



## Reincarnation Volume 1 – Inner Groove

# USER'S GUIDE

For the Korg TRITON Series with  
KARMA Triton Software

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## Welcome

Welcome to Reincarnation Volume 1. This set of 64 Combis is the culmination of over 1,000 hours of development. As I pass them along, I hope that you are inspired by their depth and richness for many of your own late-night sessions to come.

All 64 Combis have been designed for maximum sound quality and maximum playability. As you spend time with each one, however, you will undoubtedly get the urge to make minor (sometimes major) tweaks in search of the exact musical effect that you've got in mind. I encourage you to do so. I consider each Combi to be both a completed work as well as a template for your own creation. To this end, I invite you to spend some of your creative time learning the basics of Combi development – your efforts will be well worth it. In addition, if you need a bit of direction in this regard, feel free to visit the "Reincarnation" forum at [www.karma-lab.com/forum](http://www.karma-lab.com/forum).

I sincerely hope that you enjoy playing with them as much as I enjoyed creating them. And I look forward to your feedback.

Scott Raposa

[www.karma-lab.com/forum](http://www.karma-lab.com/forum)

And I'd just like to add that I myself put another 150 hours or more into the final mixes, testing and tweaking of this collection. I'm confident that I can say "this collection rocks!" I believe you will enjoy it and find it up to the high standards that I strive for with all KARMA-related product releases. See you over at the Karma Lab Forums!

Stephen Kay – KARMA Inventor and Executive Producer

## Getting Started

By default, all Reincarnation Combis are set to Scene 1 with the KARMA Function on. Therefore, to begin experimenting with a new Combi, simply start by hitting Chord Trigger (CT) 1. In most cases, the chord will invoke all 4 KARMA Modules to give you the “full sound”.

Note, however, that while invoking CT 1 from pure silence will give you a feel for the Combi, it may also cause a bit of a shock (especially in those Techno/Hardcore Combis). In other words, it’s important to keep in mind that the CT 1/Scene 1 combination may usually be much closer to the musical climax of the Combi, rather than the intro. Therefore, your next step might be to try Scene 2, which is usually less complex than Scene 1. Finally, try muting the individual Modules using the JS or Realtime Knobs(B) (see Realtime Mixing for more details) in order to get a better feel for each of the musical components.

### Key Zones & Triggering

Most of the Reincarnation Combis 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, one of the KARMA Modules (e.g., gated synth pad or arpeggio) is moved to the upper 3 octaves. In still others, the zoning uses a completely different layout in order to support a specific playing style. In all cases, however, the zoning is completely documented along with each Combi so there’s no guessing involved.

In most Combis, the Trigger Mode of the KARMA “action” on the lower octaves will be set to 1<sup>st</sup>. In non-Karma speak, this means that the drum beat, bass line, and any other KARMA effects will all start simultaneously when you play the first key and will remain playing (without restarting) regardless of what you play afterwards. In some Combis, however, the Modules are set to be triggered on **Any** key which means they will “restart” with every note that you play. This mode has the advantage of allowing you to play some more interesting rhythms; however, it’s also possible to get out-of-sync if you’re not careful. Fortunately, you’ll have a choice in most cases since many of the Combis that use the Any mode also have a KARMA Switch assigned to Note Trigger Mode (so you can change to 1<sup>st</sup> if you prefer). If not, the fix is still easy: go to the Performance Editor, Trigger Panel and set the Note Trigger Parameter to “1st” for any Modules that are not already set that way.

### Real-Time Controls Editor - Sliders & Switches

The latter part of this document contains all of the KARMA RTC Slider & Switch assignments for each Combi. In addition, many of the more complex parameters are described in detail.

A few tips with regard to the RTC Sliders & Switches:

- **Drum parameters** – most Combis in this collection use the “standard” of placing the drum-related parameters on the second group of four sliders (5 ~ 8)
- **Understanding KARMA** – finally, there are a handful of KARMA parameters that you will find used over and over again (e.g., repeat repetitions, rhythm randomize, velocity accents). By experimenting, you’ll soon discover how these affect each Combi. However, a little time spent

understanding the technical details behind these terms will go a long, long way.

### Joystick (JS)

The Joystick (JS) assignments are an important aspect of the Reincarnation Combis. The JS has 4 main directions: **JS +Y** (up), **JS -Y** (down), **JS -X** (left), **JS +X** (right). Moving the JS in any of these directions will affect either the overall Combi, or one or more related timbres depending on the design of the Combi. In general, the JS assignments fall into one of the following categories:

- **break/variation** – usually involves multiple, simultaneous “changes” (e.g., mute bass, transpose arpeggio & alter drum rhythm). Often, these assignments are given descriptive names so it becomes easier to remember what they sound like.
- **mute** – mutes a single module (e.g., drums)
- **pitch-bend** – pitch-bend on lead timbre(s); applies to JS X only

Here’s a sample of what the JS assignments for a Combi might look like:

JS +Y: “Big Break” – bend the drums; randomize gated synth; add repetitions to bass; mute arpeggio  
JS -Y: mute drums  
JS -X: mute arpeggio (*toggle*)  
JS +X: mute gated synth (*toggle*)

Notice that JS +Y invokes a break/variation on the Combi, while JS -Y, JS -X, and JS +X all mute individual modules. Also notice that the JS X assignments are marked with “(*toggle*)”. In most cases, JS changes are assigned as Momentary, which means that the change will be invoked when the JS is moved to a particular position and the Combi will return to “normal” when the JS is released. For example, using the sample above, the drums will mute when the JS is held in the -Y position, and will return to the mix when the JS is released. On the other hand, changes that are assigned as Toggle work in two, independent steps. For example, to mute the arpeggio, you would move the JS in the -X direction. You can then release the JS and the arpeggio will remain muted. To un-mute the arpeggio, move the JS back to the -X position.

Here are a few more JS-related tips:

- **Use the diagonals** – it’s easy to forget that the JS can move diagonally. You can get a lot more mileage out a Combi, especially the ones that use 4 breaks/variations, by moving the JS outside the normal X/Y directions.
- **Lock the JS** – in most cases, the Realtime Switches (above the JS) will allow you to lock the JS into position. This can be very useful, for example, when muting a particular Module for an extended period of time.
- **Multiple locks** – while it’s not necessarily intuitive, the JS can be locked into 2 different positions at once (if the Switches are assigned to support it). This feature includes the ability to lock JS -Y and JS +Y into place at the same time.

## Realtime Mixing

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

In nearly all Combis, Realtime 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, Realtime Knob 2B is often assigned to Expression (CC#11) which serves as a second fader. When possible, a third knob is also used to control volume, by varying the levels of one or more of the Insert Effects (IFX).











Often, individual KARMA Modules can be muted with the Joystick. In most cases, the Realtime Switches (above the JS) can be used to lock the JS in place so that you can return to playing with both hands while the Module(s) remains muted.

Finally, certain Combis will allow you to mute and/or fade individual timbres or drum sounds via the KARMA Sliders and Switches. Look for Switches marked as “Module Run” in order to mute a particular effect. In addition, look for Sliders 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 (from the Combi’s main screen).

## How To Play – Key Zones and Technique

Basically, the Combis in this collection fit one of 10 different ways of playing from the keyboard, as illustrated below:

- ①  Full Keyboard (no Split)  
Play single notes in LH, chords in RH
- ②  Split Keyboard  
Play chords in LH, chords/notes in RH
- ③  Split Keyboard  
Play single notes in LH, chords in RH
- ④  Split Keyboard  
Play chords in LH, single notes in RH.
- ⑤  Split Keyboard  
Play single notes in LH, single notes in RH.
- ⑥  3-Way Split Keyboard  
Play single notes in lowest zone and chords in next zone to control KARMA, chords in top zone for soloing
- ⑦  3-Way Split Keyboard  
Play single notes in lowest zone and chords in next zone to control KARMA, single notes in top zone for soloing
- ⑧  3-Way Split Keyboard  
Play single notes in lowest zone and single notes in next zone to control KARMA, chords in top zone for soloing
- ⑨  3-Way Split Keyboard  
Play single notes in lowest zone and next zone to control KARMA, single notes in top zone for soloing
- ⑩  Multi-Zone Split Keyboard  
Multiple zones trigger different modules

*Note: the actual location of zones and split points varies from Combi to Combi.*

You will find one of these diagrams at the beginning of each Combi’s description, giving you a basic idea of how it is to be played. Of course, you can experiment with your own playing styles!

Note: depending on the type of sounds layered across the keyboard (mono/poly) and their pitch ranges, “single notes” can also mean octaves, or fifths, or harmonies, etc. The diagrams basically show where chords should be played to control KARMA, and where you should “solo” or play lead melodies. For example, in many Combis it may not be obvious that you need to play a chord in the LH, because single notes will also trigger the sounds; but often a 3 note chord is necessary to actually give the generated notes their proper “tonality” (major, minor, diminished, etc.)

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## Reincarnation Volume 1 – Voice Name List (In Order)

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
000	Rezberry WILD	Techno/Hardcore	LeadSplits
001	The Serpent	Drum'n'Bass	BassSplits
002	AnthroMorph	Electronica	Synth
003	Zen & the Art	New-Age	Complex & SE
004	Occult Fusion	World/Fusion	BassSplits
005	Yellow Frog	Drum'n'Bass	Complex & SE
006	Ionasphere	Electro	Favorite
007	Epic Rock	Rock/Progressive	LeadSplits
008	Pulse Down	House	BassSplits
009	In Your Mood	Ambient Trance	LeadSplits
010	BX3 Funk	Funk/Rock	BassSplits
011	Trance Mansion	House/Trance	BassSplits
012	Walk With Me	Pop	BassSplits
013	Dark Soul	Film/Soundscape/SFX	Pads
014	Immerzion303	Drum'n'Bass	MotionSynth
015	eXtasy	Hip-Hop	BassSplits
016	House of Nirvana	House	LeadSplits
017	GroundControl*AT	Electronica	Synth
018	Kemaki Brothers	Electronica	LeadSplits
019	Dolphin Dreams	New-Age	MotionSynth
020	Zeta's Ground	Electronica	Pads
021	Genome JS-Y	Electro	LeadSplits
022	Scene Destiny	Ambient Trance	BassSplits
023	Latin Lust	Latin	BassSplits
024	Enlightenment	Ambient Trance	Pads
025	Royal Orchestra	Orchestral/Classical	Orchestral
026	Madison Square	Rock	Guitar/Plucked
027	Elektribe KA-1	Techno/Trance	Synth
028	TeknoStyle	Techno/Hardcore	LeadSplits
029	FunkLuvin'	Rock/Funk	Organ
030	Mysterious Karma	Drum'n'Bass	Pads
031	Golden Goddess	Hip-Hop	Pads
032	VoCoder Kid	Electronica	LeadSplits
033	Sacred Center	New-Age	Pads
034	Almost Familiar	Electro	LeadSplits
035	Mr. Gunn	Jazz/Big Band	Favorite
036	OVERdance	House	Synth
037	Alien Getaway	Hip-Hop	BassSplits
038	Tablas For Two	World/Ethnic	World
039	@ DiZzY kiTtY @	House	LeadSplits
040	The FunkOut!	Funk/Rock	BassSplits
041	Devour	Electronica	LeadSplits
042	Dramatic Strings	Orchestral	Strings
043	Shadow Island	Film/Soundscape/SFX	Complex & SE
044	Jungle Lounge	Jazz/Nu Jazz	Keyboard
045	Mellow Metal	Rock	Organ
046	fly*girl~J	Hip-Hop	BassSplits
047	Funkalicious	Funk/Rock	LeadSplits
048	House Of Samsara	House	BassSplits
049	Warz Over	Electronica	LeadSplits
050	Hella Fun	House	Favorite
051	The Improv	Jazz/Traditional	BassSplits
052	RhythMachine	Dance	Ds/Hits
053	Shiva's Lair	Electronica	LeadSplits
054	Tension Waves	Ambient Trance	MotionSynth
055	Long Road Ahead>	Ambient Trance	Pads
056	Alien Incarnate	Ambient Trance	Complex & SE
057	Space Tour '03	Film/Soundscape/SFX	LeadSplits
058	Immerzion303 II	Drum'n'Bass	MotionSynth
059	So Saxy	Hip-Hop/Jazz	BrassReed
060	Signals	Electronica	BassSplits
061	Reflections	New-Age	Pads
062	Guitar Manifesto	Rock	Guitar/Plucked
063	--<ZONE>--	Electro	BassSplits

## Reincarnation Volume 1 – Voice Name List (In Order of Style Category)

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022	Scene Destiny	Ambient Trance	BassSplits
024	Enlightenment	Ambient Trance	Pads
054	Tension Waves	Ambient Trance	MotionSynth
055	Long Road Ahead>	Ambient Trance	Pads
056	Alien Incarnate	Ambient Trance	Complex & SE
052	RhythMachine	Dance	Ds/Hits
001	The Serpent	Drum'n'Bass	BassSplits
005	Yellow Frog	Drum'n'Bass	Complex & SE
014	Immerzion303	Drum'n'Bass	MotionSynth
030	Mysterious Karma	Drum'n'Bass	Pads
058	Immerzion303 II	Drum'n'Bass	MotionSynth
006	Ionasphere	Electro	Favorite
021	Genome JS-Y	Electro	LeadSplits
034	Almost Familiar	Electro	LeadSplits
063	--<ZONE>--	Electro	BassSplits
002	AnthroMorph	Electronica	Synth
017	GroundControl*AT	Electronica	Synth
018	Kemakl Brothers	Electronica	LeadSplits
020	Zeta's Ground	Electronica	Pads
032	VoCoder Kid	Electronica	LeadSplits
041	Devour	Electronica	LeadSplits
049	Warz Over	Electronica	LeadSplits
053	Shiva's Lair	Electronica	LeadSplits
060	Signals	Electronica	BassSplits
013	Dark Soul	Film/Soundscape/SFX	Pads
043	Shadow Island	Film/Soundscape/SFX	Complex & SE
057	Space Tour '03	Film/Soundscape/SFX	LeadSplits
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011	Trance Mansion	House/Trance	BassSplits
035	Mr. Gunn	Jazz/Big Band	Favorite
044	Jungle Lounge	Jazz/Nu Jazz	Keyboard
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007	Epic Rock	Rock/Progressive	LeadSplits
000	Rezberry WILD	Techno/Hardcore	LeadSplits
028	TeknoStyle	Techno/Hardcore	LeadSplits
027	Elektribe KA-1	Techno/Trance	Synth
038	Tablas For Two	World/Ethnic	World
004	Occult Fusion	World/Fusion	BassSplits

## 000: Rezberry WILD

Techno/Hardcore      LeadSplits      120 bpm



“Rezberry WILD” features dual drum GE’s, an analog-like “rez” bass, and a big synth techno riff. These modules are

all triggered on the lower 2 octaves, and are intended to be triggered with single notes. On the upper octaves is a resonant techno lead for soloing.

The rez bass comes in 17 different flavors (due to LPF Cutoff patterns). To choose a flavor, use KARMA Knob 2. You can get even more variations by changing the bass rhythm on KARMA Knob 1. Also, try varying the filter intensity on Realtime Knob 4B. Finally, fade the bass in/out using Realtime Knob 1B.

Scene 2 provides a complete breakdown of the frenetic activity of scene 1, and the synth riff drops out due to KARMA Switch 1 turning off its Note Latch. As long as press and hold a key it plays, but when you let go, it stops. Be sure to retrigger it when you switch back to Scene 1.

### KARMA Modules

A: rez bass	C: d’n’b kit
B: house kit	D: synth riff

### KARMA Knobs & Switches

KB 1	rez bass	rhythm randomize
KB 2	rez bass	LPF Cutoff (CC#74) pattern
KB 3	synth riff	rhythm randomize
KB 4	bass/synth riff	velocity accents
KB 5	<i>both kits</i>	kick/snare level
KB 6	<i>both kits</i>	hihats/cymbal level
KB 7	bass/synth riff	duration % (gate)
KB 8	<i>both kits</i>	velocity randomize
SW 1	<i>both kits</i>	repeat repetitions
SW 2	synth riff	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade rez bass  
 Knob 2: Expression – fade drums  
 Knob 3: FX Ctrl 1 – w/d mix on lead synth Delay (IFX5) (*reversed*)  
 Knob 4: Flt EG Int – filter intensity on rez bass and synth riff

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: mute rez bass; transpose synth riff -1 octave; transpose d’n’b kit  
 JS -Y: mute synth riff; trigger drum bend envelopes  
 JS -X: mute house kit; add synth riff step transpose  
 JS +X: mute d’n’b kit

## 001: The Serpent

Drum’n’Bass      BassSplits      110 bpm



Two distinct drum modules, triggered via the lower 2 octaves, give “The Serpent” a unique beat that sits somewhere

between techno and drum’n’bass. (Note: To isolate the drums, use Realtime Knob 4B – see if you can hear the “rattle” of the serpent’s tail.) The lower octaves also trigger a driving bass as well as a gated sine wave pad.

The upper three octaves of the keyboard will sound a dreamy **StereoRez Sweep (E030)** lead synth. While sounding the synth, try changing its modulation using Realtime Knob 3B. You can also increase the Random Filter on the final mix by using Realtime Knob 1B.

For a break, try Scene 2 or one of the many Joystick positions, which are particularly useful in this combi.

### KARMA Modules

A: bass	C: psycho kit
B: d’n’b kit	D: synth

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration
KB 3	synth	rhythm randomize
KB 4	<i>both kits</i>	percussion level
KB 5	<i>both kits</i>	kick/snare level
KB 6	<i>both kits</i>	hihats/cymbal level
KB 7	psycho kit	rhythm randomize
KB 8	d’n’b kit	repeat repetitions
SW 1	<i>both kits</i>	bend envelope on/off
SW 2	synth	note voicing – <b>off</b> for regular notes, <b>on</b> for additional +1 octave notes

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade mix to drums only  
 Knob 2: Knob Mod.2 – increase overdrive level on OD-HG Phaser (IFX1) for bass; **left** to fade bass completely  
 Knob 3: MIDI CC#16 – alternate modulation on main synth  
 Knob 4: Knob Mod.1 – increase w/d mix of Stereo Random Filter (MFX1)

SW 1: SW 1 Mod. – alternate modulation on main synth  
 SW 2: JS+Y Lock

JS +Y: “Serpent Break” – mute synth module; alternate drum beat  
 JS -Y: trigger all modules  
 JS -X: “Sweeping Break” – mute bass & d’n’b kit; transpose psycho kit for sweeping effects  
 JS +X: “Staccato Break” – mute psycho kit; transpose drum’n’bass kit for new sound

## 002: AnthroMorph

Electronica

Synth

114 bpm



To provide that human touch, “AnthroMorph” makes use of 2 Talking Modulator effects – one on the talking

bass module and the other on the lead synth. Modify the pattern of the talking bass with KARMA Knobs 1 & 2. Use KARMA Knob 3 to control the pattern of the Talking Modulator on the lead synth which can be heard on the upper 3 octaves.

