



**MATRIARCH™**

---

EXPLORATION PATCHBOOK

**MOOG MUSIC IS AN  
EMPLOYEE-OWNED COMPANY  
BASED IN ASHEVILLE, NC**

Synthesize Love



## Matriarch Sequencer

# CREATE A SEQUENCE

### RECORD A SEQUENCE:

- Follow steps 1-7 under the keyboard illustration.

### PLAYBACK YOUR SEQUENCE:

- Set the **MODE** switch to the **SEQ** position.
- Press the **PLAY** button (located on the left-hand controller), then press and hold down any note to playback your sequence.
- Press the **HOLD** button to allow the sequence to continue playing after your hand is lifted from the keyboard.
- The Arp/Seq **RATE** knob adjusts the playback speed.

**NOTE:** You may transpose your sequence by playing a new note.



**NOTE:** This will arm Sequence 1.

#### 1. ARM THE SEQUENCER

To arm the Sequencer for recording, set the **MODE** switch to the **REC** position.

**NOTE:** Matriarch provides a total of 12 sequence locations, which are accessible by using the four-position **SEQUENCE** knob and the **OCT / BANK** switch.

#### 2. PLAY A NOTE

This is the first note of your sequence.

**NOTE:** With the **VOICE MODE** switch set to 2 or 4 (paraphonic mode), you can record up to four notes simultaneously on a single step.

#### 3. ADD A REST



REST TIE RATCHET

**NOTE:** During playback, this step will be silent.

#### 4. ADD A NOTE

This is the second note of your sequence.

#### 5. ADD A TIE



REST TIE RATCHET

Press the **TIE** button and play the same note (from Step 4) again.

#### 6. ADD A TIE (LEGATO)

Press and hold a new note. While holding that note, press another note.

**NOTE:** During playback, the transition between these two notes will be smooth, without a break.

This method of adding a tie between notes will only work in 1-Voice monophonic mode.

#### 7. ADD A REST + NOTE + RATCHET



REST TIE RATCHET

Finally, press the **REST** button, play a note, and then press the **RATCHET** button a few times. To listen to your recording, follow the steps under **PLAYBACK YOUR SEQUENCE**.

**NOTE:** Pressing the **RATCHET** button multiple times will add that number of Ratchets (up to 8) to a single step.

PATCH EXPLORATION

# SWIRLING STEREO

NOTES:

- Raise the **MOD** wheel for added motion.
- The left Attenuator determines the Envelope's effect on LFO Rate.
- The right Attenuator determines stereo panning.

**ARP/SEQ**

RATE / DIV IN CV OUT

VEL OUT GATE OUT

RATE / DIV

ARP SEQ REC

MODE

ORD FW / BW RND DIRECTION

1 2 3 4

OCT / BANK

REST TIE RATCHET

**MODULATION**

RATE IN NOISE OUT

SYNC IN S/H OUT WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 & 3 ALL 2 & 4

PITCH MOD ASSIGN

CUTOFF AMT PULSE WIDTH AMT

**UTILITIES**

MULT 0

ATTENUATOR

INPUT OUTPUT

CV IN

ATTENUATOR

INPUT OUTPUT

CV IN

**OSCILLATORS**

1 2 3 4

PITCH IN WAVE OUT

PWM IN LIN FM IN

16' 8' 4' 2'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

**MIXER**

NOISE IN

OSC 1 IN OSC 2 IN

OSC 3 IN OSC 4 IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

**FILTERS**

VCF 1 IN VCF 2 IN

CUTOFF 1 IN CUTOFF 2 IN

ENV AMT IN

VCF 1 OUT VCF 2 OUT

200Hz 20kHz

CUTOFF

20Hz 20kHz

RESONANCE 1

RESONANCE 2

0 1 2 3

SPACING

ENVELOPE AMT

KB TRACKING

**UTILITIES**

MULT 0

ATTENUATOR

INPUT OUTPUT

CV IN

LFO RATE

RATE IN TRI OUT

SQUARE OUT

**FILTER ENVELOPE GENERATORS**

TRIGGER IN

ENV OUT

ENV END OUT

ENV END OUT

ATTACK

DECAY

SUSTAIN

RELEASE

ATTACK

DECAY

SUSTAIN

RELEASE

**STEREO DELAY**

INPUT 1 INPUT 2

FB CV IN

TIME 1 IN TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP PING PONG

**OUTPUT**

VCA 1 IN 2 IN

VCA 1 CV IN VCA 2 CV IN

MAIN VOLUME

AMP ENV SPLIT DRONE VCA MODE

PARAPHONY

1 2 4

VOICE MODE

MULTI TRIG

PATCH EXPLORATION

ROBOT DESTRUCTION

NOTES:

• Raise the **MOD** wheel all the way up.

• Fast modulation of the Filter Cutoff creates a robotic voice. Subtle modulation of the Stereo Delay creates space and choral motion.

ARP/SEQ

RATE / DIV IN

CV OUT

VEL OUT

GATE OUT

RATE / DIV

ARP

SEQ

REC

MODE

1

2

3

4

SEQUENCE

ORD

FW / BW

RND

DIRECTION

1

2

3

OCT / BANK

REST

TIE

RATCHET

MODULATION

RATE IN

NOISE OUT

SYNC IN

S/H OUT

WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 & 3

ALL

2 & 4

PITCH MOD ASSIGN

CUTOFF AMT

PULSE WIDTH AMT

UTILITIES

MULT

ATTENUATOR

INPUT

OUTPUT

CV IN

ATTENUATOR

INPUT

OUTPUT

CV IN

1

2

3

4

PITCH IN

WAVE OUT

PWM IN

LIN FM IN

16'

8'

4'

