



Chemistry Volume 3 – Groove Injection!

USER'S GUIDE

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Introduction

Thank you for purchasing Chemistry Volume 3! This collection of high quality, new and original Combis for the Korg Karma Music Workstation represents hundreds and hundreds of hours of effort, and contains a wide variety of styles, ranging from a mixture of dance categories to jazz to rock to ambient pads and special FX. Each Combi within this collection uses all four available KARMA Modules for maximum sonic possibilities, and to demonstrate the power and potential of multiple GE's.

Chemistry 3 also includes 128 new GE's (Generated Effects), plus another 6 that were "borrowed" from Reincarnation and Chemistry 2.

Be sure to consult the separate installation document "Installing_KL_Sounds.pdf" for detailed instructions about the location of User GE's and whether or not you can load various collections with Korg's EXB04/05 set of GEs.

Enjoy!

Paul Osborn, Eric J. Sawyer, and Stephen Kay

OASYS Recreations

Special note from Paul: "One of the interesting things about my part of this collection is that 23 of my 32 Combis attempt to re-create (as closely as possible) a selection of Combis I was commissioned to produce for Korg's flagship OASYS Workstation during its development. These "re-creations" worked out surprisingly well when you consider the vast difference in spec between the mighty OASYS, with its state-of-the-art modeling/DSP synthesis and effects and the humble (in comparison) but none the less very capable Karma Music Workstation - a testament to the design and features of Korg's "burgundy beast". These 23 OASYS recreations have been identified in this document with the words "[OASYS]" near the title, giving you a little taste of the OASYS right in your Karma WS!"

About The Joystick

A unique feature of this collection involves the Joystick as a means of providing the user with a high degree of control. In many combis, the 4 directions of the JS have been set to turn off/on one or more of the 4 Modules, in addition to changing some KARMA parameters to provide further variations – in some cases, it's like having a few more scenes. In addition to this, sometimes it is doing normal pitch-bending and vibrato on the keyboard sounds. Therefore, you may need to exercise care when moving the JS to the ends of the 4 axes if you do not want to inadvertently activate these other functions.

A good example is the "Ambient Trance/Atmospheric" Combi 000: Magnetic Fields. Consisting of Drums (Module A), Bass (Module B), Synth Arp (Module C), and Synth Pad (Module D), with a lead synth in the RH area, it has been programmed to enable the Joystick to modify the value of a variety of parameters and functions simultaneously, as explained below:

Combi 000/064: Magnetic Fields

Joystick		
JS +Y	CC#01	Vibrato on RH Synth Lead; mutes the Synth Pad and provides pattern variations for the Bass and Synth Arp. (T)
JS -Y	CC#02	Filter Mod on RH and LH synths; mutes the Synth Arp and provides a pattern variation for the Synth Pad. (T)
JS -X	Bend	Bend on the RH Synth Lead; switches on a Pitch Envelope for the Drums and provides pattern variations for the Bass and Synth Arp. (T)
JS +X	Bend	Bend on the RH Synth Lead; Mutes the Bass and Snare and provides pattern variations for both Synths. (T)

As you can see, these Joystick assignments allow a good amount of variation, and most of the Combis within this Collection are programmed to utilize the Joystick in the same way. However, if you imagine these Joystick positions as points of a compass (north, south, east and west), it's easy to see that further "combined" variations can be obtained by moving the Joystick to the diagonal positions (north-east, south-east, south-west and north-west) - a large amount of variation indeed!

Note: in the following descriptions, (M) = Momentary, (T) = Toggle. Most of the combis use Toggle Mode on the Joystick, allowing you to turn something on and leave it that way while continuing to perform. If you prefer to change the (T) or (M) settings, this can be done from 6.4-2 [K RT] [DynMIDI], in the ACT (Action) column. Furthermore, if you feel this gets in the way of using the JS for controlling the lead sound, you can remove those settings on the same page, by setting the Source to Off.

About The Key Zones

Most of the combis in this collections use the following easy-to-remember key zoning: KARMA "action" (e.g., drum beat, bass line, etc) on the lower 2 octaves, lead timbre(s) on the upper 3 octaves. In some cases, the split point is moved up an octave so that the LH has more range – you can find this info in the description of each combi. In most cases, each combi is meant to be played with a LH Chord in the octave below or surrounding Middle C. Alternately, you can use a "two hand chord" consisting of a LH bass note in the lowest octave and a RH chord in the octave below or surrounding Middle C, after which you can solo or do chord work with the RH in the area above C5.

Be sure to check Karma edit page (1.6) [Note] or (6.1.3) [KARM] [KeyZ] to see the exact key zone ranges for KARMA input on each combi. If you are using KARMA MW Software, this can be seen in the Performance Editor, Key Zones Panel.

About Triggering

Many of the Modules in these combis have been set so that you can retrigger them at other times than just on the downbeat, perhaps while the drums maintain their groove. This allows you to often do more intricate chord patterns than would normally be possible. If you find that this is causing you to go off the beat too much, or you are having difficulty playing them this way, the fix is easy: go to (6.2-2) [K Mdl] [Parm2], and set the Note Trigger Parameter to "1st" for any Modules that are not already set that way. Use [F6] and [F7] to step through the four Modules. If you are using KARMA MW Software, this can be seen in the Performance Editor, Trigger Panel.

About Real-time Mixing

In general, the Reincarnation Combis are designed to allow you to mute and/or fade most Modules/timbres via the Real-time Knobs (B), Joystick, and KARMA Knobs.

In nearly all Combis, Real-time Knob 1B (above the Joystick) is assigned to Volume (CC#07). This knob will allow you to fade in/out one or more key timbres (e.g., drums). In addition, Real-time Knob 2B is often assigned to Expression (CC#11) which serves as a second fader. Knobs 3B and 4B are typically assigned to control the level of Reverbs, Delays, Choruses, and other effects. SW1 and SW2 are assigned to different functions, fully documented. An example is shown below, again from Combi 000 Magnetic Fields:

Combi 000/064: Magnetic Fields

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass & Synth Pad.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Pitch Modulation down on the Drums. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums. (T)

Finally, certain Combis will allow you to mute and/or fade individual timbres or drum sounds via the KARMA Knobs and switches. Look for Switches marked as "Module Run" in order to mute a particular effect. In addition, look for Knobs marked "Kick/Snare Level", "HiHats/Cym Level", or "Percussion Level" to fade individual drum sounds.

Note, too, that you always have the option of using the Combi's "built-in" Mixer by pressing the F3 key (from the Combi's main screen).

About The Descriptions

The combi numbers in this document do not reference a bank, since you can load them into any combi bank of your choosing. Furthermore, the numbers are given in two formats, i.e. 001/065. The first number indicates the position if the 64 combis are in the first part of a loaded, while the second number indicates the position if they are in the second half of the bank.

The following descriptions for each combi explain just a few of the controls and their assignments, and are by no means the "whole story" (functionality-wise). Be sure to check out all of the controls for each combi, for the full effect.

KEY:

(M) = Momentary (press and hold to activate, release to return to prior setting)

(T) = Toggle (press and release once to activate, press and release again to return to prior setting)

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Chemistry Volume 3 – Voice Name List (In Order)

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
000/064	Magnetic Fields	Ambient Trance	LeadSplits
001/065	Tribal Groove	Techno/Trance	LeadSplits
002/066 *	12Bar Wurli Jam	Rock/Blues	LeadSplits
003/067	Salsa d'Ivoire	Latin Jazz	Keyboard
004/068	Cool Mute Hop	Hip-Hop	LeadSplits
005/069	TechnoPrism	Techno	LeadSplits
006/070 *	Havana By Night	Latin Pop	LeadSplits
007/071	Sistas n Bros	Hip-Hop	LeadSplits
008/072 *	70s Synth Fusion	Jazz/Fusion	LeadSplits
009/073	Dancing Keys	Techno/Dance	LeadSplits
010/074 *	Midsummer Night	Classical/Acoustic	LeadSplits
011/075	Hard Castle	Electro/Techno	LeadSplits
012/076	Funky Gtr.Hop	Hip-Hop	LeadSplits
013/077	Hip Brass	Funk/Jazz	BrassReed
014/078 *	Tape-Hop	Hip-Hop	LeadSplits
015/079	Jacinda	Latin Rock	BassSplits
016/080	RadioActive Mist	Ambient Trance	LeadSplits
017/081	JLP's Choice	Techno/Dance	Strings
018/082	GatedPiano Thang	R'n'B/Hip-Hop	LeadSplits
019/083	Boardwalk	Hip-Hop/Rock	Keyboard
020/084 *	Blimp Blues	Rock/Blues	LeadSplits
021/085	Chopper's Gate	House	Keyboard
022/086 *	Alexander'sDance	Classical/Orchestral	Strings
023/087	VelocityOfLight	Rock/Pop	LeadSplits
024/088	Gate that Stab!	Hip-Hop	BassSplits
025/089	Organic 2-Step	Hip-Hop/Two-Step	Organ
026/090 *	Smooth Groove	Rock/Pop/Jazz	LeadSplits
027/091	Technocrats	Techno/Trance	LeadSplits
028/092 *	The Musical Fox	Rock/Acoustic/Pop	LeadSplits
029/093	Tower of Funk	Funk	BrassReed
030/094 *	Locale Five	Drum'n'Bass	Complex & SE
031/095	En Vogue	Techno/Pop	Synth
032/096	Bouncin' Hop	Hip-Hop	BassSplits
033/097	EchoesOfTheTramp	House/Electro	LeadSplits
034/098 *	At An Exhibition	Rock/Progressive	LeadSplits
035/099	House Arrest	Hip-Hop/House	LeadSplits
036/100 *	Harmonics&Keys-Y	Jazz/Fusion	BassSplits
037/101	Saturday Boys	Jazz/Fusion	BrassReed
038/102 *	Country Jamboree	Country	LeadSplits
039/103	Shredder	Rock/Heavy Metal	LeadSplits
040/104 *	Ocean of Pearls	New-Age	LeadSplits
041/105	DX Masquerade	Funk/House	Keyboard
042/106 *	Ethno-Hop	Hip-Hop	LeadSplits
043/107	North-end Kid	House/Jazz	Keyboard
044/108	The HyperShuffle	Techno/Pop	LeadSplits
045/109	Valkyrie Groove	Techno/Electro	LeadSplits

046/110 *	Organic Funk	Funk/Rock	LeadSplits
047/111	El Macombo TO	Latin Jazz	BrassReed
048/112 *	Dark Ritual	World/Ethnic	LeadSplits
049/113	Filter Queen	Techno	Synth
050/114 *	Do Da Nod	House	BassSplits
051/115	Celtic Acid	World/Techno	LeadSplits
052/116 *	Drawbar Funk	Funk/Pop	BassSplits
053/117	Bishop's Gate	Techno/Electro	LeadSplits
054/118	Baroque-Hop	Hip-Hop	LeadSplits
055/119	Jamaican Rum	World/Latin	Bell/Mallet/Perc
056/120 *	Floating Ghosts	Ambient Trance	LeadSplits
057/121	Chopped Onions	House/Jazz	LeadSplits
058/122 *	Psychedelic Orbs	Techno/Trance	LeadSplits
059/123	Yonge St. Jam	Electronica/Hip-Hop	LeadSplits
060/124 *	Disco Electrique	Techno/Pop	LeadSplits
061/125	The Rex Tavern	Jazz	Keyboard
062/126 *	Step On This!	Electro	LeadSplits
063/127	Uriah's Fate	Techno	Synth

* OASYS Combi recreation

Chemistry Volume 3 – Voice Name List (In Order of Style Category)

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
000	Magnetic Fields	Ambient Trance	LeadSplits
016	RadioActive Mist	Ambient Trance	LeadSplits
056 *	Floating Ghosts	Ambient Trance	LeadSplits
010 *	Midsummer Night	Classical/Acoustic	LeadSplits
022 *	Alexander'sDance	Classical/Orchestral	Strings
038 *	Country Jamboree	Country	LeadSplits
030 *	Locale Five	Drum'n'Bass	Complex & SE
062 *	Step On This!	Electro	LeadSplits
011	Hard Castle	Electro/Techno	LeadSplits
059	Yonge St. Jam	Electronica/Hip-Hop	LeadSplits
029	Tower of Funk	Funk	BrassReed
041	DX Masquerade	Funk/House	Keyboard
013	Hip Brass	Funk/Jazz	BrassReed
052 *	Drawbar Funk	Funk/Pop	BassSplits
046 *	Organic Funk	Funk/Rock	LeadSplits
004	Cool Mute Hop	Hip-Hop	LeadSplits
007	Sistas n Bros	Hip-Hop	LeadSplits
012	Funky Gtr.Hop	Hip-Hop	LeadSplits
014 *	Tape-Hop	Hip-Hop	LeadSplits
024	Gate that Stab!	Hip-Hop	BassSplits
032	Bouncin' Hop	Hip-Hop	BassSplits
042 *	Ethno-Hop	Hip-Hop	LeadSplits
054	Baroque-Hop	Hip-Hop	LeadSplits
035	House Arrest	Hip-Hop/House	LeadSplits
019	Boardwalk	Hip-Hop/Rock	Keyboard
025	Organic 2-Step	Hip-Hop/Two-Step	Organ

021	Chopper's Gate	House	Keyboard
050 *	Do Da Nod	House	BassSplits
033	EchoesOfTheTramp	House/Electro	LeadSplits
043	North-end Kid	House/Jazz	Keyboard
057	Chopped Onions	House/Jazz	LeadSplits
061	The Rex Tavern	Jazz	Keyboard
008 *	70s Synth Fusion	Jazz/Fusion	LeadSplits
036 *	Harmonics&Keys-Y	Jazz/Fusion	BassSplits
037	Saturday Boys	Jazz/Fusion	BrassReed
003	Salsa d'Ivoire	Latin Jazz	Keyboard
047	El Macombo TO	Latin Jazz	BrassReed
006 *	Havana By Night	Latin Pop	LeadSplits
015	Jacinda	Latin Rock	BassSplits
040 *	Ocean of Pearls	New-Age	LeadSplits
018	GatedPiano Thang	R'n'B/Hip-Hop	LeadSplits
028 *	The Musical Fox	Rock/Acoustic/Pop	LeadSplits
002 *	12Bar Wurli Jam	Rock/Blues	LeadSplits
020 *	Blimp Blues	Rock/Blues	LeadSplits
039	Shredder	Rock/Heavy Metal	LeadSplits
023	VelocityOfLight	Rock/Pop	LeadSplits
026 *	Smooth Groove	Rock/Pop/Jazz	LeadSplits
034 *	At An Exhibition	Rock/Progressive	LeadSplits
005	TechnoPrism	Techno	LeadSplits
049	Filter Queen	Techno	Synth
063	Uriah's Fate	Techno	Synth
009	Dancing Keys	Techno/Dance	LeadSplits
017	JLP's Choice	Techno/Dance	Strings
045	Valkyrie Groove	Techno/Electro	LeadSplits
053	Bishop's Gate	Techno/Electro	LeadSplits
031	En Vogue	Techno/Pop	Synth
044	The HyperShuffle	Techno/Pop	LeadSplits
060 *	Disco Electrique	Techno/Pop	LeadSplits
027	Technocrats	Techno/Trance	LeadSplits
001	Tribal Groove	Techno/Trance	LeadSplits
058 *	Psychedelic Orbs	Techno/Trance	LeadSplits
048 *	Dark Ritual	World/Ethnic	LeadSplits
055	Jamaican Rum	World/Latin	Bell/Mallet/Perc
051	Celtic Acid	World/Techno	LeadSplits

* OASYS Combi recreation

000/064: Magnetic Fields 094 BPM LeadSplits Ambient Trance/Atmospheric

This ambient electronic trance combi consists of a delicate sine-wave synth arpeggio (Synth Arp), haunting background voices (Synth Pad) and a simple drum and bass groove. An expressive synth lead with a nod to Steve Winwood is provided in the RH area. Scene 2 takes things up a notch with more note duration for the Synth Arp (which causes a bit of bending) and an alternative bass-line and extra percussion. KARMA Knob 3 adjusts rhythm complexity for the bass (turn to the right for a more busy bass-line), likewise KARMA Knobs 1, 5 & 7 which perform the same function for Drums, Synth Arp and Synth Pad. KARMA Switch 1 turns on Repeats for the Drums and KARMA Switch 2 produces Note Doubling for the Synth Pad. As you will find in many of the combis in this volume, all four directions of the Joystick provide variations for the groove (switching at the very ends): JS+Y Mutes Synth 2 and provides pattern variations for Bass and Synth Arp, JS-Y Mutes the Synth Arp and provides a pattern variation for the Synth Pad, JS-X switches on a Pitch Envelope for the drums and provides pattern variations for Bass and Synth Arp, and JS+X mutes the Bass and Snare and provides pattern variations for both synths – so take care when soloing with the JS to not go all the way to the ends unless you want to switch in a variation. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Synth Arp	Synth Pad
GE	1256	1257	1258	1259
GE Name	Ambi-Groove	Simplified Bass	Sine Tinkle	Slow Descent

