

BUTTON COMBOS

- SHIFT** + **KNOB** = secondary function in silver
- SHIFT** + **FX MODE** = **TAP** tempo
- FX MODE** = next **FX MODE**
- FX MODE** + **SHIFT** = previous **FX MODE**
- FX MODE** + **AMOUNT** = mod. attenuation for **FX MODE** input
- SHIFT** + **FX MODE** >5s = adv. settings (input behavior etc.)

**BASTL
KASTLE 2
FX WIZARD**

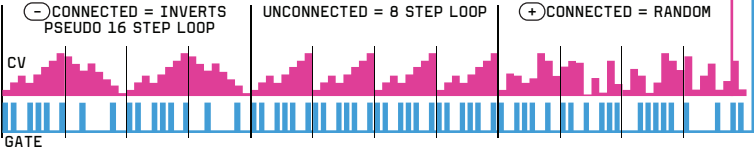
PATTERN GENERATOR

PATTERN generates **(GATE)** (rhythm) and **(CV)** (stepped sequence) output signals. They are both always driven by **TEMPO** .

Turn the **RHYTHM** knob to select a pattern on the **GATE** output.

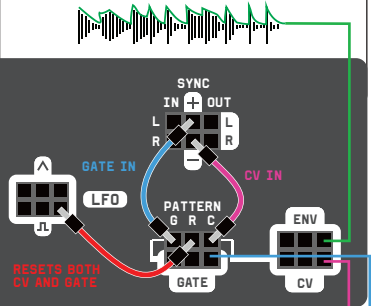
To modify a pattern, use the **PATTERN** inputs **G-GATE**, **R-RESET** and **C-CV**. Connect the **(+)** patch point to randomize the existing sequence. Unplug, once you have something fun. Plug the **(-)** patch point to variate the sequence. You can use modulation too!

Patch the **LFO (JL)** pulse output into **PATTERN R-RESET** input to alter sequence length.



ENVELOPE FOLLOWER

(ENV) output represents the loudness of the input signal. Use it to make the effects responsive to your input signal.



Full manual



Press **FX MODE** = next mode. Hold **FX MODE** + press **SHIFT** = previous mode.

1. **DELAY**

DRY/WET

DELAY TIME

SYNC TIME

FEEDBACK

The echo sound full of life.

4. **PANNER**

MOD RATE

MOD AMOUNT

RESET MOD

FEEDBACK

Move left/right & move around.

7. **PITCHER**

RHYTHM TONAL

SHIFT UP

SHIFTING WINDOW

AMOUNT

RESET MOD

FEEDBACK

Pitch up & speed up. More!

2. **FLANGER**

MOD RATE

MOD DEPTH

FLANGER

CHORUS !!!

RESET MOD

FEEDBACK

Add movement by detuning.

5. **CRUSHER**

DOWNSAMPLE

SAMPLE RATE

AMOUNT

BITCRUSH

SWEEP RATE

FEEDBACK

Digital bits & steps destroyer.

8. **REPLAYER**

ERASE

REC

AMOUNT

FROZEN

PLAYBACK SPEED

TRIG

FEEDBACK

Forward/backward play/replay.

3. **FREEZER**

SYNCD TONAL

FREEZE

FREEZE RATE

ADD NEW AUDIO MORE DENSE

NEW FREEZE

FEEDBACK

Freeze bits of incoming sound.

6. **SLICER**

PATTERN

ADD RANDOMNESS

ENV DECAY

ENV TRIG

FEEDBACK

Cut out small transients.

9. **SHIFTER**

DOWN UP

SHIFT

DRY/WET

TRIG

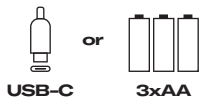
FEEDBACK

Shift pitch up or down. A lot!

Well met, apprentice!
In this guide we shall
summon the mighty
FX WIZARD!
Art thou ready?

1. POWER SOURCE

Plug in a USB-C cable or insert
3x AA batteries.



2. CONNECTIONS

Connect your chosen signal to
AUDIO▼ and your headphones,
mixer, or speakers to AUDIO▲.



3. POWER UP

Flip the POWER
switch to the right.



4. INPUT GAIN

Hold **SHIFT** and turn the TIME
MOD knob to set the **INPUT** gain.
Follow the light indicator – avoid
the RED!



**! Silver labels are active when
holding the **SHIFT** button.**

5. OUTPUT VOLUME

Hold **SHIFT** and turn the TIME
knob to adjust the output
VOLUME. Can You Hear Me?



6. MEET THE WIZARD

Press the **FX MODE** button to
switch effects. Explore the
effects by turning the
White Rabbit knobs.
Use the map on the first page.



7. TIME FOR MAGIC!

Start patching: connect some
outputs to inputs. This is what
they look like:

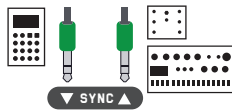


Most sets of 3 points in a row
are connected. Use any of them.

**Feel free to experiment –
NOTHING CAN BREAK!**
**Knobs without rabbits control
modulation and take effect only
when you start patching.**

8. CLOCK SYNC

Use **SYNC**▼ to synchronize with
an external clock. The FX Wizard
will follow. To be the leader, use
the **SYNC**▲ out.



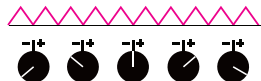
9. TEMPO

To set the tempo, hold **SHIFT**
and turn the **TEMPO** knob.
To tap the tempo, hold **SHIFT**
and press **TAP** a few times.
If using **SYNC**▼ in, the **TEMPO**
knob sets the tempo
multiplier/divider.

**To truly master the ways of FX MAGIC,
learn the ways of modulation!**

MODULATION MAGIC

LFO

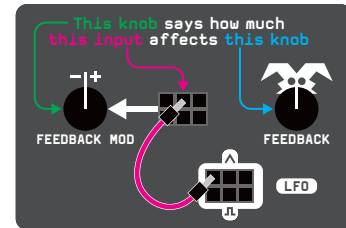
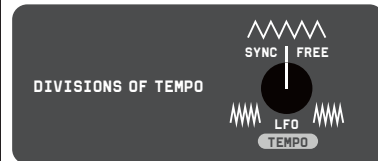


MODULATION EFFECT



Use **FEEDBACK MOD** to adjust the amount of
FEEDBACK modulation. The same goes for
TIME and LFO.

LFO

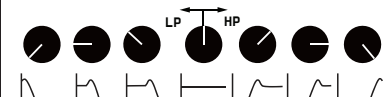


TIP: Use CV to switch between FX modes!
**Press FX MODE and turn AMOUNT to adjust
the amount of FX MODE modulation.**

LFO generates cycling triangle and pulse
waveforms. Adjust the speed with the
LFO knob:

- to the right for free running,
- to the left to sync with the tempo.

FILTER & STEREO



Use **FILTER** to make your sound:

- brighter – HP (highpass) cuts bass,
- darker – LP (lowpass) cuts treble.

Use **STEREO** to make the sound **W I D E R!**