



## 8 Free Demo Combis

# USER'S GUIDE

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Chemistry Volume 1 – 8 Free Demo Combis  
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**KARMA Lab**

<http://www.karma-lab.com>

# Chemistry “8 Free Demo Combis”

## User’s Guide

### Important Note:

“8 Free Demo Combis” is a *Combi data* only Collection, (no new *Program data* is included). Each Combi relies on the Korg Karma Factory PRELOAD Program Data residing in Program Banks A, B and E to sound and play as intended. If you are not sure what’s in your Karma, you should back it up first to a floppy, and then reload the Factory PRELOAD data from the floppy before loading this demo.

### Installation:

#### [A] Creating A Floppy

When you downloaded the file, you downloaded one of two different versions, depending on your computing platform - one for Windows users, and one for Mac Users:

Chem1\_Free8.zip           for Windows Users  
Chem1\_Free8.sit.hqx       for Mac Users

These files are compressed folders. You will need a decompression utility to open them. Most of you already have experience doing this. The Windows standard is “Winzip,” while the Mac standard is “Stuff-it.” However, both Windows and Mac users can use Stuff-it Expander (free) to decompress the appropriate file. If you need a decompression utility, visit the following links for the latest free download versions of Stuff-it Expander:

Mac:           <http://www.stuffit.com/expander/macindex.html>  
Windows:   <http://www.stuffit.com/expander/winindex.html>

After decompressing the appropriate file according to the instructions of whatever decompression utility you are using, you will have a folder on your hard drive named “Chemistry Vol.1 – Free 8.” The contents of the folder are:

FREE8\_C.PCG               Contains Karma Combi data file for loading into C Bank.  
FREE8\_D.PCG               Contains Karma Combi data file for loading into D Bank.  
Free8\_INSTALL\_READ\_ME.txt           A text file containing these installation instructions.

1. Format a new HD floppy on your Karma Music Workstation, using Disk Mode (1.3) [Utility]. Press [F8] UTILITY and select “Format.” Press F8 (OK) again - you can use the “Quick Format” option. Press F8 (OK) again.
2. After the floppy is formatted, eject it from the Karma and insert the floppy into your computer. Copy (drag) the two PCG files onto the floppy. Now you are ready to proceed to step [B].

#### [B] Once you have the files on a floppy:

1. As explained above, “8 Free Demo Combis” expects the Factory Preload data for Program Banks A, B and E to be in the unit. If you are not sure what’s in there, please reload the Factory Preload disk first, after backing up your data.
2. Decide which Combi bank you want to load “8 Free Demo Combis” into (C or D).
3. Put the floppy into the Karma. Go to Disk Mode (1.1) [Load]. If you want the data loaded into Combi Bank C, cursor to FREE8\_C.PCG. If you want the data loaded into Combi Bank D, cursor to FREE8\_D.PCG.
4. After the correct file is highlighted, press [F8] UTILITY and cursor to “Load selected.” Press F8 two times to load the selected file. (The file contains nothing but a single bank of Combis, either C Bank or D Bank. They can be loaded directly as explained here without affecting Factory Preload Banks A, B or E.)
5. You can also load each of the eight Combis individually into whatever locations you desire, one by one. This is explained in detail in the *Karma Keyboard FAQ’s, Tips & Tricks* document (Section 7) available at: <http://www.karma-lab.com/Files/KarmaKeyboardFAQ.pdf>.

## **Introduction:**

This collection of 8 Free Demo Combis is intended to demonstrate the standard of high quality and functionality that exists within Chemistry Vol. 1 - Grooves & Inspiration - a new Collection of 64 Combis for the Korg Karma Music Workstation, available from [www.karma-lab.com](http://www.karma-lab.com).

Please be aware that none of these demo Combis are included within Chemistry Vol. 1 itself, so they could also be considered as “bonus” Combis, serving as high quality additions to the new Collection itself.

Each Combi within this collection was created using the default parameter settings of an “Initialized Combi” (not cloned from existing Combis). Furthermore, each Combi uses all four available KARMA Modules for maximum sonic possibilities, and to demonstrate the power and potential of multiple GE’s.

Realtime Control Knobs 1 to 4, (above the Joystick, Mode B) offer useful functions throughout these examples, and the 64 Combis in the collection. For example, Volume (CC 07) is used to fade certain timbres within a Combi, providing some good alternative mixes. Most of the Combis also feature a “lead” instrument in the upper octaves, for soloing or chord work - increasing the sonic potential of a given Combi.

