

```

|||||2222222|5555555|0000000|9999999|2222222|7777777| | |
|||||22|55|00|00|99|99|22|777|
|||||2222222|5555555|00|00|9999999|2222222|777|
|||||22|55|00|00|99|22|777|
|||||2222222|5555555|0000000|9999999|2222222|777|

```

||| **BLOCCO D** ||||| [1920 mA]

/Steady State Gate

```

DACAY <-- SUB LVL Mutant BD9 (Doepfer Giallo)
          OUT(U)1 Rnd Step (TipTop Giallo)
          CHAOS uGrids (Doepfer Giallo)
FREQ <-- OUT(U)2 Rnd Step (Doepfer Grigio)
        XOR-1 Eas (TipTop Verde)
        CV-2 uGrids (Doepfer Giallo)
EXCITE <-- OUT-2 uGrids (TipTop Giallo)
        OR-1 Eas (Doepfer Giallo)
TIMBRE <--
Q-FCTR <-- ENV MF-107A [D] (TipTop Verde)
          IN <-- AUDIO MF-107B [D] (TipTop Giallo)
          ENV --> AMP DEC Mutant BD9 (TipTop Verde)
          OUT --> 6 Unity [D] (TipTop Rosso)

```

/Mutant BD9

```

TRIG <-- OUT-1 uGrids (TipTop Giallo)
ACC <-- ACC Rimshot (TipTop Verde)
      ACC-1 uGrids (Doepfer Grigio)
      TRIG-1 Rnd Step (TipTop Verde)
SUB LVL <-- OUT(U)1 Rnd Step (TipTop Giallo)
          DACAY Steady State Gate (Doepfer Giallo)
          CHAOS uGrids (Doepfer Giallo)
PITCH <-- FREQ MF-107A [D] (TipTop Verde)
          PITCH Mutant Rimshot (Doepfer Giallo)
          GLITCH Dial-Up (TipTop Verde)
          OUT Arp (Doepfer Nero)
AMP DEC <-- ENV Steady State Gate (TipTop Verde)
          OUT --> OUT Mutant Clap (TipTop Verde)
          M-2 Vortices (Doepfer Rosso)

```

/Mutant Rimshot

```

TRIG <-- XOR Eas (TipTop Giallo)
PITCH <-- GLITCH Dial-Up (TipTop Verde)
          PITCH Mutant BD9 (Doepfer Giallo)
          FREQ MF-107A [D] (TipTop Verde)
          OUT Arp (Doepfer Nero)

```

```
CUTOFF <-- LFO-6 Ochd (TipTop Rosso)
ACC <-- ACC Mutant BD9 (TipTop Verde)
      ACC-1 uGrids (Doepfer Grigio)
VCF <-- FILTER Mutant Clap (Koma Att.)
OUT --> M-1 Vortices (Doepfer Blu)
```

/Mutant Clap

```
REV DEC <-- OUT(B)2 Rnd Step (Doepfer Grigio)
      AND-1 Eas (TipTop Verde)
TRIG <-- ACC-2 uGrids (Doepfer Grigio)
      TRIG-2 Rnd Step (TipTop Verde)
PITCH <-- OUT(U)3 Rnd Step (TipTop Rosso)
      CV-3 uGrids (Doepfer Giallo)
ACC <--
OUT --> OUT Mutant BD9 (TipTop Verde)
      M-2 Vortices (Doepfer Blu)
NOISE --> 3 Trace (Koma Att.)
FILTER --> VCF Mutant Rimshot (Koma Att.)
```

/Dial-Up

```
BANG! <-- AND Eas (TipTop Rosso)
      RESET Arp (Doepfer Giallo)
GLITCH <-- PITCH Mutant Rimshot (TipTop Verde)
      PITCH Mutant BD9 (Doepfer Giallo)
      FREQ MF-107A [D] (TipTop Verde)
      OUT Arp (Doepfer Nero)
OUT --> M-4 Vortices (Doepfer Rosso)
```

/Trace

```
SCAN <--
OUT --> AUDIO MF-105M (TipTop Rosso)
      3 <-- NOISE Mutant Clap (Koma Att.)
      4 <-- VCO MF-107B [D] (TipTop Rosso)
      1 <-- WET Spring Reverb (Doepfer Rosso)
      2 <-- VCO MF-107A [D] (TipTop Rosso)
```

