallo)

#### **/MOD**

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GATE <-- AND Logic (TipTop Verde)  
EXTERN. Wooglebug (Doepfer Giallo)  
ACC Mutant Hihats (Doepfer Nero)  
ENV --> 4 (+) Quad Inverter [B] (TipTop Verde)  
VCA <-- AUDIO MF-107-A (TipTop Verde)  
VCA --> M-3 Vortices (Doepfer Verde)  
M-4 Vortices (TipTop Verde)

#### **/Play**

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V/OCT <--  
FILE <--  
TRIG <--  
OUT -->

#### **/Freez**

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```
IN <-- STEREO-R Vortices (Doepfer Verde)
SIZE <-- 1 (-) Quad Inverter [B] (TipTop Verde)
TRIG <-- OUT 1 uGrids (Doepfer Giallo)
RATE <-- 2 (+) Quad Inverter [B] (Doepfer Nero)
OUT --> R Verb (Doepfer Verde)
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### **/Logic**

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```
A-A <-- 6 Patch-bay (Doepfer Nero)
B-A <-- OUT 3 uGrids (Doepfer Giallo)
AND --> GATE MOD (TipTop Verde)
      ACC Mutant Hihats (Doepfer Nero)
      EXTERN. Wooglebug (Doepfer Giallo)
A-O <--
B-O <--
OR --> CLOCK Wooglebug (Doepfer Nero)
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### **/uGrids**

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```
CLOCK <-- 4 Patch-bay (Doepfer Nero)
RESET <-- 5 Patch-bay (Doepfer Nero)
CHAOS <-- PITCH Mutant Bassdrum (TipTop Verde)
        3 (+) Quad Inverter [B] (Doepfer Nero)
        PITCH Mutant Snare (Doepfer Nero)
Y CV <--
X CV <--
CV 1 <--
OUT 1 --> TRIG Mutant Bassdrum (TipTop Verde)
        TRIG Freez (Doepfer Giallo)
ACC 1 --> ACC Mutant Bassdrum (TipTop Verde)
        RESET Arp (Doepfer Nero)
        CRUSH C Crush Delay (Doepfer Grigio)
CV 2 <--
OUT 2 --> TRIG Mutant Snare (TipTop Rosso)
ACC 2 --> ACC Mutant Snare (TipTop Rosso)
        CRUSH A Crush Delay (Doepfer Nero)
CV 3 <--
OUT 3 --> TRIG-C Mutant Hihats (TipTop Verde)
        AND-B Logic (Doepfer Giallo)
ACC 3 --> TRIG-O Mutant Hihats (TipTop Verde)
        TRIG Arp (Doepfer Nero)
```

### **/Mutant Bassdrum**

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```
DECAY <-- 4 (-) Quad Inverter [B] (TipTop Rosso)
DIST CV <--
TRIG <-- OUT 1 uGrids (TipTop Verde)
PITCH <-- CHAOS uGrids (TipTop Verde)
        CUTOFF Mutant Snare (Doepfer Nero)
        3 (+) Quad Inverter (Doepfer Nero)
```

DIST IN <--  
CLEAN -->  
ACC <-- ACC 1 uGrids (TipTop Verde)  
          CRUSH C Crush Delay (Doepfer Grigio)  
DIST --> 6 Unity [B] (TipTop Rosso)

### **/Mutant Hihats**

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DECAY <-- 2 (-) Quad Inverter [B] (TipTop Giallo)  
          DECAY Mutant Snare (Doepfer Giallo)  
EXT <--  
TRIG O. <-- ACC 3 uGrids (TipTop Verde)  
TRIG C. <-- OUT 3 uGrids (TipTop Verde)  
OUT O. --> OUT C. Mutant Hihats (TipTop Verde)  
          5 Unity [B] (Doepfer Nero)  
ACC <-- AND Logic (Doepfer Nero)  
OUT C. --> OUT O. Mutant Hihats (TipTop Verde)

### **/Mutant Snare**

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DECAY <-- DECAY Mutant Hihats (Doepfer Giallo)  
CUTOFF <-- PITCH Mutant Bussdrum (Doepfer Nero)  
TRIG <-- OUT 2 uGrids (TipTop Verde)  
ACC <-- ACC 2 uGrids (TipTop Rosso)  
EXT <--  
OUT --> 4 Unity [B] (TipTop Giallo)

