

```

|||||2222222|5555555|00000|44|44|111|2222222| |
|||||222|555|OO|OO|44|44|11111|222|
|||||2222222|5555555|OO|OO|4444444|111|2222222|
|||||222|555|OO|OO|44|111|222|
|||||2222222|5555555|00000|44|1111111|2222222|

```

```

||| BLOCCO D ||| [ 1567 mA ]

```

/Mex-A

```

GATE <--
OUT --> AND-1 Eas (TipTop Rosso)
        TRIG-1 Rnd Step (Doepfer Giallo)
        TRIG Mutant BD9 (TipTop Verde)

```

/Mex-B

```

GATE <--
OUT --> OR-2 Eas (TipTop Verde)
        EXCITE Steady State Gate (Doepfer Grigio)

```

/Muxlicer

```

RUN-ADD <--
GATE-MOD <--
  RESET <-- 1 A-182-1 (Doepfer Grigio)
  CLOCK <--
  CLOCK --> 1 Patch-bay [D] (Befaco Nero)
1 GATES -->
2 GATES -->
3 GATES -->
4 GATES --> 5 A-182-1 (Doepfer Grigio)
5 GATES -->
6 GATES -->
7 GATES --> 6 A-182-1 (Doepfer Grigio)
8 GATES -->
  ALL <--
COM I/O --> RATE Lfo (TipTop Verde)
            IN Slew Limiter (Doepfer Giallo)
  ALL --> TRIG Euclid (TipTop Verde)
  EOC --> TRIG-3 Rnd Step (TipTop Verde)
            RESET Lfo (Doepfer Giallo)
            RESET Euclid (TipTop Verde)
1 MUX <--
2 MUX <--
3 MUX <--
4 MUX <--
5 MUX <--

```

```
6 MUX <--
7 MUX <--
8 MUX <--
```

/Eas

```
AND-1 <-- OUT Mex-A (TipTop Rosso)
          TRIG-1 Rnd Step (Doepfer Giallo)
          TRIG Mutant BD9 (TipTop Verde)
AND-2 <--
  AND -->
  NAND -->
OR-1 <-- OUT(B)1 Rnd Step (Doepfer Nero)
OR-2 <-- OUT Mex-B (TipTop Verde)
  OR --> 2 A-182-1 (Doepfer Grigio)
  NOR -->
XOR-1 <-- OUT(B) Rnd Step (TipTop Rosso)
XOR-2 <-- OUT(U) Rnd Step (TipTop Rosso)
          WAVE Lfo (Doepfer Giallo)
  XOR --> ACC Mutant BD9 (TipTop Rosso)
          OPEN Hat (Doepfer Nero)
XNOR --> TRIG-2 Rnd Step (TipTop Rosso)
          7 A-182-1 (Doepfer Giallo)
  NOT <--
  NOT -->
```

/Quad Inverter [D]

```
1 (+) <--
1 (-) -->
2 (+) <--
2 (-) -->
3 (+) <--
3 (-) -->
4 (+) <--
4 (-) -->
```

/Lfo

```
RESET <-- EOC Muxlixer (Doepfer Giallo)
          RESET Euclid (TipTop Verde)
RATE <-- COM I/O Muxlicer (TipTop Verde)
WAVE <-- XOR-2 Eas (Doepfer Giallo)
          DECAY Steady State Gate (Doepfer Giallo)
OUT 1 --> STEPS Euclid (TipTop Verde)
          SIZZLE Hat (Doepfer Giallo)
          FM MF-107A [D] (Doepfer Nero)
OUT 2 --> LENGTH Euclid (TipTop Verde)
          DECAY Hat (Doepfer Giallo)
          WAVE MF-107A [D] (Doepfer Giallo)
```

/Euclid

```
TRIG <-- ALL Muxlixer (TipTop Verde)
RESET <-- RESET Lfo (TipTop Verde)
          COM I/O Muxlicer (Doepfer Giallo)
LENGTH <-- OUT 2 Lfo (TipTop Verde)
          WAVE MF-107A [D] (Doepfer Giallo)
STEPS <-- OUT 1 Lfo (TipTop Verde)
          FM MF-107A [D] (Doepfer Nero)
OUT --> 2 Patch-bay [D] (Doepfer Giallo)
```

/Fade

```
A <-- A Unity [D] (TipTop Verde)
B <-- NOISE Mutant Clap (Doepfer Nero)
FADE <--
VOL <--
OUT --> AUDIO MF-105M (TipTop Verde)
```

/Delay

```
IN <-- B Unity [D] (TipTop Verde)
TIME <-- OUT(B)2 Rnd Step (Doepfer Giallo)
FDBK <-- OUT(U)3 Rnd Step (Doepfer Giallo)
MIX <--
OUT --> L-2 Vortices (Doepfer Blu)
```

