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||| 222222 555555 000000 666666 || 111 || 333333 |||
||||| 22 55 |||| OO || OO 66 |||| 11111 |||| 33 |||
||| 222222 555555 00 || OO 666666 || 111 || 333333 |||
|||| 22 |||| 55 00 || OO 66 || 66 || 111 |||| 33 |||
||| 222222 555555 000000 666666 111111 333333 |||
|||||

```

||| **BLOCCO D** ||||| [1736 mA]

/Steady State Gate

```

DACAY <-- OUT 2 Lfo (TipTop Rosso)
          FM MF-107B [D] (Doepfer Grigio)
FREQ <-- OUT 1 Lfo (TipTop Rosso)
        WAVE MF-107A [D] (Doepfer Giallo)
EXCITE <-- OUT-2 uGrids (TipTop Giallo)
TIMBRE <--
Q-FCTR <--
        IN <-- AUDIO MF-107B [D] (TipTop Giallo)
        ENV --> AMP DEC Mutant BD9 (TipTop Verde)
        OUT --> 5 Unity [D] (TipTop Giallo)

```

/Mutant BD9

```

TRIG <-- OUT-1 uGrids (TipTop Giallo)
ACCENT <-- AND Logic (TipTop Giallo)
SUB LVL <-- ACC-1 uGrids (Doepfer Grigio)
        PITCH <-- FREQ MF-107A [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(B)3 Rnd Step (TipTop Giallo)
        TRIG <-- ACC-2 uGrids (Doepfer Grigio)
        PITCH <-- OUT(U)3 Rnd Step (TipTop Giallo)
ACCENT <--
        OUT --> M-4 Vortices (Doepfer Blu)
        NOISE --> B Fade (Koma Att.)
        FILTER -->

```

/Dial-Up

```

BANG! <-- OR Logic (TipTop Rosso)
GLITCH <-- OUT(U)2 Rnd Step (TipTop Rosso)
          X uGrids (Doepfer Nero)
        OUT --> M-1 Vortices (Doepfer Blu)

```

/Fade

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

/Lfo

```
RESET <-- EOC Muxlixer (TipTop Rosso)
RATE <--
WAVE <-- TIME Delay (Doepfer Giallo)
OUT 1 --> FREQ Steady State Gate (TipTop Rosso)
          WAVE MF-107A [D] (Doepfer Giallo)
          DECAY Hat (Doepfer Giallo)
OUT 2 --> DECAY Steady State Gate (TipTop Rosso)
          FM MF-107B [D] (Doepfer Grigio)
          SIZZLE Hat (Doepfer Giallo)
```

/Hat

```
CLOSED <-- OUT-3 uGrids (TipTop Giallo)
OPEN <-- ACC-3 uGrids (Doepfer Grigio)
DECAY <-- OUT 1 Lfo (Doepfer Giallo)
SIZZLE <-- OUT 2 Lfo (Doepfer Giallo)
OUT --> M-3 Vortices (Doepfer Blu)
```

/Comb

```
IN <-- MONO-L Vortices (Doepfer Blu)
FREQ <-- OUT(U)1 Rnd Step (TipTop Giallo)
RES <--
DAMP <--
OUT --> IN-1 Spring Reverb (Doepfer Blu)
          SC Mscl-B (TipTop Verde)
```

/Delay

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

/Muxlicer

```
RUN-ADD <--
GATE-MOD <--
```

```

RESET <-- RESET uGrids (TipTop Verde)
          6 Patch-bay [D] (Doepfer Nero)
CLOCK <--
CLOCK --> CLOCK uGrids (TipTop Verde)
          4 Patch-bay [D] (Doepfer Nero)
1-GATES --> 1 Patch-bay [D] (Doepfer Nero)
2-GATES --> 2 Patch-bay [D] (Doepfer Nero)
3-GATES --> 3 Patch-bay [D] (Doepfer Nero)
4-GATES -->
5-GATES -->
6-GATES -->
7-GATES -->
8-GATES -->
ALL-IN <--
  COM --> IN Selw Limiter (Doepfer Giallo)
ALL-G. -->
  EOC --> RESET Lfo (Doepfer Rosso)
1-MUX <--
2-MUX <--
3-MUX <--
4-MUX <--
5-MUX <--
6-MUX <--
7-MUX <--
8-MUX <--

```

/Unity [D]

