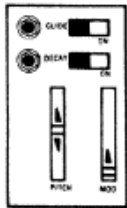
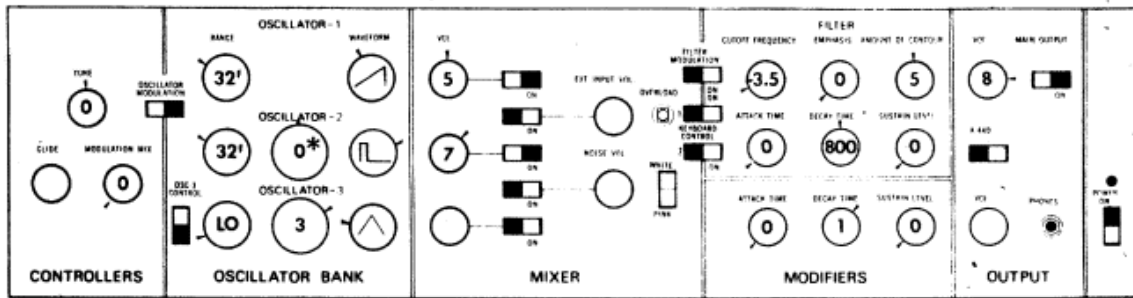


# MINIMOOG PATCH BOOK

Copyright 2002 [www.oldschool-sound.com](http://www.oldschool-sound.com)



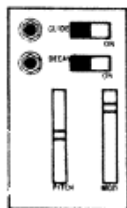
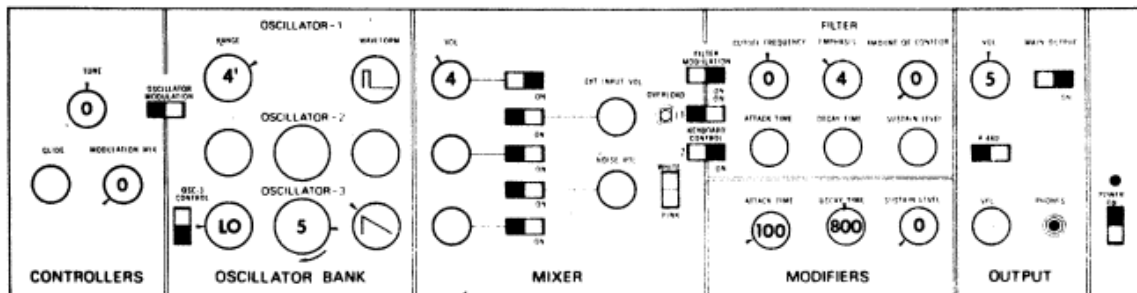
## SOUND: ELECTRIC GUITAR, BASS/TREBLE



**BASS:** 32' Range  
**TREBLE:** 8' Range  
with Keyboard  
control #2 on.

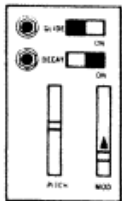
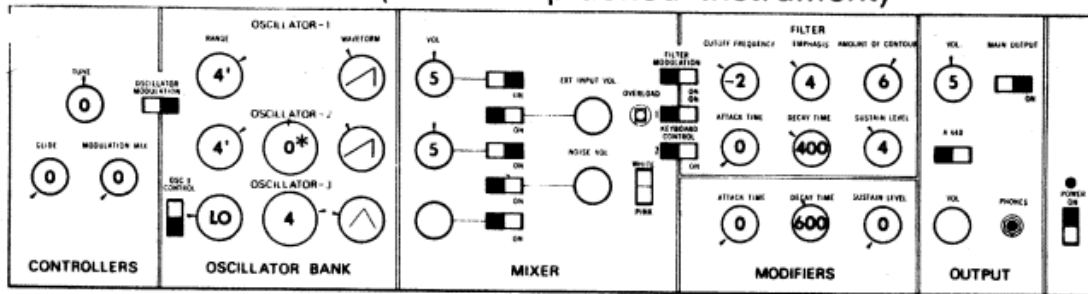
**NOTES:** \*OSCILLATOR-1 and OSCILLATOR-2 in unison. Use Pitch wheel for pitch-bending. Apply modulation to long tones. Sound will decay gradually when key is held; for pro-longed sustain turn both SUSTAIN LEVEL controls to 5. MOOG 1121 Foot Switch may be used to control the DECAY switch to create gradual decays without finger sustain.

## SOUND: BALALAIKA (MANDOLIN)



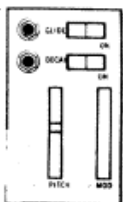
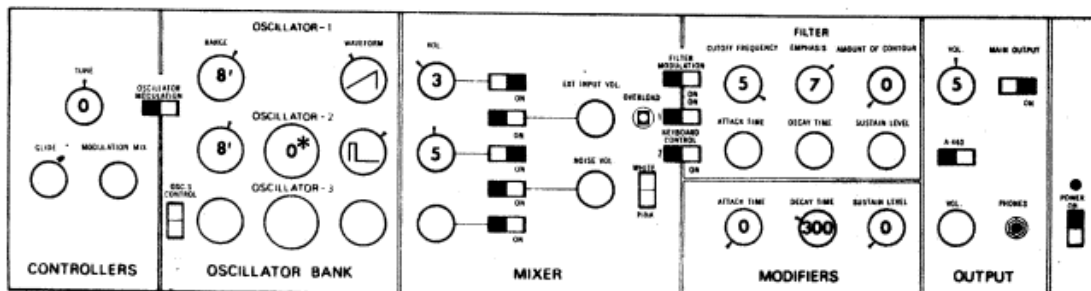
**NOTES:** Vary OSCILLATOR-3 FREQUENCY control to alter repetition rate. For mandolin, reduce CUTOFF FREQUENCY control to —1.5.

## SOUND: SHAMISEN (Chinese plucked instrument)



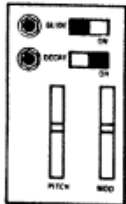
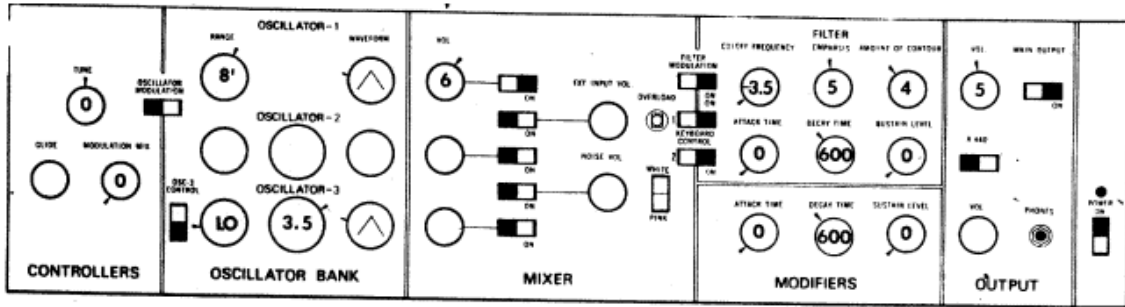
**NOTES:** \*OSCILLATOR-1 and OSCILLATOR-2 in unison. Play black keys only in middle of the keyboard.

## SOUND: HARPSICORD

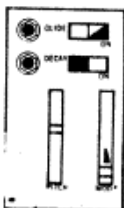
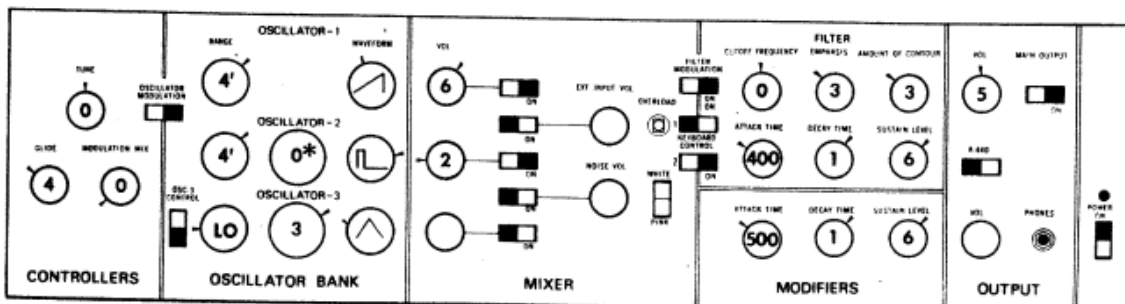


**NOTES:** \*Oscillator-1 and OSCILLATOR-2 in unison. Increase DECAY TIME control to 700 for lower register of keyboard.

## SOUND: ELECTRIC PIANO



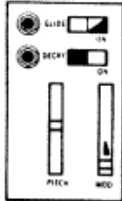
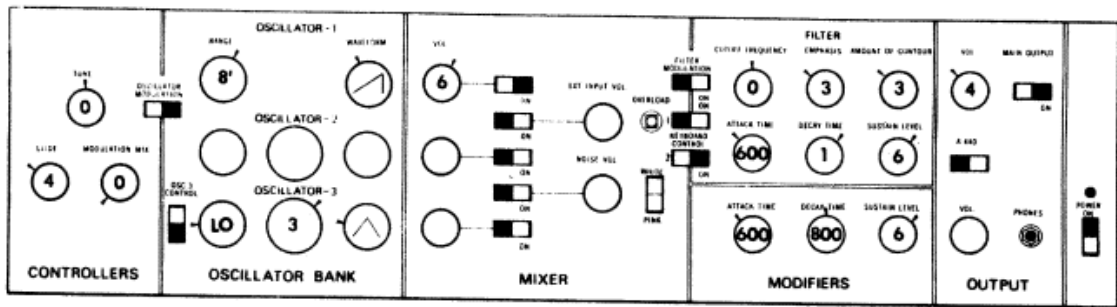
## SOUND: VIOLIN



**NOTES:** \*OSCILLATOR-1 and OSCILLATOR-2 in unison. Apply modulation gradually on sustained tones. Use MOOG 1120 Foot Pedal to control loudness. Use MOOG 1121 Foot Switch to control Glide on/off for portamento effects.

