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||||| | | | | | | | | | | | | | | |
|||BBBBBB|LLL|||OOOOO|CCCCCC|KK|KKK|NN||NN|||
|||BB|BB|LLL|||OO|OO|CCC|||KK|KK||NNN|NN|||
|||BBBBBB|LLL|||OO|OO|CCC|||KKKK||NN|N|NN|||
|||BB|BB|LLL|||OO|OO|CCC|||KK|KK||NN|NNN|||
|||BBBBBB|LLLLLLL|OOOOO|CCCCCC|KK|KKK|NN||NN|||
|||||

```

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||| REGIA ||||| [ 436 mA ]

```

/Gmo

```

BANG! <-- 4-RESET Batumi (Dopefer Nero)
          4-FREE The Tetragrid (TipTop Verde)
SPEC. <-- 2 Door To The Stars (Dopefer Giallo)
          4-SAW Batumi (TipTop Verde)
          1-FRQ Batumi (Dopefer Giallo)
SPEED <-- 4-SINE Batumi (Koma Att.)
LOOP <--
HEAD <--
TAIL <--
OUT --> 3 Unity [N] (Dopefer Giallo)

```

/Mongrel

```

BANG! <-- 3-RESET Batumi (Dopefer Nero)
          3-FREE The Tetragrid (TipTop Verde)
TAIL <-- 3 Door To The Stars (Dopefer Giallo)
          3-SAW Batumi (TipTop Verde)
YIP <--
SNARL <-- 1-SQUARE Batumi (Dopefer Giallo)
GROWL <--
YAP <-- 5 Door Ti The Stars (Dopefer Giallo)
          1-SAW Batumi (TipTop Verde)
OUT --> 2 Unity [N] (Dopefer Giallo)

```

/Bobcat

```

1-BANG! <-- 2-RESET Batumi (Dopefer Giallo)
          2-FREE The Tetragrid (TipTop Verde)
1-TAIL <-- 4 Door To The Stars (Dopefer Giallo)
          2-SAW Batumi (TipTop Verde)
1-HISS <-- 2-SINE Batumi (Dopefer Giallo)
2-BANG! <-- 4-SQUARE Batumi (Dopefer Giallo)
2-TAIL <--
2-HISS <--
OUT --> 1 Unity [N] (Dopefer Giallo)

```

/The Tetragrid

```

1-TEMPO -->
1-FREE --> 1-RESET Batumi (TipTop Verde)
           TRIG Kick (Dopefer Giallo)
2-FREE --> 2-RESET Batumi (TipTop Verde)
           1-BANG! Bobcat (Dopefer Giallo)
3-FREE --> 3-RESET Batumi (TipTop Verde)
           BANG! Mongrel (Dopefer Nero)
4-FREE --> 4-RESET Batumi (TipTop Verde)
           BANG! Gmo (Dopefer Nero)
2-TEMPO -->

```

/Batumi

```

1-FRQ <-- 4-SAW Batumi (Dopefer Giallo)
1-RESET <-- 1-FREE The Tetragrid (TipTop Verde)
           TRIG Kick (Dopefer Giallo)
1-SINE --> V/OCT Kick (Koma Att.)
1-SAW --> 5 Door To The Stars (TipTop Verde)
           YAP Mongrel (Dopefer Giallo)
1-SQUARE --> SNARL Mongrel (Dopefer Giallo)
2-FRQ <--
2-RESET <-- 2-FREE The Tetragrid (TipTop Verde)
           1-BANG! Bobcat (Dopefer Giallo)
2-SINE --> 1-HISS Bobcat (Dopefer Giallo)
2-SAW --> 4 Door To The Stars (TipTop Verde)
           1-TAIL Bobcat (Dopefer Giallo)
2-SQUARE -->
3-FRQ <--
3-RESET <-- 3-FREE The Tetragrid (TipTop Verde)
           BANG! Mongrel (Dopefer Nero)
3-SINE -->
3-SAW --> 3 Door To The Stars (TipTop Verde)
           TONE Kick (Dopefer Giallo)
           TAIL Mongrel (Dopefer Giallo)
3-SQUARE -->
4-FRQ <--
4-RESET <-- 4-FREE The Tetragrid (TipTop Verde)
           BANG! Gmo (Dopefer Nero)
4-SINE --> SPEED Gmo (Koma Att.)
4-SAW --> 2 Door To The Stars (TipTop Verde)
           FRQ Batumi (Dopefer Giallo)
           SPEC. Gmo (Dopefer Giallo)
4-SQUARE --> 2-BANG Bobcat (Dopefer Giallo)

```

/Unity [CANON]

```

1 <-- OUT Bobcat (Dopefer Giallo)
2 <-- OUT Mongrel (Dopefer Giallo)
3 <-- OUT Gmo (Dopefer Giallo)
A -->

```

```
4 <-- OUT Kick (Dopefer Giallo)
5 <--
6 <--
B --> IN Temple (Dopefer Giallo)
```

/Door To The Stars

```
1 <--  
2 <-- 4-SAW Batumi (TipTop Verde)  
      SPEC. Gmo (Dopefer Giallo)  
3 <-- 3-SAW Batumi (TipTop Verde)  
      TAIL Mongrel (Dopefer Giallo)  
4 <-- 2-SAW Batumi (TipTop Verde)  
      1-TAIL Bobcat (Dopefer Giallo)  
5 <-- 1-SAW Batumi (TipTop Verde)  
      YAP Mongrel (Dopefer Giallo)  
6 <--
```

/Kick

```

    TRIG <-- 1-RESET Batumi (Dopefer Giallo)
             1-FREE The Tetragrid (TipTop Verde)
    TONE <-- 3-SAW Batumi (Dopefer Giallo)
DECAY <--
V/OCT <-- 1-SINE Batumi (Koma Att.)
    OUT --> 4 Unity [N] (Dopefer Giallo)

```

/ Temple

```
IN <-- B Unity [N] (Dopefer Giallo)
CV <--
OUT --> L+R Restyler (YS Jack/RCA)
```

CAVI

#8	TipTop	Verde	#16	Doepfer	Giallo	#2	Koma	Att.
#0	"	"	Rosso	#2	"	"	Nero	#0 Befaco Nero
#0	"	"	Giallo	#0	"	"	Grigio	#0 YM Rosso
#0	"	"	Azzurro	#0	"	"	Rosso	#1 YS Jack/RCA
#0	"	"	Nero	#0	"	"	Blu	#0 Jack/JACK
#0	"	"	Viola	#0	"	"	Verde	#0 Jack/RCA

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