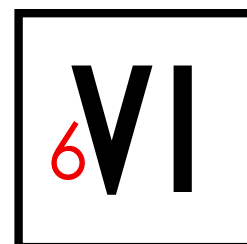
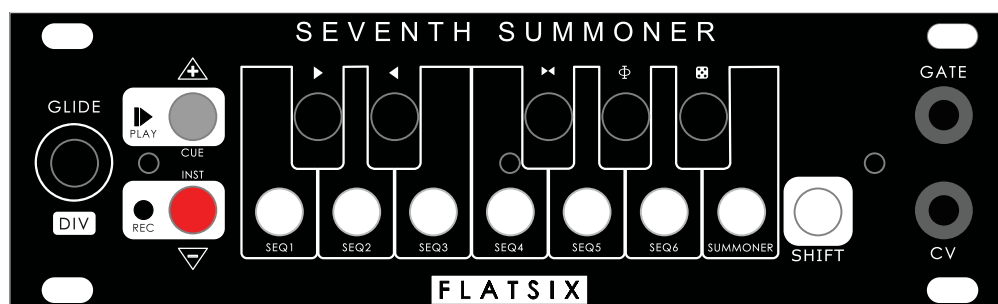


# SEVENTH SUMMONER USER MANUAL

Firmware Version 1.0.0



# NOCTURNE ALCHEMY PLATFORM

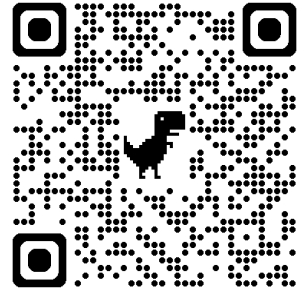


Welcome to the **Nocturne Alchemy Platform** – a flexible eurorack module series that redefines versatility and creativity. Each module within the Nocturne Alchemy Platform shares the same robust Arduino-based hardware, allowing you to effortlessly swap functionalities through our intuitive web firmware loader.

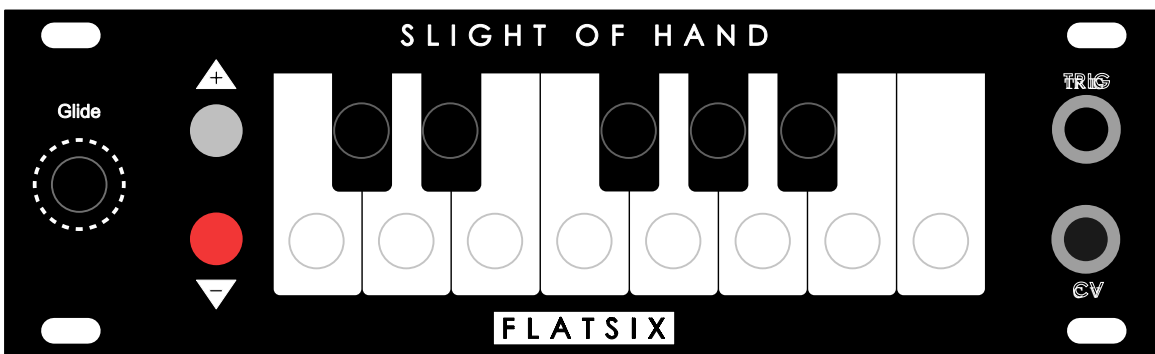
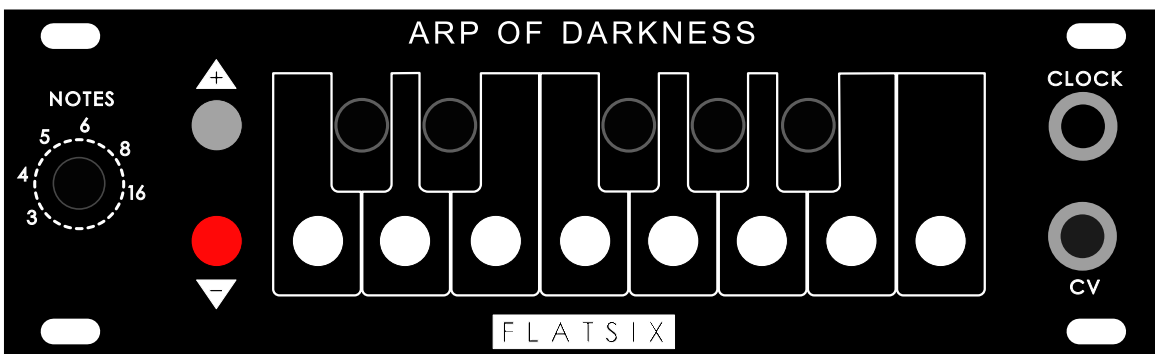
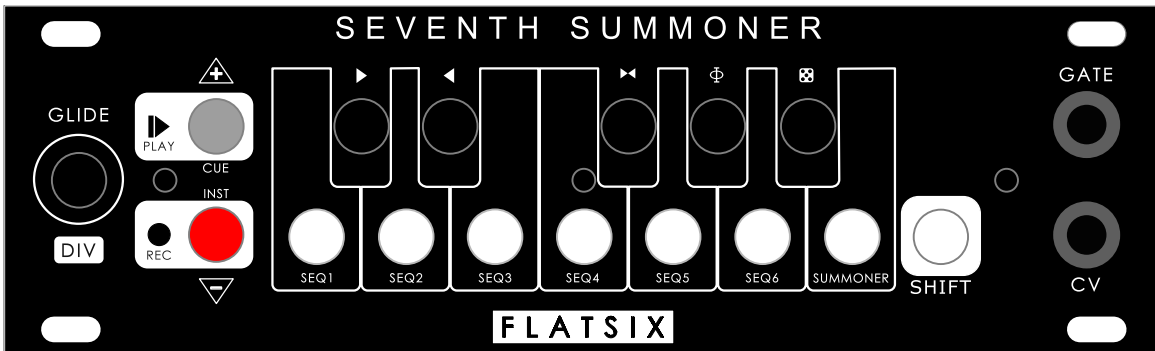
By purchasing one module, you gain access to the full range of available firmwares, including our current creations, **Slight of Hand**, **Seventh Summoner**, and the **Arp Of Darkness**, as well as others planned for future release!

This means your module can evolve with your music, with new and exciting functionalities just a simple firmware update away. Embrace the magic of endless possibilities with the Nocturne Alchemy Platform and try some of the other free firmwares today!

