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|||||222222|555555|0000|33333|0000|222222| | |
|||||222|555|00|00|333|00|00|222|
|||||222222|555555|00|00|333333|00|00|222222|
|||||222|555|00|00|333|00|00|222|
|||||222222|555555|0000|333333|0000|222222|

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

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/Crush Delay

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TIME <-- ENV MF-107-B [B] (TipTop Giallo)
FEEDBACK <-- FREQ MF-107-B [B] (Doepfer Grigio)
              FREQ MF-107-A [B] (TipTop Giallo)
              OUT Arp (Doepfer Giallo)
IN VOL <--
  IN <-- AUDIO MF-101 (TipTop Rosso)
  OUT --> L-1 Vortices (Doepfer Verde)
DRY/WET <-- VCO MF-107-B [B] (TipTop Giallo)
RET VOL <--
RETURN <-- SEND Crush Delay (TipTop Verde)
              MONO-R Vortices (Doepfer Verde)
SEND --> RETURN Crush Delay (TipTop Verde)
              R-1 Vortices (Doepfer Verde)
CRUSH A <-- ACC 2 uGrids (Doepfer Nero)
CRUSH B <-- ACC 1 uGrids (Doepfer Nero)
CRUSH C <-- ACC 3 uGrids (Doepfer Nero)

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/Wogglebug

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A.SMOOTH -->
RING MOD -->
A.WOGGLE -->
  EXTERN. <-- CLEAN Mutant Bassdrum (TipTop Giallo)
INFLUEN. <-- 4 (-) Quad Inverter [B] (Doepfer Nero)
  STEPPED --> 1 (+) Quad Inverter [B] (TipTop Verde)
              SPEED Wogglebug (Doepfer Giallo)
              FILE Play (Doepfer Giallo)
              PITCH Mutant Bassdrum (TipTop Verde)
              CHAOS uGrids (Doepfer Giallo)
C.SMOOTH --> 2 (+) Quad Inverter [B] (TipTop Verde)
              WAVE MF-107-B [B] (Doepfer Grigio)
C.WOGGLE --> 3 (+) Quad Inverter [B] (TipTop Verde)
              ENV MF-101 (Doepfer Nero)
              RATE Freez (Doepfer Nero)
              SPEED <-- STEPPED Wogglebug (Doepfer Giallo)
              CLOCK <-- OR Logic (Doepfer Nero)
              BURST --> 1 Patch-bay [B] (Doepfer Giallo)
              CLOCK --> 2 Patch-bay [B] (Doepfer Giallo)

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/Quad Inverter [B]

1 (+) <-- STEPPED Wogglebug (TipTop Verde)
FILE Play (Doepfer Giallo)
PITCH Mutant Bassdrum (TipTop Verde)
CHAOS uGrids (Doepfer Giallo)
1 (-) --> SIZE Freez (TipTop Verde)
DIST CV Mutant Bassdrum (Doepfer Nero)
ROOT Arp (Doepfer Giallo)
CV 3 uGrid (TipTop Rosso)
2 (+) <-- C.SMOOTH Wogglebug (TipTop Verde)
CV 1 uGrid (Doepfer Nero)
2 (-) --> CUTOFF Mutant Snare (TipTop Giallo)
DECAY Mutant Hihats (Doepfer Grigio)
WAVE MF-107-A [B] (Doepfer Grigio)
3 (+) <-- C.WOGGLE Wogglebug (TipTop Verde)
RATE Freez (Doepfer Nero)
3 (-) --> V/OCT Play (TipTop Verde)
CV 2 uGrid (Doepfer Giallo)
ENV MF-107-B [B] (Doepfer Grigio)
4 (+) <-- ENV MF-101 (TipTop Verde)
4 (-) --> DECAY Mutant Bassdrum (TipTop Rosso)
INFUEN. Wogglebug (Doepfer Nero)

/Unity [B]

1 <--
2 <-- MONO-L Vortices (Doepfer Verde)
3 <-- X-FADE Vortices (Doepfer Verde)
A --> IN Freez (TipTop Verde)
4 <-- DIST Mutant Bassdrum (TipTop Rosso)
M-2 Vortices (Doepfer Verde)
5 <-- OUT.O Mutant Hihats (TipTop Giallo)
OUT.C Mutant Hihats (TipTop Giallo)
M-3 Vortices (Doepfer Verde)
6 <-- OUT Mutant Snare (TipTop Giallo)
M-4 Vortices (Doepfer Verde)
B --> IN 1 Spring Reverb (Doepfer Verde)
SC MSCL [A2] (TipTop Verde)

