



Polyend introduces Drums

A new analog and digital drum machine built for immediacy, depth, and performance

Olsztyn, Poland, [8 May 2026]

Polyend today introduces **Drums**, a new analog and digital drum machine that brings together analog voices, digital synthesis, samples, advanced sequencing, performance controls, studio-grade effects, and extensive connectivity in one focused instrument.

Built around a single-piece aluminum body, custom metal knobs, and high-end components, Drums is designed as Polyend's most refined hardware instrument to date. It combines a direct, hands-on workflow with a deep sound engine and an advanced sequencer developed from years of Polyend's experience building performance-focused instruments.

"Drums is a return to the fundamentals that defined Polyend from the beginning," said Piotr Raczyński, CEO of Polyend. "We wanted to build the drum machine we would want to use and own ourselves. Something uncompromising in sound, materials, and workflow. Like our earliest instruments, Drums is made in small batches, with close attention to every detail, and built to stay relevant for decades."

Drums features **8 tracks**, each designed for creating drum and percussion parts using analog voices, digital synthesis methods, or sample-based instruments. The instrument is built to feel immediate, while still offering the depth needed for detailed sound design, evolving patterns, and live performance.

At the heart of the machine are **four analog voices** based on modern SSI chips. Each voice combines dual analog VCOs, a dedicated noise source, and an additional digital oscillator for hybrid layering or FM modulation. A multimode analog filter and VCA shape each voice, allowing Drums to move from tight percussion to longer evolving sounds.

Alongside the analog section, Drums includes multiple digital synthesis methods, sample-based instruments, and eight independent LFOs for modulation. Its instrument library includes more than forty instruments, each with its own sub-mode mutations, giving users hundreds of sound options to choose from.

The sequencer is Polyend's most advanced and intuitive sequencing system so far. It offers 8 tracks with deep per-track control, probability, micro-timing, parameter locks, pattern chaining, generative tools, and multiple track play modes. Projects can hold up to **64 patterns, 64 sound kits, and 48 songs** with arrangement options, making it possible to build anything from short loops to full live sets.

Drums is also designed for performance. Pattern switching is instant, sound kits can be changed without stopping playback, and important parameters remain close at hand. The X0Y fader allows users to morph between two versions of a kit or pattern, turning static loops into evolving performances. Fills, randomization, and real-time parameter changes are designed to keep the instrument playable on stage as well as in the studio.

Effects are organized into three dedicated groups. Send effects provide shared processing, insert effects can be used on individual tracks, and a master chain is available for final shaping. Insert effects can also be sequenced per track, making effects part of the rhythm rather than something added only at the end of the signal chain.

Drums is built to integrate with other gear. Eight individual audio outputs allow separate processing and mixing, MIDI keeps external devices in time, and the audio input lets external sounds be shaped through Drums' effects processor.

Internally, the device runs on a dual-core main CPU, with auxiliary processors handling peripherals and analog control. Audio processing is performed in 32-bit floating point at 96 kHz, with 24-bit/96 kHz DAC and ADC conversion for audio input and output.

With Drums, Polyend returns to the direct, physical approach that shaped its earliest instruments, while bringing together a more complete set of sound design, sequencing, performance, and production tools.

Polyend Drums will be available for reservation with a fully refundable \$500 deposit. The final retail price will be \$2,699 / €2,699, with first production quantities limited.

Key features

- 8-track analog and digital drum machine
- Four analog voices built on modern SSI chips
- Dual analog VCOs, noise source, digital oscillator, multimode analog filter, and VCA per analog voice
- Digital synthesis methods and sample-based instruments
- More than 40 instruments with sub-mode mutations
- Eight independent LFOs
- 8-track sequencer with up to 64 steps per pattern
- 64 patterns, 64 sound kits, and 48 songs with arrangement options
- Probability, micro-timing, parameter locks, pattern chaining, generative tools, live recording, polyrhythms, and multiple track play modes
- X0Y fader for morphing between three kit states
- Instant pattern and sound kit switching
- Send effects, sequenced insert effects, and master effects
- Eight individual audio outputs
- Stereo audio input for external processing
- MIDI over TRS
- Dedicated headphone output
- Dual-core main CPU with auxiliary processors for peripherals and analog control
- 32-bit floating point internal processing at 96 kHz
- 24-bit/96 kHz DAC and ADC conversion

About Polyend

Polyend designs and builds electronic musical instruments in Olsztyn, Poland. Known for instruments such as Tracker, Play, Perc, Seq, and Medusa, Polyend creates hardware for musicians who value direct control, distinctive design, and creative workflow. Its instruments are used by artists, producers, and sound designers around the world.