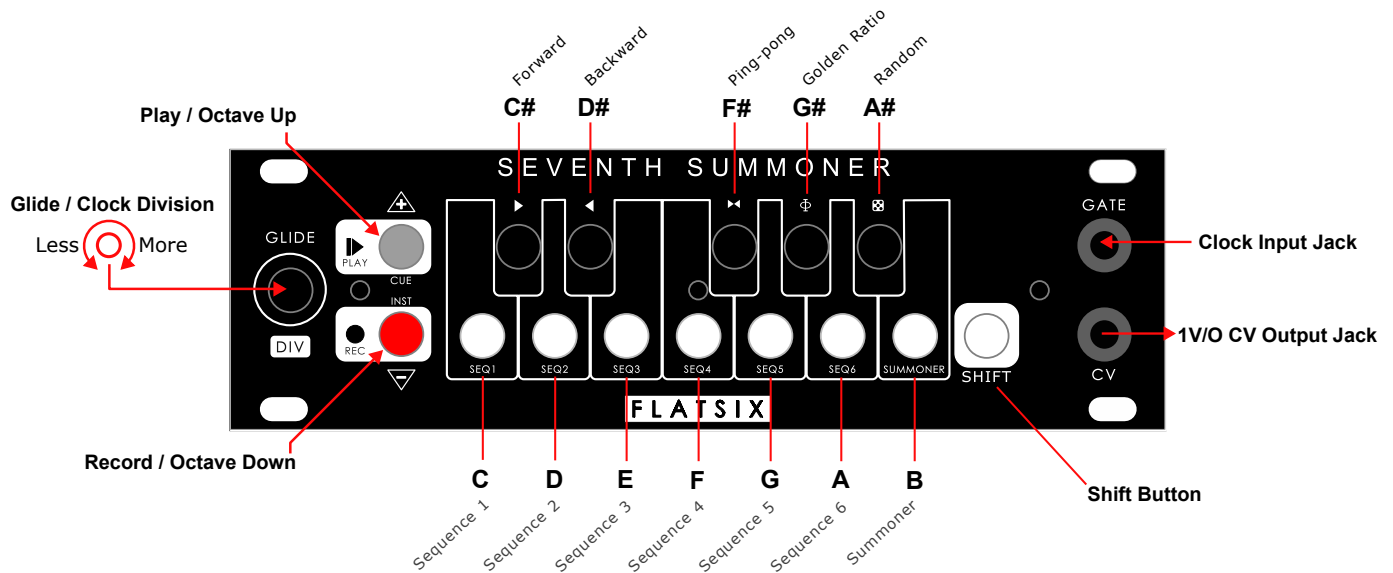
Install FREE firmwares here:



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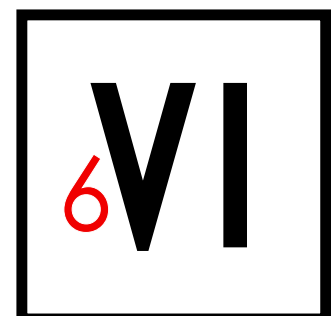
# SEVENTH SUMMONER CHEAT SHEET



Action	Shortcut	Description
Select Sequence	Shift + White Key (C, D, E, F, G, A...)	Activate one of the 6 sequences.
Record Sequence	Shift + Record / Octave Down	Enter Record Mode for 32 notes.
Save Sequence	Shift + Play / Octave Up	Save the recorded sequence.
Transpose (Octave)	Play / Octave Up or Record / Octave Down	Transpose sequence $\pm 3$ octaves.
Transpose (Semitone)	Press Note Key	Transpose by -5 to +6 semitones.
Playback Direction	Shift + Black Key	Forward, Backward, Ping-pong, etc.
Instant Playback Direction	Long-press Record / Octave Down + Black Key	Change direction on the next gate.
Cued Playback Direction	Long-press Play / Octave Up + Black Key	Change direction at the end of current loop.
Clock Division	Shift x2 + Potentiometer	1:1, 1:2, 1:4, 1:8 divisions.
Summoner Sequence	Shift + B	Access the meta-sequencer.
Reset Sequence	Shift + Play / Octave Up	Reset to the first note in sequence.

## Module Specs

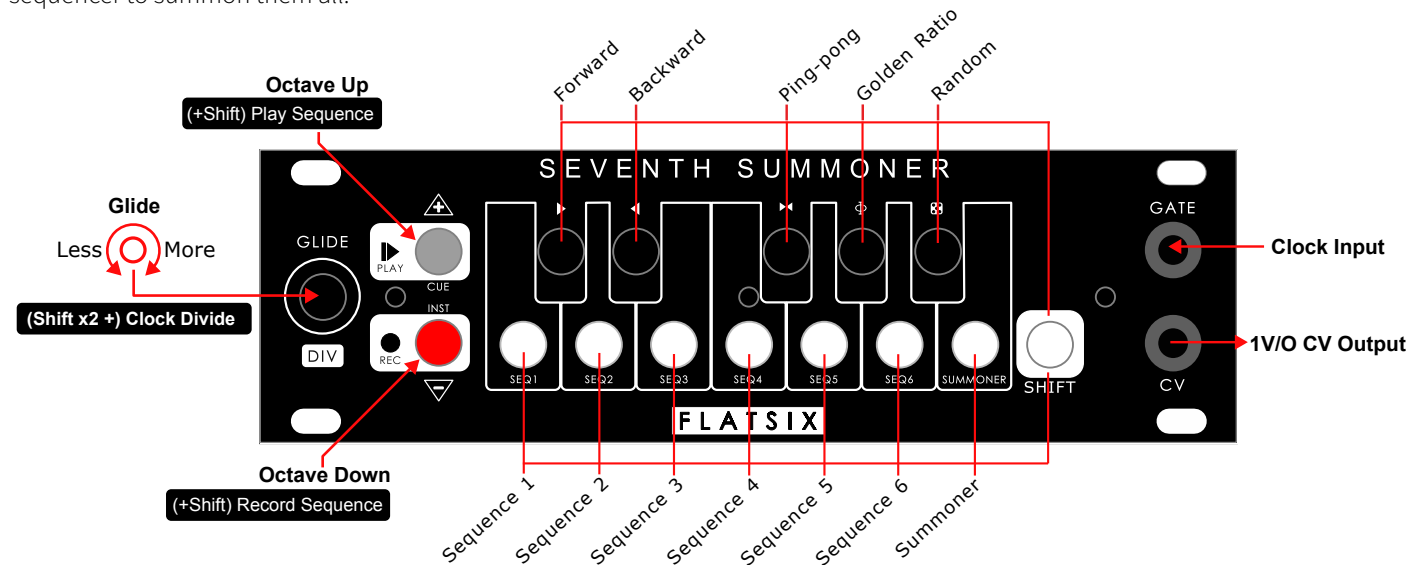
- **Height:** 1U (Intellijel format)
- **Width:** 26HP
- **Depth:** 40mm (“Skiff-friendly”)
- **Current Draw:** 40 mA +12V, 0 mA -12V, 0 mA +5V
- **CV Output:** +0 to +4V Calibrated to 1V/O Standard
- **Gate Input:** +5V clock or gate in



# SEVENTH SUMMONER QUICK START

# FLATSIX

The Seventh Summoner is a powerful 1U performance sequencer that brings the flexibility of a full-featured sequencer into a compact form factor. It allows you to record and store up to six 32-note sequences and play them each manually or by using a unique meta-sequencing layer called the Summoner Sequence to chain up to 16 sequences together, complete with note transposition, octave transposition, and playback direction. Think of it as having seven sequencers in one - six for your musical patterns, and one master sequencer to summon them all.