Joystick		
JS +Y	CC#01	Vibrato on RH Synth Lead; mutes the Synth Pad and provides pattern variations for the Bass and Synth Arp. (T)
JS -Y	CC#02	Filter Mod on RH and LH synths; mutes the Synth Arp and provides a pattern variation for the Synth Pad. (T)
JS -X	Bend	Bend on the RH Synth Lead; switches on a Pitch Envelope for the Drums and provides pattern variations for the Bass and Synth Arp. (T)
JS +X	Bend	Bend on the RH Synth Lead; Mutes the Bass and Snare and provides pattern variations for both Synths. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass & Synth Pad.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Pitch Modulation down on the Drums. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums. (T)

001/065: Tribal Groove

150 BPM

LeadSplits

Tribal Trance

Here is a very quick tempo in-your-face tribal trance combi. Particularly cool is the bass GE, which is playing two timbres, one of which is running through a phase shifter for a nice sweeping effect. Both the LH resonant motion pad and the RH synth lead help make this a very mysterious sounding trance groove. Moving from Scene 1 to Scene 2 removes the kick and snare from the drums leaving tambourine, semi open HH, and light rim shot, as well as providing intricate variations for the other parts. KARMA Knobs 1 ~ 4 mix in and out various elements of the two Drum GEs. The Joystick can be used in all four directions to toggle off/on the 4 KARMA Modules, as well as pitch bend and modulation for the RH synth (be careful at the outer edges when using it for the lead!) For example, make a quick right/left movement to the edges to leave only the two Drum GEs playing. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Bass	Synth	Drums 1	Drums 2
GE	0550	1468	1067	1064
GE Name	E.BassLine 09/B62	OrangeWedge Bass/B22	House 07/House	House 04/Tricky

Joystick		
JS +Y	CC#01	Vibrato on the RH Synth Lead, mutes Drums 2 (mainly hi-hats). (T)
JS -Y	CC#02	Modulation on the LH Motion Pad, mutes Drums 1 (main kick and snare). (T)
JS -X	Bend	Pitch Bend on RH Synth, mutes the Bass. (T)
JS +X	Bend	Pitch Bend on RH Synth, mutes the Synth. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Synth and one of the Bass timbres.
Knob 2B	Knob Mod.2	CC#19	Changes the octaves of oscillators on the Synth and Bass.
Knob 3B	Knob Mod.3	CC#20	Removes/increase the phasing sweep on the Bass.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Delay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Dampens one of the Bass timbres, and darkens the LH Motion Pad. (T)
SW2	Porta.SW	CC#65	Activates portamento on the RH Synth Lead (on by default). (T)

002/066: 12Bar Wurli Jam [OASYS] 121 BPM LeadSplits Rock/Blues

The first of my OASYS recreations, this combi takes us into rock/blues territory with an up-tempo slammin' 12-bar blues featuring electric guitar and overdriven blues harmonica. An overdriven Wurli piano is provided in the upper octaves for soloing - this one is great fun to jam with. Scene 2 provides a cool alternative feel with variations for guitar, bass and harmonica. KARMA Knobs 1 & 2 adjust rhythm complexity and velocity randomize for the harmonica, KARMA Switch 1 toggles between two different rhythm guitar patterns, likewise KARMA Switch 2 which performs the same operation for the bass. KARMA Knob 6 is set-up to switch between snare and sidestick, JS+Y provides a cool variation by switching from closed hi-hat to open hi-hat along with a pattern variation for the harmonica, JS-X mutes the E.Guitar, and JS+X mutes the Harmonica. As in many of these combis, the different directions can be combined since they are in Toggle Mode (T). -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Harmonica	E.Guitar	Drums	Bass
GE	1234	1235	1236	1237
GE Name	Blues Harmonica	12 Bar Guitar	Basic Rock	Rock Bass 16ths

Joystick		
JS +Y	CC#01	Tremolo on the Wurli (lock with SW1); switches from closed Hi-Hat to open Hi-Hat and provides a pattern variation for the Harmonica. (T)
JS -Y	CC#02	Mutes the Snare and provides pattern variations for Harmonica and Bass. (T)
JS -X	Bend	Mutes the E.Guitar. (T)
JS +X	Bend	Mutes the Harmonica. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Filt EG Int.	CC#79	Increases/decrease the Filter EG on the Bass. Turn all the way right to remove the bass.
Knob 3B	FX Ctrl 1	CC#12	Decreases the wet/dry mix of the OD/HiGain Wah Effect (full right = default).
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	JS+Y Lock	----	Locks the tremolo of the RH Wurli On. (T)
SW2	SW2 Mod.	CC#81	Activates JS-Y wah modulation on the Harmonica. (T)

003/067: Salsa d'Ivoire

106 BPM

Keyboard

Latin Jazz

This Latin jazz-flavored combi has an infectious groove powered by a drum GE and a percussion GE, with kalimba notes weaving around a rock solid acoustic bass line. The LH area (which drives KARMA) provides an electric piano layered with voices, while the RH provides a nice detuned chifty flute sound for wild Latin solos. SW 2 can be used to extend the octave range of the piano layer, which is especially nice for use with KARMA off. Scene 1 provides a nice break, with the drums and percussion simplifying and the bass jumping up an octave and adding an interleaved 5th line. JS +Y mutes the Bass, while JS -Y mutes the Drums, and KARMA Knob 5 can be used to "busy up" the Bass. Real-time Control Knobs 1B and 2B provide two different mixes by fading various elements. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Percussion	Bass	Kalimba
GE	1083	1175	0563	0201
GE Name	Latin Contemp./Std2	Multi Perc 1/Perc	Latin Bass/B86	Kalimbish 2/B15

Joystick		
JS +Y	CC#01	Vibrato on the RH Flute Lead, at the top mutes the Bass. (T)
JS -Y	CC#02	Filter Mod on the LH Voices, at the bottom mutes the Drums. (T)
JS -X	Bend	Pitch Bend on the RH Flute Lead.
JS +X	Bend	Pitch Bend on the RH Flute Lead.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Percussion.
Knob 2B	Expression	CC#11	Fades the Kalimba and Bass, leaving just Drums and Percussion.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Chorus on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Damps the strings of the Bass. (T)
SW2	Oct. Down	----	Give more range to the LH Piano Layer. (T)

004/068: Cool Mute Hop

085 BPM

LeadSplits

Hip-Hop

Hip-hop with an offbeat groove, this one features a cool muted trumpet phrase together with punctuated synth stabs. Scene 2 offers a busier mix with variations for all instruments, where KARMA Knob 8 fades in a harmony for the Muted Trumpet and turns on a Velocity Envelope which effectively mutes the second half of the phrase to create more space in the mix. KARMA Knob 1 increase rhythmic complexity for the Drums, KARMA Knob 4 increases rhythmic complexity for the Bass, and KARMA Knobs 5 & 6 increase complexity for the Synth Stab. When in Scene 2, use KARMA Switch 1 to bring up the activity on the drums even a bit more for a more syncopated feel. JS-X mutes the Muted Trumpet, switches on a Pitch Envelope for the drums and provides a pattern variation for the Synth Stab, and the other three directions do equally interesting variations. An icy-cool slightly detuned sine wave lead for the RH sits perfectly in the mix - as in many of these, take care when using the JS for bending and vibrato not to go all the way to the ends unless you plan to switch in one of the variations. A warm pad is in the LH area - note that due to the slow attack, if you don't want to hear the pad when playing chords or the chord triggers, just play short notes. Also, note that as stored, it is only possible to play minor chords in order to provide this particular effect of the tonality changing between two minor chords, so the chord triggers are single notes. However, if you activate KARMA Switch 2 (Note Scale Type), you can play Maj, Sus4, Sus2 and Dom7 chords with good results as well. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Synth	Muted Trumpet
GE	1206	1207	1208	1209
GE Name	Hip Hop Groove 5	Hip Hop Bass 5	Hip Hop Synth 1	Hip Hop Trumpet 1

Joystick		
JS +Y	CC#01	Provides pattern variations for the Synth and Muted Trumpet. (T)
JS -Y	CC#02	Mutes the Bass and provides pattern variations for Drums and Muted Trumpet. (T)
JS -X	Bend	Mutes the Muted Trumpet, switches on a Pitch Envelope for the drums and provides a pattern variation for the Synth. (T)
JS +X	Bend	Mutes the Snare, switches on a Filter Envelope for the Synth and provides a harmony for the Muted Trumpet. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass & Muted Trumpet.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Bass & Synth.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Adds an LFO effect to the RH Synth Lead. (T)
SW2	SW2 Mod.	CC#81	Removes the Delay effect on RH the Synth Lead. (T)

An up-tempo techno groove, this combi presents an expressive improv sine wave riff interweaving with a modified house bass lead used to drive a filtered ana brass synth riff. Operating under these riffs is a GE driven deep bassik synth bass and cool techno drum GE for the House Kit, with a typical build at the end of 16 bars. The RH area layers a filter morpher fast synth with the motion synth spectrum alloy, for a unique solo sound, while the LH area provides a thick pad and controls KARMA. All of this combines in a recipe for something quite a bit different. JS+Y can be used to put the entire groove into half-time (be careful with timing here, you may want to press a chord pad or retrigger KARMA at the same moment you push the JS all the way up) - you can then lock this with SW1 over the JS if desired. Scene 2 drops out most of the drums, simplifies the bass, and provides interesting variations for the two synths. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Sine Lead	Synth	Bass
GE	1311	0646	0561	0545
GE Name	Ed:Techno13/D'n'B	Improv Lead4/E59	House Bass/E65	E.BassLine 04/B62

Joystick		
JS +Y	CC#01	Can be used to "half-time" the groove (be careful with timing here). SW1 locks.
JS -Y	CC#02	Modifies the bass sound by adding more resonance.
JS -X	Bend	Pitch Bend on the RH and LH keyboard sounds.
JS +X	Bend	Pitch Bend on the RH and LH keyboard sounds.

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Bass and Synths leaving only the drums, partial spectrum alloy lead, and LH Pad.
Knob 2B	Volume	CC#07	Fades the Drums and Bass leaving the improv and filtered synth riff.
Knob 3B	Flt Cutoff	CC#74	Darkens/brightens the Synth Bass.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	JS+Y Lock	----	Locks in JS+Y (Tempo change/half-time feel)
SW2	Oct. Down	----	Provides more range for the LH synth pad, so you can use two hands on it.

006/070: Havana By Night [OASYS] 107 BPM LeadSplits Latin Pop

Next up is an energetic, piano-driven latin-flavored Combi (another OASYS re-creation) with a highly dynamic drum and bass rhythm. A brass section timbre is provided in the upper octaves for soloing. KARMA Switch 1 toggles on and off a melodic Piano/Marimba phrase generated by Module D - try it in Scene 1. Scene 2 activates this phrase, but also varies the bass and piano a bit for a more open feel. KARMA Switch 2 toggles between two different patterns for the Bass, KARMA Knob 2 is handy for altering the level of the percussion, and KARMA Knobs 1,3,5 & 7 adjust rhythmic complexity for Drums, Bass, Rhythm Piano and Piano/Marimba. JS-X adds a ride cymbal and provides some cool pattern variations for the Rhythm Piano and Piano/Marimba melody and JS+X produces pattern variations for all instruments except Bass.

-- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Piano Comp	Piano/Marimba
GE	1246	1247	1248	1249
GE Name	Latin Groove 3/4	Latin Bass 3/4	Rhythmic Piano 3/4	3/4 Piano Phrase

Joystick		
JS +Y	CC#01	Vibrato on RH Brass; provides pattern variations for all Modules except Piano Comp. (T)
JS -Y	CC#02	Mutes the Piano and adds an "Octave Divider" effect to the Bass. (T)
JS -X	Bend	Bend on RH Brass; adds a Ride Cymbal and provides pattern variations for Piano Comp and Piano/Marimba. (T)
JS +X	Bend	Bend on RH Brass; provides pattern variations for all Modules except Bass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Piano, Marimba and Bass.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Reverb on the Piano and Brass.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the Drums.
SW1	SW1 Mod.	CC#80	Brightens the RH Brass. (T)
SW2	SW2 Mod.	CC#81	Mutes the Bass. (T)

Here is an atmospheric urban hip-hop combi that uses the very versatile and expressive flute improv GE, which does an amazing job of sounding like someone soloing in an introspective manner - in this case, with a sync lead sound. An ethnic eastern riff provides a great acoustic guitar groove playing in the background along with string and fret sounds. A deep bass is moved by the E. G. harmonics GE, while a slow hip-hop rhythm animates a hip-hop kit. Hit Chord Trigger 1 and let it run for or more bars while playing a lead with the RH synth pianoid timbre and motion synth layer. Hit SW1 to layer this timbre in fifths (very cool). SW2 can be used to remove the synth pianoid timbre, leaving only the motion synth for nice floating chords. Now, be very careful that you hit the next chord trigger on beat or the riff will be out of phase. Move from Scene 1 to Scene 2 to simplify the hip-hop beat and get some nice variations on the other parts. You can use the JS-Y to add a wah sound to the RH lead. This is a fun combi to jam with, trading riffs with the improvising sync lead provided by KARMA. Note that the JS, while providing much expressiveness for the RH Lead, is also configured to switch on/off the 4 modules, so be careful when going to the ends of the +/- axis. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitar	Bass	Drums	Improv Lead
GE	0409	0439	1050	0245
GE Name	EasternRiff 9/B58	E.G. Harmonics/B43	HipHop 17/Std2	Flute Improv/A61

Joystick		
JS +Y	CC#01	Vibrato on the RH Lead; mutes the Improv Lead. (T)
JS -Y	CC#02	Filter Mod on the RH Lead; mutes the Drums. (T)
JS -X	Bend	Pitch Bend on the RH Lead; mutes the Bass. (T)
JS +X	Bend	Pitch Bend on the RH Lead; mutes the Guitar. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Drums and Improv Lead, leaving Bass and Guitar
Knob 2B	Expression	CC#11	Fades the mix leaving just the Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Creates a fifth interval layering to the RH Lead.
SW2	SW2 Mod.	CC#81	Mutes the RH Synth Pianoid sound, leaving just the Motion Synth.

008/072: 70s Synth Fusion [OASYS] 100 BPM LeadSplits Jazz/Fusion

This dark and mysterious arpeggiated-synth driven combi (another OASYS recreation) has a subdued jazzy groove, controlled by a full-keyboard resonant synth layer. Try the chord pads and hold them for the full effect. Scene 2 introduces pitch-bending drums and an alternative pattern variation for the arpeggiated lead synth and comping synth, JS+Y switches from Ride Cymbal to Hi-Hat while providing more alternative rhythm patterns for the synths, JS-X mutes the arpeggiated synth, and JS+X mutes Synth 2. All four directions are in Toggle mode (T), so they can be combined with each other, or switched on and left that way for a while. Real-time Control Knob 1B is useful for fading out the KARMA generated synths leaving just the Drums & Bass audible, while Knob 2B provides an additional mix variation. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Synth Arp	Synth Comp
GE	1292	0540	1293	0765
GE Name	Fusion Groove	E.Bass Line/B62	Techno Riff 02	Suspended Riff 2/A66

Joystick		
JS +Y	CC#01	Vibrato on the keyboard Synth; switches from Ride Cymbal to Hi-Hat for Drums and provides pattern variations for the Synth Arp and Comp. (T)
JS -Y	CC#02	Filter mod on the keyboard Synth; mutes the Bass and provides a pattern variation for the Synth Arp. (T)
JS -X	Bend	Mutes the Synth Arp. (T)
JS +X	Bend	Mutes the Synth Comp. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the two Synths leaving just the Drums and Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass and Synth Comp.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Bass and Synth Comp.
Knob 4B	Knob Mod.4	CC#21	Controls the level of the Reverb on the mix.
SW1	SW1 Mod.	CC#80	Increases the Resonance of the keyboard Synth Pad. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums and one of the Bass Timbres. (T)

009/073: Dancing Keys

124 BPM

LeadSplits

Techno/Dance

As the title suggests, this dance combi leans on the intricate “Epic” trance GE to drive an insistent 90's piano riff. A throbbing bass, straight ahead four on the floor with a techno twist, and a synth run through a sweeping wah effect round out the ensemble. Scene 2 provides a very nice breakdown and simplification of the main groove for contrast. A synth pad in the LH and a ripping octave lead in the RH provide the keyboard sounds. As in some of the other combis, be careful when using the JS for the RH Synth Lead, as it also mutes modules at the far ends of the four directions. If you practice a bit, you can be bringing modules in and out while soloing for many different mixtures. -- Eric

Split Point: B4/C5

KARMA				
Module	A	B	C	D
Part	Synth	Bass	Drums	Piano
GE	1316	1237	1469	1315
GE Name	Uplifting	Rock Bass 16ths	In Da Howse Mod/House	Epic

