

Leap Into The Void.

The Serpent.

List of sounds:

Abandoned City

Hold long.

Dark evolving soundscape and chord pad.

Move vibrato knobs 1 and 2 to get a scary unstable lurking atmosphere. Move up knob 8 (soften) to get a softer ambient chord pad.

Play with Feed bk knob 6 and filter knobs 3 and 4 for lots of self resonating and feedback possibilities.

Abyss**

Tempo synced "maj 7" evolving space soundscape and noise sequence. Hold long. This sound is divided into three sources that can to a certain degree be controlled independently with (knobs 1, 2, 3 and 7) aswell as altogether (knob 5, 6 and 8).

-Osc 1 is the synth part, routed to filter 1 (scream) that has cutoff (knob 3) and res (knob 4) assigned. Reduce volume with knob 1 (Osc 1 lvl), morph from pulse to sinus volume modulation with knob 8 (XFadeSeq).

-Osc 2 and 3 are routed to filter 2 (comb). Reduce their volume with knob 2 (Osc23lvl).

- Reduce noise osc with cutoff (knob 3).

Knob 6 (Fdbk/Ins) adds lots of feedback possibilities. Knob 7 (Phase) colors osc 3 and noise.

Amalthea

Industrial effect soundscape and machine.

Play C3 and hold long while moving parameters. Use knob 1 and 2, Position and intensity to change the character of the wavetables and sound. Use knob 8 to morph into softer ocean waves

and distant oiltanks.

Play higher register for disturbing psychic atmo state.

Ambient Aura

Chord pad with colored rythmic soft ambient noise.

Hold long. Turn down knob 1 (noise amp) to get a more peaceful evolving pad-soundscape.

Turn down knob 8 (mod amp), and raise noise amp, move knob 7 up and play with Feedbk, knob 6 to step into completely new worlds of this sound.

Ambient Isolation

Solitude.

Basic pad. Move between sinus and triangle and use knob 2, intensity to color the wavetables. Move knobs 6, 7 and 8 for lots of chorus possibilities.

Androvoid

Sweeping chordpad/soundscape with unstable noise. Hold long and move knob 7 (structure) to morph and knob 8 to change rate of the modulators. Use knob 1 (detune) for unisono spread pitch cutoff to get into very spooky state.

Asfalt

Dirty distorted evolving pad with a filter cut stuttery pattern.

Turn down knob 8 (ptrn amp) and knob 5 (clip dist) and move knob 6 (width) all the way up to get a smooth soft evolving synthetic organ-like pad.

Atmosphere Of Creeps**

Atmosphere of creeps.

Dark evolving soundscape.

Possibility to tweak pitch unisono to -12 using knob 1 (Uni -12) to create alien and/or subconscious creepy worlds.

Knob 7 (Mod Amp) control the amount of modulation and knob 8 (Structure) controls it's structure.

Bass Swell Agressor

Name says it all.

Agressive bass.

Hold long for rythmic filterpattern and move knob 8 up to control modulation amount.

Battery Of Inhale***

Derivative of Blacksmith Ostinato.

Polyrhythmic sub pattern and dark evolving soundscape beneath.

Hold long. Change into a different structured pattern using knob 8 (Seq Xfade).

Change the color of the wavetables with knob 1 (WT-Color), move it up to add harmonics. Crossfade between Lowpass 4 and Bandreject filter with knob 2.

Beauty And The Beast**

Soft additive pad with radical morphing and extreme feedback possibilities.
Amp Atk (knob 1) goes all the way down for very percussive attacks.
This soft pad sound can also be morphed into monotone ostinato gate sequences of many colors. Try one by first turning up knob 7 (Gate Seq).
Now, hold a note and move knob 8 (Xfade Seq) all the way up to change pattern and then knob 2 (Ins Dist) all the way up to add distortion. Now turn knob 3 (Flt Cut) all the way down and set knob 4 (Flt Res) to nine o'clock, then slowly raise knob 6 (Amp Fdbk) to around eleven o'clock.

Beginning*

Combed sweep pad with resonating sequenced chimery.
Move between Scream and Comb filter using knob 2. Change pattern using X-Seq (knob 8).
Knob 7 controls the amp of the filtered sequence. Turn this down for a more basic pad sound.
Use knob 1 (AD-Env) to change the amp env attack and decay. Move this knob down to get a majestic lead and change from comb filter to scream for a plucked lead sound.

Blacksmith Ostinato

Pad with metal hammer ostinato pattern.
Hold long. Change into a different structured pattern using knob 8. Remove the hammer using knob 2 (metal amp) and move knob 6 (fdbk) up slightly for a completely new dark evolving pad with a deep sub-bassdrum.

Call For Division

Bell-sound. Detuned.
Turn down knob 1 (Uni Luna) and turn up EQ HiPass and Flt cut (knob 2 and 3) to change the color into a more metallic bright bell.
Move knobs 7 and 8 for feedback and frequency shift.