All 4 Karma modules are used to provide the rhythm of “AnthroMorph.” In addition to the talking bass, a secondary synth bass line delivers a dance feel. Two drum modules are then used to create a full sound and the potential for plenty of rhythmic variation. These modules are all triggered on the lower 2 octaves.

Scene 2 provides a nice breakdown from the activity of Scene 1, with simplification of the bass on KARMA Knob 4 and the drums on 5 & 6. Finally, make sure to experiment with the Joystick as it is programmed to provide an assortment of breaks.

### KARMA Modules

A: talking bass	C: drums
B: synth bass	D: hi hats

### KARMA Knobs & Switches

KB 1	talking bass	rhythm randomize
KB 2	talking bass	duration %
KB 3	synth bass & lead synth	fx/ctrl pattern – controls filter modulation pattern on synth bass & talking modulator pattern on lead synth – <b>left</b> for no pattern
KB 4	synth bass	rhythm randomize
KB 5	drums	rhythm randomize
KB 6	drums	repeat repetitions
KB 7	drums	kick level
KB 8	hi hats	hihats level
SW 1	drums	bend envelope on/off
SW 2	drums	cluster randomize

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade drums  
 Knob 2: Expression – fade talking bass  
 Knob 3: Knob Mod.3 – control feedback level on lead synth MultiTap Delay (IFX5)  
 Knob 4: Flt EG Int. – filter intensity on synth bass timbres
- SW 1: JS +Y Lock  
 SW 2: JS X Lock
- JS +Y: “Steady Break” – mute synth bass  
 JS –Y: “Big Drum Break” – add filter modulation to synth bass; transpose & add new drums  
 JS –X: “Cycling Break” – mute talking bass; alternate drum beat #1  
 JS +X: “Phase Break” – transpose talking bass +1 octave; mute hi hats

## 003: Zen & the Art

New-Age

Complex & SE

78 bpm



A pad for the deeply pensive... Included is a calming harp arpeggio that is velocity-sensitive on the lower 2 octaves.

The harp can be toggled on/off using KARMA SW 2. Also included is a simple taiko rhythm and nice rain stick effects which can be toggled on/off using KARMA SW 1. Finally, the **Old Shakuhaci (B013)** timbre is layered on top of the pad on the upper 3 octaves. You can fade this timbre using Realtime Control 1. Or, fade the pad using Realtime Control 2 in order to solo with the Shakuhaci. In addition to the keyboard timbres, a set of wind chimes is available through JS –Y.

At any time, you can use JS +Y to stop the pad. It will start again when you play the keyboard. For an alternate playing style, you can turn the latch off via KARMA Knob 4. In this case, the pad will fade as soon as you release the keys.

Scene 1 provides a mellow sound, while Scene 2 adds more percussion and gets a little fancier with the harp arpeggio.

### KARMA Modules

A: harp	C: wind chimes
B: pad	D: percussion

### KARMA Knobs & Switches

KB 1	harp	note direction
KB 2	harp	rhythm multiplier
KB 3	harp	note voicing
KB 4	pad	note latch on/off
KB 5	percussion	pattern select
KB 6	percussion	rhythm multiplier
KB 7	percussion	velocity accents
KB 8	pad	note transpose – <b>right</b> to transpose +1 octave
SW 1	percussion	module run
SW 2	harp	module run

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade the shakuhachi for pure, sustained pad effect  
 Knob 2: Expression – fade pad from mix, soloing the shakuhaci and harp  
 Knob 3: Filter Cutoff – fade “babbling brook” sound  
 Knob 4: Filter/Amp attack – turn left to add bells to the pad sound
- SW 1: SW 1 Mod.CC#80 – alternate modulation on pad timbres; **on** for a more dampened sound, **off** for brighter  
 SW 2: SW 2 Mod. CC#81 – turn **on** to remove Tremolo (IFX3) from the shakuhachi
- JS +Y: stops the pad  
 JS –Y: sound the wind chimes  
 JS –X: pitch-bend down on the shakuhachi  
 JS +X: pitch-bend up on the shakuhachi

## 004: Occult Fusion

World/Fusion

BassSplits

118 bpm



“Occult Fusion” features a fretless bass line that moves along in half-time while a set of gamelans, tablas, and drums provide a complex rhythmic backdrop. There’s also an ethereal, and sometimes flute-like, pad sound that is driven by the gamelans GE on Module B. All Modules are triggered on the lower 2 octaves. On the upper octaves you’ll find one of my favorite lead synths in the collection, a sort of “Asian sync-lead nose-flute.” For some variation, try Realtime Knob 3B to hype/damper the Exciter/Enhancer effect on the synth.

Hidden beneath JS –Y is an alternate bass rhythm with a few other effect variations. Note that in order to ensure that the bass stays in sync with the rhythm section during the transition, all Modules are retriggered on JS –Y, and again when releasing back to center. Therefore, for best results, invoke JS –Y on beat 1 of the 4-measure bass line. Scene 1 features all modules, while Scene 2 mutes the gamelans and pad, plays alternate bass notes via KARMA Knob 2 and adds some additional drums via KARMA Knobs 6 & 8. KARMA Switch 1 mutes the drums, leaving just the tablas. Between that and the Realtime Knobs, some very nice alternative mixes can be set up.

Note: the bass has been set to “Any” Note Trigger Mode to allow you to “play the bass” and provide accents. If you feel this gets in the way, just edit page (6.2-2) on the Karma synth or the Trigger Panel of the Performance Editor in the KARMA MW/Triton software.

### KARMA Modules

A: bass	C: tablas
B: gamelans/pad	D: drums

### KARMA Knobs & Switches

KB 1	bass	duration %
KB 2	bass	note randomize
KB 3	gamelans/pad	note voicing
KB 4	gamelans/pad	note interval shift
KB 5	drums	note randomize
KB 6	drums	repeat repetitions
KB 7	tablas	velocity level
KB 8	tablas	repeat repetitions
SW 1	drums	module run
SW 2	gamelans/pad	module run

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade bass
- Knob 2: Expression – fade drums & tablas
- Knob 3: Knob Mod.3 – enhance the St. Exciter/Enhancer (IFX3) on lead synth
- Knob 4: FX Ctrl 1 – w/d mix on Delay (IFX5) on lead synth (*reversed*)
- SW 1: SW 1 Mod. – pitch modulation on lead synth (on by default)
- SW 2: JS –Y Lock
- JS +Y: vibrato on lead synth
- JS –Y: “Fusion Bass 2” – alternate bass rhythm; mute tablas; drop drum level; simplify gamelans; note that invoking and releasing JS –Y will retrigger all Modules
- JS –X: pitch-bend down on lead synth
- JS +X: pitch-bend up on lead synth

## 005: Yellow Frog

Drum’n’Bass

Complex & SE

157 bpm



“Yellow Frog” is a high-energy drum’n’bass Combi that gets its intensity from a “cycling” bass line and its ambience from its lush background effects (which can be faded using Realtime Knob 1B). On the lower 2 octaves, you’ll trigger the drums, bass, and background effects.

On the upper octaves, you’ll hear a combination hit/synth pad. You’ll also trigger a gated synth that will kick in if you hold the key(s) down for at least 8 beats. To latch the gated synth (so that it will play after you release the keys), turn on KARMA SW 1. To remove the “hit” sound for a pure pad effect, turn Realtime Knob 3B to the right.

Scene 1 features lots of rhythm and bass, while Scene 2 has a more spacious, syncopated rhythm. Finally, the JS comes fully loaded.

### KARMA Modules

A: drums	C: gated synth
B: bass	D: background effects

### KARMA Knobs & Switches

KB 1	bass	duration
KB 2	bass	velocity accents
KB 3	bass	repeat repetitions
KB 4	bass	rhythm randomize
KB 5	drums	kick/snare level
KB 6	drums	hihats/cymbals level
KB 7	drums	note randomize
KB 8	background effects	note transpose
SW 1	gated synth	note latch on/off
SW 2	gated synth	rhythm multiplier – <b>off</b> for default; <b>on</b> for a triplet feel

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade background effects
- Knob 2: Expression – fade bass
- Knob 3: FX Ctrl 1 – fade “hit” timbres on upper octaves (*reversed*)
- Knob 4: MIDI CC#16 – filter modulation on bass
- SW 1: JS +Y Lock
- SW 2: JS –Y Lock
- JS +Y: “Bendy Drums” – mute bass; add bend to drums; modulate background effects per timbre
- JS –Y: “Bass Resonance” - pause drums; alternate modulation on bass
- JS –X: “Low Bass” – mute snare/kick; transpose bass -1 octave
- JS +X: “New Drums” – transpose drums; mute background effects

## 006: Ionosphere

Electro

Favorite

117 bpm



“Ionosphere” combines a trance-like bass & “vocoded” synth to a clean-sounding Old Skool Techno beat. In addition, a simple electric guitar strum enhances the rhythm. The drums & bass are triggered on the lower 2 octaves while the guitar is triggered on the upper 3 octaves. You can trigger the right and left hands separately when starting from a reset of the KARMA On/Off Switch – try starting with just the RH. Note that since you’ll also be playing the synth on the upper octaves, you may end up with the guitar being out-of-sync with the drums & bass depending on the rhythm you play. In that case, just play the synth on the beat to bring it back in sync.

The main attraction in the “Ionosphere” is the unique synth pad courtesy of the Vocoder (IFX2) effect. The high resonance **The Avenger (E095)** synth-effect timbre is driven by **Flip Blip (GE640)** and is used as the modulator for the Vocoder. The **Slow Choir ST (B011)** timbre is used as the carrier. The modulator is always mixed through, so you’ll hear it as soon as you strike a key in the upper 3 octaves. You’ll hear the modulated voice pad as long as you hold down a key. By using Realtime Knob 4B, you can control the mix level of the Vocoder. Turn it left for its full effect and right to remove it completely. You can turn off the latch on the synth modulator using KARMA Switch 2 so that **The Avenger** won’t be heard unless you are holding a key. And speaking of latching, the damper pedal can be used to sustain the choir/vocoder pad.

### KARMA Modules

A: synth modulator	C: bass
B: drums	D: guitar

### KARMA Knobs & Switches

KB 1	synth modulator	rhythm randomize
KB 2	synth modulator	duration randomize
KB 3	bass	rhythm randomize
KB 4	bass	duration %
KB 5	drums	note randomize
KB 6	drums	hihats level <--> shaker/repeats
KB 7	drums	pan fixed/pattern
KB 8	guitar	duration %
SW 1	guitar	note transpose – <b>on</b> to transpose +1 octave every other measure
SW 2	synth modulator	note latch on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade drums  
 Knob 2: Expression – fade guitar  
 Knob 3: F/A Attack – control attack level on synth modulator  
 Knob 4: Knob Mod.4 – control vocoder mix level; **left** for full vocoder effect; **right** for no vocoder (i.e., pure choir timbre)
- SW 1: JS –Y Lock  
 SW 2: JS X Lock
- JS +Y: “Mo’ Drums” – mute synth modulator; randomize drum rhythm  
 JS –Y: “Flip Blip” – mute drums; add stepped pitch bend to synth modulator  
 JS –X: “Flyin’ High” – mute bass  
 JS +X: “Quiet Drums” – transpose drums

## 007: Epic Rock

Rock/Progressive

LeadSplits

110 bpm



Inspired by the likes of my all-time favorite group, Yes, this Combi drops us in the world of syncopated drum and bass rhythms, fusion guitars, and classic organ sounds - and it does it all in 7/8 time. The Fusion Guitar (E113) is driven by Flute Improv (GE0245) - to get that distinctive fade-in prog rock sound, Module A sends a CC#02 message with a value of 127 – effectively the same as using JS+Y on the original program. The lower 2 octaves trigger the drums, bass, guitar and ethereal synth pad, while the upper 3 allow you to solo with the organ.

Scene 2 provides an alternate drum beat and bass line. Knob 6 & 8 controls the degree of “improvisation” on the drums, while the fusion guitar can be momentarily paused by using the JS +X (right) position. Finally, the Joystick also provides some nice breaks, especially JS –Y.

### KARMA Modules

A: guitar	C: bass
B: synth pad	D: drums

### KARMA Knobs & Switches

KB1	guitar	rhythm multiplier – <b>right</b> for more guitar
KB2	guitar	rhythm randomize – <b>right</b> for more guitar
KB3	guitar	note random jump
KB4	bass	duration
KB5	bass	phrase selection
KB6	drums	complexity and randomization
KB7	bass	note interval – modify slightly to change the entire harmonic feel
KB8	drums	improvisation – <b>right</b> to add complexity
SW 1	guitar	note doubling
SW 2	drums	repeat repetitions – <b>on</b> to add rhythmic complexity

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade drums  
 Knob 2: Expression – fade all timbres except for drums and organ  
 Knob 3: FX Ctrl 1 – fade snare hit only (*reversed*)  
 Knob 4: FX Ctrl 2 – increase level of fusion guitar via Overdrive effect (IFX1)
- SW 1: JS +Y Lock  
 SW 2: JS -Y Lock
- JS +Y: “Gtr/Bass Break” – mute drums; tweak tonal aspect of bass line  
 JS –Y: “Psychedelic Break” – mutes all timbres except the cymbals and bass; add harmonics to bass line.  
 JS –X: “Expressive Break” – mute the bass and simplify the drum beat; the focus moves between the flowing synth pad and expressive guitar phrases.  
 JS +X: mute guitar

## 008: Pulse Down

House BassSplits 117 bpm



“Pulse Down” is carried along by a hiphop/house beat, a dark dance bass, dream-like sound effects that mysteriously pulse into the foreground and fade away, and a subtle synpiano arpeggio. All modules are triggered via the lower 2 octaves. The upper 3 octaves provide a bright lead synth with a synth/string pad beneath, almost a “space combo organ” that works quite nice for soloing.

Scene 2 provides a break with shorter durations on the synpiano, randomizations on the sound effects, and variations on the other parts.

### KARMA Modules

A: sound effects (SE)	C: synpiano
B: drums	D: bass

### KARMA Knobs & Switches

KB 1	SE	rhythm randomize
KB 2	SE	duration %
KB 3	bass	duration %
KB 4	bass	pan pattern
KB 5	drums	kick/snare level
KB 6	drums	note randomize
KB 7	synpiano	duration %
KB 8	synpiano	note transpose
SW 1	drums	bend on/off
SW 2	synpiano	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade sound effects  
 Knob 2: Expression – fade drums  
 Knob 3: FX Ctrl 1 – w/d mix on lead Delay (IFX2) (*reversed*)  
 Knob 4: FX Ctrl 2 – fade bass (*reversed*)

SW 1: SW 1 Mod. – alternate modulation on lead synth; **on** by default  
 SW 2: JS –Y Lock

JS +Y: “Pulsing Break” – pause sound effects; add more drums; change synpiano, raise bass 1 octave  
 JS –Y: “Quiet Break” – mute drums; increase speed of sound effects; remove partial bass timbre. Note: you may wish to retrigger the sounds when releasing this to keep everything in sync.  
 JS –X: pitch-bend down on lead synth/pad  
 JS +X: pitch-bend up on lead synth/pad

## 009: In Your Mood

Ambient Trance LeadSplits 88 bpm



Hypnotic, sensual mood music with a beat... “In Your Mood” features 4 new GE’s (drums, bass, gated pad, bells) exclusive to the Reincarnation collection. Here, you’ll find the “standard” LeadSplits zoning where all modules are triggered on the lower 2 octaves and a lead synth/pad is played on the upper 3 octaves. To add a bit off portamento to the lead synth, use Realtime SW 1.

Since the GE’s in this Combi were designed to work together, you’ll hear the drums, and bass play a “fill” every 8<sup>th</sup> measure. To remove the fill for a more hypnotic effect, turn off KARMA SW 1.

Scene 2 provides a more open version of the groove, with the chop pad alternating up and down in octaves as it pans left and right.

### KARMA Modules

A: drums	C: chop pad
B: bass	D: bells

### KARMA Knobs & Switches

KB 1	bells	repeat repetitions
KB 2	bells	repeat transpose
KB 3	bass	repeat repetitions
KB 4	chop pad	velocity pattern
KB 5	drums/bass/bells	note randomize
KB 6	drums	kick/snare level
KB 7	drums	hihat/cymbal level
KB 8	drums	percussion level
SW 1	drums/bass	fill – <b>on</b> for fill every 8 <sup>th</sup> measure; <b>off</b> for single repeated measure
SW 2	chop pad	bend on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade chop pad  
 Knob 2: Expression – fade bass  
 Knob 3: Flt Cutoff – filter cutoff on chop pad  
 Knob 4: MIDI CC#16 – filter modulation on drums

SW 1: Porta.SW CC#65 – turn on/off portamento for lead synth  
 SW 2: JS –Y Lock

JS +Y: mute bells (*toggle*)  
 JS –Y: mute drums  
 JS –X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth

## 010: BX3 Funk

Funk/Rock

BassSplits

100 bpm



BX3 Funk lets you jam out on a bass guitar (LH) and a BX3 organ (RH). For backup, you're provided with a funky 2-kit drum beat and a pair of funk guitars. The lower 2 octaves trigger the drums and the guitars, in addition to sounding the bass. The BX3 is played on the upper 3 octaves.

The bass and guitar area (LH) is meant to be triggered with single notes, even while playing a bass line in real-time. By default, notes in the lower octaves will be sent to the guitar GE's. Depending on the type of bass line you are playing, this may give you the effect that you want. However, if you'd like to have the guitars stay on a certain chord while you solo on the bass, simply use the damper pedal to temporarily remove the input to the guitar GE's. Then you can play bass lines with your left hand without affect the tonality of the guitar picking.

Scene 2 provides a neat breakdown effect. To hear only the Standard Kit, fade the Tricky Kit using Realtime Knob 1B. You can also mute both kits together using JS -Y. To fade the funk bass/guitar, use Realtime Knob 2B. To fade the left side guitar, use RT Knob 2B, and to turn on/off the right side guitar, use KARMA SW 2.

### KARMA Modules

A: guitar1 (bass/guitar)	C: tricky kit
B: standard kit	D: guitar2 (strums)

### KARMA Knobs & Switches

KB 1	<i>both guitars</i>	velocity sensitivity
KB 2	<i>both guitars</i>	velocity accents
KB 2	guitar1	duration % (gate)
KB 4	guitar2	duration % (gate)
KB 5	standard kit	complexity
KB 6	standard kit	note randomize
KB 7	tricky kit	kick/snare level
KB 8	standard kit	kick/snare level
SW 1	<i>both kits</i>	bend on/off
SW 2	guitar2	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade Tricky Kit  
 Knob 2: Expression – fade guitar1 (funk bass/guitar)  
 Knob 3: F/A Decay – decay level on drums  
 Knob 4: Knob Mod.4 – w/d mix on Overdrive/HiGain (IFX5) on BX3

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: drum fill  
 JS -Y: mute drums  
 JS -X: pitch-bend down on bass  
 JS +X: pitch-bend up on bass

Damper Pedal: guitar GE input mode – allows you to “lock” guitar chords in place to allow soloing on bass guitar

## 011: Trance Mansion

Techno/Trance

BassSplits

120 bpm



Enter the “Trance Mansion” for a mix of trance & house. Trigger the house kit, techno organ, and trance bass on the lower 2 octaves. Use the upper octaves to play a house piano that's backed up by a moving synth pad. There is timed delay on the pad so that you need to hold it a certain amount of time for it to “kick in” – play staccato notes to get just the piano.