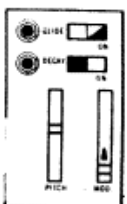
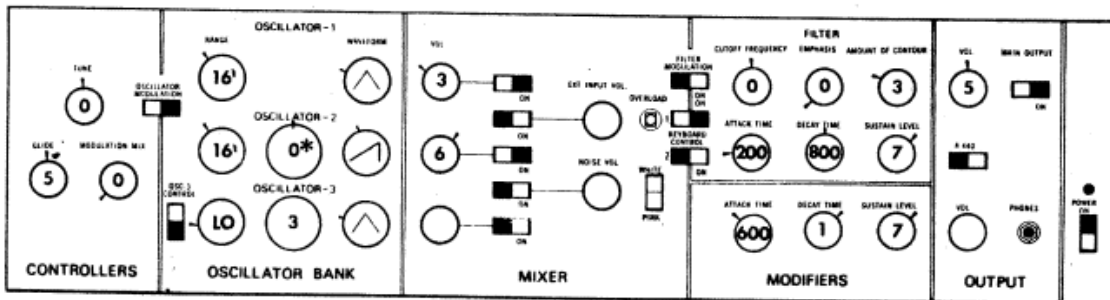
\*\*Glide when appropriate.

## SOUND: VIOLA



**NOTES:** Apply modulation gradually on sustained tones. Use MOOG 1120 Foot Pedal to control loudness. Use MOOG 1121 Foot Switch to control GLIDE on/off for portamento effects.

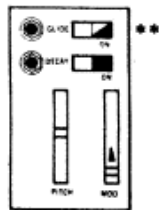
## SOUND: CELLO



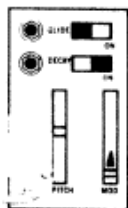
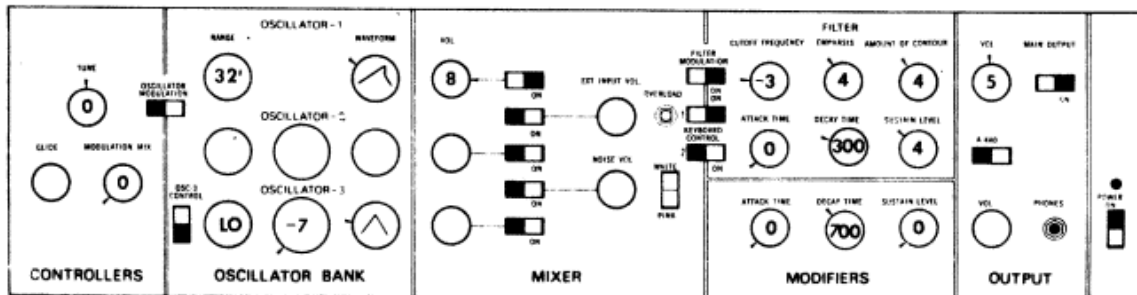
**NOTES:** \*OSCILLATOR-1 and OSCILLATOR-2 in unison. Apply modulation gradually on sustained tones. Shorten ATTACK TIME setting on LOUDNESS CONTOUR for rapid passages. Use MOOG 1120 Foot Pedal to control loudness. Use MOOG 1121 Foot Switch to control GLIDE on/off for portamento effects.

\*\*Glide when appropriate.

## Page 6/6



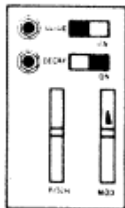
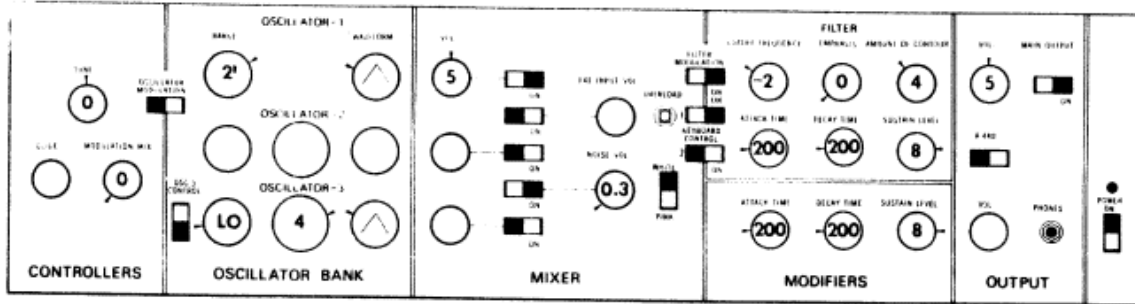
\* \*Glide when appropriate.



**NOTES:** Vary DECAY TIME control on LOUDNESS CONTOUR to create shorter tones in upper register.

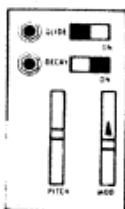
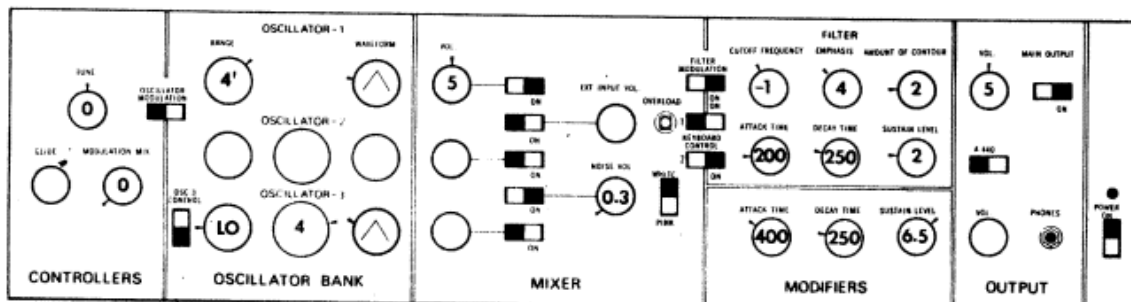


## SOUND: PICCOLO



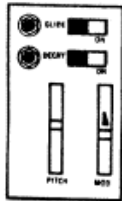
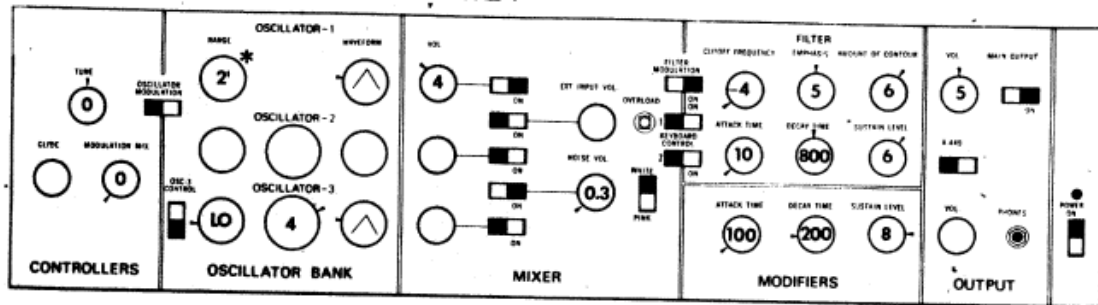
**NOTES:** Use modulation sparingly on sustained tones. Keep NOISE VOLUME just below edge of easy audibility.

## SOUND: FLUTE



**NOTES:** Use heavier modulation on sustained tones. Not too much noise for air hiss sound. Play fast passage with staccato touch. Slow modulation speed for lower register.