/Unity [D]

```
1 <--
2 <--
3 <-- MONO-R Vortices (Doepfer Blu)
A -->
4 <-- LEFT MF-105M (TipTop Verde)
5 <-- RIGHT MF-105M (TipTop Verde)
6 <-- OUT Steady State Gate (TipTop Rosso)
B --> IN Delay (TipTop Verde)
```

/Arp

```
TRIG <-- NOR Eas (TipTop Rosso)
RESET <-- BANG! Dial-Up (Doepfer Giallo)
        AND Eas (TipTop Rosso)
ROOT <-- TRIG-2 Rnd Step (Doepfer Grigio)
        ACC-2 uGrids (TipTop Verde)
CHORD <--
  OUT --> FREQ MF-107A [D] (Doepfer Nero)
        PITCH Mutant BD9 (TipTop Verde)
        PITCH Mutant Rimshot (Doepfer Giallo)
        GLITCH Dial-Up (TipTop Verde)
```

/Delay

```
IN <-- 6 Unity [D] (TipTop Verde)
TIME <-- ENV MF-107B [D] (TipTop Rosso)
FDBK <-- LFO-7 Ochd (Doepfer Giallo)
MIX <--
  OUT --> L-3 Vortices (Doepfer Blu)
```

/Hat

```
CLOSED <-- OUT-3 uGrids (TipTop Giallo)
        AND-1 Eas (Doepfer Giallo)
OPEN <-- ACC-3 uGrids (Doepfer Grigio)
        TRIG-3 Rnd Step (TipTop Verde)
DECAY <-- LFO-4 Ochd (Doepfer Giallo)
SIZZLE <-- AND-6&7 Ochd Expander (Doepfer Giallo)
  OUT --> M-3 Vortices (Doepfer Rosso)
```

/Ochd

```
RATE <--
LFO-1 -->
LFO-2 -->
LFO-3 -->
LFO-4 --> DECAY Hat (Doepfer Giallo)
LFO-5 -->
LFO-6 --> CUTOFF Mutant Rimshot (TipTop Rosso)
LFO-7 --> FDBK Delay (Doepfer Giallo)
LFO-8 --> WAVE MF-107A [D] (TipTop Giallo)
```

/Ochd Expander

```
WAVE-1 -->
WAVE-3 --> FM MF-107B [D] (TipTop Verde)
WAVE-5 -->
WAVE-7 -->
OR-2&3 -->
```

```

AND-2&3 -->
OR-6&7 -->
AND-6&7 --> SIZZLE Hat (Doepfer Giallo)
TRIG-2 --> 1 Patch-bay [D] (Doepfer Nero)
TRIG-4 --> 2 Patch-bay [D] (Doepfer Nero)
TRIG-6 -->
TRIG-8 -->
DAC-1234 -->
DAC-5678 -->
DAC-1357 -->
DAC-2468 --> 3 Patch-bay [D] (Doepfer Nero)

```

/Eas

```

AND-1 <-- OUT-3 uGrids (Doepfer Giallo)
AND-2 <-- OUT(B)1 Rnd Step (TipTop Verde)
      MIX Verb (Doepfer Verde)
  AND --> BANG! Dial-Up (TipTop Rosso)
      RESET Arp (Doepfer Giallo)
NAND -->
OR-1 <-- OUT-2 uGrids (Doepfer Giallo)
      EXCITE Steady State Gate (TipTop Giallo)
OR-2 <-- OUT(B)3 Rnd Step (TipTop Verde)
      ENV MF-105M (Doepfer Nero)
  OR -->
  NOR --> TRIG Arp (TipTop Rosso)
XOR-1 <-- OUT(U)2 Rnd Step (TipTop Verde)
      CV-2 uGrids (Doepfer Giallo)
XOR-2 <--
  XOR --> TRIG Mutant Rimshot (TipTop Giallo)
XNOR -->
  NOT <--
  NOT -->

```

/Rnd Step

```

TRIG-1 <-- ACC-1 uGrids (TipTop Verde)
      ACC Mutant BD9 (Doepfer Grigio)
      ACC Mutant Rimshot (TipTop Verde)
SAMPLE-1 <--
  OUT(U)1 --> SUB LVL Mutant BD9 (TipTop Giallo)
      DECAY Steady State Gate (Doepfer Giallo)
      CHAOS uGrids (Doepfer Giallo)
  OUT(B)1 --> AND-2 Eas (TipTop Verde)
      MIX Verb (Doepfer Verde)
  TRIG-2 <-- ACC-2 uGrids (TipTop Verde)
      ROOT Arp (Doepfer Grigio)
      TRIG Mutant Clap (Doepfer Grigio)
SAMPLE-2 <--
  OUT(U)2 --> XOR-1 Eas (TipTop Verde)

