

Dusty Blue				Patch Volume = 70
T Scream (Overdrive / Distortion)	Squeak (Overdrive / Distortion)	US BLUES (Amp simulators)	Booster (Overdrive / Distortion)	
Gain = 8 Tone = 50 Level = 20	Gain = 24 Tone = 50 Level = 40	Gain = 50 Tube = 30 Level = 100 Trebl = 58 Middl = 52 Bass = 48 Prese = 60 CAB = ALIEN 4x12 OUT = LINE	Gain = 80 Tone = 50 Level = 80	

Extinction				Patch Volume = 100
Booster (Overdrive / Distortion)	ALIEN (Amp simulators)	TapeEcho (Delay / Reverb)		
Gain = 60 Tone = 50 Level = 100	Gain = 50 Tube = 50 Level = 60 Trebl = 56 Middl = 50 Bass = 44 Prese = 50 CAB = ALIEN 4x12 OUT = LINE	Time = 1000 F.B = 95 Mix = 95 HiDMP = 7 Level = 100 Tail = On		

I Zimbra				Patch Volume = 80
CoronaTri (Modulation / Sfx)	FuzzSmile (Overdrive / Distortion)	Vibrato (Modulation / Sfx)	US BLUES (Amp simulators)	
SPEED = 25 DEPTH = 20 FxLVL = 34 TONE = 100 DRY = On	Gain = 24 Tone = 50 Level = 20	Depth = 50 Rate = 25 Bal = 72 Tone = 8 Level = 100	Gain = 51 Tube = 10 Level = 82 Trebl = 58 Middl = 50 Bass = 48 Prese = 54 CAB = US BLUES 4x10 OUT = LINE	

Meat Salad				Patch Volume = 100
TheVibe (Modulation / Sfx)	MS CRUNCH (Amp simulators)	CarbonDly (Delay / Reverb)	ModReverb (Delay / Reverb)	
Speed = 25 Depth = 36 Bias = 56 Wave = 36 Mode = VIBRT Level = 80	Gain = 80 Tube = 60 Level = 85 Trebl = 54 Middl = 50 Bass = 46 Prese = 70 CAB = TANGERINE 4x12 OUT = LINE	DELAY = 250 REGEN = 60 MIX = 40 MOD = On WIDTH = 25 SPEED = 25 Tail = On Sync = OFF	Depth = 30 Decay = 10 Mix = 30 Rate = 20 Tone = 6 PreD = 30 Level = 80 Tail = On	

Night Tone				Patch Volume = 100
Booster (Overdrive / Distortion)	Squeak (Overdrive / Distortion)	TheVibe (Modulation / Sfx)	TapeEcho (Delay / Reverb)	Hall (Delay / Reverb)
Gain = 60 Tone = 50 Level = 75	Gain = 30 Tone = 50 Level = 80	Speed = 10 Depth = 30 Bias = 52 Wave = 28 Mode = CHORS Level = 80	Time = 250 F.B = 70 Mix = 70 HiDMP = 5 Level = 100 Tail = On	Decay = 10 Tone = 5 Mix = 20 PreD = 28 Level = 100 Tail = On

Relaxed				Patch Volume = 100
Booster (Overdrive / Distortion)	Delay (Delay / Reverb)	Air (Delay / Reverb)	MATCH 30 (Amp simulators)	
Gain = 36 Tone = 50 Level = 40	Time = 250 F.B = 40 Mix = 40 HiDMP = 10 P-P = MONO Level = 100 Tail = On	Size = 20 Tone = 5 Mix = 40 Ref = 7 Level = 70 Tail = On	Gain = 72 Tube = 30 Level = 90 Trebl = 52 Middl = 50 Bass = 48 Prese = 30 CAB = MATCH 30 2x12 OUT = LINE	

Silverfish				Patch Volume = 100
CoronaTri (Modulation / Sfx)	Booster (Overdrive / Distortion)	FD VIBRO (Amp simulators)	StereoDly (Delay / Reverb)	
SPEED = 12 DEPTH = 18 FxLVL = 60 TONE = 50 DRY = On	Gain = 68 Tone = 50 Level = 85	Gain = 48 Tube = 82 Level = 83 Trebl = 58 Middl = 54 Bass = 51 Prese = 48 CAB = US BLUES 4x10 OUT = LINE	TimeL = 125 TimeR = 250 Mix = 48 LchFB = 59 RchFB = 61 Level = 80 LchLv = 88 RchLv = 88 Tail = On	

The Scream				Patch Volume = 100
Spring63 (Delay / Reverb)	ALIEN (Amp simulators)	TheVibe (Modulation / Sfx)		
DWELL = 19 MIXER = 23 TONE = 54 LEVEL = 80	Gain = 34 Tube = 70 Level = 72 Trebl = 56 Middl = 50 Bass = 40 Prese = 50 CAB = TANGERINE 4x12 OUT = LINE	Speed = 20 Depth = 17 Bias = 48 Wave = 69 Mode = CHORS Level = 86		

Timeless				Patch Volume = 100
NoiseGate (Dynamics / Filter)	Dist+ (Overdrive / Distortion)	Delay (Delay / Reverb)	ModReverb (Delay / Reverb)	Arena (Delay / Reverb)
THRSH = 5 Level = 90	Gain = 72 Tone = 86 Level = 100	Time = 250 F.B = 50 Mix = 60 HiDMP = 9 P-P = MONO Level = 110 Tail = On	Depth = 50 Decay = 25 Mix = 55 Rate = 20 Tone = 6 PreD = 18 Level = 100 Tail = On	Decay = 25 Tone = 7 Mix = 52 PreD = 30 Level = 100 Tail = On

Young Mind				Patch Volume = 100
160 Comp (Dynamics / Filter)	Z Clean (Overdrive / Distortion)	Chorus (Modulation / Sfx)	REVO-1 (Amp simulators)	
THRSH = -36 Ratio = 6.1 Gain = 7 Knee = Soft Level = 100	Gain = 60 Tone = 50 Level = 100	Depth = 36 Rate = 5 Mix = 62 Tone = 6 Level = 80	Gain = 48 Tube = 66 Level = 79 Trebl = 58 Middl = 50 Bass = 43 Prese = 63 CAB = REVO-1 4x12 OUT = LINE	