### **/Patch-bay [B]**

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1 <-- BURST Wooglebug (Doepfer Giallo)  
2 <-- CLK Wooglebug (Doepfer Giallo)  
3 <-- ENV MF-107-B [B] (Doepfer Nero)  
4 --> CLOCK uGrids (Doepfer Nero)  
5 --> RESET uGrids (Doepfer Nero)  
6 --> AND-A Logic (Doepfer Nero)

### **/MF-107-A [B]**

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AUDIO <--  
FREQ <-- OUT Arp (TipTop Giallo)  
          FREQ MF-107-B [B] (TipTop Giallo)  
          ENV MF-101 (Doepfer Giallo)  
WAVE <-- VCO MF-107-B [B] (TipTop Giallo)  
ENV <--  
FM <--  
MIX <--  
ENV -->  
VCO -->  
AUDIO --> VCA MOD (TipTop Verde)

**/MF-101**

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AUDIO <-- X-FADE Vortices (Doepfer Verde)  
CUT <-- 3 (-) Quad Inverter [B] (Doepfer Giallo)  
RESO <--  
MIX <--  
ENV <-- FREQ MF-107-B [B] (Doepfer Giallo)  
ENV -->  
AUDIO --> 1-IN Spring Reverb (Doepfer Verde)

**/MF-107-B [B]**

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AUDIO <-- EAR Cassetta (Jack Nero)  
FREQ <-- FREQ MF-107-A [B] (TipTop Giallo)  
ENV MF-101 (Doepfer Giallo)  
WAVE <--  
ENV <--  
FM <--  
MIX <--  
ENV --> 3 Patch-bay (Doepfer Nero)  
VCO --> WAVE MF-107-A [B] (TipTop Giallo)  
AUDIO -->

||| **REGIA** |||||||||||||||||||||||||||||||||||||||| [ 581 mA ]

**/Vortices**

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M-1 <-- M-2 Vortices (TipTop Verde)  
PAN-1 <--  
M-2 <-- M-1 Vortices (TipTop Verde)  
B Unity [B] (Doepfer Verde)  
X-FADE <--  
M-3 <-- M-4 Vortices (Doepfer Giallo)  
OUT MF-101 (Doepfer Verde)  
PAN-4 <--  
M-4 <-- M-3 Vortices (TipTop Verde)  
L-1 <-- EAR L (Doepfer Grigio + YS Nero/Rosso)  
R-1 <-- EAR R (Doepfer Grigio + YS Nero/Rosso)  
L-2 <-- MONO-R Vortices (TipTop Verde)  
R-2 <--  
L-3 <--  
R-3 <--  
AUX-1 <--  
AUX-L <--  
STEREO-L --> IN Crush Delay (Doepfer Verde)  
STEREO-R --> IN Freez (Doepfer Verde)  
AUX-R <--  
AUX-2 <--  
MASTER-L -->  
MONO-L -->

X-FADE --> AUDIO MF-101 (Doepfer Verde)  
MONO-R --> L-2 Vortics (TipTop Verde)  
MASTER-R -->

**/Verb**

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L <-- OUT Crush Delay (Doepfer Verde)  
R <-- OUT Freez (Doepfer Verde)  
MIX <--  
L --> TILT (YS Nero)  
R --> TILT (YS Rosso)

**/EQ**

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EQ <-- MIX Spring Reverb (TipTop Verde)  
EQ --> L+R MSCL [A1] (YM Rosso)  
TILT <-- L+R Verb (YS Nero/Rosso)  
TILT --> L+R MSCL [A2] (YS Nero/Rosso)

**/Spring Reverb**

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1-IN <-- OUT MF-101 (Doepfer Verde)  
1-CV <--  
2-IN <-- WET (TipTop Verde)  
2-CV <--  
MIX --> EQ (YM Rosso)  
MIX-CV <--  
WET --> 2-IN (TipTop Verde)

**/MSCL [A1]**

---

SC <--  
L-IN <-- EQ (YM Rosso)  
R-IN <-- EQ (YM Rosso)  
L-OUT --> LEFT Restyler (Jack/Jack)  
R-OUT --> RIGHT Restyler (Jack/Jack)

**/MSCL [A2]**

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SC <--  
L-IN <-- TILT (YS Nero)  
R-IN <-- TILT (YS Rosso)  
L-OUT --> LEFT Restyler (RCA/Jack)  
R-OUT --> RIGHT Restyler (RCA/Jack)

**/V-Mutes**

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S-1 <--  
S-2 <--  
S-3 <--