Scene 2 provides a nice breakdown from the straight-ahead groove of Scene 1. And here comes the fun! Pull down the Joystick (-Y) half-way to start a 16<sup>th</sup> note snare/kick roll with a velocity envelope that provides a crescendo effect. You can hang out there as long as you'd like and then release the Joystick back to its original position to end the roll. Or, if you're feeling adventurous, try pulling the Joystick down the rest of the way to move into a 32<sup>nd</sup> note roll. You can wiggle it up/down at the bottom of the range to alternate between 16ths and 32nds. You can also remove the crescendo by turning KARMA Knob 1 to the left or extend its length by turning Knob 1 to the right. When you let go of the joystick, it retriggers the start of the groove, so don't get discouraged if your timing isn't perfect right from the start - it does take some practice.

### KARMA Modules

A: techno organ	C: bass
B: drum roll	D: drums

### KARMA Knobs & Switches

KB 1	drum roll	velocity env. time scale – <b>left</b> for no velocity envelope; <b>center</b> for short envelope; <b>right</b> for long envelope
KB 2	techno organ	rhythm randomize
KB 3	techno organ	velocity accents
KB 4	bass	fx/ctrl pattern
KB 5	drums	note randomize
KB 6	drums	kick/snare level
KB 7	drums	hihats level
KB 8	bass	duration %
SW 1	techno organ	note latch on/off
SW 2	techno organ	repeat rhythm value and transpose

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass  
 Knob 2: Expression – fade techno organ  
 Knob 3: Knob Mod.3 – enhancer depth on St.Exciter/Enhancer (MFX1)  
 Knob 4: Knob Mod.4 – w/d mix on bass/organ delay (IFX3)

SW 1: SW 1 Mod.CC#80 – alternate modulation on bass and techno organ  
 SW 2: JS +Y Lock

JS +Y: modify blend point on St.Exciter/Enhancer (MFX1)  
 JS -Y: “Drum Roll” – see description above for details  
 JS -X: transpose drums up (different patterns)  
 JS +X: transpose drums down (different patterns)

## 012: Walk With Me

Pop

BassSplits

100 bpm



“Walk With Me” gets its name from the walking bass line that follows your chords, courtesy of the Smart Scan feature, as you play a “wah” electric piano on the upper 3 octaves of the keyboard. (This means it takes 3 notes to trigger a chord, so you can still play on top of it with single notes without changing the chord. Also, while the damper pedal is being used, the chord cannot be changed.) The bass is triggered, and its octave set, on the lower 2 octaves. “Walk With Me” also features an improvisational flute that, in addition to the bass, follows the chords you play on the electric piano. For an alternate playing style, use KARMA SW 1 to turn the latch off on the flute so that it will only play while you are holding down the keys on the piano. You can also use JS +Y to pause the flute.

Finally, the lower 2 octaves trigger, in addition to the bass, two distinct drum kits. Use the lower set of KARMA Knobs (5-8) to control the rhythms. In addition, you can use Realtime Knob 1B & 2 to fade the kits individually.

### KARMA Modules

A: bass	C: flute
B: standard kit	D: d&b kit

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	velocity accents
KB 3	flute	rhythm randomize
KB 4	flute	velocity accents
KB 5	standard kit	rhythm randomize
KB 6	standard kit	note randomize
KB 7	d&b kit	velocity accents
KB 8	d&b kit	repeat repetitions
SW 1	flute	note latch on/off
SW 2	bass	module run

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade d&b kit  
 Knob 2: Expression – fade standard kit  
 Knob 3: FX Ctrl 1 – increase feedback on piano/flute delay (IFX4)  
 Knob 4: Knob Mod.4 – w/d mix on electric piano St.Wah (IFX3)
- SW 1: JS +Y Lock  
 SW 2: JS X Lock
- JS +Y: mute flute  
 JS -Y: remove piano/flute delay  
 JS -X: mute drums  
 JS +X: alternate drums

## 013: Dark Soul

Film/Soundscape/SFX

Pads

70 bpm



Start out “Dark Soul” with a touch of Chord Trigger 1, and listen as the **Choir of Light (A027)**, along with a massive gong hit, beckons you towards the light. An ominous **Taiko (G117)** cadence backed up by harp, chimes, and bells provides a menacing atmosphere; yet, if you listen long enough, this Combi actually has the power to lull you into a state of calm. Use the lower 3 octaves to trigger and control all the KARMA magic. The top 2 octaves can be used to provide additional choir voices and pad effects.

When the choir is sounding, JS X controls the Talking Modulator to give the “chanting monks” vowel sounds.

Scene 1 provides a full sound, while Scene 2 puts the spotlight on an augmented taiko rhythm and turns the bells atonal.

### KARMA Modules

A: wind pad	C: taiko/harp
B: pad/chimes	D: choir/bells

### KARMA Knobs & Switches

KB 1	taiko/harp	rhythm randomize – <b>left</b> for less complex, <b>right</b> for more complex
KB 2	taiko/harp	time signature – <b>left</b> = 1/4, <b>center</b> = 4/4, <b>right</b> = 8/4
KB 3	pad/chimes	note range – <b>left</b> = single low note, <b>right</b> = 5 octaves
KB 4	choir/bells	duration
KB 5	pad/chimes	note scale type – <b>left</b> for atonal (chromatic), <b>center</b> and <b>right</b> for scalic
KB 6	pad/chimes	panning – full <b>right</b> for random panning
KB 7	pad/chimes	rhythm randomize – <b>left</b> for less complex, <b>right</b> for more complex
KB 8	wind pad	repeat transpose – <b>left</b> for lower/darker sound, <b>right</b> for higher/brighter sound
SW 1	wind pad	run module
SW 2	pad/chimes	note doubling

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade taiko hits  
 Knob 2: Expression – fade bells and chimes  
 Knob 3: MIDI CC#16 – filter modulation on choir voices  
 Knob 4: Knob Mod.4 – feedback level on Sequence Delay (MFX2)
- SW 1: JS +Y Lock  
 SW 2: JS -Y Lock
- JS +Y: mute choir/bells & pad/chimes; add octave repeats to taiko/harp  
 JS -Y: mute taiko/harp; dampen choir; transpose pad/chimes  
 JS -X: sweep Talking Modulator (IFX4) on choir voices  
 JS +X: sweep Talking Modulator (IFX4) on choir voices

## 014: Immerzion303

Drum'n'Bass

Motion Synth

150 bpm



Part I of a II-part series, “Immerzion303” fully immerses you in a massive ocean of high-energy sonic activity. The entire “Immerzion303” keyboard is programmed to sound a 4-timbre synth pad that has plenty of motion to it. To get a true appreciation for its subtleties, try playing the Combi with the KARMA function off (which also happens to be a nice synth pad). With the KARMA function turned back on, “Immerzion303” features **DanceBass Riff 2 (GE1229)** which is matched up with the **30303 Square (B038)** to provide a TB-303-like bass line. A 150 bpm Nu Skool drum beat is then layered on top of the bass. These modules are triggered on the lower 2 octaves.

The upper octaves trigger a gated synth whose velocity pattern can be modified on KARMA Knob 8. The upper octaves also trigger an arpeggio which can be set to play immediately or delayed 1 measure using KARMA SW 2. KARMA SW 1, which is turned off in Scene 2, will turn off the note latch of the bass, arp and gated synth to allow for an alternate playing style. Scen 2 also features an less frenetic bass line.

Finally, there are plenty of variations of the 303 bass line riff hiding beneath Realtime Knobs 1, 2 & 3. Please let us know if you find them all.

### KARMA Modules

A: drums	C: arpeggio
B: bass	D: gated synth

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration %
KB 3	bass	fx/ctrl pattern – controls filter modulation pattern
KB 4	arpeggio	note range
KB 5	drums	hihats/cymbal level
KB 6	drums	note randomize
KB 7	drums	repeat repetitions
KB 8	gated synth	velocity pattern
SW 1	Bass, arp & gated synth	note latch on/off
SW 2	arpeggio	delay start on/off – <b>off</b> to start arpeggio immediately upon striking a key, <b>on</b> for a 1 measure delay

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade 3 of 4 synth pad timbres  
 Knob 2: Flt Reso – bass only  
 Knob 3: Flt Cutoff – bass only  
 Knob 4: Flt EG Int. – bass only

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: “Show Me the 303” – bend the drums; transpose 303 every other measure; randomize ties on gated synth; invert index on arpeggio  
 JS –Y: mute drums  
 JS –X: mute arpeggio (*toggle*)  
 JS +X: mute gated synth (*toggle*)

## 015: eXtasy

Hip-Hop

BassSplits

92 bpm



“eXtasy” offers a **HipHop Lead (A044)** that forever slides around in the upper octaves as a mellow hip hop beat kicks out the rhythm below. The St. Gate effect (IFX4) is applied to the synth lead in order to provide short breaks in the lead line. To remove this effect, turn Realtime Knob 3B to the right. With Knob 3 turned to the left, you can also alter the output of the Gate effect (i.e., placement of the breaks) by modifying the w/d mix on the synth equalizer using Realtime Knob 4B.

The upper 3 octaves of the keyboard control the input notes to the lead synth. These keys also trigger a soft synth pad as well as allow you to play a “wah” electric piano. Both of these are controlled with the “SmartScan” feature, so it takes 3 notes or more to cause a change in the chord. To bring the pad to the foreground for a moment, try momentarily turning KARMA Knob 8 to the right and then back to the left. Use the lower 2 octaves to manually play bass lines using the **Acoustic Bass (A022)**.

Module B is reserved for the “Uhh” and “Hit It” voice samples that are found in the Tricky Kit. By default, the samples will be on in Scene 1. In Scene 2, the samples are turned off, via KARMA SW 1, and the drum beat is filled in using KARMA Knob 6.

Finally, the “eXtasy” Combi includes the Overdrive/HiGain effect on MFX1. By default, this effect is dry so it will not be heard. However, you can kick it into place using JS –Y.

### KARMA Modules

A: drums	C: synth lead
B: hiphop voices	D: pad

### KARMA Knobs & Switches

KB 1	synth lead	note range
KB 2	synth lead	note randomize
KB 3	synth lead	rhythm randomize
KB 4	pad	note interval shift
KB 5	drums	note randomize
KB 6	drums	repeat repetitions
KB 7	drums	hihats level
KB 8	pad	cluster randomize
SW 1	hiphop voices	module on/off
SW 2	pad	latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade lead synth  
 Knob 2: Expression – fade pad  
 Knob 3: FX Ctrl 1 – w/d mix on St. Gate (IFX4) for lead synth; **left** for default (full on/off gating effect); **right** for no gating (*reversed*)  
 Knob 4: FX Ctrl 2 – fade bass and drums (*reversed*)

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: mute drums  
 JS –Y: send mix through Overdrive/HiGain (MFX1) effect  
 JS –X: mute pad  
 JS +X: trigger pitch bend envelope on drums

## 016: House of Nirvana

House LeadSplits 122 bpm



“House of Nirvana” features a serious house beat that’s held up by the simple, yet extremely effective, **TB Bass Drone (GE1240)**. Several “randomized” arp synth patterns are also provided. Scene 1 sets the arp. pattern to 2 while Scene 2 sets it to 1 (see KARMA Knob 3), in addition to providing a completely different “improvisational feel.” This combi is meant to be played with a single chord or a two-handed chord in the lower 3 octaves, while the upper octaves provide a combination string pad/electric piano that is augmented by a bell timbre.

This Combi uses the Slider CC#18 (marked “VALUE” on the keyboard) to allow you to control the amount of delay on the drums. In addition, the Joystick provides some nice breaks.

### KARMA Modules

A: aux drums	C: bass
B: main drums	D: arp synth

### KARMA Knobs & Switches

KB 1	bass	duration %
KB 2	bass	fx/ctrl pattern – MIDI CC#16
KB 3	arp synth	pattern select
KB 4	arp synth	note randomize
KB 5	all drums	velocity accents
KB 6	main drums	repeat repetitions
KB 7	main drums	repeat rhythm value
KB 8	main drums	repeat transpose
SW 1	aux drums	note transpose
SW 2	aux drums	pan fixed/pattern – <b>on</b> for panning pattern; <b>off</b> for center

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade arp synth  
 Knob 2: Expression – fade drums  
 Knob 3: F/A Decay – control decay on drums  
 Knob 4: Knob Mod.4 – w/d mix on Sequence Delay (MFX2)

SW 1: JS X Lock  
 SW 2: JS –Y Lock

JS +Y: “Filter Break” – filter modulation pattern on drums  
 JS –Y: “Resonance Break” – increase resonance on arp synth; add repetition to drums  
 JS –X: “High Break” – mute bass; transpose main drums  
 JS +X: “Aux Drum Break” – mute main drums

Slider: delay on drums

## 017: GroundControl\*AT

Electronica Synth 44 bpm



“GroundControl\*AT” features a 3-timbre synth that provides both a full bass tone, via **Dual Filterz (E045)**, as well as high resonance, via **Cosmic Furnace (A080)**. Normally, the synth is played on the upper 4 octaves, although you can play on all 5 by using Realtime SW 2. Also, the synth’s tonality can be altered using Realtime Knobs 1 & 2 as well as JS –Y.

As the “AT” in the name indicates, the GroundControl synth features an arpeggio (A) that is triggered using the Aftertouch effect. To activate Aftertouch, simply apply pressure (more than you may be used to) to the synth keys after the initial note on. You can reactivate the Aftertouch, and therefore retrigger the arpeggio, without releasing the synth by re-applying pressure. Also, after triggering the Aftertouch, you can let up slightly on the pressure to fade the arpeggio. To bypass the need for Aftertouch (i.e., trigger the arpeggio immediately upon note on), use KARMA SW 1. A second arpeggio (B) is available through KARMA SW 2. This arpeggio is triggered at note-on and will replace the Aftertouch arpeggio.

The “voice” of GroundControl\*AT can be heard on the lowest octave. Play these keys, or the Chord Trigger buttons, to produce a final count down. The lower 2 octaves also trigger the Psycho Kit which pounds out its beat at a slow 40 bpm. If you want to disable the voice, use Realtime SW 2.

### KARMA Modules

A: drums 1	C: drums 2
B: arpeggio a	D: arpeggio b

### KARMA Knobs & Switches

KB 1	arpeggio a	velocity accents
KB 2	arpeggio a	note voicing
KB 3	arpeggio a	note range
KB 4	arpeggio a	note direction
KB 5	all drums	kick/snare level
KB 6	all drums	hihats/cymbal level
KB 7	all drums	percussion level
KB 8	drums 1	fx/ctrl envelope on/off
SW 1	arpeggio a	note trigger mode – <b>on</b> to trigger on note on, <b>off</b> to trigger on Aftertouch
SW 2	arpeggio a & b	<b>off</b> for arpeggio a; <b>on</b> for arpeggio b

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade Dual Filterz (E045) timbre from main synth  
 Knob 2: F/A Decay – control delay length on main synth – **left** for short decay  
 Knob 3: MIDI CC#16 – filter modulation on main synth  
 Knob 4: Knob Mod.4 – master Low Gain

SW 1: SW 1 Mod. – alternate modulation on arpeggio timbres  
 SW 2: Octave Up

JS +Y: mute drums  
 JS –Y: alternate modulation on main synth and voices  
 JS –X: pitch-bend down on main synth  
 JS +X: pitch-bend up on main synth

## 018: Kemakl Brothers

Electronica

LeadSplits

89 bpm



A tribute to electronica gurus The Chemical Brothers, Scene 1 of this Combi is based on the “Orange Wedge”

track from their 1999 album “Surrender.” All in all, it’s a simple tune characterized by a catchy, yet somewhat peculiar drum & bass beat and an oversimplified bass line. There’s also a 1 measure synth riff that loops throughout. The most distinguishing characteristic of the original song, however, is the blazing lead which is produced by a vintage Oberheim Xpander synth. The Karma remake does not pretend to provide an exact duplicate of the Xpander, but does offer a powerful, slightly detuned 2-timbre lead that offers its own uniqueness. The lead synth can be played on the upper 4 octaves, while the lowest octave triggers the Karma modules.

In Scene 2, a second drum kit is added and all the GE’s are tweaked so that there is, for all intents and purposes, absolutely no resemblance to the original Chemical Brothers’ piece (i.e., no copyright issues here!). You can individually control the two drum kits with KARMA Switches 1 & 2.

Finally, it wouldn’t be Chemical Brothers if you couldn’t tweak a few oscillators, so Realtime Controls 2-4 are dedicated to LFO parameters on the lead synth. Enjoy!

### KARMA Modules

A: drums	C: synth riff
B: bass	D: house kit

### KARMA Knobs & Switches

KB 1	synth riff	duration randomize
KB 2	synth riff	note randomize
KB 3	synth riff	note randomize
KB 4	house kit	note randomize
KB 5	drums	note randomize
KB 6	drums	repeat repetitions
KB 7	bass	note randomize
KB 8	bass	pattern select – <b>left</b> (1) for original bass line; <b>right</b> (2) for variation
SW 1	drums	module run
SW 2	house kit	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass  
 Knob 2: LFO Speed – lead synth LFO effect  
 Knob 3: LFO Depth – lead synth LFO effect  
 Knob 4: LFO Delay – lead synth LFO effect

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: trigger resonance envelope on synth riff  
 JS –Y: mute synth; add kick drum hits  
 JS –X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth

## 019: Dolphin Dreams

New-Age

Motion Synth

40 bpm



This “mood” Combi provides a richly textured motion synth, the sound of ocean waves, and a subtle bell arpeggio

(which can be turned off using KARMA SW 2). The majority of the keyboard (lower 4 octaves) is dedicated to the motion synth & bells while the upper octave generates the dreamy sound of laughing children.

By using JS –X, you can toggle the “sustained” waves on/off. When the “sustained” waves are off, you can use JS +X to generate a “single” wave. (Note that releasing the JS back to center will generate a second wave).

To add more dreamlike effects, turn on portamento using Realtime SW 2. Use Realtime Knob 2B to control the amount of portamento.