## SOUND: RECORDER FAMILY

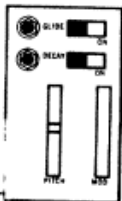
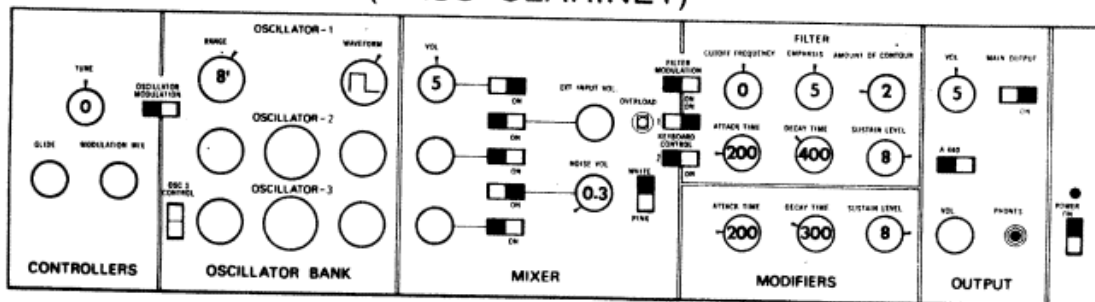


**NOTES:** \*Two octave playing ranges from middle C on keyboard or F below.

Sopranino 2' f-f  
Soprano 4' c-c  
Alto 4' f-f  
Tenor 8' c-c  
Bass 8' f-f

Increase LOUDNESS CONTOUR ATTACK TIME for lower instruments.

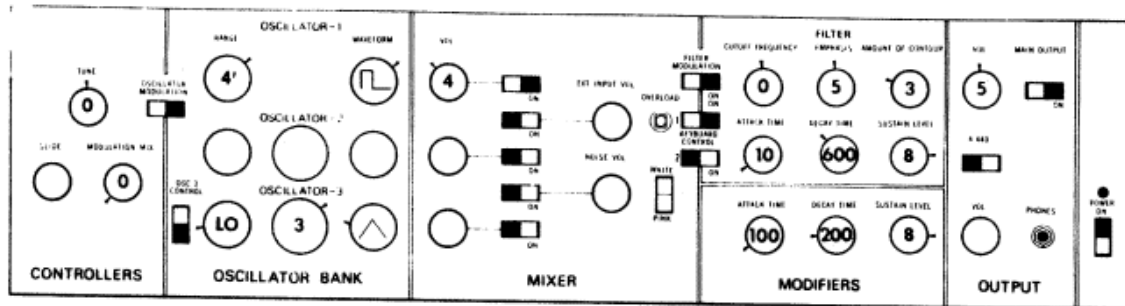
## SOUND: CLARINET (BASS CLARINET)



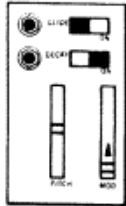
**NOTES:** For bass clarinet change RANGE 16' position. Place both ATTACK TIME controls at 400.



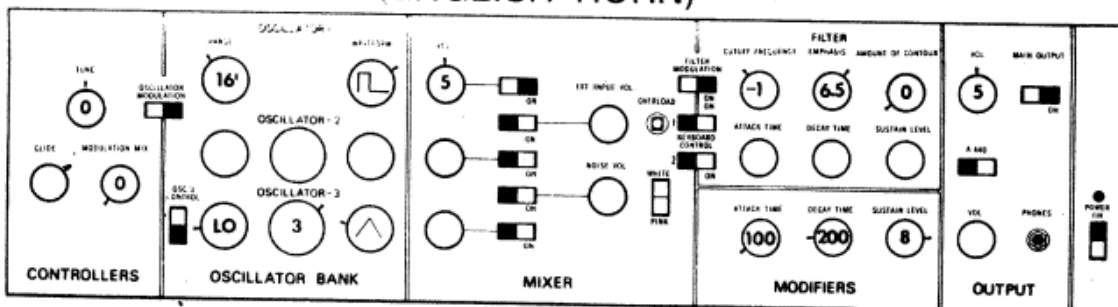
## SOUND: OBOE



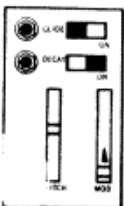
NOTES: Use small amount of modulation.



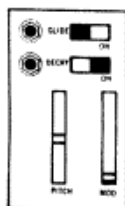
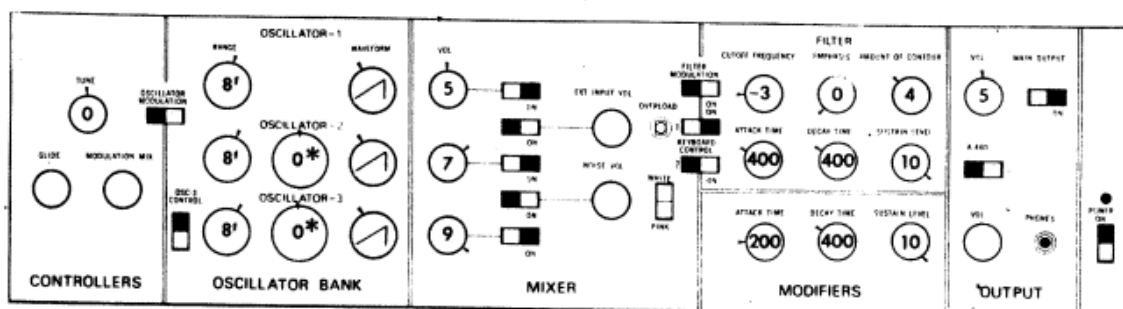
## SOUND: BASSOON (ENGLISH HORN)



NOTES: Use small amount of modulation.

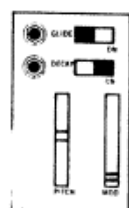
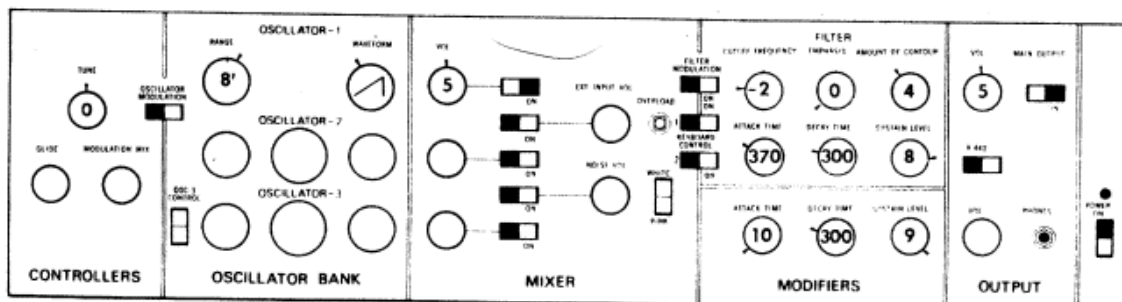


## SOUND: TRUMPET



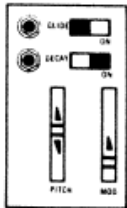
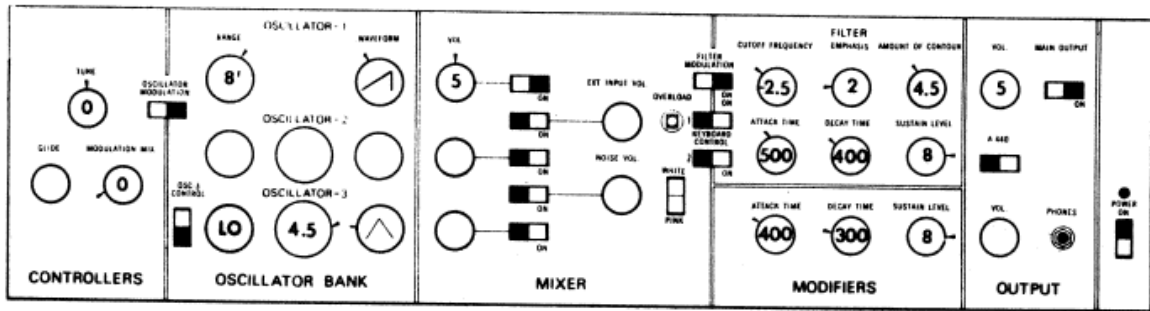
**NOTES:** \*Oscillators tuned to unison. Add oscillators for progressively "Fatter" tutti sound.

## SOUND: HORN



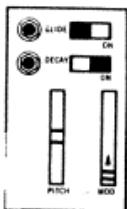
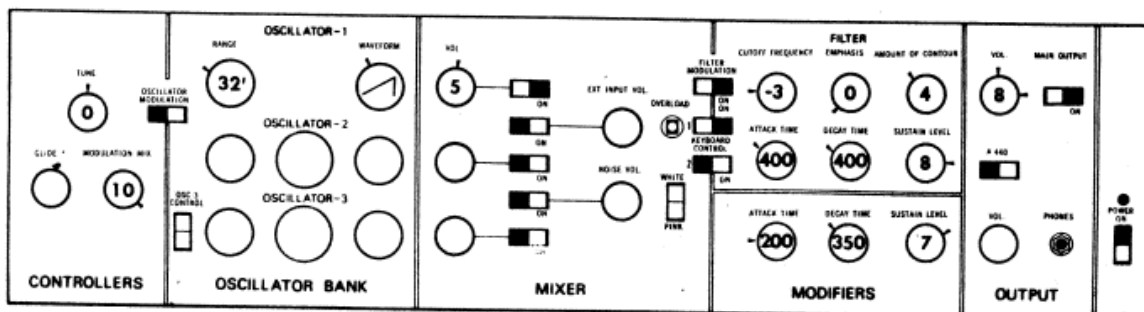
**NOTES:** Alter FILTER ATTACK TIME and DECAY TIME controls to suit taste.

