

City Steam				Patch Volume = 90
T Scream (Overdrive / Distortion)	VX JMI (Amp simulators)	Vibrato (Modulation / Sfx)	Z Clean (Overdrive / Distortion)	Arena (Delay / Reverb)
Gain = 66 Tone = 50 Level = 80	Gain = 50 Tube = 82 Level = 100 Trebl = 54 Middl = 50 Bass = 46 Prese = 62 CAB = REVO-1 4x12 OUT = LINE	Depth = 20 Rate = 10 Bal = 25 Tone = 6 Level = 80	Gain = 48 Tone = 58 Level = 90	Decay = 15 Tone = 6 Mix = 60 PreD = 70 Level = 85 Tail = On

Drunk				Patch Volume = 100
Comp (Dynamics / Filter)	Z Scream (Overdrive / Distortion)	US BLUES (Amp simulators)	TapeEcho (Delay / Reverb)	
Sense = 1 Tone = 6 Level = 100 ATTCK = Slow	Gain = 20 Tone = 50 Level = 45	Gain = 67 Tube = 86 Level = 97 Trebl = 58 Middl = 50 Bass = 44 Prese = 50 CAB = US BLUES 4x10 OUT = LINE	Time = 250 F.B = 68 Mix = 50 HiDMP = 5 Level = 85 Tail = On	

Heat Haze				Patch Volume = 100
Z Clean (Overdrive / Distortion)	SlowATTCK (Dynamics / Filter)	MATCH 30 (Amp simulators)	Delay (Delay / Reverb)	
Gain = 48 Tone = 50 Level = 90	Time = 5 Curve = 4 Level = 89	Gain = 68 Tube = 66 Level = 120 Trebl = 54 Middl = 46 Bass = 37 Prese = 77 CAB = MATCH 30 2x12 OUT = LINE	Time = 500 F.B = 42 Mix = 34 HiDMP = 8 P-P = MONO Level = 90 Tail = On	

Jupiter				Patch Volume = 100
SlowATTCK (Dynamics / Filter)	ALIEN (Amp simulators)	BendCho (Modulation / Sfx)	TheVibe (Modulation / Sfx)	Delay (Delay / Reverb)
Time = 2 Curve = 5 Level = 90	Gain = 26 Tube = 82 Level = 120 Trebl = 52 Middl = 50 Bass = 48 Prese = 50 CAB = ALIEN 4x12 OUT = LINE	Depth = 8 Time = 24 Bal = 8 Mode = Up Tone = 5 Level = 50	Speed = 20 Depth = 12 Bias = 28 Wave = 12 Mode = VIBRT Level = 80	Time = 250 F.B = 46 Mix = 42 HiDMP = 8 P-P = MONO Level = 80 Tail = On

Lite Fuzz				Patch Volume = 75
160 Comp (Dynamics / Filter)	FuzzSmile (Overdrive / Distortion)	TANGERINE (Amp simulators)	Plate (Delay / Reverb)	
THRSH = -18 Ratio = 2.8 Gain = 10 Knee = Soft Level = 100	Gain = 14 Tone = 50 Level = 40	Gain = 70 Tube = 50 Level = 100 Trebl = 56 Middl = 50 Bass = 45 Prese = 50 CAB = TANGERINE 4x12 OUT = LINE	PreD = 44 Decay = 50 Mix = 28 Color = 70 LoDMP = 73 HiDMP = 43 Tail = On Level = 100	

Mighty Ion				Patch Volume = 100
ALIEN (Amp simulators)	Z Clean (Overdrive / Distortion)	CarbonDly (Delay / Reverb)		
Gain = 58 Tube = 70 Level = 80 Trebl = 52 Middl = 50 Bass = 48 Prese = 50 CAB = ALIEN 4x12 OUT = LINE	Gain = 52 Tone = 50 Level = 90	DELAY = 500 REGEN = 80 MIX = 72 MOD = On WIDTH = 36 SPEED = 30 Tail = On Sync = OFF		

Solo Rock				Patch Volume = 100
Z MP1 (Overdrive / Distortion)	CoronaTri (Modulation / Sfx)	Z Clean (Overdrive / Distortion)	Arena (Delay / Reverb)	
Gain = 52 Tone = 50 Level = 90	SPEED = 80 DEPTH = 12 FxLVL = 72 TONE = 76 DRY = On	Gain = 48 Tone = 50 Level = 110	Decay = 10 Tone = 5 Mix = 48 PreD = 100 Level = 100 Tail = On	

Stoner				Patch Volume = 100
HotBox (Overdrive / Distortion)	Vibrato (Modulation / Sfx)	Phaser (Modulation / Sfx)	TheVibe (Modulation / Sfx)	Booster (Overdrive / Distortion)
Gain = 40 Tone = 50 Level = 110	Depth = 40 Rate = 12 Bal = 60 Tone = 5 Level = 70	Rate = 20 Color = inv 4 Level = 70	Speed = 10 Depth = 36 Bias = 50 Wave = 36 Mode = CHORS Level = 70	Gain = 52 Tone = 50 Level = 130

Sun & Rain				Patch Volume = 100
Dist+ (Overdrive / Distortion)	Spring63 (Delay / Reverb)	CarbonDly (Delay / Reverb)	Arena (Delay / Reverb)	
Gain = 52 Tone = 50 Level = 55	DWELL = 55 MIXER = 59 TONE = 54 LEVEL = 100	DELAY = 125 REGEN = 60 MIX = 60 MOD = On WIDTH = 21 SPEED = 32 Tail = On Sync = 1/8	Decay = 20 Tone = 6 Mix = 72 PreD = 72 Level = 90 Tail = On	

Troubles				Patch Volume = 100
Comp (Dynamics / Filter)	GraphicEQ (Dynamics / Filter)	US BLUES (Amp simulators)	CarbonDly (Delay / Reverb)	
Sense = 4 Tone = 5 Level = 120 ATTCK = Slow	160Hz = 3 400Hz = 2 800Hz = 1 3.2kHz = 0 6.4kHz = -1 12kHz = -2 Level = 90	Gain = 55 Tube = 62 Level = 87 Trebl = 42 Middl = 50 Bass = 56 Prese = 58 CAB = US BLUES 4x10 OUT = LINE	DELAY = 125 REGEN = 82 MIX = 67 MOD = On WIDTH = 15 SPEED = 15 Tail = On Sync = OFF	