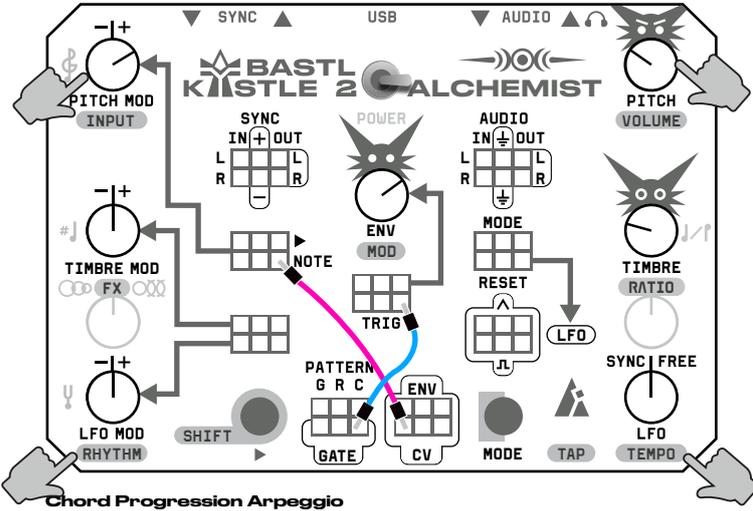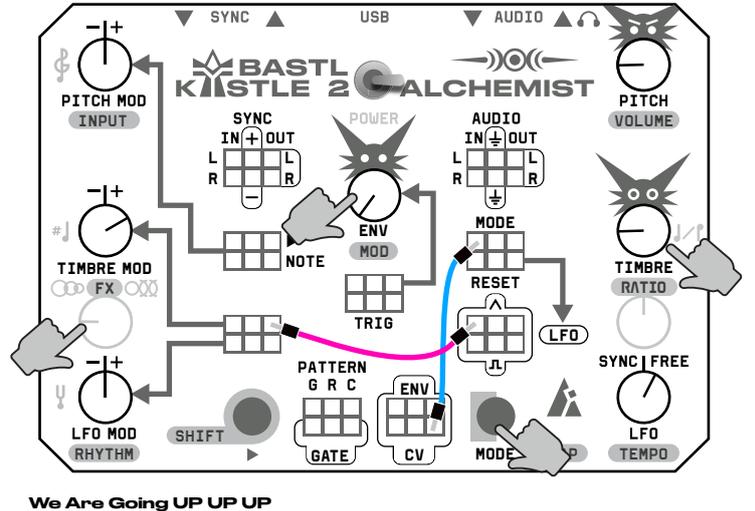## First Melody
Adjust TEMPO and RHYTHM and melody emerges from tweaking the PITCH and PITCH MOD.

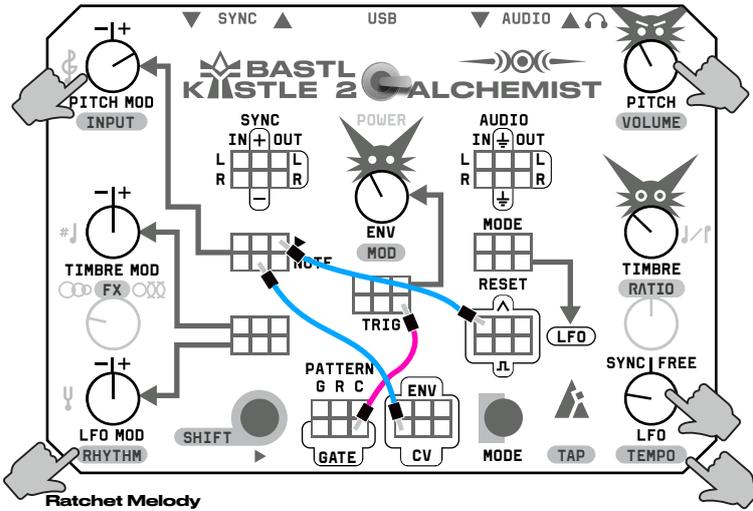## Morph Baby Morph
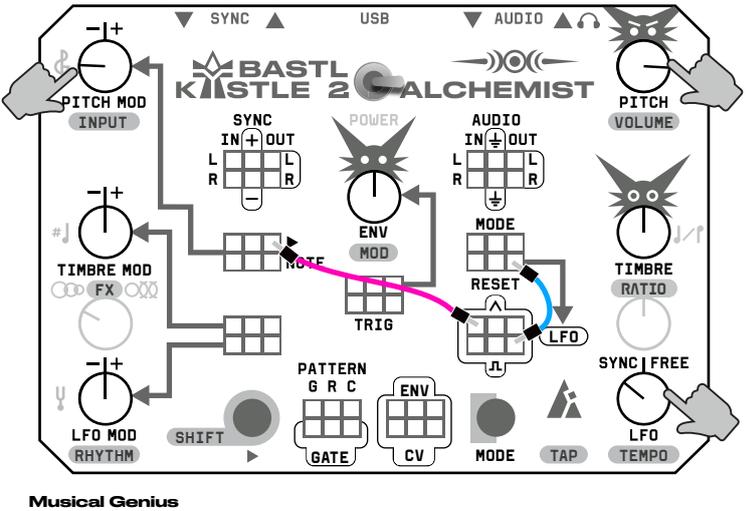Morph slowly thru the different synth modes with ENV knob to the left. T E X T U R E S