Joystick		
JS +Y	CC#01	Vibrato on the RH Synth Lead, mutes the Piano. (T)
JS -Y	CC#02	Mutes the Drums. (T)
JS -X	Bend	Pitch Bend on the RH Synth Lead; mutes the Bass. (T)
JS +X	Bend	Pitch Bend on the RH Synth Lead; mutes the Synth. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Bass and the Synth, leaving the Piano and Drums
Knob 2B	Volume	CC#07	Fades the Drums and Piano, leaving the Bass and Synth
Knob 3B	F/A Decay	CC#75	Tightens up/extends the Decay on all instruments
Knob 4B	Knob Mod.4	CC#21	Controls the level of Decay and Reverb on the mix
SW1	Oct. Down	----	Extends the range of the LH Synth Pad (on by default). (T)
SW2	Porta. SW	CC#65	Activates portamento on the RH Synth Lead. (T)

010/074: Midsummer Night [OASYS] 082 BPM LeadSplits Acoustic/Classical

One of several Combis in this collection to feature acoustic guitar (another OASYS re-creation), this one focuses on classical guitar accompanied by flute and strings in a concert hall setting. Two new GE's (Spanish Pick & Spanish Strum) work together in tandem to produce a spanish style pick & strum technique - this is achieved by delaying the "strum" part of the two GE's by a fixed amount of time using the Delay Start parameter. Tempo and velocity envelopes add to the natural effect by subtly scaling the time and velocity of the effect - turn off the LATCH switch to have the guitars stop when releasing chords, instead of fading out as they do by default. The two GE's are highly controllable with a total of nine KARMA RT Controls assigned across them - for example: KARMA Knobs 1 to 4 and 8 control the "pick" half of the guitar technique with controls dedicated to Note Scale, Interval Shift, Note Range limiting, Duration and Doubling, while KARMA Knobs 5 to 7 (plus KARMA Switch 2) control the "strum" with controls assigned to Note Scale, Inversion, Repeat Transpose and Repeats On/Off. As a result, a huge number of variations can be produced by the KARMA RT Controls (not to mention the many variations provided by the Joystick, which may be combined together)! Furthermore, unlike the OASYS version, there is a "hidden" percussion track on Module D that can be activated with KARMA SW1 (which also turns off the tempo envelopes on the guitars) - be sure to have the Latch switch on when using this. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Ac. Guitar 1 (Pick)	Ac. Guitar 2 (Strum)	Strings (Tone Adjust)	Percussion
GE	1229	1230	0000	1178
GE Name	Spanish Pick	Spanish Strum	Arp Model 01 Up/Dn	Simple Perc/Perc

Joystick		
JS +Y	CC#01	Vibrato on the Flute; adds a harmony to Ac.Guitar 1. (T)
JS -Y	CC#02	Tremolo on Strings (KARMA Off); provides pattern variations for Ac.Guitar 1 and Ac.Guitar 2. (T)
JS -X	Bend	Bends the Flute; provides a pattern variation for Ac.Guitar 1. (T)
JS +X	Bend	Bends the Flute; transposes Ac.Guitar 1 up 1 octave. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Strings.
Knob 2B	Expression	CC#11	Fades Ac.Guitar 2 (Strum).
Knob 3B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Strings.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Dampens the guitar strings. (T)
SW2	SW2 Mod.	CC#81	Adds a Chorus effect to the Flute. (T)

011/075: Hard Castle

130 BPM

LeadSplits

Electro-Tech

This is a concept electro-sounding combi driven by solid new disco drums, a synth GE moving a pervasive goa sound, back beat bass, and a mono riff 3030 synth pattern. The right hand provides digital bells a la Paul Hardcastle, while the left hand yields a cinematic choir. Scene 2 increase the activity of the drums and provides variations in the other parts, with KARMA Switch 1 activating repeats on the drums, Switch 2 transposing the bass, and Knob 6 choosing a different phrase for the goa synth. The JS, as in some other combis here, functions as an on/off toggle for the 4 KARMA modules in the four directions. The center octave (C4 to B4) allows you to play chords or notes on the LH choir pad without starting or affecting KARMA - it's outside of KARMA's input range. -- Eric

Split Point: B3/C4, B4/C5

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Goa Synth	Synth
GE	1460	0513	1470	1471
GE Name	New Disco 2	Back Beat Bass/B70	InYourMood Bass/E111	Mono Tri-Riff 1

Joystick		
JS +Y	CC#01	Adds vibrato the RH Bells; mutes the Drums. (T)
JS -Y	CC#02	Mutes the Bass. (T)
JS -X	Bend	Mutes the Goa Synth. (T)
JS +X	Bend	Mutes the 303 Synth. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the two Synth parts, leaving just the Drums and Bass.
Knob 2B	Expression	CC#11	Fades the Bass, Goa Synth, and one of the Drum timbres.
Knob 3B	Knob Mod.3	CC#20	Changes the octave of one of the oscillators of the LH Choir.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb and Delay on the mix.
SW1	SW1 Mod.	CC#80	Extends the release of the RH Bell Lead. (T)
SW2	Porta. SW	CC#65	Activates portamento on the RH Bell Lead. (T)

Another Hip-Hop Combi, this one features a funky electric guitar phrase which owes a lot to the Repetitions parameter - as an example, try turning KARMA Knob 8 fully to the left (this reduces the number of repeats from 3 to 0) and hear how simple and sparse the guitar phrase becomes. Making use of Repetitions is certainly a great way of transforming simple GE's into something more interesting! Scene 2 provides a busier mix with extra complexity for Bass and Pizzicato Strings along with an altogether different pattern for E.Guitar. KARMA Switches 1 & 2 allow the user to switch on decay and pitch envelopes for the Drums, KARMA Knob 4 can select a different pattern for the Bass when turned to the right and the four directions of the JS provide some nice variations for all the parts. A mellow pad in the LH area rounds out the sound. Since you're definitely going to want to solo with the addictive "leadload" in the RH area on top of this, take care when using the JS for bending and vibrato not to go all the way to the ends unless you plan to switch in one of the variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Pizzicato Strings	E.Guitar
GE	1194	1195	1196	1197
GE Name	Hip Hop Groove 2	Hip Hop Bass 2	Hip Hop Pizz 1	Hip Hop Guitar 1

Joystick		
JS +Y	CC#01	Vibrato on the Lead Synth; switches from Snare to Sidestick and simplifies the Bass. (T)
JS -Y	CC#02	Filter Mod on the Lead Synth; provides funkier pattern variations for Bass and Pizzicato Strings. (T)
JS -X	Bend	Bend on the Lead Synth; mutes the Pizzicato Strings and provides a breakdown pattern variation for the Drums. (T)
JS +X	Bend	Bend on the Lead Synth; mutes the E.Guitar and Snare. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the Guitar and Lead Synth.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Tightens the attack of the Lead Synth. (T)
SW2	Porta. SW	CC#65	Activates portamento for the Lead Synth. (T)

013/077: Hip Brass

110 BPM

BrassReed

Funk/Jazz

Here's a cool funky stage band groove with a heavy dose of brass over the top. The rhythm section hosts a solid hip-hop drum GE operating on two instances of tight standard kits, a stagger bass GE running one fretless timbre and a funky brass phrase to drive a second improvisational fretless bass, all supported by a chunking electric chorus guitar. The Brass uses fat brass and a swelling SFX brass program, so hold the notes for a bit to let the sound rise. Play this combi with both hands or use the jazzy chord progression programmed in the chord triggers. Switch from Scene 2 to Scene 1 to mute the hi-hats (controlled by KARMA Knob 6) while doubling the fretless basses in fifths (controlled by KARMA Switch 2) - neat. Try adding some swing feel with KARMA Knob 3 if you feel so inclined. Note that KARMA is being controlled by the SmartScan mode with the full keyboard, so play 3 notes or more to cause a chord change to register, and you can still play solo notes and octaves without changing the chord. Note that you can start-off by playing a chord in the area above C5, and add the drums by playing a note under C5. -- Eric

Split Point: B3/C4, B4/C5 (depending on SW1)

KARMA				
Module	A	B	C	D
Part	Fretless 1 (lo)	Fretless 2 (hi)	Guitar	Drums
GE	0574	0267	0436	1050
GE Name	Stagger Bass/A06	Brass Phrase/B09	Chorus E.Guit/A21	HipHop 17/Std2

Joystick		
JS +Y	CC#01	Vibrato on the Brass.
JS -Y	CC#02	Toggles muting the kick and snare, leaving shaker, open/close HH, tom and crash. (T)
JS -X	Bend	Mutes the Guitar. (T)
JS +X	Bend	Mutes Fretless 2. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades everything except for shaker, open/close HH, tom and crash.
Knob 2B	Expression	CC#11	Fades the 2 Fretless Basses and the kick and snare.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	Oct. Down	----	Raises the octave of the Brass keyboard sound.
SW2	SW2 Mod.	CC#81	Adds an Enhancer effect to the Brass to bring it forward in the mix.

Another OASYS Combi re-creation - this one attempts to emulate the sound of early "tape playback" keyboards such as the Mellotron and Chamberlin popular in the 1970's. The two instruments replicated here are Strings and Flute, which are underpinned by a solid hip-hop style drums and bass groove complete with scratchy vinyl noise for that 70's retro vibe (courtesy of IFX 4). KARMA Knob 1 adds extra rhythm complexity for the Drums, likewise KARMA Knob 4, which performs the same function for the Bass. JS+X switches from Hi-Hat to Ride Cymbal and provides pattern variations for Strings and Flute, Scene 2 offers up some nice variations for all instruments, and Real-time Knob 4B is useful for fading out the vinyl noise. A tasty synth lead with long delay is provided in the upper half of the keyboard for soloing, and a warm pad is in the LH area - note that due to the slow attack, if you don't want to hear the pad when playing chords or the chord triggers, just play short notes. When soloing with the RH lead sound on top of this, take care when using the JS for bending and vibrato not to go all the way to the ends unless you plan to switch in one of the variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Tape-Strings	Bass	Tape-Flute
GE	1202	1203	1204	1205
GE Name	Hip Hop Groove 4	Hip Hop Strings 2	Hip Hop Bass 4	Hip Hop Flute 1

Joystick		
JS +Y	CC#01	Vibrato on the Lead Synth; provides pattern variations for the Strings and Bass. (T)
JS -Y	CC#02	Bends one oscillator up a 5th on the Lead Synth; provides pattern variations for all Modules. (T)
JS -X	Bend	Bend on the Lead Synth; provides pattern variations for all Modules. (T)
JS +X	Bend	Bend on the Lead Synth; switches from Hi-Hat to Ride Cymbal and provides pattern variations for the Strings and Flute. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass & Strings.
Knob 3B	FX Ctrl 1	CC#12	Decreases the wet/dry mix of the St.AnalogRecd Effect (Clockwise).
Knob 4B	Knob Mod.4	CC#21	Controls the level of the Delay on the RH and LH Synths.
SW1	SW1 Mod.	CC#80	Changes the sound of the Flutes. (T)
SW2	Porta. SW	CC#65	Activates portamento for the RH Lead Synth. (T)

This is an evocative Latin rock groove with a beautiful and expressive fusion guitar for the right hand lead treated to tastefully chained IFX for that classic Santana sound. The bossa guitar GE moves an acoustic guitar layered with a nylon guitar spread left and right. A randomized marimba riff percolates in the background with a Latin style fretless bass and a modern hi-pitched drum groove. JS -Y produces a nice "volume knob" kind of effect on the RH guitar where each note is faded in with the volume knob - lock with SW2 over the JS. Scene 2 provides a nice contrast to the main groove, by increasing the activity of the marimba and guitar and simplifying the bass and drums. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitar Strum	Marimba	Bass	Drums
GE	0435	0225	0508	0970
GE Name	Bossa Guitar/A101	Random Mallets/E90	3 Latin Bass/B22	BigBeat 2/Process

Joystick		
JS +Y	CC#01	Vibrato on the RH Fusion Guitar.
JS -Y	CC#02	Modulates attack on the RH Fusion Guitar so notes fade in (lock with SW2).
JS -X	Bend	Pitch Bend on the RH Fusion Guitar.
JS +X	Bend	Pitch Bend on the RH Fusion Guitar.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums and Bass.
Knob 2B	Expression	CC#11	Fades the Bass and Guitar, leaving the Drums and Marimba.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the RH Fusion Guitar.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Modulates the pitch and decay on the Drums. (T)
SW2	JS -Y Lock	----	Locks the attack modulation on the RH Fusion Guitar. (T)

016/080: Radioactive Mist 072 BPM LeadSplits Ambient Trance/Atmospheric

One of several "dual-drum GE" Combis in this Collection - the idea behind this is to use two different (complimentary) drum GE's together to create an interesting new groove. With this Combi, we have a drum groove generated by Module A (Drums 1) which has been routed through compressor and overdrive effects for a nice crunchy, dynamic sound. This is then reinforced by a different drum groove generated by Module B (Drums 2), which is routed through compressor, and Auto Pan - a simple but effective way to produce fresh sounding rhythms, I think you'll agree. The other two KARMA Modules generate a simple bass, and a floating reverse-tape effect synth part. A phase-shifted analog lead is provided for soloing in the RH area, along with a quiet harmonic pad in the LH Area. KARMA Knob 2 is useful for adjusting the level of the snare, KARMA Knobs 1 & 6 control rhythm complexity for Drums 1 and Bass, KARMA Knob 8 selects between two different patterns for the Synth, while KARMA Switches 1 & 2 turn on Repeats for Drums 1 and Drums 2. Real-time Control Knob 4B can decrease the wet/dry mix of the OD/HiGain Wah Effect on Drums 1 when turned to the right. As usual, the four directions of the JS produce different variations that can be combined with each other in Toggle Mode (T). -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Drums 2	Bass	Synth
GE	1262	1263	1215	0677
GE Name	Slinky Groove	Ed: ROCKER/Process	Hip Hop Bass 7	Arp Angels/A34

Joystick		
JS +Y	CC#01	Vibrato on the RH Synth Lead; mutes the Synth and provides a pattern variation for Drums 1. (T)
JS -Y	CC#02	Filter Mod. on the RH and LH Synths; mutes the Bass and provides pattern variations for Drums 1, Drums 2 and Synth. (T)
JS -X	Bend	Bend on the RH Synth Lead; mutes Drums 2. (T)
JS +X	Bend	Bend on the RH Synth Lead; mutes Drums 1, removes bend from Drums 2. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Knob Mod.2	CC#19	Modifies the pitch of Osc 2 of the Bass.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	FX Ctrl 1	CC#12	Decreases the wet/dry mix of the OD/HiGain Wah Effect (far left = Default, far right = Off).
SW1	Porta. SW	CC#65	Activates portamento on the reverse-tape effect Synth. (T)
SW2	SW2 Mod.	CC#81	Removes the Auto-Pan effect on Drums 2 (try using with JS+X variation). (T)

017/081: JLP's Choice

120 BPM

Strings

Techno/Dance

A dance tribute to Jean Luc Ponty, this driving groove is another one that's great fun to solo on top of - we've even provided JLP's violin in the RH area of the keyboard, and a nice supporting pad in the LH Area. There are two drum GEs working together to create the main groove. Scene 2 provides a nice "opening up" of the basic theme, with one of the drum GEs falling back in the mix, and the other KARMA parts simplifying to give more room for soloing. Switch back to Scene 1 when the time is right to raise the excitement level. The piano can be removed using Knob 1 (over the JS), and the drums can be simplified to a simple pulse using Knob 2. KARMA Switches 1 and 2 reduce the piano phrase to a simple repeated chord. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Piano	Drums 1	Bass	Drums 2
GE	1314	1313	0529	1459
GE Name	DancePiano	Techno 2	Dark Bass/B06	New Disco 1

Joystick		
JS +Y	CC#01	Vibrato on RH Violin; all the way up mutes the Bass. (T)
JS -Y	CC#02	Mutes the Drums. (T)
JS -X	Bend	Bend on the RH Violin.
JS +X	Bend	Bend on the RH Violin.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Piano.
Knob 2B	Expression	CC#11	Fades all the Drums except for Timbre 2 (light kick).
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the Violin.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Darkens the LH Synth Pad. (T)
SW2	Oct. Up	----	Extends the solo range of the Violin. (T)

018/082: GatedPiano Thang

080 BPM

LeadSplits

R'n'B/Hip-Hop

A mellow laid-back hip-hop groove underpins a gated electric piano pattern whose rhythmic complexity can be modified by KARMA Knob 3 for a less busy effect. A thin analog synth lead is provided in the upper octaves for dreamy soloing (using fingered portamento), while the LH area has an atmospheric synth pad to quietly fill out the space. This one is really nice for jamming! KARMA Switch 2 provides further shaping of the gated rhythm by truncating the decay of the simulated echoes, likewise JS+Y which produces a similar effect while muting the Snare. KARMA Knob 2 adds tambourine, JS+X mutes the Synth generated by Module D while switching on a Pitch Envelope for the drums, and Scene 2 provides some nice variations for all parts. Since you're definitely going to want to solo on top of this, take care when using the JS for bending and vibrato not to go all the way to the ends unless you plan to switch in one of the variations. -- Paul

Split Point: C4/C#4

KARMA				
Module	A	B	C	D
Part	Drums	Gated E.Piano	Bass	Synth
GE	1264	1265	1266	1259
GE Name	Hip Hop Groove 8	Gated Hip Hop Piano 1	Hip Hop Bass 8	Slow Descent

Joystick		
JS +Y	CC#01	Vibrato on Synth Lead; mutes the Snare and provides a pattern variation for the Gated E.Piano and Synth Echoes. (T)
JS -Y	CC#02	Filter Mod. on Synth Lead; mutes the Bass and provides a pattern variation for the Gated E.Piano. (T)
JS -X	Bend	Pitch bend on Synth Lead; mutes the Gated E.Piano and switches on a Decay Envelope for the drums. (T)
JS +X	Bend	Pitch bend on Synth Lead; mutes the Synth and switches on a Pitch Envelope for the drums. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Gated Piano and Synth Echoes, leaving just the Drums and Bass audible.
Knob 2B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums, and the three melodic parts.
Knob 3B	Knob Mod.3	CC#20	Controls the level of the Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of the Reverb on the mix.
SW1	SW1 Mod.	CC#80	Changes the Clav timbres. (T)
SW2	SW2 Mod.	CC#81	Changes the Clav timbres. (T)

019/083: Boardwalk

106 BPM

Keyboard

Hip-Hop/Rock

A driving guitar strum powers this slightly rocked up Hip-Hop groove. The "Phantom Of Tine" piano layer is spread across the keyboard - play this one with single notes or octaves in the LH, and full chords in the RH. Two simple drum grooves compliment each other, along with a simple back-beat bass, leaving the focus on your playing. Scene 1 breaks it down and rides the backbeat for a contrasting section. Use the X-axis of the JS (normally pitch bend) to change the pitch of the drums, and lock it with SW2 (in either direction). KARMA Switch 2 turns on repeats on the drums for a little extra syncopation. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Guitar	Drums 2	Bass
GE	0966	1302	1059	0513
GE Name	Big Beat 1/DB Gate	Ed:GuitarStrum 02	HipHop 26/House	Back Beat Bass/B70

Joystick		
JS +Y	CC#01	Mutes the Guitar. (T)
JS -Y	CC#02	Mutes the Bass. (T)
JS -X	Bend	Pitch Bend on the Drums (Lock with SW2).
JS +X	Bend	Pitch Bend on the Drums (Lock with SW2).