## SOUND: TROMBONE (JAZZ)



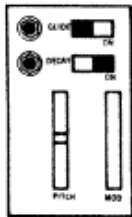
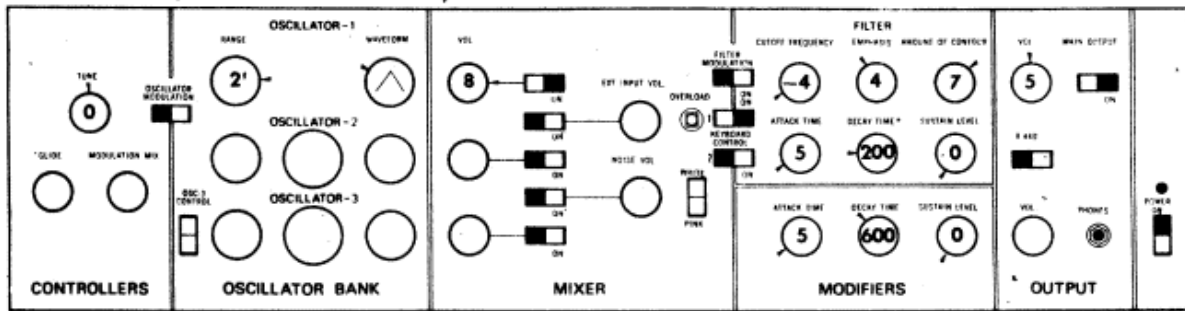
**NOTES:** Play in middle and upper keyboard. Use PITCH wheel for scooping pitches. Add vibrato with MODULATION wheel.

## SOUND: TUBA



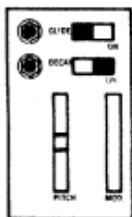
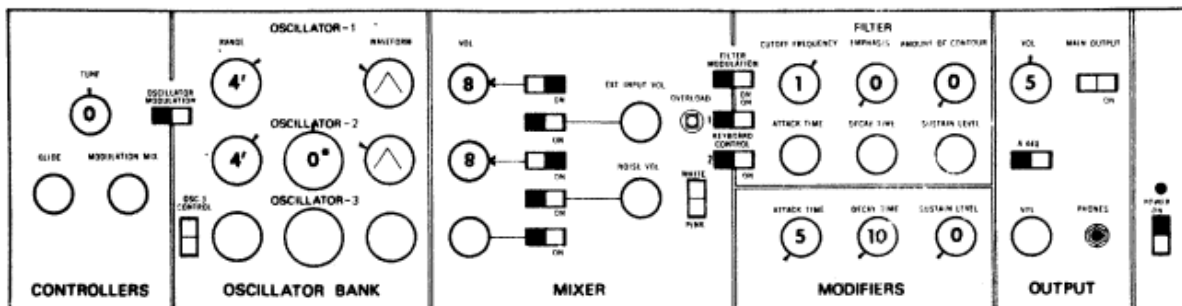
**NOTES:** Use small amount of modulation. Play articulated passages with staccato keyboard technique. Alter AMOUNT OF CONTOUR and CUTOFF FREQUENCY controls for brassy or muted effects.

## SOUND: XYLOPHONE



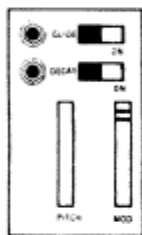
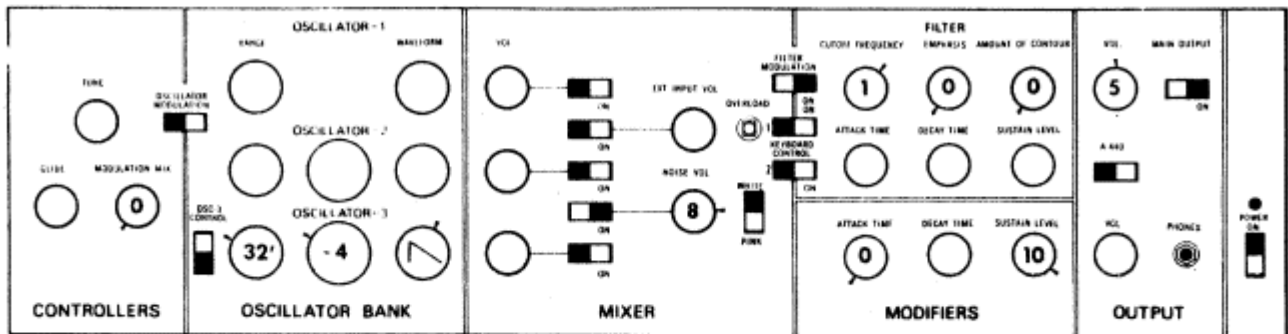
**NOTES:** Play in middle and upper keyboard using staccato technique.

## SOUND: TEMPLE BLOCKS



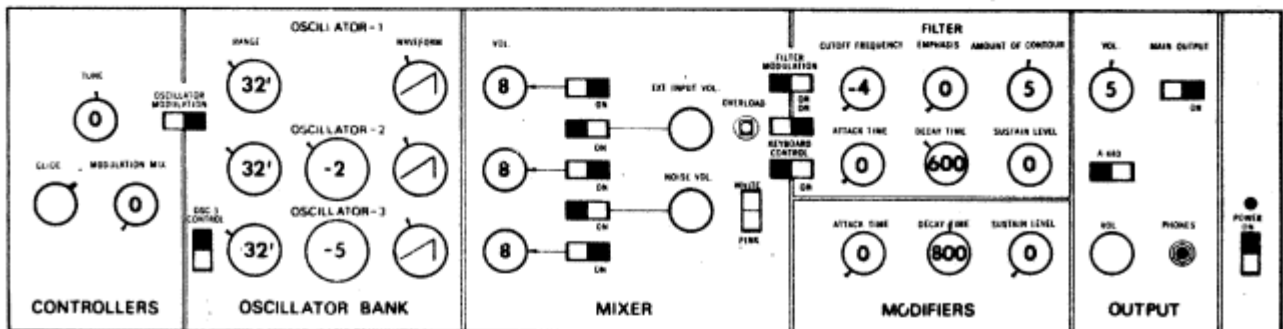
**NOTES:** \*Detuned from unison. Detuning procedure: (1) turn SUSTAIN LEVEL control to 5; (2) detune oscillators from unison to produce rapid beating; (3) return SUSTAIN LEVEL control. Play rhythmically on black keys near middle of keyboard.

## SOUND: DRUM ROLL



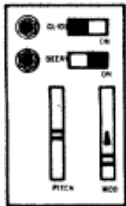
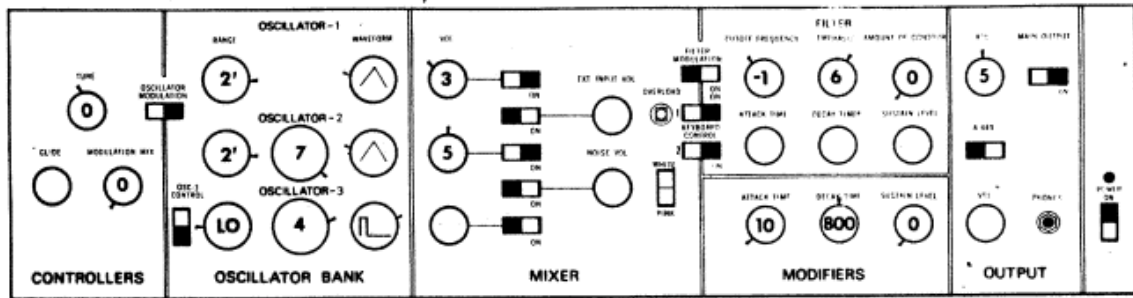
**NOTES:** Depress and hold any key; play rhythmically to create drum cadence.