```

```

CV-2 uGrids (Doepfer Giallo)
FREQ Steady State Gate (Doepfer Grigio)
OUT(B)2 --> WAVE MF-107B [D] (TipTop Verde)
REV DEC Mutant Clap (Doepfer Grigio)
TRIG-3 <-- ACC-3 uGrids (TipTop Verde)
OPEN Hat (Doepfer Grigio)
SAMPLE-3 <--
OUT(U)3 --> PITCH Mutant Clap (TipTop Rosso)
CV-2 uGrids (Doepfer Giallo)
OUT(B)3 --> OR-2 Eas (TipTop Verde)
ENV MF-105M (Doepfer Nero)

```

/uGrids

```

CLOCK <-- 6 Patch-bay [D] (Doepfer Nero)
RESET <--
CHAOS <-- OUT(U)1 Rnd Step (Doepfer Giallo)
SUB LVL Mutand BD9 (TipTop Giallo)
DECAY Steady State Gate (Doepfer Giallo)
Y <--
X <--
CV-1 <--
OUT-1 --> TRIG Mutand BD9 (TipTop Giallo)
ACC-1 --> TRIG-1 Rnd Step (TipTop Verde)
ACC Mutand BD9 (Doepfer Grigio)
ACC Mutand Rimshot (TipTop Verde)
CV-2 <-- XOR-1 Eas (Doepfer Giallo)
OUT(U)2 Rnd Step (TipTop Verde)
FREQ Steady State Gate (Doepfer Grigio)
OUT-2 --> EXCITE Steady State Gate (TipTop Giallo)
OR-1 Ochd (Doepfer Giallo)
ACC-2 --> TRIG-2 Rnd Step (TipTop Verde)
TRIG Mutant Clap (Doepfer Grigio)
ROOT Arp (Doepfer Grigio)
CV-3 <-- OUT(U)3 Rnd Step (Doepfer Giallo)
PITCH Mutant Clap (TipTop Rosso)
OUT-3 --> CLOSED Hat (TipTop Giallo)
AND-1 Ochd (Doepfer Giallo)
ACC-3 --> TRIG-3 Rnd Step (TipTop Verde)
OPEN Hat (Doepfer Grigio)

```

/Patch-bay [D]

```

1 <-- TRIG-2 Ochd Expander (Doepfer Nero)
2 <-- TRIG-4 Ochd Expander (Doepfer Nero)
3 <-- DAC-2468 Ochd Expander (Doepfer Nero)
4 --> RATE MF-105M (Doepfer Giallo)
5 -->
6 --> CLOK uGrids (Doepfer Nero)

```

/MF-107A [D]

AUDIO <--
FREQ <-- PITCH Mutant BD9 (TipTop Verde)
OUT Arp (Doepfer Nero)
PITCH Rimshot (Doepfer Giallo)
GLITCH Dial-Up (TipTop Verde)
WAVE <-- LFO-8 Ochd (TipTop Giallo)
ENV <--
FM <--
MIX <--
ENV --> Q-FCTR Steady State Gate (TipTop Verde)
VCO --> 2 Trace (TipTop Rosso)
AUDIO --> AUDIO MF-107B [D] (TipTop Rosso)

/MF-105M

AUDIO <-- OUT Trace (TipTop Rosso)
LFO <--
RATE <-- 4 Patch-bay [D] (Doepfer Giallo)
STEP <--
ENV <-- OUT(U)3 Rnd Step (Doepfer Nero)
LEFT --> 4 Unity [D] (TipTop Verde)
L-1 Vortices (Doepfer Blu)
RIGHT --> 5 Unity [D] (TipTop Verde)
R-1 Vortices (Doepfer Blu)

/MF-107B [D]