```

1 <--
2 <-- EAR V-Sensor (Doepfer Blu)
3 <-- VCO MF-107A [D] (TipTop Giallo)
A --> A Fade (TipTop Rosso)
4 <-- AUX Mixer (Doepfer Blu)
5 <-- OUT Steady State Gate (TipTop Giallo)
6 <-- MONO-R Vortices (Doepfer Blu)
B --> IN Delay (TipTop Rosso)

```

/Rnd Step

```

TRIG-1 <-- ACC-1 uGrids (TipTop Verde)
          A-A Logic (Doepfer Giallo)
SAMPLE-1 <--
  OUT(U)1 --> FREQ Comb (TipTop Giallo)
  OUT(B)1 --> ENV MF-105M (TipTop Rosso)
  TRIG-2 <-- ACC-2 uGrids (TipTop Verde)
SAMPLE-2 <--
  OUT(U)2 --> GLITCH Dial-Up (TipTop Rosso)
          ENV MF-107B [D] (Doepfer Giallo)
  OUT(B)2 --> TIME Delay (TipTop Giallo)
          WAVE MF-107B [D] (Doepfer Giallo)

```

```
        WAVE Lfo (Doepfer Giallo)
TRIG-3 <-- ACC-3 uGrids (TipTop Verde)
        B-A Logic (Doepfer Giallo)
SAMPLE-3 <--
OUT(U)3 --> PITCH Mutant Clap (TipTop Giallo)
OUT(B)3 --> REV DEC Mutant Clap (TipTop Giallo)
```

/Logic

```
A-A <-- TRIG-1 Rnd Step (Doepfer Giallo)
B-A <-- TRIG-3 Rnd Step (Doepfer Giallo)
AND --> ACC Mutant BD9 (TipTop Giallo)
A-O <--
B-O <--
OR --> BANG! Dial-Up (TipTop Rosso)
```

/uGrids

```
CLOCK <-- CLOCK Muxlicer (TipTop Verde)
RESET <--
CHAOS <--
Y <--
X <-- GLITCH Dial-Up (Doepfer Nero)
CV-1 <--
OUT-1 --> TRIG Mutant BD9 (TipTop Giallo)
ACC-1 --> TRIG-1 Rnd Step (TipTop Verde)
        SUB-LVL Mutant BD9 (Doepfer Grigio)
        A-A Logic (Doepfer Giallo)
CV-2 <--
OUT-2 --> EXCITE Steady State Gate (TipTop Giallo)
ACC-2 --> TRIG-2 Rnd Step (TipTop Verde)
        TRIG Mutant Clap (TipTop Grigio)
CV-3 <--
OUT-3 --> CLOSED Hat (TipTop Giallo)
ACC-3 --> TRIG-3 Rnd Step (TipTop Verde)
        CLOSED Hat (Doepfer Grigio)
        B-A Logic (Doepfer Giallo)
```

/Patch-bay [D]

```
1 <-- 1-GATES Muxslicer (Doepfer Nero)
2 <-- 2-GATES Muxslicer (Doepfer Nero)
3 <-- 4-GATES Muxslicer (Doepfer Nero)
4 <-- CLOCK uGrids (Doepfer Nero)
5 --> RATE MF-105M (Doepfer Giallo)
6 --> RESET Muxlicer (Doepfer Nero)
        RESET uGrids (TipTop Verde)
```

/MF-107A [D]

```
AUDIO <--  
  FREQ <-- PITCH Mutant BD9 (TipTop Verde)  
  WAVE <-- FREQ Steady State Gate (Doepfer Giallo)  
  ENV <--  
    FM <--  
  MIX <--  
  ENV -->  
  VCO --> 3 Unity [D] (TipTop Giallo)  
AUDIO --> AUDIO MF-107B [D] (TipTop Rosso)
```

/MF-105M

```
AUDIO <-- OUT Fade (TipTop Verde)  
  LFO <--  
  RATE <-- 5 Patch-bay [D] (Doepfer Giallo)  
  STEP <--  
  ENV <--  
  LEFT --> L Verb (Doepfer Blu)  
  RIGHT --> R Verb (Doepfer Blu)
```

/MF-107B [D]