## Patching

1. **Clock Input:** Connect a clock, trigger, or gate signal to advance the sequence (one note per pulse)
2. **CV Output:** Connect the 1V/O output to your oscillator or desired destination

## Recording a Sequence

1. **Enter Playback Mode**
  - Press Shift + Play/Octave Up
2. **Select Sequence**
  - Hold Shift and press a white key (C, D, E, F, G, or A)
  - Selected sequence becomes active for recording
3. **Start Recording**
  - Press Shift + Octave Down to enter Record Mode
  - Play up to 32 notes using the keyboard
4. **Exit Recording**
  - To save: Press Shift + Octave Up (saves to EEPROM)
  - To discard: Press Shift + Octave Down

## Basic Playback

1. **Select Sequence**
  - Hold Shift and press a white key (C, D, E, F, G, or A)
2. **Start Playback**
  - Send clock signal to trigger input
  - Sequence advances one step per clock pulse
3. **Transposition**
  - Octave Up/Down buttons: Transpose by octaves
  - Press any key during playback: Transpose sequence
  - Note: Transposition automatically chooses the most musical interval (up/down) within the current octave range

## The Summoner Sequence

Create a meta-sequence that chains together up to 16 steps of other sequences with individual playback modes and transpositions.

1. **Initialize Summoner**
  - Start in Playback Mode
  - Hold Shift + press B to select Summoner
  - Press Shift + Octave Down to enter Record Mode
2. **Record Each Step**
  - Select sequence: Hold Shift + white key (C, D, E, F, G, A)
  - Set playback mode (optional): Press Shift + black key
    - C#: Forward, D#: Backward, F#: Ping-pong, G#: Golden Ratio, A#: Random
  - Set transposition (optional): Press any key
  - Confirm step: Double-click Shift
  - Repeat for up to 16 steps
3. **Exit Recording**
  - To save: Press Shift + Play/Octave Up
  - To discard: Press Shift + Record/Octave Down

## Performance Controls

1. **Real-time Adjustments**
  - Glide/Portamento: Turn knob (default mode)
  - Clock Division: Double-click and hold Shift, then turn knob - Divisions: 1 (none), 2, 4, or 8
2. **Sequence Control**
  - *Reset Function:* While in playback, press Shift + Play/Octave Up
  - *Playback direction:* Hold Shift + black key:
  - C#: Forward, D#: Backward, F#: Ping-pong, G#: Golden Ratio, A#: Random

# SEVENTH SUMMONER CORE CONCEPTS

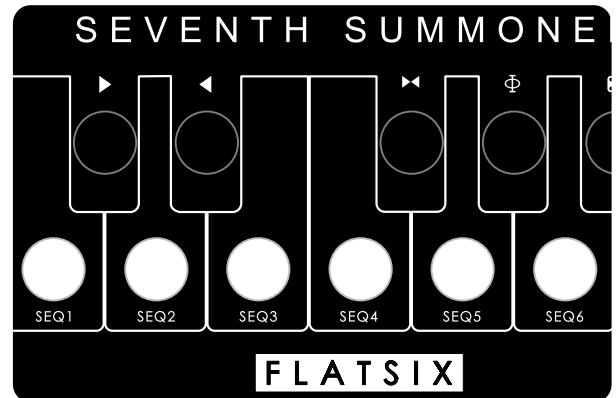


## 1. Sequence Types

### Regular Sequences (1-6)

The Seventh Summoner provides six independent sequence memory slots, each capable of storing up to 32 notes. These sequences are accessed via the white keys on the keyboard:

- C key: Sequence 1
- D key: Sequence 2
- E key: Sequence 3
- F key: Sequence 4
- G key: Sequence 5
- A key: Sequence 6



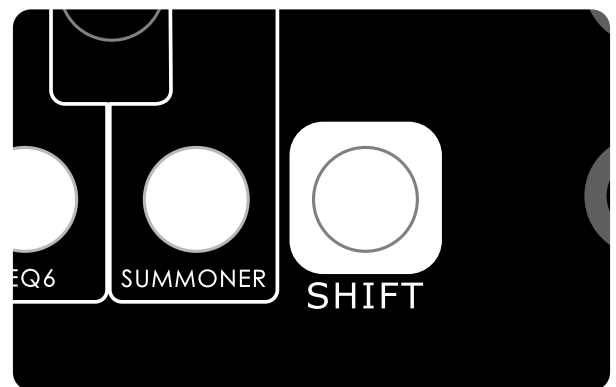
Each sequence stores its own:

- Note data (up to 32 steps)
- Sequence length

### The Summoner Sequence

The Summoner Sequence (accessed via Shift + B) is a powerful meta-sequencer that allows you to create complex arrangements using your six base sequences. Each step in the Summoner Sequence stores:

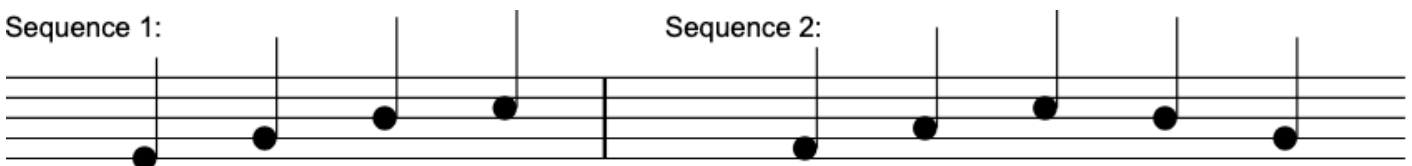
- Which sequence to play (1-6)
- Transposition data (both semitone and octave)
- Playback direction mode
- Step order (up to 16 steps)



Think of the Summoner Sequence as a conductor, directing which sequence plays, how it plays, and in what key it plays

### Example

Consider two simple sequences: four notes (C, E, G, A) in Sequence 1 and five notes (D, F, A, G, E) in Sequence 2.



The Summoner Sequence can weave these into a complex pattern: play Sequence 1 for one measure, transpose it up to F for two measures, switch to Sequence 2 for a measure, repeat it backwards for another measure, then play it in ping-pong mode for a final measure before looping back to the beginning. Through thoughtful channing of two very simple sequences, the Summoner can transpose them into a much more interesting musical movement.

