Nervous Squirrel — Conway's Game

Conway's Game Module Manual (PDF scan)
(Link to the attached manual PDF is not available for direct linking, but manual images are above for reference)

Creative Patching & Sound Design with Conway's Game Eurorack Module

The **Conway's Game** Eurorack module is a cellular automaton-based pattern generator, using the Game of Life algorithm to drive 64 individual trigger/gate outputs. It also functions as a MIDI-to-trigger converter. Below, you'll find tips and patch ideas to maximize its creative potential for *distorted percussion*, *crazy basslines*, and *atmospheric pads*.

1. Distorted Percussive Sounds

Patch Concept

- **Randomized Rhythms:** Use the outgoing 64 triggers/gates as a source of unpredictable, evolving patterns for percussive modules.

How To Patch

- Patch several *outputs* from the Conway module to various drum modules (kick, snare, hats, metallic/noise sources).
- To add chaos, use the **external clock input**—try running fast clocks or even audio-rate clocks (as recommended, >270Hz "starts getting weird").
- Switch between *TRIGGERS* for sharp percussive hits, and *GATES* for longer noise bursts or pseudo-loops.

Distortion & Character

- Send drum signals through distortion/wavefolding modules after triggering to achieve crunchy, glitchy, or industrial sounds.
- Modulate the clock frequency dynamically with a fast LFO or envelope, creating continuously evolving trigger densities and syncopation.

---

2. Crazy Basslines (Dubstep/Drum & Bass)

Patch Concept

- Use the module as a sequencer for a bass synth voice, but with chaotic, algorithmic patterns.

How To Patch

- Patch one or two Conway outputs to a *bass VCO's* gate/trigger input or through a sequential switch for "random access" bass notes.
- Use *MIDI mode* and send specific MIDI notes from a DAW or MIDI keyboard to directly trigger bass hits in conjunction with other voices.
- **Clock at audio rates** or modulate clock tempo with a stepped random voltage for "wonky" bass glitches.

Bass Enhancement

- Send the triggered envelopes to modulate filter cutoff/resonance, wavefolder amount, or FM index on your bass synth for deep, growling, or squelchy effects.
- Use multiple Conway outputs to trigger side-chained comp/LFO resets or retriggered distortion/envelope followers for high-energy movement.

---

3. Haunting Atmospheric Pads

Patch Concept

- Use the Conway outputs as "polyphonic" gates for a set of ambient/texture VCOs or sample players.

How To Patch

- Connect several Conway gates to envelopes controlling the amplitudes of multiple oscillators or sample players loaded with eerie textures.
- Use long gates instead of short triggers (set module mode to *GATES*) for sustained, layered pads that phase in and out with the evolving automata patterns.
- The 8x8 grid can create clusters and waves of "living" sound, perfect for generative, haunting soundscapes.

Pad Atmosphere Enhancement

- Use a slow LFO or random CV to occasionally hit the **RESET** input, re-populating the automaton for a continual evolution.
- Rout triggered sources through granular, shimmer, or spectral effect modules to build even more ethereal textures.

Extra Modulation Tips

- The **external clock input** is your key to wild modulation: Feed everything from audio-rate oscillators to slow S&H voltages to completely warp the pattern generator's speed and therefore the rhythm and feel of your output triggers/gates.
- Use the **TRIGGER/GATE switch** and **MIDI/LIFE mode toggle** to change the interaction style on the fly—play Conway's Game algorithmically, then switch to MIDI input for more controlled madness.

Check more about Conway's Game and get creative!

Generated With Eurorack Processor