2'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

MIXER

NOISE IN

OSC 1 IN

OSC 2 IN

OSC 3 IN

OSC 4 IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

FILTERS

VCF 1 IN

VCF 2 IN

VCF 1 OUT

VCF 2 OUT

CUTOFF 1 IN

CUTOFF 2 IN

ENV AMT IN

200Hz

20kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

UTILITIES

MULT

ATTENUATOR

INPUT

OUTPUT

CV IN

LFO RATE

RATE IN

TRI OUT

SQUARE OUT

FILTER

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

ENVELOPE GENERATORS

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

AMPLITUDE

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

STEREO DELAY

INPUT 1

INPUT 2

FB CV IN

TIME 1 IN

TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP

PING PONG

OUTPUT

VCA 1 IN

VCA 2 IN

VCA 1 CV IN

VCA 2 CV IN

MAIN VOLUME

AMP ENV

SPLIT

DRONE

VCA MODE

PARAPHONY

1

2

4

VOICE MODE

MULTI TRIG

MATRIARCH

SEMI-MODULAR ANALOG SYNTHESIZER

moog

# PATCH EXPLORATION

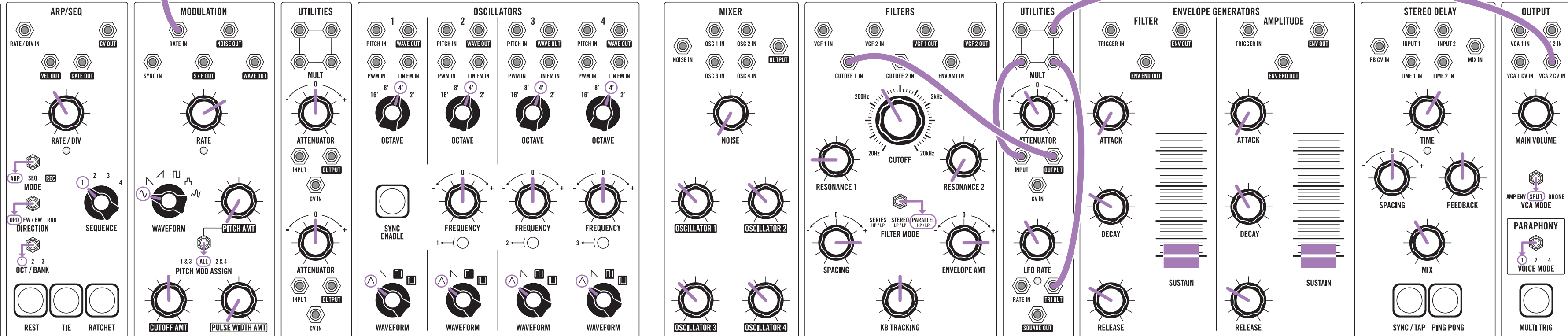
## DANCING BELLS

### NOTES:

- This patch uses Filter FM to create a bell-like tone blended with a pure lead sound.
- Raise the **MOD** wheel.
- Try turning up the **FREQUENCY** knob on Oscillator 4.
- Lower mixer levels will keep the sound cleaner.
- Add a little Noise in the mixer to open up the sound a bit.

### TRY THIS:

- Adjust the Modulation **RATE** knob to change the tone of the bells.

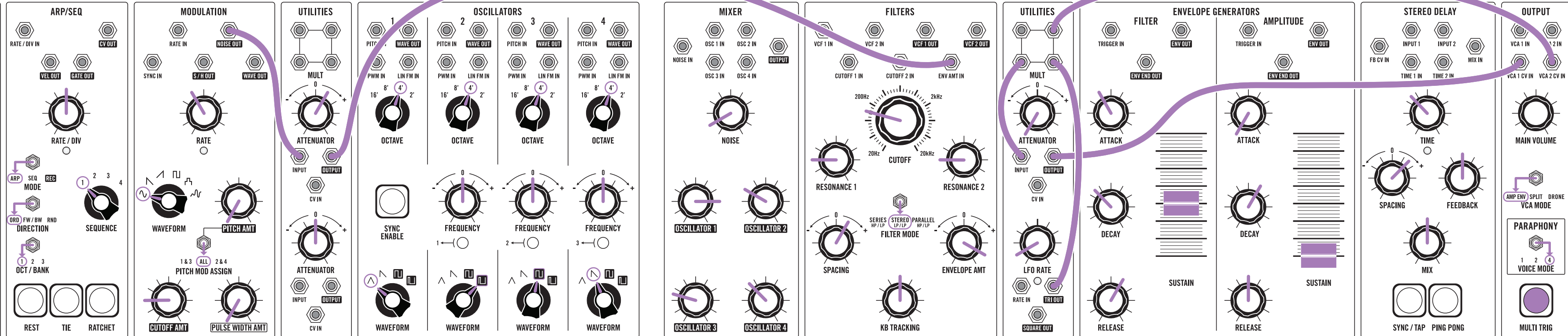


# PATCH EXPLORATION

## DREAM SWIRLS

### NOTES:

- Hold one note. It will be warm and round. While holding that note, tap other single notes and listen to how the sound of each changes as Matriarch cycles through Oscillators 2, 3, and 4 while Oscillator 1 stays steady.
- The first new note you play after releasing all notes will consistently be played by Oscillator 1.
- Raise the **MOD** wheel to add motion.



# PATCH EXPLORATION

## INSTANT BEAT

### NOTES:

- Put the **MODE** switch in the **ARP** position and press the **PLAY** button on the LHC.
- Try holding down one note, then try playing chords.

**ARP/SEQ**

RATE / DIV IN CV OUT

VEL OUT GATE OUT

RATE / DIV

ARP SEQ REC

MODE

ORD FW / BW RND DIRECTION

1 2 3 4

OCT / BANK

REST TIE RATCHET

**MODULATION**

RATE IN NOISE OUT

SYNC IN S/H OUT WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 3 2 4

PITCH MOD ASSIGN

CUTOFF AMT

PULSE WIDTH AMT

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

ATTENUATOR

INPUT OUTPUT

CV IN

**OSCILLATORS**

1 2 3 4

PITCH IN WAVE OUT

PWM IN LIN FM IN

16' 8' 4' 2'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

**MIXER**

OSC 1 IN OSC 2 IN

OSC 3 IN OSC 4 IN

NOISE IN

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

**FILTERS**

VCF 1 IN VCF 2 IN

CUTOFF 1 IN CUTOFF 2 IN

ENV AMT IN

200Hz 20kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

LFO RATE

RATE IN TRI OUT

SQUARE OUT

**FILTER**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**ENVELOPE GENERATORS**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**AMPLITUDE**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**STEREO DELAY**

FB CV IN

INPUT 1 INPUT 2

TIME 1 IN TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP

PING PONG

**OUTPUT**

VCA 1 IN VCA 2 IN

VCA 1 CV IN VCA 2 CV IN

MAIN VOLUME

AMP ENV SPLIT DRONE VCA MODE

PARAPHONY

1 2 4

VOICE MODE

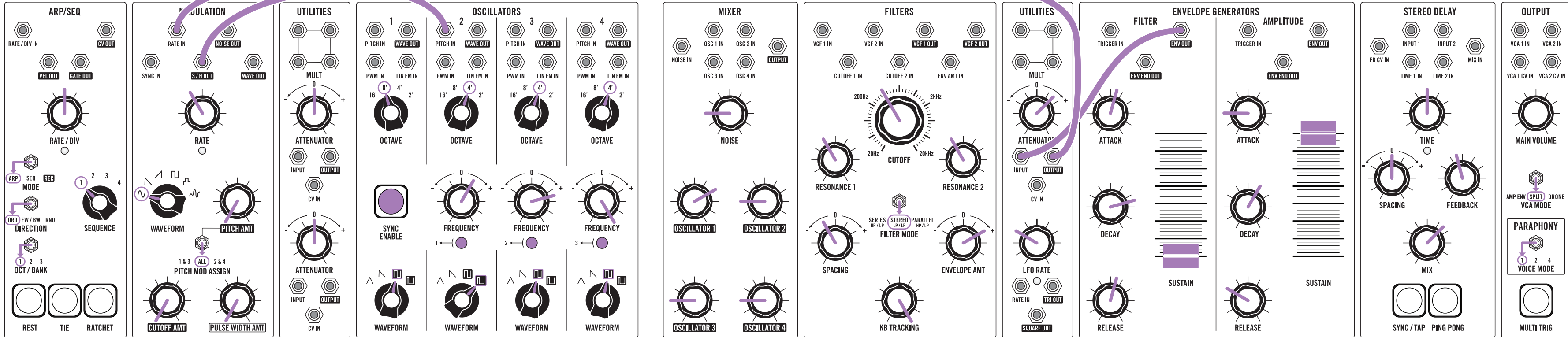
MULTI TRIG

# SPACE ORCHESTRA

## NOTES:

- This patch uses an Envelope to modulate the Rate of the Modulation Oscillator with each new note.
- Since Sample & Hold is patched into Oscillator 2, it only effects Oscillators 2, 3, and 4 while Oscillator 1 remains steady.
- Sync is used to maintain the relative sound between oscillators.