AUDIO <-- AUDIO MF-107A [D] (TipTop Rosso)
FREQ <--
WAVE <-- OUT(B)2 Rnd Step (TipTop Verde)
REV DEC Mutant Clap (Doepfer Grigio)
ENV <--
FM <-- WAVE-3 Ochd Expander (TipTop Verde)
MIX <--
ENV --> TIME Delay (TipTop Rosso)
VCO --> 4 Trace (TipTop Rosso)
AUDIO --> IN Steady State Gate (TipTop Giallo)

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

/Vortices

M-1 <-- OUT Mutant Rimshot (Doepfer Rosso)
PAN-1 <--
M-2 <-- OUT Mutant BD9 (Doepfer Rosso)
OUT Mutant Clap (TipTop Verde)
X-FADE <--
M-3 <-- OUT Hat (Doepfer Rosso)

```

PAN-4 <--
  M-4 <-- OUT Dial-Up (Doepfer Rosso)
  L-1 <-- LEFT MF-105M (Doepfer Blu)
  R-1 <-- RIGHT MF-105M (Doepfer Blu)
  L-2 <-- MIX Spring Reverb (TipTop Rosso)
  R-2 <--
  L-3 <-- OUT Delay (Doepfer Blu)
  R-3 <--
AUX-1 <--
  AUX-L <-- EQ Eq (YS Nero + Doepfer Giallo)
STEREO-L --> L Verb (TipTop Verde)
              L Mscl-B (Doepfer Grigio)
STEREO-R --> R Verb (TipTop Verde)
              R Mscl-B (Doepfer Grigio)
  AUX-R <-- EQ Eq (YS Rosso + Befaco Nero)
  AUX-2 <--
MASTER-L -->
  MONO-L --> X-FADE Vortices (Doepfer Giallo)
              IN-1 Spring Reverb (TipTop Rosso)
              IN-2 Spring Reverb ((Doepfer Giallo)
              SC Mscl-B (TipTop Verde)
X-FADE --> MONO-L Vortices (Doepfer Giallo)
              IN-1 Spring Reverb (TipTop Rosso)
              IN-2 Spring Reverb ((Doepfer Giallo)
              SC Mscl-B (TipTop Verde)
  MONO-R --> 3 Unity [D] (Doepfer Blu)
MASTER-R -->

```

/Verb

```

  L <-- STEREO-L Vortices (TipTop Verde)
  R <-- STEREO-R Vortices (TipTop Verde)
MIX <-- AND-2 Eas (Doepfer Verde)
              OUT(B)1 Rnd Step (TipTop Verde)
              REV DEC Mutant Clap (Doepfer Grigio)
  L --> TILT Eq (YS Nero)
  R --> TILT Eq (YS Rosso)

```

/Eq

```

  EQ <-- L+R Mscl-B (YS Nero/Rosso)
  EQ --> AUX [L+R] Vortices (YS N/R + Doepfer Giallo &
Befaco Nero)
  TILT <-- L+R Verb (YS Nero/Rosso)
  TILT --> L+R Mscl-A (YS Nero/Rosso)

```

/Spring Reverb

```

  IN-1 <-- MONO-L Vortices (TipTop Rosso)
              IN-1 Spring Reverb (TipTop Rosso)

```

```

                                IN-2 Spring Reverb (Doepfer Giallo)
                                SC Mscl-B (TipTop Verde)
CV-1 <--
IN-2 <-- IN-2 Spring Reverb (Doepfer Giallo)
                                SC Mscl-B (TipTop Verde)
CV-2 <--
    MIX --> L-2 Vortices (TipTop Rosso)
MIX-CV <--
    WET --> 1 Trace (Doepfer Rosso)

```

/Mscl-A

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

/Mscl-B

```
SC <-- IN-2 Spring Reverb (TipTop Verde)
L <-- STEREO-L (TipTop Grigio)
R <-- STEREO-R (TipTop Grigio)
L --> EQ Eq (YS Nero)
R --> EQ Eq (YS Rosso)
```

/V-MUTES

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

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

#20	TipTop	Verde	#14	Doepfer	Giallo	#2	Koma	Att.
#12	"	"	Rosso	#6	"	"	Nero	#1 Befaco Nero
#7	"	"	Giallo	#8	"	"	Grigio	#0 YM Rosso
#0	"	"	Azzurro	#5	"	"	Rosso	#4 YS Nero/Rosso
#0	"	"	Nero	#5	"	"	Blu	#2 Jack/JACK
#0	"	"	Viola	#0	"	"	Verde	#0 Jack/RCA

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