Chord Progression Arpeggio
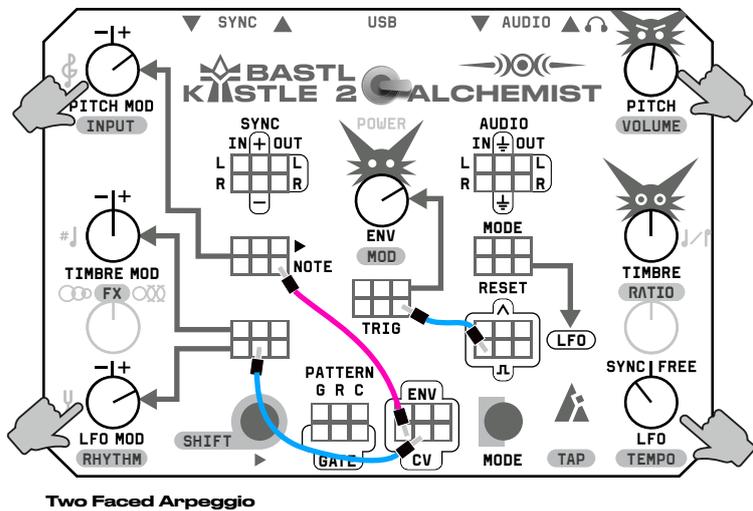Find the perfect arpeggio by tweaking PITCH, PITCH MOD and LFO. Adjust RHYTHM too.

We Are Going UP UP UP
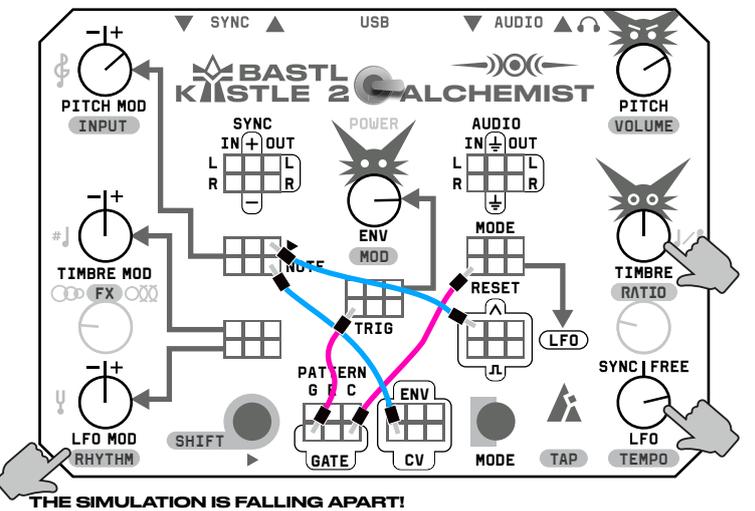Get UP/DOWN arpeggio by using RAMP shape of LFO. Negative PITCH MOD makes it go up.