**MATRIARCH** SEMI-MODULAR ANALOG SYNTHESIZER



moog

PATCH EXPLORATION

DIRTY DUO

NOTES:

- Raise the **MOD** wheel.
- Turn up the **NOISE** knob to drive the mixer.

ARP/SEQ

RATE / DIV IN

CV OUT

VEL OUT

GATE OUT

RATE / DIV

ARP

SEQ

REC

MODE

ORD

FW / BW

RND

DIRECTION

1

2

3

4

SEQUENCE

1

2

3

OCT / BANK

REST

TIE

RATCHET

MODULATION

RATE IN

NOISE OUT

SYNC IN

S/H OUT

WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 & 3

ALL

2 & 4

PITCH MOD ASSIGN

CUTOFF AMT

PULSE WIDTH AMT

UTILITIES

MULT

ATTENUATOR

INPUT

OUTPUT

CV IN

ATTENUATOR

INPUT

OUTPUT

CV IN

OSCILLATORS

1

PITCH IN

WAVE OUT

PWM IN

LIN FM IN

16'

8'

4'

2'

OCTAVE

SYNC ENABLE

WAVEFORM

2

PITCH IN

WAVE OUT

PWM IN

LIN FM IN

16'

8'

4'

2'

OCTAVE

WAVEFORM

3

PITCH IN

WAVE OUT

PWM IN

LIN FM IN

16'

8'

4'

2'

OCTAVE

WAVEFORM

4

PITCH IN

WAVE OUT

PWM IN

LIN FM IN

16'

8'

4'

2'

OCTAVE

WAVEFORM

MIXER

NOISE IN

OSC 1 IN

OSC 2 IN

OSC 3 IN

OSC 4 IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

FILTERS

VCF 1 IN

VCF 2 IN

VCF 1 OUT

VCF 2 OUT

CUTOFF 1 IN

CUTOFF 2 IN

ENV AMT IN

200Hz

20kHz

2kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

SERIES

HP / LP

STEREO

HP / LP

PARALLEL

HP / LP

FILTER MODE

UTILITIES

MULT

ATTENUATOR

INPUT

OUTPUT

CV IN

LFO RATE

RATE IN

TRI OUT

SQUARE OUT

FILTER

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

ENVELOPE GENERATORS

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

AMPLITUDE

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

STEREO DELAY

FB CV IN

INPUT 1

INPUT 2

MIX IN

TIME 1 IN

TIME 2 IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP

PING PONG

OUTPUT

VCA 1 IN

VCA 2 IN

VCA 1 CV IN

VCA 2 CV IN

MAIN VOLUME

AMP ENV

SPLIT

DRONE

VCA MODE

PARAPHONY

1

2

4

VOICE MODE

MULTI TRIG

MATRIARCH

SEMI-MODULAR  
ANALOG SYNTHESIZER

moog

# PATCH EXPLORATION

## WIDE FM BASS

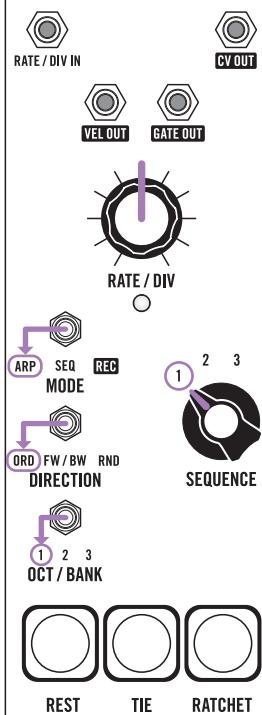
### NOTES:

- Raise the **MOD** wheel to add motion.
- Patching the Envelopes into the **VCA CV** inputs drives them harder and makes the sound punchier.

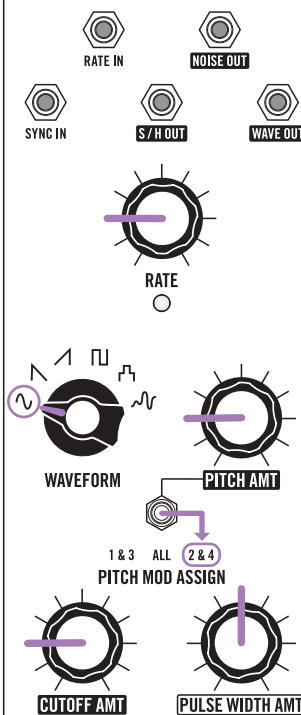
### TRY THIS:

- Lower the Octave for a deeper bass sound.