```
AUDIO <-- AUDIO MF-107A [D] (TipTop Rosso)  
  FREQ <--  
  WAVE <-- OUT(B)2 Rnd Step (Doepfer Giallo)  
  ENV <-- OUT(U)2 Rnd Step (Doepfer Giallo)  
    FM <-- DECAY Steady State Gate (Doepfer Grigio)  
  MIX <--  
  ENV -->  
  VCO -->  
AUDIO --> IN Steady State Gate (TipTop Giallo)
```

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

/Slew Limiter

```
  IN <-- COM Muxlicer (Doepfer Giallo)  
  OUT --> PITCH Mutant BD9 (Doepfer Giallo)  
          FREQ MF-107A [D] (TipTop Verde)
```

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

/Vortices

```
  M-1 <-- OUT Dial-Up (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 <-- L Verb (TipTop Rosso)
R-1 <-- R Verb (TipTop Rosso)
L-2 <-- MIX Spring Reverb (TipTop Giallo)
R-2 <--
L-3 <-- OUT Delay (Doepfer Blu)
      IN-2 Spring Reverb (TipTop Giallo)
R-3 <--
AUX-1 <--
AUX-L <-- TILT Eq (YS Nero + Doepfer Nero)
STEREO-L --> L Mscl-B (TipTop Giallo)
STEREO-R --> R Mscl-B (TipTop Giallo)
AUX-R <-- TILT Eq (YS Rosso + Doepfer Nero)
AUX-2 <--
MASTER-L -->
MONO-L --> X-FADE Vortices (TipTop Verde)
      IN Comb (Doepfer Blu)
X-FADE --> MONO-L Vortices (TipTop Verde)
MONO-R --> 6 Unity [D] (Doepfer Blu)
MASTER-R -->

```

/Verb

```

L <-- LEFT MF-105M (Doepfer Blu)
R <-- RIGHT MF-105M (Doepfer Blu)
MIX <--
L --> L-1 Vortices (TipTop Rosso)
R --> R-1 Vortices (TipTop Rosso)

```

/Eq

```

EQ <-- L+R [IN] Mscl-B (YS Nero/Rosso)
EQ --> L+R Mscl-A (YS Nero/Rosso)
TILT <-- L+R Mscl-B (YS Nero/Rosso)
TILT --> AUX [1+2] Vortices (YS Nero/Rosso + Doepfer Nero)

```

/Spring Reverb

```

IN-1 <-- SC Mscl-B (TipTop Verde)
      OUT Comb (Doepfer Blu)
CV-1 <--
IN-2 <-- L-3 Vortices (TipTop Giallo)
CV-2 <--
MIX --> L-2 Vortices (TipTop Giallo)
MIX-CV <--
WET -->

```

/Mscl-A

```

SC <--

```

```
L <-- EQ Eq (YS Nero)
R <-- EQ Eq (YS Rosso)
L --> L-JACK Restyler (Jack/JACK)
R --> R-JACK Restyler (Jack/JACK)
```

/Msc1-B

```
SC <-- IN-1 Spring Reverb (TipTop Verde)
  L <-- STEREO-L (TipTop Giallo)
      EQ Eq (YS Nero)
  R <-- STEREO-R (TipTop Giallo)
      EQ Eq (YS Rosso)
  L --> TILT Eq (YS Nero)
  R --> TILT Eq (YS Rosso)
```

/V-MUTES

```
S-1 <--
S-2 <--
S-3 <--
M-1 <--
M-2 <--
M-3 <--
M-4 <--
```

||| **CAVI** |||||

#10	TipTop	Verde	#11	Doepfer	Giallo	#1	Koma	Att.
#11	"	"	Rosso	#8	"	"	Nero	#0 Befaco Nero
#15	"	"	Giallo	#4	"	"	Grigio	#0 YM Rosso
#0	"	"	Azzurro	#0	"	"	Rosso	#4 YS Nero/Rosso
#0	"	"	Nero	#11	"	"	Blu	#2 Jack/JACK
#0	"	"	Viola	#0	"	"	Verde	#0 Jack/RCA

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