## SOUND: BASS DRUM



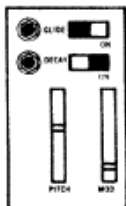
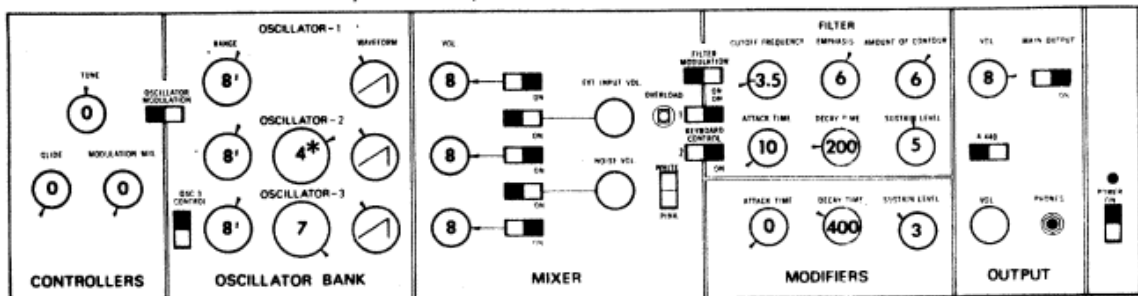
**NOTES:** Strike and hold a note in the lowest octave of the key-

## SOUND: TINKLING BELLS



**NOTES:** Alter modulation amount. Strike and hold keys in low, middle, high octaves of keyboard.

## SOUND: EMERSON, LAKE, AND PALMER'S Aquatarkus, from Tarkus

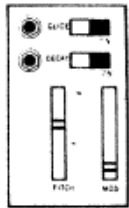
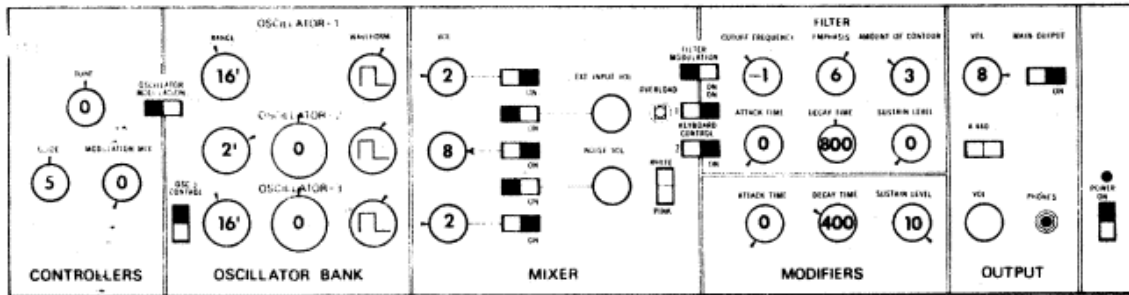


**NOTES:** Tune oscillators to a fourth and a fifth from the root.

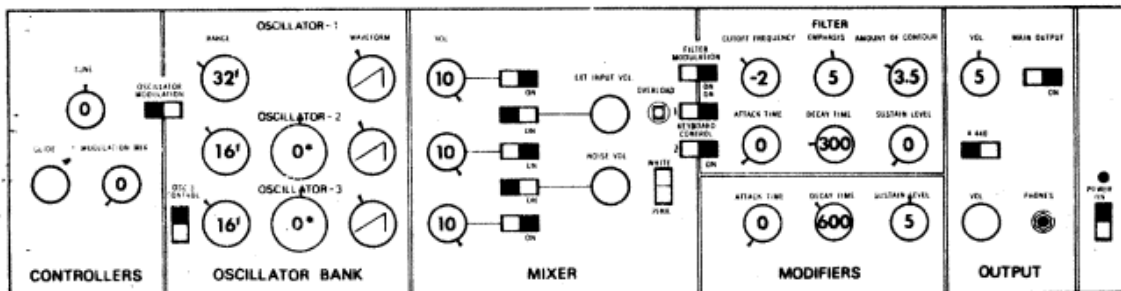
*Keith Emerson*



## SOUND: EMERSON, LAKE AND PALMER'S Trilogy

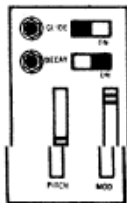
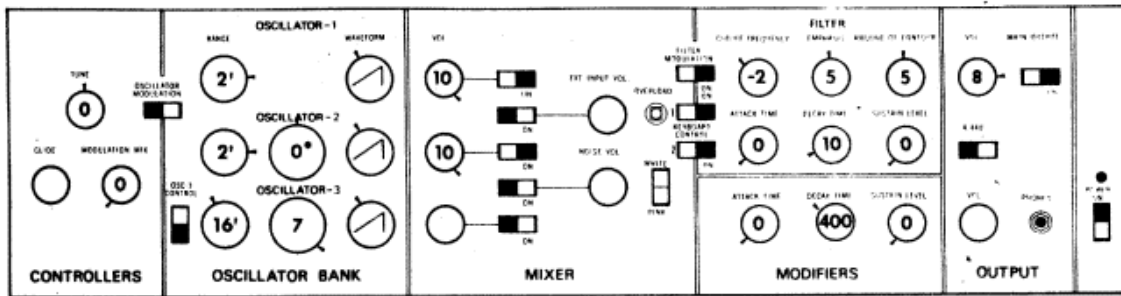


## SOUND: EMERSON'S FAT BASS FROM Brain Salad Surgery



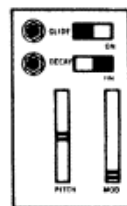
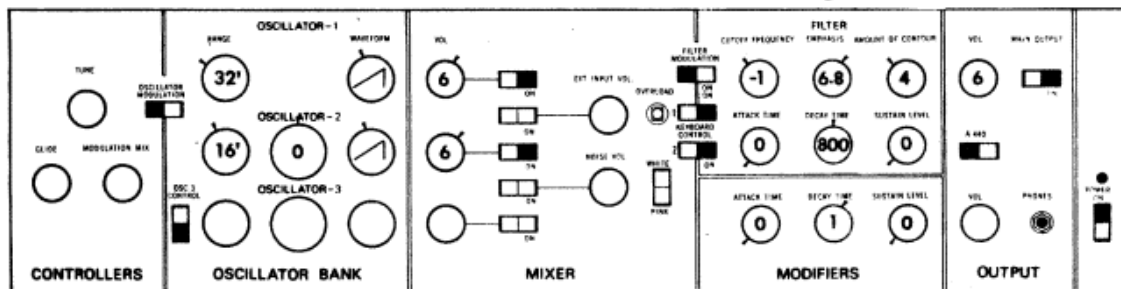
NOTES: \*Oscillators tuned to unison.

## SOUND: EMERSON'S STEEL DRUM FROM Brain Salad Surgery

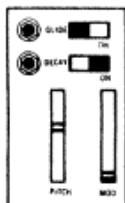
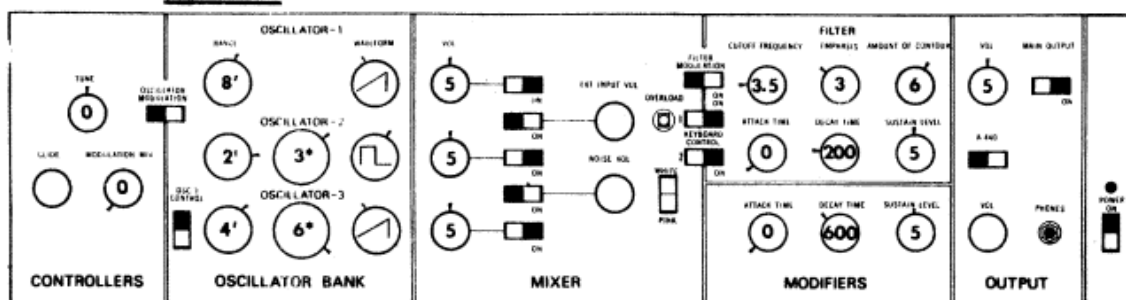


**NOTES:** Full modulation. \*Oscillators-1 and -2 in unison. Every key will produce a different sound—find your favorites!

## SOUND: RICK WAKEMAN'S Catherine of Aragon

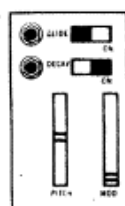
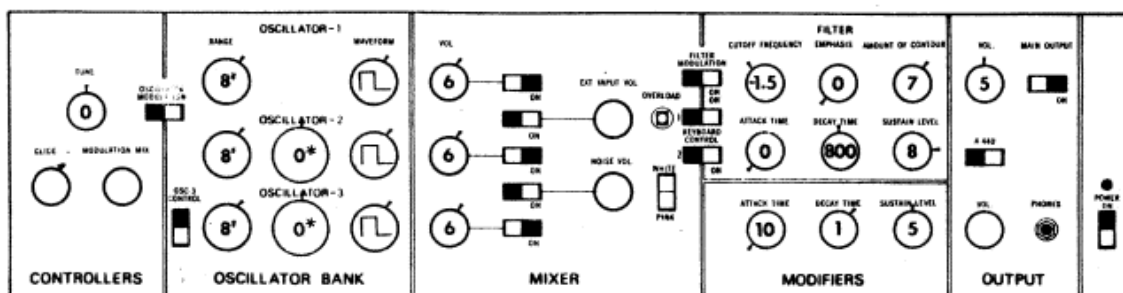


## SOUND: GOOD SOUND



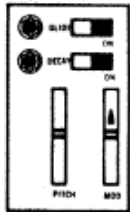
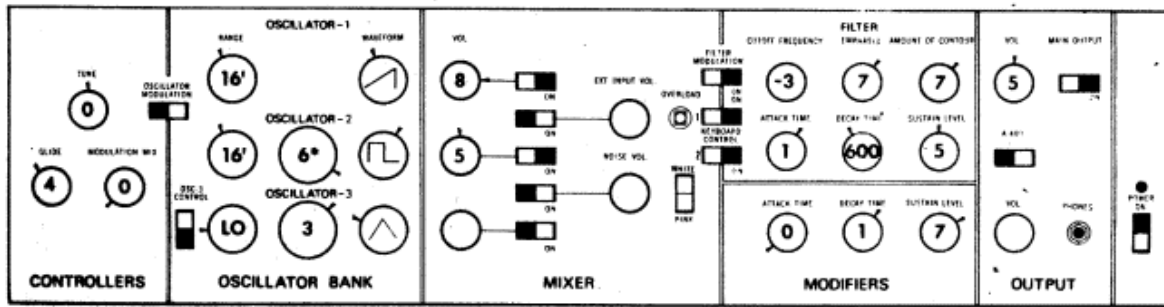
**NOTES:** \*Tune oscillators to triad or fifths; alter RANGE settings.