# SEVENTH SUMMONER CORE CONCEPTS



## 2. Operating Modes

### Playback Mode

At its heart, the Seventh Summoner is built for live performance and experimentation. Playback mode is the core of this, and the default mode of operation. The Seventh Summoner advances one note per clock input by default. In this mode, you can:

- Select sequences in real-time (Shift + sequence key)
- Transpose sequences in real-time (Octave, or Key)
- Change playback direction modes (Forward, Backward, Ping-Pong, Golden Ratio, and Random)
- Adjust glide/portamento, and clock division
- Reset sequences to their starting point



### Record Mode

Used for recording the six individual sequences. Features:

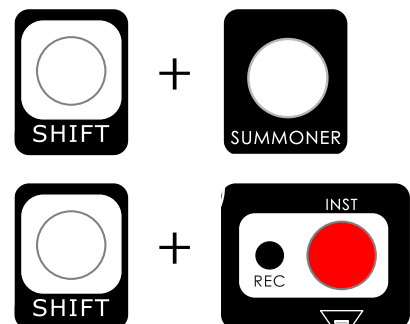
- Up to 32 notes per sequence
- Real-time note entry via keyboard
- Automatic length setting based on notes entered
- Notes are recorded at the current octave setting
- Auto-saves when exiting record mode



### Summoner Record Mode

A specialized mode for programming the meta-sequence essentially giving you the ability to program an entire song. Record up to 16 steps with each step containing data for:

- Sequence selection
- Note transposition (-5 to +6 semitones)
- Octave transposition (0 to +3 octaves)
- Playback mode selection



# SEVENTH SUMMONER CORE CONCEPTS



## 3. Playback Features

### Playback Direction Modes

During playback, you can change the direction of each of the six normal sequences in several ways. (Note: The Summoner Sequence has playback direction recorded to each step, so it is not possible to change its' playback direction in real-time)

#### Basic Playback Direction Change

Press the *Shift button* and one of the black keys with a directional icon to change playback direction immediately. This resets the sequence and starts the first note in the selected direction. Available modes:

- Forward (C#): Plays sequence from start to end
- Backward (D#): Plays sequence from end to start
- Ping-pong (F#): Alternates between forward and backward
- Golden Ratio (G#): Uses Fibonacci sequence for note selection (see page 11 for more info)
- Random (A#): Randomly selects notes from sequence

#### Cued Playback Direction Change

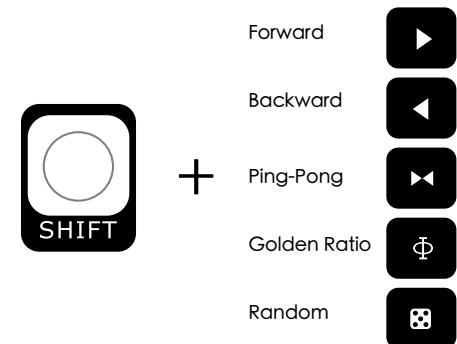
To cue a direction change for the next loop, hold the *Octave Up button* for 1 second, then while still holding, press a directional key. The sequence will complete in the current direction and change on the next loop.

#### Immediate Playback Direction Change

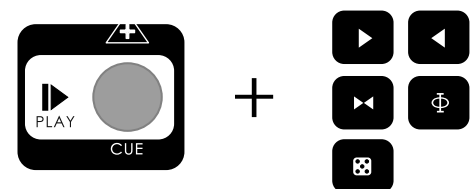
To change direction on the next gate, hold the *Octave Down button* for 1 second, then while still holding, press a directional key. The sequence resets and changes direction with the next incoming gate.

(These last two approaches to changing the playback direction mode should feel familiar to anyone who has used the same feature on the Arp Of Darkness firmware also available for this platform.)

#### Basic Playback Direction Change



#### Cued Playback Direction Change



#### Immediate Playback Direction Change



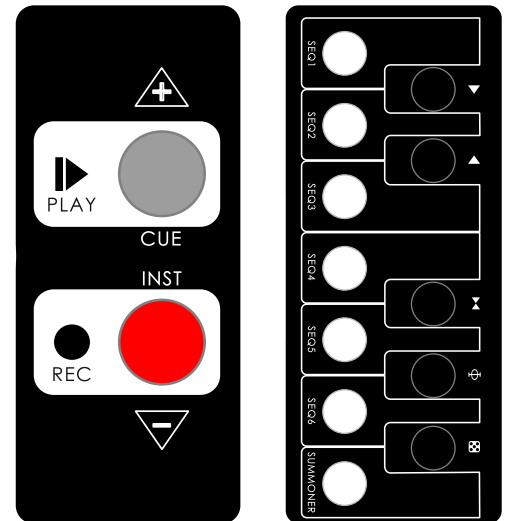
# SEVENTH SUMMONER CORE CONCEPTS



## Transposition

There are two types of real-time transposition available for six normal sequences in playback mode (Note: The Summoner Sequence has transposition data recorded to each step, so it is not possible to change its' transposition in real-time):

- 1. Octave Transposition**
  - Use *Octave Up/Down* buttons
  - Range: 0 to +3 octaves
- 2. Note Transposition**
  - Press any *note key* during playback
  - Range: -5 to +6 semitones
  - Automatically selects most musical interval



## Reset Functions

There are multiple ways to reset the playing sequence to the first note while in playback mode.

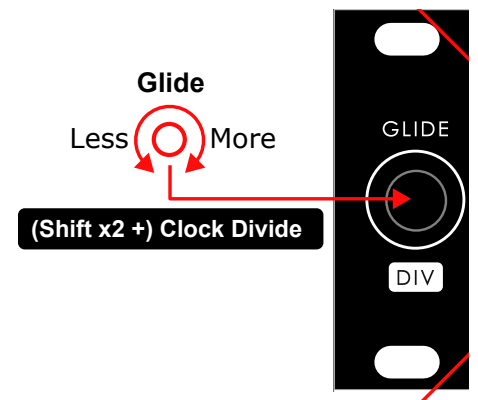
- Hold the *Shift* button while pressing the *play* button will reset the sequence.
- Holding the *Shift* button while pressing the current *playback direction mode* key will also reset the sequence
- Holding the *Shift* button while pressing the current *sequence* key will reset the sequence as well.



## Glide and Clock Division

The potentiometer serves two functions while in playback mode. By default it adjusts the glide or portamento of the note pitches, and it can also be used in combination with the Shift button to adjust clock division of the incoming gates.