Ratchet Melody
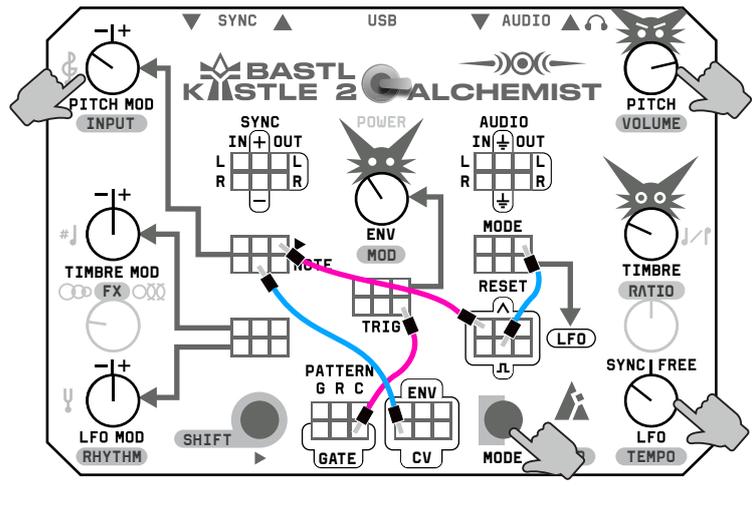Use synced LFO to trigger the sound. Modulate the LFO speed with CV to get ratchets.

Musical Genius
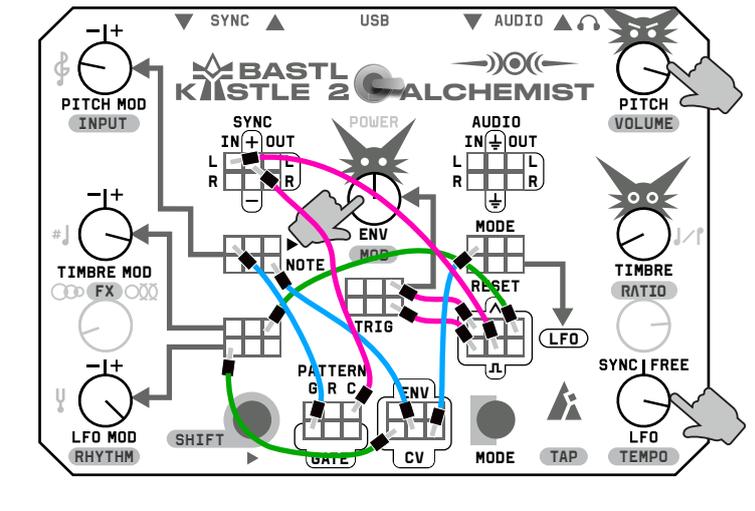Use GATE to reset FREE flowing LFO to create unique arpeggio shapes. SUPERSAW for life!

Two Faced Arpeggio
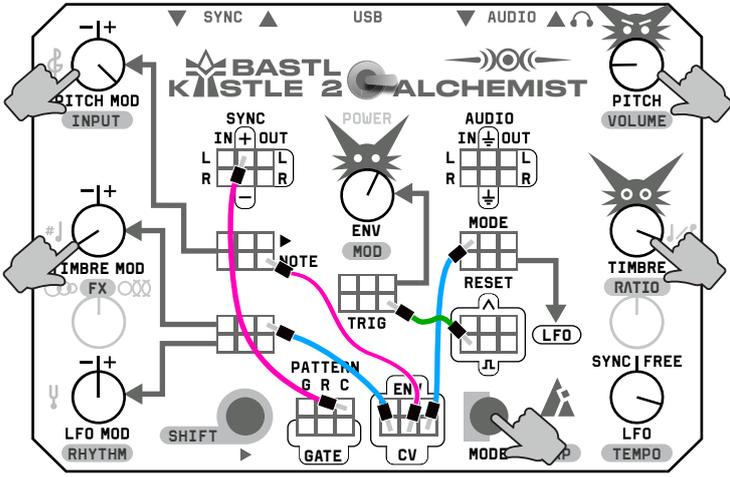To be one synth going up and another going down. MODE+ENV adjusts Synth MODE destination.

