> "EVERYTHING HAS SOME CONSCIOUSNESS, AND WE TAP INTO THAT. IT IS ABOUT ENERGY AT ITS MOST BASIC LEVEL."
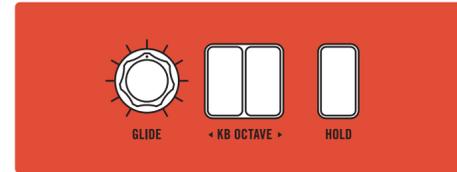>
> BOB MOOG

MUSE
QUICKSTART

PLAYING MUSE

Muse is an expressive instrument designed for players and sound explorers alike. Its front panel gives access to all parameters of its powerful synthesis engine, while its 61-key keyboard with velocity and aftertouch, Left-Hand Controller, and programmable MACRO knob all provide for deep and dynamic playability and control.

VOICE CONTROL
GLIDE — ◄ KB OCTAVE ► — HOLD
TIMBRE — A — B — SPLIT STACK — DETUNE — UNISON MONO

PROGRAMMER
BANK | PATCH | MOD MAP | ARP | SEQ | STEP

BANK/PATCH	MOD MAP	ARP	SEQ/STEP
Patch storage and management	Main interface for modulation editing	ARPEGGIATOR rhythm programming and advanced settings	SEQUENCER loading and saving, advanced settings, and per-step editing

KEYBOARD AND LEFT-HAND CONTROLLER

The main interface for Muse is its 61-key keyboard. Keyboard tracking, velocity, and aftertouch can be routed as modulation sources via the **ASSIGNABLE CONTROLLERS** module.

The Left-Hand Controller features a GLIDE control and PITCH and MOD wheels. The MOD wheel and MACRO knob (in the ASSIGNABLE CONTROLLERS section) can be used with the MOD MAP to introduce subtle modulation or completely transform patches with a single gesture. Also in the Left-Hand Controller are KB Octave controls, the HOLD button, and a HEADPHONE jack can be found just under the PITCH and MOD wheels on the front.

VOICE CONTROL

The **VOICE CONTROL** section allows you to control different aspects of voice allocation among Muse's eight voices. It allows you to select which TIMBRE is being edited via the main panel controls, whether a TIMBRE is operating in MONO or UNISON modes, the amount of detuning across voices, and timbre STACK/SPLIT behavior.

Chose either TIMBRE A or B for editing via their respective blue buttons - all panel controls and modulation routings will apply to the currently selected TIMBRE. Via the MORE menu you can edit the keyboard SPLIT point to have a separate TIMBRE for your left hand and your right hand as well as select how many of Muse's eight voices to allocate to each TIMBRE.

PROGRAMMER

The PROGRAMMER is the central hub for interacting with Muse. It is where you will find the preset (PATCH/BANK) manager, where you will program modulation via the MOD MAP, and where you can program the ARPEGGIATOR and SEQUENCER (SEQ/STEP). The PROGRAMMER also gives access to Muse's configuration menus, MIDI/CV settings, and is where you will navigate settings for the MORE menus found throughout Muse.

CREATING MODULATION

The MOD MAP is where all modulation settings are created and stored and allows for deep and complex routing of modulation signals throughout Muse.

Modulation routings can be assigned in the MOD MAP in two ways – via quick assign using the ASSIGN buttons found on Muse's modulation sources or via direct programming by pressing the MOD MAP button in the PROGRAMMER.

QUICK ASSIGN

The ASSIGN buttons found in LFO 1+2, PITCH LFO, ASSIGNABLE CONTROLLERS, FILTER ENVELOPE, and VCA ENVELOPE can be used to quickly create modulation routings in the MOD MAP.
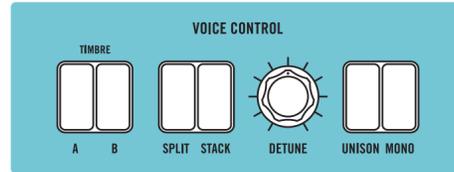
1. Press the ASSIGN button of any modulation source on the panel to bring up the assign screen.
2. Adjusting any of the panel controls will select that parameter as the modulation destination.
3. Continuing to adjust the destination panel control will scale the modulation amount in either a positive or negative direction.
4. Click the ENTER button in the PROGRAMMER (or click down on the SELECT encoder) to confirm the assignment.

TIP: Press ADD CNTRL in the quick assign screen to open the MOD MAP and add a controller (such as the Mod Wheel) for expressive modulation control.

USING THE ARPEGGIATOR

The ARPEGGIATOR on Muse is a powerful compositional tool which takes the notes being held on the keyboard and plays them one at a time in a repeating, rhythmic pattern. Press **ON** to turn the ARPEGGIATOR on and hold down a chord to play it back at a rate determined by the **CLOCK TEMPO** and the **CLOCK DIV** settings. Use **FW/BK**, **DIRECTION**, and **OCTAVE RANGE** switches to adjust the pattern of movement.