### KARMA Modules

A: dolphin pad	C: single wave
B: bells	D: sustained waves

### KARMA Knobs & Switches

KB 1	dolphin pad	duration %
KB 2	dolphin pad	note voicing
KB 3	dolphin pad	repeat repetitions
KB 4	dolphin pad	repeat transpose
KB 5	dolphin pad	note inversion
KB 6	bells	velocity accents
KB 7	bells	note range
KB 8	bells	note inversion
SW 1	dolphin pad	module run on/off
SW 2	bells	module run on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade dolphin pad  
 Knob 2: Expression – fade bells  
 Knob 3: Porta.Time – portamento time on dolphin pad; use in conjunction with Realtime SW 2 (see below)  
 Knob 4: Knob Mod.4 – w/d mix on Talking Modulator (IFX1)

SW 1: SW 1 Mod. – **off** for dolphin “clicking”; **on** to mute “clicking”  
 SW 2: Porta.SW – toggle portamento

JS +Y: vibrato on motion synth (per timbres)  
 JS –Y: alternate modulation #2 on motion synth (per timbres); increase depth on St. Random Filter (IFX2)  
 JS –X: mute “sustained” waves (*toggle*)  
 JS +X: generate a single ocean wave

## 020: Zeta's Ground

Electronica

Pads

109 bpm



“Zeta’s Ground” provides an electronic 4-part groove that consists of drums, bass, an arp. synth in fourths that follows a simple mono riff, and a gated synth that follows the chords played on the upper octaves of the keyboard.

The arp synth on Module A uses the custom GE *Mono Tri-Riff 1* and the bass on Module C uses *GE Mono Tri-Riff 2*. Each of these GE’s contains 3 distinct riffs which can be selected using KARMA Knobs 1 & 2. By switching from Scene 1 to Scene 2, you’ll hear the result of altering these patterns, among a few other parameter changes.

The gated synth on Module D can be latched/unlatched with KARMA Switch 2 (and the damper pedal when the switch is off), and can be turned off completely with KARMA Switch 1.

### KARMA Modules

A: arp synth	C: bass
B: drums	D: gated synth

### KARMA Knobs & Switches

KB 1	arp synth	pattern select – <b>left</b> for 1; <b>center</b> for 2; <b>right</b> for 3
KB 2	bass	pattern select – <b>left</b> for 1; <b>center</b> for 2; <b>right</b> for 3
KB 3	arp synth/bass	note randomize
KB 4	gated synth	note voicing
KB 5	drums	velocity accents
KB 6	drums	repeat repetitions
KB 7	drums	fx/ctrl pattern (MIDI CC#16)
KB 8	rhythm randomize	rhythm randomize
SW 1	arp synth	transpose down 1 octave
SW 2	gated synth	note latch on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade *Wild Arp (A066)* timbre on arp synth (Module A)
- Knob 2: Expression – fade *Square Snaps (E046)* timbre on arp synth (Module A)
- Knob 3: FX Ctrl 2 – w/d mix on flanger
- Knob 4: F/A Sus – sustain on gated synth (lowers effective volume)

- SW 1: JS +Y Lock
- SW 2: JS X Lock

- JS +Y: mute drums
- JS –Y: retrigger all modules
- JS –X: mute arp synth
- JS +X: mute bass

## 021: Genome JS-Y

Electro

Complex & SE

106 bpm



“Genome” is a techno/d&b combi that features a “low computer”, driven by *CrazyComputer 1 (GE1259)*, which plays in the mid- and low-range, and a “high computer”, driven by *CrazyComputer 3 (GE1260)*, which plays a random arpeggio in the upper octaves. A very simple bass line moves along underneath the computers while an industrial-style techno beat is provided on the fourth module. Finally, a lead “wah” synth is provided on the entire keyboard, controlled through the JS-Y position, as the name indicates.

Trigger the “low computer”, bass & drums on the lower 2 octaves. Trigger the “high computer” on the whole keyboard, but note that it tracks the RH if it is playing, and the LH if it is not. Also, all keys will sound a lead “wah” synth. Use JS –Y to sweep the “wah” effect on the synth.

All four modules can be muted independently. Use JS+Y, which can be locked into place using Realtime SW 2, to mute the drums. The “high computer” can be toggled on/off using KARMA SW 1 while the “low computer” can be faded using Realtime Knob 2B. The bass line can be faded using Realtime Knob 1B. In addition, you can fade the snare hits by turning Realtime Knob 3B to the right.

### KARMA Modules

A: drums	C: low computer
B: high computer	D: bass

### KARMA Knobs & Switches

KB 1	<i>both computers</i>	number of events
KB 2	<i>both computers</i>	rhythm randomize
KB 3	low computer	fx/ctrl pattern – F/A Attack
KB 4	low computer	duration %
KB 5	drums	repeat repetitions
KB 6	drums	note randomize
KB 7	bass	velocity accents – listen for high resonance effects when turned towards <b>left</b>
KB 8	bass	fx/ctrl pattern – MIDI CC#16
SW 1	drums	module run
SW 2	high computer	pan on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade bass
- Knob 2: Expression – fade ‘low computer’
- Knob 3: FX Ctrl 1 – fade snare (*reversed*)
- Knob 4: Knob Mod.4 – w/d mix of Delay (MFX1)

- SW 1: SW 1 Mod. – alternate modulation on ‘low computer’; “sonar sound”
- SW 2: JS +Y Lock

- JS +Y: mute drums
- JS –Y: sweep “wah” on lead synth
- JS –X: pitch-bend down on lead synth
- JS +X: pitch-bend up on lead synth

## 022: Scene Destiny

Ambient Trance

BassSplits

112 bpm



“Scene Destiny” provides a cool hypnotic groove triggered with chords by the LH, consisting of drums, bell-synth and bass. In the RH, *Gliding Squares (B048)*, comes with a fairly serious dose of portamento and modulation delay for playing solo lines and chords. The portamento can be turned off (or made longer) with RT Knob 3B and the delay is controlled on RT Knob 4B.

To provide the atmosphere, the lower octaves trigger also trigger some ambient steam sweeps. The steam sweeps can be toggled on/off using KARMA SW 2. The bells, which are also triggered on the bottom two octaves provide a dense atmosphere on the upper end of the spectrum, that can be faded using Realtime Knob 1B. KARMA Knobs 6, 7 and 8 provide a large degree of variability to the activity of the bass line, and the notes that are generated.

Scene 2 provides a breakdown of the bass line, while increasing the activity on the bells and the drums, and doubling the rhythm multiplier on the steam sweeps.

### KARMA Modules

A: steam sweeps	C: drums
B: bells	D: bass

### KARMA Knobs & Switches

KB 1	steam sweeps	rhythm multiplier
KB 2	bells	repeat repetitions
KB 3	drums	rhythm randomize
KB 4	drums	note randomize
KB 5	drums	kick/snare level
KB 6	bass	repeat repetitions (more notes)
KB 7	bass	repeat rhythm value
KB 8	bass	repeat transpose (pattern)
SW 1	bass	module run
SW 2	steam sweeps	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bells  
 Knob 2: Expression – fade drums  
 Knob 3: Porta.Time – portamento time on main synth  
 Knob 4: FX Ctrl1 – increases w/d mix on lead synth delay

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: “Drum Break” – alternate drum beat; fade bells to background; add resonance to steam sweeps; add subtle fx pattern to bass

JS -Y: mute drums  
 JS -X: pitch-bend down on main synth  
 JS +X: pitch-bend up on main synth

## 023: Latin Lust

Latin

BassSplits

110 bpm



Start up this Combi and you’ll have no choice but to start swaying your hips as the drums of *16Beat Shuffle (GE0941)* meet the percussion of *Latin Perc 3 (GE1173)*. Add a touch of Latin bass, some improvising trumpets, and your own piano, and... *fiesta!*

The rhythm section – bass, drums & percussion, and brass – is triggered by playing chords in the lower 2 octaves. By default, these modules will be retriggered each time you strike a key. In this particular combi, you can use KARMA SW 2 to automatically set all modules so that they play continuously.

Scene 1 is full of rhythm and features a moving bass riff, while Scene 2 breaks down the drum & percussion mix and adds the note-doubling effect to a simplified bass line. The 4 positions of the JS all do interesting things. In particular, JS +X transposes the percussion pattern to one of 9 different values – try some different positions!

### KARMA Modules

A: drums	C: bass
B: percussion	D: brass

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	note doubling on
KB 3	brass	duration randomize – <b>left</b> for more sustained notes; <b>right</b> for short hits
KB 4	percussion	bend on/off
KB 5	bass	repeat repetitions
KB 6	drums	velocity randomize
KB 7	drums & percussion	percussion level – cowbell and ride cymbal
KB 8	percussion	note randomize
SW 1	percussion	pattern on/off
SW 2	<i>all modules</i>	sets the trigger mode to “1st” so that the lower part of the keyboard can be played without restarting the groove.

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drum kit  
 Knob 2: Expression – fade percussion  
 Knob 3: FX Ctrl1 – fade bass and kick (*reversed*)  
 Knob 4: MIDI CC#16 – filter modulation on brass

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: mute drums & percussion  
 JS -Y: mute brass  
 JS -X: trigger percussion bend envelope  
 JS +X: transpose percussion pattern

## 024: Enlightenment

**Ambient Trance**                      Pads                      113 bpm



“Enlightenment” has, to coin a new phrase, a “nu age” feel to it. The mood is set by a soothing piano ostinato which is orchestrated by **NewAge Ostinato (GE0097)**. In addition, this GE plays a sustained synth timbre to create a moving pad-like effect. To fade the moving pad, use Realtime Knob 1B. A set of **GlassBellBrite (E032)** bells can be heard on Module B, and the House Kit plays a sparse drum & bass beat on Module D. As a final effect, a set of gated voices can be heard on Module C. In addition to the KARMA effects, the entire keyboard will sound a vocal/synth timbre. To fade the voice and isolate the synth, use Realtime Knob 2B.

“Enlightenment” allows you to play the entire keyboard, while the GEs track the highest notes played.

This Combi allows you to mute all 4 Modules independently using the JS. Each direction is assigned to a particular module and is set to toggle the module (i.e., move it once to stop the module and again to start it). The Module/direction assignments are listed below.

Finally, to play this Combi as a somewhat more traditional pad, you can remove the keyboard latch on the piano/pad & gated voices using KARMA SW 2. You can then use JS-Y & JS+X to mute the drums & bells for a pure motion pad effect.

### KARMA Modules

A: piano/pad	C: gated voices
B: bells	D: drums

### KARMA Knobs & Switches

KB 1	piano/pad	note randomize
KB 2	piano/pad	repeat repetitions
KB 3	bells	repeat repetitions
KB 4	bells	rhythm randomize
KB 5	drums	kick/snare level
KB 6	drums	hihats/cymbal level
KB 7	gated voices	rhythm randomize
KB 8	gated voices	duration %
SW 1	drums	bend on/off
SW 2	piano/pad & gated voices	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade pad associated with Module A  
 Knob 2: Expression – fade **Dream Voices (E067)** timbre on keyboard leaving **Rez. Down (A008)** only  
 Knob 3: MIDI CC#16 – filter modulation on all timbres  
 Knob 4: F/A Decay – decay on drums

SW 1: SW#1 Mod. – alternate modulation on main pad timbres; **on** (default) for resonant S & H effect  
 SW 2: Octave Down

JS +Y: mute gated voices (*toggle*)  
 JS -Y: mute drums (*toggle*)  
 JS -X: mute piano/pad (*toggle*)  
 JS +X: mute bells (*toggle*)

## 025: Royal Orchestra

**Classical/Orchestral**                      Orchestral                      114 bpm



One of the few combis in the orchestral style in this collection, “Royal Orchestra” features an orchestral string ensemble, pizzicato strings, french horns, and tympani which are all triggered using the lower 2 octaves. The upper 3 octaves sound a majestic high brass ensemble.

Scene 1 produces a full sound, while Scene 2 mutes the french horns, adds more tympani, and modifies the voicing on the string ensemble.

### KARMA Modules

A: strings	C: french horns
B: pizz.strings/tympani	D: brass

### KARMA Knobs & Switches

KB 1	strings	duration
KB 2	strings	velocity randomize
KB 3	strings	note interval shift
KB 4	pizz.strings/tympani	rhythm randomize
KB 5	pizz.strings/tympani	repeat repetitions
KB 6	pizz.strings/tympani	repeat transpose
KB 7	french horns	velocity randomize
KB 8	french horns	velocity accents
SW 1	french horns	module run
SW 2	strings	cluster randomize

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade pizzi strings  
 Knob 2: Expression – fade tympani  
 Knob 3: Flt EG Int. – **left** dampens strings & fades pizzi strings; **right** fades horns  
 Knob 4: MIDI CC#16 – **left** for mute-like effect on french horns

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: “Flowing Break” – transpose strings & horns up 1 octave; move to more legato sound  
 JS -Y: “High-Stepping Break” - fade strings to background allowing the pizzicato strings to become more audible; increase wt/d mix of Ensemble (MFX1)  
 JS -X: pitch-bend down on brass  
 JS +X: pitch-bend up on brass

## 026: Madison Square

Rock

Guitar/Plucked

106 bpm



This Combi was inspired by a recent trip to NYC's Madison Square Garden. While waiting for the Knicks game to begin, I was amazed at just how long 10,000+ New Yorkers could be kept in a good mood by pumping out little more than a funky drum beat and an electric bass line.

So here's my version. "Madison Square" features 2 distinct drum GE's. Module A is dedicated to percussion, while Module B pounds out a **PopRap (GE1106)** beat. For total control and hours of entertainment, there are 6 KARMA Knobs that act as faders for various drum/percussion sounds. See the KARMA Realtime Controls table below for details.

On bass, "Madison Square" features the **SuperSwitch Bass (A054)** which is played by the custom-made Supah Bass GE. This GE allows you to play with a gating effect which you can hear in Scene 2. See the details for KARMA Knob 8 below.

Some simple brass hits are added to fill out the upper end of the spectrum. You can control the delay using Realtime Knob 4B.

Finally, for soloing purposes, "Madison Square" provides its own **Mute Monster (A085)** guitar on the upper 3 octaves.

### KARMA Modules

A: percussion	C: bass
B: hip hop kit	D: brass

### KARMA Knobs & Switches

KB 1	perc	level: cowbell1/shaker/tambourine
KB 2	perc	level: cowbell2/tambourine/maracas
KB 3	perc	level: bongo/conga
KB 4	perc/drums	note randomize
KB 5	hip hop kit	level: kick/snare/toms/marc tree
KB 6	hip hop kit	level: hi hat/claps/cabasa
KB 7	hip hop kit	level: triangle/cowbell/conga/whistle
KB 8	bass	gating pattern; <b>left</b> for fixed volume; <b>right</b> to choose from 16 gating patterns
SW 1	perc/drums	bend on/off
SW 2	bass	module on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade brass  
 Knob 2: FX Ctrl 1 – fade drums and percussion  
 Knob 3: MIDI CC#16 – filter modulation on drums & brass  
 Knob 4: Knob Mod.4 – input level on brass and lead guitar delay; **left** for no delay; **right** for full delay
- SW 1: SW 1 Mod – on to pump up level of bass guitar and kick drums  
 SW 2: JS -Y Lock
- JS +Y: vibrato on lead guitar  
 JS -Y: mute drums  
 JS -X: pitch-bend down on guitar  
 JS +X: pitch-bend up on guitar

## 027: Elektribe KA-1

Techno/Trance

Synth

111 bpm



"Elektribe KA-1" is a Karma rendition of Korg's popular Electribe EA-1 Rhythm Synthesizer. As is the case on the original Electribe, this Combi provides two synth lines with the ability to control each independently. And, while you won't necessarily get all the fancy features of the Electribe, you will get a few Karma-only treats including its powerful sound engine and an additional track for drums.

This Combi uses the first synth, or Synth A, to provide a bass-like pattern while the other, Synth B, provides a lead-like pattern. Control Synth A with single notes on the lower 2 octaves & KARMA Knobs 1-4, and Synth B with single notes on the upper 3 octaves & KARMA Knobs 5-8. You can start/stop Synth A using KARMA SW 1 and Synth B using KARMA SW 2. When you stop a Synth pattern, you can play the synth on the octaves that are normally used to trigger its pattern. So it's quite easy to turn them off, play a riff, and then turn back on to take off from your last note! You can also use Realtime Knobs 1 & 2 to alter the synth timbres.

A drum track is provided that is triggered by in the lower 2 octaves of the keyboard. You can modify the drums with JS X and mute it with JS +Y (keep it muted with Realtime SW 1, JS +Y Lock). Use JS -Y to get things in sync by retriggering all the modules, such as when changing scenes.

Finally, feel free to use this Combi as a template for your own Elektribe "patches" by modifying the synth sound timbres and/or Insert Effects. In addition, experiment with swapping out the GE's for similar ones including TechnoBass Riff1 (GE1231) or TechnoBass Riff3 (GE1233).

### KARMA Modules

A: synth A	C: drums1
B: synth B	D: drums2

### KARMA Knobs & Switches

KB 1	synth A	rhythm randomize
KB 2	synth A	duration
KB 3	synth A	velocity accents
KB 4	synth A	fx/ctrl pattern – MIDI CC#16
KB 5	synth B	rhythm randomize
KB 6	synth B	duration
KB 7	synth B	velocity accents
KB 8	synth B	fx/ctrl pattern – MIDI CC#16
SW 1	synth A	run module
SW 2	synth B	run module

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – alternate synth timbres #1  
 Knob 2: Expression – alternate synth timbres #2  
 Knob 3: Knob Mod.3 – w/d mix on Sequence Delay (MFX1)  
 Knob 4: F/A Decay – decay on most timbres

- SW 1: JS +Y Lock  
 SW 2: JS X Lock

- JS +Y: mute drums  
 JS -Y: retrigger all modules  
 JS -X: alternate drums #1  
 JS +X: alternate drums #2

## 028: TeknoStyle

**Techno/Hardcore**      LeadSplits      124 bpm



“TeknoStyle” provides a straight ahead techno riff bass line with a drum’n’bass/techno drum beat, both of which are triggered on the lower 2 octaves. A synth riff is also triggered there, along with a sine wave arpeggio for a touch of techno-sparkle.

This Combi also provides a handful of bass effects in addition to KARMA Knobs 2-4. Try turning on the “wah” effect using Realtime SW 1. With the “wah” on, you can control wah effect with the JS -Y (just don’t go all the way down to the bottom, where we mute the drums!). You can also apply filter modulation via Realtime Knob 4B.

Scene 1 provides a full mix, with the synth riff providing a gated repetitive texture in scene 1, while Scene 2 breaks it down by pulling the hi-hats and simplifying the drum beat, increasing the velocity randomize on the bass, flattening out the arpeggio and turning the synth into a bouncy dance riff.

Finally, a biting synth lead is provided on the top 3 octaves for soloing and melody lines.