- 1. Glide/Portamento**  
(Normal operation from left to right):
  - 0-2%: No glide
  - 2-97%: Variable glide time
  - 97-100%: Maximum glide time
- 2. Clock Division**  
(Double Click & hold the Shift Button while adjusting the potentiometer)
  - 0-25%: No division (1:1)
  - 25-50%: Half time (1:2)
  - 50-75%: Quarter time (1:4)
  - 75-100%: Eighth time (1:8)

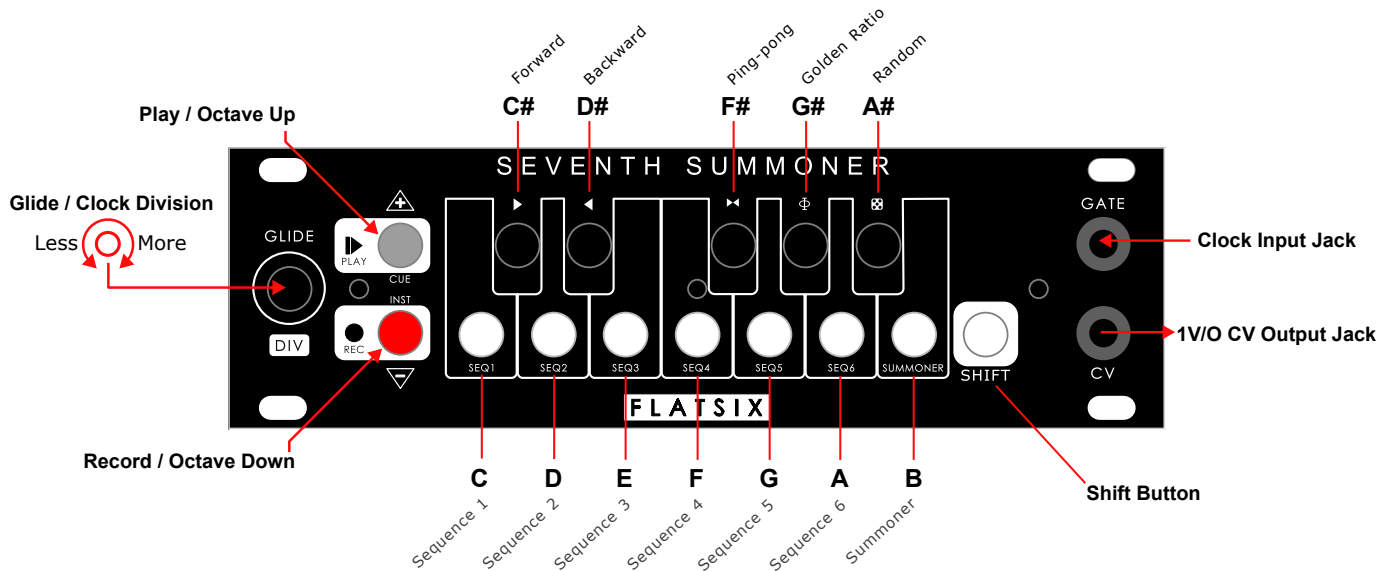




# SEVENTH SUMMONER DETAILED OPERATION



## 1. Recording



### Regular Sequence Recording

The six regular sequences form the foundation of the Seventh Summoner. Whether you're performing live or crafting a complex Summoner Sequence, mastering these basic sequences is essential. We recommend practicing recording and playback of regular sequences before exploring the Summoner Sequence feature. Here's how to record a regular sequence:

1. **Begin in Playback Mode (Shift + Play)**
2. **Select your target sequence:**
  - Hold Shift
  - Press sequence key (C, D, E, F, G, or A)
  - Release Shift
3. **Enter Record Mode:**
  - Hold Shift + Record/Octave Down
4. **Record your sequence:**
  - Use Octave Up/Down to select octave range
  - Play up to 32 notes using the keyboard
  - Each note is added to the sequence in order
  - Notes play in real-time through CV output for monitoring
5. **Exit Record Mode:**
  - Press Shift + Play/Octave Up to save and return to playback mode
  - Or press Shift + Record/Octave Down to discard changes and return to playback mode

**Note:** The sequence length is automatically set to the number of notes you record. There's no need to specify sequence length beforehand.

### Summoner Sequence Recording

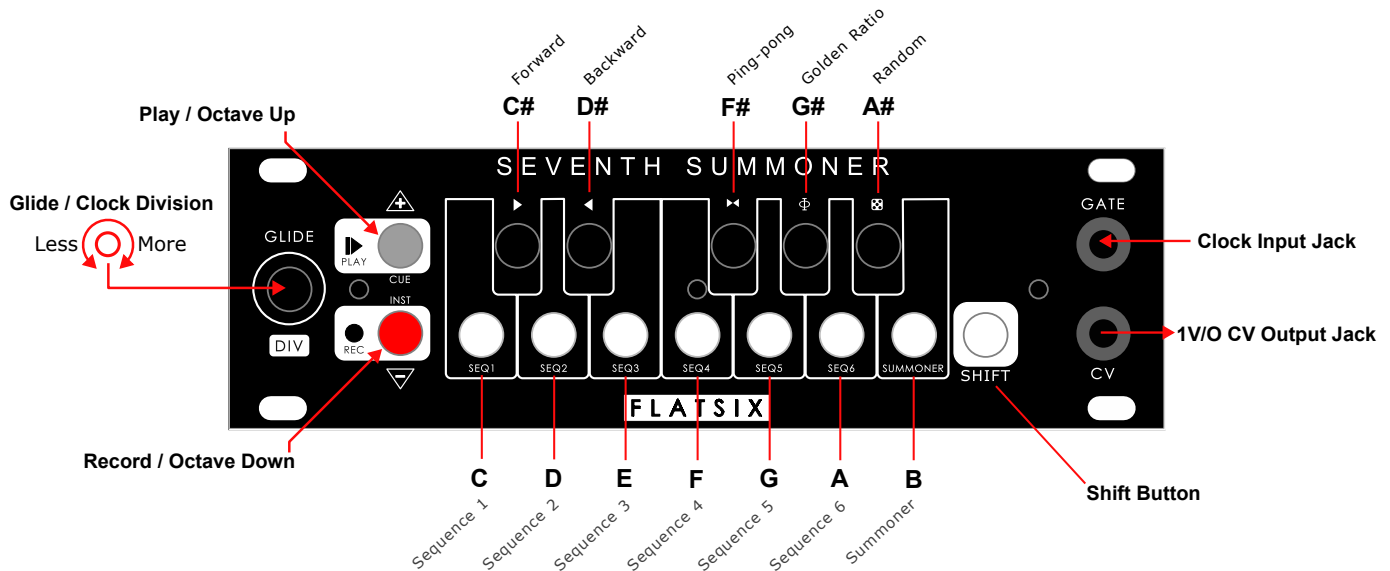
Recording a Summoner Sequence lets you chain together your regular sequences into complex arrangements. Each step combines one of your six sequences with custom playback settings - octave, transposition, and direction. You can audition each step's settings until it sounds perfect before committing it. While this multi-step process takes some practice, it opens up possibilities for creating intricate patterns and even complete songs:

