

Cloudburst				Patch Volume: 100
Z Clean (Overdrive / Distortion)	Vibrato (Modulation / Sfx)	Z Scream (Overdrive / Distortion)	CarbonDly (Delay / Reverb)	HW STACK (Amp simulators)
Gain = 68 Tone = 50 Level = 90	Depth = 20 Rate = 20 Bal = 40 Tone = 6 Level = 100	Gain = 30 Tone = 60 Level = 70	DELAY = 250 REGEN = 40 MIX = 40 MOD = On WIDTH = 15 SPEED = 20 Tail = On Sync = OFF	Gain = 62 Tube = 40 Level = 100 Trebl = 58 Middl = 50 Bass = 40 Prese = 44 CAB = HW STACK 4x12 OUT = LINE

Disorder				Patch Volume: 100
DuoPhase (Modulation / Sfx)	Tremolo (Modulation / Sfx)	Chorus (Modulation / Sfx)	Z Scream (Overdrive / Distortion)	B-BREAKER (Amp simulators)
RateA = 11 RateB = 6 Level = 50 ResoA = 1 ResoB = 2 Link = Para DPT_A = 13 DPT_B = 6	Depth = 16 Rate = 50 Level = 50 Wave = TRI 4	Depth = 28 Rate = 10 Mix = 50 Tone = 7 Level = 100	Gain = 40 Tone = 60 Level = 85	Gain = 61 Tube = 30 Level = 120 Trebl = 58 Middl = 54 Bass = 48 Prese = 31 CAB = B-BRKR 2x12 OUT = LINE

Fantasy				Patch Volume: 100
T Scream (Overdrive / Distortion)	US BLUES (Amp simulators)	Governor (Overdrive / Distortion)	Delay (Delay / Reverb)	Arena (Delay / Reverb)
Gain = 30 Tone = 50 Level = 40	Gain = 51 Tube = 30 Level = 100 Trebl = 54 Middl = 50 Bass = 48 Prese = 58 CAB = US BLUES 4x10 OUT = LINE	Gain = 40 Tone = 50 Level = 100	Time = 250 F.B = 42 Mix = 54 HiDMP = 7 P-P = MONO Level = 100 Tail = On	Decay = 20 Tone = 6 Mix = 60 PreD = 30 Level = 100 Tail = On

Heavy Sky				Patch Volume: 100
Exciter (Dynamics / Filter)	Vibrato (Modulation / Sfx)	CarbonDly (Delay / Reverb)	TANGERINE (Amp simulators)	Arena (Delay / Reverb)
Bass = 36 Trebl = 48 Level = 95	Depth = 40 Rate = 10 Bal = 68 Tone = 7 Level = 100	DELAY = 250 REGEN = 85 MIX = 80 MOD = On WIDTH = 25 SPEED = 25 Tail = On Sync = OFF	Gain = 70 Tube = 50 Level = 100 Trebl = 55 Middl = 50 Bass = 45 Prese = 66 CAB = TANGERINE 4x12 OUT = LINE	Decay = 24 Tone = 6 Mix = 70 PreD = 1 Level = 100 Tail = On

Loaded				Patch Volume: 100
Z Wild (Overdrive / Distortion)	Z Clean (Overdrive / Distortion)	DELUXE-R (Amp simulators)	Arena (Delay / Reverb)	Air (Delay / Reverb)
Gain = 32 Tone = 60 Level = 100	Gain = 80 Tone = 60 Level = 100	Gain = 46 Tube = 20 Level = 80 Trebl = 54 Middl = 50 Bass = 46 Prese = 30 CAB = ALIEN 4x12 OUT = LINE	Decay = 10 Tone = 5 Mix = 40 PreD = 15 Level = 100 Tail = On	Size = 50 Tone = 7 Mix = 40 Ref = 9 Level = 90 Tail = On

Phase Out				Patch Volume: 100
CoronaTri (Modulation / Sfx)	Phaser (Modulation / Sfx)	ALIEN (Amp simulators)	Delay (Delay / Reverb)	Air (Delay / Reverb)
SPEED = 15 DEPTH = 40 FxLVL = 60 TONE = 70 DRY = On	Rate = 15 Color = 8 STG Level = 40	Gain = 38 Tube = 62 Level = 75 Trebl = 52 Middl = 50 Bass = 48 Prese = 38 CAB = ALIEN 4x12 OUT = LINE	Time = 250 F.B = 25 Mix = 30 HiDMP = 8 P-P = MONO Level = 100 Tail = On	Size = 38 Tone = 8 Mix = 40 Ref = 5 Level = 100 Tail = On

Somerset				Patch Volume = 100
Exciter (Dynamics / Filter)	ParaEQ (Dynamics / Filter)	FD VIBRO (Amp simulators)	ModReverb (Delay / Reverb)	Air (Delay / Reverb)
Bass = 20 Trebl = 60 Level = 100	Freq1 = 160Hz Q1 = 2 Gain1 = 3 Freq2 = 4.0kHz Q2 = 2 Gain2 = 6 Level = 100	Gain = 34 Tube = 5 Level = 120 Trebl = 57 Middl = 49 Bass = 42 Prese = 42 CAB = FD VIBRO 2x10 OUT = LINE	Depth = 25 Decay = 12 Mix = 56 Rate = 35 Tone = 6 PreD = 33 Level = 100 Tail = On	Size = 11 Tone = 6 Mix = 72 Ref = 8 Level = 100 Tail = On

Stun Only				Patch Volume = 100
VinFLNGR (Modulation / Sfx)	Cry (Dynamics / Filter)	T Scream (Overdrive / Distortion)	FD VIBRO (Amp simulators)	Delay (Delay / Reverb)
Depth = 40 Rate = 12 Reso = 7 PreD = 10 Mix = 65 Level = 100	Range = 7 Reso = 5 Sense = 6 Bal = 80 Level = 100	Gain = 70 Tone = 66 Level = 100	Gain = 40 Tube = 42 Level = 60 Trebl = 54 Middl = 50 Bass = 47 Prese = 44 CAB = FD VIBRO 2x10 OUT = LINE	Time = 500 F.B = 30 Mix = 38 HiDMP = 5 P-P = MONO Level = 100 Tail = On

Sunrise				Patch Volume = 100
Phaser (Modulation / Sfx)	Z Clean (Overdrive / Distortion)	Tremolo (Modulation / Sfx)	FD VIBRO (Amp simulators)	Arena (Delay / Reverb)
Rate = 10 Color = 8 STG Level = 21	Gain = 80 Tone = 60 Level = 130	Depth = 15 Rate = 5 Level = 100 Wave = TRI 3	Gain = 80 Tube = 70 Level = 120 Trebl = 55 Middl = 50 Bass = 45 Prese = 32 CAB = FD VIBRO 2x10 OUT = LINE	Decay = 20 Tone = 6 Mix = 72 PreD = 90 Level = 100 Tail = On

Wild Thyme				Patch Volume = 100
Z Wild (Overdrive / Distortion)	Phaser (Modulation / Sfx)	Vibrato (Modulation / Sfx)	ALIEN (Amp simulators)	Arena (Delay / Reverb)
Gain = 20 Tone = 58 Level = 70	Rate = 8 Color = inv 4 Level = 25	Depth = 16 Rate = 24 Bal = 30 Tone = 6 Level = 120	Gain = 18 Tube = 46 Level = 100 Trebl = 56 Middl = 50 Bass = 44 Prese = 34 CAB = ALIEN 4x12 OUT = LINE	Decay = 12 Tone = 6 Mix = 64 PreD = 75 Level = 100 Tail = On