Cellar Apocalypse

Slow dark drumlike pattern/soundscape.
Full control over the noise pattern, intensity and color. Use knob 1 to control the pulse amp. Turn up knob 8 to get a overdriven comb. Knob 7 controls amp feedback. Move knobs 7 and 8 carefully.
Try turn down knob 1 and 2 all the way down, turn up feedback knob slightly and knob 5 (delay) and play with Noise color (knob 4) to get into completely new atmospheres far from the original sound.

Cellar Psychic

Slow dark drumlike pattern/soundscape with bell-ish resonating tones.
Full control over the noise pattern, intensity and color.
Move knob 1 around the max area for different tunings. Same knob also controls the amp of the sub pulse and resonating tones. Turn up knob 8 to get a overdriven comb. Knob 7 controls amp feedback.
Move knobs 7 and 8 carefully.
Try turn knob 2 all the way down, turn up feedback knob slightly and knob 5 (delay) and play with Noise color (knob 4) and Tune (knob 1) to get into completely new atmospheres of far beyond.

Circuit***

Derivative of Pad Of Dejavous.

Tempo synced polyrhythmic filter sequence with synced delay effect. Long release. Use knob 1 to add distortion. Crossfade between Daft and Scream filter with knob 2. Change gate pattern with knob 8 and control amp feedback with knob 7.

Clairvoyant Dream

Soft dreamy pluck-lead sound.
Move knob 8 (Mix 1-2) to change from Scream to Daft filter. Full filter control and along with knob 1 (brighten) and knob 7 (Shaper) you can change from the soft dreamy to a very sharp, dirty, cut-thru sound. Add delay (knob 6) to that.

Color Of Apathy**

Multitrack sequence.
Bassdrum, noise snare, bass sequence and a feedback sync sound with modulated position and volume envelope.
Hold C3.
Morph between the high and low instruments with knob 8 (Morpheus).
This multitrack can be completely destroyed and embedded with distortion and delay effects using knobs 5, 6, 7 and knob 2 that controls filter fm amount of filter 2.
Turn knob 3 (Flt Cut) all the way up for another kind of mayhem. (Watch your speakers)

Contemplate

Long evolving soundscape pad.
Move knob 7 to morph into a isolated sinus-like moving pad. Add bitcrush using knob 1 and 2. X fade the filtered stutter into new pattern using knob 8.

Damnation

Dirty evolving soundscape.

Turn down knob 1, 2, 6, 7 and turn up knob 8 to get a octaver step-sequence that alternates between one semi up and down along the sequence. Damnation.

Death March Of Doom

Death march of doom.

Huge bassdrum pattern, a dark pad and evolving sweeping noise.

Morph pattern using knob 8 (structure), change rate of the LFO sweep using knob 7 (rate). Knobs 1-4 gives control over many types of filter settings.

Add destruction with knob 6 (Feed bk).

Decimology*

Tinker tailor soldier spy.

Sweep pad with step sequenced resonating comb filter melody.

Full control over HP and LP (knob 3 and 4) filter for extensive coloring of the sound and to tame the comb. Furthermore, the comb filters have both dampening and feedback (knob 1 and 2) assigned.

Knob 1, 2, 3, 4 and 7 all co-exists and enable tweaking possibilities of extreme amounts, with or without Comb Seq (knob 8)

Comb Seq controls the modulation amount of the comb filters pitch. Turn it all the way down for a smooth sweep pad. Move it in the upper area with subtle changes for interesting sequenced tunings.

Deep Sea Project

FX scraping soundscape with resonating comb filter. Independent volume control over all four oscillators for possibility to completely change character of the sound.

Try turn down knob 1, 2 and 4 and add delay and reverb using knob 5 and 6 to change the sound into an ambient evolving pad.

Deserted Neuron

FX windy sound with lots of modulation.

Full control over comb filter. Change structure using knob 8.

Destined**

Evolving pad/soundscape with tempo synced sequence on oscillator 2 creating hollow "bandpass-ish" echoes.

Control over HiPass and LoPass filter cutoff using knob 2 and 3. Knob 1 controls vibrato. Use it to create spacey unworldly atmospheres.

Knob 8 (Structure) changes the evolving structure and morphs the "echo" sequence into a faster repetitive pulse.

Determination Revealed***

Derivative of Lumber Mill Desolation.

Dark evolving soundscape.

Use knob 1 (WT-Color) to morph the wavetables. Move up to add dirt.

Crossfade between Double Notch and Daft filter with knob 2.

Control the modulation amount with knob 8.

Dirtier

Distorted pad with control over filter FM (knob 2)

Change sync position using knob 1. Reduce distortion with knob 7. Knob 8 controls LFO filter mod amount.

Dissolved Consonance

Why not a digeridoo with added noise and distortion. Change filter pattern using knob 8 (X-fade).

Good control over wavetable color. Try move Intensity (knob 2) all the way up for a sort of piercing feedback effect.

Disturbed Hate*

Industrial.

Sequenced sound that can be transformed from raw industrial distortion to filtered sequence and metamorphosed beyond the sweeter side of evolving pads.

Dover Calais

Distortion.

