THE SENSE OF SOMETHING LOOMING

just over there. *Over the horizon,* you would have thought back home, but here everything *is* horizon. And everything is pulled or pulling in one direction or the other. Drifting. Even your body is moving steadily toward something unseen, perhaps unknowable. You envision your demise at the stretching solar hands of a sun, feathered flaming fingers deciding touch by touch that now is your time. Or maybe it's even darker than that. In the hold of a dark star, you'll be lost alone for some time yet.

The Old Blood Noise Endeavors Dark Star is at its heart a reverb. But then the reverb is mashed through additional ambient effects, creating a new effect altogether. This is a long form reverb intended to influence mood. To suggest a feeling. To manipulate sentiment. To create something underneath what you're creating.

MODES

A three-way toggle switch allows the user to choose between three modes of delay modulation.

Pitch Mode : A reverb with two pitch-influenced voices. CTRL 1 and CTRL 2 control the pitch from an octave down to an octave up of the two separate reverb voicings.

Delay Mode : A reverb passing through delay for incredibly long, ambient textures. CTRL 1 and CTRL 2 take on the role of Delay Time and Delay Feedback, respectively—Universally this is one of the softer and more user-friendly settings to be found in an Old Blood pedal.

Crush Mode : A reverb passing through a Bit Crusher effect. CTRL 1 controls the Pitch of the reverb ranging from an octave down to an octave up. CTRL 2 controls the sample rate ratio of the reverb signal.

CONTROLS

CTRL 1 *Pitch Mode* : Controls the pitch of a singular voicing from an octave down to an octave up.
Delay Mode : Controls the Delay Time.
Crush Mode : Controls the pitch of a singular voicing from an octave down to an octave up.
CTRL 2 *Pitch Mode* : Controls the pitch of an additional voicing from an octave down to an octave up.
Delay Mode : Controls the Delay Feedback.
Crush Mode : Controls the sample rate ratio of the reverb signal, the least sample rate reduction being counterclockwise and the most being clockwise.
MIX : Controls the blend of the dry signal and the reverb signal. Turn the knob all of the way to the left for bypass signal only. All the way to the right for affected signal only. Set the knob to noon and both unaffected and affected signals will be equally balanced.
REVERB : Controls the decay of the reverb. All the way down is a short amount of reverb trail, 90% is a long sustain reverb and all the way up will lock in whatever note you are playing when it is turned to the full 100% position. In order to get the reverb back in the mix, you must turn the control down past the 90% position.

NEW NOISE

Expression : The Expression jack is used to externally control either the **CTRL 1** or *Reverb* controls. By plugging in an expression pedal, you bypass the knob in order to change the parameter on the fly with your foot. There is a switch inside the pedal to change which knob is controlled by the expression out. By default, it is set to **Reverb**. Set the switch to the RIGHT to control **CTRL 1**, and to the LEFT to control **Reverb**.

Output Control : By default, we set our pedals to be at unity gain when engaged. In some scenarios, this can create a perceived drop or boost in volume. To adjust the output level to your setup, use a small screwdriver to adjust the internal trim pot ("Output Trim"). Turn it to the right to increase the output level, and to the left to decrease.

Foot Switches : The Bypass switch is a standard on/off switch. The Hold switch is a momentary footswitch, if *Expression* is set to **CTRL 1** then when pressed will max out that control parameter. If *Expression* is set to Reverb then when pressed will lock in whatever note is being played through the reverb effect.
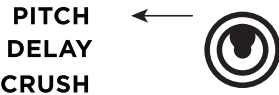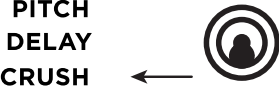
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CTRL 1   CTRL 2   CTRL 1

KILYN

CTRL 2   CTRL 1

SETH

CTRL 2   CTRL 1

BRADY

CTRL 2

MIX   REVERB   MIX

REVERB   MIX

REVERB   MIX

REVERB

PITCH ←
DELAY
CRUSH

PITCH
DELAY
CRUSH ←

PITCH
DELAY ←
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PITCH ←
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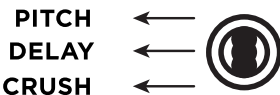
DARK STAR
OLD BLOOD NOISE ENDEAVORS