

**HOLLOW SUN
PRESENTS**

**KINGS
of
KONG**



**CLASSIC
D R U M
MACHINE
R E F I L L**

**DESIGNED AND PROGRAMMED BY
JIGGERY-POKERY**

Welcome to the *Kings of Kong Classic Drum Machine Refill* for Reason 5 produced by Jiggery-Pokery, powered by the Hollow Sun archive.

Samples provided by Hollow Sun
Refill production and additional sampling by Jiggery-Pokery

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The Refill

The *Kings of Kong* refill has been designed by Jiggery-Pokery from the original sample libraries of Hollow Sun, plus five additional sets from JP including two *Korg X5D* sets recorded exclusively for this Refill, carefully melded into performance-friendly patches for the fabulous Kong Drum Designer.

The Refill contains the following folders.

- **Combinator Rhythm Boxes**
Modelled on several vintage beatboxes, Kong modules in these patches have REX loops mapped to each pad. By hitting multiple pads you can simulate the pressing of multiple buttons on a rhythm box to layer and combine loops.
- **Effects Patches**
This is where you will find copies of all FX patches used, including the Thor and RV7000 flam patches, 22 Combinator effects and a number of new Line 6 Pod Farm 2 tones for Record 1.5 users with a USB L6 device
- **Kong Patches**
64 patches covering 51 machines. Wherever practicable positions of similar sound types and naming conventions are the same across the patches. Please note these patches are mapped for pad use, and not GM-style.
- **Kongbinator Patches**
This folder of uncunning punning features the 20 Combinator effects patches with a default Kong drum machine built in. This folder also contains the Sequencer with Flams Kongbinator, with a Matrix Pattern Sequencer per pad and a unique programmable flam generator. More details on the Flam modules on page 6.

- **NNXT Patches**
All the beats mapped for keyboard. C1-D#2 have GM channel 10 mapping wherever practicable.
- **REX Loops**
Individual loops from the Rhythm Box patches, in RX2 format. The Acetone and SoundTech loops are from HS' original recordings, while the MP7 loops have been created to emulate the original rhythms fairly closely. The remaining loops merely emulate the type of rhythms the beatboxes produce.
- **Samples**
All the samples sorted by machine
- **Samples - Drum Sorted**
All samples except the JPs' *Korg X5D* and *ZX Spectrum* sorted by percussion type.
- **Skins**
All the skins used in the Refill in .jpg format. The [F] suffix indicates Folded Kong Format, while [CMB] suffix is for the Combis, everything else is for Kong open.

The *Kings of Kong* Refill is compatible with Reason 5 and Reason 5+Record 1.5 and above.

Kongbinatored for performance

Various modulation effects can usually be applied via the modulation wheel, sustain and expression pedals and aftertouch. For example, on the Outboarded Combinator patch for Record, your expression pedal is set up to control the Wah on the Line 6 Amp module; you can easily change it to a sustain pedal or the mod wheel in the TS8450 programmer if you prefer.

Where pedals or aftertouch are dual mapped with Combinator controllers, remember they will override default or adjusted front panel settings.

Kong setups

All Kong patches have been setup for pad controller use, so that similar tones are consistently grouped together wherever possible. If your controller has pads you may need to manually set it up to transmit midi notes. Midi notes 36–51 (inclusive) you will require mapped to pads 1–16. Please check your pad controllers' manual for more details.

1. Pads are typically mapped:

1 Kicks	9 Cl Hat
2 Snares	10 Ped Hat or Open Hat
3 Snares	11 Open Hat or Ride
4 Claps	12 Crash
5 Lo Tom	13 Cowbell
6 Mid Tom	14 Lo Hand-drum or misc
7 Hi Tom	15 Hi Hand-drum or misc
8 Rims or sidesticks	16 Misc

The machines can have as few as 4 samples, like the *Boss DR-55*, in which case mappings will vary.

2. Snares mostly on both Pads 2 and 3 to aid performance
3. Where different Hit Types are available for selection they will be displayed here
4. Sampler positions may not always be where you expect in relation to the actual pads, so remember to check the position of sampler on the assignment blocks and the position number at the top left of each pad if swapping locations about
5. Hats have exclusive trigger assignments on Pad Group A
6. FX slots have mostly been left free. There are exceptions, mostly to create new tones from a limited sample-set, but generally these are free for you to play with as you see fit.



