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|||||222222|||666666||00000||333333|||111|||88888||| | | | |
|||||22|66|||OO||OO|||33|11111||88||88|||
|||||2222222|6666666|OO||OO|3333333||111||88888|||
|||||22|||66||66|OO||OO|||33||111||88||88|||
|||||222222|666666||00000||333333||1111111||88888|||
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||| BLOCCO D ||||| [ 1920 mA ]

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/Steady State Gate

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DACAY <-- CUTOFF Mutant Rimshot (TipTop Verde)
          REV DEC Mutant Clap (Doepfer Giallo)
          OUT(B)2 Rnd Step (TipTop Giallo)
          OR-2 Eas (Doepfer Giallo)
FREQ <-- PITCH Mutant BD9 (Doepfer Giallo)
         FREQ MF-107B [D] (TipTop Giallo)
         OUT Arp (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 --> AUX-1 Vortices (Doepfer Blu)

```

/Mutant BD9

```

TRIG <-- OUT-1 uGrids (TipTop Giallo)
ACC <--
SUB LVL <-- PITCH Mutant Rimshot (TipTop Verde)
           PITCH Mutant Clap (Doepfer Giallo)
           GLITCH Dial-Up (TipTop Verde)
           TIME Delay (Doepfer Giallo)
           OUT(B)1 Rnd Step (TipTop Giallo)
PITCH <-- FREQ MF-107B [D] (TipTop Giallo)
         FREQ State Gate (Doepfer Giallo)
         OUT Arp (Doepfer Giallo)
AMP DEC <-- ENV Steady State Gate (TipTop Verde)
OUT --> M-2 Vortices (Doepfer Blu)
       OUT Mutant Clap (TipTop Verde)

```

/Mutant Rimshot

```

TRIG <-- ACC-1 uGrids (Doepfer Grigio)
       TRIG-1 Rnd Step (TipTop Verde)
PITCH <-- PITCH Mutant BD9 (TipTop Verde)
         PITCH Mutant Clap (Doepfer Giallo)
         GLITCH Dial-Up (TipTop Verde)
         TIME Delay (Doepfer Giallo)

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```
OUT(B)1 Rnd Step (TipTop Giallo)
CUTOFF <-- DECAY State Gate (TipTop Verde)
REV DEC Mutant Clap (Doepfer Giallo)
OUT(B)2 Rnd Step (TipTop Giallo)
OR-2 Eas (Doepfer Giallo)
ACC <-- XNOR Eas (TipTop Rosso)
VCF <-- FILTER Mutant Clap (Koma Att.)
OUT --> M-1 Vortices (Doepfer Blu)
```

/Mutant Clap

```
REV DEC <-- CUTOFF Mutant Rimshot (Doepfer Giallo)
DECAY State Gate (TipTop Verde)
OUT(B)2 Rnd Step (TipTop Giallo)
OR-2 Eas (Doepfer Giallo)
TRIG <-- ACC-2 uGrids (Doepfer Nero)
PITCH <-- PITCH Mutant Rimshot (Doepfer Giallo)
PITCH Mutant BD9 (TipTop Verde)
GLITCH Dial-Up (TipTop Verde)
TIME Delay (Doepfer Giallo)
OUT(B)1 Rnd Step (TipTop Giallo)
ACC <-- XOR Eas (TipTop Rosso)
OUT --> OUT Mutant BD9 (TipTop Verde)
M-2 Vortices (Doepfer Blu)
NOISE --> 2 Trace (Koma Att.)
FILTER --> FILTER Mutant Clap (Koma Att.)
```

/Dial-Up

```
BANG! <-- NOR Eas (TipTop Rosso)
GLITCH <-- PITCH Mutant Rimshot (Doepfer Giallo)
PITCH Mutant Clap (TipTop Verde)
PITCH Mutant BD9 (TipTop Verde)
TIME Delay (Doepfer Giallo)
OUT(B)1 Rnd Step (TipTop Giallo)
OUT --> M-4 Vortices (Doepfer Blu)
```

/Trace

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

/Unity [D]

