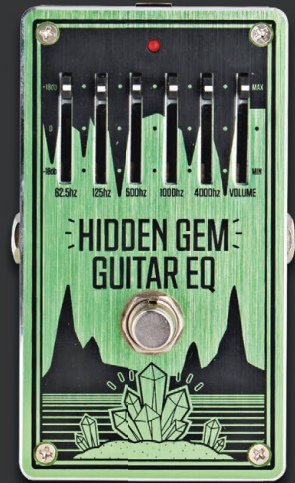
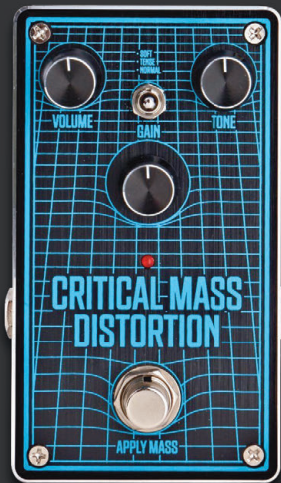


SubZero

The new range of SubZero effects pedals allow you to enrich your tone without breaking the bank. From distortions to overdrives, reverbs to delays and even EQs to loopers, there's something for every guitarist here regardless of your preferred style or genre.

Thanks to their relatively compact size, you'll find these pedals can easily integrate into your set-up. Not only do these pedals sound the part, they look it too as each features a unique graphic on the front panel.



ROLLERCOASTER LOOPER

The SubZero Rollercoaster Looper Pedal provides new ways to expand your sound. Accompany yourself and create rich textures with this simple yet powerful looper.

Record up to 30 minutes by pressing the footswitch; when pressed again, this loop will repeat infinitely allowing you to play over the top. Simply repeat this process to overdub.

The toggle switch allows up to three independent loops to be recorded, while the side-mounted USB port provides the chance to upload and download loops from your computer. Ideal for bedroom and performing musicians alike, build textures with ease and create your own accompaniment with the Rollercoaster Looper.

FEATURES

- Looper pedal capable of 30 minutes looping time and infinite overdubs.
- Immaculate sound quality due to all-digital design.
- Super-straightforward operation thanks to intuitive one knob, switch and button interface.
- Download and upload loops via USB In/Out.

WHAT'S ON-BOARD?

- **TRACK SWITCH**
Before you begin recording please select the track you wish to record on. You'll be provided with three tracks to choose from. These tracks can be recorded on an unlimited number of times.

This means you could have all your rhythmic parts on track one, all your harmonic passes on track two and still have three spare for additional supporting melodies. With a maximum of 30 minutes per track, the only limitations you'll face is the extent of your imagination.

- **SAVE**
Once your loop has finished be sure to press and hold save to store the loop of the selected track.