Turn up knob 8 (structure) and move knob 7 (chaos) and knob 1 (Pad color) all the way down to remove the chaos and get a slowly evolving pad sound.

Dungeon Reed Filter Sequence

Synthetic reed-like pad sound with filter sequence.

Morph filter pattern using knob 7.

Move knob 8 all the way up, raise knob 6 to ten o'clock and add vibrato using knob 1 and control rate with knob 2 for a completely new sound.

E-gauge Nosc***

Derivative of Ionization.

Sweeping, detuned phase mod drone soundscape. Move knob 8 (Mod Osc) all the way down to leave the noisy character and step into darker areas of drone.

Knob 1 controls the color of the wavetables. Crossfade between Acid and Daft filter with knob 2. Control amp feedback with knob 7.

Both fx have reverb inserted with different color. Control dry/wet of each with knobs 5 and 6.

Electrinos Dance

Sequenced temposynced FX sound with lots of LFO filter sweeps. Knobs 6, 7 and 8 controls modulations and morph.

Escort Of Void**

Soundscape of darkness. A gloomy lurking hymn with subtle winds.

Use knob 2 (Intensity) to open up the sound and brighten the wavetables.

Change the evolving structure with knob 7 (Motion), this also changes the noise sweep into a repetitive percussive sequence.

Amp feedback (knob 6) functions as a kind of saturator effect and is also subtly assigned to delay damp and feedback.

Knob 1 (Unisono) controls pitch unisono to add detuning of the four voices.

Etiological Myth**

Evolving pad with modulated shaper, drive and filter cutoff amount.

Knob 7 (Amp fdbk) opens up the possibilities for very interesting feedback effects along with knob 3 (Fit Cut) and knob 4 (Fit Res). Turn up knob 8 (Soften) to reduce the modulation amount.

Knob 1 (Osc 1 Vib) controls vibrato on oscillator 1.

Excitement Phase

A stabbing lead sound with independent control over filter attack, decay and envelope amount. Change character over the VA-sync oscillators using knob 1 (saw/pulse) and knob 2 (sync).

Expanded Territory*

Evolving soundscape pad.

A tempo synced LFO controlled arp playing a diminished chord. Use knob 1 (-5->min) to change from dim to minor.

Move between comb and a LFO controlled sweeping daft filter using knob 8 (Mix 1-2). Expand further into new territory using knob 2 (Destroy).

Knob 5 and 6 (Reverb and Delay D/W) go all the way up for the possibility to completely embed the sound.

Expatriate Of Swell**

Evolving pad with tempo synced filter cutoff controlled reverse-sequence.

Knob 2 (R P Mod) controls ring modulation of osc 1, position modulation of osc 2 and phase modulation of osc 3. Turn it up subtly to add a kind of unstable growl. Move it further to turn into a never heard of soundscape. Use knob 7 (Ins Dist) to add distortion and morph into an ocean of noise with knob 8 (WT-Ns).

Shorten the attack with knob 1 (Amp Atk) and play staccato in high or low register and change between reverb and delay or use both and try knob 2 (subtly) and knob 7 for a number of different bass and lead sounds.

Extreme Burst

Noise pad. Suited to play someplace below C4.

Use knob 1 and 2 to control amp attack and release. Full control over reverb parameters using knobs 5-8.

Try raising knob 1 (amp atk), turn down knob 3 (filter cut) and raise knob 6 and 7 (reverb size and density) to step into dark storms of doom.

Extrinsic

Psycho FX soundscape.

Hold long.

Use knob 8 (Flt>=1) along with knobs 3 and 4 (Flt cut and res) to step into other worlds.

Start with lowering knob 3 (flt cut) and raise knob 6 (dly amt).

Feedfull Colorback***

Derivative of Dover Calais.

Pulsating synth sound with "realworld" colorful feedback.

Comb filters are inserted in both filter positions. The damp and feedback amount is controlled by a performer with tempo-sync.

Control modulation amount with knob 8, amp feedback with knob 7 and use knob 1 and 2 (hipass, lowpass) and knob 3 and 4 (mid and high EQ gain) to sculpt the sound and it's frequencies.

Fluidus Idiophone

Bell sound.

A vibraphone with fluids.

Turn off bell amp using knob 1. Turn up filter cut using knob 3 and get into a filter swell classic synth sound.

Foreverly Evolve

Nice evolving pad. Hold long.

Start with a subtle change of knob 1 for a spooky atmo.

Add pulsation using knob 8 (motion). Control vibrato to the extreme using knobs 1 and 2. Use knob 6 (Amp Fdbk) to get some very interesting feedback effects.

Foundation Of Doom

Darkness.

Play lower register and hold long for doom. Play shorter (almost staccato) notes in higher register and you have a more classic detuned synth sound. Hold for noise burst and a following pattern sequence.

Ghost Decay Of Winds**

Sound burst.

Extensivel control over amp attack (knob 1) and decay (knob 2). Raise decay for a dirty resonating lead or pad.

Morph between scream and daft filter using knob 8 (Mix 1-2).