### KARMA Modules

A: synth riff	C: bass
B: arpeggio	D: drums

### KARMA Knobs & Switches

KB 1	Synth riff	note pattern
KB 2	bass	rhythm randomize
KB 3	bass	duration %
KB 4	bass	velocity randomize
KB 5	drum	kick/snare level
KB 6	drum	hihats level
KB 7	drum	repeat repetitions
KB 8	arpeggio	note range
SW 1	arpeggio	note pattern<->random
SW 2	drums	bend on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade arpeggio  
 Knob 2: Expression – fade synth riff  
 Knob 3: FX Ctrl 1 – fade bass (*reversed*)  
 Knob 4: MIDI CC#16 – filter modulation on bass

SW 1: SW 1 Mod. – turn on bass “wah”  
 SW 2: JS -Y Lock

JS +Y: alternate drum beat; add bass repeats  
 JS -Y: mute drums (at far position); wah-wah effect on bass when Realtime SW 1 is on  
 JS -X: mute arpeggio and synth riff  
 JS +X: mute bass

## 029: FunkLuvin’

**Rock/Funk**      Organ      106 bpm



A Jamiroquai-esque Combi that gets its funkiness from *Chillin Wid Bass (GE0527)* which drives a *Dark R&B Bass (B006)* on Module B and a *Strato-Chime (B069)* on Module D. The bass, guitar, and funk drums are triggered via the lower 2 octaves (chords or single notes) and can be faded on Realtime Knobs 1, 2 & 3 respectively. A guitar comping part is also triggered by the lower 2 octaves, with KARMA Knob 4 controlling the level and JS-Y muting it completely.

The upper 3 octaves play a powerful *Killer B (B103)* organ sound, and Scene 2 breaks down the groove for a more introspective soloing approach, with a different comping guitar pattern controlled by KARMA SW 1 and 2.

### KARMA Modules

A: drums	C: guitar comp
B: bass	D: guitar riff

### KARMA Knobs & Switches

KB 1	bass	duration
KB 2	bass & guitar	rhythm randomize
KB 3	bass	note randomize
KB 4	guitar comp	level
KB 5	drums	note randomize
KB 6	drums	velocity randomize
KB 7	drums	repeat repetitions
KB 8	guitar comp	rhythm randomize
SW 1	guitar comp	repeat repetitions
SW 2	guitar comp	note doubling on

### Realtime Knobs(B), Switches & Joystick

Knob 1: FX Ctrl 1 – fade drums (reversed)  
 Knob 2: Expression – fade bass  
 Knob 3: Volume – fade guitar riff  
 Knob 4: Flt.EG Int. – fade/darken guitar comp

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: “Funk Break” – add drums; modify notes on bass/guitar line; remove guitar delay  
 JS -Y: mute guitar comp  
 JS -X: “Comp Break” – mute drums, transpose comping guitar +1 octave  
 JS +X: “Drum Break” – transpose drums for alternate drum rhythm, mute bass

## 030: Mysterious Karma

Drum'n'Bass

Pads

112 bpm



“Mysterious Karma” devotes the upper 4 octaves of the keyboard to a synth pad. Behind the pad is a strumming electric guitar (panned left) which will play in regular time or double-time depending on the position of KARMA Knob 8, and shimmering bells (panned right). The guitar can also be muted using KARMA SW 2.

The lowest octave triggers a 2-step D’n’B beat as well as a sustained bass line. The bass, which is driven by **Decayed Bass (GE0594)**, gets its distinctive sound by layering the bass timbres **Grain Board (E052)** & **Blind as a Bat (E031)**. The drums can be faded with Realtime Knob 1B, and the bass with Realtime Knob 2B.

As the Chord Trigger buttons demonstrate, it can be cool to start with the RH (CT 1) and then bring in the LH (CT2). Scene 1 includes a full mix, while Scene 2 simplifies the rhythm by muting the hi hats, playing the guitar in regular time instead of double-time, and removing the bend on the bass.

### KARMA Modules

A: drums	C: guitar
B: bass	D: pad

### KARMA Knobs & Switches

KB 1	bass	velocity randomize
KB 2	bass	fx/ctrl fixed/pattern – controls filter modulation pattern
KB 3	guitar	rhythm randomize
KB 4	guitar	velocity accents
KB 5	drums	velocity randomize
KB 6	drums	hihats level
KB 7	drums	note randomize
KB 8	guitar	rhythm multiplier – <b>left</b> for regular time, <b>right</b> for double-time
SW 1	bass	bend on/off
SW 2	guitar	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade bass  
 Knob 3: F/A Decay – decay time on guitar  
 Knob 4: F/A Attack – attack time on synth pad

SW 1: SW 1. Mod – mute kick drum  
 SW 2: SW 2. Mod – mute snare drum

JS +Y: “Drum & Guitar Break” – mute bass and bells, transpose drums, transpose guitar +1 octave  
 JS –Y: “Bass Chop Break” – shorten durations on bass, mute drums, add pitch bend changes to bells  
 JS –X: pitch-bend down on synth pad  
 JS +X: pitch-bend up on synth pad

## 031: Golden Goddess

Hip-Hop

Pads

98 bpm



“Golden Goddess” is a sensuous hip hop Combi that features a 2-part melody: the alluring **Spanish Guitar (E004)** played by **Express Gtr1 (GE0441)** and the passionate **Fire Wave (E042)** synth played by **Improv Lead4 (GE0646)**. This combi is meant to be played with LH chord controlling the groove and a low pad sound, and the RH playing additional chords or lead lines. All modules are triggered on the lower 2 octaves. On the upper octaves, your chords will trigger the Spanish Guitar GE in addition to sounding a voice/synth pad. Use the Joystick and Realtime Knobs to mute/fade various timbres and drum sounds.

Scene 2 drops out the kick and snare and lets the various note patterns “take-off” on complex inter-twining arpeggiations.

### KARMA Modules

A: guitar	C: bass
B: drums	D: fire wave

### KARMA Knobs & Switches

KB 1	guitar	note voicing
KB 2	guitar	note range
KB 3	bass	note randomize
KB 4	bass	pattern select
KB 5	drums	kick/snare level
KB 6	drums	repeat repetitions
KB 7	fire wave	note range limit
KB 8	fire wave	note random jump
SW 1	drums	hihats/cymbal on/off
SW 2	guitar	note inversion

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass  
 Knob 2: Expression – fade fire wave  
 Knob 3: FX Ctrl 1 – fade guitar (reversed)  
 Knob 4: FX Ctrl 2 – fade bass, kick and snare (reversed)

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: mute guitar  
 JS –Y: remove “wah” effect (IFX4) on fire wave  
 JS –X: mute drums; limit bass to single pitch  
 JS +X: mute fire wave; trigger bend envelope on drums

## 032: VoCoder Kid

Electronica

LeadSplits

124 bpm



Spin the “Vocoder Kid” into action with a key in the lower 2 octaves (or Chord Trigger 1). You’ll hear a mean funk

drum beat and a synth bass with a slow panning pattern – modify the panning pattern with KARMA Knob 3.

Next, play a chord in one of the 2 octaves above Middle C (or Chord Trigger 2). This will bring in a gated synth pad making use of the unique Vocoder effect, short for “voice encoder.” At first, the vocoder synth may sound like it’s simply attached to a gated GE. However, if you listen carefully, you’ll notice that the synth plays in total sync with the drums – in technical terms, the drum kit is the modulator, the synth is the carrier. To hear an example, notice that when the hi hat is hit, the sustained sound causes the synth to hold a little longer than usual. So, to change the vocoder synth pattern, all you need to do is play with the rhythm of the drums. Note, too, that if the drums stop (e.g., JS +Y), then the synth stops as well.

Along with the vocoder, the top octave triggers a rapid synth arpeggio that will pan back and forth and slowly fade into background (as Chord Trigger 3 demonstrates). You can toggle this effect on/off with KARMA SW 1. In addition, by using KARMA SW 2, you can turn the latch of the gated synth and arp on/off for different playing styles. By default, the latch is on in Scene 1 and off in Scene 2.

### KARMA Modules

A: drums	C: synth pad
B: bass	D: arpeggio

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration %
KB 3	bass	pan pattern
KB 4	synth pad	duration %
KB 5	drums	kick/snare level
KB 6	drums	percussion on/off
KB 7	arpeggio	note randomize
KB 8	arpeggio	end loop length
SW 1	arpeggio	module run
SW 2	arp/synth pad	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade bass  
 Knob 3: MIDI CC#16 – filter modulation on drums & synth pad  
 Knob 4: FX Ctrl 1 – fade vocoder synth pad (*reversed*)

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: mute drums; note that this effectively pauses the vocoder effect as well; transpose bass +1 octave on alternating measures  
 JS –Y: mute bass; randomize drums  
 JS –X: transpose drums for an entirely new sound  
 JS +X: add breath sound to vocoder pad

## 033: Sacred Center

New-Age

Pads

40 bpm



“Sacred Center” offers a calming piano arpeggio that loops to a set of melodic hand drums and cymbals. In addition, a

set of *Dream Voices (E057)* provide a gentle background pad. The dream voices can be faded using Realtime Knob 2B or muted on JS –Y. In Scene 1, the drums are faded via KARMA Knobs 5 & 6 and the cymbals are muted via KARMA SW 2. All the KARMA modules are triggered across the entire keyboard.

The keyboard itself provides a majestic set of choir voices mixed with an acoustic piano. The choir voices are fed through the Auto Pan (IFX3) effect so that sustained notes have a bit of “motion” to them, but you can disable the panning by turning RT Knob 4B all the way to the right.

The whole keyboard is set up to be controlled via SmartScan in the Dynamic MIDI Section – what this means is that it essentially plays like an arranger keyboard, tracking your performance. You must play 3 notes or more in the RH to trigger a chord change. Otherwise, you can play single notes and riffs without disturbing the underlying progression. Furthermore, the damper pedal “locks out” any changes while it is down, so play away!

In Scene 1, the piano arpeggio is simple and there is no percussion, while, in Scene 2, the piano arpeggio is extended to provide a full melody and the percussion and cymbals are mixed in.

### KARMA Modules

A: piano	C: drums
B: dream voices	D: cymbals

### KARMA Knobs & Switches

KB 1	piano	velocity randomize
KB 2	piano	velocity accents
KB 3	piano	note interval shift
KB 4	piano	repeat repetitions
KB 5	drums	velocity – high drums
KB 6	drums	velocity – low drums
KB 7	dream voices	repeat repetitions
KB 8	dream voices	rhythm randomize
SW 1	piano	phrase selection – <b>on</b> for extended pattern
SW 2	cymbals	run module

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade the choir pad (keyboard)  
 Knob 2: Expression – fade dream voices (KARMA)  
 Knob 3: FX Ctrl 2 – fade the piano timbres (*reversed*)  
 Knob 4: FX Ctrl 1 - w/d mix on Auto Pan (IFX3) on choir voices (*reversed*) Full right is OFF.

SW 1: Octave Up  
 SW 2: JS –Y Lock

JS +Y: add vibrato to choir voices  
 JS –Y: mute dream voices  
 JS –X: percussion variation for drums  
 JS +X: transpose dream voices and piano +1 octave

## 034: Almost Familiar

Electro

LeadSplits

113 bpm



Use this Combi to jam out with one of the Karma's electric guitars while being backed up by your own rhythm & bass line. The lower 2 octaves trigger a funky drum beat, bass line and arp synth that sounds, well... almost familiar. In addition, a drum break is available on the lower octaves when you strike a key with a high velocity – as Chord Trigger 4 demonstrates (it may take a bit of practice to do it in sync!). The break will extend for a maximum of 2 measures, or until you release the key. You can also disable it with KARMA Switch 2 if you find it gets in the way.

Use the upper 3 octaves to play the Joystick Gtr(-Y) – with the (-Y) being your indication to experiment with the Joystick in the down position. For the full effect, make sure Realtime SW 1 is on and then use JS -Y to sweep the “wah”.

While Scene 1 may sound almost familiar, Scene 2 pumps up the funk-factor by adding notes & duration on the bass and bend arpeggiation on the drums.

### KARMA Modules

A: bass	C: drums
B: arp synth	D: drum break

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration randomize
KB 3	bass	note randomize
KB 4	arp synth	velocity randomize
KB 5	drums	note randomize
KB 6	drums	velocity accents
KB 7	drums	cluster randomize
KB 8	arp synth	rhythm randomize
SW 1	drums	bend arpeggiation on
SW 2	drum break	module on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade arp synth  
 Knob 2: Expression – fade drums  
 Knob 3: F/A Attack – attack level on all timbres (excludes drums)  
 Knob 4: MIDI CC#16 – filter modulation on bass/arp synth
- SW 1: SW 1 Mod. – add “wah” on lead guitar; sweep with JS-Y  
 SW 2: JS +Y Lock
- JS +Y: “Unfamiliar Break” – mute bass; add unfamiliar drums; modify arp synth line  
 JS -Y: modulate lead guitar (SW 1 off) or sweep guitar “wah” (SW 1 on)  
 JS -X: pitch-bend down on lead guitar  
 JS +X: pitch-bend up on lead guitar

## 035: Mr. Gunn

Jazz/Big Band

Favorite

120 bpm



A KARMA rendition of the unmistakable theme from Peter Gunn (for the kids in my generation, think “Spy Hunter”). Kick things into action with Chord Trigger 1. You’ll hear that famous bass line and a down tempo drum beat which are both triggered in the lowest octave. The screaming brass ensemble and bari sax are triggered separately on the second and (part of the) third octaves. This zoning allows the brass/sax to change chords independent of the bass line. Finally, the rest of the keyboard is reserved for a purposely “cheesy” 60’s TV-style organ. Note that if you need an additional octave for soloing, you can use Realtime SW 1 to shift the keyboard up 1 octave (you will, however, temporarily lose the ability to change the chord on the bass line).

Scene 1 features a full mix while Scene 2 breaks it down. The most significant difference between the scenes is in the shortened duration of the notes of the brass riff in order to provide a series of “hits.” In addition, the kick/snare is dropped while the hi-hat is boosted.

The use of the “St.AnalogRecd” effect in the MFX section helps give the entire mix the sound of an old vinyl LP. Finally, the Joystick comes fully loaded so be sure to take it for a spin.

### KARMA Modules

A: bass	C: brass
B: drums	D: sax

### KARMA Knobs & Switches

KB 1	bass	note randomize
KB 2	brass	number of events – <b>left</b> for 2-measure phrase; <b>right</b> for 4-measure phrase
KB 3	sax	note randomize
KB 4	brass	duration %
KB 5	drums	kick/snare level
KB 6	drums	hihats/cymbal level
KB 7	drums	note randomize
KB 8	sax	note randomize
SW 1	drums	bend arpeggiation on
SW 2	brass	note transpose – <b>on</b> to transpose down 1 octave every 4 measures

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade brass  
 Knob 2: Expression – fade sax  
 Knob 3: MIDI CC#16 – filter modulation on drums, brass & sax  
 Knob 4: Knob Mod.4 – w/d mix on St. Analog Record (MFX1)
- SW 1: Octave Up – allows for an additional octave on the organ timbre  
 SW 2: JS X Lock
- JS +Y: mute bass; simplify riff  
 JS -Y: mute sax; add more drums  
 JS -X: mute drums; add delay to sax; reduce level on brass riff; add modulation envelope to bass  
 JS +X: mute brass; alternate drum beat

## 036: OVERdance

House

Synth

116 bpm



One touch to Chord Trigger 1 and you'll see where "OVERdance" gets its name.

Two drum kits, a techno bass line, and a techno "hit" arpeggio are all triggered via the lower 2 octaves. The upper 3 octaves provide a dance organ with a bit of delay. By default, the Modules are triggered by any key. To change modes and trigger on the 1<sup>st</sup> key only, use KARMA SW 1.

The Joystick is loaded with breaks, so don't be afraid to move it diagonally and into the corners in addition to the standard X/Y directions. Scene 2 provides a complete breakdown from the hi-tech activity by simplifying the drums, bass and arps considerably. Also, you can use the Realtime Knobs to create some breaks. For a nice effect, try isolating the bass by turning Realtime Knobs 1B & 2B to the extreme left. Then, vary the bass timbre using Realtime Knobs 3B & 4B before fading the drums/arp back in.

### KARMA Modules

A: techno arps	C: bass
B: drums 1	D: drums 2

### KARMA Knobs & Switches

KB 1	techno arps	rhythm randomize
KB 2	techno arps	pan pattern
KB 3	techno arps	note transpose
KB 4	bass	rhythm randomize
KB 5	drums 1 & 2	velocity randomize
KB 6	drums 1 & 2	kick/snare level
KB 7	drums 2	hi hats level
KB 8	bass	duration %
SW 1	<i>all modules</i>	note trigger mode – <b>off</b> for Any key; <b>on</b> for 1 <sup>st</sup> key
SW 2	bass	velocity mode

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade techno arps  
 Knob 2: Expression – fade drums  
 Knob 3: Knob Mod.3 – w/d mix on bass St. Random Filter (IFX3)  
 Knob 4: MIDI CC#16 – filter modulation on bass

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: mute drums 1; transpose hits +1 octave  
 JS -Y: brighten mid-range by transposing bass up 1 octave; alternate drum and hit rhythm  
 JS -X: mute bass; simplify drum rhythm; steady hit rhythm  
 JS +X: turn on drum bend envelope; alternate step transpose on bass

## 037: Alien Getaway

Hip-Hop

BassSplits

114 bpm



Space aliens or illegal aliens, you decide... "Alien Getaway" is a Hip-Hop Combi with character. For starters, a

gun-shot-in-the-background effect has been added to the drum beat. You can fade the gun shots using Realtime Knob 1B. The lower 2 octaves, which trigger the drums and bass, also play an orbiting probes sound effect when you hold a key or chord. The trigger modes of the 3 modules have been set to "Any" so that you can retrigger the groove at will, taking it in and out of different time signatures. The "authorities" can be heard on JS +Y. Finally, despite the diagram above, the lowest key on the keyboard plays a sustained reverse cymbal.

The upper 3 octaves contain a lead synth that is a cross between a simple hip-hop lead and a siren-like sound. Realtime SW 1 adds pitch modulation to the synth and is on by default. Also, try Realtime Knob 3B to modify the depth filter effect that is applied to the synth (also affects the orbiting Probes sound.)

JS -Y controls one of my favorite effects – the Auto Reverse. To use it, make sure the drum beat is going. Next, pull the Joystick down (-Y) for at least a second and then release it to hear the drums in reverse. The effect works by "feeding" its buffer with the drum beat as you hold the Joystick. When you release the Joystick, the buffer is played back in reverse. Note that the buffer can store up to 1.3 seconds of audio, so holding the Joystick down for an extended period will not necessarily get you a longer break.