```
1 <--
2 <--
```

3 <-- MONO-L Vortices (Doepfer Verde)
A --> IN-1 Spring Reverb (Doepfer Verde)
4 <-- MONO-R Vortices (Doepfer Blu)
5 <-- LEFT MF-105M (TipTop Verde)
 L-3 Vortices (Doepfer Blu)
6 <-- RIGHT MF-105M (TipTop Verde)
 R-3 Vortices (Doepfer Blu)
B --> IN Delay (TipTop Verde)

/Arp

TRIG <-- TRIG-2 Rnd Step (Doepfer Nero)
 ACC-2 uGrids (TipTop Verde)
 TRIG Mutand Clap (Doepfer Nero)
RESET <-- TRIG-8 Ochd Expander (TipTop Rosso)
ROOT <--
CHORD <--
OUT --> FREQ MF-107B [D] (Doepfer Giallo)
 PITCH Mutant BD9 (TipTop Giallo)
 FREQ State Gate (Doepfer Giallo)

/Delay

IN <-- 6 Unity [D] (TipTop Verde)
TIME <-- OUT(B)1 Rnd Step (TipTop Giallo)
 XOR-2 Eas (Doepfer Giallo)
 GLITCH Dial-Up (Doepfer Giallo)
 PITCH Mutant Clap (TipTop Verde)
 PITCH Mutant BD9 (Doepfer Giallo)
 SUB LVL Mutant Rimshot (TipTop Verde)
FDBK <-- ENV MF-107B [D] (TipTop Rosso)
MIX <--
OUT --> L-2 Vortices (Doepfer Blu)

/Hat

CLOSED <-- OUT-3 uGrids (TipTop Giallo)
OPEN <-- ACC-3 uGrids (Doepfer Grigio)
 TRIG-3 Rnd Step (TipTop Verde)

DECAY <-- OUT(B)3 Rnd Step (TipTop Verde)
SIZZLE <-- AND-2&3 Ochd Expander (TipTop Verde)
OUT --> M-3 Vortices (Doepfer Blu)

/Ochd

RATE <--
LFO-1 -->
LFO-2 -->
LFO-3 -->

LFO-4 -->
LFO-5 -->
LFO-6 --> PAN-1 Vortices (Doepfer Blu)
LFO-7 --> PAN-4 Vortices (Doepfer Blu)
LFO-8 -->

/Ochd Expander

WAVE-1 -->
WAVE-3 -->
WAVE-5 -->
WAVE-7 --> WAVE MF-107A [D] (Koma Att. + Doepfer Nero)
OR-2&3 -->
AND-2&3 --> SIZZLE Hat (TipTop Verde)
OR-6&7 -->
AND-6&7 -->
TRIG-2 --> 1 Patch-bay [D] (Doepfer Nero)
TRIG-4 --> 2 Patch-bay [D] (Doepfer Nero)
TRIG-6 -->
TRIG-8 --> RESET Arp (TipTop Rosso)
DAC-1234 -->
DAC-5678 -->
DAC-1357 --> AND-2 Eas (TipTop Verde)
DAC-2468 --> 3 Patch-bay [D] (Doepfer Nero)

/Eas

AND-1 <-- 5 Patch-bay [D] (Doepfer Nero)
AND-2 <-- DAC-1357 Ochd Expander (TipTop Verde)
AND -->
NAND -->
OR-1 <--
OR-2 <-- OUT(B)2 Rnd Step (Doepfer Giallo)
REV DEC Mutant Clap (TipTop Giallo)
CUTOFF Mutant Rimshot (Doepfer Giallo)
DECAY State Gate (TipTop Verde)
OR -->
NOR --> BANG! Dial-Up (TipTop Rosso)
XOR-1 <--
XOR-2 <-- OUT(B)1 Rnd Step (Doepfer Giallo)
TIME Delay (TipTop Giallo)
GLITCH Dial-Up (Doepfer Giallo)
PITCH Mutant Clap (TipTop Verde)
PITCH Mutant BD9 (Doepfer Giallo)
SUB LVL Mutant Rimshot (TipTop Verde)
XOR --> ACC Mutant Clap (TipTop Rosso)
XNOR --> ACC Mutant Rimshot (TipTop Rosso)
NOT <--
NOT -->

/Rnd Step

```
TRIG-1 <-- ACC-1 uGrids (TipTop Verde)
          TRIG Mutand Rimshot (Doepfer Grigio)
SAMPLE-1 <--
OUT(U)1 --> CHAOS uGrids (TipTop Verde)
OUT(B)1 --> TIME Delay (TipTop Giallo)
          XOR-2 Eas (Doepfer Giallo)
          GLITCH Dial-Up (Doepfer Giallo)
          PITCH Mutant Clap (TipTop Verde)
          PITCH Mutant BD9 (Doepfer Giallo)
          SUB LVL Mutant Rimshot (TipTop Verde)
TRIG-2 <-- ACC-2 uGrids (TipTop Verde)
          TRIG Mutand Clap (Doepfer Nero)
SAMPLE-2 <--
OUT(U)2 --> CV-2 uGrids (TipTop Verde)
          DECAY Steady State Gate (Doepfer Grigio)
OUT(B)2 --> REV DEC Mutant Clap (TipTop Giallo)
          OR-2 Eas (Doepfer Giallo)
          CUTOFF Mutant Rimshot (Doepfer Giallo)
          DECAY State Gate (TipTop Verde)
TRIG-3 <-- ACC-3 uGrids (TipTop Verde)
          OPEN Hat (Doepfer Grigio)
SAMPLE-3 <--
OUT(U)3 --> CV-3 uGrids (TipTop Verde)
OUT(B)3 --> DECAY Hat (TipTop Verde)
```

/uGrids