Knob 5 and 6 (Reverb and Delay D/W) go all the way up for the possibility to completely embed the sound.

Ghosts

Ghosts.

Raise and turn knob 7 (Feedbk) in the upper area for more variations of ghost-like sounds.

For a completely new sound, try turn down knob 1 (Vib Depth) all the way and turn up knob 8 (X Seq) all they way up for a polyrhythmic pattern sequence. Slowly turn knob 8 (X Seq) back to morph into new patterns.

Glass Bowl

Move your finger on a crystal glass.

Turn up knob 2 (Phs Mod) to completely change character of the sound. Turn knob 8 (Bowl-Pad) all the way up to get a more classic pad sound.

Graceful Irregularity***

Derivative of Scrape.

Scraping, sweeping and pulsating soundscape.

Knob 1 controls wavetable color. Morph into new sound pulse/scrape with knob 8.
Crossfade between Scream and Daft filter with knob 2.

Habitat

Evolving soundscape/chord pad with hypnotizing windchime-like drops.

Play slow (each note 1-3 sec) one-note note changes/melodies for some very spooky possibilities. Hold long to let the "windchime" make it's entrance.

Highpass

Evolving drone highpass pad.

Knobs 7 and 8 control Sample & Hold. Turn them up aswell as knob 6 (Feedbk) to change the sound into a completely different huge massive soundscape.

Holiday Inn***

Derivative of Ambient Aura.

Evolving subtly rhythmic chord pad with colored repeated soft ambient noise.

Hold long. Use knob 1 (noise amp) to control the noise level and knob 2 (Noise Clr) to color it.

Knob 7 (mod amt) controls the modulation amount, turn it down for a bit more stable yet active pad/drone sound.

Crossfade between Scream and Allpass filter with knob 8.

Try the Allpass filter and raise resonance to around two o'clock, turn down mod amt knob and hold a note.

Imagination

Play short notes. Filtered sequence and lots of delay feedback.

Try move knob 7 (FrqShft) and continue play for a detuned atmospheric bell-ish sound.

Best suited for lower register (below C4).

In The Attick

Very mysterious feedback sound.

Knobs 7 and 8 control freq shift (D/W and pitch). Knob 1 adds random tune. Knob 6

controls the feedback amount.

In The Atticks Hall

Variation of "In The Attick" with lots of other possibilities.

Very mysterious feedback sound. Use knob 2 (character) to add attack to the sound. Further control of the character using knobs 3 and 4 (Shaper amount and D/W). Knobs 7 and 8 control freq shift (D/W and pitch). Knob 1 adds random tune. Knob 6 controls the feedback amount.

Infested

FX sound with lots of modulation.

Move for example knob 2 (character) to get a aluminum noise sweep type of moving soundscape.

Insects

Put a megaphone inside a swarm of insects.

Feedbk (knob 6) = destroy.

Move knob 3 (Cutoff) to get closer to a specific insect.

This sound is useful for anything that needs a scary feel. Try hold C3 for five seconds and release the note.

Interval And The Brush***

Derivative of Nebula.

Soundscape, pad and lead sound in one.

Play shorter notes for melody, hold long for gated pad/soundscape.

Control amp feedback and shaper with knob 6, noise amp with knob 7 and pulse amp with knob 8. Crossfade between Scream and Highpass 4 with knob 2.

Invariable Nuons

Rythmic atmo drum-like pattern with an evolving drone. Move knob 8 (Sq<->Pd) to change from rythm into drone.

Invoke Darkness*

Sub bass with filtered sequence.

Each filter is controlled with it's own tempo synced sequence that can be altered separately (knob 7 and 8) to remove or add modulation amount.

Turn both down to create a non-modulated analog bass and raise knob 1 (Amp Env) for analog pad.

Osc 2 is tuned up 7 steps and drifts back and forth by a sine LFO.

Use knob 2 (Flt Drive) to add overdrive and to emphasize the delay effect.

Ionization

Sweeping phase mod drone soundscape. Move knob 8 (Mod Osc) all the way down to leave the noisy character and go into the darker side of drone.

Jangling

Play higher register.

Independent control over Phase mod amount and Phase mod pitch (knobs 3 and 4) as well as independent control over Freq shift D/W and pitch (knobs 7 and 8).

Completely leave the original sound by turning down knob 1 and 2 (amp atk and dcy) and play with Phs and Freq modulation to get all sorts of metallic percussive type of sounds.

Jeremiahs Contrabass

Synthetic contrabass between A1 and A3. Shorten the attack (knob 1) and play higher register for a bright synthetic clav-like sound.

Ka Asher

Very nice atmospheric soundscape/chord pad with sweeping noise that keeps evolving as you hold. Move knob 1 (Pitch) to morph into a new chord.

Kingdom*

Brasslike pad sound.

Raise knob 3 (Flt Cut) all the way up and turn down knob 7 (Disturb) and 8 (Eleven) for a classic analog synthbrass pad sound.

Try higher register with added fast vibrato for a psychic scary movie lead motif.

Ktesibios*

Organ treatment.