7. There are a few occasions where any layered hits are labelled with an [L], and where I decided velocity layers were a useful addition (such as the DMX) is indicated with a [V] suffix

Sequencer with Flams Kongbinators

These special Combinator patches utilise a Thor sequencer and RV7000 multi-tap to create a programmable 3-hit flam effect on 2 pad triggers. The four patches are set up at 90, 120, 135 and 170bpm.

The Kongbinator front panel features:



- **Flam Length (ms)**
Controls the length and shuffle of the flam. The min and max values on Device 1 Flam can be changed, or edit the tap in the RV7000. The ms value shown on the front panel is time before the third tap
- **Repeat**
Controls how many times the flam repeats before it fades out completely. At ∞ there is no decay at all, building up each time the flam trigger is processed; it can create a nice flange effect
- **Release (ms)**
Increasing this will create a longer drum-roll effect
- **Flam A / Flam B**
The flams only will sound when these are turned on
- **Sustain Pedal**
The Thor trigger sequence will run when the Sustain Pedal is down. If you are not using a pedal, hit the CLR button on the "Sus. Pedal" row of the modulation matrix and the sequencer will run when you press the Combinator Start or Transport Play buttons
- **Live Flam Keyswitching**
You can also trigger the flam at any time regardless of Thor sequencer or sustain pedal by pressing any note from C0–B0 with the drum pad

By default Flam A is set to Drum 9 (which is normally CI Hat), and Flam B is set to Drum 2 (snare). To change the default, open the TS8450 programmer, select the Kong device and change the button target to the Aux 1 Send of your desired pad. Please note that polyphony for the Flams in NN-Nano should be set to "Monophonic" for best results.

In the Thor sequencer, simply select the position/s you'll want the flam to appear. Altering its Gate Length will also affect the nature of the flam. You could also add a fourth hit to the flam by adding a fourth tap in the RV7000, and stereo effects by changing the pan of each tap.

Interesting rhythms can be created by changing either sequencer step resolutions. Default patches have the Thor sequencer resolution set to 1/16. Try it at 1/8T and 1/32 to see how it that alone affects the rhythm. Also notice that Matrix 6, the Med Tom, is set to a 24 step 1/16T resolution to create a separate 2-hit flam across two different tom pads.



The Machines

Acetone

- Rhythm Ace (aka FR1)

Akai

- XE8

Alesis

- HR16

Boss

- DR-220
- DR-55

Casio

- RZ-1

Clef

- Master Rhythm

Electro-Harmonix

- DRM-16

E-mu

- Drumulator
- E-drum
- SP-12

Fairlight

- CMI Drums

Fricke

- MFB501
- MFB512

Hammond

- AutoVari64
- Rhythm 2

Kawai

- R50

Korg

- 110-220
- DDD-1
- Minipops MP7
- X5D

LinnDrum

- LM1/2

Maestro

- Rhythm King MK IV

MXR

- MXR 185

Oberheim

- DX/DMX

Pearl

- DRX1
- Syncussion

Roland

- CR-1000
- CR-78
- CR-8000
- TR-33
- TR-55
- TR-66
- TR-505
- TR-606
- TR-707
- TR-808
- TR-909

Sakata

- DPM-48

Sequential Circuits

- DrumTraks
- TOM

Simmons

- SDSV

Sinclair

- ZX Spectrum

SoundMaster

- SR-88

SoundTech*

- Rhythm 12

Vermona

- DRM-1

Watford Electronics

- Rhythm Generator

Wurlitzer

- Swingin' Rhythm

Yamaha

- DD10
- RX11

* Branded as Electro-Harmonix

Most samples are mono 16/44.1, though a few have lower sample rates. For ease of browsing they are duplicated by both machine and 19 percussion types.

The exception is the two patches of samples from the Korg X5D synthesizer. These stereo patches, several with decays up to 30s, have not been duplicated in the Drums Sorted folder due to their large size. These are all FX samples from two of the synths' factory presets, Down Low and Krazy Kit. There is no Kong patch for these kits, only NNXT patches, which are mapped over 5 octaves. I have included these exclusive new samples as the number of FX sounds from the drum machines is pretty low.