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fade Drums 1.
Knob 2B	Expression	CC#11	Fade Drums 2.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Chorus and Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	Oct. Up	----	Raises the octave of the Piano Layer.
SW2	JS X Lock	----	Locks the pitch bend on the Drums from the JS+/-X.

020/084: Blimp Blues [OASYS] 069 BPM LeadSplits Rock/Blues

We're back into Rock/Blues territory with this Combi (another OASYS re-creation), and the main aim was to produce a style of laid-back blues popularized by bands such as Led Zeppelin and Pink Floyd. A soulful distorted lead guitar timbre with delay is provided in the upper octaves for soloing, while a quiet organ is in the LH area for filling in the sound. KARMA Switch 1 allows the user to change the Strings to a single note arpeggiated pattern, KARMA Switch 2 toggles between an arpeggiated and strum/picked E.Guitar, and KARMA Knob 2 adds some percussion to the mix as demonstrated by Scene 2. All four directions of the JS (in Toggle Mode) provide interesting variations: JS+Y switches from Hi-Hat to Ride Cymbal and adds some strummed chords for the E.Guitar, JS-Y: Provides pattern variations for Strings and E.Guitar, JS+X provides pattern variations for Strings and E.Guitar, and JS-X provides pattern variations for all instruments. As usual in this case, take care when soloing with the guitar and using the Joystick so that you don't inadvertently switch variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Strings	E. Guitar
GE	1221	1222	1223	1224
GE Name	Slow Blues Beat 3/4	Blues Bass 3/4	Blues Arco 8ths	Fingerpicking Gtr 3/4

Joystick		
JS +Y	CC#01	Vibrato on the RH Lead Guitar; switches from Hi-Hat to Ride Cymbal and provides a pattern variation for the E.Guitar. (T)
JS -Y	CC#02	Provides pattern variations for Strings and E.Guitar. (T)
JS -X	Bend	Bend on the RH Lead Guitar; provides pattern variations for all Modules. (T)
JS +X	Bend	Bend on the RH Lead Guitar; provides pattern variations for Strings and E.Guitar. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Strings.
Knob 2B	Expression	CC#11	Fades the E.Guitar.
Knob 3B	Knob Mod.3	CC#20	Controls the level of the St.BiphaseMod Effect on the E.Guitar.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes all of the Drums except the Kick. (T)
SW2	SW2 Mod.	CC#81	Mutes the Kick and the Bass. (T)

021/085: Chopper's Gate

135 BPM

Keyboard

House

A solid 4-on-the-floor drumbeat propels this heavy house groove featuring a chopping flanged pad. The semi-improvisational bass line is doubled an octave up by a synth sound, creating a very heavy sound. A clav provided by Module C dances around, panning across the spectrum. The entire groove can be thrown into a half-time feel using JS-Y and then locked into place using SW2 (you may wish to trigger the chord pad or keyboard at the same time to minimize timing issues). After jamming in half time for a while, kick it back into the regular groove by releasing SW 2. Scene 1 provides a contrast to the drive of Scene 2 with a nice percolating breakdown. With KARMA Off, the LH Pad and RH Thin Ana Lead is a very nice combination for playing an intro or just riffing around. -- Eric

Split Point:

KARMA				
Module	A	B	C	D
Part	Gated Pad	Drums	Clav	Bass
GE	0917	1460	0793	0520
GE Name	Dr. Chopper 1/A48	New Disco 2	Thunderlog Loop/E70	Bass Rand Rpt/A118

Joystick		
JS +Y	CC#01	Vibrato on the RH Lead Synth.
JS -Y	CC#02	Can be used to "half-time" the groove (be careful with timing here) - SW2 locks, Modulation on the RH Lead Synth.
JS -X	Bend	Pitch Bend on the RH Lead Synth.
JS +X	Bend	Pitch Bend on the RH Lead Synth.

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Drums.
Knob 2B	Volume	CC#07	Fades the Bass/Clav.
Knob 3B	F/A Decay	CC#75	Controls the amount of Filter/Amplitude Decay on all timbres.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb and Delay on the mix.
SW1	Porta. SW	CC#65	Activates portamento (fingered) on the RH Lead Synth.
SW2	JS -Y Lock	----	Locks the half-time tempo - use with JS-Y.

022/086: Alexander's Dance [OASYS] 071 BPM Strings Orchestral/Classical

Now we are firmly in Classical/Orchestral territory with this Combi (another OASYS recreation), inspired by Russian composer Alexander Borodin's Polovetsian Dances. It consists of a Russian flavored strings melody, rhythmic French horns, arco bass and bombastic orchestral percussion generated by Module A. A string timbre is provided in the upper octaves for soloing (identical in sound to the KARMA generated strings melody) which has been specially set-up to mute the KARMA generated strings when played (retrigger the keyboard or chord pads to start the string melody again after stopping it this way). Scene 2 provides more space in all the parts. KARMA Knobs 1,3,5 & 7 adjust rhythm complexity for all instruments, and KARMA Knob 2 and KARMA Switches 1 & 2 allow the user to toggle on & off various elements of the percussion ensemble. JS+X mutes the French Horns while JS-Y and JS-X mute the Arco Bass and Orchestral Percussion respectively, with all 3 directions providing variations for the other parts. Real-time Control Knob 1B fades the Strings and Horns, and Real-time Control Knob 4B is handy for altering the wet/dry mix of the Reverb if needed. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Orch. Percussion	French Horns	Strings	Arco Bass
GE	1288	1289	1290	1291
GE Name	Orch Perc.	F.Horns Rhythm	Russian Strings	Simple Arco

Joystick		
JS +Y	CC#01	Vibrato on the RH Strings.
JS -Y	CC#02	Mutes the Arco Bass, and provides variations for the Strings and Horns. (T)
JS -X	Bend	Mutes the Orch. Percussion, and provides variations for the Strings, Bass and Horns. (T)
JS +X	Bend	Mutes the French Horns, doubles the Strings, and varies the Orch. Percussion. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Orch. Percussion & Arco Bass audible.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the French Horns & Strings.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Orch. Percussion.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the Jingle Bells and Timpani. (T)
SW2	SW2 Mod.	CC#81	Mutes the Crash, Tambourine, Snare and Bass Drum. (T)

023/087: VelocityOfLight

130 BPM

LeadSplits

Rock/Pop

This tight up-tempo groove features a clean open-stringed guitar riff playing off of a gated organ sound bubbling in the background, while a synth bass pulsates along with a high-tuned drum kit. A nice analog “moog” lead is provided in the RH, and a spacious pad in the LH (also nice for soloing with KARMA Off). Scene 2 adds arpeggiated pitch bend to the drums while providing more space and variations for all parts. KARMA Switch 1 activates Arpeggiated bending on the Drums, while KARMA Switch 2 completely changes the Bass phrase. You can mix out both the guitar and organ with Knob 2 (above the JS). SW 1 mutes the guitar strings, while SW 2 locks the JS-Y in place, bending the drums even higher and tighter. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitar	Organ	Synth Bass	Drums
GE	0440	0096	0606	1101
GE Name	E.GT Cutting/E12	M1 Organ/A23	Random Throb/A102	OldSkoolElec1/Tricky

Joystick		
JS +Y	CC#01	Vibrato on RH Lead.
JS -Y	CC#02	Pitch Bend on Drums, Filter Mod on LH Pad (SW 2 locks).
JS -X	Bend	Bend on RH Lead.
JS +X	Bend	Bend on RH Lead.

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Bass and the Drums.
Knob 2B	Volume	CC#07	Fades the Organ and the Guitar
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Chorus on the Guitar and RH Lead.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Delay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Dampens the strings of the Guitar and adds a bit of resonance to the Bass. (T)
SW2	JS -Y Lock	----	Locks the pitch bend on the drums and Filter Mod on the LH Pad (use with JS-Y). (T)

Another Hip-Hop Combi that features a synth stab, this one uses the Stereo Gate Effect to abruptly cut off the reverb tail of the stab for a unique sound - use Real-time Control Knob 4B to remove the affect of the St.Gate on the synth stab (turn fully right). An electric piano is provided for jamming, and makes a nice Bass Split when KARMA is Off. Scene 2 offers a busier mix with variations for all instruments: KARMA Knob 2 enables the user to fade the kick & snare, KARMA Switch 1 provides a pitch bending envelope for the Drums, KARMA Knob 6 adds extra rhythmic complexity to the funky E.Guitar pattern, likewise KARMA Knob 7 for the Synth Stab, and KARMA Switch 1 adds a pitch bend envelope to the Drums. JS-X (left) switches on a Filter Envelope for the Synth, provides a pattern variation for the Drums and a harmony for the E.Guitar and JS+X (right) provides pattern variations for Drums, Bass and Synth Stab - listen out for the cool reverse cymbal in this position. JS +Y and -Y (up/down) also produce unique variations for all parts, and since they all use Toggle Mode (T), you can combine them by activating the different directions at the same time. -- Paul

Split Point:

KARMA				
Module	A	B	C	D
Part	Drums	Bass	E.Guitar	Synth Stab
GE	1210	1211	1212	1213
GE Name	Hip Hop Groove 6	Hip Hop Bass 6	Hip Hop Guitar 2	Hip Hop Synth 2

Joystick		
JS +Y	CC#01	Provides pattern variations for all Modules. (T)
JS -Y	CC#02	Switches on a Filter Envelope for the Synth Stab and provides pattern variations for the Drums and Bass. (T)
JS -X	Bend	Switches on a Filter Envelope for the Synth Stab, provides a pattern variation for the Drums and a harmony for the E.Guitar. (T)
JS +X	Bend	Provides pattern variations for all Modules except E.Guitar. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Expression	CC#11	Fades the Bass & Synth.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	FX Ctrl 1	CC#12	Decreases the wet/dry mix of the St.Gate Effect.
SW1	SW1 Mod.	CC#80	Adds a strange modulation to the Synth Stab. (T)
SW2	SW2 Mod.	CC#81	Removes the Reverb effect on the Synth Stab. (T)

025/089: Organic 2-Step

115 BPM

Organ

Hip-Hop/Two-Step

This combi straddles two worlds with a mysterious two-step hip-hop flavor, featuring semi-distorted highly-compressed drums played by two drum GEs, a low single note throbbing bass, and guitar timbres that play through delays and a phaser. This creates a very modern sounding mysterious wash that lends itself to open 9th chords (such as the chord triggers), and jamming with the full range semi-distorted organ across the keyboard (JS +Y activates the rotary speaker as is usual). If you start with notes in the RH area, you will bring in just the drums and percussion, then you can play a chord in the LH area (or Chord Trigger) to start the Bass and Guitar. Try Knob 3 over the JS all the way to the left for a neat chopping effect. Scene 2 takes everything down to a whispering, murmuring breakdown for total contrast to Scene 1. JS +/-X (left/right) toggle two different mixes of the elements, as do Real-time Control Knobs 1B and 2B. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Bass	Drums 1	Drums 2	Guitar
GE	0513	0948	1043	0439
GE Name	Back Beat Bass/B70	2Step 5/D'n'B	HipHop 10/HipHop	E.G. Harmonics/B43

Joystick		
JS +Y	CC#01	Activates the fast speed on the rotary speaker for the Organ. (T)
JS -Y	CC#02	Adds tremolo modulation to the Organ - lock with SW2. (M)
JS -X	Bend	Mutes both Drum GEs. (T)
JS +X	Bend	Mutes the Guitar and Bass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix on Drums 1 and the Guitar.
Knob 2B	Expression	CC#11	Fades the mix on Drums 2 and the Bass.
Knob 3B	F/A Decay	CC#75	Tightens/lengthens the decay on all timbres.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Delay on the mix.
SW1	Oct. Up	----	Change the octave range of the Organ. (T)
SW2	JS -Y Lock	----	Locks the tremolo effect on the Organ. (T)

026/090: Smooth Groove [OASYS] 110 BPM LeadSplits Rock/Pop/Jazz

Another OASYS re-creation, and one that began life as an attempt to emulate the vibe of the laid-back, jazzy fade-out of the Beatles classic "Magical Mystery Tour". I wanted to produce a combi which featured random piano flourishes of chords and notes over a mellow drum and bass groove (which can now be heard by switching to Scene 2 incidentally) but during the voicing of OASYS I came across a lovely sounding piano GE created by fellow voicing team member Peter Schwartz called "Contemplate This". I promptly asked Peter for his permission to modify the GE for this Combi and he kindly agreed (thanks Peter!), so the piano part ended up much more structured as demonstrated by Scene 1. An expressive sax solo for the RH and a choir pad for the LH complete mix. KARMA Knob 5 switches on Module C whose GE is generating a floaty gated synth pattern which swirls around the stereo spectrum from left to right, KARMA Knob 3 enables the user to select an alternative bass-line, likewise KARMA Switch 2 which toggles between a structured piano phrase and a jazzier randomized alternative. JS+Y switches from Hi-Hat to Ride Cymbal and provides a pattern variation for the Piano, JS-Y mutes the piano and switches from Snare to Sidestick, and Real-time Control Knob 1B is useful for fading the piano and synth leaving just the Drums & Bass audible. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Gated Synth	Piano
GE	1219	1220	0917	1218
GE Name	Smooth Groove	Smooth Bass	Dr. Chopper 1/A48	Contemplate This Too!

Joystick		
JS +Y	CC#01	Vibrato on the RH Sax; switches from Hi-Hat to Ride Cymbal and provides a pattern variation for the Piano. (T)
JS -Y	CC#02	Mutes the Piano and switches from Snare to Sidestick. (T)
JS -X	Bend	Bend on the RH Sax; provides pattern variations for all Modules except the Synth. (T)
JS +X	Bend	Bend on the RH Sax; provides pattern variations for all Modules except the Synth. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Piano (move to left to simulate lighter playing).
Knob 3B	Knob Mod.3	CC#20	Controls the level of Chorus on the RH Sax.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Removes the St.Phase+Trml Effect from the Synth part. (T)
SW2	SW2 Mod.	CC#81	Removes the Delay Effect from the RH Sax and LH Choir. (T)

027/091: Technocrats

140 BPM

LeadSplits

Techno/Trance

This combi presents a rather fast-paced punchy techno trance groove combining slow synth pads in the left hand, flanged arco string in the right hand lead, and interweaving synth trance GEs panning left and right, anchored by a solid pulsing backbeat bass. KARMA Scene 1 has all 4 modules running. Scene 2 mutes the drum kit except for a 4x4 closed hi hat, and provides breakdown variations on the other modules. The joystick has been configured to act as a "vector joystick", muting one of the 4 modules in each of the 4 directions (unlike many of the combis, this is done with Momentary (M) Mode, so that you can quickly be jumping around between the different directions). Don't forget to try the 4 diagonal points as well, you can get many different combinations of the 4 elements.

-- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Synth 1	Drums	Synth 2	Bass
GE	1316	1154	1472	1473
GE Name	Uplifting	Techno12/D'n'B	Ed: Flashin' Arp2	Techno Bass

Joystick		
JS +Y	CC#01	Mutes the Drums. (M)
JS -Y	CC#02	Mutes Synth 2. (M)
JS -X	Bend	Mutes the Bass. (M)
JS +X	Bend	Mutes Synth 1. (M)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the techno bass, leaving Drums and trance Synth grooves.
Knob 2B	Expression	CC#11	Fades the trance Synth grooves leaving Drums and Bass.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Tightens the envelope on the Bass (on by default). (T)
SW2	SW2 Mod.	CC#81	Activates the Flanger on the RH Strings (on by default). (T)

028/092: The Musical Fox [OASYS] 063 BPM LeadSplits Rock/Acoustic/Pop

Another OASYS Combi re-creation and my own personal favorite of this set, The Musical Fox attempts to emulate the gentle fingerpicking acoustic guitar style of early 1970's progressive rock band Genesis. This Combi features two slightly different harmonizing acoustic guitars (panned left and right respectively) together with simple hand-percussion such as shaker, congas and finger cymbal. A nice Gabriel-esque flute is provided in the upper octaves for soloing. Both guitars are independently controllable, for example: KARMA Switch 1 toggles between fingerpicked arpeggio and strummed chords for the left-panned acoustic guitar (Ac.Guitar 1), and KARMA Switch 2 does the same for the right-panned acoustic guitar (Ac.Guitar 2). KARMA Knobs 1 & 3 control Rhythm Randomize for both guitars independently, likewise KARMA Knobs 2 & 4 which control Note Interval for both guitars independently, while KARMA Knob 8 adds extra hand percussion like tambourine and wood-blocks. Real-time Control Knob 1B can fade both guitars leaving just the Percussion audible, and Real-time Control Knob 2B can fade the percussion leaving just the guitars audible (reversed). -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Ac. Guitar 1	Ac. Guitar 2	Percussion 1	Percussion 2
GE	1225	1226	1227	1228
GE Name	Standard F.Pick 3/4 1	Standard F.Pick 3/4 2	Simple Shaker 3/4	Simple Perc. 3/4

Joystick		
JS +Y	CC#01	Vibrato on the Flute; provides pattern variations for all Modules except Percussion 1. (T)
JS -Y	CC#02	Provides pattern variations for all Modules except Percussion 1. (T)
JS -X	Bend	Bend on the Flute; mutes Ac.Guitar 1. (T)
JS +X	Bend	Bend on the Flute; mutes Ac.Guitar 2. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades both Ac.Guitars leaving just the Percussion audible.
Knob 2B	FX Ctrl 1	CC#12	Fades the Percussion (except for Finger Cymbal) leaving just the Ac.Guitars audible (note: operates in reverse).
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the Flute.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Dampens the strings of the Guitars. (T)
SW2	SW2 Mod.	CC#81	Activates a Tremolo effect on the Guitars. (T)

029/093: Tower of Funk

096 BPM

BrassReed

Funk

Here's a cool funk groove with a heavy underpinning of synth bass, a slap bass providing addition lines and chords, and a chopping guitar with attitude! The LH provides a swelling brass section, while the RH provides bright saxophones in octaves for lead lines. As in some of the other combis, be careful when using the JS for the RH Saxes, as it also mutes modules and changes KARMA parameters at the far ends of the 4 directions. JS-Y is like an additional scene, changing the drum groove and the parts, while dropping out the bass. The other directions mute various timbres in a toggle mode and provide other subtle variations. Scene 2 provides a very cool half-time feel, with a resonance envelope added to the bass and the other parts changing variations as well. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass Synth	Bass-Chords	Guitar
GE	1050	0530	0679	0433
GE Name	HipHop 17/Std2	Du Dada Bass/A118	Bass-Chords/A32	8/16 Strum/B69

Joystick		
JS +Y	CC#01	Vibrato on the Brass and Saxes; Mutes the Guitar and varies the hi-hat. (T)
JS -Y	CC#02	Changes the Drums, Guitar, and Bass-Chords (timbre), drops out the Bass. (T)
JS -X	Bend	Pitch Bend on the RH Saxes; mutes the Drums. (T)
JS +X	Bend	Pitch Bend on the RH Saxes; mutes the Bass-Chords and adds a pitch envelope to the Drums. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Guitar and Bass-Chords, leaving Bass Synth and Drums.
Knob 2B	Expression	CC#11	Fades the Bass-Chords and Bass, leaving Drums and Guitar.
Knob 3B	F/A Decay	CC#20	Tightens up or extends the Decay on all programs.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Brightens slightly the RH Sax Lead. (T)
SW2	Oct. Up	----	Extends the range of the RH Sax Lead. (T)

We're into Drum'n'Bass territory now with this Combi (another OASYS re-creation), and this one features a new GE named "Sparse Notes" which generates randomly spaced notes, the occurrence of which can be controlled by KARMA Knob 7 (turn left for less notes, right for more). The drum groove is the result of two separate drum GE's (the third of our dual-drum GE Combis) plus some busy percussion from a third GE. This one is a bit different from most of these in that you are expected to supply the bass line yourself: the keyboard is zoned into 3 areas, with E3 and down supplying a bass for the LH, C5 and up supplying an analog lead for the RH, and only the area in between triggering KARMA (F3 to B4). In this area, a pad sound is also provided, so that you can play a chord with the RH while playing bass with the LH, use the damper pedal to latch the chord, and then solo with the RH above C5. Scene 2 is a little more "out there" with pitch bending drums and synth. KARMA Knob 2 switches off the kick and snare of Drums 1, Real-time Control Knob 1B fades the Sparse Notes Synth, Real-time Control Knob 2B fades the Percussion and Drums 2, and the four directions of the JS provide different combinations of the modules and variations to the patterns of them as well. -- Paul

Split Point: E3/F3, B4/C5

KARMA				
Module	A	B	C	D
Part	Drums 1	Sparse Notes Synth	Percussion	Drums 2
GE	1298	1299	1178	1146
GE Name	Drum'n'Bass Groove	Sparse Notes	Simple Perc/Perc	Techno04/House

Joystick		
JS +Y	CC#01	Vibrato on RH Synth Lead; mutes the Synth and provides a pattern variation for Drums 1. (T)
JS -Y	CC#02	Mutes Drums 1 and transposes the Sparse Notes Synth up. (T)
JS -X	Bend	Bend on RH Synth Lead; mutes the Percussion and provides a pattern variation for Drums 1. (T)
JS +X	Bend	Bend on RH Synth Lead; mutes Drums 2 and provides a pattern variation for Drums 1. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Sparse Notes Synth leaving just Drums and Percussion.
Knob 2B	Expression	CC#11	Fades the Percussion & Drums 2.
Knob 3B	Knob Mod.2	CC#19	Modulates the pitch of one of the timbres in the Sparse Notes Synth.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the Snare and Percussion. (T)
SW2	Oct. Down	----	Shifts the keyboard zones up an octave, providing more range for the LH Bass. (T)

031/095: En Vogue

137 BPM

Synth

Techno/Pop

This "wall of sound" takes you to the runways of Moscow's new fashion shows or to one of their underground euro dance clubs. This fast paced dance combi mixes pounding techno drums with trance riffs, fast bass pulses, and synth lines overtop. With layered strings across the keyboard, this combi lends itself to some interesting symphonic themes juxtaposed with modern electronic sounds. Scene 2 moves to a more traditional 4 on the floor, while simplifying and bringing the other parts down. Turn Real-time Knob 3B (over the JS) to the right full to add a sweeping flanger to entire mix, like a DJ in a club. Use JS+/-Y to toggle the two synth parts on and off, and Knob 1 (over the JS) to create a different mix of modules. Note that when first starting, you can play a 3 note chord in the area between C4 and E5 to start just the two synth Modules, and then bring in the drums with a note below C4. -- Eric

Split Point: B3/C4, E5/F5

KARMA				
Module	A	B	C	D
Part	Trance Synth	Drums	Bass	Synth Lead
GE	1316	1312	0554	0679
GE Name	Uplifting	Techno 1	F.BassLine 1/B22	Bass-Chords/A32

Joystick		
JS +Y	CC#01	Mutes the Trance Synth. (T)
JS -Y	CC#02	Mutes the Synth Lead. (T)
JS -X	Bend	Pitch Bend on Strings.
JS +X	Bend	Pitch Bend on Strings.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Bass and Trance Synth.
Knob 2B	Knob Mod.2	CC#19	Modulates the pitch of one osc in the Bass.
Knob 3B	Knob Mod.3	CC#20	Adds a Random Flanger effect to the entire mix, in time with the music.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Delay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Provides a subtle modulation on the Bass and Trance Synth. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums (T).

032/096: Bouncin' Hop

097 BPM

BassSplits

Hip-Hop

This Hip-Hop combi features a classical style strings phrase together with a synth-lead melody, underpinned by a bouncing drums and piano-bass hip-hop groove. Since the synth-lead melody provides the main focus, a sweeping slow pad sound is provided in the RH area for introducing atmospheric single notes and chords fading in and out over the lead. The half-step transposition at the end of the pattern can be removed using KARMA Switch 2 if desired. KARMA Knob 2 adds some percussion to the mix, KARMA Switch 1 turns on Repeats for the Drums, KARMA Knob 7 can change the synth-lead melody to a staccato, arpeggiated pattern, while KARMA Knob 6 adds more rhythmic complexity to the Strings when turned to the right. Scene 2 offers a busier mix with variations for all instruments with a classical ostinato effect, while the 4 directions of the Joystick provide completely different variations which can be toggled into different combinations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Strings	Synth Lead
GE	1214	1215	1216	1217
GE Name	Hip Hop Groove 7	Hip Hop Bass 7	Hip Hop Strings 3	Hip Hop Synth 3

Joystick		
JS +Y	CC#01	Tremolo on the RH Pad; mutes the Snare and Synth Lead, and provides pattern variations for the Bass and Strings. (T)
JS -Y	CC#02	Filter Mod on the RH Pads; mutes the Bass, switches on a Pitch Envelope for the drums and provides pattern variations for the Strings and Synth. (T)
JS -X	Bend	Bend on RH Pad; provides pattern variations for all Modules except Drums. (T)
JS +X	Bend	Bend on RH Pad; mutes the Strings, and provides pattern variations for the Drums and Synth Lead. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Snare & Strings.
Knob 2B	Expression	CC#11	Fades the Bass.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Removes the kick and snare from the Drums. (T)
SW2	Oct. Up	----	Increase the range of the RH Pad. (T)

033/097: EchoesOfTheTramp

122 BPM

LeadSplits

House/Electro

This combi provides a modern treatment of a famous sound from the 80's, more in spirit than actual emulation. In the opening Scene 2, the "Tramp Comper" GE in Module D provides the characteristic bouncing wurli figure, while the RH area provides the characteristic "treated" sax solo. A percolating improvisational arpeggio has been added to provide some counterpoint, and the whole thing is underpinned by a solid 4 on the floor house groove and simple bass. Use KARMA SW2 in the startup scene (Scene 2) to add a fill at any time. Scene 1 drops the drums down to a simple hi-hat keeping time, and takes the other parts in a more improvisational direction. The LH area provides a thick analog string pad to fill it out, and to provide a nice bed for soloing when KARMA is off. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Synth Arp	Wurli
GE	1317	1207	0252	0167
GE Name	4x4	Hip Hop Bass 5	Super Sweep/E06	Tramp Comper/E37

Joystick		
JS +Y	CC#01	Vibrato on the RH Sax.
JS -Y	CC#02	Mutes the Wurli and Synth Arp, leaving the Bass and Drums. (T)
JS -X	Bend	Pitch Bend on the RH Sax.
JS +X	Bend	Pitch Bend on the RH Sax.

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades everything except the Wurli.
Knob 2B	Volume	CC#07	Fades the Synth Arp and LH Pad.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Brightens slightly the RH Sax Lead. (T)
SW2	SW2 Mod.	CC#81	Mutes the Bass. (T)

034/098: At An Exhibition [OASYS] 082 BPM LeadSplits Rock/Progressive

A "Hall of Fame" Combi (and another OASYS re-creation) which pays homage to the legendary prog-rock trio Emerson, Lake & Palmer, consisting of the classic line-up of Hammond organ, bass guitar and drums, with an Emersonian Moog modular style synth lead in the RH area. The Portamento Time can be controlled by Knob 2B over the JS, for classic long glides. The Combi has been set-up to allow the user to play traditional block organ chords (by muting the KARMA generated organ phrase) when the Joystick has been toggled to the +Y position. KARMA Knob 1 controls Swing % for all instruments, KARMA Knob 3 is useful for adding some percussion to the mix, KARMA Switch 2 toggles between two different organ phrases, KARMA Knob 7 adjusts rhythmic complexity for the Organ, likewise KARMA Knob 5 which performs the same function for the Bass, KARMA Switch 1 can be used to remove the Kick and Snare, and KARMA Knob 4 switches between snare and sidestick. JS-X provides pattern variations for all instruments including a cool tom-tom pattern, JS+X switches from Ride Cymbal to Hi-Hat and provides a pattern variation for the Organ, JS -Y mutes the Bass and provides pattern variations for the Drums and Organ, and the variations can be toggled into different combinations by activating more than one direction at a time. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Bass	Organ	Drums 2 (Roll)
GE	1238	1239	1240	1241
GE Name	Rock Shuffle Groove	Rock Shuffle Bass	Keith's Organ Comp	Drum Roller

Joystick		
JS +Y	CC#01	Vibrato on the RH Moog Lead; mutes the Organ, and activates kbd thru in the LH area so you can play the organ yourself. (T)
JS -Y	CC#02	Adds Random S&H Filter Mod to RH Moog Lead; mutes the Bass and provides pattern variations for Drums 1 and Organ. (T)
JS -X	Bend	Bend on RH Moog Lead; provides pattern variations for all Modules except Drums 2 (Roll). (T)
JS +X	Bend	Bend on RH Moog Lead; switches from Ride Cymbal to Hi-Hat and provides a pattern variation for the Organ. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Organ leaving just the Drums & Bass audible.
Knob 2B	Porta Time	CC#05	Controls Portamento Time on the RH Moog Lead - turn to the right for long glides.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the RH Moog Lead.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Adds a bit of resonance to the RH Moog Lead.
SW2	Porta. SW	CC#65	Activates portamento on the RH Moog Lead (on by default).

035/099: House Arrest

100 BPM

LeadSplits

Hip-Hop/House

This solid groove features a hip-hop drum pattern along with a dark pulsing bass, an insistent driving organ comp and a sort of atmospheric flute riff chiffing away in the background. An electric piano is provided in the LH area, while a velocity-sensitive resonant electro lead is provided in the RH (with fingered portamento - SW2 can be used to deactivate it). The four points of the JS have each been configured to mute one of the four KARMA Modules at the ends (in Toggle Mode), so be careful when using it with the RH lead! Scene 2 drops out the kick and snare, and sets up variations in the other 3 modules to bring down the energy a bit, before you kick it back into scene 1. Interestingly, this combi uses the same organ GE as the previous "At An Exhibition" combi – with very different results. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Organ	Bass	Drums	Flute
GE	1240	0569	1048	0243
GE Name	Keith's Organ Comp	Slap Bass 2/A54	HipHop 15/HipHop	Flute 2/A45

Joystick		
JS +Y	CC#01	Vibrato on the RH Lead Synth; mutes the Flute. (T)
JS -Y	CC#02	Mutes the Drums. (T)
JS -X	Bend	Pitch Bend on the RH Lead Synth; mutes the Bass. (T)
JS +X	Bend	Pitch Bend on the RH Lead Synth; mutes the Organ. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Drums and the Flute, leaving the Bass and the Organ
Knob 2B	Volume	CC#07	Fades the Flute, Bass and Organ, leaving just the Drums
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix
SW1	SW1 Mod.	CC#80	Adds resonance to the Bass and changes the Organ's rotary speaker to fast. (T)
SW2	Porta. SW	CC#65	Activates fingered portamento on the RH Synth Lead (on by default). (T)

036/100: Harmonics&Keys-Y [OASYS] 120 BPM BassSplits Jazz/Fusion

We're back in jazz/fusion territory now with this Combi (another OASYS re-creation). A simple, laid-back ride cymbal and sidestick groove underpins a mellow Bass and guitar harmonics pattern, all of which is augmented by a vintage electric piano timbre in the upper octaves perfect for soloing, and a string pad in the LH area. As the "-Y" in the name indicates, a very cool "spacey glissando effect" can be triggered by the JS-Y position (Module D). Scene 2 provides cool variations for all instruments including a more insistent bass-line, extra harmonics and added hand percussion. KARMA Switch 1 turns on Repeats for the Drums to create a nice open hi-hat pattern, KARMA Switch 2 randomizes the notes of the Bass when switched on, and KARMA Knob 2 alters the level of the percussion. Real-time Control Knobs 1B and 2B are useful for fading the Bass and the Harmonics to leave just the Drums audible, and SW2 mutes the Drums. JS+Y switches from Sidestick to Snare and provides a pattern variation for the E.Guitar Harmonics, JS-X Switches the ride to hi-hat and provides a pattern variation for the E.Guitar Harmonics, and JS+X provides pattern variations for Drums and E.Guitar Harmonics.

-- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Bass	Drums	E.Guitar Harmonics	Glissando
GE	1253	1254	1255	1310
GE Name	Bass Underpin	Sidestick Groove	Harmonics Gtr	Glissando no Vel

Joystick		
JS +Y	CC#01	Switches from Sidestick to Snare and provides a pattern variation for E.Guitar Harmonics. (T)
JS -Y	CC#02	Triggers a sweeping glissando effect. (M)
JS -X	Bend	Switches the ride to hi-hat and provides a pattern variation for the E.Guitar Harmonics. (T)
JS +X	Bend	Provides pattern variations for Drums and E.Guitar Harmonics. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Bass.
Knob 2B	Expression	CC#11	Fades the E.Guitar Harmonics.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Chorus on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Dampens the strings of the Bass and Harmonics. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums. (T)

037/101: Saturday Boys

104 BPM

BrassReed

Jazz/Fusion

A small jazz-fusion combo jamming away is the focus of this groove, with a catchy phased guitar part and a hypnotic bass riff. Through the use of KARMA's randomization, some interesting little turns happen among the various parts. You supply the sax player in the RH area, with an organ in the LH. The JS+/-Y can be used to mute and unmute various parts of the groove - just be careful when also using the JS+Y for vibrato on the sax to not go all the way to the top. Knobs 1 and 2 (above the JS) also mute different combinations of parts - use Knob 1 to drop everything out for a drum break. KARMA Switch 2 adds Velocity Accents to several parts, opening up more space in the groove. Scene 2 provides a very cool complete breakdown, with lots of space for soloing. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	E.Piano	Guitar
GE	0948	0528	0048	0435
GE Name	2Step 5/D'n'B	Cycling 16ths 1/A118	Bass Upbeats/E11	Bossa Guitar/A101

Joystick		
JS +Y	CC#01	Vibrato on the RH Sax; mutes the Piano. (T)
JS -Y	CC#02	Mutes the Bass and Guitar, leaving the Piano and Drums. (T)
JS -X	Bend	Pitch Bend on the RH Sax.
JS +X	Bend	Pitch Bend on the RH Sax.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades all parts except the Drums.
Knob 2B	Expression	CC#11	Fades the Drums.
Knob 3B	F/A Decay	CC#75	Clamps down the Guitar and Bass.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb/Delay on the mix.
SW1	SW1 Mod.	CC#80	Adds Exciter/Phaser to the Guitar (on by default). (T)
SW2	Oct. Down	----	Extends the octave range of the LH Organ. (T)

038/102: Country Jamboree [OASYS] 111 BPM LeadSplits Country

Another of the combis in this set to feature acoustic guitar (and another OASYS re-creation), this one falls squarely into Country territory complete with acoustic bass, drums and percussion, and acoustic and 12 string guitars (panned left and right and driven by Module A). A pedal steel guitar is provide in the RH area that uses a unique new GE to provide a block chord harmony based on the chords played in the LH area, which has a country fiddle to fill out the sound. (You can turn the harmony off with KARMA Knob 2 for playing pedal steel solos.) Scene 2 adds a snare into the mix with alternative patterns for guitar and bass. KARMA Switch 1 toggles between finger-picked and strummed Guitars, KARMA Switch 2 can select an alternative pattern for the Bass with extra notes, KARMA Knob 6 controls the level of the snare, and KARMA Knob 3 adjusts rhythmic complexity for the Guitars. Real-time Control Knob 1B is useful for fading the Guitars from the mix, JS-Y mutes the Bass and adds hand-claps, and JS-X adds a Ride Cymbal and provides a pattern variation for the Guitars and Bass, and JS+X provides pattern variations for Guitars, Bass and Drums. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitars	Drums	Bass	Pedal Steel
GE	1231	1232	1233	1308
GE Name	Country Picker	Country Kick	Country Bass	Block Chords

Joystick		
JS +Y	CC#01	Vibrato on the Pedal Steel; provides pattern variations for Guitars and Drums. (T)
JS -Y	CC#02	Mutes the Bass and adds hand-claps. (T)
JS -X	Bend	Bend on the Pedal Steel; adds a Ride Cymbal and provides a pattern variation for the Guitars and Bass. (T)
JS +X	Bend	Bend on the Pedal Steel; provides pattern variations for Guitars, Bass and Drums. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Guitars.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Guitars.
Knob 3B	F/A Attack	CC#73	Shortens/lengthens the attack time of the Pedal Steel - turn right to fade in.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Adds a tremolo effect to the Pedal Steel. (T)
SW2	SW2 Mod.	CC#81	Mutes the Bass and the Kick. (T)

039/103: Shredder

112 BPM

LeadSplits

Rock/Heavy Metal

This heavy metal combi features a heavily distorted lead guitar in the RH (set to Mono mode, for those guitarish hammer-on effects) and an organ in the LH, on top of a driving groove featuring rock drums. Two guitars and a bass are chugging away on 16th notes, creating a "wall of sound" that just begs to be "shredded" on top of. Scene 2 provides a break from the frenetic activity, from where you can kick it back into the main groove after a suitable period of time. SW1 (over the JS) activates JS-Y to provide a wah/sweep of the distorted KARMA guitars, while SW2 activates portamento on the RH Lead Guitar for a more synthesized lead effect. Real-time Control Knobs 1B and 2B provide some alternate mixes to jam over. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitar 1	Bass	Drums	Guitar 2
GE	0100	0541	0940	0458
GE Name	OldToneWheel 2/B07	E.Bass Pick/B78	16 Beater/Rock	Gtr 5ths/A85

Joystick		
JS +Y	CC#01	Vibrato on RH Lead Guitar.
JS -Y	CC#02	Feedback on RH Lead Guitar, wah/sweep on KARMA Guitars when SW1 is on.
JS -X	Bend	Pitch Bend on RH Lead Guitar.
JS +X	Bend	Pitch Bend on RH Lead Guitar.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Guitars, leaving the Drums and Bass.
Knob 2B	Expression	CC#11	Fades the Bass, leaving the Guitars and Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Chorus on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Activates JS -Y wah/sweep on the distorted KARMA Guitars.
SW2	Porta. SW	CC#65	Activates portamento on the RH Lead Guitar for a more synthesized effect.

040/104: Ocean of Pearls [OASYS] 120 BPM LeadSplits New-Age

Another of our dual-drum GE Combis (and another OASYS re-creation), this one has a mellow, drifting New-Age vibe consisting of delicate synth-pad and Log Drum arpeggios together with an unusual drum rhythm produced by two very different drum GE's. A hybrid solo string/string ensemble sound is provided for melody lines in the RH area, and a motion pad in the LH area. Scene 2 offers a nice slightly oriental sounding alternative mix, KARMA Knob 2 can select between four different kick & snare combinations for Drums 1, KARMA Switch 1 turns on Repeats for Drums 2 producing a cool low-toned reverse percussion effect, KARMA Switch 2 inverts the Note Index of the synth-pad providing a more dense pattern with higher notes, and KARMA Knobs 1,3,5 & 7 adjust rhythm complexity for all instruments. Real-time Control Knob 1B fades the Synth-Pad and Real-time Control Knob 2B fades the Log Drum, and the four directions of the JS provide different combinations of the modules and variations to the patterns of them as well. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Drums 2	Synth Pad	Log Drum
GE	1271	1272	1273	1274
GE Name	Echo Groove	Offbeat Snare Groove	Arp Melody	Echo Arp 1

Joystick		
JS +Y	CC#01	Vibrato on the RH Strings; provides pattern variations for all Modules. (T)
JS -Y	CC#02	Filter Mod. on the LH Pad; mutes Drums 2 and provides pattern variations for Drums 1, Synth-Pad and Log Drum. (T)
JS -X	Bend	Bend on the RH Strings; mutes the Synth and switches on a Pitch Envelope for Drums 1 and Drums 2. (T)
JS +X	Bend	Bend on the RH Strings; mutes the Log Drum and provides pattern variations for Drums 1, Drums 2 and Synth-Pad. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Synth-Pad.
Knob 2B	Expression	CC#11	Fades the Log Drum.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Decay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Transposes the tuning of the Synth-Pad (Module C). (T)
SW2	Porta. SW	CC#65	Activates portamento on the Synth-Pad and Log-Drum, as well as the RH Strings. (T)

041/105: DX Masquerade

104 BPM

Keyboard

Funk/House

This combi is perfect for extended jamming, featuring a nice DX style electric piano across the full keyboard, with KARMA activated by notes in the left hand area. A nice funky drumbeat grooves along, with the bass and guitar playing simple octaves based on your LH notes. Try Knob 3 over the JS far left for an interesting chopping effect. Scene 2 adds a busier, improvisational feel to the whole groove, which can also be used as a momentary fill. KARMA Knob 7 controls the improvisational quality of the Drums, and KARMA Switch 2 adds repeats to the Drums for extra syncopation. The JS left, right and down do interesting pitch modulations to the Drum Kits, which can be locked with SW1 and SW2 over the JS, while JS up toggles the bass and guitar on/off. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Guitar	Drums 1	Bass	Drums 2
GE	1303	0954	1304	0952
GE Name	Ed:Piezo Guitar/B10	Ana Beat 1/DB Gate	Ed:Stagger Bass/A06	8 Beat/Std2

Joystick		
JS +Y	CC#01	Mutes the Bass and Guitar, leaving just the Drums. (T)
JS -Y	CC#02	Modulates the pitch of Drums 2 - lock with SW2.
JS -X	Bend	Bends the pitch of both Drum Kits - lock with SW1.
JS +X	Bend	Bends the pitch of both Drum Kits - lock with SW1.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Bass.
Knob 2B	Expression	CC#11	Fades the Guitar and Drums 1.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the Decay on all parts.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	JS X Lock	----	Locks the JS left/right pitch modulation of both Drum Kits. (T)
SW2	JS -Y Lock	----	Locks the JS down pitch modulation of Drums 2. (T)

Hip-Hop with an ethnic flavor this time (another OASYS re-creation), this one features a new GE, which is generating the notes for two separate timbres (pitch-bent Santur and distorted synth stab). The trick is to use Key Zoning and transposition to keep the notes for each timbre as wide apart as possible to prevent overlaps - try Soloing Module C (which is assigned to the GE being discussed), then press the Note tab to view the note data display and see how the notes for each timbre are being generated at two extremes of the key-range. The synth stab can be faded out of the mix by using Real-time Control Knob 2B (clockwise to fade), likewise KARMA Knob 6 which can be used to fade the Santur, KARMA Knob 2 adds some tambourine, KARMA Knob 5 adds some extra complexity for Santur & Synth, KARMA Knob 8 provides a nice gated effect for the Piano in positions other than extreme right - an example of which can be found by switching to Scene 2 and many cool variations can be found assigned to the Joystick in all its positions. When soloing with the RH lead sound on top of this, take care when using the JS for bending and vibrato not to go all the way to the ends unless you plan to switch in one of the variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Santur/Synth Stab	Piano
GE	1198	1199	1200	1201
GE Name	Hip Hop Groove 3	Hip Hop Bass 3	Hip Hop Ethnic 1	Hip Hop Piano 2

Joystick		
JS +Y	CC#01	Vibrato on the Lead Synth; switches from Snare to Clap and provides a pattern variation all other parts. (T)
JS -Y	CC#02	Filter Mod on the Lead Synth; switches from Hi-Hat to Ride Cymbal, switches on a Decay Envelope for the Santur/Synth and provides a pattern variation for the Piano. (T)
JS -X	Bend	Bend on the Lead Synth; mutes the Piano and switches on a Filter Envelope for the Synth. (T)
JS +X	Bend	Bend on the Lead Synth; mutes the Snare and Synth, switches on a Decay Envelope for the Piano and provides a pattern variation for the Santur. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Vibrato on the Lead Synth; fades the mix leaving just the Drums & Bass audible.
Knob 2B	FX Ctrl 1	CC#12	Fades the Synth Stab (Clockwise Direction).
Knob 3B	Knob Mod.3	CC#20	Modulates the sound of the Santur (Counter-Clockwise).
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the Drums. (T)
SW2	Porta. SW	CC#65	Activates portamento for the lead synth. (T)

043/107: North-end Kid

120 BPM

Keyboard

House/Jazz

Named for a young keyboard protégé, Jessie the kid, who graced the jazz scene around Hess Village in Steel Town, Hamilton, Ontario. The backing quartet (drums, fretless bass, guitar and organ) really cooks along as you solo on top with the full-keyboard electric piano layer with "wah" effect (you can remove the "wah" with Knob 3 over the JS). The JS mutes the four parts in different directions (in Toggle Mode), and Knobs 1 and 2 over the JS also create different mixes of the KARMA Modules. Scene 2 drops the energy down and takes things in a more exploratory improvisational direction. Note that since Smart Scan is being used, you can play single and double notes in the LH area without changing the chord recognition (3 notes are required to change the chord), or trigger the drums when starting out by playing single notes.

-- Eric

Split Point: B4/C5

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Guitar	Organ
GE	1042	0506	0433	1301
GE Name	HipHop 09/HipHop	16th Walk Bs 2/B62	8/16 Strum/B69	Jazz Piano Comp2

Joystick		
JS +Y	CC#01	Mutes the Guitar. (T)
JS -Y	CC#02	Modulates E. Piano (lock with SW2). (M)
JS -X	Bend	Mutes the Bass. (T)
JS +X	Bend	Mutes the Drums. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Guitar and Organ, leaving Bass and Drums
Knob 2B	Expression	CC#11	Fades the Organ and the Bass, leaving the Guitar and Drums
Knob 3B	Knob Mod.3	CC#20	Removes the "wah" effect from the E.Piano (to the right)
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix
SW1	Oct. Down	----	Drops the octave of the E.Piano. (T)
SW2	JS -Y Lock	----	Locks the modulation on the E.Piano from JS down. (T)

044/108: The HyperShuffle

124 BPM

LeadSplits

Techno/Pop

Next up we have a modern sounding contemporary dance combi with a high shuffle value, consisting of a gated synth pattern (through a filter-wah effect), an alternating octave bass-line, and a simple drum and percussion shuffle groove. A fat sync lead sound is assigned to the RH area for soloing, while the LH area has a bandpass filtered pad. Scene 2 offers a very cool alternative mix (a personal favorite) with a busier bass-line and added spacey percussive effects. KARMA Knob 3 can select between three different bass patterns, KARMA Knob 4 adjusts rhythm complexity for the bass, KARMA Knob 6 adjust rhythm complexity for the gated synth, likewise KARMA Knobs 1 & 8 which perform the same function for Drums and Percussion. KARMA Switch 2 turns on Repeats for the Bass and Switch 1 turns on Repeats for the Drums. JS-Y mutes the Kick, Snare and Synth and provides a pattern variation for the Bass, while the other three directions provide interesting variations for all parts. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Gated Synth	Percussion
GE	1260	1261	1306	1305
GE Name	Hard Shuffle Groove	Hard Shuffle Bass	Triplet Chop	Ed:Simple Perc/Perc

Joystick		
JS +Y	CC#01	Vibrato on RH Synth; mutes the Percussion and provides pattern variations for Drums, Bass and Gated Synth. (T)
JS -Y	CC#02	Mutes Kick, Snare and Gated Synth and provides a pattern variation for the Bass. (T)
JS -X	Bend	Bend on RH Synth; provides pattern variations for all Modules. (T)
JS +X	Bend	Bend on RH Synth; provides pattern variations for all Modules. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Percussion audible.
Knob 2B	Knob Mod.2	CC#19	Adjusts the Filter Resonance of the Bass.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums & Percussion.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Decay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Activates the filter-wah effect on the Gated Synth (on by default). (T)
SW2	SW2 Mod.	CC#81	Mutes the Bass. (T)

045/109: Valkyrie Groove

135 BPM

LeadSplits

Techno/Electro

Calling all Vikings - here come your sisters to carry you away to Valhalla. This is a concept electro tech sound complete with driving trance house drums, chopping organ, thumping bass, and the very cool, mysteriously bending and fading analog velvet voices of the Valkyrie rushing to their chosen brave ones. And for the RH lead, a deep penetrating Nordic horn supplies ample expression for the calling. Scene 2 simplifies the drums, adds some eerie resonant modulation to the voices, and varies the other parts as well. The four directions of the Joystick mute each of the four modules, and they can be toggled on/off in various combinations. SW2 over the JS activates the fast speed of the organ's rotary speaker effect. Real-time Control Knob 1B Fades the Organ and Voices leaving just the Bass and Drums.