THE SIMULATION IS FALLING APART!
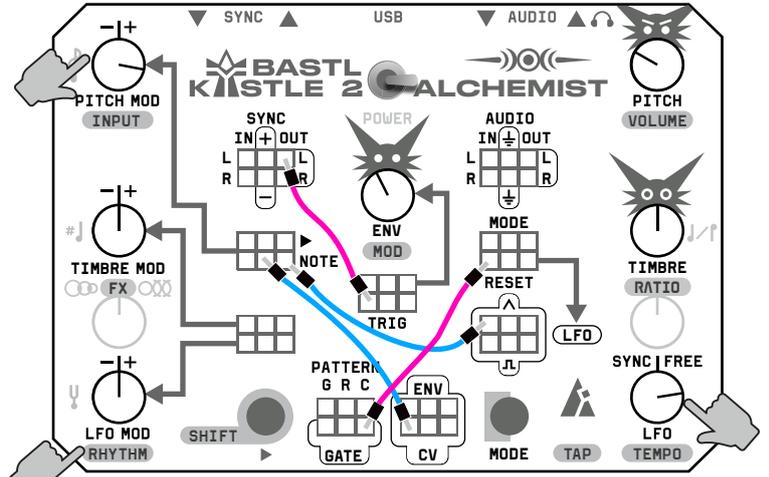NOTHING IS STABLE no idioms YOU ARE SENTENCED TO EXPERIEMNTS FOR LIFE!

Random Beat Maker
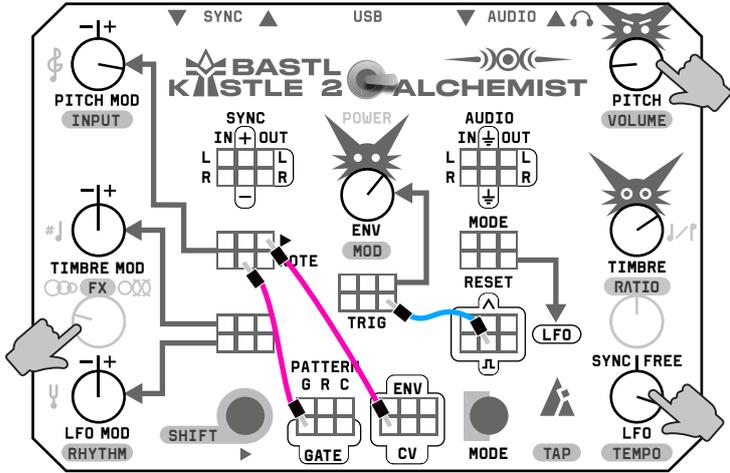Modulate many parameters with CV for radical sonic changes. Unpatch PATTERN C to loop.

Who let the dogs out?
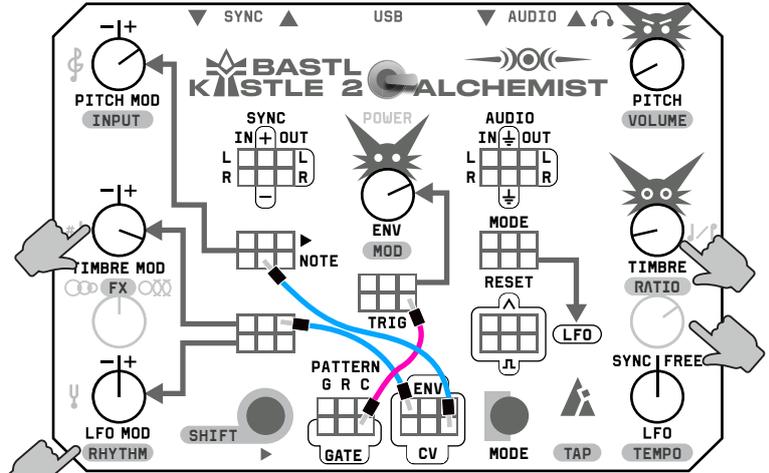Use SYNC out to trigger each 16th note. Combine CV and LFO TRI to get more melody variation.

