

KBN-C turns the notes you play into bouncing balls. Every note becomes a ball launched from the centre of the arena, and that ball **replays its note** each time it hits a wall, crosses a trip line or collides with another ball. Up to eight balls share the arena: you choose the pitches, the physics chooses the rhythm.



- 1 **ON** — device on/off
- 2 **RUN** **KICK** **CLEAR** **MODE**
- 3 **SYNC** **RECOVERY** **GATE**
- 4 Arena — balls, walls, trip lines
- 5 Balls 1-4: active, speed, random
- 6 **ROOT** **NOTES** **LINES** **SCALE**
- 7 Velocity **MIN** **MAX** **VAR**
- 8 **LINE H** trip line
- 9 **LINE V** trip line
- 10 Capture cards — notes & life per ball
- 11 **LIFE** **TRACK** **CHORD** **THRU**
- 12 Balls 5-8
- 13 **SPREAD** **COLL** **FILL**

FIRST NOTES IN SIX STEPS

- 1 **INSERT IT ON AN INSTRUMENT**
KBN-C is a Player: add it to any instrument device and it sits above it, feeding it notes. Start with a sound that has a clear attack — a pluck, mallet, piano or bell.
- 2 **START IT RUNNING**
Press **RUN** — the red lamp below it lights — or simply start Reason's transport: KBN-C starts with Play and stops with Stop. Balls only launch while it runs.
- 3 **PLAY A NOTE**
A ball leaves the centre of the arena, and every wall it hits replays your note. Play a chord and, with **CHORD** on, the whole chord rides on one ball.
- 4 **KEEP PLAYING**
Each new note takes the next free slot, eight in all. When all eight are busy, the **oldest** ball makes way for the newest note.
- 5 **SHAPE IT**
Click the **SPEED** cells to set each ball's pace, turn **GATE** for note length and **LIFE** for how long balls live. Low **LIFE** settings make balls retire on their own.
- 6 **CLEAR THE ARENA**
CLEAR removes every ball at once while the notes already sounding ring out. **KICK** keeps the balls but sends each one off in a new direction.

NOTHING HAPPENS WHEN YOU PLAY?

Check the red lamp under **RUN**: notes only become balls while KBN-C runs, and stopping Reason's transport always stops it. Also make sure at least one ball slot is **ON**.

WHERE THE NOTES COME FROM

Walls — every bounce replays the ball's note or chord.

Trip lines — switch **LINE H** or **LINE V ON** and drag its tab in the arena. A crossing fires a quick burst of **MULT** notes, each stepping by **JUMP**.

Collisions — with **COLL** on **TRIG**, both balls play when they meet.

TIMING

MODE FREE: every hit sounds the instant it happens. **QUANT**: while the transport plays, hits land on the **SYNC** grid, one per ball per step. With the transport stopped KBN-C always plays free.

GATE sets the note length: 1/8, 1/4, 1/2 or a whole note at the song tempo.

STAYING IN KEY

Set **ROOT** and **SCALE**. With **NOTES** lit, every captured note is moved to the nearest scale note. With **LINES** lit, trip-line **JUMP** steps walk the scale instead of semitones.

Ten scales, from Chromatic to Whole Tone.

HOW A BALL LAUNCHES

Pitch sets the direction. Think of a clock face: C flies straight up, and each semitone turns the launch one hour clockwise — D# goes right, F# down, A left.

Velocity sets the pace. A soft note travels at about half the slot's **SPEED**, a hard one at one and a half times — and louder, because hit velocity follows ball speed.

DYNAMICS

Slow balls play near **MIN**, fast balls near **MAX**; **VAR** adds a random $\pm$ on top. Turn **TRACK** down to flatten the speed-to-velocity link (at 0 every hit sits in the middle of the range).

RECOVERY sets how quickly a ball settles back to its own speed after a collision.

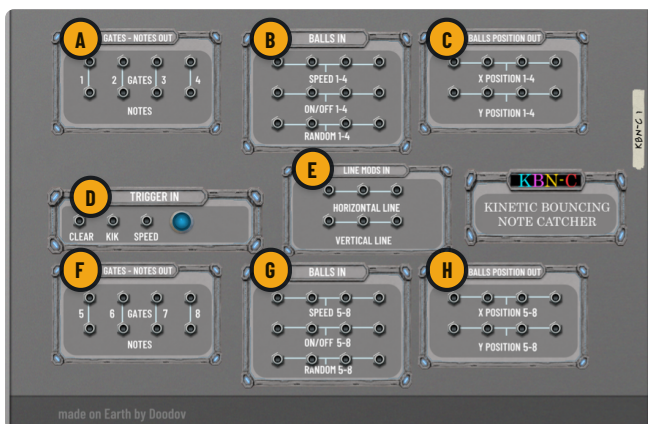
CAPTURE & FLOW

LIFE 0.5 s to 60 s, fully clockwise = **HOLD**. **CHORD**: notes played within 80 ms share one ball. **THRU**: hear your own notes too, or only the balls.

SPREAD staggers identical notes and strums chords. **FILL** **CYCLE** spreads notes over all slots; **FIRST** always reuses the lowest free slot.

OUT OF THE BOX **MODE** **QUANT** **SYNC** 1/8 **GATE** 1/4 **RECOVERY** 350 ms **C** MAJOR with **NOTES** + **LINES** lit · velocity 30–110 **VAR** ± 10 · **LIFE** **HOLD** **CHORD** **ON** **THRU** **ON** · **SPREAD** 10 ms **COLL** **TRIG** **FILL** **CYCLE** · all eight slots active at speed 3 · trip lines off.

BACK PANEL



- A** Gates & notes out 1–4 — one gate + note CV pair per ball. Gate level = hit velocity.
- B** Balls in 1–4 — CV for each ball's speed, on/off and random probability.
- C** Position out 1–4 — each ball's X and Y as 0–1 CV.
- D** Trigger in — CLEAR, KICK and a global SPEED CV. The blue button shows or hides the front panel's "phantom" markers for CV-moved values.
- E** Line mods in — position, on/off and random for each trip line (left to right).
- F** **G** **H** The same for balls 5–8.

THREE TO TRY

FLOATING BELLS

A bell or mallet patch. **MODE** **FREE**, speeds 1–3, **LIFE** around 20 s, **GATE** 1/2, **THRU** **OFF**, **RECOVERY** 2 s. Play slow single notes and let them drift and meet.

THREE-BALL ARPEGGIO

CHORD **OFF**, switch slots 4–8 **OFF**, **SYNC** 1/16, **GATE** 1/8, speeds 5–7. Play a triad: three balls interlock on the grid. Each new triad replaces the last.

STRUMMED BOUNCES

A plucked guitar or harp. **CHORD** **ON**, **SPREAD** 30–50 ms, **COLL** **OFF**, **GATE** 1/4. Play chords: every wall hit strums the whole chord.