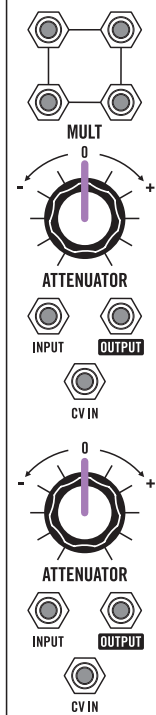
#### ARP/SEQ



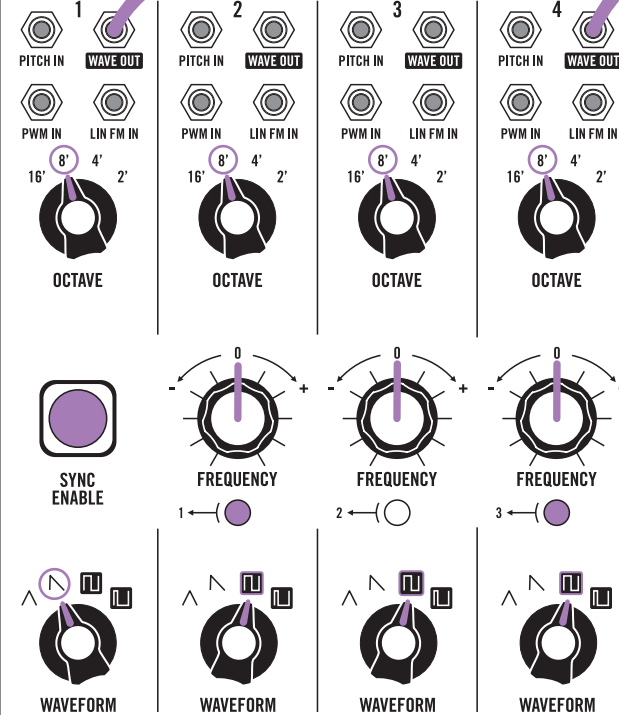
#### MODULATION



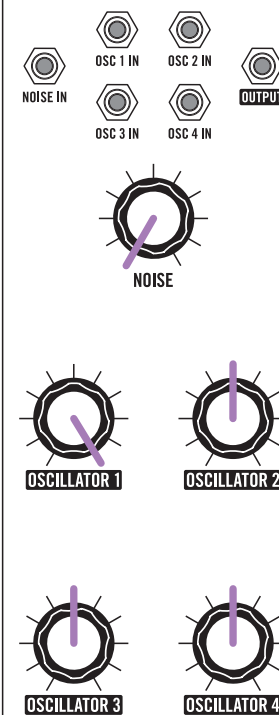
#### UTILITIES



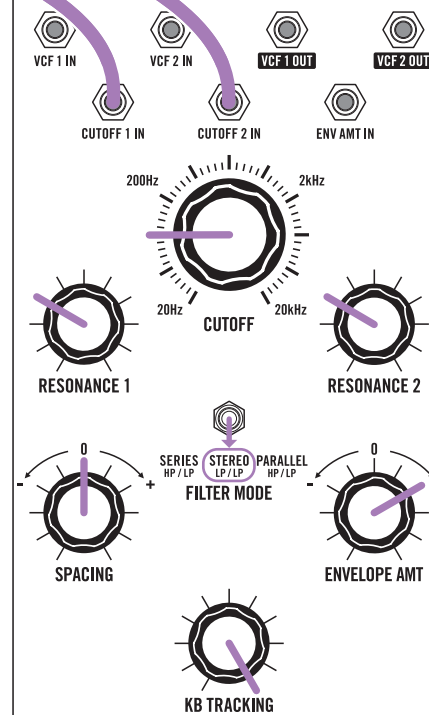
#### OSCILLATORS



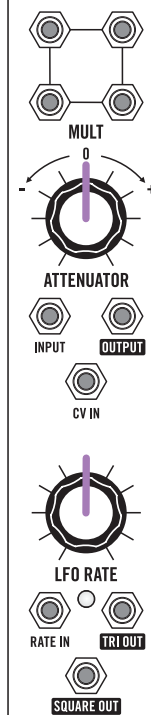
#### MIXER



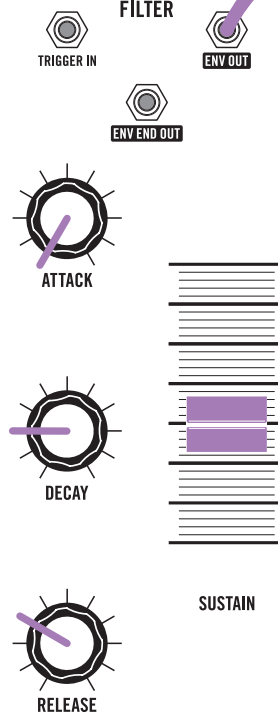
#### FILTERS



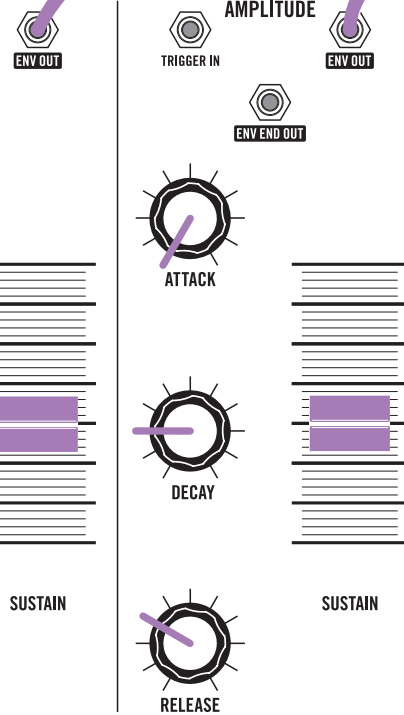
#### UTILITIES



#### FILTER



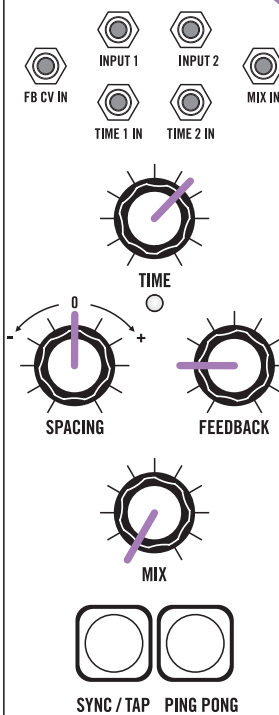
#### ENVELOPE GENERATORS



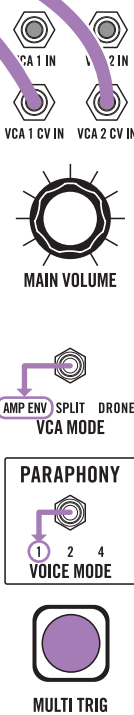
#### AMPLITUDE



#### STEREO DELAY



#### OUTPUT



# PATCH EXPLORATION

## DIGITAL GUITAR

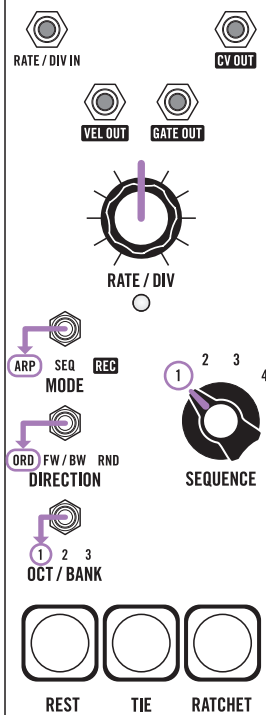
### NOTES:

- This patch allows one resonant low pass filter to be fed through another to create a more defined, mid-focused sound similar to a guitar.
- Keyboard Tracking is used on the Filters to make low notes darker, and high notes brighter.

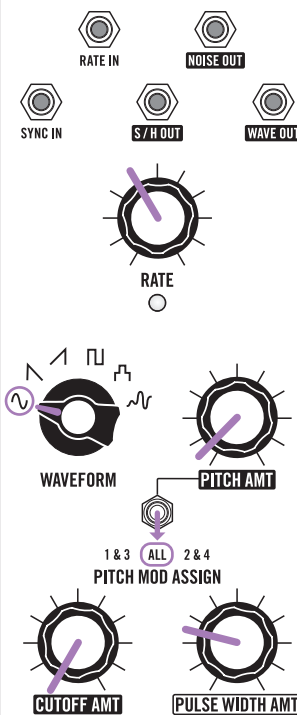
### TRY THIS:

- Slightly detune one of the Oscillators for a chorus effect.
- Raise the **MOD** wheel for vibrato.

