

« PREVIOUS MODE

NEXT MODE »



FILTER

LOWPASS
FILTER



WAVEFORM MIX
SUBOCTAVE
RESONANCE



FM

FM AMOUNTS



DETUNE RATIOS



SUPERSAW

LOWPASS
FILTER



DETUNE RATIOS
+DETUNE



HYPERSINE

RING T&H MOD



DETUNE RATIOS



GLITCHNOISE

FM FEEDBACK &
FILTERED NOISE



FM RATIOS



ENVELOPE

BODY FOCUSED TRANSIENT FOCUSED
TIMBRE TIMBRE

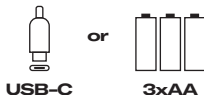
LESS ► PLAY TRIGGS
MODE CHANGE MORPHING



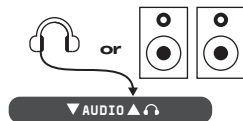


Ready to
explore the
ratios & blend
the perfect potions?
Meet the **ALCHEMIST**
and get started!

1. POWER SOURCE



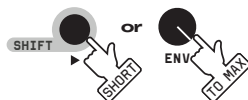
2. CONNECT OUTPUT



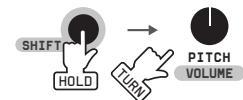
3. POWER UP



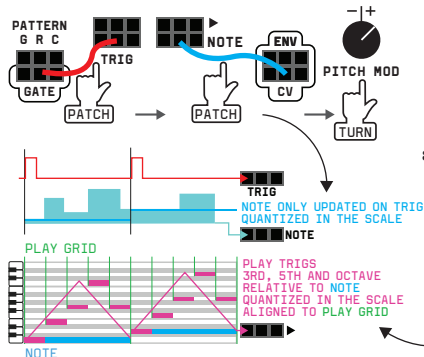
4. MAKE A SOUND



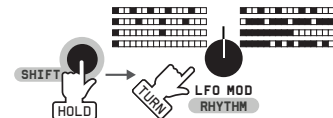
5. SET OUTPUT VOLUME



6. DISCOVER A MELODY

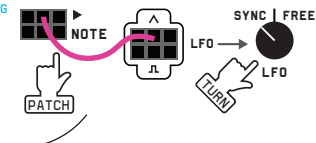


7. SELECT GATE RHYTHM



8. ARPEGGIATE IT

▶ **PLAY INPUT TURNS ANYTHING INTO ARPEGGIOS**



9. LET THE CATS GUIDE YOUR SOUND



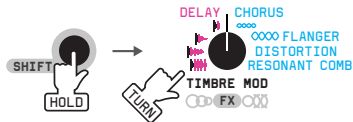
10. SET INTERNAL TEMPO



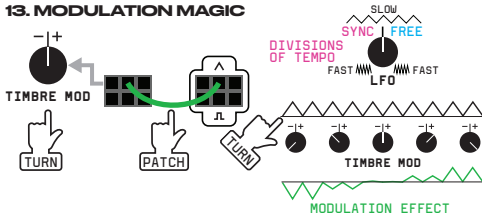
11. REFINE TIMBRE SWEEP



12. ADJUST FX

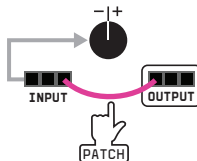


13. MODULATION MAGIC



Connect outputs to inputs.

This is what they look like:



BUTTON COMBOS

- SHIFT + PITCH MOD = set INPUT gain
- SHIFT + MODE + MODE = TAP the tempo
- SHIFT + ENV = attenuation of the ENV input
- MODE + ENV = attenuation for the MODE input
- MODE + TIMBRE = adjust pitch slide settings
- SHIFT + MODE >2s = adv. settings (input behavior etc.)

Most sets of 3 points in a row are connected.

Use any of them.

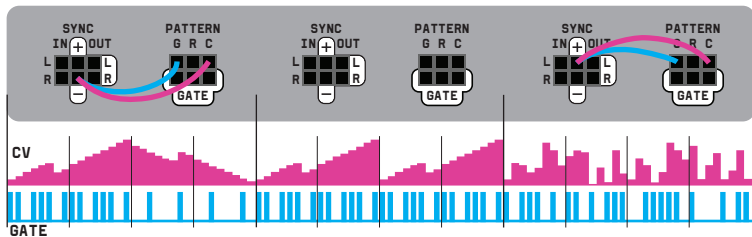
Feel free to experiment:
NOTHING CAN BREAK!

PATTERN GENERATOR

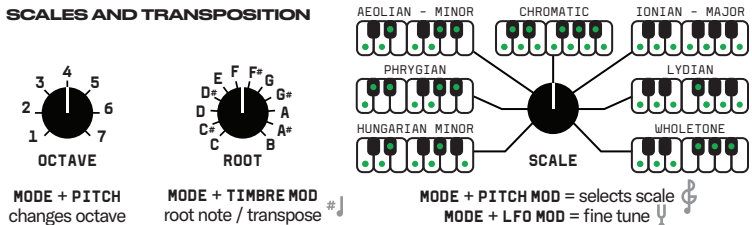
PSEUDO 32 STEP LOOP

16 STEP LOOP

RANDOM



SCALES AND TRANSPOSITION



Full manual

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KASTLE 2
ALCHEMIST**

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