

1. POWER SOURCE

Plug in a USB-C cable or insert 3x AA batteries.



2. CONNECT OUTPUT

Connect your headphones. mixer, or speakers to AUDIO ▲.

3. POWER UP

Flip the POWER switch to the right.



4. OUTPUT VOLUME

Hold SHIFT and turn the PITCH knob to adjust the output VOLUME .



! Silver labels are active when holding the SHIFT button.

5. SELECT A SAMPLE *

Hit SHIFT to trigger the current sample.

SAMPLE





Turn the SAMPLE knob to select one of the 8 samples.

Press BANK to switch between banks of samples.

6. MAKE A BEAT*



7. ADD SOME MELODY

Connect (CV) to PITCH MOD.



Turn the PITCH MOD knob to attenuvert the input CV amount.

Try the FREE or NOTE inputs.

Sets pitch immediately and unquantized



Pitch tuned to a scale and updated only with a trigger

8. TEMPO

To set the tempo, hold SHIFT and turn the TEMPO knob. To tap the tempo, hold SHIFT and press TAP a few times. If using SYNC ▼ in. the TEMPO knob sets the tempo multiplier/divider.

9. CLOCK SYNC

Use SYNC ▼ to synchronize with an external clock. The WAVE BARD will follow. To be the leader. use the SYNC A out.



CUE MODE: CUE CAMDI EC

ATRIGGER

PLAY MODE: CAMDI EC TRIGGERED ON CV CHANGE

ATTENHATE

ATTENUATE

Connect (GATE) to TRIG. Adjust the envelope with LENGTH.



Hold SHIFT and turn LFO MOD to select a different RHYTHM

Connect (CV) to SAMPLE MOD.



Attenuate the CV amount with the SAMPLE MOD knob and explore play modes. Check the diagram on the back page.

LENGTH / PLAYBACK DIRECTION

Turn LENGTH to the right to play samples forward, or to the left to reverse them.



PATTERN GENERATOR

 $\begin{array}{l} {\sf PATTERN generates} (\underline{{\sf GATE}}) (rhythm) and (\underline{{\sf CV}}) \\ (stepped sequence) output signals. They are both always driven by <math display="inline">{\sf TEMPO}$.

Turn the **RHYTHM** knob (SHIFT + LF0 M0D) to select a pattern on the GATE output.

To modify a pattern, use the PATTERN inputs G-GATE, R-RESET and C-CV. Connect the (+) patch point to randomize the existing sequence. Unplug, once you have something fun. Plug the (-) patch point to variate the sequence. You can use modulation too!

Patch the LF0 ① pulse output into PATTERN R-RESET input to alter the sequence length.



BASTL KASTLE 2 WAVE BARD

ENVELOPE

 $(\underline{\mathsf{ENV}})$ outputs the amplitude envelope set via the LENGTH knob and applied to samples.





Full manual

LFO

To trully master the ways of the WAVE BARD, learn the ways of modulation!



LF0 generates cycling triangle and pulse waveforms. Adjust the LFD speed with the LFO knob:

to the right for free running,

to the left in sync with the tempo.

MODULATION MAGIC



Turn PITCH MOD to adjust the amount and polarity of PITCH modulation. The same goes for LFO MOD. Use MOD for LENGTH modulation amount.

Connect outputs to inputs. This is what they look like: Most sets of 3 points in a row are connected. Use any of them.



Feel free to experiment: **NOTHING CAN BREAK!**

FILTER & FX



Use (FILTER) to spice up your sound:

- brighter HP (highpass) cuts bass.
- darker LP (lowpass) cuts treble.

Use FX to add even more flavour:

- delay/echo to the left.
- distorting chorus/flanger to the right.



TIP: Use CV to switch between sample banks!

* SAMPLES AND PLAY MODES



SCALES AND TRANSPOSITION

Patch the NOTE input to work within scales.



ROOT

BANK + SAMPLE MOD root note / transpose

BUTTON COMBOS

 SHIFT + knob = secondary function in silver

 SHIFT + BANK = TAP the tempo

 BANK = next BANK

 BANK + SHIFT = previous BANK

 BANK + LENGTH = mod. attenuation for the BANK input

 SHIFT + BANK >2s = adv. settings (input behavior etc.)



BANK + PITCH MOD = selects scale BANK + LFO MOD = fine tune

> Trouble with the Bard? Visit our FAQs!



Load your own samples, edit scales and rhythms at: apps.bastl-instruments.com