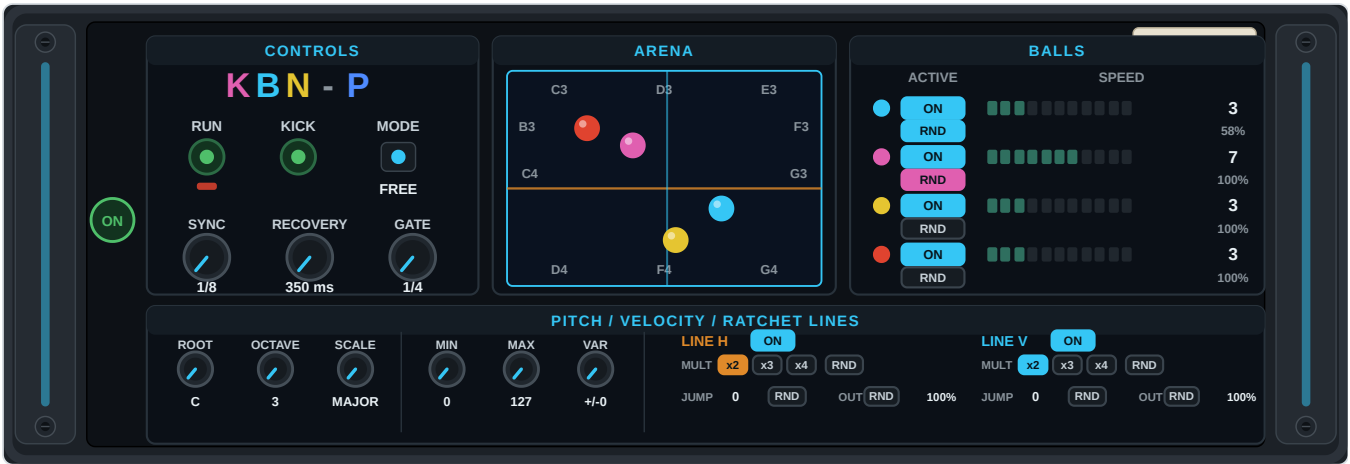


KBN-P

Kinetic Bouncing Note Player — Quick Start

Let bouncing balls play your instrument in five minutes. Full details are in the User Manual.



The KBN-P front panel. Illustration.

What it is

KBN-P is a **Player**: drop it above any instrument and four bouncing balls play it for you. Every wall a ball hits sounds a **pitched note** in your chosen scale, and collisions play the root — up to **four voices at once**. Notes you play yourself pass straight through, so you can perform along.

Five minutes to your first part

- 1 Add an instrument (any synth or sampler).
- 2 Add **KBN-P** to that instrument's **Player** slot — no cables needed; it plays the instrument directly.
- 3 Make sure the Player **ON** button (top-left) is lit.
- 4 Pick a **Scale** and **Root** in the Pitch strip (try Major / C), press **Play**, and set **MODE** to **Quant** at 1/8 or 1/16.
- 5 Shape it: change each ball's **Speed** for busier or sparser lines, and tap **KICK** for a fresh phrase.

No transport? Press the front **RUN** button and the balls free-run, playing the instrument as they bounce. Press **RUN** again to stop.

The controls you'll reach for first

Control	What it does
ON (top-left)	Player on/off. Off freezes the balls and goes silent (your playing still passes through).
Root / Octave / Scale	The key everything plays in — change any time.
Ball Speed	How busy each voice is — more speed, more notes.
MODE (Free / Quant)	Notes play instantly, or snap to the SYNC grid.
Line H / V	Trip lines that fire ratchet arpeggios when a ball crosses.

Where the notes come from

Pitch from position

Each wall is split into 3 zones — 12 in all — climbing the scale from the root. The arena labels each zone with its note. Collisions play the root.

Four voices

Each ball holds one note, so KBN-P plays up to four simultaneous voices into the instrument. Give the instrument enough polyphony to sound them.

Three things worth knowing

- **It always stays in key.** Pick a Root and Scale and every bounce maps to a scale note.
- **Play along.** Your keyboard notes pass through KBN-P to the instrument, on top of the generative part.
- **CV on the back.** Four gate+note voice pairs and eight ball-position CVs let you drive other devices in parallel.

Ready for the details — Player behaviour, scales, the 12-zone map, ratchet options, CV modulation and MIDI/Combinator mapping — see the full **KBN-P User Manual**.