1. **Begin in Playback Mode (Shift + Play)**
  - Hold Shift + press B to select Summoner Sequence
  - Press Shift + Octave Down to enter Record Mode
2. **Record Each Step:**
  - Hold Shift + sequence key (C-A) to select and audition sequence
  - Adjust playback settings (all optional):
    - Playback mode: Hold Octave Up/Down + black key
    - Transposition: Press any key
    - Octave shift: Press Octave Up/Down
  - Double-click Shift to commit step and advance
3. **Correcting Mistakes:**
  - Press Shift + B to undo last step
  - Returns to previous step for re-recording
  - (Yes, we know you have commitment issues)
4. **Exit Summoner Recording Mode :**
  - After you commit your last desired step
  - Save changes: Shift + Play / Octave Up
  - Discard changes: Shift + Record / Octave Down
  - The module returns to playback mode

# SEVENTH SUMMONER DETAILED OPERATION



## 2. Advanced Playback



### Sequence Selection and Control

The Seventh Summoner was built with live performance in mind. Six sequences become a powerful toolkit when you can change their direction, transpose them in realtime, and use creative resets to create stutters and variations. Experiment with some of the different options during playback:

- 1. Sequence Selection:**
  - Hold Shift + sequence key (C-A) for regular sequences
  - Hold Shift + B for Summoner Sequence
- 2. Playback Direction Mode Selection (For Normal Sequences):**
  - Immediate Change: Hold Octave Down + black key
  - Queued Change: Hold Octave Up + black key
  - Changes take effect on sequence reset
- 3. Reset Functions:**
  - Immediate Reset: Hold Octave Down + High C
  - Queued Reset: Hold Octave Up + High C
- 4. Clock Division:**
  - Double-click and hold Shift
  - Turn potentiometer to select division while still holding Shift:
    - 1:1 (0-25%)
    - 1:2 (25-50%)
    - 1:4 (50-75%)
    - 1:8 (75-100%)
  - Release Shift, and turn potentiometer back to the desired Glide range.

### Real-time Transposition

There are multiple ways to transpose the six regular sequences while in playback mode:

- 1. Semitone Transposition:**
  - Press any key during playback
  - Range: -5 to +6 semitones
  - Module selects closest musical interval
- 2. Octave Transposition:**
  - Use Octave Up/Down buttons
  - Range: 0 to +3 octaves
- 3. Combined Transposition:**
  - Use both methods simultaneously
  - All transpositions remain within valid voltage range

### Glide Control

Real-time glide adjustment (also known as portamento or slew):

- 1. Turn the potentiometer from left to right:**
  - 0-2%: No glide
  - 2-97%: Variable glide time
  - 97-100%: Maximum glide time
- 2. Glide affects:**
  - Note changes within sequences
  - Transposition changes
  - Sequence changes in Summoner Sequence

# SEVENTH SUMMONER DETAILED OPERATION



## 3. Performance Techniques

### Sequence Chaining

Some ideas for using the Summoner Sequence for performance:

- 1. Basic Chaining:**
  - Record different length sequences (e.g., 3, 4, and 5 notes)
  - Chain them in Summoner Sequence
  - Creates evolving polyrhythmic patterns
- 2. Modal Progression:**
  - Record same sequence in different sequences
  - Use transposition in Summoner steps
  - Creates modal chord progressions
- 3. Rhythmic Variation:**
  - Use different playback modes per step
  - Combine with clock division
  - Creates complex rhythmic patterns

### Live Performance Tips

- 1. Quick Changes:**
  - Prepare sequences beforehand
  - Use Summoner Sequence for major changes
  - Use transposition for variations
- 2. Reset Points:**
  - Use queued reset for rhythmic accuracy
  - Time resets with musical phrases
- 3. Dynamic Control:**
  - Adjust glide for expressive transitions
  - Use clock division for rhythmic variation
  - Combine transposition methods for melodic development

### Golden Ratio Explorations

Explore the Golden Ratio Playback Direction mode for a unique take on forward progression at the rate of Phi:

- 1. Fibonacci Melody Generation:**
  - Record a sequence with 8 notes
  - Use Golden Ratio playback direction mode
  - Each play through creates new melodic patterns
  - Chain with other playback modes for contrast
- 2. Complex Pattern Development:**
  - Record related sequences of different lengths:
    - Sequence 1: 8 notes
    - Sequence 2: 13 notes
    - Sequence 3: 21 notes
  - Use Golden Ratio mode
  - Creates evolving, never-repeating patterns

### Live Sequence Morphing

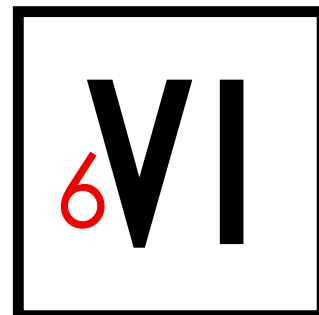
While performing, try transposing sequences in different ways:

- 1. Transposition Chain:**
  - Record a simple sequence to one of the six normal sequence slots
  - Then In Summoner Sequence:
    - Step 1: Play the sequence in the original key
    - Step 2: Play the sequence up 3 semitones
    - Step 3: Play the sequence up 7 semitones
    - Step 4: Play the sequence down 5 semitones
  - Add glide for smooth transitions
- 2. Melodic Development:**
  - Record a base melody in Sequence 1
  - Then record variations of that melody in Sequences 2-6:
  - Use Summoner Sequence to weave between variations
  - Control tension/release with playback modes

### Polyrhythmic Patterns

Some ideas for using the Summoner Sequence for polyrhythmic performance approaches:

- 1. Length-Based Polyrhythms:**
  - Sequence 1: 3-note pattern
  - Sequence 2: 4-note pattern
  - Sequence 3: 5-note pattern
  - Chain them in Summoner with same playback mode
  - Creates evolving 3:4:5 polyrhythm
- 2. Mode-Based Variations:**
  - Same sequence played with different modes:
    - Step 1: Forward playback
    - Step 2: Backward playback
    - Step 3: Ping-pong
    - Step 4: Golden Ratio
  - Creates rhythmic variation while maintaining melody



# SEVENTH SUMMONER GOLDEN RATIO MODE



The Golden Ratio playback mode is a unique and innovative playback direction mode originally introduced in the *Arp Of Darkness* which brings a new level of creativity to your sequences. Inspired by the mathematical concept of the Golden Ratio (approximately 1.618), this mode generates a sequence that feels both natural and harmonically pleasing, yet intriguingly unpredictable.