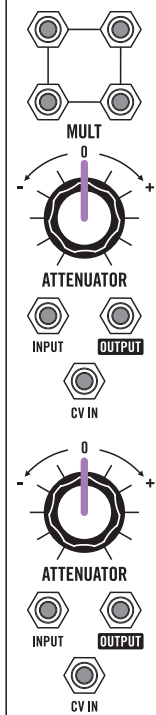
# ARP/SEQ



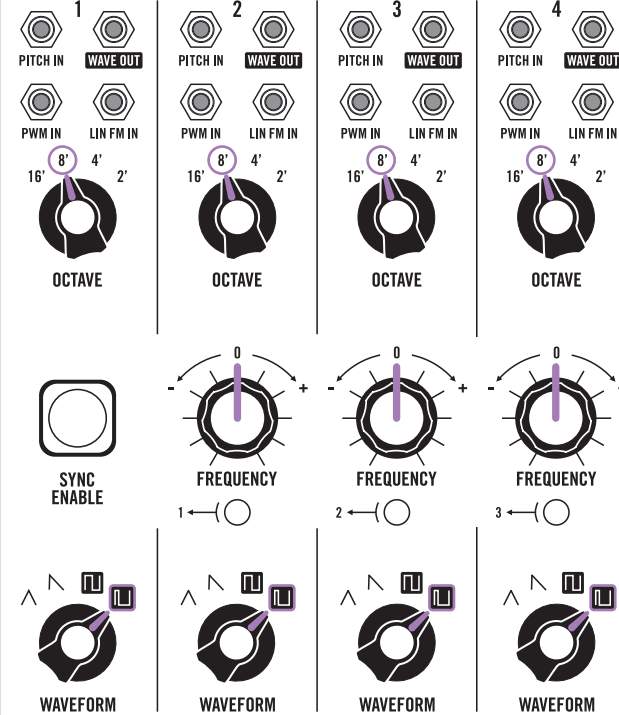
# MODULATION



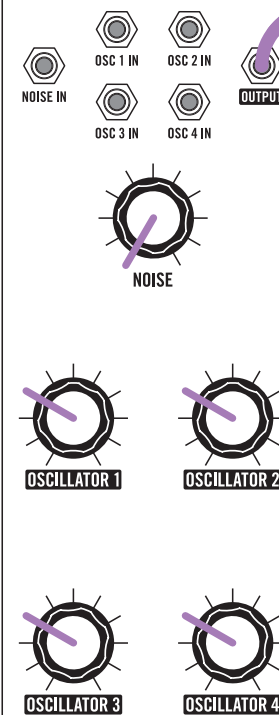
# UTILITIES



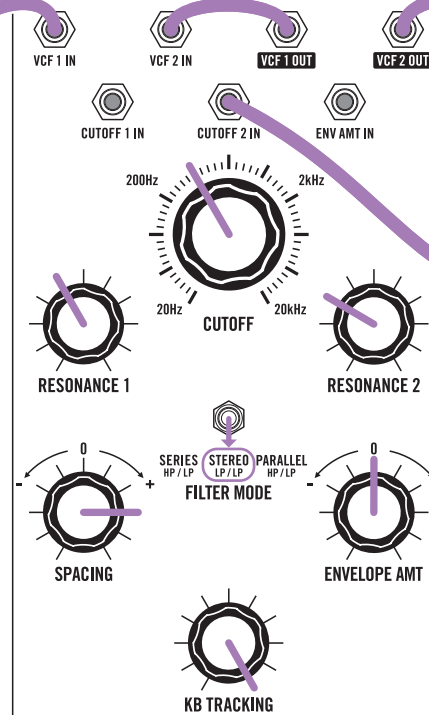
# OSCILLATORS



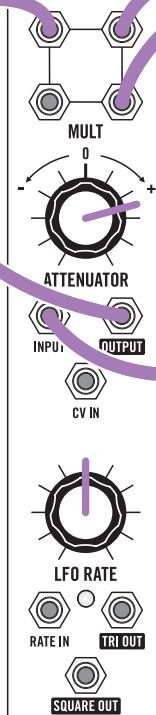
# MIXER



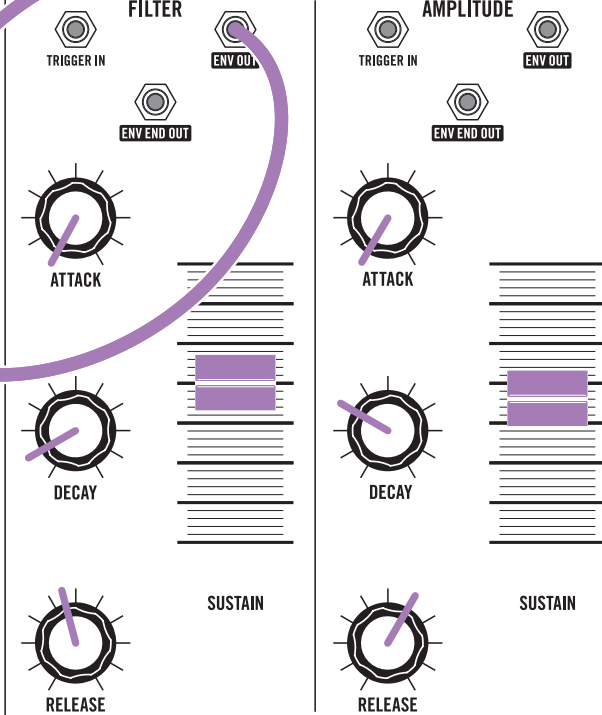
# FILTERS



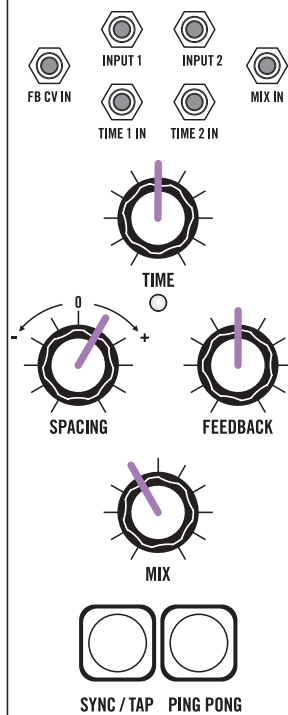
# UTILITIES



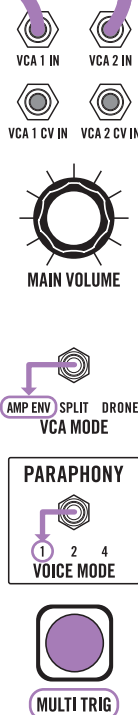
# ENVELOPE GENERATORS



# STEREO DELAY



# OUTPUT



PATCH EXPLORATION

# FREE SAMPLE

NOTES:

- This patch uses Sample & Hold to create random motion, and Filter feedback into the mixer to create a thin, mid-range sound.