### KARMA Modules

A: drums	C: orbiting probes
B: bass	D: sirens

### KARMA Knobs & Switches

KB 1	bass	duration %
KB 2	bass	note randomize
KB 3	bass	note randomize
KB 4	bass	module run
KB 5	drums	kick/snare level
KB 6	drums	hihats level
KB 7	drums	note randomize
KB 8	drums	module run
SW 1	drums	bend on/off
SW 2	orbiting probes	module on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade gun shots  
 Knob 2: Expression – fade drums (leaves gun shots)  
 Knob 3: Knob Mod.3 – depth on St. Random Filter (IFX4) on lead synth  
 Knob 4: Knob Mod.4 – feedback level on lead synth Delay (IFX5); extreme right for an "infinite" delay effect  
 SW 1: SW 1 Mod. - add pitch modulation to lead synth; on by default  
 SW 2: JS +Y Lock

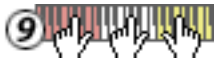
JS +Y: "Sirens" – trigger sirens module; sirens are sustained while in JS +Y position  
 JS -Y: hold down to allow drum input to Reverse (IFX1) effect; release to play reverse drums (max 1.3 sec)  
 JS -X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth

## 038: Tablas For Two

Ethnic/World

World

92 bpm



This Combi highlights the beautiful tabla sounds that are built into the Karma. Modules A and B are both dedicated to

the tablas and are triggered via the lower 2 octaves. Seven tabla-related KARMA knobs as well as JS +Y are provided for plenty of rhythmic experimentation.

The Indian Stars (B083) sitar sound is played on the lower 3 octaves. In addition, *SitarSitar 2 (GE0423)* and *SitarSitar 5 (GE0426)* are latched by KARMA SW 2. To make them stop playing when you release the keys, set it to off (when it is set to off, you can also use the damper pedal to control the latching.) If you wish to play the sitar straight (without the GE), you can fade the GE timbre by using Realtime Knob 1B. In the middle octave, the Indian Stars timbre cross-fades into *Sitar Sitar (A123)* with a subtle voice pad (which can be faded via Realtime Knob 2B). These new timbres take over completely in the upper 2 octaves.

For some alternate percussion sounds, try JS +Y and JS -Y. You can even hear both variations at the same time by first locking JS +Y in place via Realtime SW 1, and then JS -Y in place using SW 2.

### KARMA Modules

A: tablas 1	C: sitar 1
B: tablas 2	D: sitar 2

### KARMA Knobs & Switches

KB 1	tablas 1	velocity level 1
KB 2	tablas 1	velocity level 2
KB 3	tablas 1	velocity level 3
KB 4	tablas 1 & 2	note randomize
KB 5	tablas 2	velocity level 1
KB 6	tablas 2	velocity level 2
KB 7	tablas 2	velocity level 3
KB 8	sitar 2	velocity level
SW 1	sitar 1	phrase selection
SW 2	sitar 1 & 2	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade sitar 1 GE timbre (lower 3 octaves)  
 Knob 2: Expression – fade pad timbres (upper 3 octaves)  
 Knob 3: F/A Decay – decay level on tablas  
 Knob 4: FX Ctrl 1 – fade tablas (*reversed*)

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: “Enhanced Tablas 1” – transpose tablas (Module A) for additional percussion  
 JS -Y: “Enhanced Tablas 2” – transpose tablas (Module B) for additional percussion  
 JS -X: pitch-bend down on sitar timbres  
 JS +X: pitch-bend up on sitar timbres

Damper: when KARMA SW 2 is off, controls latch on sitars

## 039: @ DiZzY kiTty @

House

LeadSplits

116 bpm



This Combi derives its name from the *Cat Lead (E099)* synth on the upper octaves in addition to the “Dizzy Break” on JS -Y. (Note: this one’s my favorite! *Stephen Kay, Executive Prod.*)

The lower 2 octaves trigger 2 drums kits, a bass, and a gated synth pad. You can fade the drums on Realtime Knob 1B and the bass on Realtime Knob 2B. To mute the synth pad, use JS +Y which can be locked into place with Realtime SW 2.

The upper octaves feature the distinctive Cat Lead synth which is fed through a Talking Modulator for a subtle “meow” effect. Be sure to experiment with the synth as there’s portamento (controlled via Realtime SW 1 and Realtime Knob 3B) in addition to a bit of delay. Finally, there’s also filter modulation available via Realtime Knob 4B.

Last, but not least, JS -Y offers a unique break that includes a short panning pattern that leaves the drums panned to the left & right until you release the JS (at which point the drums slide back to center). You’ll also hear the cat’s “friend” in the background.

### KARMA Modules

A: drums 1	C: bass
B: gated pad	D: drums 2

### KARMA Knobs & Switches

KB 1	gated pad	rhythm randomize
KB 2	gated pad	duration %
KB 3	bass	rhythm randomize
KB 4	bass	duration %
KB 5	drums 1	kick/snare level
KB 6	drums 1	hihats level
KB 7	drums 1 & 2	gating pattern
KB 8	drums 2	complexity
SW 1	drums 1	repeat repetitions
SW 2	gated pad	note voicing

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade bass  
 Knob 3: Porta.Time – portamento time on lead synth  
 Knob 4: MIDI CC#16 – filter modulation on lead synth – twist for the “cat”

SW 1: Porta.SW – toggle portamento on lead synth  
 SW 2: JS -Y Lock

JS +Y: mute gated synth  
 JS -Y: “Dizzy Break” – trigger pan envelopes on drum kits; add dog bark, darken bass  
 JS -X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth

## 040: The FunkOut!

Funk/Rock

LeadSplits

107 bpm



“The FunkOut!” provides 4 GE’s worth of funk rhythm – guitar, bass, organ, and drums. All 4 modules are triggered on the lower 2 octaves. By default, the rhythm modules will be retriggered each time you play a note in the lower octaves. However, you can change the trigger mode, using KARMA SW 1, so that the modules are triggered only on the first key.

On the upper octaves, you’ll hear a fat octave brass section for soloing, comprised of tenor, alto, bari and brass. RT Knob 2B fades the saxophones and leaves only the brass.. There’s a delay (IFX5) on the saxes which can be removed using Realtime Knob 3B.

Scene 2 drops out the guitar on KARMA SW 2 and provides a nice breakdown to the activity of Scene 1.

### KARMA Modules

A: guitar	C: drums
B: bass	D: organ

### KARMA Knobs & Switches

KB 1	organ	duration %
KB 2	organ	repeat repetitions
KB 3	organ	note randomize
KB 4	guitar	rhythm randomize
KB 5	drums	repeat repetitions
KB 6	drums	note randomize
KB 7	bass	rhythm randomize
KB 8	bass	note voicing
SW 1	<i>all modules</i>	note trigger mode – <b>off</b> for Any key; <b>on</b> for 1 <sup>st</sup> key
SW 2	guitar	module on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade bass
- Knob 2: Expression – fade bari sax timbre on lower octaves
- Knob 3: FX Ctrl 1 – w/d mix on BPM Delay (IFX5) on saxes (*reversed*)
- Knob 4: F/A Decay – decay time on drums

- SW 1: JS +Y Lock
- SW 2: JS –Y Lock

- JS +Y: mute drums
- JS –Y: mute organ riff
- JS –X: pitch-bend down on saxes
- JS +X: pitch-bend up on saxes

## 041: Devour

Electronica

LeadSplits

118 bpm



This Combi gets its moving, techno-like bass line from *OldToneWheel2 (GE0100)* and combines it with a Tricky 2-step beat. In addition, the Psycho Pitch Kit throws out some percussion effects to fill out the beat. These modules are all triggered on the lower 2 octaves. In addition, the lower octaves trigger a unique moving arp effect using *Brian’s Sync (E059)* that comes from combining the guitar GE, *Hammeron 1 (GE0472)*, with a lead synth timbre. To keep the effect going, turn off the velocity envelope on KARMA SW 2. To remove it, use RT Knob 1B.

The upper 3 octaves include an echoing synth lead for soloing/chord work.

Scene 2 moves to a completely different feel with a syncopated bass line and more open drums. Be sure to experiment with KARMA Knobs 7 & 8 for a wide array of drums effects from the Psycho Pitch Kit. To better hear the drums effects, try muting the bass via JS +Y.

### KARMA Modules

A: bass	C: arp
B: drums	D: psycho effects

### KARMA Knobs & Switches

KB 1	bass	duration
KB 2	bass	rhythm randomize
KB 3	bass	repeat repetitions
KB 4	arp	rhythm randomize
KB 5	drums	repeat repetitions
KB 6	drums	note randomize
KB 7	psycho effects	repeat transpose
KB 8	psycho effects	note transpose
SW 1	drums & psy. effects	bend envelope on/off
SW 2	arp	velocity env. on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade arp
- Knob 2: Expression – fade psycho pitch kit
- Knob 3: Flt Cutoff – filter cutoff on bass
- Knob 4: F/A Decay – decay on bass

- SW 1: JS +Y Lock
- SW 2: JS –Y Lock

- JS +Y: mute bass
- JS –Y: mute drums
- JS –X: additional percussion on the drums
- JS +X: alternate drum beat

## 042: Dramatic Strings

Orchestral

Strings

80 bpm



“Dramatic Strings” features a standard keyboard split with a bass-heavy voice pad (Module A) as well as a mid/high-range octave strings (Module B) on the lower 2 octaves. In addition, the lower 2 octaves will trigger a percussion rhythm (which can be heard in Scene 2) as well as a pizzicato string section. This combi is intended to be played with a full chord in the LH, while the RH is used in the upper octaves to play the dramatic sounds of the Karma’s *Legato Strings (A003)*.

By default, the voice pad and the pizzi strings will be latched on (i.e., they will remain playing after releasing the keys). For an alternate playing style, turn off KARMA SW 2 so that you’ll only hear these effects while the keys are down (in the lower 2 octaves). In addition, you can fade the voice pad with Realtime Knob 1B and/or the pizzi strings with Realtime Knob 2B.

Scene 2 brings in the full percussion pattern, which can be varied with KARMA Knobs 5, 6 and 7. The Note Trigger Modes have all been set to “Any”, so that you can dramatically retrigger the bass drum on the beat along with the pizzicato strings.

To activate portamento on the legato strings, use Realtime SW 2. You can then use Realtime Knob 2B to control the portamento time.

### KARMA Modules

A: voice pad	C: percussion
B: strings	D: pizzi strings

### KARMA Knobs & Switches

KB 1	voice pad	note inversion
KB 2	voice pad	note voicing
KB 3	voice pad	repeat repetitions
KB 4	voice pad	fx/ctrl fixed/pattern
KB 5	percussion	pattern select
KB 6	percussion	repeat rhythm value
KB 7	percussion	repeat repetitions
KB 8	pizzi strings	note doubling on
SW 1	percussion	module run
SW 2	voice pad/pizzi strings	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade voice pad  
 Knob 2: Expression – fade pizzi strings  
 Knob 3: Porta.Time – control portamento time on legato strings  
 Knob 4: F/A Attack – control attack time on legato strings

SW 1: Octave Up  
 SW 2: Porta.SW – turn on/off portamento on legato strings

JS +Y: subtle alternate modulation on legato strings (per timbre)

JS –Y: subtle alternate modulation on legato strings (per timbre)

JS –X: pitch-bend down on legato strings

JS +X: pitch-bend up on legato strings

## 043: Shadow Island

Film/Soundscape/SFX

Complex & SE

98 bpm



“Shadow Island” turns your Karma into a movie soundtrack effects processor. Start by sounding the 3-timbre synth, which covers the entire keyboard, in one of the upper 3 octaves. By holding down a note, you’ll hear the after effects of the *Flying Machine (A126)* timbre. The upper octaves also trigger an eerie heartbeat as well as a flock of birds that travels from left to right courtesy of the Doppler effect. Next, sound a note in one of the bottom two octaves to trigger the drums and the monsters.

All 4 modules can be muted individually. Use JS +-Y to mute the drums and monsters. Use KARMA SW 1 and SW 2 to mute the heart beat and birds. The KARMA Knobs give you control over the rate of the heartbeat (Knob 1) in addition to a fine granularity of control over the drums.

Finally, try starting your mix by turning Realtime Knob 1B all the way to the left to isolate the heartbeat.

### KARMA Modules

A: drums	C: heart beat
B: monsters	D: birds

### KARMA Knobs & Switches

KB 1	heart beat	heart beat rate – left for slower; right for faster
KB 2	monsters	note transpose
KB 3	drums	complexity
KB 4	drums	snare sound
KB 5	drums	kick level
KB 6	drums	snare level
KB 7	drums	hihats level
KB 8	drums	velocity accents
SW 1	heart beat	module on/off
SW 2	birds	module on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade mix to heartbeat & main synth  
 Knob 2: FX Ctrl 1 – fade kick drum (*reversed*)  
 Knob 3: Flt Cutoff – fade “background” effects including crickets & birds  
 Knob 4: MIDI CC#16 – filter modulation on main synth

SW 1: JS +Y Lock

SW 2: JS –Y Lock

JS +Y: mute drums

JS –Y: mute monsters

JS –X: pitch-bend down on main synth

JS +X: pitch-bend up on main synth

## 044: Jungle Lounge

Jazz/Nu Jazz

LeadSplits

122 bpm



Jungle Lounge features a combination of drums, via **JUNGLEBOOGIE (GE1352)**, and bass, via **80's Save Seq (GE1264)**, off the Dance Extreme (PCM-04) collection. In addition, the **Arp Angeles (A034)** synth plays to the rhythm of **Chaser Bass (GE1243)** to provide both percussive hits as well as sustained pad-like effects. Finally, a second, and more subtle arp synth plays a repetitive pattern in the background. This eclectic mix of GE's provides a nice rhythm section for anything in the realm of jungle/trip-hop/Nu Jazz.

The upper 3 octaves provide an electric piano using the **Dyno Tine EP (B017)** timbre. You can control the depth of the piano tremolo using Realtime Knob3. The drums and bass are triggered via the lower 2 octaves. The 2 arp GEs are triggered on the whole keyboard, but they use the "SmartScan" feature, so it takes at least a 3 note chord to trigger them. This allows many different live performance nuances to be achieved. For example, you can start by playing single notes on the piano, then bring in the arps in the RH by playing 3 notes, then trigger the bass and drums with a single note from the LH, etc. To pause arp synth 1, use JS -Y which is set to toggle (i.e., move the Joystick down once to pause it and again to start it). Arp synth 2 can be faded with Realtime Knob 1B. To fade the bass, use Realtime Knob 4B (reversed).

Finally, Scene 1 features a straight-ahead rhythm, while Scene 2 mixes things up by playing with the Fx/Ctrl Pattern settings for the drums (KARMA Knob 6) and bass (KARMA Knob 3). These 2 Knobs allow you to call up one of 16 different patterns that specifies the application of a particular filter to the corresponding GE.

### KARMA Modules

A: drums	C: arp synth 1
B: bass	D: arp synth 2

### KARMA Knobs & Switches

KB 1	bass	duration %
KB 2	bass	fx/ctrl pattern – Resonance/HPF (CC#71)
KB 3	arp synth 2	duration %
KB 4	arp synth 1	rhythm randomize
KB 5	drums	repeat repetitions
KB 6	drums	fx/ctrl pattern – MIDI CC#16
KB 7	arp synth 1	duration %
KB 8	arp synth 1	velocity accents
SW 1	drums	pattern select
SW 2	arp synth 1	fx/ctrl pattern – LPF Cutoff (CC#74)

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade arp synth 2  
 Knob 2: Knob Mod.3 –Tremolo depth (IFX5) on electric piano  
 Knob 3: Expression – fade drums  
 Knob 4: FX Ctrl 1 – fade bass (*reversed*)  
 SW 1: alternate modulation #1 on arp synth 1  
 SW 2: JS +Y Lock

JS +Y: alternate modulation #2 on arp synth 1  
 JS -Y: mute arp synth 1(*toggle*)  
 JS -X: "Drum Break" – transpose drums & arp1, mute bass  
 JS +X: "Bass Break" – transpose bass and & arp2, mute drums

## 045: Mellow Metal

Rock

Organ

110 bpm



"Mellow Metal" gets its name from its use of **Ed: Metal Bass (GE1506)** for both the bass and guitar lines, but it's far from mellow. The other two modules are used to create a driving half-time rock beat.

Start off the bass, drums, and guitar with any chord in the lower 2 octaves. To turn on the guitar's "wah" effect, use Realtime SW 2 and then JS -Y to sweep the "wah." The upper 3 octaves feature the **BX3 Velo Switch (A007)** organ that also comes with plenty of High-Gain distortion. To turn on its "wah" effect, turn Realtime Knob 4B to the right. Then, use Aftertouch (press the keys with above-normal pressure) to sweep the organ "wah".

### KARMA Modules

A: drums 1	C: guitar
B: bass	D: drums 2

### KARMA Knobs & Switches

KB 1	bass	duration
KB 2	bass	rhythm randomize
KB 3	bass	note range top
KB 4	guitar	rhythm randomize
KB 5	drums 1	repeat repetitions
KB 6	drums 1 & 2	repeat rhythm value
KB 7	guitar	duration
KB 8	guitar	note range top
SW 1	bass	module run
SW 2	drums 1 & 2	note randomize

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade guitar  
 Knob 3: Knob Mod.3 – w/d mix on Sequence Delay (MFX1).  
 Knob 4: Knob Mod.4 – **left** for default; **right** to turn on "wah" Aftertouch effect on organ

SW 1: JS +Y Lock  
 SW 2: SW 2 Mod. – turn on guitar "wah" effect

JS +Y: "Rhythm Break" – double guitar; enhance drum beat  
 JS -Y: sweep "wah" effect on electric guitar (use in conjunction with SW 2 – see above)  
 JS -X: transpose bass -1 octave  
 JS +X: transpose guitar +1 octave

## 046: fly\*girl~J

Hip-Hop

BassSplits

112 bpm



Straight-up Hip Hop with a twist of Karma. Use the lower 2 octaves to trigger the drums and bass (use single notes or octaves for best results) as well as a 2-timbre gated synth drone that is powered by the lovely **Abbesque (GE0910)**. You can fade the **Orbiting Probes (A090)** timbre on the gated module using Realtime Knob 1B. Or, you can turn the entire module off using KARMA SW 2.

The upper octaves feature a 3-timbre synth that provides an electric piano with a pad effect, which is nice for soloing or soft chord work. There's also a subtle delay on the synth to add some ambience. Scene 2 provides a nice breakdown by switching off the gated synth, shortening the bass durations and adding pitch bend to the drums.

Finally, use JS -Y to swap out the gated effects for some good ol' fashioned DJ scratchin'.

Note: the modules have been set to "Any" Note Trigger Mode to allow rapid retriggerings and accents, but if you feel this gets in the way, just edit page (6.2-2) on the Karma synth or the Trigger Panel of the Performance Editor in the KARMA MW or TRITON software.