Add sequenced pattern by turning up knob 8 (Mod Amp).

Morph between patterns using knob 7 (Morph).

Turn up Flt Cut (knob 3) and Destroy (knob 6) to transform this sound into brutal

areas.

Labrosonic Resonance

Majestic brass sound.

Turn down knob 2 (Shpr Drive) and knob 3 (Flt Cut) to get a softer more basic pad sound.

Locomotive Gates**

Evolving soundscape/pad with gate passages.

3 oscillators with volume modulation using a LFO and gate sequence controlled via the step sequencers glide and step functions.

Knob 1 (WT-Pos) controls wavetable position and position modulation of osc 2. Knob 2 (R P Mod) adds ring and phase modulation. Use these for coloring the wavetables. Use knob 7 (Ins Shpr) for overdrive and knob 5 (C Tube) to distort the sound using the Classic Tube distortion FX.

Morph between LoPass 4 and Acid filter with knob 8 (Mix 1-2), and control filter cutoff and resonance with knob 3 and 4.

Lumber Mill Desolation

Octave pad sound with temposynced filtered sequence.

Hold C3 long. I can picture a sawmill of some sort.

Try move knob 1 (Amp Attack) and knob 8 (Mod Amp) all the way down and play shorter notes while changing knob 3 (Flt cut). Raise knob 5 (Delay) and you have a synthetic resonant bell type of sound.

Luna Organ

Name says it all. Luna Organ with control over vibrato, chorus and reverb for various organ variations.

For a very dark sound try move knob 1 (Vibrato), knob 2 (Intensity) and knob 3 (Flt cut) all the way down and raise knob 4 (Res) to half and play at the lower register.

Lurker*

Slowly evolving pad drone soundscape.

Suitable for spooky backgrounds or for dark drones by themselves.

Knob 3 and 4 controls Highpass and Lopass filters for coloring, making it darker or more airy.

Use phase modulation (knob 8) to add an extra layer of color and change the structure of the movement with knob 7. Knob 1 and 2 controls vibrato depth and speed with the possibility to create nervwrecking tension (raise knob 1 subtly) and

scary whistling wind atmospheres (raising the depth and using a slow rate).

Lust

Fat bass.

Knob 2 (Flt Env) controls filter envelope for different character. Raise knob 5 (Distortion) to get some aggression and bite. Now hold a note and listen to the development. Control the movement with knob 7. Change gradually between Lowpass and Acid filter using knob 8 and play with filter cut and resonance knobs 3 and 4.

Major Seven Series One

Series one.

Very alive and slightly dirty major seven chord with a temposynced sequenced filter movement.

Turn down knob 7 and 8 (Perf and Step Amp) as well as lowering knob 3 (Flt cut) almost all the way down. A dark lurking moving pad. Now raise knob 6 (Push) by a small amount to get another side of dirty.

Major Seven Series Two

Series two.

Somewhat softer and a bit more mystic (than series one) but with clip distortion instead of shaper and the filter sequence plays 16 steps instead of 13 like in series one.

Just raising knob 6 (Clip feed) turns this into a beast.

Major Third And Seven Bright

MTASB.

Long evolving drone chord pad with LFO pan and Detune (knob 1).

Major Third And Seven Soft

MTASS.

Long evolving drone chord pad with LFO pan.

Mariana Trench

Mariana Trench.

Ominous sequenced soundscape with pitch modulation.

Use knob 1 (Morph) to pitch morph into new areas of consciousness. Turn down

knob 3 (Flt cut) between 9 and 10 o'clock to get a sub bass melodic sequence.

Mass Industry*

Titanic industry.

Distorted pad and machinery.

Move knob 7 (Industry) up to add hammer.

Structure (knob 8) controls the interruption and movement of the hammering.

Reverb (knob 5) and Delay (knob 6) go all the way up for the possibility to completely embed the sound.

Metamorphosable

Rather basic resonant pad that cuts thru.

Turn into something completely different by turning down knob 1 (Amp Atk) and playing with knob 2 (FrqShift) while playing short notes.

Also try set knob 1 (Amp Atk) to nine o'clock, lower the filter cut (knob 3) and raise knob 8 (Dly Fdbk) to get a soft dreamy pad.

Mid Metal And The Drone***

Derivative of Color Of Apathy.

Multitrack sequence.

Bassdrum, metallic noise snare and soundscape.

Hold long.

Knob 8 (P Mod Amt) is assigned to the pitch of osc 1 and 3 as well as phase modulation amount and the pitch cutoff feature which is set to +12 semi. Move knob 8 all the way up for a slow ominous melody.

Use knob 2 (Flt X 1-2) to crossfade between Scream and Daft filter. Use knob 1 to control filter FM amount to filter 2 (Daft). Control noise amp with knob 7.

Moerker

Tempo synced darkness and scraping while things shift and drift in the background.

Use knob 8 (Morph) to morph between different characters of the sound. Raise it to leave the scraping sound. Move knob 1 and 2 to change character of the wavetables. Knob 5 (Shaper) adds overdrive and bite.

