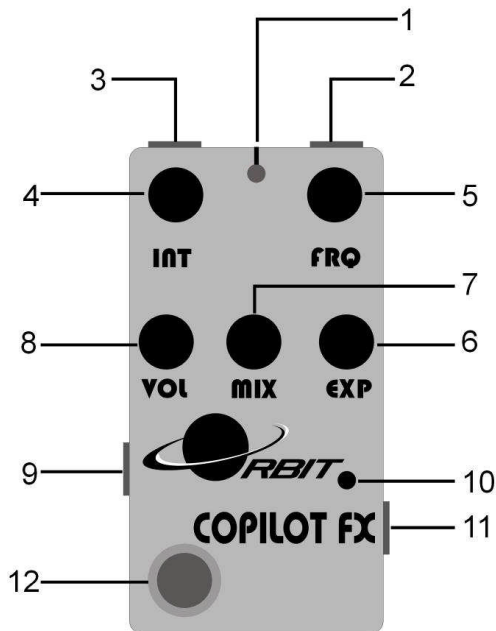


**First of all I'd like to Thank you for buying an Orbit,** wich is an Frequency Modulated Fuzz, offering plenty of control to hack around some interesting, wacky, spaceship, laserguns type of sounds.



1. **Mode Switch:** It changes the range of the modulation of the VCO by the input.
2. **In Jack:** Instrument Input.
3. **Out Jack:** Output to other FX pedal or Amplifier
4. **Int:** Set the amount of signal coming into the circuit, with some pickups the pedal will start oscillating when this knob is at full, reducing the amount will cut the oscillation and sustain.
5. **FRQ:** Controls the center pitch of the VCO
6. **EXP:** Interacts with the FRQ and the exp jack. When using the expression pedal serves as an selector of the maximum sweep range of frequency.
7. **Mix:** Blends between straight fuzz signal (left) and the VCO (right)

8. **Vol:** controls the amount of output signal.
9. **Power Jack:** Source of power, it needs an 9v DC regulated center negative adapter.
10. **Led Indicator:** Indicates when the pedal is on/off.
11. **Exp Jack:** You can control the range of the FRQ, plugging an expression pedal (for better range try a 10k-50k expression pedal)
12. **Switch:** Engage/Dissengage the effect.

#### Warranty:

The pedal comes with lifetime warranty, if something goes bad, I'll fix it. I'll cover labor and parts (this not include footswitches, potentiometer or Jacks) and you'll cover the cost of return shipping, in case of be necessary please contact me.

#### Tweaking:

The Knobs are highly interactive, so it takes a little time to become familiar with the knobs, I'd recommend to start with INT around 50-80%, MIX at Full, set the EXP at 50%-65%, set the Volume to taste and start playing with the FRQ knob, and let the notes ring for a couple of seconds, after you spend some time set the knobs to taste.

Any further Information, Comments or Feedback you can contact me at:

[adam@copilotfx.com](mailto:adam@copilotfx.com)

Regards and happy playing

Adam Romero  
Designer/Builder of Orbit