## SOUND: GOOM



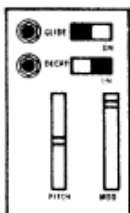
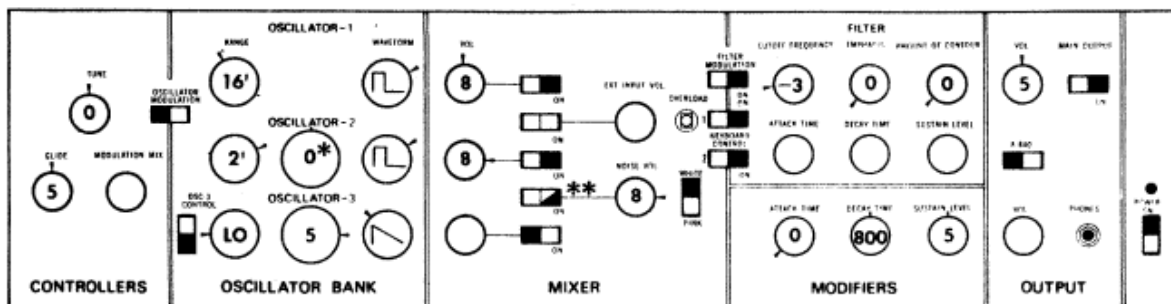
**NOTES:** \*All OSCILLATORS in unison.

## SOUND: THE MOOG SOUND<sup>T.M.</sup>



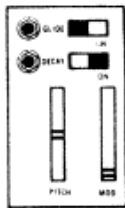
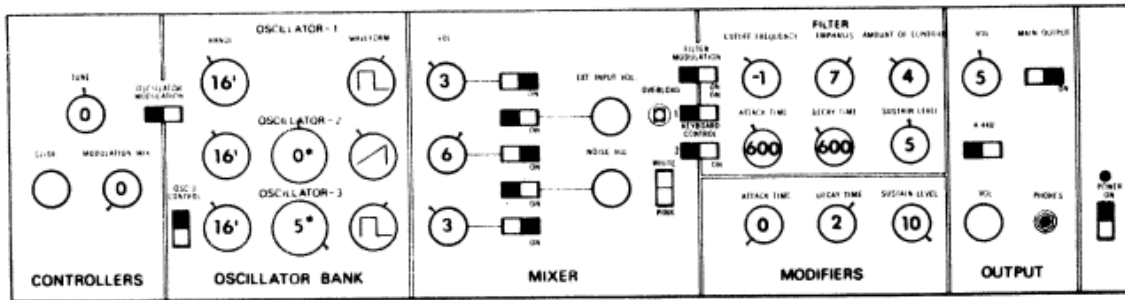
NOTES: \*OSCILLATORS-1 and -2 tuned to perfect fifth.

## SOUND: THE T.L.R. SOUND



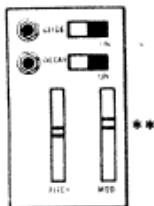
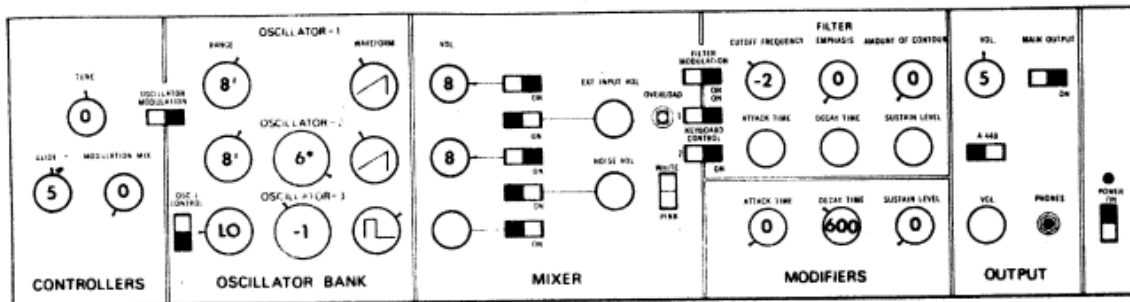
NOTES: \*Oscillators in unison; octaves altered. \*\*Alternate white noise with pitched sound. Glide optional. Play through chords rapidly—invent figures.

## SOUND: MOON CHORD



NOTES: \*OSCILLATOR-2 in unison with OSCILLATOR-1, OSCILLATOR-3 tuned to an augmented fourth.

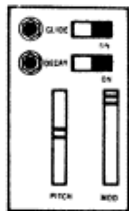
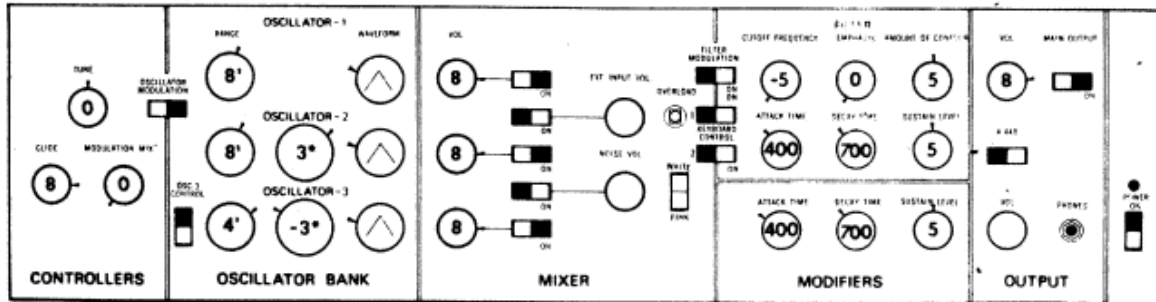
## SOUND: HINDEMOOG



NOTES: \*Oscillators tuned to perfect fifth. Second rectangular wave gives  $\frac{3}{4}$  time. Glide optional.

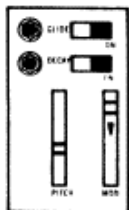
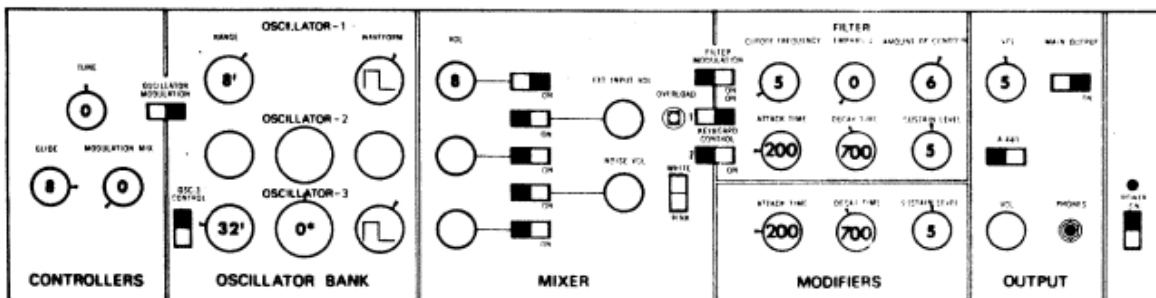
\*\*Set modulation wheel so that alternating interval is a perfect fifth.