Enjoy!  
Paul Osborn

## **About The Joystick:**

A unique feature of these Combis (and the 64 Combis within Chemistry Volume 1) involves the Joystick as a means of providing the user with a high degree of control. A good example is the “Pop” Combi C004: Midnight Taxi. This slick “LA Session” Combi, consisting of: drums (Module A), bass (Module B), E.Piano (Module C), and guitar (Module D) has been programmed to enable the Joystick to modify the value of a variety of parameters simultaneously, as explained below:

### Combi C004: Midnight Taxi

JS +Y (move the Joystick away from yourself):

1. Mutes the E.Piano (Module C).
2. Provides a pattern variation for the drums (generated by Module A) by reducing the value of the GE Parameter: Rests-Random Factor.

JS -Y (move the Joystick towards yourself):

1. Introduces a cool tom and ride-cymbal pattern, by increasing the value of GE parameter “Drum: Play On/Off.”

JS -X (move the Joystick towards the left):

1. Mutes the guitar (Module D).
2. Provides another pattern variation for the drums, by reducing the value of GE parameter “Drum: Pools-Random Factor.”

JS +X (move the Joystick towards the right):

1. Provides a variation for the E.Piano, by increasing the value of GE parameter “Note Wrap Bottom.”
2. Provides a variation for the guitar, (a cool tremolo effect) by reducing the value of GE parameter “CC’s Fixed/On. (CC#72).

As you can see, these Joystick assignments allow a good amount of variation, and most of the Combis within this Collection are programmed to utilize the Joystick in the same way. However, if you imagine these Joystick positions as points of a compass (north, south, east and west), it’s easy to see that further “combined” variations can be obtained by moving the Joystick to the diagonal positions (north-east, south-east, south-west and north-west) - a large amount of variation indeed!

## **About The Descriptions:**

The Combi numbers in this document reference Bank C. If you loaded the D Bank load, the number will be the same, preceded by "D." (OK, that's rather obvious, but we had to say it because no doubt someone will point it out.) The following descriptions for each Combi explain just a few of the controls and their assignments, and are by no means the "whole story" (functionality-wise). Be sure to check out all of the controls for each Combi, for the full effect.

### KEY:

(M) = Momentary (press and hold to activate, release to return to prior setting)

(T) = Toggle (press and release once to activate, press and release again to return to prior setting)

*Note: in Combis where SW1 is set to JS +Y Lock, and SW2 is set to JS -Y Lock, you can use both of the switches at the same time – push the JS up, then press SW1 to lock; push the JS down, then press SW2 to lock (or vice versa). Release the switches simultaneously, or at different times.*

For more info about the specialized settings of these Combis, such as Key Zones, Triggering and more, download or view online the "Chemistry Volume 1 User's Guide," which is available *without purchasing the collection* at:

[http://www.karma-lab.com/KARMA/KARMA\\_ChemVol1.html](http://www.karma-lab.com/KARMA/KARMA_ChemVol1.html) - click on "User's Guide."

## **Chemistry Volume 1** **8 Free Combis – Voice Name List (In Order)**

	<u>Name</u>	<u>Style Category</u>	<u>Combi Category</u>
C000	T.Banks Reggae	Synth Reggae	LeadSplits
C001	Lanois & Eno	Pop-Ambient	LeadSplits
C002	Gentle Giant Jam	Rock-Progressive	BassSplits
C003	Band Of Joy	Pop-Rock	BassSplits
C004	Midnight Taxi	Pop	BassSplits
C005	Ricochet Reprise	Electronic-Classic	LeadSplits
C006	Shine On	Rock-Classic	Orchestral
C007	ErasureHead	Pop-80's	Synth

## **C000: T. Banks Reggae**

A Combi with a touch of Reggae, similar in style to Genesis co-songwriter and keyboard player Tony Banks occasional “synth reggae” excursions. A layered lead synth is provided for soloing and chord work in the upper octaves. Scene 2 offers a more pronounced reggae groove with sidestick snare. KARMA Switch 2 produces some nice filter modulation for synth timbre 4, while KARMA Knobs 1 and 4 are great for creating a variety of gated synth rhythms. JS +Y provides a cool offbeat bass pattern variation, and KARMA Knob 8 is useful for its ability to select from a variety of alternative snare drums.