Try move knob 3 (cut) all the way down, knob 8 (morph) all the way up and raise knob 5 (shaper) while holding a note (C3 range).

Molecular Water And Then

This sound needs to be handled with care. Subtle knob changes can have a huge

impact.

Try play lower register and turn up Amp Fdbk to get a metallic attack. Play with Attack and Sustain.

This sound is all about feedback. Move parameters carefully.

Monumental

Evolving resonating sweep pad with flanger.

Turn up knob 7 (Morpher) to leave the LFO sweep and move towards a percussive sequence.

Move knob 1 (Amp Atk) all the way down and play short notes as arpeggio in the higher register for a nice cut thru lead with synced delay.

Mosquito Lead

Play C2-C4 for Mosquito lead.

Play lower register (C0-C1) for gritty bass.

Morph (knob 8) between daft and acid filter. Try turn down knob 1 (Vib Depth) and hold C0 while turning knob 3 (Flt cut).

Motif

Hold long and play with Seq X fade. Move Mix 1-2 knob to morph between two worlds making this sound.

Mountain And The Cluster Of Stars

Tempo synced sub bassdrum and noise sequence surrounded by clusters of start. Hold long.

Move knob 6 (Fdbk/Ins) to half to get a tape delay feedback effect. X fade seq using knob 7.

Mysticism Feed

Feedback drops of mysticism.

Raise knob 7 and 8 (Attack and Decay) all the way up to get a feedback flute-like pad.

Narrow Beam

Very sharp yet gentle lead sound.

Move knob 7 (X-fade) to morph between Acid and Daft filter.

Nebula

Pad using the B-Pulse wave with added stardrops and sweeping noise.
Control noise and star vol with knobs 7 and 8.

Neverland Was Lost

Drone pad with a tempo synced LFO controlling the amp of a additive osc two octaves up. Morph between filter 1 and 2 using knob 8. Move all the way up to isolate the drone. Move knob 1 (Phs Mod) to alter the character and get a more machine/motor-like sound.

Noise Ad Lib*

Playable resonating comb noise transformable into many worlds of noise.
As is, suitable to play in the upper register.
Use knob 8 (Cmb-Daft) to morph between comb filter and daft filter.
Hold long and use the filter knobs to create drones of noise. Knob 1 controls the color of the source, white noise.

Nosinu Dap

Dirty evolving pad with swells using the VA-sync wave with control over both waveform and sync using knobs 1 and 2. Hard clip using knob 6 (drive).

Oil Rig Pontoon***

Derivative of Mountain And The Cluster Of Stars.

Tempo synced multi-layered soundscape.
Hold long.
Use knob 1 (Morpher) to morph the sound into completely new areas. It is assigned to position, intensity and phase modulation amount.
Knob 2 enables crossfading between Acid and Comb filter. Use knob 8 to crossfade the sequenced patterns.
Knob 7 is assigned to amp feedback.

Open Majestic

Long evolving dronelike soundscape.
Move knob 1 (Uni->12) barely and listen to the results. Keep moving it upwards and pitchmorph your way with unison up to 12 semi.

Orb

Chord pad with orbit movement thru left and right speaker. Knob 1 changes from major to minor.

Orfan Planet

Distant planet. Chord pad. Move knob 1 to morph into new chord.

Organ Passage Crater**

This sound has eight poles, meaning you can morph this sound from the initial sound towards seven available directions (perhaps more).

It is based on the same technique used in the sound Disturbed Hate, although the initial sound here is a clav/organ-like sound.

Mix between comb and scream filters using knob 8 (Flt Type) and use their respective knob, comb feedback (knob 2) and Flt Cut(knob 3) to begin explore the possibilities.

Then move on and try with setting Flt Cut to a low value and turn knob 8 all the way up. Then raise knob 6 (Seq Amp). Hold a note and raise knob 1 (Ins Clip).

Now play with knob 8 (Flt Type) to morph and step into Disturbed Hate territory.

Organ Wind Ensemble

Cross between synthetic organ and reed. Move knob 8 to morph between pad and sequenced pattern.

Pad Of Dejavous

Tempo synced rhythmic filter sequence with synced delay effect. Play a note in the lower register and hold long while playing shorter notes in the higher registry.

Parabol Calm

Soft synthetic harplike sound. Turn up brighten and shaper for a clavinetlike sound.

Peace Temperament Luna***

Derivative of Parabol Calm.

Expressive velocity sensitive (vel->cut) synth sound.

Use knob 8 to add gater.

Knob 1 is assigned to various pitch destinations, turn it up for lunacy.

Crossfade between Scream and Highpass 4 with knob 2. Knob 7 is assigned to

shaper amount.

Physical Phenomenom

FX soundscape with lots of modulation.

Pierced Distortion

Majestic sound with long release.

Knob 1 (Amp Atk) controls attack. Turn it up for a smoothly faded-in dirty pad. Use knob 8 (Morph) to change between Comb and Scream filter. Move knob 6 for amp feedback.

Pillar

Lurker.