## SOUND: HOMMAGE A BADINGS



**NOTES:** \*Oscillators tuned to augmented triad (consecutive major thirds.)

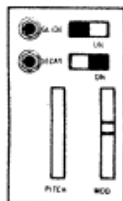
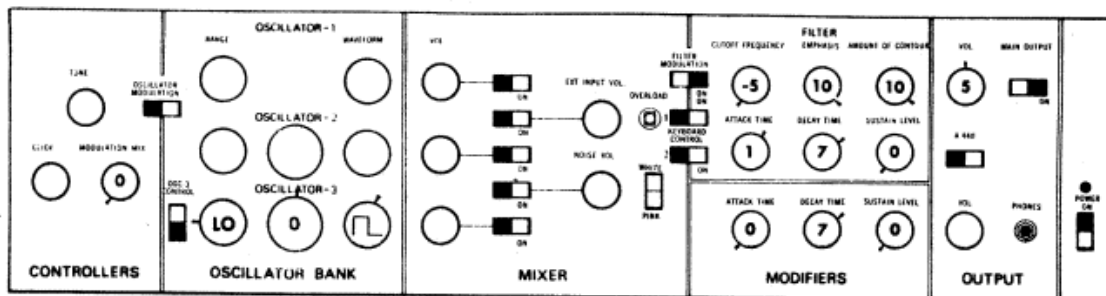
## SOUND: RING MODULATOR EFFECTS



**NOTES:** GLIDE Optional. \*Vary OSCILLATOR-3 FREQUENCY control. Vary MOD wheel.

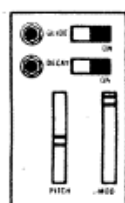
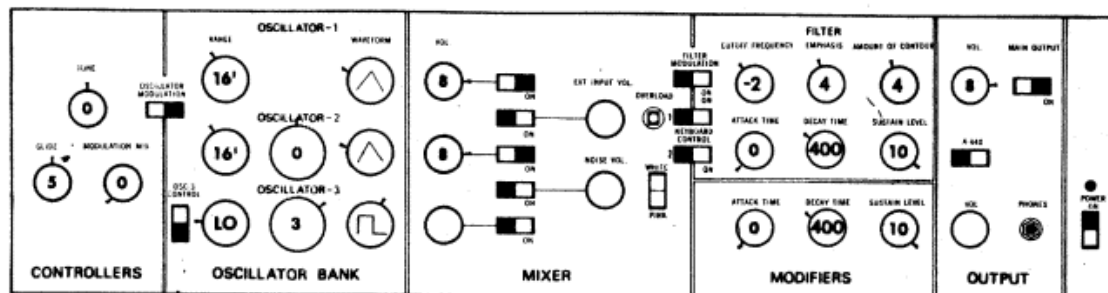


## SOUND: VREE OO BLEEP-BLEEP



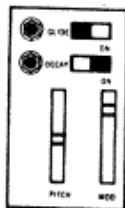
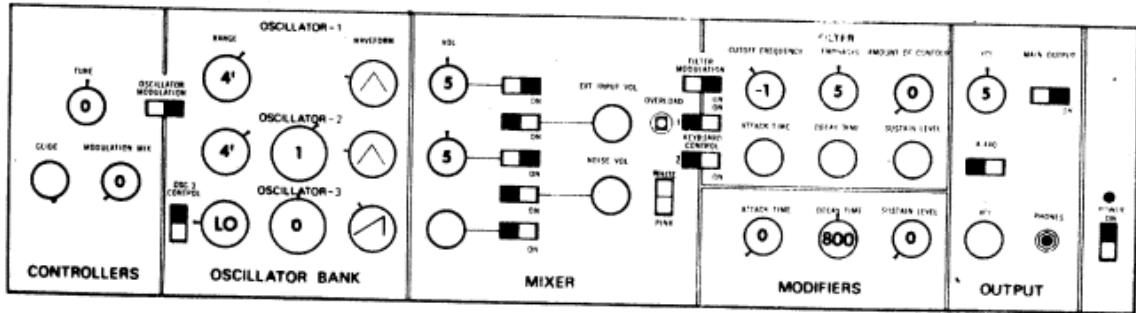
**NOTES:** Depress one key and hold until tone cycle is complete.

## SOUND: RUNNING RHYTHM



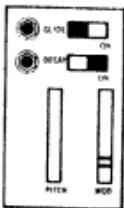
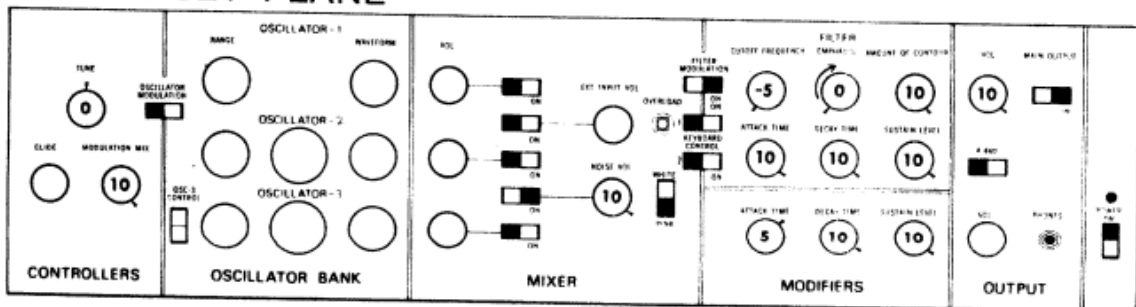
**NOTES:** A Rhythmic ostinato in the bass register. Glide is optional.

## SOUND: NIGHT CREATURES



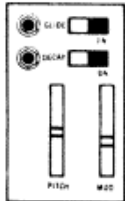
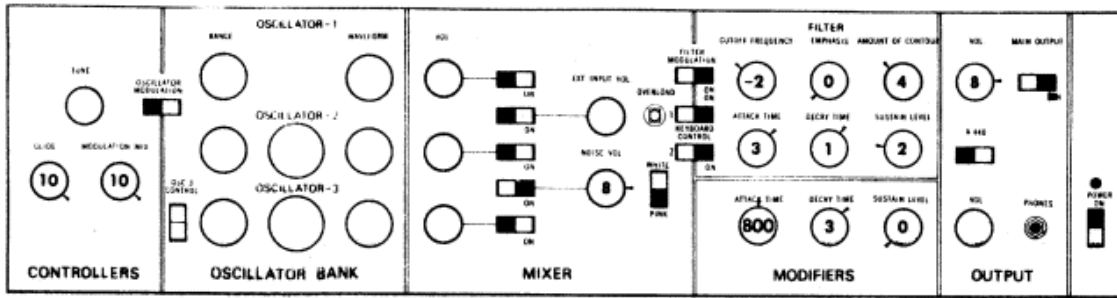
**NOTES:** Play various registers of keyboard.

## SOUND: JET PLANE



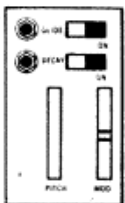
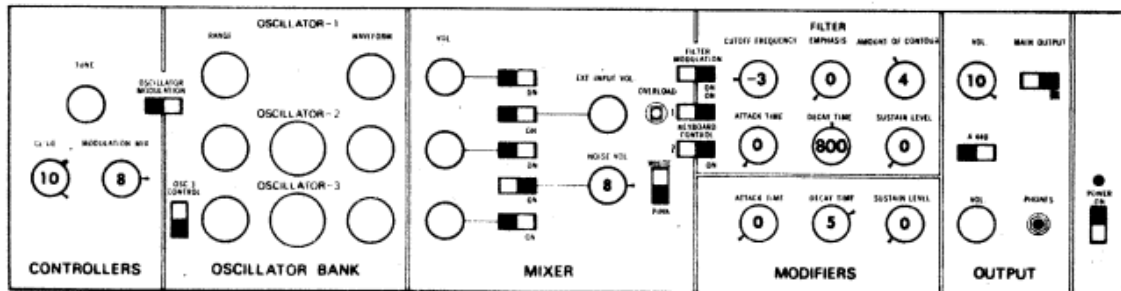
**NOTES:** Depress and hold any key. Release key at peak of sound and slowly rotate the EMPHASIS control to 7 and return to 0.

## SOUND: SURF



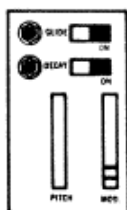
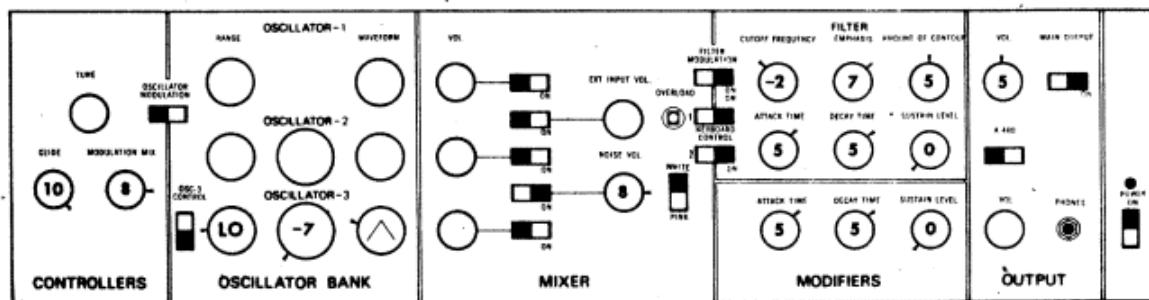
**NOTES:** Play lowest, then highest key and release.

## SOUND: THUNDER



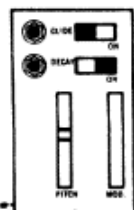
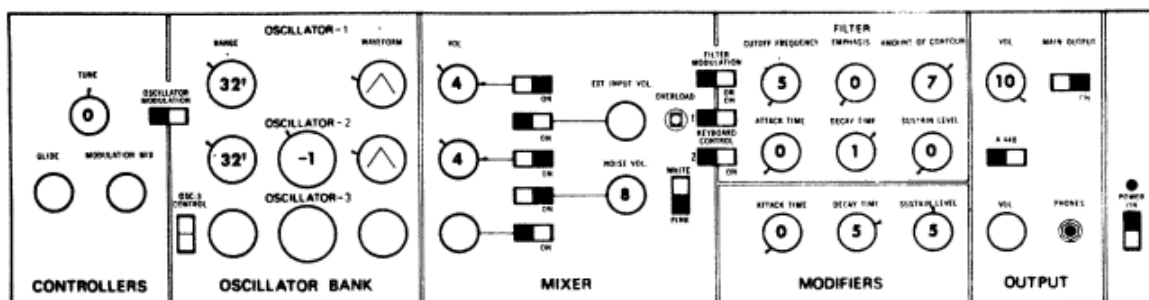
**NOTES:** Play an upper key rapidly followed by a lower key. Increase AMOUNT OF CONTOUR control to 5 for closer thunderclaps.