## What is the Golden Ratio?

The Golden Ratio, often represented by the Greek letter  $\phi$  (phi), is a special number found in nature, art, and architecture. It's known for its aesthetically pleasing properties and its presence in various natural patterns. In music, applying the Golden Ratio can create sequences that have a natural flow and feel less repetitive than traditional linear sequences.

## How Does Golden Ratio Playback Work?

In the Golden Ratio mode, the sequencer calculates the next step using a unique algorithm based on the fractional part of the Golden Ratio ( $\phi - 1$ , approximately 0.618). Instead of moving from one note to the next in a linear or strictly random fashion, this mode calculates each subsequent step based on its current position, multiplied by this fractional value. The result is a pattern that progresses in a way that feels both intentional and organic, creating a captivating and evolving sequence.

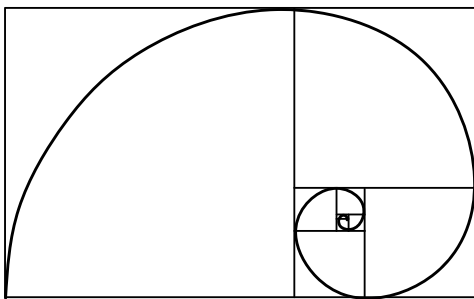
## Why Use Golden Ratio Playback?

Because it's fricking cool and makes you look smart... Oh... I can't say that? Okay:

**Musical Interest:** The Golden Ratio creates sequences that avoid the monotony of purely linear patterns and the chaos of random steps. It strikes a balance that can add depth and complexity to your music.

**Natural Flow:** Because the Golden Ratio is derived from natural phenomena, sequences generated in this mode often feel more fluid and musically expressive.

**Endless Variation:** This mode offers a way to explore non-repetitive and evolving musical ideas. Even with a limited number of notes, the Golden Ratio can produce sequences that feel fresh and inspiring, feels both intentional and organic, creating a captivating and evolving sequence.

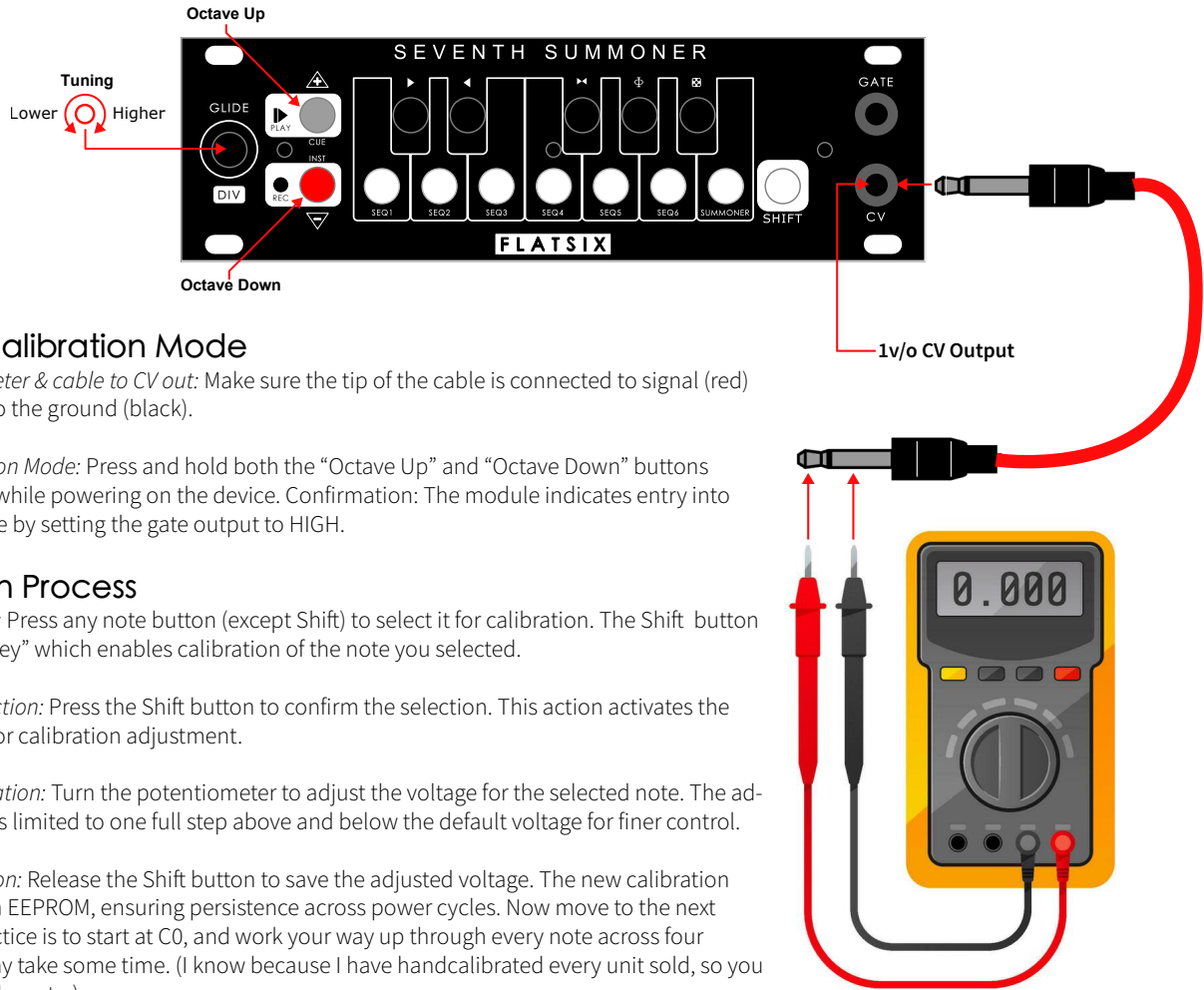


“We’ll ride the spiral to  
the end and may just go  
where no one’s been”

# SEVENTH SUMMONER CALIBRATION MODE



The Seventh Summoner just like all Nocturne Alchemy Platform modules features a Calibration Mode that allows users to fine-tune the voltage output for each note, ensuring precise pitch control. This mode is particularly useful for adjusting the module to align with specific musical tuning requirements or to compensate for hardware variances. All modules come precalibrated (every note across 4 octaves) to the closest 1000th of a volt. Most users will never need to calibrate it, but should you choose to, the following procedure is how it is done:



## Entering Calibration Mode

*Connect multimeter & cable to CV out:* Make sure the tip of the cable is connected to signal (red) and the sleeve to the ground (black).

*Initiate Calibration Mode:* Press and hold both the “Octave Up” and “Octave Down” buttons simultaneously while powering on the device. Confirmation: The module indicates entry into Calibration Mode by setting the gate output to HIGH.

## Calibration Process

*Selecting a Note:* Press any note button (except Shift) to select it for calibration. The Shift button acts as a “Shift Key” which enables calibration of the note you selected.