/Hat

```
CLOSED <-- 3 Patch-bay [D] (Doepfer Nero)
OPEN <-- XOR Eas (Doepfer Nero)
DECAY <-- OUT 2 Lfo (Doepfer Giallo)
SIZZLE <-- OUT 1 Lfo (Doepfer Giallo)
OUT --> M-3 Vortices (Doepfer Blu)
```

/Unity [D]

```
1 <-- OUT Radio (Doepfer Blu)
2 <-- VCO MF-107A [D] (TipTop Rosso)
3 <-- VCO MF-107B [D] (TipTop Rosso)
A --> A Fade (TipTop Verde)
4 <-- LEFT MF-105M (TipTop Verde)
5 <-- RIGHT MF-105M (TipTop Verde)
6 <-- MONO-R Vortices (Doepfer Blu)
B --> IN Delay (TipTop Verde)
```

/Rnd Step

```
TRIG-1 <-- AND-1 Eas (Doepfer Giallo)
```

```

                TRIG Mutant BD9 (TipTop Verde)
SAMPLE-1 <--
  OUT(U)1 --> DECAY Steady State Gate (TipTop Giallo)
                4 A-182-1 (Doepfer Grigio)
  OUT(B)1 --> FREQ Steady State Gate (TipTop Rosso)
                3 A-182-1 (Doepfer Rosso)
  TRIG-2 <-- XNOR Eas (TipTop Rosso)
SAMPLE-2 <--
  OUT(U)2 --> REV DEC Mutant Clap (TipTop Verde)
                SUB LVL Mutant BD9 (Doepfer Giallo)
                ENV MF-107B [D] (Koma Att.)
  OUT(B)2 --> PITCH Mutant Clap (TipTop Verde)
                TIME Delay (Doepfer Giallo)
  TRIG-3 <-- EOC Muxlicer (TipTop Verde)
                SC MSCL [A2] (Doepfer Blu)
SAMPLE-3 <--
  OUT(U)3 --> WAVE MF-107B [D] (TipTop Verde)
                FDBK Delay (Doepfer Giallo)
  OUT(B)3 --> XOR-1 Eas (TipTop Rosso)
                ENV MF-105M (Koma Att.)

```

/Mutant BD9

```

  TRIG <-- TRIG-1 Rnd Step (TipTop Verde)
  ACCENT <-- XOR Eas (TipTop Rosso)
  SUB LVL <-- OUT(U)2 Rnd Step (Doepfer Giallo)
  PITCH <-- FREQ MF-107B [D] (TipTop Verde)
                OUT Slew Limiter (Doepfer Giallo)
  AMP DEC <-- ENV Steady State Gate (TipTop Verde)
  OUT --> M-2 Vortices (Doepfer Blu)

```

/Mutant Clap

```

  REV DEC <-- OUT(U)2 Rnd Step (TipTop Verde)
                ENV MF-107B [D] (Koma Att.)
  TRIG <-- 8 A-182-1 (Doepfer Nero)
  PITCH <-- OUT(B)2 Rnd Step (TipTop Verde)
  ACCENT <--
  OUT --> M-4 Vortices (Doepfer Blu)
  NOISE --> B Fade (Doepfer Nero)
  FILTER -->

```

/Steady State Gate

```

  DACAY <-- OUT(U)1 Rnd Step (TipTop Rosso)
                4 A-182-1 (Doepfer Rosso)
  FREQ <-- OUT(B)1 Rnd Step (TipTop Rosso)
                3 A-182-1 (Doepfer Rosso)
  EXCITE <-- OUT Mex-B (TipTop Grigio)
  TIMBRE <--

```

```
Q-FCTR <-- ENV MF-107B [D] (TipTop Verde)
  IN <-- AUDIO MF-107B [D] (TipTop Verde)
  ENV --> AMP DEC Mutant BD9 (TipTop Verde)
  OUT --> M-1 Vortices (Doepfer Blu)
```

/Patch-bay [D]

```
1 <-- CLOCK Muxslicer (Befaco Nero)
2 <-- OUT Euclid (Doepfer Giallo)
3 --> CLOSED Hat (Doepfer Nero)
4 --> STEP MF-105M (Doepfer Giallo)
    RATE MF-105M (TipTop Verde)
5 <--
6 -->
```

/MF-107A [D]

```
AUDIO <--
FREQ <--
WAVE <-- LENGTH Euclid (Doepfer Nero)
    OUT 2 Lfo (TipTop Verde)
ENV <--
  FM <-- STEPS Euclid (Doepfer Nero)
    OUT 1 Lfo (TipTop Verde)
MIX <--
ENV -->
VCO --> 2 Unity [D] (TipTop Rosso)
AUDIO --> AUDIO MF-107B [D] (TipTop Rosso)
```

/MF-105M

```
AUDIO <-- OUT Fade (TipTop Verde)
LFO <--
RATE <-- STEP MF-105M (TipTop Verde)
STEP <-- RATE MF-105M (TipTop Verde)
    4 Patch-bay [D] (Doepfer Giallo)
ENV <-- OUT(B)3 Rnd Step (Koma Att.)
LEFT --> 4 Unity [D] (TipTop Verde)
RIGHT --> 5 Unity [D] (TipTop Verde)
```

