

Dead Rat					Patch Volume = 92
Booster (Overdrive / Distortion)	Lead (Overdrive / Distortion)	160 Comp (Dynamics / Filter)	Air (Delay / Reverb)	Z Clean (Overdrive / Distortion)	
Gain = 80 Tone = 50 Level = 90	Gain = 75 Tone = 50 Level = 90	THRSH = -20 Ratio = 5.5 Gain = 10 Knee = Hard Level = 80	Size = 62 Tone = 8 Mix = 80 Ref = 9 Level = 100 Tail = On	Gain = 60 Tone = 50 Level = 100	

Deep Space					Patch Volume = 100
MS 1959 (Amp simulators)	ModReverb (Delay / Reverb)	StereoDly (Delay / Reverb)	Air (Delay / Reverb)		
Gain = 58 Tube = 30 Level = 100 Trebl = 50 Middl = 50 Bass = 50 Prese = 50 CAB = OFF OUT = LINE	Depth = 38 Decay = 30 Mix = 50 Rate = 40 Tone = 10 PreD = 50 Level = 100 Tail = On	TimeL = 300 TimeR = 500 Mix = 80 LchFB = 55 RchFB = 55 Level = 90 LchLv = 88 RchLv = 88 Tail = On	Size = 90 Tone = 10 Mix = 90 Ref = 10 Level = 90 Tail = On		

Fluid Flow				Patch Volume = 65
160 Comp (Dynamics / Filter)	CoronaTri (Modulation / Sfx)	Delay (Delay / Reverb)	Plate (Delay / Reverb)	
THRSH = -30 Ratio = 5.0 Gain = 18 Knee = Hard Level = 100	SPEED = 31 DEPTH = 100 FxLVL = 100 TONE = 72 DRY = On	Time = Eighth-point F.B = 65 Mix = 60 HiDMP = 5 P-P = MONO Level = 100 Tail = On	PreD = 1 Decay = 60 Mix = 50 Color = 68 LoDMP = 52 HiDMP = 95 Tail = On Level = 100	

Hack It				Patch Volume = 100
Comp (Dynamics / Filter)	FD VIBRO (Amp simulators)	Chorus (Modulation / Sfx)	SlowATTCK (Dynamics / Filter)	ModReverb (Delay / Reverb)
Sense = 2 Tone = 6 Level = 50 ATTCK = Slow	Gain = 40 Tube = 54 Level = 98 Trebl = 50 Middl = 42 Bass = 34 Prese = 72 CAB = FD VIBRO 2x10 OUT = LINE	Depth = 32 Rate = 25 Mix = 22 Tone = 7 Level = 80	Time = 4 Curve = 1 Level = 100	Depth = 62 Decay = 25 Mix = 41 Rate = 28 Tone = 6 PreD = 51 Level = 100 Tail = On

Lot Of Air				Patch Volume = 80
Z Clean (Overdrive / Distortion)	TANGERINE (Amp simulators)	Delay (Delay / Reverb)	160 Comp (Dynamics / Filter)	Air (Delay / Reverb)
Gain = 72 Tone = 50 Level = 100	Gain = 70 Tube = 62 Level = 110 Trebl = 60 Middl = 55 Bass = 50 Prese = 78 CAB = TANGERINE 4x12 OUT = LINE	Time = 193 F.B = 75 Mix = 77 HiDMP = 10 P-P = MONO Level = 90 Tail = On	THRSH = -20 Ratio = 5.8 Gain = 10 Knee = Soft Level = 95	Size = 50 Tone = 8 Mix = 80 Ref = 5 Level = 100 Tail = On

One 4 U				Patch Volume = 80
fCycle (Dynamics / Filter)	T Scream (Overdrive / Distortion)	TANGERINE (Amp simulators)	NoiseGate (Dynamics / Filter)	TapeEcho (Delay / Reverb)
Rate = 6 Wave = Sine Level = 90 Depth = 100 Reso = 5	Gain = 60 Tone = 50 Level = 90	Gain = 60 Tube = 40 Level = 80 Trebl = 55 Middl = 50 Bass = 45 Prese = 50 CAB = TANGERINE 4x12 OUT = LINE	THRSH = 10 Level = 90	Time = 280 F.B = 84 Mix = 72 HiDMP = 5 Level = 95 Tail = On

Ozone				Patch Volume = 85
Comp (Dynamics / Filter)	Governor (Overdrive / Distortion)	TANGERINE (Amp simulators)	VinFLNGR (Modulation / Sfx)	TapeEcho (Delay / Reverb)
Sense = 3 Tone = 5 Level = 80 ATTCK = Slow	Gain = 28 Tone = 50 Level = 55	Gain = 70 Tube = 54 Level = 99 Trebl = 60 Middl = 50 Bass = 41 Prese = 62 CAB = TANGERINE 4x12 OUT = LINE	Depth = 47 Rate = 19 Reso = 4 PreD = 16 Mix = 49 Level = 60	Time = 335 F.B = 84 Mix = 46 HiDMP = 6 Level = 60 Tail = On

Sweet Vibe				Patch Volume = 100
Z Clean (Overdrive / Distortion)	Vibrato (Modulation / Sfx)	Booster (Overdrive / Distortion)	160 Comp (Dynamics / Filter)	Delay (Delay / Reverb)
Gain = 60 Tone = 50 Level = 100	Depth = 76 Rate = 45 Bal = 52 Tone = 5 Level = 70	Gain = 88 Tone = 50 Level = 95	THRSH = -22 Ratio = 7.0 Gain = 15 Knee = Hard Level = 100	Time = 100 F.B = 70 Mix = 70 HiDMP = 5 P-P = MONO Level = 90 Tail = On

The Biter				Patch Volume = 100
Booster (Overdrive / Distortion)	Comp (Dynamics / Filter)	TANGERINE (Amp simulators)	Delay (Delay / Reverb)	ModReverb (Delay / Reverb)
Gain = 80 Tone = 50 Level = 100	Sense = 7 Tone = 7 Level = 105 ATTCK = Slow	Gain = 70 Tube = 54 Level = 99 Trebl = 52 Middl = 50 Bass = 45 Prese = 50 CAB = TANGERINE 4x12 OUT = LINE	Time = 424 F.B = 42 Mix = 18 HiDMP = 6 P-P = MONO Level = 90 Tail = On	Depth = 14 Decay = 24 Mix = 33 Rate = 38 Tone = 5 PreD = 33 Level = 95 Tail = On

Wah Scream				Patch Volume = 80
M-Filter (Dynamics / Filter)	Lead (Overdrive / Distortion)	MS 1959 (Amp simulators)	AutoWah (Dynamics / Filter)	StompDly (Delay / Reverb)
Freq = 56 Sense = 5 Reso = 9 Type = HPF Chara = 4Pole VLCTY = Fast Bal = 100 Level = 90	Gain = 36 Tone = 50 Level = 90	Gain = 58 Tube = 50 Level = 80 Trebl = 50 Middl = 50 Bass = 50 Prese = 50 CAB = US BLUES 4x10 OUT = LINE	Sense = 3 Reso = 3 Level = 65	E.LVL = 30 F.B = 32 Time = 360 Sync = OFF Mode = MONO Tail = On HiDMP = 5