

KICK_ME

We are not responsible for blowing up your speakers!

Snazzy's first step into the world of drum modules, the *KICK_ME* is our take on the all important bass drum. As usual, we prefer tweakability over vintage pedigree, so the *KICK_ME* doesn't sound just like your classic XOX drum machine. However, with a wide range of useful sounds easily created with a few knob twists, we think that's a good thing.

Features

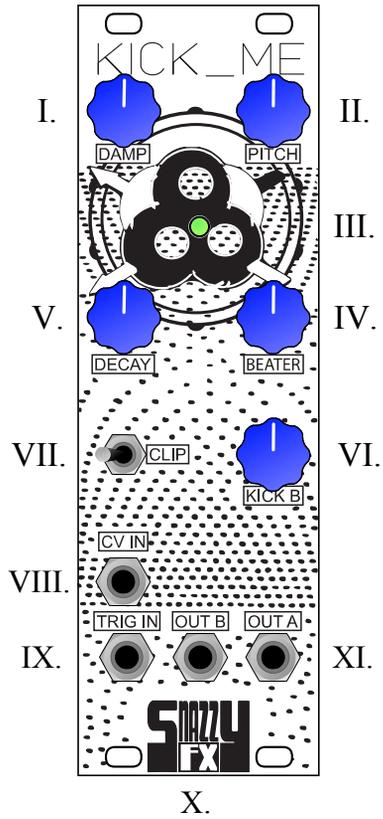
- Two separate kick channels from one trigger input
- Kick drum "A" features a wide variety of kick styles, from tight rock kicks to blown out techno bass drums
- Kick drum "B" features control of decay and is designed for maximum sub bass
- Linear CV input allows for useful pitch FX
- Designed to allow for live changes, the *KICK_ME* works well during a show or improvisation without any nasty surprises
- Clipper switch for special blown out sounds
- Can go from tame and tiny to mean and angry
- With two separate kick outputs, you can setup interesting patches utilizing distortion, filtering, or FM
- Unique sound, not based on any XOX box

Width 8HP

Current draw 10mA

Front panel

- I. Damp (A)
- II. Pitch (A)
- III. Trigger LED
- IV. Beater (A)
- V. Decay (shell)(A)
- VI. Kick B decay
- VII. Clip switch
- VIII. CV input
- IX. Trigger input
- X. Kick output B
- XI. Kick output A



Controls and operation

DAMP

Controls how much the kick drum resonates. Lower values are good for short, tight kicks. Turn this all the way up for completely over the top kick drums. Interacts with BEATER control and CLIP switch.

PITCH

Controls initial tuning of the main kick drum (Kick A). At lower values, pitch will be far more noticeable with long decay times and damping set to 50% or higher. Set this knob to 50% for best results with external pitch CV. Interacts with DAMP, DECAy and CLIP.

DECAy (shell body)

This knob allows control over a simple decay envelope which adds body and weight to the main kick drum. Can be used to add mass or thud to kicks which need more impact. An easy technique is to start by creating a kick drum using the other knobs first, then adding the right amount of decay to thicken up the kick, or with the clip turned on, the right amount of blown out speaker you want to add. Interacts with DAMP, BEATER, CLIP.

BEATER

Turn this knob to adjust the tonality of your drum's attack. When turned clockwise, the drum will be brighter and clickier. Turned counter clockwise, softer kicks are possible, reaching almost pure bass. Highly interactive with the damp knob. There are sweetspots around 60%, where the overall resonance of the drum can be increased depending on the level of click in the drum. Interacts with DAMP, PITCH and CLIP.

KICK B (decay B)

This knob is the only control for kick drum B. Kick B is almost entirely sub-bass, and this decay control simply determines how long the boom lasts. When mixed with a clicky kick A, decay can be set so that the boom is just the right length for the current tempo. Controls for kick A do not effect kick B and vice versa. One interesting technique, however, is using the kick B output as a CV source for kick A. Another neat technique is using the same output as CV input for the *Kitty Eyes*, or as a trigger for an envelope. There are many useful things you can do with this extra kick output – it works perfectly as an input into the *HI_GAIN* or into the *Tidal Wave*.

CLIP

With the clip switch off, *KICK_ME* is capable of producing a range of tight kick drums from polka to disco, as well as rock and pop bass drums. Even with max decay and damp, the module will still lean toward tamer kick sounds. However, once you turn the switch on, *KICK_ME* can immediately move into brutal slab of concrete sounds. When you engage the clip switch, it is highly recommended that you have your finger on the damp knob! Normally, start with the decay at zero, then figure out the damping and beater, and finally start bringing in the thud with the decay. Interacts with DAMP, PITCH, DECAY, BEATER.

CV IN

Use this input to add subtle pitch change to a bass drum with long decay. The response is linear, not 1V/Oct, and is pre-attenuated to allow for usable pitch FX from a slow LFO. Set pitch to 50% for best results. Try using a saw or sine locked to the same clock as the sequencer driving the *KICK_ME* for synced “melody” kick lines. Interactive with DAMP, PITCH, BEATER, CLIP

Note: with short, tight kick drums, CV may not be noticeable as the CV only effects pitch.

TRIG IN

This is the input to trigger the kick drum, which you usually do by sending in triggers or short pulses. Therefore, if you don't plug any triggers in, you won't get any sound, making this input super important.

OUT B

This is the output for the secondary (sub-bass) kick drum output.

OUT A

This is the output for the main kick drum.

Note: level will be louder with the clip switch turned on.

LED

This LED will turn on when a trigger is received.