Play In The Garden

Garden of Carl von Linne with possibilities to change vol and rate of the surrounding. Try C2.

Prosonic Winds*

Prosonic winds.

FX soundscape.

Sample & Hold pitch modulation and phaser fx are among the many modulations of this sound.

Reduce the amount of filter modulation with knob 8 (Harmony)

Psychedelics Of Formula One***

Derivative of Clairvoyant Dream.

Synth sound of detuned slight insanity.

Ring and phase modulation is set to -25 with amount controlled by a performer set to a repeated pattern with tempo-sync. Pitch cutoff (unisono) is set to +12 and is controlled by a step sequence playing a whole-tone scale. Modulator 5 is modulating two of the envelopes creating a rhythmic gate. All four are controlled by macro knob 8 (Mod Amt).

Crossfade between Scream and Daft filter with knob 2 and use knob 1 (Ins Shpr) to add distortion (watch your speakers).

Quote Unquote

Evolving pad with filtered sequence. Morph between seq and smooth pad using knobs 7 and 8 (Morph 1 and Morph 2).

Raum

Tempo synced sequence of doom.

Resonating Blowtorch

Sample & hold Noise pad. Turn up knob 6 (phaser) for extra wind. Amp fdbk for overdrive to eleven.

Revolving Darkness**

Evolving dark pad.

Use WT-Pos (knob 1) and Intensity (knob 2) to color the wavetables. Lots of colors on offer.

Filter 1 (Scream filter) cutoff is controlled with knob 3 (Flt 1 Cut) and filter 2 (Daft filter) cutoff is controlled by modulation. Move between Scream and Daft filters using knob 8 (Mix 1-2).

Knob 7 (Ins Clip) adds clip distortion.

Knob 5 and 6 (Reverb and Delay D/W) go all the way up for the possibility to completely embed the sound.

Scrape

Scraping soundscape with Shaper and Push knobs for mayhem. Move knob 8 to morph into calmer areas.

Scriabin

Go buy a Scriabin record.

Shiver

Ominous noise bell-like sequence. Move far away using knob 2 FreqShift Pitch. Morph between patterns with knob 7 and 8.

Shivering Cell

Ominous sequence. Resonating cell. Turn up knob 1 and crush with knob 2. Turn down filter cut. Unrecognisable. Morph pattern with knob 7 and change filter type using knob 8.

Somewhereelse

FX resonating soundscape. Independent vol control over all four oscillators.

Cousin to Torium.

Space Pad Communication

Evolving sweep pad with subtle metallic morse code. Change rate with knob 7 and morph with knob 8.

Speciation Of Gloom***

Derivative of Revolving Darkness.

Evolving dark, expressive pad.

Use WT-Color (knob 1) to color the wavetables. Lots of colors on offer.

Filter 1 (Scream) cutoff is controlled with knob 3 (Flt 1 Cut) and filter 2 (Double Notch) cutoff is controlled by modulation. Move between Scream and Double Notch filters using knob 2 (Flt X 1-2).

Knob 7 (Ins Clip) adds clip distortion.

Knob 5 and 6 (Reverb and Delay D/W) go all the way up for the possibility to completely embed the sound.

Sub Atom Marine

Atomic submarine in the deepest ocean. Most of the crew is asleep. Turn Fdbk all the way up for the biggest whale. Watch your speakers.

Subterranean

Double bass in C1 register. Play with knob 1, A-env to get staccato feel. Move knob 1 all the way up. Add chorus with knob 5 or turn up knob 7, Filter LFO and change rate with knob 8.

Sudden

Play staccato or hold for evolving pad. Move between filter 1 and 2 with knob 8.

Tempus***

Derivative of Beginning.

Combed rhythm soundscape.

Move between Scream and Comb filter using knob 2. Change pattern using knob 8 (Seq Xfade).

Knob 7 controls the amp of the filtered sequence. Turn this down for a more basic pad sound.

Use knob 1 (Cmb Dmp) to control the dampening of the comb filter.

Turn down knob 2 (Flt X 1-2) and knob 7 (Mod Amt) to get a slightly drifting pad sound.

Terminator***

Derivative of Abandoned City.

Dark, aggressive and evolving soundscape.

Hold long. Move vibrato (knob 1) to get a scary unstable lurking atmosphere. Use knob 8 (Mod Amt) to control modulation amount.

Play with Amp Feedback (knob 7) and filter knobs 3 and 4 for lots of self resonating and feedback possibilities.

The End

Aliens and distant funeral bells.

Move knob 1 and 2, clrX all the way up. Turn knob 4 to filter 2. Turn up knob 3 Flt FM and you have a completely new world of sound. Turn up knob 7 (Freq Shift) and play with knob 8, freq pitch.

The Serpent

The Serpent.

Turn down knob 8 for peace.

Token

Melodic sequence with drum pattern.

Change pattern using knob 8 (Seq-X).

Move knob 1 (Flt 1-2) to filter 1 and turn up knob 6 (Moore) for shaper distortion.

Move knob 1 all the way up. Turn up knob 2, Flt FM.

Tong*

Cousin of "Shiver".