**ARP/SEQ**

RATE / DIV IN CV OUT

VEL OUT GATE OUT

RATE / DIV

ARP SEQ REC

MODE

1 2 3 4

ORD FW / BW RND DIRECTION

1 2 3 OCT / BANK

REST TIE RATCHET

**MODULATION**

RATE IN NOISE OUT

SYNC IN S/H OUT WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 & 3 ALL 2 & 4 PITCH MOD ASSIGN

CUTOFF AMT PULSE WIDTH AMT

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

ATTENUATOR

INPUT OUTPUT

CV IN

**OSCILLATORS**

1 2 3 4

PITCH IN WAVE OUT

PWM IN LIN FM IN

16' 8' 4' 2'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

**MIXER**

NOISE IN

OSC 1 IN OSC 2 IN

OSC 3 IN OSC 4 IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

**FILTERS**

VCF 1 IN VCF 2 IN

CUTOFF 1 IN CUTOFF 2 IN

VCF 1 OUT VCF 2 OUT

200Hz 20kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

LFO RATE

RATE IN TRI OUT

SQUARE OUT

**FILTER**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**ENVELOPE GENERATORS**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**STEREO DELAY**

FB CV IN

INPUT 1 INPUT 2

TIME 1 IN TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP PING PONG

**OUTPUT**

VCA 1 IN VCA 2 IN

VCA 1 CV IN VCA 2 CV IN

MAIN VOLUME

AMP ENV SPLIT DRONE VCA MODE

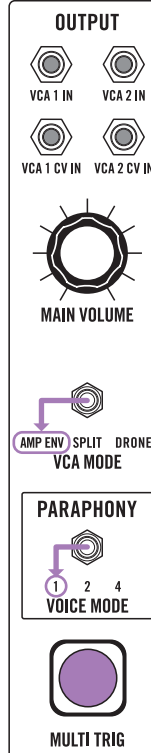
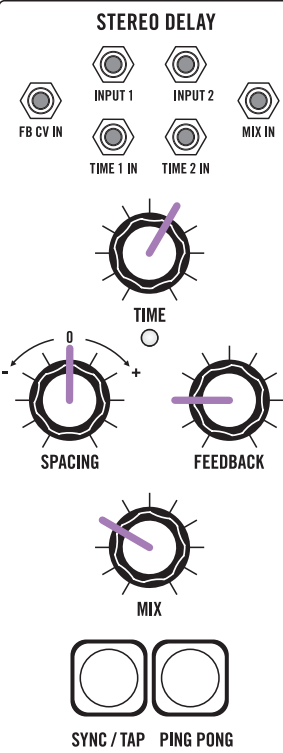
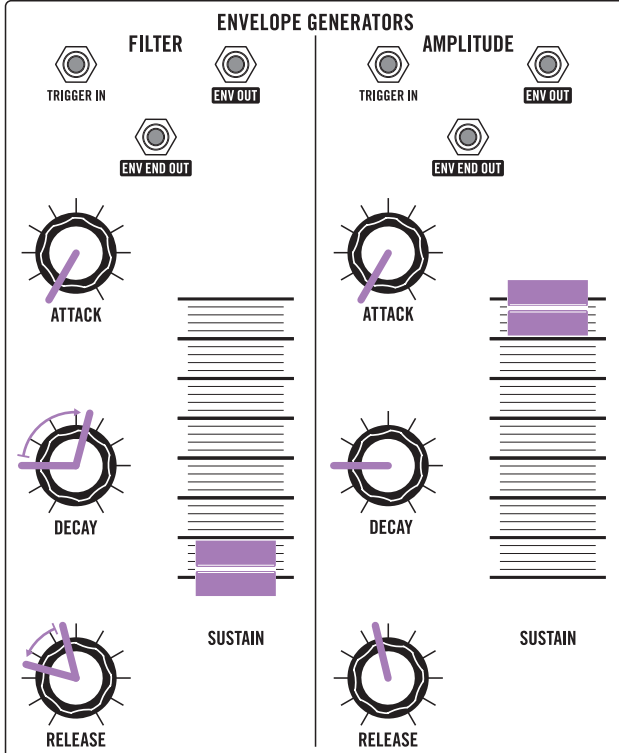
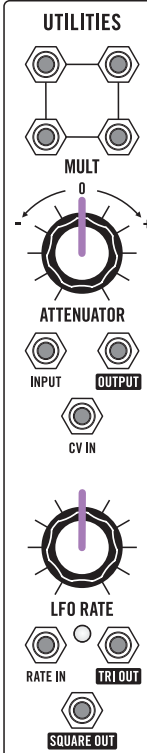
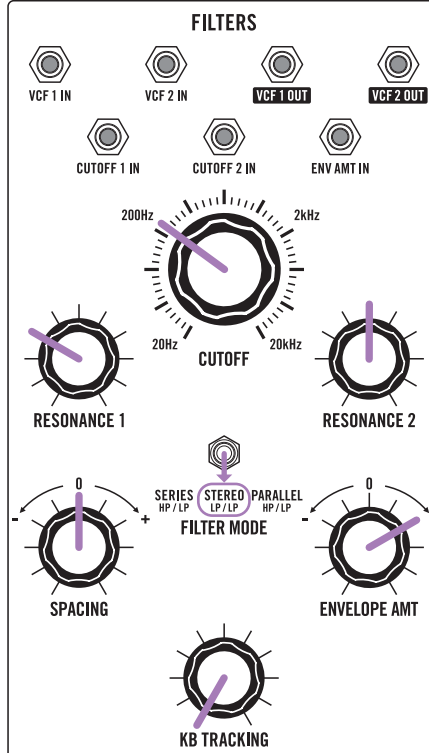
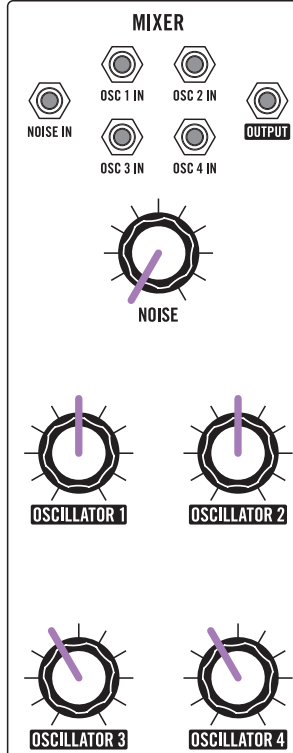
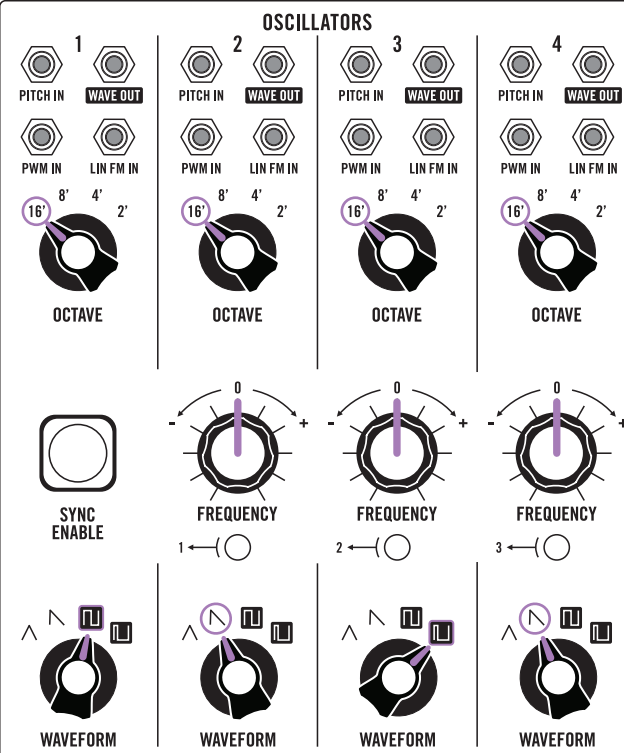
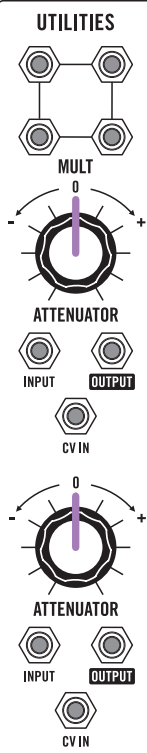
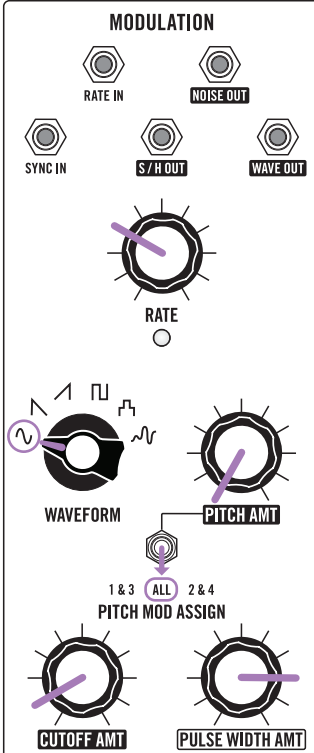
PARAPHONY