/Arp

TRIG <-- ACC Mutant Hihats (Doepfer Grigio)
ACC 3 uGrid (TipTop Verde)
RESET <-- AND Logic (TipTop Verde)
ROOT <-- 1 (-) Quad Inverter [B] (Doepfer Giallo)
CV 3 uGrid (TipTop Rosso)
CHORD <--
OUT --> FREQ MF-107-A [B] (Doepfer Giallo)

FREQ MF-107-B [B] (TipTop Giallo)
FEEDBACK Crush Delay (Doepfer Grigio)

/Mod

GATE <-- OUT 3 uGrids (TipTop Verde)
ENV -->
VCA <-- AUDIO MF-107-B [B] (TipTop Giallo)
VCA --> AUDIO MF-101 (TipTop Verde)

/Play

V/OCT <-- 3 (-) Quad Inverter [B] (TipTop Verde)
CV 2 uGrid (Doepfer Giallo)
FILE <-- 1 (+) Quad Inverter [B] (Doepfer Giallo)
PITCH Mutant Bassdrum (TipTop Verde)
CHAOS uGrid (Doepfer Giallo)
TRIG <-- ACC Mutant Snare (Doepfer Nero)
ACC 2 uGrid (TipTop Rosso)
OUT --> M-1 Vortices (Doepfer Verde)

/Freez

IN <-- A Unity [B] (TipTop Verde)
SIZE <-- 1 (-) Quad Inverter [B] (TipTop Verde)
DIST CV Mutant Bassdrum (Doepfer Nero)
TRIG <-- 5 Patch-bay (Doepfer Nero)
RATE <-- 3 (+) Quad Inverter [B] (Doepfer Nero)
OUT --> L-2 Vortices (Doepfer Verde)
IN 2 Spring Reverb (TipTop Giallo)

/Logic

A-A <-- OUT 1 uGrids (Doepfer Giallo)
B-A <-- OUT 2 uGrids (Doepfer Giallo)
AND --> RESET Arp (TipTop Verde)
A-O <--
B-O <--
OR --> TRIG.O Mutant Hihats (TipTop Rosso)
CLOCK Wogglebug (Doepfer Nero)

/uGrids

CLOCK <-- 3 Patch-bay (Doepfer Nero)
RESET <--
CHAOS <-- PITCH Mutant Bassdrum (Doepfer Giallo)
FILE Play (TipTop Verde)
1 (+) Quad Inverter [B] (Doepfer Giallo)
Y CV <--
X CV <--

CV 1 <-- 2 (+) Quad Inverter [B] (Doepfer Nero)
 OUT 1 --> TRIG Mutant Bassdrum (TipTop Verde)
 A-A Logic (Doepfer Giallo)
 ACC 1 --> ACC Mutant Snare (TipTop Rosso)
 CRUSH B Crush Delay (Doepfer Nero)
 CV 2 <-- V/OCT Play (Doepfer Giallo)
 3 (-) Quad Inverter [B] (TipTop Verde)
 OUT 2 --> TRIG Mutant Snare (TipTop Rosso)
 A-B Logic (Doepfer Giallo)
 ACC 2 --> ACC Mutant Snare (TipTop Rosso)
 TRIG Play (Doepfer Nero)
 CRUSH A Crush Delay (Doepfer Nero)
 CV 3 <-- ROOT Arp (TipTop Rosso)
 1 (-) Quad Inverter [B] (Doepfer Giallo)
 OUT 3 --> GATE Mod (TipTop Verde)
 ACC 3 --> ACC Mutant Hihats (TipTop Verde)
 TRIG Arp (Doepfer Grigio)
 CRUSH C Crush Delay (Doepfer Nero)

/Mutant Bassdrum

DECAY <-- 4 (-) Quad Inverter [B] (TipTop Rosso)
 DIST CV <-- SIZE Freez (Doepfer Nero)
 1 (-) Quad Inverter [B] (TipTop Verde)
 TRIG <-- OUT 1 uGrids (TipTop Verde)
 PITCH <-- FILE Play (TipTop Verde)
 1 (+) Quad Inverter [B] (Doepfer Giallo)
 CHAOS uGrids (Doepfer Giallo)
 DIST IN <--
 CLEAN --> EXTERN. Wogglebug (TipTop Giallo)
 ACC <-- ACC 1 uGrids (TipTop Verde)
 DIST --> 4 Unity [B] (TipTop Rosso)
 M-2 Vortices (Doepfer Verde)