## SOUND: WIND



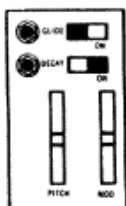
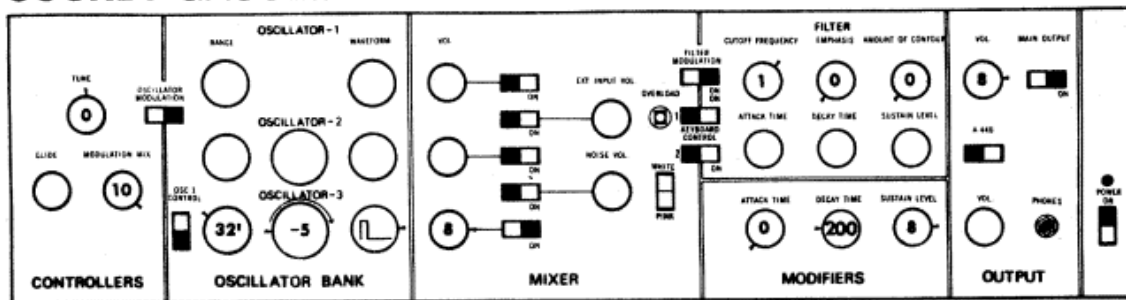
**NOTES:** Play keys for winds of varying intensity.

## SOUND: EXPLODING BOMB



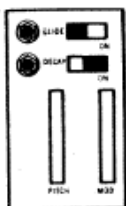
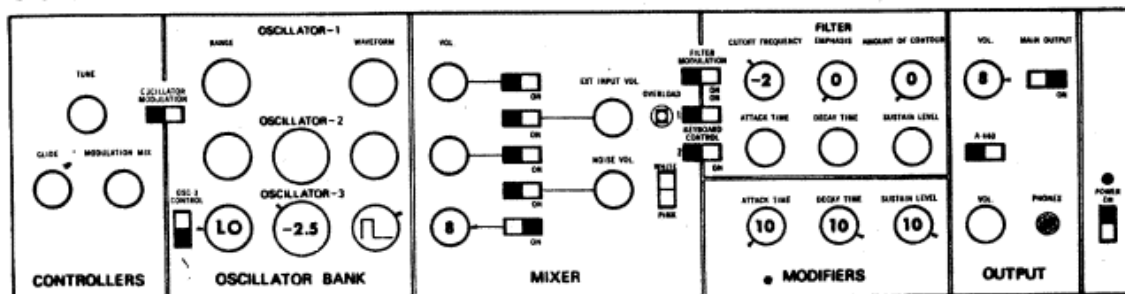
**NOTES:** Strike a low note.

## SOUND: GASOLINE ENGINE



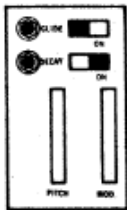
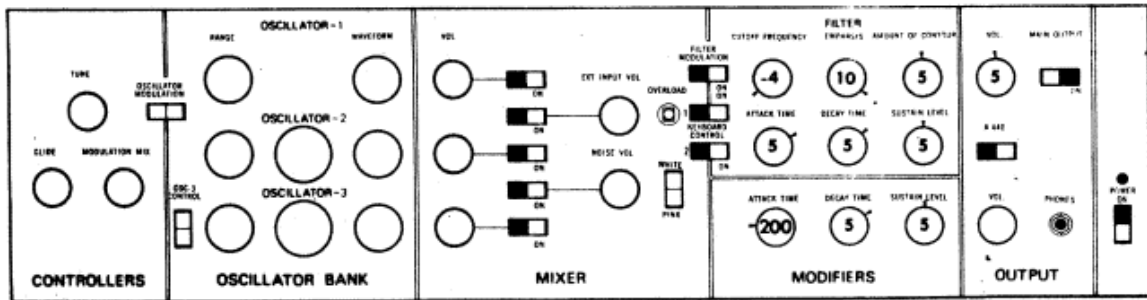
**NOTES:** Depress key. Change speed of engine by altering OSCILLATOR-3 FREQUENCY control.

## SOUND: HEARTBEAT



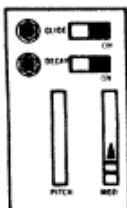
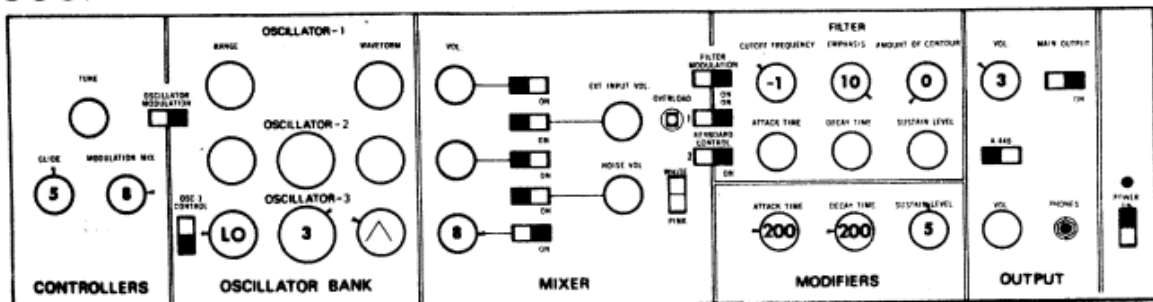
**NOTES:** Depress any key.

## SOUND: SIREN



**NOTES:** Depress any key. The FILTER can produce a pure sine waveform. The CUTOFF FREQUENCY control establishes the pitch of this tone.

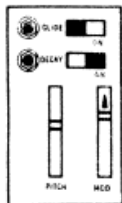
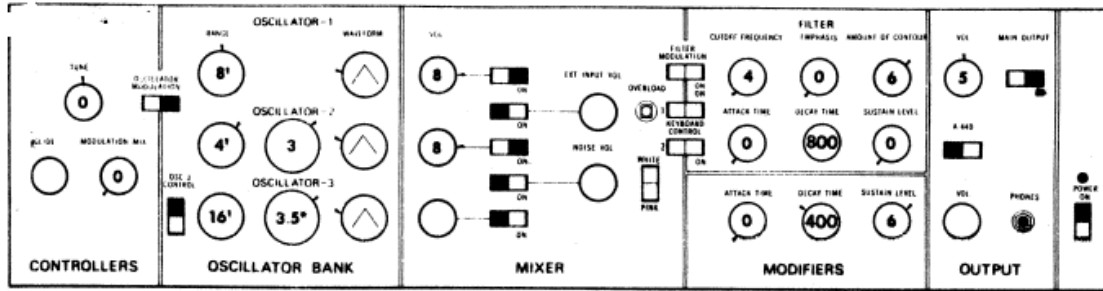
## SOUND: WHISTLERS



**NOTES:** Play the keyboard. Another use of the FILTER as a sound source.



## SOUND: STEEL DRUM

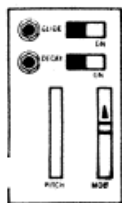
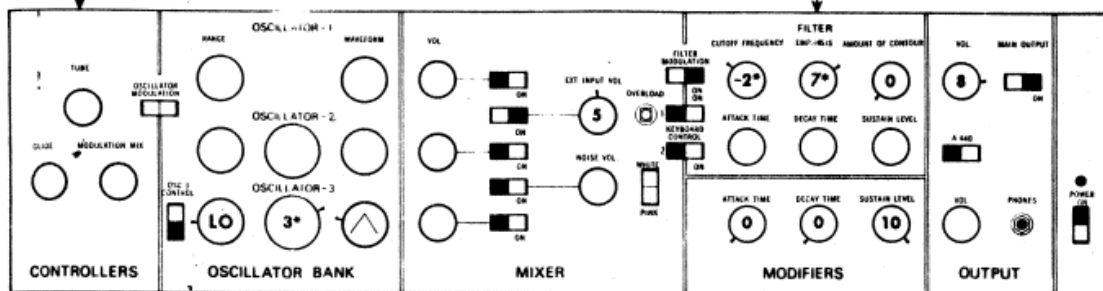


NOTES: \*Vary FREQUENCY control for different sounds.

## SOUND: ROUTING AN INSTRUMENT THROUGH THE MINIMOOG

Insert S-Trig Plug

Insert external signal



NOTES: Turn EXT. INPUT VOL. control down if OVERLOAD light stays on.  
Note — if output is weak, increase gain of amplifiers.