1 2 4 VOICE MODE

MULTI TRIG

# RUBBER BASS

- Raise the **MOD** wheel.
- Add **GLIDE** for more motion.



# PATCH EXPLORATION

## BENDY ORGAN

### NOTES:

- Push the **MOD** wheel up all the way.
- Use the **ENVELOPE AMT** knob to adjust click level.
- Patch out of the **VCF 1** jack into the **NOISE IN** jack and turn the **NOISE** level knob all the way up for overdrive.

**ARP/SEQ**

RATE / DIV IN CV OUT

VEL OUT GATE OUT

RATE / DIV

ARP SEQ REC

MODE

1 2 3 4

1 2 3 4

OCT / BANK

REST TIE RATCHET

**MODULATION**

RATE IN NOISE OUT

SYNC IN S/H OUT WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 & 3 ALL 2 & 4

PITCH MOD ASSIGN

CUTOFF AMT PULSE WIDTH AMT

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

ATTENUATOR

INPUT OUTPUT

CV IN

**OSCILLATORS**

1 2 3 4

PITCH IN WAVE OUT

PWM IN LIN FM IN

16' 8' 4' 2'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

**MIXER**

NOISE IN

OSC 1 IN OSC 2 IN

OSC 3 IN OSC 4 IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

**FILTERS**

VCF 1 IN VCF 2 IN

CUTOFF 1 IN CUTOFF 2 IN

200Hz 20kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

LFO RATE

RATE IN TRI OUT

SQUARE OUT

**FILTER**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**ENVELOPE GENERATORS**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**STEREO DELAY**

FB CV IN

INPUT 1 INPUT 2

TIME 1 IN TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP PING PONG

**OUTPUT**

VCA 1 IN VCA 2 IN

VCA 1 CV IN VCA 2 CV IN

MAIN VOLUME

AMP ENV SPLIT DRONE

VCA MODE

PARAPHONY

1 2 4

VOICE MODE

MULTI TRIG

PATCH EXPLORATION

# FLUTTER FRIENDS

**NOTES:**

- Each new note will reset the cycle of the Stepped Random wave.

**ARP/SEQ**

RATE / DIV IN CV OUT

VEL OUT GATE OUT

RATE / DIV

ARP SEQ REC

MODE

ORD FW / BW RND DIRECTION

1 2 3 4

OCT / BANK

REST TIE RATCHET

**MODULATION**

RATE IN NOISE OUT

SYNC IN S/H OUT WAVE OUT

RATE

WAVEFORM

PITCH AMT

1 3 2 4

PITCH MOD ASSIGN

CUTOFF AMT PULSE WIDTH AMT

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

ATTENUATOR

INPUT OUTPUT

CV IN

**OSCILLATORS**

1 2 3 4

PITCH IN WAVE OUT

PWM IN LIN FM IN

8' 4' 2' 16'

OCTAVE

SYNC ENABLE

WAVEFORM

WAVEFORM

WAVEFORM

WAVEFORM

**MIXER**

OSC 1 IN OSC 2 IN

OSC 3 IN OSC 4 IN

NOISE IN

OUTPUT

NOISE

OSCILLATOR 1

OSCILLATOR 2

OSCILLATOR 3

OSCILLATOR 4

**FILTERS**

VCF 1 IN VCF 2 IN

CUTOFF 1 IN CUTOFF 2 IN

ENV AMT IN

VCF 1 OUT VCF 2 OUT

200Hz 20kHz

CUTOFF

RESONANCE 1

RESONANCE 2

SPACING

ENVELOPE AMT

KB TRACKING

**UTILITIES**

MULT

ATTENUATOR

INPUT OUTPUT

CV IN

LFO RATE

RATE IN TRI OUT

SQUARE OUT

**ENVELOPE GENERATORS**

**FILTER**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**AMPLITUDE**

TRIGGER IN

ENV OUT

ENV END OUT

ATTACK

DECAY

RELEASE

SUSTAIN

**STEREO DELAY**

INPUT 1 INPUT 2

FB CV IN

TIME 1 IN TIME 2 IN

MIX IN

TIME

SPACING

FEEDBACK

MIX

SYNC / TAP PING PONG

**OUTPUT**

VCA 1 IN VCA 2 IN

VCA 1 CV IN VCA 2 CV IN

MAIN VOLUME

AMP ENV SPLIT DRONE VCA MODE

**PARAPHONY**

1 2 4

VOICE MODE

MULTI TRIG

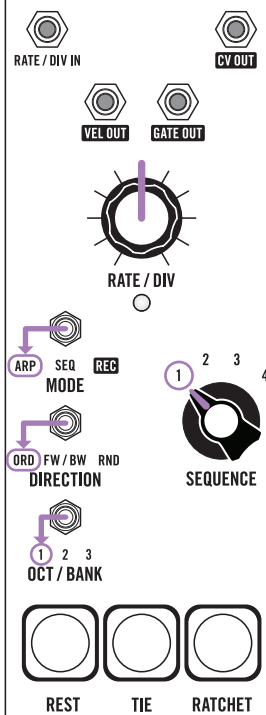
PATCH EXPLORATION

# STEREO SHRED

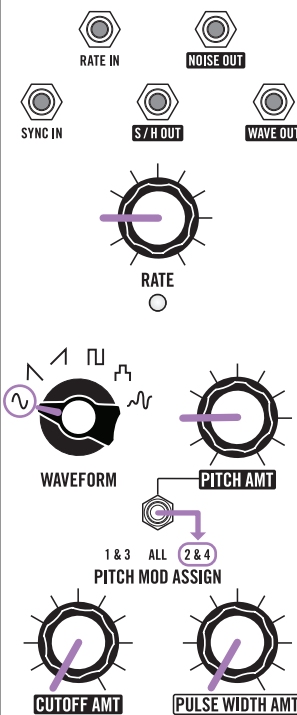
NOTES:

- Keep the **MOD** wheel up!
- This patch puts Oscillators 1 and 2 on the left, while Oscillators 3 and 4 are on the right, creating a wide stereo sound.