Combinator Rhythm Boxes: /Thor /MAPS

These unique Combinator patches use Thor sequencers to trigger REX loops, the Kong pads effectively acting as the rhythm selector buttons of the early machines; by activating two or more buttons those machines could layer rhythms. An example perhaps... the Slow Rock and Beguine from the MP7 is famous for a particularly Gallic instrumental.



If using a pad controller you may need to do some additional setting up on your pad controller—you will need to have "latch" enabled for each pad, which is in effect holding the pad down. Again, please refer to your controllers user guide.

A standard MIDI keyboard however will work since it is Thor that is activating the loops: simply keep the keys for selected loops depressed or write the notes for them in Reasons' sequencer.

The first draft of these patches were created with Matrix Analogue Pattern Sequencers instead of Thor. With the Matrix Rhythm Boxes you will have to Solo the rhythms you wish to hear. These patches have layered-rhythms set solo by default, some with Kong effects enabled to give you a basic idea of some of the very cool possibilities that the Drum Designer presents.

Patch list

Kong Patches .kong

- Acetone Rhythm Ace
- Acetone Rhythm Ace REX
- Akai XE8
- Alesis HR16 Acoustic
- Alesis HR16 Electro
- Boss DR-220 Acoustic
- Boss DR-220 Electro
- Boss DR-55
- Casio RZ-1
- Clef Master Rhythm
- Electro-Harmonix DRM16
- E-mu Drumulator
- E-mu E-Drum
- E-mu SP-12
- Fairlight CMI Drums
- Fricke MFB501
- Fricke MFB512
- Hammond AutoVari64
- Hammond AutoVari64 REX
- Hammond Rhythm II
- Kawai R50 Acoustic
- Kawai R50 Electro
- King Kong A
- King Kong E
- Korg 110-220
- Korg DDD-1
- Korg Minipops MP7
- Korg Minipops MP7 A REX
- Korg Minipops MP7 B REX
- LinnDrum Brazilia
- LinnDrum Pop
- Maestro Rhythm King
- Maestro Rhythm King REX
- MXR 185
- Oberheim DX
- Pearl DRX1
- Pearl Syncussion FX Blocks
- Pearl Syncussion I-IV Selections
- Roland CR1000
- Roland CR78
- Roland CR78 A REX
- Roland CR78 B REX
- Roland CR8000
- Roland TR33
- Roland TR55
- Roland TR66
- Roland TR505
- Roland TR606
- Roland TR707

- Roland TR808
- Roland TR909
- Sakata DPM48
- Sequential Circuits DrumTraks
- Sequential Circuits TOM
- Simmons Drums 1-4
- Simmons Drums 5-8
- Sinclair ZX Spectrum
- SoundMaster SR88
- SoundTech Rhythm 12 REX
- Vermona DRM1
- Watford Rhythm Generator
- Wurliizer Swingin' Rhythm
- Yamaha DD10
- Yamaha RX11

Kongbinator .cmb

- Chorused Stereo
- Chorused
- Clubbed
- Combs [RUN]
- Downsampling
- Driven
- Echoes
- Envelope
- Flanged 1 Split
- Flanged 1
- Flanged 2 Split
- Flanged 2
- Formants [RUN]
- Phased Mono
- Phased Split Mono
- Phased Split Stereo
- Phased Stereo
- Outboarded [L6]*
- Ringfenced
- Saturated
- Sequencer with Flams 90bpm
- Sequencer with Flams 120bpm
- Sequencer with Flams 135bpm
- Sequencer with Flams 170bpm

Rhythm Boxes .cmb

MAP Triggered

- AceTone Rhythm Ace -M
- Hammond AutoVari 64 -M
- Korg MP7 A -M
- Korg MP7 B -M
- Roland CR78 A -M
- Roland CR78 B -M
- SoundTech Rhythm 12 -M

Thor Triggered

- AceTone Rhythm Ace -T
- Hammond AutoVari 64 -T
- Korg MP7 A -T
- Korg MP7 B -T
- Roland CR78 A -T
- Roland CR78 B -T
- SoundTech Rhythm 12 -T

