



Saturator Analog Distortion has 16 flavours, each modelled on a real type of circuit: transistors, op-amps, transformers, tubes, FETs, diodes, rectifiers and fuzz. Each one clips in its own way, and the output stays at the input level however hard you drive it. Use it to warm up a mix bus, thicken a bass, or turn a clean synth into something with bite.



Categories & Flavours

Saturator has 16 flavours in four families: **Clean**, **Warm**, **Gritty** and **Heavy**. Each family goes from gentle to extreme. **Clean** is subtle colour and glue. **Warm** is round, tube-flavoured drive. **Gritty** has folding, chip-like and rectified edges. **Heavy** is fuzz and full-on distortion.

AMOUNT

Amount is both drive and dry/wet in one knob. At 0 the signal is clean. By about a third of the way up it is fully wet, and above that point the dry/wet blend stays put and the drive keeps increasing, so the top of the range adds intensity. Automatic level matching keeps the output close to the input level, so you hear more character, not just more volume.

TONE

Tone is a tilt around a pivot point that is different for each flavour, with up to about 8 dB each way. Turning it right boosts the highs and trims the lows, so it sounds brighter. Turning it left cuts the highs and lifts the lows, so it sounds darker. The overall level stays roughly the same.

STYLE

Style bends each flavour in its own direction. In the centre you get the flavour's own sound; turning left or right takes it towards two variations of the same circuit, and both sides also shift the tone (darker to the left, brighter to the right). Clean and Warm flavours respond gently, while Gritty and Heavy flavours change a lot.

LFO

The LFO can move Amount, Tone and Style. It has 7 shapes: **sine**, **triangle**, **ramp up**, **ramp down**, **square**, **sample & hold** and **drift**. Synced, it uses 25 note values from 16/1 to 1/64, including dotted, triplet and odd divisions, and it's locked to the song position while Reason plays. Free, it runs from 0.05 to 60 Hz. Each destination has its own **depth** ($\pm 100\%$, negative turns the shape upside down) and **phase** (0–360°).



CV In & Out

There are three CV inputs, one each for Amount, Tone and Style, and each has a trim knob. CV is added to the knob and to any LFO movement, and the result stays within the knob's range. There is one output, LFO CV Out, which carries the raw LFO at full scale (–1 to +1), before the per-destination depth and phase. It reads 0 while the LFO is off and keeps running in Bypass and Off.



Thank you!

Ekssperimental Sounds Studio is a one man project driven by the passion for experimental electronic sounds, new and old synthesizers and music gear. As a Reason user since 2001 it truly is a dream come true to finally be able to create my own synthesizers and effects for the Reason rack. Thanks to all of you who buy my products I can continue to learn and develop more fun and inspiring devices for our beloved rack.

I hope you will enjoy Saturator Analog Distortion!

Cheers,
Erik Söderberg 2026