



# HALL REVERB

The 3-Series Hall Reverb is inspired by the sounds of large reverberated spaces, cathedrals and halls where the decay of natural reverb seemingly goes on forever. This pedal is perfect for players who are searching for massive, infinite and even otherworldly reverb.

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## CONTROLS

**VERB** - Allows you to blend the wet reverberated signal on top of your dry signal as you turn the knob clockwise. All the way left is fully dry, all the way right is fully wet. Experiment with this control to drastically change the nature of other knob settings.

**DAMPEN** - Controls the amount of high frequency absorption or dampening. Turn clockwise to increase damping for a warmer reverb and a quicker attenuation or deadening of high frequencies.

**DECAY** - Go from a short decay length (think smaller space) to a near infinite decay (think the sound of a concert hall on Jupiter) for large, atmospheric soundscapes.

**MODULATE** - This toggle emulates how large spaces can bend and reshape sound as it bounces off of corners, floors and hard angles. Toggle up activates the modulation or “movement” of the reverb decay; this creates a slightly detuned effect and adds an almost 3D feel to the sound.

## JACKS

**INPUT** - 1/4” jack on the right side of the pedal.

**OUTPUT** - 1/4” jack on the left side of the pedal.

**POWER** - Requires 9V DC negative center power and consumes 8mA. Do not use more than 9V DC. You will void your warranty.