REX Loops .rx2

Acetone Rhythm Ace

- 01 Bossa Nova
- 02 Samba
- 03 Mambo
- 04 Cha-Cha
- 05 Rhumba
- 06 Beguine
- 07 Tango
- 08 March
- 09 Rock N Roll
- 10 Ballad
- 11 Slow Rock
- 12 Waltz

Hammond AutoVari64

- 01 Waltz
- 02 6/8 March
- 03 March 4/4 Polka
- 04 Western Shuffle
- 05 Ballad
- 06 Dixie Land
- 07 Jazz
- 08 Blues Rock
- 09 Hard Rock
- 10 Liverpool
- 11 Samba
- 12 Bossa Nova
- 13 Cha-Cha

- 14 Rhumba Beguine
- 15 Tango
- 16 Afro Latin

Korg Minipops MP7

- 01 Waltz
- 02 Samba
- 03 Mambo
- 04 Rumba
- 05 Tango
- 06 Bossa Nova
- 07 Rock 1
- 08 Rock 3
- 09 March 2/4
- 10 Swing
- 11 Jazz Waltz
- 12 Meringue
- 13 Cha-Cha
- 14 Beguine
- 15 Habanera
- 16 Slow Rock
- 17 Rock 2
- 18 Rock 4
- 19 March 6/8
- 20 Latin Swing
- Guiro
- Quijada
- Tambourine
- Oxygene Combi

Maestro Rhythm King

- 01 Bossa Nova
- 02 Samba
- 03 Bolero
- 04 Rumba
- 05 Cha-Cha
- 06 Mambo
- 07 Tango
- 08 Slow Fox
- 09 Slow Rock
- 10 Swing I
- 11 Swing II
- 12 Dixie
- 13 Shuffle
- 14 Go-Go
- 15 Swing Waltz
- 16 Waltz
- 17 March Polka
- 18 Western

Roland CR78

- 01 Waltz
- 02 Shuffle
- 03 Slow Rock
- 04 Swing
- 05a Foxtrot
- 05b Tango
- 06 Boogie
- 07 Enka
- 08 Bossa Nova
- 09 Samba
- 10a Mambo
- 10b Cha-Cha
- 11a Beguine
- 11b Rhumba
- 12 Rock 1
- 13 Rock 2
- 14 Rock 3
- 15 Rock 4
- 16 Disco 1
- 17 Disco 2

SoundTech Rhythm 12

- 01 Tango
- 02 Waltz
- 03 Disco
- 04 Rock 1
- 05 Rock 2
- 06 Swing 1
- 07 Swing 2
- 08 Slow Rock
- 09 Latin 1
- 10 Latin 2
- 11 Latin 3
- 12 Reggae

NNXT Patches .sxt

- Acetone Rhythm Ace
- Akai XE8
- Alesis SR16 Acoustic
- AlesisSR16 Electro
- Boss DR-220 Acoustic
- Boss DR-220 Electro
- Boss DR-55
- Casio RZ-1
- Clef Master Rhythm
- Electro-Harmonix DRM16

- E-mu Drumulator
- E-mu E-Drum
- E-mu SP-12
- Fairlight CMI Drums
- Fricke MFB501
- Fricke MFB512
- Hammond AutoVari64
- Hammond Rhythm 2
- Kawai R50 Acoustic
- Kawai R50 Electro
- Korg 110-220
- Korg DDD-1
- Korg Minipops MP7
- Korg X5D Down Low
- Korg X5D Crazy Kit
- LinnDrum
- Maestro Rhythm King
- MXR 185
- Oberheim DX
- Pearl DRX1
- Pearl Syncussion
- Roland CR1000
- Roland CR78
- Roland CR8000
- Roland TR33
- Roland TR55
- Roland TR66
- Roland TR505
- Roland TR606
- Roland TR707
- Roland TR808
- Roland TR909
- Sakata DPM48
- Sequential Circuits DrumTraks
- Sequential Circuits TOM
- Simmons Drums 1-4
- Simmons Drums 5-8
- SoundMaster SR88
- SoundTech Rhythm 12
- Vermona DRM1
- Watford Rhythm Generator
- Wurlitzer Swingin' Rhythm
- Yamaha DD10
- Yamaha RX11