Metallic sequenced multitrack sound. (Sus4 chord).
Amplitude modulation of all four oscillators. Each with it's own pattern.
Change patterns with knob 7 (Seq Xfade) and move between Daft and Scream filter using knob 8.
Far Out (knob 1) adds a slow vibrato to step into psycedelic areas. Turn up moore (knob 6) to add drive, delay feedback, reverb size and density.

Topology*

Detuned dirty square soundscape with mystic resonating drops.
Tempo synced sequenced scream filter and comb filter with separate control over modulation amount. Use either or both for many different filter sequence variations. Note that knob 8 (Comb Seq) also functions as a tune knob for the comb pitch and can produce very interesting results with subtle knob changes.

Alteration:

Turn down each seq (knob 7 and 8) and raise the filter to transform this sound into a detuned analog rave-ish lead.

Torium

FX scraping motor soundscape. Independent vol control over all four oscillators.

Cousin to Somewhereelse.

Tritonus

Three plucks.
Control over attack and decay. Morph between high and lowpass filter using knob 8.
Turn up knob 2 (decay) and play with knob 6 (Feedbk) to get some classic on stage feedback.

Unambiguous Observation

Wind noise chorus.
Someplace up the mountains.

Uncovered Infernalus

Multitrack sequence.
Drums and ostinato. Morph pattern with knob 8.

Unison Appearance

Fantasy bell-ish evolving padsound.

Turn up knob 1, Attack for subconscious pad. Now turn up knob 5, 6, 7 and 8 to half and play with Flt cutoff (knob 3).

Unlead The Obvious**

Lead to unlead!

More or less a classic lead sound with added unlead! morph possibility.

Play a lead melody and raise knob 2 (Ins Shpr) to add shaper distortion and raise knob 1 (Amp Fdbk) to add further dirt and make it a really dirty guitar-like distorted lead.

Morph between comb and bandpass filter using knob 8 (Mix 1-2).

Unlead! with knob 7.

Try this setting:

Knob 1 (center), knob 2, 3, 4 (max), knob 5 (center), knob 6, 7 (max) and knob 8 (min). Play high register.

Untitled Domain*

Untitled Domain.

Morph between temposynced modulation pattern and a slowly sweeping square pad with knob 8 (Sq<->Pd)

With knob 8 all the way up, set knob 1 (Amp Attack) to min to create an analog detuned lead sound with long release. Raise Amp Attack to create an analog sweeping pad.

Industrial territory:

This sound can produce mayhem.

Set knob 8 to middle position, turn up knob 4 (hardclip) and raise the noise amp (knob 2) all the way. Set Delay (knob 5) to max. Begin to play and start tweak knob 3 (Noise color) and knob 7 (Amp Feedback).

Venerate Of Call***

Derivative of Vladimirs Ball.

Dirty multi-layered sound with melodic sequence and amp envelope controlled noise battering.

Turn up knob 1 to add more grit. Knobs 2, 3 and 4 have double assignments for controlling both filters. Crossfade between scream and comb filter with knob 8. Add shaper distortion with knob 7.

Victorious**

Victorious pad (lead) sound.

A church-like synth organ sound. Hold long for a evolving drone and color it with the macro knobs.

Add atmospheric noise pulses with knob 2, shaper with knob 7 and distortion with knob 5.

Use knob 8 to morph between Double Notch and Acid filter and use knob 3 and 4 to control filter cutoff and resonance.

Vladimirs Ball

Melodic sequence with a metallic flavour.

Turn up knob 1 to add harmonics. Move between comb and scream filter with knob 8. Add shaper distortion with knob 7.

Volatile Gloom

Volatile gloom.

Turn down knob 8, Harmony. Turn up knob 7, Rate. Play with filter cutoff (knob 3) and Feedbk (knob 6). This sound is wild. Be sure to use a controller with eight knobs when you play this sound. If you don't have one, buy one. Hold down C3 and get lost.

Von Clavis Clavus

Clav-like synth sound.

Play lower register for a dirty bass sound and higher register for synth-clav.

Turn up knob 1 (Attack) for pad and play with filter knobs 2 (scream), 3 (cut) and 4 (res) while holding a note.

Vulgar Disturbance

Dark dronelike sound with noise sequence that can easily be destroyed using sample & hold and amp feedbk. Use knob 8 to morph through different motions.

Wanderer In Minor

Autoplay chord-sequence wander in minor.

Independent control over noise amp. Use knob 8 to control filter mod. Add mayhem with knob 7 (amp fdbk and hard clipper).

Wisdom In Hymn

Sitar drone chord surrounded by a LFO controlled comb filter. Turn knob 1 (Pitcher) all the way up and pitch-morph your way to a new chord.

Xylophane

Mallet instrument, Change attack and get a spooky pad. Hold long for pulsating rythm.

Mikael Adle,
Leap Into The Void

* The Serpent Expanded 2013-04-14

** The Serpent Expanded II 2013-05-02

***The Serpent Expanded III 2013-09-12 (derivatives, presets based on former presets)