/MF-107B [D]

```
AUDIO <-- AUDIO MF-107A [D] (TipTop Rosso)
FREQ <-- PITCH Mutant BD9 (TipTop Verde)
    OUT Slew Limiter (Doepfer Giallo)
WAVE <-- OUT(U)3 Rnd Step (TipTop Verde)
ENV <-- REV DEC Mutant Clap (Koma Att.)
  FM <--
MIX <--
ENV --> Q-FCTR Steady State Gate (TipTop Verde)
```

VCO --> 3 Unity [D] (TipTop Rosso)
AUDIO --> IN Steady State Gate (TipTop Verde)

||| **O-BOARD** |||||||||||||||||||||||||||||||||| [0 mA]

/Slew Limiter_____

IN <-- COM I/O Muxlicer (Doepfer Giallo)
OUT --> FREQ MF-107B (Doepfer Giallo)
 PITCH Mutant BD9 (TipTop Verde)

/A-182-1_____

1 --> RESET Muxlicer (Doepfer Grigio)
2 <-- OR Eas (Doepfer Nero)
3 <-- FREQ Steady State Gate (Doepfer Rosso)
4 <-- DECAY Steady State Gate (Doepfer Rosso)
5 <-- 4 GATES Muxslicer (Doepfer Grigio)
6 <-- 7 GATES Muxslicer (Doepfer Grigio)
7 <-- XNOR Eas (Doepfer Grigio)
8 --> TRIG Mutant Clap (Doepfer Rosso)

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

/Vortices_____

M-1 <-- OUT Steady State Gate (Doepfer Blu)
PAN-1 <--
M-2 <-- OUT Mutant BD9 (Doepfer Blu)
X-FADE <--
M-3 <-- OUT Hat (Doepfer Blu)
PAN-4 <--
M-4 <-- OUT Mutant Clap (Doepfer Blu)
L-1 <-- LEFT MF-105M (Doepfer Blu)
R-1 <-- RIGHT MF-105M (Doepfer Blu)
L-2 <-- OUT Delay (Doepfer Blu)
R-2 <--
L-3 <-- 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 --> 6 Unity [D] (Doepfer Giallo)
X-FADE --> MONO-R Vortices (Doepfer Giallo)
MONO-R --> IN 1 Spring Reverb (TipTop Giallo)
MASTER-R --> R Verb (TipTop Verde)

/Verb

```
L <-- STEREO-L Vortices (Doepfer Giallo)
R <-- STEREO-R Vortices (Doepfer Giallo)
MIX <--
L --> EQ Eq (YS Nero)
R --> EQ Eq (YS Rosso)
```

/Eq

```
EQ IN <-- L+R Verb (YS Nero/Rosso)
EQ OUT --> L+R MSCL [A2] (YS Nero/Rosso)
TILT IN <-- MIX Spring Reverb (TipTop Verde)
TILT OUT --> L-3 Vortices (TipTop Giallo)
```

/Spring Reverb

```
IN 1 <-- MONO-L Vortices (TipTop Giallo)
          X-FADE Vortices (Doepfer Giallo)
          IN 2 Spring Reverb (Doepfer Giallo)
CV 1 <--
IN 2 <-- IN 1 Spring Reverb (Doepfer Giallo)
CV 2 <--
MIX --> TILT IN Eq (Doepfer Giallo)
MIX CV <--
WET -->
```

/MSCL [A1]

```
SC <--
IN L <-- STEREO-L (TipTop Giallo)
IN R <-- STEREO-R (TipTop Giallo)
OUT L --> LEFT Restyler (Jack Grigio)
OUT R --> RIGHT Restyler (Jack Grigio)
```

/MSCL [A2]

```
SC <-- TRIG-3 Rnd Step (Doepfer Blu)
IN L <-- EQ OUT Eq (YS Nero)
IN R <-- EQ OUT Eq (YS Rosso)
OUT L --> AUX-L Vortices (TipTop Giallo)
OUT R --> AUX-R Vortices (TipTop Giallo)
```

/V-MUTES

```
S-1 <--
S-2 <--
S-3 <--
M-1 <--
```

M-2 <--
M-3 <--
M-4 <--

[illegible]

#24	TipTop	Verde	#14	Doepfer	Giallo	#2	Koma Att.		
#9	"	"	Rosso	#7	"	"	Nero	#0	Befaco Nero
#6	"	"	Giallo	#6	"	"	Grigio	#0	YM Rosso
#0	"	"	Azzurro	#3	"	"	Rosso	#2	YS Nero/Rosso
#0	"	"	Nero	#9	"	"	Blu	#2	Jack Grigio
#0	"	"	Viola	#0	"	"	Verde	#0	RCA Grigio

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