### KARMA Modules

A: gated effects	C: record scratching
B: bass	D: drums

### KARMA Knobs & Switches

KB 1	drums	bend on/off
KB 2	bass	duration %
KB 3	bass	note transpose
KB 4	gated effects	pan fixed/pattern
KB 5	drums	note randomize
KB 6	drums	pattern select
KB 7	gated effects	duration randomize
KB 8	gated effects	note voicing
SW 1	bass	module run
SW 2	gated effects	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade Orbiting Probes (A090) timbre on gated effects module

Knob 2: FX Ctrl 1 – fade snare (*reversed*)

Knob 3: FX Ctrl 2 – fade kick drum (*reversed*)

Knob 4: MIDI CC#16 – filter modulation on piano/pad

SW 1: JS +Y Lock

SW 2: JS -Y Lock

JS +Y: mute drums

JS -Y: "DJ Scratchin'" – trigger **DJ Touch (GE0888)**; mute gated effects; add drums

JS -X: pitch-bend down on piano/pad

JS +X: pitch-bend up on piano/pad

## 047: Funkalicious

Funk/Rock

LeadSplits

106 bpm



Get down and get funky... "Funkalicious" gets its soul from the **Clav Riff (GE0051)** on Module A (organ) and D (guitar), which are triggered on the lower 2 octaves of the keyboard along with the bass and drums. These keys will also sound a bari sax.

The organ and the guitar use the same GE, which is set up to alternate between the two modules using the Trigger By Percentage options and Module Cutoff settings of the Trigger Group. The length of the phrase can be controlled by KARMA Knob 8, allowing the guitar and organ to trade-off faster and faster. Scene 2 demonstrates a shorter setting. Note that you may need to retrigger the keyboard when changing scenes to keep the musicians in sync.

Finally, you can solo with a spacey lead synth on the upper three octaves of the keyboard – look out Billy Preston!

### KARMA Modules

A: organ	C: bass
B: drums	D: guitar

### KARMA Knobs & Switches

KB 1	organ/guitar	note randomize
KB 2	organ	velocity randomize
KB 3	bass	duration %
KB 4	bass	velocity accents
KB 5	drums	note randomize
KB 6	drums	kick/snare level
KB 7	guitar	velocity level
KB 8	organ/guitar	phrase cycle length
SW 1	organ	velocity env. on/off – <b>on</b> to automatically fade riff; <b>off</b> for no fade
SW 2	organ	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass

Knob 2: Expression – fade bari sax timbre from keyboard

Knob 3: Knob Mod.3 – w/d mix & feedback on sax Delay (IFX5)

Knob 4: MIDI CC#16 – filter modulation on sax timbres

SW 1: JS +Y Lock

SW 2: JS -Y Lock

JS +Y: mute drums

JS -Y: mute bass, transpose drums

JS -X: pitch-bend down on sax timbres

JS +X: pitch-bend up on sax timbres

## 048: House of Samsara

House BassSplits 114 bpm



“House of Samsara” features a synth bass on the lower 2 octaves, and a piano/pad on the upper 3 octaves.

Playing the piano/pad will also trigger a groovin’ beat, a subtle techno “repeat” organ, and a lead synth that floats around in the upper octaves. Try Realttime SW 1 & SW 2 to modulate and add portamento to the lead synth. The modules are triggered in the RH area using the “SmartScan” feature, so that you need to play 3 or more notes to trigger a chord, but can then play single notes and play with the sustain pedal down without changing the chord.

The real fun in the “House of Samsara” comes from its looping feature courtesy of the Hold Delay effect. To hear it work, hold the JS in the +Y position and play a few bass notes. Within a measure, you’ll hear your bass notes looping in the background. As long as you are holding JS +Y, this feature will allow you to record everything you play and will loop the 1-measure recording until you reset the effect with JS –Y. Note that you can record/loop the piano/pad as well. Another nice feature of the Hold Delay is the ability to pan the recording using JS X (give it a try!).

Finally, Realttime Knob 3B allows you to control the w/d mix of the Hold Delay effect. The default is the 12 o’clock position, or about 50:50, where you can equally hear the keyboard and the recorded loop. Try recording some notes and then turning the Knob to the left to fade the loop. You can then play the keyboard straight and fade the loop back in when you’re ready. Or, with the Knob turned to the extreme right, you can pump the volume on the loop while cutting the sound of direct input on the keyboard. In this position, you won’t hear the notes as you play them, but you can still use JS +Y to record new notes into the loop.

### KARMA Modules

A: drums1	C: techno organ
B: drums2	D: lead synth

### KARMA Knobs & Switches

KB 1	lead synth	rhythm randomize
KB 2	lead synth	note inversion
KB 3	techno organ	note voicing
KB 4	techno organ	velocity accents
KB 5	drums2	note randomize
KB 6	drums1	note randomize
KB 7	drums1/drums2	hihats/cymbal level
KB 8	drums1/drums2	repeat repetitions
SW 1	drums1/drums2	kick/snare level
SW 2	techno organ	module run

### Realttime Knobs(B), Switches & Joystick

Knob 1: Volume – fade lead synth  
 Knob 2: Expression – fade drums  
 Knob 3: Knob Mod.3 – w/d mix on Hold Delay (IFX4)  
 Knob 4: F/A Decay – decay on drums and techno organ

SW 1: SW 1 Mod. – alternate modulation on lead synth  
 SW 2: Porta.SW – toggle portamento on lead synth  
 JS +Y: allow input to Hold Delay  
 JS –Y: reset Hold Delay  
 JS –X: pan Hold Delay left  
 JS +X: pan Hold Delay right

## 049: Warz Over

Electronica LeadSplits 112 bpm



“Warz Over” features a powerful, 2-Module drum beat, a punchy bass line, and the distinctive sound of the Karma’s

**WarPipes (E075)**. Trigger the drums & bass (and an overlying pad sound) using the lower 2 octaves and play the War Pipes on the upper 3 octaves. By default, the drums & bass are set to trigger on Any key. To switch modes and have them triggered on the 1<sup>st</sup> key, use KARMA SW 2.

The WarPipes timbre is controlled by **War Pipes (GE0431)** to provide note bending and a number of repeats on release. To toggle the bending on/off, use KARMA SW 1. To set the number of repeats, use KARMA Knob 1. Note that the repeats (demonstrated in Scene 2, along with a more syncopated groove) will play in the tonality of the chord last pressed in the LH area, through the use of “ChordScan” in the Dynamic MIDI settings.

You’ll notice that the drums come with a fairly heavy dose of the Flanger effect (for the full effect, mute the bass using JS –Y). To decrease/increase the effect, use Realttime Knob 3B. Also, the bass has an interesting CC Pattern that can be varied with KARMA Knob 8.

### KARMA Modules

A: hip hop kit	C: pipes
B: standard kit	D: bass

### KARMA Knobs & Switches

KB 1	pipes	repeat repetitions
KB 2	bass	duration % (gate)
KB 3	bass	note randomize
KB 4	bass	rhythm randomize
KB 5	hip hop kit	cluster randomize
KB 6	standard kit	level
KB 7	hip hop kit	complexity
KB 8	bass	fx/ctrl fixed/pattern
SW 1	pipes	bend on/off
SW 2	drums/bass	note trigger mode – <b>off</b> for Any key; <b>on</b> for 1 <sup>st</sup> key

### Realttime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass  
 Knob 2: Expression – fade Wild Arp (doubling bass)  
 Knob 3: Knob Mod.3 – w/d mix on drum Flanger (MFX1)  
 Knob 4: Knob Mod.4 – w/d mix on bass Delay (IFX3)

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

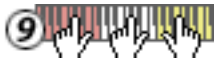
JS +Y: mute drums; add Wah effect to bass  
 JS –Y: mute bass; add repetitions to drums  
 JS –X: pitch-bend down on war pipes  
 JS +X: pitch-bend up on war pipes

## 050: Hella Fun

House

Favorite

115 bpm



Press Chord Trigger 1, and you'll hear that "Hella Fun" was, no doubt, inspired by the popular tune "Hella Good" from pop/ska group No Doubt. You'll hear the same catchy bass line which can be doubled by a guitar based on the position of Realtime Knob 1B. There's also a second guitar bass riff and a syncopated synth arpeggio. On drums, "Hella Fun" provides a standard kit beat that comes close to the original. However, as Chord Triggers 2-4 demonstrate, this Karma-rendition adds a House Kit so you can churn out a true dance mix. There's also a "power synth" bass riff that kicks in with JS -Y. And finally, you can solo on a lead dance synth on the upper 2 octaves. The only thing missing is Gwen!

The module triggering and key zones on "Hella Fun" are a bit funky in order to allow for some fancy effects. To begin, make sure nothing is playing and then start by hitting the lowest G on the keyboard. This will trigger Module B (bass & arp) as well as the standard kit on Module D. In addition, it triggers the "power synth" riff on Module C. However, the synth riff won't become audible until you use JS -Y (note that JS -Y will also temporarily mute the original bass line). JS -Y also can be used to rapidly retrigger the whole groove. Finally, wait till beat 1 and then press a key in the 2<sup>nd</sup> or 3<sup>rd</sup> lowest octave to start the house kit. At any time, you can use JS +Y to stop the drum modules. You can then layer them back in independently by triggering them from the keyboard.

### KARMA Modules

A: house kit	C: synth riff
B: bass & arp	D: standard kit

### KARMA Knobs & Switches

KB 1	bass & arp	repeat repetitions
KB 2	bass & arp	note randomize
KB 3	synth riff	repeat repetitions
KB 4	synth riff	pattern on/off – <b>right</b> to double notes +1 octave on measures 2 and 4
KB 5	standard kit	note randomize
KB 6	house kit	note randomize
KB 7	house kit	kick/snare level
KB 8	both kits	repeat repetitions
SW 1	both kits	bend envelope on/off
SW 2	arp	on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade guitar  
 Knob 2: Expression – fade bass guitar  
 Knob 3: FX Ctrl 1 – fade drums (*reversed*)  
 Knob 4: F/A Decay – decay level on drums, bass & guitar

SW 1: JS +Y Lock  
 SW 2: JS -Y Lock

JS +Y: stop both drum modules; use keyboard to re-trigger  
 JS -Y: replace bass riff with power synth riff; retrigger all modules  
 JS -X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth

## 051: The Improv

Jazz/Traditional

BassSplits

98 bpm



"The Improv" is a jazz quintet (drums, bass, piano, guitar, sax) Combi that features the Karma's improvisational techniques. The drums are provided by the tasteful **Jazz Drum (GE1081)** and the acoustic bass by **Bass Improv 1 (GE0515)**. A jazz guitar periodically chimes in with "comp" chords and an alto sax plays along using **Flute Improv (GE0245)**. These instruments are triggered on the full range of the keyboard, but you must play at least 3 notes to cause a change (this uses the "SmartScan" feature of Dynamic MIDI). This way, you can play solo piano lines on top of it without causing any change in the backing tracks. The upper part of the keyboard provides an acoustic piano for comping and soloing.

To play the bass by hand, simply toggle off the bass GE using JS -Y, which turns on the key zone thru for the bass in the lower two octaves.

In Scene 1, you'll hear the drums, bass, guitar, and sax in a relatively balanced ensemble. In Scene 2, the sax is turned off via KARMA SW 2, the acoustic bass goes into "solo" mode via KARMA Knob 4, and the drums get sparse and syncopated via KARMA Switch 1. Note that you may need to retrigger the chord when changing scenes to keep all the guys in sync.

### KARMA Modules

A: sax	C: bass
B: drums	D: guitar

### KARMA Knobs & Switches

KB 1	sax	rhythm randomize
KB 2	sax	duration %
KB 3	sax	duration randomize
KB 4	bass	rhythm randomize
KB 5	guitar	rhythm randomize
KB 6	guitar	duration %
KB 7	guitar	note inversion
KB 8	bass	velocity accents
SW 1	drums	rhythm syncopation
SW 2	sax	module run

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade guitar  
 Knob 3: MIDI CC#16 – filter modulation on piano  
 Knob 4: Pan – pan the sax

SW 1: SW 1 Mod – alternate modulation on sax, guitar, and bass; **off** for brighter sound; **on** for dampened  
 SW 2: Octave Up – **on** for 4 octaves of piano instead of 3

JS +Y: mute drums (*toggle*)  
 JS -Y: mute bass (*toggle*)  
 JS -X: pitch-bend down on bass  
 JS +X: pitch-bend up on bass

## 052: RhythMachine

Film/Soundscape/SFX Ds/Hits 120 bpm



This Combi is all about the drums. There are 4 drum kits (marked in bold below) in addition to bass and organ hit timbres.

The keyboard zones and KARMA Knobs are assigned as follows:

Octave 1	Octave 2	Octave 3	Octave 4 (C-F)	Octave 4 (F# - B)	Octave 5
bass	<b>Trky Kit</b>	<b>Cym Kit</b>	<b>Std Kit</b>	<b>Perc.Kit</b>	organ hits
---	<b>KB 1 &amp; 4</b>	<b>KB 2 &amp; 6</b>	<b>KB 3 &amp; 7</b>	<b>KB 4 &amp; 8</b>	---

Note that playing a key in octave 5 will not only sound the organ, but will also retrigger all the drum modules. The highest key on the keyboard, however, can be used to retrigger the drums without sounding the organ. And note that the knobs are divided vertically for each of the four drum modules.

Using KARMA SW 2, you can toggle between Mode A, where modules are only triggered on the first note-on and keys will play individual drum sounds, and Mode B, where modules are retriggered on any note and the keys are silent. Use Mode B to easily create syncopated rhythms by retriggering the kits independently. In either Mode, remember that notes in the top octave will get everything back into sync by retriggering all the modules.

Don't forget to experiment with all the rhythm variations on the Joystick. KARMA SW 1 transposes two of the kits for more variations. And, for an alternate playing style, try playing the "RhythMachine" with KARMA Latch off.

### KARMA Modules

A: standard kit	C: tricky kit
B: cymbal kit	D: percussion kit

### KARMA Knobs & Switches

KB 1	tricky kit	velocity randomize
KB 2	cymbal kit	kick/snare level
KB 3	standard kit	velocity level
KB 4	percussion kit	percussion level
KB 5	tricky kit	repeat repetitions
KB 6	cymbal kit	hiahats/cymbal level
KB 7	standard kit	note randomize
KB 8	percussion kit	repeat repetitions
SW 1	trky & std kits	note transpose
SW 2	<i>all kits</i>	<b>on</b> for Mode A, <b>off</b> for Mode B (see descriptions above)

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade percussion kit  
 Knob 2: Expression – fade tricky kit  
 Knob 3: F/A Decay – decay on all drums kits  
 Knob 4: Pan – pan organ hits

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: alternate rhythm #1  
 JS -Y: alternate rhythm #2  
 JS -X: alternate rhythm #3  
 JS +X: alternate rhythm #4

## 053: Shiva's Lair

Electronica LeadSplits 116 bpm



"Shiva's Lair" features 2 drum kits and a 2-timbre bass all of which provide a hard-core house beat. The 4<sup>th</sup> module,

Module D, provides a gated synth that, by default, will serve up a randomized 2-measure phrase each time its triggered on the lower 2 octaves. To remove this randomness, turn KARMA Knob 8 away from the center position. Finally, a string/synth lead is provided in the upper 3 octaves for chord/pad work.

The beauty of "Shiva's Lair" is in its many variations, or... incarnations. To get a taste of this, start by hitting Chord Trigger 1 in Scene 1 and moving the Joystick in all directions (including the diagonals). Then switch to Scene 2, which serves up a nice breakdown along with increased syncopation on the drums through KARMA Knob 5 Repeat Repetitions, and again use the Joystick. Finally, add Realtime Knobs(B) 1-4 into the mix and you'll be re-incarnating for hours.

### KARMA Modules

A: house kit	C: bass
B: tricky kit	D: gated synth

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration %
KB 3	gated synth	duration %
KB 4	gated synth	velocity accents
KB 5	drums	repeat repetitions
KB 6	drums	note randomize
KB 7	drums	kick/snare level
KB 8	gated synth	rhythm randomize; <b>center</b> for randomized 2-measure phrase; <b>left/right</b> for "fixed" pattern
SW 1	bass	velocity accents
SW 2	bass	env. attack time

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade *ArpTwins Vel>Rpt (A050)* on Module C  
 Knob 3: MIDI CC#16 – filter modulation on gated synth  
 Knob 4: Flt EG Int. – alternate modulation on bass

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: "Bendy Tricky" – mute house kit; turn on bend envelope for tricky kit; move to double-time on gated synth  
 JS -Y: "Bendy House" – mute tricky kit; turn on bend envelope for house kit; transpose gated synth -1 octave  
 JS -X: "Triangles" – mute bass; transpose house kit; modulate gated synth  
 JS +X: "Straight Up" – mute gated synth; transpose tricky kit; alternate bass rhythm

## 054: Tension Waves

Film/Soundscape/SFX Motion Synth 108 bpm



“Tension Waves” uses a gated GE, *Dr. Chopper 1 (GE0917)*, along with a second GE on the same channel to produce a sci-fi soundtrack-like bass effect. These bass Modules, along with an “old skool” electronic drum beat, are triggered via the lower 2 octaves.

The upper 3 octaves feature *Shortwave (GE0865)* which provides a constant flurry of activity in the mid and high-range. By changing the “repeat” parameters on KARMA Knobs 7 & 8, you can get a totally different feel out of this GE. Also, its Note Latch parameter is on KARMA Switch 2, as Scene 2 so aptly demonstrates, along with a breakdown of the groove. Finally, a synth timbre is provided on the entire keyboard.

All Joystick directions provides variations on the original theme, so try the corners and the edges in addition to the normal X/Y directions.

### KARMA Modules

A: gated bass	C: shortwave
B: bass 2	D: drums

### KARMA Knobs & Switches

KB 1	gated bass	rhythm randomize
KB 2	gated bass	duration %
KB 3	gated bass	velocity accents
KB 4	bass 2	note transpose
KB 5	drums	kick/snare level
KB 6	drums	note randomize
KB 7	shortwave	repeat repetitions
KB 8	shortwave	repeat transpose
SW 1	drums	bend on/off
SW 2	shortwave	note latch on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade shortwave  
 Knob 3: F/A Attack – set attack level on all timbres (excluding drums)  
 Knob 4: F/A Decay – set decay level on drums & shortwave

SW 1: JS +Y Lock  
 SW 2: JS X Lock

JS +Y: add repeat to drum beat; mute bass  
 JS –Y: mute drums; pitch modulation on main synth  
 JS –X: transpose drums; mute shortwave  
 JS +X: increase complexity on drums; shortwave pitch bend

## 055: Long Road Ahead>

Ambient Trance Pads 112 bpm



This ambient/mood mix gets its flavor from a *SharpBottleBlow (E120)* riff layered with a Kalimba. The bottles and kalimba, bass, and drums are all triggered on the lower 2 octaves. The upper octaves feature a sweet-sounding synth pad that morphs quite a bit as you hold down the keys – be sure to give it time!. In addition, in Scene 1, a gated synth kicks in when you use higher velocities to sound the pad. In Scene 2, KARMA SW 2 is turned off so that the gated synth will sound regardless of the velocity. In both cases, though, the gated synth only plays as long as you hold the keys down.

