

Big Crunch				Patch Volume = 100
Air (Delay / Reverb)	FuzzSmile (Overdrive / Distortion)	Z Clean (Overdrive / Distortion)	BG CRUNCH (Amp simulators)	CarbonDly (Delay / Reverb)
Size = 32 Tone = 8 Mix = 48 Ref = 8 Level = 90 Tail = On	Gain = 18 Tone = 50 Level = 55	Gain = 72 Tone = 50 Level = 90	Gain = 50 Tube = 50 Level = 100 Trebl = 54 Middl = 50 Bass = 46 Prese = 40 CAB = TANGERINE 4x12 OUT = LINE	DELAY = 250 REGEN = 67 MIX = 65 MOD = On WIDTH = 25 SPEED = 20 Tail = On Sync = OFF

Caged Air				Patch Volume = 100
ZNR (Dynamics / Filter)	Phaser (Modulation / Sfx)	ALIEN (Amp simulators)	CarbonDly (Delay / Reverb)	
THRSH = 6 DETCT = EfxIn Level = 95	Rate = 2 Color = inv 8 Level = 60	Gain = 15 Tube = 90 Level = 90 Trebl = 55 Middl = 50 Bass = 45 Prese = 60 CAB = ALIEN 4x12 OUT = LINE	DELAY = 250 REGEN = 80 MIX = 55 MOD = On WIDTH = 25 SPEED = 20 Tail = On Sync = OFF	

Chicago					Patch Volume = 100
Lead (Overdrive / Distortion)	Z Clean (Overdrive / Distortion)	US BLUES (Amp simulators)	Arena (Delay / Reverb)	Air (Delay / Reverb)	
Gain = 30 Tone = 20 Level = 25	Gain = 40 Tone = 60 Level = 85	Gain = 50 Tube = 70 Level = 100 Trebl = 54 Middl = 50 Bass = 46 Prese = 30 CAB = US BLUES 4x10 OUT = LINE	Decay = 20 Tone = 6 Mix = 60 PreD = 40 Level = 100 Tail = On	Size = 30 Tone = 6 Mix = 50 Ref = 7 Level = 90 Tail = On	

Freak Show					Patch Volume = 100
Z MP1 (Overdrive / Distortion)	BGN DRIVE (Amp simulators)	Booster (Overdrive / Distortion)	Air (Delay / Reverb)		
Gain = 15 Tone = 50 Level = 20	Gain = 52 Tube = 64 Level = 80 Trebl = 62 Middl = 54 Bass = 46 Prese = 42 CAB = BGN DRIVE 4x12 OUT = LINE	Gain = 60 Tone = 70 Level = 80	Size = 20 Tone = 7 Mix = 52 Ref = 4 Level = 80 Tail = On		

Howzat					Patch Volume = 100
DuoPhase (Modulation / Sfx)	Aco.Sim (Overdrive / Distortion)	Z Clean (Overdrive / Distortion)	TANGERINE (Amp simulators)	Air (Delay / Reverb)	
RateA = 5 RateB = 3 Level = 40 ResoA = 1 ResoB = 1 Link = Para DPT_A = 3 DPT_B = 5	Top = 80 Body = 80 Level = 100	Gain = 76 Tone = 70 Level = 100	Gain = 50 Tube = 30 Level = 100 Trebl = 60 Middl = 50 Bass = 40 Prese = 58 CAB = TANGERINE 4x12 OUT = LINE	Size = 20 Tone = 7 Mix = 50 Ref = 6 Level = 80 Tail = On	

Jagged					Patch Volume = 100
Lead (Overdrive / Distortion)	FD VIBRO (Amp simulators)	Flanger (Modulation / Sfx)	Arena (Delay / Reverb)		
Gain = 30 Tone = 100 Level = 50	Gain = 50 Tube = 50 Level = 100 Trebl = 58 Middl = 54 Bass = 50 Prese = 60 CAB = FD VIBRO 2x10 OUT = LINE	Depth = 60 Rate = 25 Reso = 2 PreD = 4 Mix = 32 Level = 75	Decay = 20 Tone = 7 Mix = 60 PreD = 90 Level = 100 Tail = On		

Lite Touch				Patch Volume = 100
MS 1959 (Amp simulators)	SuperCho (Modulation / Sfx)	ModReverb (Delay / Reverb)	Arena (Delay / Reverb)	
Gain = 58 Tube = 56 Level = 95 Trebl = 58 Middl = 54 Bass = 50 Prese = 42 CAB = MS 1959 4x12 OUT = LINE	E.LVL = 50 Rate = 70 Depth = 30 EQ = 70 Mode = MONO	Depth = 26 Decay = 10 Mix = 45 Rate = 25 Tone = 7 PreD = 60 Level = 100 Tail = On	Decay = 10 Tone = 7 Mix = 40 PreD = 45 Level = 100 Tail = On	

North Star				Patch Volume = 100
Booster (Overdrive / Distortion)	Z Clean (Overdrive / Distortion)	FD VIBRO (Amp simulators)	CarbonDly (Delay / Reverb)	
Gain = 76 Tone = 65 Level = 100	Gain = 80 Tone = 65 Level = 90	Gain = 56 Tube = 70 Level = 95 Trebl = 62 Middl = 58 Bass = 50 Prese = 40 CAB = FD VIBRO 2x10 OUT = LINE	DELAY = 500 REGEN = 75 MIX = 90 MOD = On WIDTH = 30 SPEED = 30 Tail = On Sync = OFF	

Shameless				Patch Volume = 100
Comp (Dynamics / Filter)	VinFLNGR (Modulation / Sfx)	ALIEN (Amp simulators)	Plate (Delay / Reverb)	
Sense = 4 Tone = 6 Level = 100 ATTCK = Slow	Depth = 20 Rate = 10 Reso = 4 PreD = 4 Mix = 50 Level = 100	Gain = 18 Tube = 46 Level = 50 Trebl = 56 Middl = 50 Bass = 44 Prese = 38 CAB = REVO-1 4x12 OUT = LINE	PreD = 25 Decay = 30 Mix = 25 Color = 62 LoDMP = 81 HiDMP = 91 Tail = On Level = 100	

Solophile				Patch Volume = 100
T Scream (Overdrive / Distortion)	Vibrato (Modulation / Sfx)	Z Clean (Overdrive / Distortion)	DELUXE-R (Amp simulators)	Delay (Delay / Reverb)
Gain = 50 Tone = 50 Level = 80	Depth = 30 Rate = 25 Bal = 80 Tone = 5 Level = 100	Gain = 70 Tone = 50 Level = 100	Gain = 50 Tube = 50 Level = 100 Trebl = 54 Middl = 50 Bass = 46 Prese = 50 CAB = TONE CITY 4x12 OUT = LINE	Time = 500 F.B = 60 Mix = 25 HiDMP = 8 P-P = MONO Level = 100 Tail = Off