Rainman Jazzman
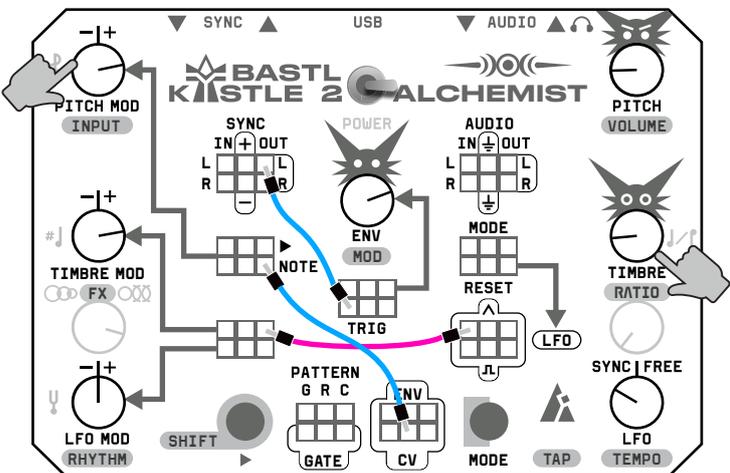Off-grid melody accents from the GATE and unsynced LFO triggering. GLITCHNOISE and FX.

Acid Bass
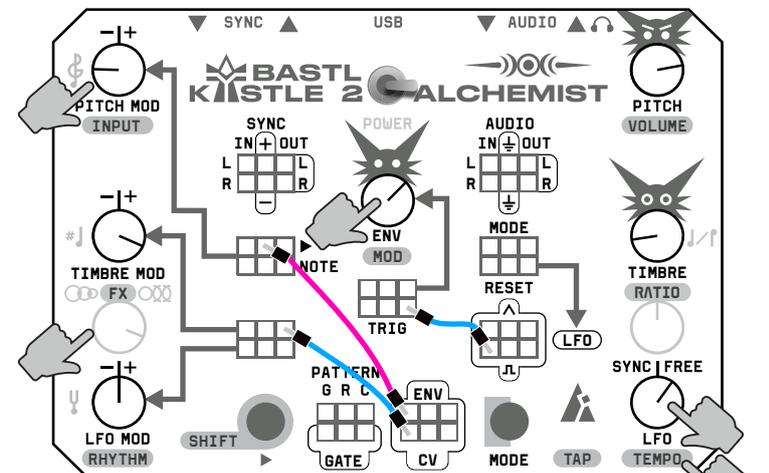Modulate TIMBRE with ENV and grid the sweeps in the FILTER mode. RATIO refines them.

Distorted 16th Note Bass
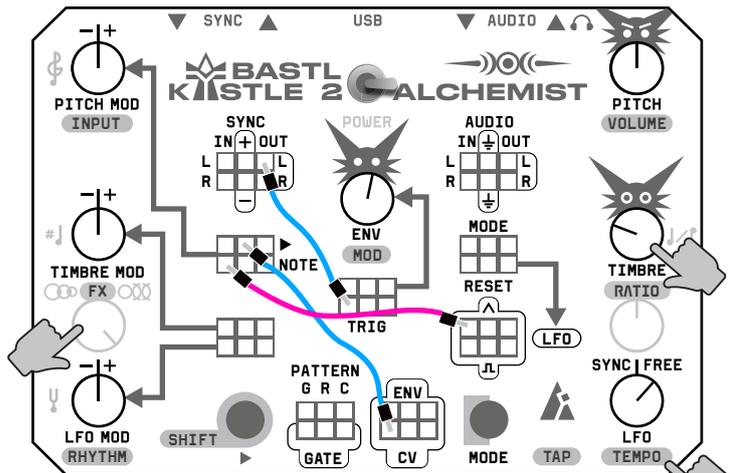Distort the FILTER mode with FX and see the dancefloor explode. *Just add a kick drum.

I get triggered by my own stupidity
ENV output can trigger the PLAY input? What will happen? Tweak ENV knob to find out!

Karps in the the CataCombs
Use short GLITCHNOISE burst to excite the comb filter at the right edge of the FX knob.

Spectral Who?
Modulated fast LFO as SYNC IN source modulates the Delay time because it is tempo SYNCed .