-- Eric

Split Point: E4/F4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Organ	Voices
GE	1163	0567	0276	0810
GE Name	TranceHouse/House	SimpleBass/B70	BrassRiff 09/A41	Analog Velvet 2/A99

Joystick		
JS +Y	CC#01	Mutes the Voices. (T)
JS -Y	CC#02	Mutes the Drums. (T)
JS -X	Bend	Pitch bend on the RH Horn, mutes the Organ. (T)
JS +X	Bend	Pitch bend on the RH Horn, mutes the Bass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Knob Mod.2	CC#19	Modifies pitch of Voices
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Decay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Modulates the filter of the bass, and the LH pads. (T)
SW2	SW2 Mod.	CC#81	Activates the fast speed on the Organ Rotary Speaker effect. (T)

046/110: Organic Funk

[OASYS]

125 BPM

LeadSplits

Funk/Rock

We're now in funk/rock territory with this Combi (another OASYS re-creation), consisting of overdriven organ, funk rhythm guitar, picked bass and highly compressed drums. A fat distorted "fusion guitar" lead is provided in the upper octaves for soloing. Scene 2 provides a nice breakdown where the bass drops mostly out along with the snare, the guitar "tightens up" and the organ becomes more syncopated. KARMA Switch 2 reverses the note direction of the organ phrase creating a nice alternative pattern, KARMA Knob 3 adjusts rhythm complexity for the bass (turn to the left for a less busy bass-line), likewise KARMA Knobs 1, 5 & 7 which perform the same function for Drums, Organ and E.Guitar. JS-X mutes the E.Guitar and varies the Organ, JS+Y and -Y provide cool pattern variations for Drums, Organ and E.Guitar, JS +X mutes the Organ and varies the Guitar, and Real-time Control Knob 1B is useful for fading the mix leaving just the Drums & Bass audible. When soloing with the Lead Guitar and JS, be careful not to reach the ends of the 4 directions unless you want to change variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Organ	E.Guitar
GE	1242	1243	1244	1245
GE Name	Big Beater	Funkified E. Bass	Organ (PO/MP)	Funk Gtr

Joystick		
JS +Y	CC#01	Vibrato on RH Lead Guitar; provides pattern variations for all Modules except Bass. (T)
JS -Y	CC#02	Attack modulation on RH Lead Guitar; mutes the Bass and provides pattern variations for Organ and E.Guitar. (T)
JS -X	Bend	Bend on RH Lead Guitar; mutes the E.Guitar and provides a pattern variation for the Organ. (T)
JS +X	Bend	Bend on RH Lead Guitar; mutes the Organ and provides a pattern variation for the Guitar. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums and Bass.
Knob 3B	Knob Mod.3	CC#20	Controls the level of the Delay Effect on the RH Lead Guitar.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the strings of the E.Guitar and Bass slightly. (T)
SW2	SW2 Mod.	CC#81	Activates the high speed of the Rotary Speaker effect on the Organ. (T)

047/111: El Macombo TO

112 BPM

BrassReed

Latin Jazz

Named for the world famous El Macombo, often frequented by the Stones when they were in T.O. (short for Toronto). The house band had a tremendous horn line and Latin rhythm sections complimented by a variety of gifted musicians visiting from around the world. Just a super place to put back a few and hob nob with a few jazz greats. Here, a full range octave brass patch is layered across the keyboard. You trigger KARMA with full chords (i.e. bass note or octave in LH, chord in RH). SmartScan is used so that you can play single note lines all over the keyboard without changing the chord - hence, you can also trigger the start of the Drums and Perc only with single notes in the LH area. The Guitar and Piano can be muted with KARMA SW1 and SW2, while the Bass and Perc can be muted with SW2 over the JS, and JS-Y toggles the Drums on/off. Scene 2 provides a percussion breakdown and variation from the main groove. -- Eric

Split Point: E5/F5

KARMA				
Module	A	B	C	D
Part	Guitar	Piano	Bass	Drums/Perc
GE	0435	0092	0510	0951
GE Name	Bossa Guitar/A101	Jazz Piano Comp/A01	A.Bass 1-5 Dbl/A22	7/8 Groove/Std2

Joystick		
JS +Y	CC#01	Vibrato on the Brass.
JS -Y	CC#02	Mutes the Drums/Perc. (T)
JS -X	Bend	Pitch Bend on the Brass.
JS +X	Bend	Pitch Bend on the Brass.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Guitar and Drums, leaving Piano, Bass and Percussion.
Knob 2B	Expression	CC#11	Fades the Perc and Piano, leaving Drums and Guitar.
Knob 3B	F/A Decay	CC#75	Increases/decrease decay on Bass and Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the Mix.
SW1	SW1 Mod.	CC#80	Mutes the strings on the Bass and Guitar. (T)
SW2	SW2 Mod.	CC#81	Mutes the Bass and Perc. (T)

048/112: Dark Ritual

[OASYS]

091 BPM

LeadSplits

Ethnic/World

A "World" category Combi (and another OASYS re-creation) consisting of ethnic-flavored percussion (courtesy of a new percussion GE "Ethnic Perc."), strummed harp, blown bottle and a simple choir pattern of alternating octaves (through a Talking Modulator effect). A choir sound is provided in the RH area for adding melody lines. Scene 2 provides a completely different feel for the whole groove. KARMA Switch 1 adds a little extra percussion by switching on Repeats, likewise KARMA Switch 2 which turns on repeats for the Choir, KARMA Knobs 1 & 7 adjust rhythm complexity for Percussion and Harp, KARMA Knob 8 controls the number of Repetitions for the Harp (turn to the right for more notes in the strum, left for less). Real-time Control Knob 1B is useful for fading the mix to leave just the Percussion audible. JS+Y mutes the Choir and provides pattern variations for Percussion, Blown Bottle and Harp, JS-Y mutes the Harp and provides very cool bending pattern variations for Percussion, Blown Bottle and Choir, and JS +/-X provide different variations as well, all in Toggle Mode (T). -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Percussion	Blown Bottle	Choir	Harp
GE	1280	1281	1282	1283
GE Name	Ethnic Perc.	Wait for it...3	Alternating Octaves	Ethnic Strummer

Joystick		
JS +Y	CC#01	Mutes the Choir and provides pattern variations for Percussion, Blown Bottle and Harp. (T)
JS -Y	CC#02	Mutes the Harp and provides pattern variations for Percussion, Blown Bottle and Choir. (T)
JS -X	Bend	Mutes the Blown Bottle and provides pattern variations for Percussion and Choir. (T)
JS +X	Bend	Provides pattern variations for all Modules. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Percussion audible.
Knob 2B	Flt Cutoff	CC#74	Adjusts the Filter Cutoff of the Choir & Percussion.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the Drums & Percussion. (T)
SW2	SW2 Mod.	CC#81	Removes the Talking Modulator effect from the Choir. (T)

049/113: Filter Queen

132 BPM

Synth

Techno

In one word, "RUDE" is what we're going for here - from the distorted drums, to the distorted bass synth, to the grainy filter-swept trance synth, to the open 5th chords on the chord triggers. Scene 2 provides a breakdown with the removal of the kick and snare, and the changing of the Filter Synth from a gated effect to an arpeggiated effect (on KARMA Switch 2). KARMA Switch 1 changes the Trigger Mode so that you can retrigger all modules quickly from the keyboard or Chord Triggers - try it! The synth sound across the keyboard is a nice cutting grungy sound with KARMA Off, as well.

-- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Filter Synth	Drums 1	Drums 2	Bass
GE	0153	1458	1086	0513
GE Name	SynthPianoid/E81	House 2	Minimal 1/Tricky	Back Beat Bass/B70

Joystick		
JS +Y	CC#01	Vibrato on the Keyboard Synth Pad.
JS -Y	CC#02	Modulates the pitch of the Drums (Lock with SW2) - also provides wah modulation on Bass when SW 1 is on.
JS -X	Bend	Pitch bend on Synth Pad.
JS +X	Bend	Pitch bend on Synth Pad.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the 2 Drum GEs, leaving the Bass and Filter Synth.
Knob 2B	Expression	CC#11	Fades the Bass and Synth, leaving just the Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Chorus on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Delay on the mix.
SW1	SW1 Mod.	CC#80	Activates JS-Y wah modulation on the Bass. (T)
SW2	SW2 Mod.	CC#81	Locks JS-Y (pitch mod on the Drums). (T)

Another dance category combi (and another OASYS re-creation), this one is a fairly typical example of the Euro-House style, consisting of electric piano stabs, squelchy synth stabs, organ bass and an energetic House drum groove. A layered piano/string patch is provided for soloing in the RH area. Scene 2 breaks things down with faded kick and snare and extra notes for the E.Piano and Synth courtesy of Repeat On/Off assigned to KARMA Switch 2. Note that the half-step transpose at the end of the pattern can be removed using KARMA Knob 8. KARMA Switch 1 adds a ride cymbal via Repeat On/Off, KARMA Knobs 1 & 3 adjust rhythm complexity for the Drums and Bass, KARMA Knob 7 adjusts Velocity Sensitivity for the Synth (turn to the right to hear all notes of the pattern), and KARMA Knob 2 controls the level of the kick and snare. JS+Y provides pattern variations for Drums, Bass and Synth including added crash cymbal, JS-Y mutes the Bass and provides pattern variations for Drums and E.Piano, JS-X mutes the E.Piano and varies the Drums, and JS+X mutes the Synth and switches on a Pitch Envelope for the Drums.

-- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	E. Piano	Synth
GE	1284	1285	1286	1287
GE Name	House Groove 2	House Bass	Simple Comp	Robot Comper

Joystick		
JS +Y	CC#01	Provides pattern variations for Drums, Bass and Synth. (T)
JS -Y	CC#02	Mutes the Bass and provides pattern variations for Drums and E.Piano. (T)
JS -X	Bend	Mutes the E.Piano and provides a pattern variation for the Drums. (T)
JS +X	Bend	Mutes the Synth and switches on a Pitch Envelope for the Drums. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums & Bass audible.
Knob 2B	Flt Cutoff	CC#74	Adjusts the Filter Cutoff of the E.Piano & Synth.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Mutes the Bass. (T)
SW2	SW2 Mod.	CC#81	Mutes the Drums. (T)

051/115: Celtic Acid

116 BPM

LeadSplits

World/Techno

Here is an interesting fusion of Celtic and techno elements in a moderately paced combi. Ashley Maclsaac could use this one...LOL. Believe it or not, an organ bass line GE was used to drive a musette accordion sound for that traditional Celtic flavor (the riff can be muted with KARMA SW2). A flanged pad gives it a modern flavor, along with a synth bass line. Scene 2 removes the musette line and simplifies everything. A neat ethnic flute layer (ocarina/spitz) in the right hand can be used to strike up one of those tricky Irish/Scottish motifs. A bodhran roll can be heard after a 16 bars or so - well, at least it sounds like one after a few pints. Pass the Guinness down here b'y!

-- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Flange Pad	Musette Riff
GE	1155	1285	0273	0105
GE Name	Techno13/D'n'B	House Bass	Brass Riff 06/A25	Organ Bassline 1/A39

Joystick		
JS +Y	CC#01	Vibrato on Ethnic Flute.
JS -Y	CC#02	Modulation on LH Pad, Mute Flange Pad. (T)
JS -X	Bend	Pitch Bend on Ethnic Flute.
JS +X	Bend	Pitch Bend on Ethnic Flute.

Real-time Controls (above the Joystick)			
Knob 1B	Expression	CC#11	Fades the Flange Pad and Musette, leaving the Bass and Drums.
Knob 2B	Volume	CC#07	Fades the Bass and Drums, leaving the Flange Pad and Musette.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	Oct. Down	----	Increases the range of the LH Pad. (T)
SW2	Porta. SW	CC#65	Activates light portamento on the RH Ethnic Flute. (T)

052/116: Drawbar Funk [OASYS] 101 BPM BassSplits Funk/Pop

Another funk/rock Combi (and another OASYS re-creation), this one features a funky slapped-bass pattern combined with brass stabs, an infectious guitar wah-chicks effect, underpinned by a solid funk drum groove. A drawbar organ timbre through rotary speaker effect is provided in the upper octaves for soloing, with Switch 2 activating the rotary speaker hi speed. Scene 2 swaps the snare for sidestick and adds more rhythmic complexity to the Brass. KARMA Knob 2 alters the level of the tambourine, KARMA Knob 4 adjusts rhythm complexity for the bass (turn to the left for a less busy slap-bass), likewise KARMA Knobs 1 & 8, which perform the same function for Drums and Brass. Real-time Knob 1B fades the Brass, and SW1 mutes the Bass. JS+Y mutes the Brass, adds a ride cymbal and provides a pattern variation for the Bass, and JS-X & JS+X provide some additional cool pattern variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Bass	Drums	Brass	Wah Chicks
GE	1250	1251	1252	1309
GE Name	Basic Slap Bass	Funky Studio RnB	Brass Stabber	Wah Chikka

Joystick		
JS +Y	CC#01	Mutes the Brass, adds a Ride Cymbal and provides a pattern variation for the Bass. (T)
JS -Y	CC#02	Filter Mod on the Bass and Pitch Mod on the Drums. (M)
JS -X	Bend	Provides pattern variations for Drums, Wah Chicks and Brass. (T)
JS +X	Bend	Provides pattern variations for Bass, Wah Chicks and Brass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Brass.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Bass.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the Drums.
SW1	SW1 Mod.	CC#80	Mutes the Bass. (T)
SW2	SW2 Mod.	CC#81	Switches between Lo and Hi Speed for the Rotary Speaker effect on the Organ. (T)

053/117: Bishop's Gate

136 BPM

LeadSplits

Techno/Electro

This is another up-tempo electro tech combi with a distinct Genesis flavor. One of my favorite timbres - the Old & Analog program - provides a super voice for playing runs and leads over top of the power synth pads/chords in the left hand. Meanwhile a techno riff GE drives a layered Auto Pilot bass and Wild Arp timbre for an interesting background ostinato. The trance epic GE moves a staccato chopped organ through a slowly moving wah filter. Moving from Scene 1 to Scene 2 mutes most of the Drums (using KARMA Knobs 1 and 2), doubles up the hi-hat, and provides a tightened percolated sound on the other parts. -- Eric

Split Point: B4/C5

KARMA				
Module	A	B	C	D
Part	Drums 1	Drums 2	Synth Arp	Organ
GE	1086	1056	0630	1315
GE Name	Minimal 1/Tricky	HipHop 23/D'n'B	Techno Riff 3/B82	Epic

Joystick		
JS +Y	CC#01	Vibrato on the RH Synth Lead.
JS -Y	CC#02	Modulates the LH Power Synth.
JS -X	Bend	Pitch bend on the RH Synth Lead.
JS +X	Bend	Pitch bend on the RH Synth Lead.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Gated Organ.
Knob 2B	Expression	CC#11	Fades the Synth Arp and one of the Drum timbres.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Adds/removes resonance on one of the LH Power Pad timbres.
SW2	Oct. Up	----	Shifts the octave of the keyboard sounds to provide more range for the RH Lead.

054/118: Baroque-Hop

089 BPM

LeadSplits

Hip-Hop

Another one of seven Hip-Hop style combis with a similar vibe, this one features baroque type strings paired with a classical sounding piano motif. A phat funky clav with a very long delay effect is provided for sparse soloing and punctuation in the upper octaves, along with a polysix-style pad sound in the LH area. Real-time Control Knob 1B provides an easy way to fade both the Strings and Piano, leaving just the Drums and Bass. KARMA Knob 3 adjusts Rhythm Complexity for the bass, KARMA Switch 2 switches on Repeats for both strings and piano - a nice example of which can be found in Scene 2, KARMA Knob 1 is useful for fading the snare, KARMA Knob 5 allows a less busy rhythm for the Strings when turned anti-clockwise and all four directions of the JS provide nice variations by changing from Snare to Sidestick, switching on a Decay Envelope for the Strings, selecting a pattern variation for the Piano, adding pitch envelopes to the drums, etc. They are all in (T) Toggle mode, so you can mix and combine them. SW1 and SW2 over the JS allow several different timbre variations for the Clav.

-- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Strings	Piano
GE	1190	1191	1192	1193
GE Name	Hip Hop Groove 1	Hip Hop Bass 1	Hip Hop Strings 1	Hip Hop Piano 1

Joystick		
JS +Y	CC#01	Switches from Snare to Sidestick, switches on a Decay Envelope for the Strings and provides a pattern variation for the Piano. (T)
JS -Y	CC#02	Mutes the Strings and provides a pattern variation for the Bass. (T)
JS -X	Bend	Mutes the Piano, switches on a Pitch Envelope for the drums and provides a pattern variation for the Bass. (T)
JS +X	Bend	Switches from Hi-Hat to Ride Cymbal, changes the snare sound and provides a pattern variation for the Strings. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Strings and Piano, leaving just the Drums and Bass.
Knob 2B	Knob Mod.1	CC#17	Modifies the pitch of the Bass.
Knob 3B	Knob Mod.3	CC#20	Controls the level of Delay on the Clav and LH synth.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Reverb on the mix.
SW1	SW1 Mod.	CC#80	Changes the Clav timbres. (T)
SW2	SW2 Mod.	CC#81	Changes the Clav timbres. (T)

055/119: Jamaican Rum

120 BPM

Bell/Mallet/Perc

Latin/World

Yah, 'mon, dis one take you to de islands! A Latin drum GE and percussion GE provide the groove, along with a Latin bass line, while a sporadic flute riff floats in and out of the mix. The RH area has been set up with a hybrid steel drum and metal mallet sound, perfect for a Jamaican style jam, while the LH provides a choir/piano pad to fill out the mix. If you start with notes in the RH area, you will bring in just the drums and percussion, then you can play a chord in the LH area to start the Bass and Flute. Scene 2 quiets down the revelry by removing the Percussion and simplifying the Bass. All four directions of the Joystick do things to the pitch and envelopes of the drums and percussion, and can be locked in place using SW1 and SW2 over the JS. Pas de ganga, mon! -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Flute	Drums	Percussion	Bass
GE	0127	1083	1177	0529
GE Name	Pipes on Knob/A119	Latin Contemp./Std2	Salsa Perc./Std2	Dark Bass/B06

Joystick		
JS +Y	CC#01	Tightens up the envelopes on the Drums.
JS -Y	CC#02	Adds Pitch Mod to the Drums/Perc - lock with SW1.
JS -X	Bend	Bends the pitch of the Drums/Perc down an octave - lock with SW2.
JS +X	Bend	Bends the pitch of the Drums/Perc up an octave - lock with SW2.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Drums and Flue, leaving Bass and Perc.
Knob 2B	Expression	CC#11	Fades the Bass and Perc, leaving Drums and Flute.
Knob 3B	F/A Decay	CC#75	Tightens up/extends the envelopes on all the KARMA timbres.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb/Delay on the mix.
SW1	JS -Y Lock	----	Locks the Pitch Mod on the Drums/Perc.
SW2	JS X Lock	----	Locks the Pitch Bend on the Drums/Perc.