Press **ARP** in the **PROGRAMMER** to program a rhythm with buttons **1-16**, program gate lengths, engage probability controls, and more.

USING THE SEQUENCER

Muse's SEQUENCER contains two main operating modes. STEP RECORD allows you to precisely enter a sequence note-by-note, chord-by-chord while the SEQUENCER isn't running. LIVE RECORD sets the SEQUENCER running and allows you to play live, storing the sequence into memory as you play.

STEP RECORD

① REC — Press **REC** in the SEQUENCER to begin recording a sequence.

② Play a note or chord to store that note and advance the sequencer one step.

③ ADV — Use the **ADV** button to advance to the next step (entering a rest).

④ REC PLAY / INIT+ REC — Press **REC** to exit step recording mode and PLAY to play back your sequence, or **INIT+REC** to undo any notes added since the last time REC was turned on.

NOTE: Pressing SHIFT+REC (REC will blink) while the sequencer is stopped will also allow you to add additional layers to your sequence using the same entry method described - adding notes instead of replacing notes.

LIVE RECORD

① PLAY — Press **PLAY** in the SEQUENCER to set it running.

② REC — Press **REC** while the SEQUENCER is running to enter LIVE RECORD mode.

③ Playing a note or chord will index it onto the step currently lit by the chase light. Hold a note or chord to tie it over multiple steps.

④ Anytime a note or chord is played in live recording mode it will replace anything that exists in the currently lit step.

⑤ INIT — Holding **INIT** will scrub notes as the SEQUENCER runs through steps, replacing them with rests.

NOTE: Pressing SHIFT+REC (REC will blink) while the sequencer is running will enter overdub mode - adding notes while you play them instead of replacing them.

SEQUENCE EDITING

Press SEQ in the PROGRAMMER to name your sequence, change the sequence length, and set a scale for the sequence. Each button 1-16 will correspond to a different saved sequence in the current bank.

Press STEP in the PROGRAMMER to edit each individual step in the currently active sequence. Choose a step with buttons 1-16 and the PAGE button (for access to steps 17-32, 33-48, and 49-64) and use the PROGRAMMER to edit the notes in that step, their gate lengths and velocities, access probability settings, and more.
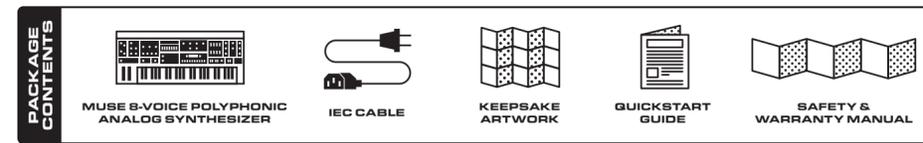
MUSE is an eight-voice polyphonic analog synthesizer. Its eight analog voices are programmable and can be saved as one of 256 patches. Every patch contains two independent synthesizer timbres which can be split across the keyboard, stacked for simultaneous bi-timbral sounds, and to which voices can be allocated via the voice control section.
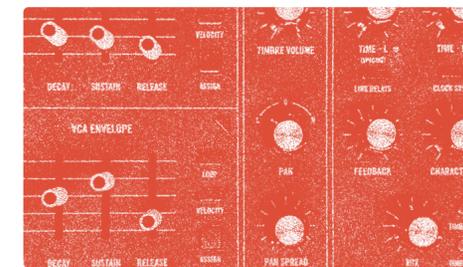
Each voice is a powerful analog synthesizer with two voltage-controlled oscillators, two voltage-controlled filters, two envelopes, a dedicated per-voice voltage-controlled modulation oscillator, and a stereo voltage-controlled amplifier. Muse also contains two global LFOs with special user-selectable waveshapes, a dedicated skewing pitch LFO, and an advanced arpeggiator. A powerful vintage-voiced stereo diffusion delay is an integral part of Muse's sound, recalling the early days of digital delay but capable of much more - from diffuse reverbs and filtered echos to multi-tap stereo ping-ponging. Each module contains a "More" button in its top-right corner to configure Muse for unique playing styles, access to advanced settings, and achieving deeper sound design possibilities.

Muse has a deep and intuitive sequencer which allows you to save 256 different 64-step sequences - each of which exists independently and can optionally refer to a specific patch. Muse's sequencer can sequence any external gear (polyphonically via MIDI or two monophonic sequences via CV) as well as synchronize with anything in your studio via MIDI or CV.