*Confirming Selection:* Press the Shift button to confirm the selection. This action activates the potentiometer for calibration adjustment.

*Adjusting Calibration:* Turn the potentiometer to adjust the voltage for the selected note. The adjustment range is limited to one full step above and below the default voltage for finer control.

*Saving Calibration:* Release the Shift button to save the adjusted voltage. The new calibration value is stored in EEPROM, ensuring persistence across power cycles. Now move to the next note. A best practice is to start at C0, and work your way up through every note across four octaves. This may take some time. (I know because I have handcalibrated every unit sold, so you hopefully won’t have to.)

## Special Note Handling

*High C (C4):* Because the calibration mode uses the high C button on the keyboard as a “shift” button to confirm editing a pitch, the calibration of the final high C4 note is handled differently. When in calibration mode, the octave buttons will allow the keyboard to shift up one additional octave, forcing C4 into the low C key for tuning. No other pitches in that octave will be calibrated, but this allows for calibration of the final high C4.

## Exiting Calibration Mode

*Exit:* Press and hold both the “Octave Up” and “Octave Down” buttons simultaneously for 2 seconds. The module exits Calibration Mode, indicated by the trigger output set to LOW. Now go make some music.

## Eurorack Calibration Table For Reference

C	C#	D	D#	E	F	F#	G	G#	A	A#	B
0.000	0.083	0.167	0.250	0.333	0.417	0.500	0.583	0.667	0.750	0.833	0.917
1.000	1.083	1.167	1.250	1.333	1.417	1.500	1.583	1.667	1.750	1.833	1.917
2.000	2.083	2.167	2.250	2.333	2.417	2.500	2.583	2.667	2.750	2.833	2.917
3.000	3.083	3.167	3.250	3.333	3.417	3.500	3.583	3.667	3.750	3.833	3.917
4.000											

Calibration Mode is designed for precision tuning. It is recommended to use a reliable multimeter for accurate calibration.

**Resetting to Default Values** If for any reason you want to reset all of the calibration values to the module defaults, and start calibrating from scratch, use this function:

**Initiate Reset:** While in Calibration Mode, press and hold the “Octave Down” button for 8 seconds without pressing the “Octave Up” button.

**Confirmation:** The module confirms the reset by blinking the trigger output 6 times. All notes are reset to their default calibration values.

# SEVENTH SUMMONER FIRMWARE UPDATE

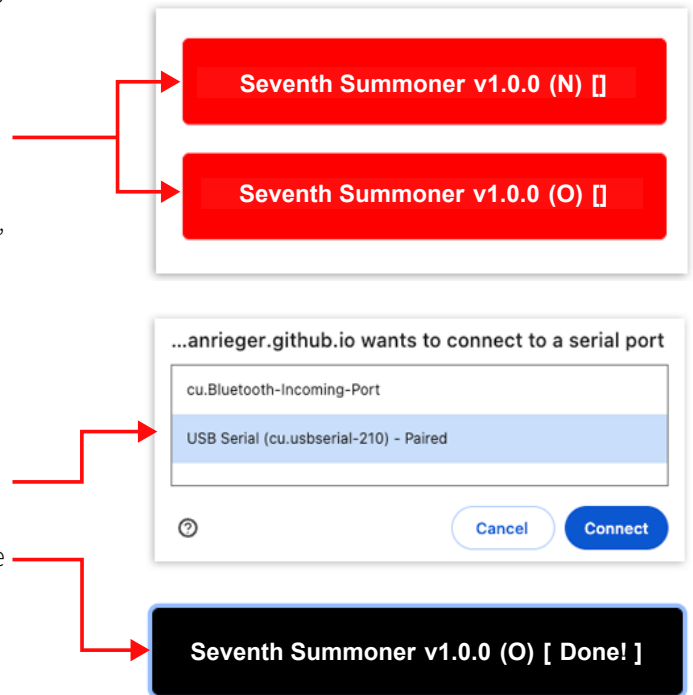
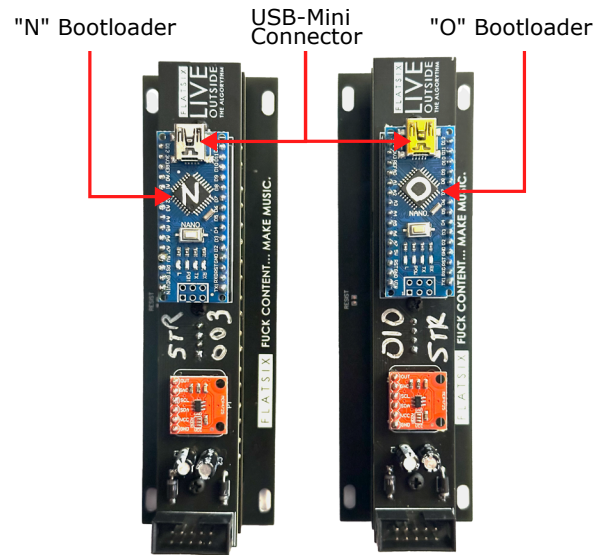


The Seventh Summoner, just like all the Nocturne Alchemy Platform modules, has an Arduino Nano at the heart of it. Firmware updates can be made using a USB-A to USB Mini cable connected from your computer to the Arduino underneath the module. One can always find the latest firmware version and a link to an online uploader utility at [www.flatsixmodular.com/firmware/](http://www.flatsixmodular.com/firmware/)

## Browse to the Firmware Web Uploader Page

The firmware uploader for Arduino-based modules such as the Seventh Summoner only works in Google Chrome on a Mac or PC. You will also need a USB-A to USB Mini cable. If you don't have one laying around, you can find many inexpensive ones on Amazon

1. Make sure to unplug your module from the Eurorack power cable first.
2. Plug in your USB cable to the mini USB port on the Arp Of Darkness. It's okay to leave the Arduino plugged in to the sockets of the module.
3. The chip next to the USB port will have an "O" or an "N" written on it - On the web uploader page, click the matching red button to upload that firmware.
4. Note: If you don't have an "N" or "O" on the chip, try "O" first, then "N". Guessing won't hurt anything because the uploader will just fail. If it does fail, try the other one (It has to be one or the other and you have a 50/50 chance of getting it right the first time!)
5. Select the "USB Serial" option from the prompt that pops up. It should be highlighted when selected.
6. Click "Connect" and wait while the file uploads until the button says [Done!]
7. That's it. Unplug from the USB cable, plug in the case power, and go make some music.





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- FlatSix Modular cannot be held accountable for lost time, be it hours, days or weeks, as you fall down the rabbit hole of patch cables and endless sonic exploration. Users are advised to set alarms, reminders, or have someone check in on them periodically.

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