```
CLOCK <-- 6 Patch-bay [D] (Doepfer Nero)
RESET <--
CHAOS <--
  Y <--
  X <--
CV-1 <--
OUT-1 --> TRIG Mutand BD9 (TipTop Giallo)
ACC-1 --> TRIG-1 Rnd Step (TipTop Verde)
          TRIG Mutand Rimshot (Doepfer Grigio)
CV-2 <-- OUT(U)2 Rnd Step (TipTop Verde)
          DECAY Steady State Gate (Doepfer Grigio)
OUT-2 --> EXCITE Steady State Gate (TipTop Giallo)
ACC-2 --> TRIG-2 Rnd Step (TipTop Verde)
          TRIG Mutant Clap (Doepfer Nero)
CV-3 <--
OUT-3 --> CLOSED Hat (TipTop 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 --> AND-1 Eas (Doepfer Nero)
6 --> CLOK uGrids (Doepfer Nero)

/MF-107A [D]

AUDIO <-- VCO AUDIO MF-107B [D] (TipTop Giallo)
FREQ <--
WAVE <-- WAVE-7 Ochd Expander (Koma Att. + Doepfer Nero)
ENV <--
FM <--
MIX <--
ENV -->
VCO --> 3 Trace (TipTop Rosso)
AUDIO --> AUDIO MF-107B [D] (TipTop Rosso)
AUX-2 Vortices (Doepfer Blu)

/MF-105M

AUDIO <-- OUT Trace (TipTop Rosso)
LFO <--
RATE <-- 4 Patch-bay [D] (Doepfer Giallo)
STEP <--
ENV <--
LEFT --> 5 Unity [D] (TipTop Verde)
L-3 Vortices (Doepfer Blu)
RIGHT --> 6 Unity [D] (TipTop Verde)
R-3 Vortices (Doepfer Blu)

/MF-107B [D]

AUDIO <-- AUDIO MF-107A [D] (TipTop Rosso)
FREQ <-- OUT Arp (Doepfer Giallo)
PITCH Mutant BD9 (Doepfer Nero)
WAVE <--
ENV <--
FM <--
MIX <--
ENV -->
VCO --> AUDIO MF-107A [D] (TipTop Giallo)
AUDIO --> IN Steady State Gate (TipTop Giallo)

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

/Vortices

M-1 <-- OUT Mutant Rimshot (Doepfer Blu)

PAN-1 <-- LFO-6 Ochd (Doepfer Blu)
M-2 <-- OUT Mutant BD9 (Doepfer Blu)
OUT Mutant Clap (TipTop Verde)
X-FADE <--
M-3 <-- OUT Hat (Doepfer Blu)
PAN-4 <-- LFO-7 Ochd (Doepfer Blu)
M-4 <-- OUT Dial-Up (Doepfer Blu)
L-1 <-- MIX Spring Reverb (TipTop Rosso)
R-1 <--
L-2 <-- OUT Delay (Doepfer Blu)
R-2 <--
L-3 <-- LEFT MF-105M (Doepfer Blu)
5 Unity [D] (TipTop Verde)
R-3 <-- RIGHT MF-105M ((Doepfer Blu)
6 Unity [D] (TipTop Verde)
AUX-1 <-- OUT Steady State Gate (Doepfer Blu)
AUX-L <-- EQ (YS Nero + Doepfer Giallo)
STEREO-L --> L Mscl-B (TipTop Giallo)
STEREO-R --> R Mscl-B (TipTop Giallo)
AUX-R <-- EQ (YS Rosso + Doepfer Giallo)
AUX-2 <-- AUDIO MF-107A [D] (Doepfer Blu)
MASTER-L --> L Verb (TipTop Verde)
MONO-L --> IN-2 Spring Reverb (TipTop Giallo)
R Mscl-A (Doepfer Giallo)
X-FADE --> 3 Unity [D] (Doepfer Verde)
MONO-R --> 4 Unity [D] (Doepfer Blu)
MASTER-R --> R Verb (TipTop Verde)

/Verb

L <-- MASTER-L Vortices (TipTop Verde)
R <-- MASTER-R Vortices (TipTop Verde)
MIX <--
L --> TILT Eq (YS Nero)
R --> TILT Eq (YS Rosso)

/Eq

EQ <-- L+R Mscl-B (YS Nero/Rosso)
EQ --> AUX-L Vortices (YS Nero + Befaco Giallo)
AUX-R Vortices (YS Rosso + Befaco Giallo)
TILT <-- OUT Verb (YS Nero/Rosso)
TILT --> L+R Mscl-B (YS Nero/Rosso)

/Spring Reverb

IN-1 <-- A Unity [D] (Doepfer Verde)
CV-1 <--
IN-2 <-- MONO-L Vortices (TipTop Giallo)
CV-2 <--