CONNECTIONS

POWER

Connect one end of the supplied IEC cable into the IEC connector on the rear of Muse and the other end into an AC outlet. Muse's universal power supply will operate with 50/60Hz AC power sources ranging from 100-240 volts. Flip the power switch next to the IEC connector to power on Muse. Allow a few minutes to let the instrument warm up and for the oscillator tuning to stabilize.

AUDIO OUT

Turn both the **MAIN OUT** and **HEADPHONES** knobs all the way down.

HEADPHONES: Connect your headphones with a ¼" TRS (Tip/Ring/Sleeve) connector to the Headphone jack on the front left of Muse under the Pitch and Mod wheels. Slowly increase the **HEADPHONES** knob to a comfortable listening volume.

MAIN: Connect a ¼" TRS (or TS) cable from the **MAIN OUT LEFT (MONO)** jack on the rear of Muse to a ¼" left audio input on a mixing console, audio interface, or other amplified speaker system and another from the **MAIN OUT RIGHT** jack to the corresponding right audio input on your system. For mono operation you can connect **MAIN OUT LEFT (MONO)** to a mono input on your system, but it is not recommended as Muse is a stereo device. Slowly increase the **MAIN OUT** knob to a comfortable listening volume.

LOADING A PATCH		SAVING A PATCH	
PATCH 1-16	BANK 1-16	PATCH SAVE 1-16	SAVE PATCH

Press **PATCH** on the **PROGRAMMER** to choose a patch within the current bank using buttons **1-16**. Loading a patch will load both timbres contained within that patch. Press **BANK** to switch to any of the 16 banks using buttons **1-16**.

Press **PATCH** on the **PROGRAMMER** and then press **SAVE** to save a patch. Choose a patch location with buttons **1-16** (the current location will be blinking) and press the **CONFIRM** soft button. Edit your patch name and press the SAVE PATCH soft button to save the patch.

DISCOVER NEW SOUNDS

Get started with a collection of demos, tips, and tricks for your new synthesizer. Exploration and experimentation are the keys to unlocking the infinite expanse of Muse's sonic potential. Scan the QR code or visit us at www.moogmusic.com/explore-muse.

ACTIVATE YOUR WARRANTY

Register your instrument to activate your warranty and ensure that you receive the latest updates, free tutorials, presets, and more. Scan the QR code or visit us at www.moogmusic.com.

MUSE
MODULES

LFO 1&2
Dual LFOs with global amplitude control and switchable waveforms including special user selectable shapes.

MODULATION OSCILLATOR
Analog low-frequency or audio-range oscillator and per-voice modulation source with switchable waveform, keyboard reset, and flexible modulation controls. Available as additional sound source with keyboard tracking.

OSCILLATORS
Primary sound source of Muse. Dual variable-shape analog oscillators with FM and sync.

MIXER
All sound sources as well as a ring modulator and noise generator are mixed here and can be overdriven via CLIPPING control before being sent to the FILTERS.

ENVELOPES
Dual loopable ADSR envelopes with variable curves which can be assigned to modulate any panel control - normalized to control the FILTERS and VCA.

DIFFUSION DELAY
Powerful stereo diffusion delay inspired by vintage digital units and capable of multi-tap stereo movement, filtered echoes, and diffuse smeared trails with global tempo sync. Can be fully bypassed per-timbre.

FILTERS
Dual discrete analog Moog ladder filters with resonance, switchable highpass mode (FILTER 1), and selectable routing order (STEREO, SERIES, or PARALLEL).

VCA
Discrete analog stereo VCA from the legendary Moog 902A module providing per-timbre volume settings, panning, and ability to spread Muse's eight voices across the stereo space.

PITCH LFO
Flexible skewing LFO with one-shot envelope mode for modulation of all oscillators, global detuning, or any other panel control.

CLOCK
Global tempo, tap tempo, and MIDI/analog clock sync settings.

PROGRAMMER
Patch storage and recall, modulation mapping, advanced ARPEGGIATOR/SEQUENCER controls, and global settings editor.

SEQUENCER
Powerful 64 step global sequencer with probabilistic functionality, parameter recording, and more. Up to 256 sequences can be saved and are completely independent from patches, meaning that your musical ideas work with your patches rather than being stored under them.

ASSIGNABLE CONTROLLERS
Quick assignment of all expressive controls (Keyboard, Velocity, Aftertouch, Macro knob, Mod Wheel, and Expression Pedal) to any panel control.

ARPEGGIATOR
Programmable per-timbre arpeggiator which can be saved as part of a patch with advanced rhythmic sequencing, unique patterns, and probabilistic controls.

VOICE CONTROL
Timbre selector and stack/split controls, voice allocator, and voice detuning.

CHORD
Chord memory controls allowing you to store a different chord shape for every key.

OUTPUT
Headphone driver, master volume, and low cut EQ.