/Mutant Hihats

DECAY <-- 2 (-) Quad Inverter [B] (Doepfer Grigio)
 EXT <--
 TRIG O. <-- OR Logic (TipTop Rosso)
 CLOCK Wogglebug (Doepfer Nero)
 TRIG C. <-- 6 Patch-bay (Doepfer Giallo)
 OUT O. --> 5 Unity [B] (TipTop Giallo)
 M-3 Vortices (Doepfer Verde)
 OUT C. Mutant Hihats (Doepfer Giallo)
 ACC <-- ACC 3 uGrids (TipTop Verde)
 CRUSH C Crush Delay (Doepfer Nero)
 TRIG Arp (Doepfer Grigio)
 OUT C. --> OUT O. Mutant Hihats (Doepfer Giallo)
 5 Unity [B] (TipTop Giallo)
 M-3 Vortices (Doepfer Verde)

/Mutant Snare

DECAY <-- ENV MF-101 (Doepfer Nero)
4 (+) Quad Inverter [B] (TipTop Verde)
CUTOFF <-- 2 (-) Quad Inverter [B] (TipTop Giallo)
WAVE MF-107-A [B] (Doepfer Grigio)
TRIG <-- OUT 2 uGrids (TipTop Rosso)
A-A Logic (Doepfer Giallo)
ACC <-- ACC 2 uGrids (TipTop Rosso)
CRUSH A Crush Delay (Doepfer Nero)
TRRIG Play (Doepfer Nero)
EXT <--
OUT --> 6 Unity [B] (TipTop Giallo)
M-4 Vortices (Doepfer Verde)

/Patch-bay [B]

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

/MF-107-A [B]

AUDIO <--
FREQ <-- OUT Arp (Doepfer Giallo)
FREQ MF-107-B [B] (TipTop Giallo)
FEEDBACK Crash Delay (Doepfer Grigio)
WAVE <-- CUTOFF Mutant Hihats (Doepfer Grigio)
ENV <-- ENV MF-107-A [B] (TipTop Verde)
FM <--
MIX <--
ENV --> ENV MF-107-A [B] (TipTop Verde)
VCO -->
AUDIO --> AUDIO MF-107-B [B] (TipTop Rosso)

/MF-101

AUDIO <-- VCA Mod (TipTop Verde)
CUT <--
RESO <--
MIX <--
ENV <-- WOGGLE Wogglebug (Doepfer Nero)
ENV --> 4 (+) Quad Inverter [B] (TipTop Verde)
DECAY Mutant Snare (Doepfer Nero)
AUDIO --> IN Crash Delay (TipTop Rosso)

/MF-107-B [B]

AUDIO <-- AUDIO MF-107-A [B] (TipTop Rosso)
FREQ <-- FREQ MF-107-A [B] (TipTop Giallo)
OUT Arp (Doepfer Giallo)
FEEDBACK Crash Delay (Doepfer Grigio)
WAVE <-- SMOOTH Wogglebug (Doepfer Grigio)
ENV <-- 3 (-) Quad Inverter [B] (Doepfer Grigio)
FM <--
MIX <--
ENV --> TIME Crash Delay (TipTop Giallo)
VCO --> DRY/WET Crush Delay (TipTop Giallo)
AUDIO --> VCA Mod (TipTop Giallo)

||| **REGIA** |||||||||||||||||||||||||||||||||||| [670 mA]

/Vortices

M-1 <-- OUT Play (Doepfer Verde)
PAN-1 <--
M-2 <-- 4 Unity [B] (Doepfer Verde)
OUT Mutant Bassdrum (TipTop Rosso)
X-FADE <--
M-3 <-- 5 Unity [B] (Doepfer Verde)
OUT Mutant Hihats (TipTop Giallo)
PAN-4 <--
M-4 <-- 6 Unity [B] (Doepfer Verde)
OUT Mutant Snare (TipTop Giallo)
L-1 <-- OUT Crush Delay (Doepfer Verde)
R-1 <-- SEND Crush Delay (Doepfer Verde)
L-2 <-- OUT Freez (Doepfer Verde)
IN 2 Spring Reverb (TipTop Giallo)
R-2 <--
L-3 <-- OUT TILT Eq (TipTop Giallo)
R-3 <--
AUX-1 <--
AUX-L <-- OUT L MSCL [A2] (TipTop Giallo)
STEREO-L --> IN L MSCL [A1] (TipTop Giallo)
STEREO-R --> IN R MSCL [A1] (TipTop Giallo)
AUX-R <-- OUT R MSCL [A2] (TipTop Giallo)
AUX-2 <--
MASTER-L --> L Verb (TipTop Verde)
MONO-L --> 2 Unity [B] (Doepfer Verde)
X-FADE --> 3 Unity [B] (Doepfer Verde)
MONO-R --> RETURN Crush Delay (Doepfer Verde)
MASTER-R --> R Verb (TipTop Verde)

/Verb

L <-- MASTER-L Vortices (TipTop Verde)

