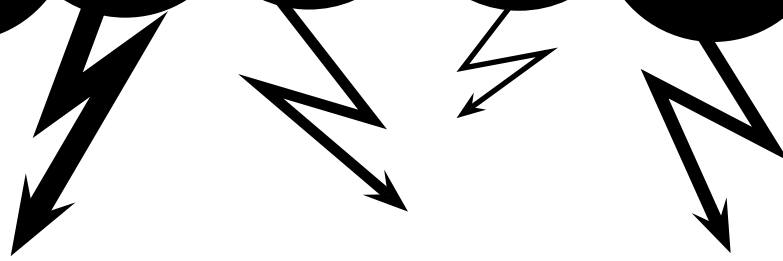


# Zap Machine

A Dynamic Dual Dirt Device



Welcome to your new Zap Machine! The Zap Machine is a dual channel, silicon/germanium hybrid dirt device. It has an extremely wide and dynamic range from near clean boost with the gain at minimum on the “low gain” Green Channel through gigantic overloaded distortion tones with gain at maximum on the “high gain” Red Channel. The Bass control adjusts the low frequencies coming into the Zap Machine and the Treble control adjusts the high frequencies coming out. This unique tone arrangement allows for different flavors of boost, drive, distortion and fuzz that are not commonly heard from transistor based dirt devices. It is very “amp-like” in response to picking dynamics, saturation and clean up. With two foot switchable channels of dirt available, the Zap Machine can easily take over the duties of at least 2 or 3 pedals on your pedal board! Leave it on the green channel for your overdrive/boost needs and kick on the red channel for your distortion/fuzz tones. The Zap Machine features a more rugged, vintage amplifier inspired design with NOS carbon composition resistors and big high voltage caps along with a NOS low gain germanium transistor. The Zap Machine is true bypass with discrete analog circuitry and handmade one and a time in wintery Akron, Ohio.

## Controls

**Level-** Output volume. With fuzz at minimum, use this to boost your amp.

**Treble-** Clockwise for brighter tone, counter-clockwise for mellow tone.

**Bass-** Clockwise for more low end, counter-clockwise for less.

**Green-** Gain control for the “low gain” green channel.

**Red-** Gain control for the “high gain” red channel.

## Switching

**Activate-** Makes the sound more or less awesome.

**Channel-** Switch between Green and Red channels with your foot!

## Power

Any standard regulated 9-Volt DC power supply with a negative center 2.1mm barrel, no battery option.

**Warranty and other useful info is available at [www.EarthQuakerDevices.com](http://www.EarthQuakerDevices.com).**