056/120: Floating Ghosts [OASYS] 090 BPM LeadSplits Ambient Trance/Atmospheric

Back to Ambient/Trance with this Combi (another OASYS re-creation), which features ghostly singing voices that fade in and out of the mix periodically (generated by new GE "Random Pitch"). A synth-lead timbre is provided in the upper octaves for soloing. Scene 2 offers an interesting alternative mix with extra marimba notes. KARMA Switch 1 turns on Repeats for the Drums resulting in some cool added percussion, KARMA Switch 2 adds harmony to the Marimba pattern, KARMA Knobs 1,5 & 7 adjust rhythm complexity for Drums, Synth and Marimba, KARMA Switch 3 toggles on/off a Volume Envelope for the Voice Pad (turn left to switch off the envelope for more "continuous" notes). JS-X mutes the Marimba and provides pattern variations for Drums and Synth, JS+X mutes the Synth and provides a pattern variation for the Drums and Marimba, and JS +/-Y provide variations for all 4 Modules, all in Toggle Mode (T). When soloing with the Synth Lead and JS, be careful not to reach the ends of the 4 directions unless you want to change variations. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Voice Pad	Synth	Marimba
GE	1267	1268	1269	1270
GE Name	Floating Groove	Random Pitch	Rhythmic Synth 2	Subtle Mallet

Joystick		
JS +Y	CC#01	Vibrato on the RH Lead Synth; provides pattern variations for all Modules except Voice Pad. (T)
JS -Y	CC#02	Filter Mod on the LH Pad; provides pattern variations for all Modules except Voice Pad. (T)
JS -X	Bend	Bend on the RH Lead Synth; mutes the Marimba and provides pattern variations for Drums and Synth. (T)
JS +X	Bend	Bend on the RH Lead Synth; mutes the Synth and provides a pattern variation for the Drums and Marimba. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Real-time Controls (above the Joystick)
Knob 2B	Flt Reso.	CC#71	Fades the mix leaving just the Drums audible.
Knob 3B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Synth.
Knob 4B	Knob Mod.4	CC#21	Adjusts the Filter Envelope Intensity of the Synth.
SW1	SW1 Mod.	CC#80	Controls the level of Reverb on the mix.
SW2	SW2 Mod.	CC#81	Raises one of the oscillators of the Lead Synth a 5th and adds vibrato. (T)

057/121: Chopped Onions

116 BPM

LeadSplits

House/Jazz

A sinuous bending bass line weaves through a double Drum-GE house groove, accompanied by chopping organ. An electric piano for playing chords is provided in the LH area (extending up to B5 by default), with a bari sax lead for jamming. Scene 1 (the other scene) removes most of the drums except for the cymbals, adds pitch-bending to the cymbals, tightens up the bass and changes the gated organ for contrast. KARMA Switch 1 is useful for removing the bending from the bass, while KARMA Knobs 5 and 6 control the kick/snare level of the two Drum GEs respectively.

-- Eric

Split Point: B4/C5, B5/C6 (depending on SW2)

KARMA				
Module	A	B	C	D
Part	Drums 1	Gated Organ	Drums 2	Bass
GE	1075	0913	1115	0505
GE Name	House Breaks/House	Chop Pad/Arp/E109	Rand Funk 1/Std2	16th Walk Bs 1/B78

Joystick		
JS +Y	CC#01	Vibrato on the RH Sax .
JS -Y	CC#02	Modulates the LH E.Piano; mutes the Bass. (T)
JS -X	Bend	Pitch Bend on the RH Sax.
JS +X	Bend	Pitch Bend on the RH Sax.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Chopping Organ & Bass audible.
Knob 2B	Expression	CC#11	Fades Bass, one Drum module.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums and Bass.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Delay on the mix.
SW1	SW1 Mod.	CC#80	Mutes the strings of the Bass. (T)
SW2	Oct. Up	----	Gives the E. Piano more range on the keyboard. (T)

058/122: Psychedelic Orbs [OASYS] 128 BPM LeadSplits Techno/Trance/Atmospheric

The last of my dual-drum GE Combis (and another OASYS re-creation), this one consists of a dense synth-pad backdrop of randomly generated notes (courtesy of Module C), busy synth bass and an unusual dual drum GE groove produced by Modules A and B. A sweet synth lead in fourths is provided in the RH area for soloing, and a motion synth in the LH area. KARMA Switches 1 & 2 turn on Repeats for Drums 1 and Drums 2 respectively, KARMA Knob 5 enables the user to reduce the density of notes for the synth when turned to the left, and KARMA Knob 8 adjusts Velocity Sensitivity for the Bass. Scene 2 provides a very nice breakdown, removing much of the snare activity, and simplifying the bass and adding long bended notes. JS+Y mutes the Synth and provides pattern variations for Drums 1 and Bass, JS-Y mutes the Bass and provides a pattern variation for Drums 1, and JS+/-X mutes either of the two drum grooves and provides variations for the Bass. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Drums 2	Synth Pad	Bass
GE	1294	1295	1296	1297
GE Name	Hard Knock 1	New Raw Groove	Psychedelic Pad Mover	Synth-Bass Thang

Joystick		
JS +Y	CC#01	Vibrato on the RH Synth Lead; mutes the Synth Pad and provides pattern variations for Drums 1 and Bass. (T)
JS -Y	CC#02	Mutes the Bass and provides a pattern variation for Drums 1. (T)
JS -X	Bend	Bend on the RH Synth Lead; mutes Drums 1 and provides a pattern variation for the Bass. (T)
JS +X	Bend	Bend on the RH Synth Lead; mutes Drums 2 and provides a pattern variation for the Bass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums audible.
Knob 2B	Knob Mod.1	CC#17	Modifies the pitch of Osc 1 of the Bass.
Knob 3B	Flt EG Int.	CC#79	Brightens/darkens the Bass.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Delay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Removes the fourth offset from the RH Synth Lead. (T)
SW2	SW2 Mod.	CC#81	Removes the Snare and Kick. (T)

059/123: Yonge St. Jam

100 BPM

LeadSplits

Electronica/Hip-Hop

This hip-hop combi has an electronic-jazz flavor, punctuated by a descending arpeggio synth line that weaves through the groove provided by 2 different drum GEs and a throbbing octave bass line. A nice layered synth lead in the RH can have portamento activated by SW2 (on by default), while a harmonic synth pad running through a phaser in the LH has octave modulation on JS +Y. JS -Y modulates Bass and Drums, adds gating to the Bass and RH Lead and can be locked with SW1 over the JS. Scene 2 provides a breakdown of the drums (KARMA SW1 removes the kick and snare), shortens the bass, and adds a portamento effect to the arpeggio (KARMA SW2 changes the duration which causes the portamento to kick in). The pad/lead split is quite nice with KARMA off, as well. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums 1	Bass	Arpeggio	Drums 2
GE	1038	0550	0009	0996
GE Name	HipHop 05/HipHop	E.BassLine 09/B62	Arp Model 03 Up/Dn	DnB 3/Std/A36

Joystick		
JS +Y	CC#01	Adds vibrato the RH Synth, and octave modulation to the LH Pad.
JS -Y	CC#02	Modulates Bass and Drums, adds gating to the Bass and RH Lead (lock with SW1).
JS -X	Bend	Pitch Bend on the RH Synth.
JS +X	Bend	Pitch Bend on the RH Synth.

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Arpeggio, leaving the Drums and Bass.
Knob 2B	Expression	CC#11	Fades the Bass, leaving the Arpeggio and Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Delay on the mix (reversed, max = off).
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb on the mix.
SW1	JS -Y Lock	----	Locks the modulation of the Drums, Bass, and RH Lead from JS-Y. (T)
SW2	Porta. SW	CC#65	Activates portamento on the RH Synth Lead. (T)

060/124: Disco Electric [OASYS] 123 BPM LeadSplits Techno/Pop

Moving into Euro dance/trance territory now (another OASYS re-creation), this Combi consists of a simple synth-bass octaves pattern, a bubbly random filter synth pattern (Synth 1), a pattern of periodically scattered synth notes (Synth 2) and a typical Euro House drum groove. A dance bell is provided in the upper octaves for embellishing the groove, and a resonant synth pad in the LH area. Scene 2 provides a nice alternative mix with pattern variations for all instruments. KARMA Knobs 1,3, 6 & 8 adjust rhythm complexity for all instruments, KARMA Knob 7 can select between two different bass patterns for the synth-bass, and KARMA Switch 2 turns on Repeats for Synth 1. JS+Y mutes Synth 2 and provides some cool pattern variations for Drums, Synth 1 and Bass, JS-Y mutes the Bass and provides pattern variations for Drums, Synth 1 and Synth 2, and JS +/-X provide different variations as well, all in Toggle Mode (T).

-- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Synth 1	Synth 2	Bass
GE	1276	1277	1278	1279
GE Name	House Groove	Dance Synth	Rest and Riff	Techno Riff

Joystick		
JS +Y	CC#01	Mutes Synth 2 and provides pattern variations for Drums, Synth 1 and Bass. (T)
JS -Y	CC#02	Mutes the Bass and provides pattern variations for Drums, Synth 1 and Synth 2. (T)
JS -X	Bend	Mutes Synth 1 and provides pattern variations for Drums, Synth 2 and Bass. (T)
JS +X	Bend	Provides pattern variations for Drums, Synth 1 and Bass. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums audible.
Knob 2B	Flt EG Int.	CC#79	Adjusts the Filter Envelope Intensity of the Bass.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Delay and Reverb on the mix.
SW1	SW1 Mod.	CC#80	Raises the octave of one of the oscillators in the LH Synth Pad. (T)
SW2	SW2 Mod.	CC#81	Removes the Kick from the Drums. (T)

061/125: The Rex Tavern

064 BPM

Keyboard

Jazz

Named after the Rex Tavern on Queen Street downtown Toronto - a dirty, dingy hole with superb jazz line-ups to help wash down whatever happens to be on tap - usually Molson's Canadian... This combi presents the sounds of a small jazz combo - drums, bass, guitar, acc. piano - and you play the beat-up wurli they dragged out of the dressing room and plugged into an amp. Note that SmartScan is being used, so you control KARMA with then entire keyboard, where a three note or more chord will change the chord recognition and retrigger the groove. Scene 1 provides a break from the full on swing of Scene 2 by dropping the bass activity, limiting the drummer to cymbals and kick, and letting the piano provide flourishes of 16th note scales. The JS mutes the Piano, Guitar and Bass in the left, right and down directions, while Real-time Control Knob 1B (over the JS) takes care of the drums. -- Eric

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Bass	Drums	Guitar	Piano
GE	1300	0950	0439	1301
GE Name	Walking Bass 1D	4<->16Beat/Jazz	E.G. Harmonics/B43	Jazz Piano Comp2

Joystick		
JS +Y	CC#01	Adds a tremolo effect to the Wurli - use SW1 to lock.
JS -Y	CC#02	Mutes the Bass. (T)
JS -X	Bend	Mutes the Piano. (T)
JS +X	Bend	Mutes the Guitar. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Drums, leaving Piano, Bass, Guitar.
Knob 2B	Expression	CC#11	Fades the Piano, Bass and Guitar, leaving just the Drums.
Knob 3B	F/A Decay	CC#75	F/A Decay (CC#75): Clamps down the decay on the drums (left), producing a hi-hat like effect from the rides.
Knob 4B	Knob Mod.4	CC#21	Knob Mod.4 (CC#21): Controls the amount of Reverb on the mix.
SW1	JS +Y Lock	----	Locks the tremolo effect on the Wurli introduced by the Joystick up. (T)
SW2	Oct. Down	----	Shifts the octave of the Wurli across the keyboard. (T)

062/126: Step On This!

[OASYS]

123 BPM

LeadSplits

Electro

Back to the Dance category for this Combi (and the last of my OASYS re-creations), an up-tempo Euro-Electro style groove consisting of a pitch-bending staccato synth pattern (Synth 1), arpeggio synth (Synth 2), and a simple bass-line and drum groove. A low, fat sync-lead is provided in the upper octaves for soloing, to weave a different color in and out of the KARMA-generated synths, along with a resonant pad in the LH area. Scene 2 offers a different mix with variations for all instruments. KARMA Switch 2 toggles Note Doubling on and off for Synth 1, KARMA Knobs 1,3 & 5 adjust rhythm complexity for Drums, Bass and Synth 1, and KARMA Switch 1 turns on Repeats for the Drums. JS+X mutes the Drums, switches on a Filter Envelope for the Bass and provides a pattern variation for Synth 2, JS+Y mutes the Kick, Snare and Synth 2 and provides a pattern variation for Synth 1, JS-Y mutes the Bass and provides pattern variations for Drums and Synth 1 (including changing the sounds of the kick and snare), and JS-X mutes Synth 2 and provides pattern variations for the Drums and Synth 1. Real-time Control Knob 1B is useful for fading the mix to leave just the Drums audible, so that you can perform a synth solo. -- Paul

Split Point: B3/C4

KARMA				
Module	A	B	C	D
Part	Drums	Bass	Synth 1	Synth 2
GE	1267	1199	1275	1307
GE Name	Floating Groove	Hip Hop Bass 3	Sharp'n'Bendy	Ostinato 7th + Pan

Joystick		
JS +Y	CC#01	Vibrato on the RH Sync Lead; mutes the Kick, Snare and Synth 2 and adds an inversion to Synth 1. (T)
JS -Y	CC#02	Filter Mod on the LH Synth Pad; mutes the Bass and provides pattern variations for Drums and Synth 1. (T)
JS -X	Bend	Bend on the RH Sync Lead; mutes Synth 2 and provides pattern variations for Drums and Synth 1. (T)
JS +X	Bend	Bend on the RH Sync Lead; mutes the Drums, switches on a Filter Envelope for the Bass and provides a pattern variation for Synth 2. (T)

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the mix leaving just the Drums audible.
Knob 2B	Knob Mod.2	CC#19	Modifies the pitch of Osc 1 of Synth 2.
Knob 3B	F/A Decay	CC#75	Shortens/lengthens the decay time of the Drums.
Knob 4B	Knob Mod.4	CC#21	Controls the level of Delay on the mix.
SW1	SW1 Mod.	CC#80	Filter Mod on the LH Pad, Bass, and Synth 2. (T)
SW2	SW2 Mod.	CC#81	Mutes the Snare. (T)

063/127: Uriah's Fate

127 BPM

Synth

Techno

Here's a rather deep and dark sounding techno combi with a filtered wash of polyphonic synth across the keyboard, and synchronic delays playing off of each other. The drum GE provides a four-on-the-floor driving rhythm, with three opposing trance synth GEs interweaving to provide a great syncopated effect. KARMA SW1 provides a drum snare fill effect at any time. Moving from Scene 1 to 2 removes the thumping kick and snare drum (using KARMA Knobs 6 and 7) leaving a steady HH, and providing variations on the other Modules. -- Eric

Split Point: B4/C5

KARMA				
Module	A	B	C	D
Part	Synth 1	Synth 2	Synth 3	Drums
GE	1316	0674	0644	1317
GE Name	Uplifting	90's Piano	Improv Lead2/B28	4x4

Joystick		
JS +Y	CC#01	Vibrato on the Keyboard Synth Pad.
JS -Y	CC#02	Pitch modulation on the drums (lock with SW2).
JS -X	Bend	Mutes Synth 1 and 2 (T).
JS +X	Bend	Mutes Synth 3 (T).

Real-time Controls (above the Joystick)			
Knob 1B	Volume	CC#07	Fades the Drums.
Knob 2B	Expression	CC#11	Fades all 3 Synth Modules, leaving just the Drums.
Knob 3B	Knob Mod.3	CC#20	Controls the amount of Chorus on the mix.
Knob 4B	Knob Mod.4	CC#21	Controls the amount of Reverb and Delay on the mix.
SW1	Oct. Up	----	Raises the octave range of the keyboard. (T)
SW2	JS -Y Lock	----	Locks the pitch modulation on the Drums of JS -Y. (T)