### KARMA:

Module A: drums                      Module B: synth1                      Module C: bass                      Module D: synth2

### Joystick:

JS +Y:                      Mutes synth1 and provides a pattern variation for the bass. (M)  
JS -Y:                      Mutes the bass and transposes the drums to provide an alternate rhythm. (M)  
JS -X:                      Mutes synth2 and decreases the Wet/Dry mix of IFX2 Delay. (M)  
JS +X:                      Mutes the drums, provides a pattern variation for synth2, and increases the Wet/Dry mix of IFX2 Delay. (M)

### Realtime Controls (above the Joystick)

Knob 1B:                      Volume (CC 7): Fades the mix, leaving just the bass and drums audible.  
Knob 2B:                      F/A Decay (CC 75): Shortens/lengthens the decay time of the drums and synth timbre 2.  
Knob 3B:                      Flt Cutoff (CC 74): Adjusts the filter cutoff of most timbres, excluding drums.  
Knob 4B:                      FX Ctrl 2 (CC 13): Decreases the Wet/Dry mix of the Reverb.  
SW1:                              (CC 80): Modulates the filter of the bass. (T)  
SW2:                              JS +Y Lock. (T)

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## **C001: Lanois and Eno**

A lovely atmospheric Combi, consisting of drums, bass, guitar and a couple of ambient synth timbres which alternate and drift across the stereo spectrum, courtesy of the Doppler Effect. A synth lead is provided in the upper octaves for soloing. Scene 2 offers a cool variation with ride cymbal driven drums, and JS +X switches “Note Latch” off for guitar and bass, while introducing more toms to the drum pattern. JS +Y mutes the ambient synths, while providing variations for guitar and drums. RT Control Knobs 1B and 2B are good for providing alternate mixes, and KARMA Knobs 2, 5 and 6 produce lots of variation for the guitar phrase via Duration, Note Voicing and Repeat Rhythm Value.

### KARMA:

Module A: drums                      Module B: guitar                      Module C: bass                      Module D: synth

### Joystick:

JS +Y:                      Mutes the synth and provides pattern variations for the guitar and drums. (M)  
JS -Y:                      Mutes the bass. (M)  
JS -X:                      Provides pattern variations for the guitar, bass and ambient synths. (M)  
JS +X:                      Switches Note Latch off for the guitar and bass (keep in this position while playing and releasing chords in LH), and provides a pattern variation for the drums. (M)

### Realtime Controls (above the Joystick)

Knob 1B:                      Volume (CC 7): Fades the guitar and ambient synth timbre 4.  
Knob 2B:                      Expression (CC 11): Fades the mix, leaving just the drums and ambient synth audible.  
Knob 3B:                      FX Ctrl 1 (CC 12): Decreases the Wet/Dry mix of the Delay.  
Knob 4B:                      FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:                              (CC 80): Dampens the strings of the guitar. (T)  
SW2:                              JS +Y Lock. (T)

## **C002: Gentle Giant Jam**

This Combi attempts to simulate the unique and complex style of the progressive-rock band Gentle Giant. This band of highly talented musicians, led by the Shulman brothers, created some of the most original, inventive and intricate music ever heard (in my opinion, at least). Brim full of odd time signatures and quirky arrangements using a variety of instrumentation, they were sadly one of the most overlooked bands of the 70's, whose music deserved a far wider audience. Provided in the upper octaves is a Wah-effected clav/organ layer for playing contrasting solo lines, simulating a distinctive GG sound. Scene 2 offers a good variation with extra rhythm complexity for drums, while KARMA Knobs 1, 2, 3 and 8 can produce a wide variety of organ phrases. JS +Y mutes the guitar, while introducing some hand-percussion. KARMA Switch 1 switches on/off a filter resonance envelope for the guitar, and RT Knob 4B is useful for adding extra reverb for more of a "live rehearsal" ambience.

### KARMA:

Module A: drums                      Module B: bass                      Module C: organ                      Module D: guitar

### Joystick:

JS +Y:            Mutes the guitar and provides pattern variations for the drums and bass. (M)  
JS -Y:            Mutes the bass. (M)  
JS -X:            Mutes the organ and provides a pattern variation for the bass. (M)  
JS +X:            Provides a pattern variation for the organ. (M)

### Realtime Controls (above the Joystick)

Knob 1B:        Volume (CC 7): Fades the mix, leaving just the drums and bass audible.  
Knob 2B:        Expression (CC 11): Fades the bass and guitar.  
Knob 3B:        F/A Decay (CC 75): Shortens the decay time of the bass, clav and guitar.  
Knob 4B:        FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:            (CC 80): Dampens the strings of the guitar. (T)  
SW2:            JS +Y Lock. (T)

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## **C003: Band Of Joy**

An up-tempo "Pop Rock" Combi, with a great "live band" feel, consisting of drums, bass, piano and a very cool U2 style rhythm guitar. JS +Y mutes the guitar to make way for some great piano chops, courtesy of the Repetitions parameter. Scene 2 provides a nice breakdown of the mix, with variations for all instruments, while JS -X is good for altering the feel via string damping effects for guitar and bass. KARMA Switch 2 introduces some hand-percussion, and RT Knob 1B is useful for fading the guitar and piano (leaving just the bass and drums audible). A lead guitar/synth layer is provided in the upper octaves for soloing.