Use JS +-X to mute the drums & bass. For a nice effect, try muting both the drums and bass to better hear the bottle riff. Then, use Realtime Knobs 3 & 4 to change the flavor of the bottles. Next, try KARMA Knobs 1 thru 3 to modify the riff itself.

In Scene 2, you’ll hear additional percussion as well as a modified bottle riff with melodic repeat, and the gated synth in half time. In addition, KARMA Knob 8 is tweaked so that you’ll hear a completely different bass line.

### KARMA Modules

A: bottles/kalimba	C: bass
B: gated synth	D: drums

### KARMA Knobs & Switches

KB 1	bottles/kalimba	velocity randomize
KB 2	bottles/kalimba	note range
KB 3	bottles/kalimba	repeat repetitions
KB 4	bass	note randomize
KB 5	drums	note randomize
KB 6	drums	note randomize
KB 7	drums	repeat repetitions
KB 8	bass	pattern select – <b>left</b> for 1; <b>center</b> for 2; <b>right</b> for 3
SW 1	gated synth	rhythm multiplier – <b>on</b> for half-time; <b>off</b> for regular time
SW 2	gated synth	note trigger mode – <b>on</b> for velocity sensitive triggering; <b>off</b> for regular triggering

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bottles  
 Knob 2: Expression – fade kalimba  
 Knob 3: MIDI CC#16 – filter modulation on bottles  
 Knob 4: Knob Mod.4 – depth & w/d mix on St. Random Filter (IFX1) on bottles

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: alternate modulation #1 on lead synth  
 JS –Y: alternate modulation #2 on lead synth (hold keys for full effect)  
 JS –X: mute bass (*toggle*)  
 JS +X: mute drums (*toggle*)

## 056: Alien Incarnate

**Ambient Trance**      Complex & SE      110 bpm



To begin, a downtempo *King Kong Kit* beat brings the “Alien Incarnate” to life. Next, a synth bass is fed through a Talking Modulator (IFX2) for some subtle voice simulation. Then, the *Spectrum Alloy (E023)* timbre is fed through *CrazyComputer 3 (GE1260)* to produce an ethereal voice that seems to be saying... something. Finally, the versatile Vocoder (IFX3) effect is applied to a 2-timbre synth (upper 3 octaves) with a Techno Vox sound-effect modulator.

“Alien Incarnate” provides a considerable variation between Scenes, with a nice breakdown in Scene 2. To get the full effect, however, you’ll need to hold down the Chord Triggers, or play your own chords in the upper octaves, in order to fully appreciate the variations on the Vocoder effect. Also, be sure to move the Joystick in all directions in both Scenes.

Finally, this Combi offers some interesting effects with KARMA off, especially in the lower octaves. And did I say “grungy?”

### KARMA Modules

A: techno vox (vocoder)	C: bass
B: drums	D: spectrum alloy

### KARMA Knobs & Switches

KB 1	bass	rhythm randomize
KB 2	bass	duration %
KB 3	spectrum alloy	rhythm randomize
KB 4	techno vox	repeat repetitions
KB 5	drums	kick/snare level
KB 6	drums	note randomize
KB 7	drums	repeat repetitions
KB 8	techno vox	pattern select
SW 1	spectrum alloy	duration %
SW 2	bass	velocity accents

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade Spectrum Alloy timbre  
 Knob 2: Expression – fade bass  
 Knob 3: Knob Mod.3 – Vocoder mix level; play synth in upper octaves to hear effect  
 Knob 4: Flt Cutoff – filter modulation on drums
- SW 1: JS +Y Lock  
 SW 2: JS X Lock
- JS +Y: “Ethereal” – mute drums  
 JS –Y: “Bendy Drums” – mute bass; activate bend envelope on drums  
 JS –X: “Serious Drums” – mute Spectrum Alloy; randomize drums; activate Attack (CC#73) pattern on bass  
 JS +X: “Railroad Drums” – transpose drums; transpose Spectrum Alloy -1 octave; add Vocoder noise

## 057: Space Tour '03

**Film/Soundscape/SFX**      LeadSplits      88 bpm



“Space Tour '03” meshes extra-terrestrial bleeps, probes, voices, and synths with an earthly beat. The rhythm section and the space blips are triggered on the lower 2 octaves, where you can also play the bass manually while triggering the blips. The upper 3 octaves feature a spacey lead synth with plenty of portamento and delay. The upper octaves also trigger the Venusian “voices,” so you can start a “tune” with a lead synth in the RH as an intro, and get the backing of the Venusians, before bringing in the groove with the LH.

One particularly realistic effect in this Combi is the swooshing sound of an orbiting probe that periodically flies by courtesy of the Doppler effect. You can remove the Doppler effect using Realtime SW 2. You can also remove the sound completely using KARMA SW 2.

Scene 2 simplifies the activity and places more focus on the steam sweeps and distorted bass blips.

Finally, this Combi really shows off the subtleties of the Karma, so...grab a pair of headphones, kick back, and space out!

### KARMA Modules

A: drums	C: venusians
B: bass & flip blip	D: space probe

### KARMA Knobs & Switches

KB 1	bass & flip blip	rhythm randomize
KB 2	bass & flip blip	duration randomize
KB 3	venusians	rhythm randomize
KB 4	venusians	rhythm randomize
KB 5	drums	kick/snare level
KB 6	drums	hiehats level
KB 7	drums	repeat repetitions
KB 8	venusians	velocity accents
SW 1	bass & flip blip	bend on/off
SW 2	space probe	module run on/off

### Realtime Knobs(B), Switches & Joystick

- Knob 1: Volume – fade all sound effects  
 Knob 2: Expression – fade drums  
 Knob 3: Porta.Time – control portamento time on lead synth (use in conjunction with SW 1)  
 Knob 4: Knob Mod.4 – input level to Sequence Delay (MF1); **left** for max delay, **right** for no delay
- SW 1: Porta.SW – turn on/off portamento for lead synth  
 SW 2: SW 2 Mod. – remove space probe Doppler (IFX5)
- JS +Y: “Aliens Break” – transpose drums for vocal sounds; alternate modulation #1 on bass & lead synths (per programs)  
 JS –Y: “Orbiting Probe Break” – mute drums and bass; alternate modulation #2 on bass & lead synths (per programs)  
 JS –X: pitch-bend down on bass & lead synth  
 JS +X: pitch-bend up on bass & lead synth

## 058: Immerzion303 II

Drum'n'Bass

Complex & SE

156 bpm



Part II of a II-part series, “Immerzion303 II” builds upon the *sonic overkill* of “Immerzion303” by bumping up the tempo a notch, swapping the original beat with a true drum & bass beat, and pumping up the bass by replacing the 30303 Square bass with the **30303 Mega Bass (A038)**.

“Immerzion303” features **DanceBass Riff 2 (GE1228)** which is matched up with the **30303 Mega Bass (A038)** to provide a TB-303-like bass line. A 156 bpm drum'n'bass beat is then layered on top of the bass. These modules are triggered on the lower 2 octaves, along with a gated synth whose velocity accents can be modified on KARMA Knob 8. The gated synth can be turned off with the JS +X (*toggle*). The RH area also plays a layered pad, while the LH triggers a rising, wind-like wash of sound from **OXYGEN (B014)**. Be sure to hold down the Chord Triggers long enough to encounter it!

The upper octaves provide a pad and trigger an arpeggio which can be set to play immediately or delayed 1 measure using KARMA SW 2. KARMA SW 1, which is turned off in Scene 2, will turn off the note latch of the bass and gated synth to allow for an alternate playing style. All four modules have their Note Trigger Modes set to “AKR,” so that you can repeatedly retrigger the chords in sampler-like fashion when desired, by releasing all notes first.

Experiment with the 303 bass line timbre using Realtime Knobs 2, 3 & 4 – just be careful of that resonance!

### KARMA Modules

A: drums	C: arpeggio
B: bass	D: gated voices

### KARMA Knobs & Switches

KB 1	bass	fx/ctrl pattern – controls filter modulation pattern
KB 2	bass	duration
KB 3	arpeggio	fx/ctrl env. on/off
KB 4	arpeggio	note range
KB 5	drums	hihats level
KB 6	drums	note randomize
KB 7	drums	repeat repetitions
KB 8	gated voices	velocity accents
SW 1	bass & gated voices	note latch on/off
SW 2	arpeggio	delay start on/off – <b>off</b> to start arpeggio immediately upon striking a key, <b>on</b> for a 1 measure delay

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade all synth pad timbres  
 Knob 2: Expression – fade drums  
 Knob 3: Flt Cutoff – bass only  
 Knob 4: Flt Reso – bass only  
 SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: drum fill; transpose bass +1 octave  
 JS –Y: mute bass  
 JS –X: toggle arpeggio on/off (*toggle*)  
 JS +X: toggle gated voices on/off (*toggle*)

## 059: So Saxy

Hip-Hop/Jazz

BrassReed

113 bpm



The “So Saxy” sax ensemble is a dance/shuffle Combi with plenty of sax. By playing a key in the lower 2 octaves, you’ll trigger a standard drum kit that plays a jazzy hip hop beat, an acoustic bass, and a bari sax. Hold the key and you’ll hear the tenor sax kick in with a bouncy, improvisational line of its own. If you want the tenor sax to continue playing after you release the key, turn on the key latch for Module C using KARMA SW 1) or alternately use the damper pedal.) Or, if you want to change notes on the bari sax without triggering the tenor sax, use JS –Y which can be locked if necessary. Finally, the upper 3 octaves round out the ensemble with a sax/brass ensemble for soloing/chords.

### KARMA Modules

A: drums	C: tenor sax
B: bari sax	D: bass

### KARMA Knobs & Switches

KB 1	bari sax	note randomize
KB 2	bari sax	repeat rhythm value
KB 3	bari sax	repeat repetitions
KB 4	tenor sax	rhythm randomize
KB 5	drums	velocity level
KB 6	drums	repeat repetitions
KB 7	bass	duration
KB 8	tenor sax	note randomize
SW 1	tenor sax	note latch on/off
SW 2	drums	bend on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade drums  
 Knob 2: Expression – fade bass  
 Knob 3: Knob Mod.3 – control feedback & w/d mix on MultiTap Chorus/Delay (MFX1)  
 Knob 4: Flt Cutoff – filter cutoff on drums  
 SW 1: JS +Y Lock  
 SW 2: JS –Y Lock  
 JS +Y: mute bari sax  
 JS –Y: mute tenor sax  
 JS –X: pitch-bend down on alto sax  
 JS +X: pitch-bend up on alto sax

## 060: Signals

Electronic

BassSplits

106 bpm



This Combi gets its name from the distinctive “Morse Code” effect that comes from combining *Djhits1 (GE 0700)* with the *Goa Message (B076)* Program.

“Signals” is one of many Combis in this collection that makes use of two distinct, yet complimentary drum kits, each controlled by its own GE. In this case, Module A uses the Psycho Kit and is controlled by Psycho Phunk (GE 1111) while Module B uses the Tricky Kit and is controlled by 2Step 3 (GE 0946). Module C controls both a hit sound, the *signal*, as well as a sustained pad. Finally, Module D provides an unremitting bass line that kicks this Combi into the dimension of phunk/techno. Use the bottom 2 octaves to trigger the bass and drums. The top 3 octaves trigger the signals and provide a synth for melodic lines and chords.

Try Scene 2 to calm things down a bit by dropping out the tricky beat, smoothing out the bass line, and slowing down the signals.

### KARMA Modules

A: psycho kit	C: hits/pad
B: tricky kit	D: bass

### KARMA Knobs & Switches

KB 1	hits/pad	velocity & rhythm
KB 2	hits/pad	duration
KB 3	bass	rhythm randomize
KB 4	bass	rhythm randomize
KB 5	both kits	kick/snare level
KB 6	both kits	hihats/cymbal level
KB 7	psycho & tricky kit	rhythm
KB 8	psycho & tricky kit	rhythm (both kits) & velocity (psycho kit only)
SW 1	tricky kit	bend envelope on/off
SW 2	hits/pad	bend envelope on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass and drums

Knob 2: Expression – fade pad timbre on Module C

Knob 3: Knob Mod.3 – tweak parameters on Talking Modulator (IFX2) on “signal”

Knob 4: F/A Decay – decay length on drums

SW 1: JS +Y Lock

SW 2: JS –Y Lock

JS +Y: “Funk-out Break” – mute hits/pad & psycho kit; switch to staccato bass beat.

JS –Y: “Time-out Break” – mute bass & tricky kit; thin out psycho kit.

JS –X: “Industrial Break” – transpose drum kits for new sound (try different positions).

JS +X: “Subtle Break” – transpose hits/pad

## 061: Reflections

New-Age

Pads

60 bpm



“Reflections” features a piano pad accompanied by a pair of *PiezoMix Guitars (B010)* that slowly and gently pick off notes according to *Express Gtr2 (GE0442)*. The “main” guitar is assigned to Module A while the “echo” guitar is transposed up 1 octave, mixed down slightly, and assigned to Module B. In Scene 1, the “main” guitar is heard from the left stereo channel while the “echo” comes from the right. In Scene 2, both guitars use random panning. The panning values can be changed in realtime using KARMA Knobs 5 and 6. Also, Scene 1 triggers both guitars simultaneously while Scene 2 adds a slight delay to the triggering of the “echo” guitar. You can control the length of the delay using KARMA Knob 4.

Although the guitars are triggered on the lower 2 octaves, both guitar modules use the Smart Scan feature across the entire keyboard. This means that you will need to hold down 3 or more keys simultaneously to “set the chord” for the guitars before they will actually trigger. In addition, once the guitars are playing, they will follow your chords anywhere on the keyboard. Be sure to try the JS +Y/-Y to sweep through the guitars!

The lower 2 octaves also trigger a motion pad that can be modified using KARMA Knobs 7 & 8 as well as Realtime Knob 3B. Finally, the entire keyboard will play a piano pad, using *Single Play Thru (GE0145)* to extend the release of the program. You can change the brightness of the pad using Realtime Knob 4B.

### KARMA Modules

A: main guitar	C: motion pad
B: echo guitar	D: piano

### KARMA Knobs & Switches

KB 1	guitars	rhythm randomize
KB 2	guitars	note randomize
KB 3	guitars	note direction
KB 4	echo guitar	delay start length – left for no delay, right increases delay length
KB 5	main guitar	panning – 0 = left, 64 = center, 127 = right, 128 = random
KB 6	echo guitar	panning – 0 = left, 64 = center, 127 = right, 128 = random
KB 7	motion pad	note interval shift
KB 8	motion pad	note start offset
SW 1	guitars	note latch on/off
SW 2	motion pad	bend on/off

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade piano timbres from pad

Knob 2: Expression – fade guitars

Knob 3: Flt Cutoff – filter cutoff on motion pad – left to fade

Knob 4: Knob Mod.4 – w/d mix on St.Wah (IFX4) on piano

SW 1: Octave Down

SW 2: Octave Up

JS +Y: direct index echo guitar (sweep up)

JS –Y: direct index main guitar (sweep down)

JS –X: pitch-bend down on piano

JS +X: pitch-bend up on piano

## 062: Guitar Manifesto

**Rock**                      Guitar/Plucked                      110 bpm



“Guitar Manifesto” offers up some rock drums, a pumping electric bass, and a serious solo/lead guitar. An organ arpeggio and strumming strat are also provided to fill out the rhythm. You can play chords on the organ as well as trigger all the rhythm modules using the lower 2 octaves. The upper 3 octaves are reserved for the lead guitar.

Scene 1 serves up a full mix. In Scene 2, the bass durations are extended and certain notes drop out courtesy of KARMA Knobs 1 & 2. The durations of the strum guitar and bass are then shortened to help with the breakdown. Finally, the organ arpeggio is tweaked a bit and brought down 1 octave using KARMA SW 2.

### KARMA Modules

A: bass	C: drums
B: guitar strum	D: organ

### KARMA Knobs & Switches

KB 1	bass	duration %
KB 2	bass	rhythm randomize
KB 3	guitar	duration %
KB 4	guitar	velocity accents
KB 5	guitar	note transpose
KB 6	organ	duration
KB 7	organ	note range
KB 8	organ	note inversion
SW 1	drums	bend on/off
SW 2	organ	note transpose – <b>on</b> for default; <b>off</b> to transpose -1 octave

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade guitar strum  
 Knob 2: Expression – fade bass  
 Knob 3: FX Ctrl 1 – w/d mix on lead guitar Delay (*reversed*)  
 Knob 4: FX Ctrl 2 – fade snare (*reversed*)

SW 1: JS +Y Lock  
 SW 2: JS –Y Lock

JS +Y: mute drums; add more organ  
 JS –Y: mute organ; trigger bend envelope on drums; trigger decay pattern on guitar strum  
 JS –X: pitch-bend down on lead guitar  
 JS +X: pitch-bend up on lead guitar

## 063: ==<ZONE>==

**Electro**                      BassSplits                      114 bpm



“==<ZONE>==” is a fusion of melodic techno hits, the infamous *Nasty Tricky Kit (E125)*, a 2-timbre bass riff, and a strong dance synth with a GE borrowed from the Dance Extreme (PCM-04) collection.

While the hits, bass, and drums are all triggered via the bottom 2 octaves, there’s plenty of *synthesizing* to be done on the top 3 octaves. First, try striking a key, and you’ll hear the repeating sound that jumps from stereo channel to channel. This effect is due to the *House Organ (GE1202)* on Module D. If you’d like the effect to stop after you release the key, use KARMA SW 1 to turn off Note Latch (as demonstrated by Scene 2). When it is off, strike a key and quickly release it so you can pick out the sequence delay effect that follows. To lessen, or completely remove the delay, use Realtime Knob 3B. Also, you can control the volume of the effect using KARMA Knob 4. Finally, notice the sweeping effect that kicks in if you hold down the key long enough.

### KARMA Modules

A: techno hits	C: bass
B: drums	D: synth

### KARMA Knobs & Switches

KB 1	hits	rhythm randomize
KB 2	hits	velocity accents
KB 3	hits	duration %
KB 4	organ	velocity accents – <b>left</b> to remove house organ effect
KB 5	drums	kick/snare level
KB 6	drums	percussion level
KB 7	bass	note transpose
KB 8	bass	velocity accents
SW 1	organ	note latch on/off
SW 2	hits	transpose

### Realtime Knobs(B), Switches & Joystick

Knob 1: Volume – fade bass  
 Knob 2: Expression – fade hits  
 Knob 3: Knob Mod.3 – w/d mix on synth Sequence Delay (IFX5)  
 Knob 4: Flt Cutoff – filter cutoff on drums

SW 1: SW 1 Mod. – alternate modulation on bass and hits  
 SW 2: JS +Y Lock

JS +Y: “High Break”: mute bass; alternate modulation on hits; bend drum beat  
 JS –Y: “Low Break”: mute hits; transpose drums  
 JS –X: pitch-bend down on lead synth  
 JS +X: pitch-bend up on lead synth