QUICK START GUIDE

Step Farther

8-Stage Pitch & Gate Sequencer

Step Farther is a step sequencer for Reason inspired by classic vintage hardware. Eight stages, each with its own pitch, pulse count, gate behaviour, ratchet pattern, slide and skip, feed a pair of Pitch and Gate CV outputs. It does not make sound on its own — it drives any instrument you patch it into. This guide gets a sequence running in a minute; the Operation Manual covers everything in depth.

The Step Farther front panel.

What you need

Step Farther appears in the rack under the CV / utility devices. Because it is a CV source, pair it with an instrument:

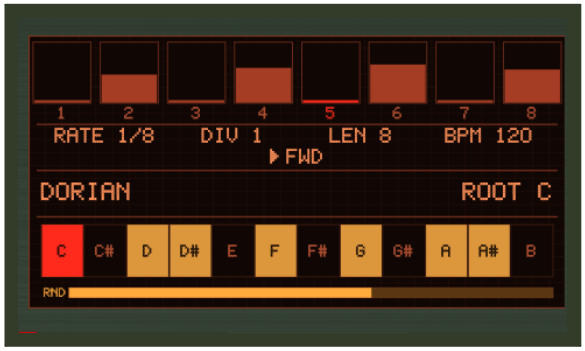
> **Patch it in**
> Create Step Farther, then create a synth (Thor, Subtractor, the rack synth of your choice) **below** it so the synth auto-wires. If it does not auto-wire, flip to the back (Tab) and connect **PITCH OUT** → the synth's CV/Sequencer Pitch input and **GATE OUT** → its Gate/Amp-envelope input.

Make your first sequence

1. Press **RUN** (the red button, lower left). The internal clock starts and the lit stage steps across the eight bars in the display.
2. Set the eight **PITCH** faders (top row of the right-hand grid) to taste. Each fader is quantized to the current scale, so every note lands in key.
3. Choose a musical home with **SCALE** and **ROOT**. The mini keyboard at the bottom of the display lights the notes that belong to the current scale.
4. Set the tempo feel with **RATE** (the clock division, e.g. 1/8) and add groove with **SWING**.
5. Give stages length and shape: turn up a stage's **PULSE** knob so it holds for several clocks, and set its **GATE** mode for how it articulates.

> **That's a sequence.**
> From here, everything else is shaping. Press **RESET** to jump back to stage 1 at any time. Turn **RUN** off to stop.

Reading the display



The green LCD mirrors the running sequence:

- **Stage bars 1–8** — each bar's height is that stage's pitch; the highlighted number is the stage playing now.
- **RATE / DIV / LEN / BPM** — clock division, step divider, sequence length, and tempo.
- **Direction** (e.g. ■ FWD), **scale** name and **ROOT**.
- **Keyboard** — notes in the current scale are lit.
- **RND bar** — progress toward the next random re-roll.

The stage grid

The right-hand grid holds the eight stages. Each column is one stage; each row is one parameter:

Row	What it sets
PITCH	The note for that stage, quantized to the current scale and root.
PULSE	How many clock pulses the stage lasts (1–8) before moving on.
GATE	How the stage articulates — Hold, Multiple, Single, Rest, Dotted or Random.
RATCHET	Sub-divides the pulse into 1–4 hits, plus Accent, Front, Back and Bounce patterns.
SLIDE	Glides smoothly into this stage's pitch (classic acid-style portamento).
SKIP	Leaves the stage out of the sequence entirely.

Below the grid sit the global knobs: **OCTAV**, **LEN** (length, 1–16 with wrap-around), **RATE**, **SWING**, **GATE** (length), **SLIDE** (time), and the two **A**/**B** AUX modulation targets.

Going farther

Direction	Turn the direction control past FWD for Reverse, Ping-Pong, Random, Brownian, Pendulum and more — 16 modes in all.
The Random section	The centre panel adds living variation. Dial a **%** (chance) and a ↔ (range) for Pitch, Pulse, Gate or Ratchet, set **CYCLES**, switch **ON/OFF**, or hit **RND** to re-roll once.
AUX A / B	Two CV inputs on the back, each routed to a target you pick with the **A** and **B** knobs — transpose, octave, gate length, root and more.
Patches	Step Farther saves and loads patches. Use the patch browser at the top of the panel to store your grooves.

Next step

For the full reference — every scale and direction mode, the gate and ratchet tables, the Random engine, AUX routing and the complete back-panel CV map — see the **Step Farther Operation Manual**.