### KARMA:

Module A: bass                      Module B: drums                      Module C: guitar                      Module D: piano

### Joystick:

JS +Y:            Mutes the guitar and provides a pattern variation for the piano. (M)  
JS -Y:            Mutes the bass. (M)  
JS -X:            Provides pattern variations for the bass and guitar. (M)  
JS +X:            Mutes the piano. (M)

### Realtime Controls (above the Joystick)

Knob 1B:        Volume (CC 7): Fades the mix, leaving just the bass and drums audible.  
Knob 2B:        Expression (CC 11): Fades the mix, leaving just the drums audible.  
Knob 3B:        F/A Decay (CC 75): Shortens/lengthens the decay time of the guitar, bass, piano and drums.  
Knob 4B:        FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:            (CC 80): Dampens the strings of the guitar. (T)  
SW2:            JS +Y Lock. (T)

## **C004: Midnight Taxi**

This cool sounding “Pop” Combi (a personal favorite) has a nice moody atmosphere, conjuring visions of rain-soaked, late night city streets. Classy sax and brass timbres are double-split in the upper octaves for soloing and chord work. Scene 2 offers a nice variation, with extra complexity for drums, guitar and piano. JS -Y introduces a cool ride-cymbal and tom pattern that works especially well in conjunction with Scene 2, while KARMA Switch 1 provides note doubling for the guitar, producing extra harmony. KARMA Knobs 6, 7 and 8 can produce a variety of guitar patterns via randomized notes, rhythm and velocity. RT Knob 3B is great for altering the overall feel by adjusting the decay time with the knob left of center (in small amounts).

### KARMA:

Module A: drums                      Module B: bass                      Module C: piano                      Module D: guitar

### Joystick:

JS +Y:            Mutes the piano and provides a pattern variation for the drums. (M)  
JS -Y:            Provides a pattern variation for the drums. (M)  
JS -X:            Mutes the guitar and provides a pattern variation for the drums. (M)  
JS +X:            Provides pattern variations for the piano and guitar. (M)

### Realtime Controls (above the Joystick)

Knob 1B:        Volume (CC 7): Fades the mix, leaving just the bass and drums audible.  
Knob 2B:        Expression (CC 11): Fades the mix, leaving just the drums audible.  
Knob 3B:        F/A Decay (CC 75): Shortens/lengthens the decay time of the piano, bass and drums.  
Knob 4B:        FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:            (CC 80): Switches on/off IFX4 St BPM Delay on the guitar. (T)  
SW2:            (CC 81): Switches on/off the OD/HiGain Wah Effect on the guitar. (T)

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## **C005: Ricochet Reprise**

This “Techno” Combi attempts to simulate the innovative sound and style of mid 70’s era Tangerine Dream. A group of European electronic musicians (led by long-time members Chris Franke and Edgar Froese), they were pioneers in the use of custom built analog step-sequencing systems. Their music involved lots of electronic experimentation and improvisation, along with their trademark bubbling, echo-laden synth rhythms, which were a unique sonic experience back in the early 70’s. Although acoustic drums were used only occasionally within their music, they’ve been included here to help create the live and improvised “in concert” atmosphere I was hoping to replicate. A fairly typical Froese lead guitar sound is provided in the upper octaves for soloing. KARMA Knobs 1, 2 and 4 provide a variety of bass sequence patterns that are further modified with the Joystick in positions JS +Y, JS -X and JS -Y (which opens up the filter of the bass). KARMA Switch 2 is useful for muting the drums, while Scene 2 offers a good variation, with extra drum complexity. JS +X mutes the bass sequence while switching on a filter envelope for the arpeggiated synth (driven by Module C), and RT Knob 3B is great for altering the feel (by shortening the decay time of the bass sequence).