FX Patches

Combinator .cmb

- Chorused Stereo
- Chorused
- Clubbed
- Combs [RUN]
- Downsampled
- Driven
- Echoes
- Flanged 1 Split
- Flanged 1
- Flanged 2 Split
- Flanged 2
- Formants [RUN]
- Phased Mono
- Phased Split Mono
- Phased Split Stereo
- Phased Stereo
- Outboarded [L6]*
- Reverberated - Arena
- Reverberated - Bathroom
- Reverberated - Closet
- Reverberated - Room
- Ringfenced
- Saturated

*Line 6 USB Pod Farm 2 .i6t**

- Celestials
- Digits 90bpm
- Digits 135bpm
- Digits 170bpm
- Earbuds
- Echo Hall
- Flange Echo Fast 90bpm
- Flange Echo Fast 135bpm
- Flange Echo Fast 170bpm
- Flange Echo Slow 90bpm
- Flange Echo Slow 135bpm
- Flange Echo Slow 170bpm
- Flange Fast
- Flange Slow
- Genesis Long
- Genesis Short
- Jazzman
- Lime Green
- Lo-Fi
- Lo-Fi Glitch
- Max Power
- Miniature Power

- Modern Pre-amp
- Power Echo 90bpm
- Power Echo 135bpm
- Power Echo 170bpm
- Rotary Chorale
- Rotary Tremolo
- Submarines
- Tread Lightly
- Tremolo Chorus
- Tube Echo 90bpm
- Tube Echo 135bpm
- Tube Echo 170bpm
- Tube Echo Short 90bpm
- Tube Echo Short 135bpm
- Tube Echo Short 170bpm
- Vibrator
- Weeping Flanger
- Weeping Wah

Scream 4 .sm4

- Basement Club
- Drive
- Ringfenced
- Saturation
- Sinclair

RV7000 .rv7

- Bedroom Studio
- Early Reflections
- Late Reflections
- Night in Shanghai
- State-Sized Bathroom
- Multi-Tap Flam

Thor .thor

- Flam Trigger
- Combs
- Echo
- GateMod
- Loop Trigger 2-beat
- Loop Trigger 4-beat
- Loop Trigger 6-beat
- Loop Trigger 6-beat 8ths
- Loop Trigger 8-beat
- Loop Trigger 12-beat
- Loop Trigger 16-beat
- Loop Trigger 20-beat
- Thormants

Skins .jpg

- 55 Folded Kong
- 55 Open Kong
- 15 Combinator

* only available in Record 1.5 and above with a Line 6 USB device attached. Effects patches are tweakable in Pod Farm 2.

From the maker of ...

Refills

- **B3 Tonewheels v1.5** - the original 24-bit non-Leslie samples refill with advanced rotary speaker emulation
- **Farfisa Combo Compact Deluxe v1.5** - original 24-bit samples in a versatile Reason and Record set
- **Vox Continental v1.5** - original samples from the classic C300 organ now with added Record patches
- **Retro Organs Refill** - B3 + Farfisa + Vox in one brilliant refill
- **Hammond Novachord*** - the near-antique pre-WW2 monster polyphonic valve synthesizer
- **Retrospective, 40 Years of Synthesizer History*** - the Hollow Sun archive of vintage keyboards finally gets a dedicated package for Reason users
- 8-BIT Magic: The ZX Spectrum Refill
- Classic Drum Machine Collection v1.1
- Eminent 310 Strings** v2 - now with a better skin, brighter saturation and a lot of added Oxygene
- EMS VCS3/Reason: SubTractor Edition
- EMS VCS3/Reason: NNXT Edition
- Harpe Laser**
- Moog Taurus Bass Synthesizer** v1.1

Combinator skin sets (all updated June 2010 to work with Record and Reason 5.0)

- Analogue Heaven volume 1 v2 (the Analogue Monsters set for PinkNoise Studio)
- Analogue Heaven volume 2 v2 (Electromechanical and beyond)
- Analogue Heaven volume 3 v2
- Digital Heaven v2
- Guitar Collection v2
- 8-bit Collection v2
- Drum Machine Collection v2
- Orkester Collection v2
- Cubana Collection v2
- Misc Amps, Pianos & Effects

For more information on these products and for direct downloads of these latest versions, please visit

www.jiggery-pokery.com

* in association with HollowSun.com

** demo refills for HollowSun Retrospective refill