

BIG GAME PEDALS

EVERYTHING IS ALIVE N° 2116



CONTROLS

Volume - controls the output of the pedal

☐ - changes character of fuzz from open to square

Distort - controls gain of the pedal

Mids - cut mid frequencies center at 550Hz

Rate - controls rate of main oscillator

Rez - controls the resonance of the filter

Freq - controls frequency of filter

CV

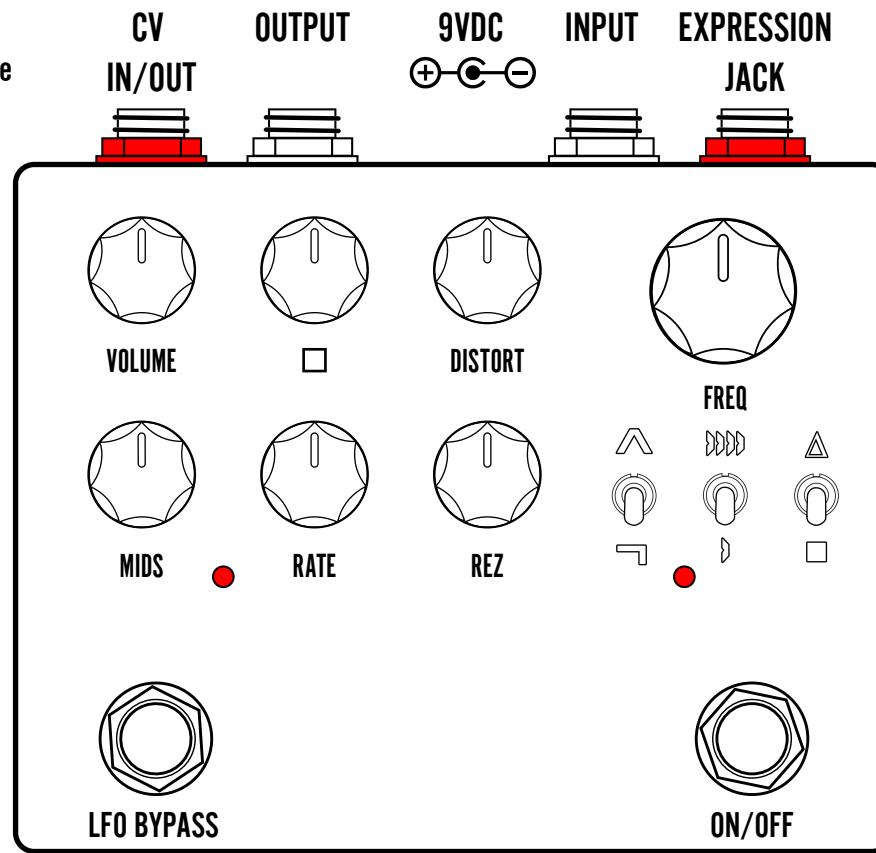
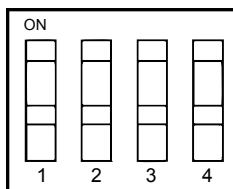
The CV In/Out jack has a range of 0-5V. A TRS breakout box can be used to utilize both input and output. The CV input is on the sleeve, and the CV output is on the tip. The depth of the CV output is dependent on shape and depth of the pedal. There are dip switches that control the number of oscillators running at a given time, and one master off switch.

1 - bypass 2-4 oscillators

2 - bypass oscillator 2

3 - bypass oscillator 3

4 - bypass oscillator 4



EXPRESSION CONTROL

For proper sweep use 50k expression controllers such as the Moog or Source Audio

SWITCHES

^ / ▽ - Up is Band-Pass filtering and down is Low-Pass filtering

⋈ / ▸ - Three position switch to activate the oscillators. Down is only the main oscillator for linear modulation. Middle is both the main oscillator and whatever other active are on. Up is no main oscillator. Use UP position and bypass all oscillator to use clean CV input.

△ / □ - Down is SQUARE wave and MAX depth. Middle is SINE wave with MIN depth. Up is TRIANGLE wave with MODERATE depth.

INTERNAL CONTROLS

There is an internal trimpot that can reduce or increase the input impedance and level. For HIGH output pickups, turn counter clockwise. For LOW output pickups, turn clockwise. Basses can also benefit from reducing the trimpot to reduce choking out of the distortion due to the low end frequencies.