### KARMA:

Module A: bass                      Module B: synth-strings    Module C: arp synth                      Module D: drums

### Joystick:

JS +Y:            Mutes the arpeggiated synth, and provides pattern variations for the bass, synth-strings and drums. (M)  
JS -Y:            Modulates the filter of the bass, and provides a pattern variation for the synth-strings. (M)  
JS -X:            Provides pattern variations for the bass and synth-strings. (M)  
JS +X:            Mutes the bass and produces filter modulation of the arpeggiated synth. (M)

### Realtime Controls (above the Joystick)

Knob 1B:        Volume (CC 7): Fades the mix, leaving just the drums and synth-strings audible.  
Knob 2B:        Expression (CC 11): Fades the drums and synth-strings.  
Knob 3B:        F/A Decay (CC 75): Shortens the decay time of the bass synth.  
Knob 4B:        FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:            JS +Y: Lock. (T)  
SW2:            JS -Y: Lock. (T)

## **C006: Shine On (CT)**

This “Classic Rock” Combi attempts to simulate a classic Pink Floyd cut – the “CT” in the title indicates that it is a “Chord Trigger” Combi, meaning you should use the Chord Triggers buttons to hear the Combi as I intended. It provides a showcase for the talents of the amazing GE 0245 Flute Improv, which generates the rather nice Gilmour-esque guitar solo that can be muted via KARMA Switch 1. It can also be muted by playing keys above C#4, where an identical guitar timbre is provided for soloing. (The KARMA generated guitar solo can be resumed by playing keys below C#4, or pressing a Chord Trigger). Extensive control of the solo guitar is provided by the 8 KARMA Knobs. RT Knobs 1B and 2B are useful for allowing two separate fades (Knob 1 fades the background synths, leaving just the solo guitar audible, and Knob 2 fades the solo guitar). RT Knob 3B is good for adjusting the tonality of the guitar by altering the Wet/Dry mix of the Rotary Speaker Effect.

### KARMA:

Module A: guitar                      Module B: string pad                      Module C: bells                      Module D: string lines

### Joystick:

JS -Y:                      Produces weird warblings on lead guitar through use of Direct Index.  
JS -X:                      Pitch-bend down  
JS +X:                      Pitch-bend up

### Realtime Controls (above the Joystick)

Knob 1B:                      Volume (CC 7): Fades the mix, leaving just the solo guitar audible.  
Knob 2B:                      Expression (CC 11): Fades the solo guitar.  
Knob 3B:                      FX Ctrl 1 (CC 12): Decreases the Wet/Dry mix of IFX3 Rotary Speaker Effect.  
Knob 4B:                      FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:                              (CC 80): Dampens the strings of the solo guitar. (T)  
SW2:                              (CC 81): Switches on/off the IFX2 St Amp Sim Effect. (T)

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## **C007: ErasureHead**

This “Synth-Pop” Combi with an 80’s feel features an arpeggiated synth phrase that can be modified by use of KARMA Knobs 5, 6 and 7 and also Joystick positions JS +Y and JS -Y. A synth pad timbre is provided across the whole keyboard (play this Combi by playing single notes or octaves in the LH, and chords in the RH), while Scene 2 offers a nice variation minus kick and snare. RT Knobs 1B and 2B provide some good alternate mixes, and JS -X and JS +X are useful for muting the bass and drums, also adjusting the Wet/Dry mix of the Delay Effect. RT Control knob 3 is good for altering the feel of the Combi, by shortening the decay time of the bass and drums.

### KARMA:

Module A: drums                      Module B: bass                      Module C: synth1                      Module D: synth2

### Joystick:

JS +Y:                      Mutes synth2 and provides a pattern variation for synth1. (M)  
JS -Y:                      Provides a pattern variation for synth1. (M)  
JS -X:                      Mutes the bass and decreases the Wet/Dry mix of the Delay. (M)  
JS +X:                      Mutes the drums, increases the Wet/Dry mix of the Delay, and also decreases the Wet/Dry mix of the Auto Reverse Effect. (M)

### Realtime Controls (above the Joystick)

Knob 1B:                      Volume (CC 7): Fades synth timbres 3, 5, 6 and 7.  
Knob 2B:                      Expression (CC 11): Fades synth timbres 4 and 7.  
Knob 3B:                      F/A Decay (CC 75): Shortens/lengthens the decay time of most timbres, excluding synth timbres 4 and 5.  
Knob 4B:                      FX Ctrl 2 (CC 13): Increases the Wet/Dry mix of the Reverb.  
SW1:                              (CC 80): Produces filter modulation for various timbres. (T)  
SW2:                              JS +Y Lock. (T)