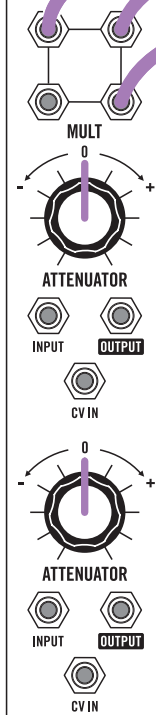
ARP/SEQ



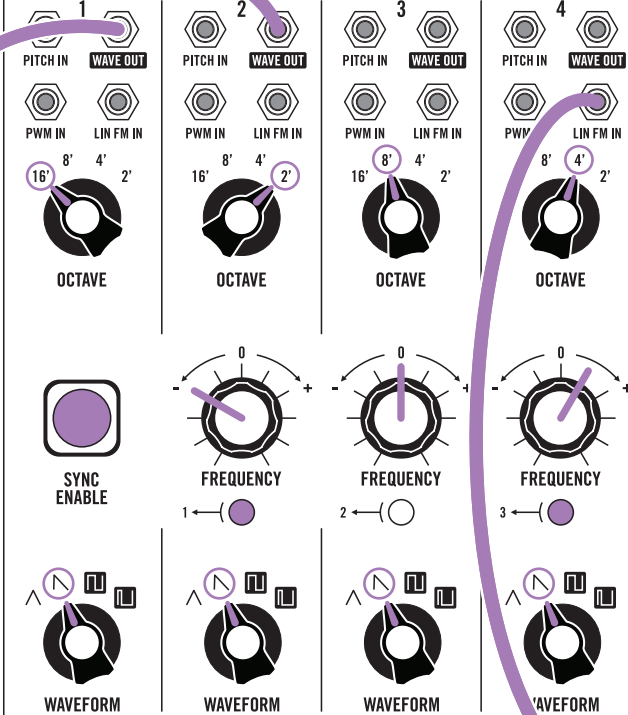
MODULATION



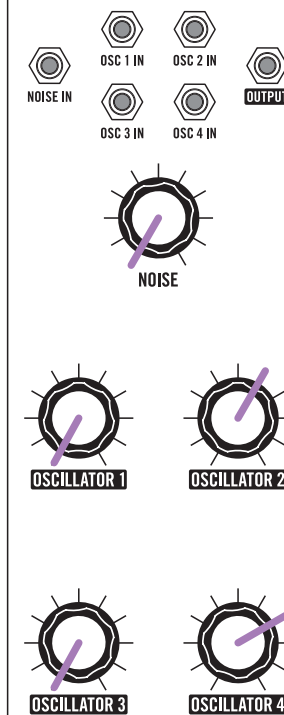
UTILITIES



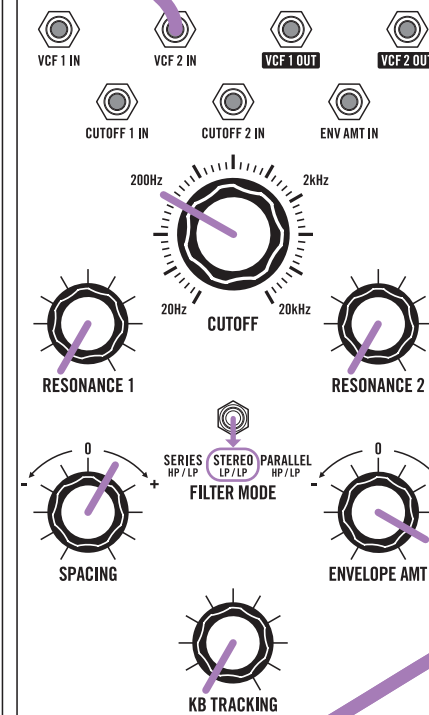
OSCILLATORS



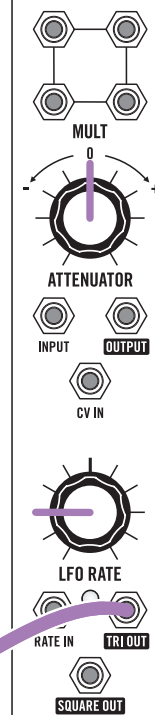
MIXER



FILTERS



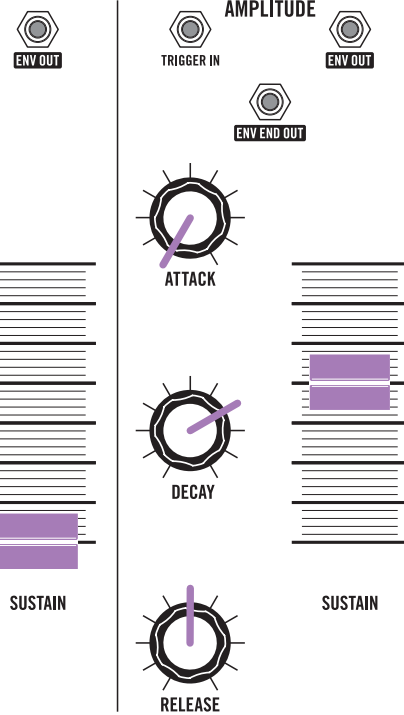
UTILITIES



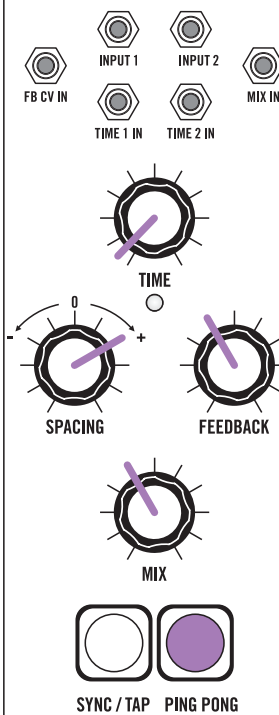
FILTER



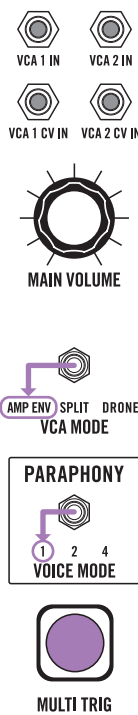
ENVELOPE GENERATORS



STEREO DELAY



OUTPUT



VISIT US AT

**[WWW.MOOGMUSIC.COM](http://WWW.MOOGMUSIC.COM)**

FOR MORE SONIC EXPLORATIONS