KORG A1

PERFORMANCE SIGNAL PROCESSOR
PROGRAM CHAIN LIST

volume pedal
insert point

Series Chain (01~18)

01 L / R — SIZE 2 — SIZE 1 — L / R

02 L / R — SIZE 5 — SIZE 5 — SIZE 1 — L / R

03 L / R — SIZE 2 — SIZE 3 — SIZE 5 — L / R

04 L / R — SIZE 2 — SIZE 5 — SIZE 3 — L / R

05 L / R — SIZE 4 — SIZE 7 — SIZE 1 — L / R

06 L / R — SIZE 5 — SIZE 5 — SIZE 2 — SIZE 8 — L / R

07 L / R — SIZE 2 — SIZE 8 — SIZE 7 — SIZE 4 — L / R

08 L / R — SIZE 5 — SIZE 9 — SIZE 8 — SIZE 1 — L / R

09 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 1 — L / R

10 L / R — SIZE 5 — SIZE 5 — SIZE 2 — SIZE 8 — L / R

11 L / R — SIZE 5 — SIZE 5 — SIZE 8 — SIZE 2 — L / R

12 L / R — SIZE 5 — SIZE 5 — SIZE 7 — SIZE 3 — L / R

13 L / R — SIZE 5 — SIZE 5 — SIZE 3 — SIZE 5 — L / R

14 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 8 — SIZE 2 — L / R

15 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 3 — L / R

16 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 5 — SIZE 4 — L / R

17 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 8 — SIZE 7 — SIZE 4 — L / R

18 L / R — SIZE 7 — SIZE 7 — SIZE 7 — SIZE 9 — SIZE 9 — SIZE 6 — SIZE 6 — L / R

Dual Chain (19~22)

19 L — SIZE 4 (L) — SIZE 7 (L) — L
R — SIZE 4 (R) — SIZE 7 (R) — R

20 L — SIZE 5 (L) — SIZE 5 (L) — L
R — SIZE 5 (R) — SIZE 5 (R) — R

21 L — SIZE 9 (L) — SIZE 7 (L) — SIZE 5 (L) — L
R — SIZE 9 (R) — SIZE 7 (R) — SIZE 5 (R) — R

22 L — SIZE 7 (L) — SIZE 9 (L) — SIZE 5 (L) — L
R — SIZE 7 (R) — SIZE 9 (R) — SIZE 5 (R) — R

Parallel Chain (23~43)

23 L — SIZE 2 (L) — SIZE 5 — L
R — SIZE 3 (R) — R

24 L — SIZE 5 — SIZE 8 (L) — SIZE 4 (L) — L
R — SIZE 8 (R) — SIZE 4 (R) — R

25 L — SIZE 7 (L) — SIZE 7 (L) — SIZE 7 (L) — INPUT SW — SIZE 7 — L
R — SIZE 7 (R) — SIZE 7 (R) — R

26 L — SIZE 1 — MIX 2 — L / R
R — SIZE 2 —

③

1

Parallel Chain (23~43)

27 L R → SIZE 5 → SIZE 7 → MIX 1 → SIZE 1 → L R

28 L R → SIZE 5 → SIZE 5 → MIX 1 → SIZE 2 → L R

29 L R → LIM OR GATE1~3 → SIZE 2 → MIX1 → L R; SIZE 9

30 L R → SIZE 2 → SIZE 5 → MIX1 → SIZE 5 → L R

31 L R → SIZE 4 → SIZE 7 → MIX 1 → L R; SIZE 3 → SIZE 7

32 L R → SIZE 7 → SIZE 7 → MIX1 → SIZE 2 → L R; SIZE 7

33 L → SIZE 5 (L) → MIX1 → L; SIZE 5 (L); R → SIZE 5 (R) → SIZE 5 (R) → R

34 L R → SIZE 7 → SIZE 7 (L) → MIX1; SIZE 7 (L); SIZE 5 (L); SIZE 5 (L)

35 L R → SIZE 2 → MIX 2 → L R; SIZE 1

36 L → SIZE 5 (L) → MIX 2 → L; R → SIZE 5 (R) → R; SIZE 1

37 L R → SIZE 7 → SIZE 4 → MIX 2 → L R; SIZE 1

38 L R → PAN ★ → SIZE 1 → L R

39 L R → PAN ★ → SIZE 4 (L) → L; SIZE 4 (R) → R

40 L R → SIZE 2 → PAN ★ → SIZE 8 (L) → L; SIZE 8 (R) → R

41 L R → PAN ★ → SIZE 7 (L) → SIZE 7 (L) → L; SIZE 7 (R) → SIZE 7 (R) → R

42 L → SIZE 7 (L) → SIZE 7 (L) → PAN ★ → L; R → SIZE 7 (R) → SIZE 7 (R) → R

43 L → SIZE 5 (L) → SIZE 8 (L) → PAN ★ → L; R → SIZE 5 (R) → SIZE 8 (R) → R

★PAN = DYNAPAN, PAN, SPAN, ENVELOPE SW or INPUT SW

Key-In Chain (44~47)

44 → LIMIT OR GATE3 → SIZE 5 → SIZE 1 → L R; SIZE 9

45 → LIMIT OR GATE3 → SIZE 5 → SIZE 4 → SIZE 4 → L R; SIZE 9

46 → LIMIT OR GATE3 → SIZE 5 → SIZE 6 → SIZE 5 → SIZE 8 → L R; SIZE 9

47 → LIMIT OR GATE1~3 → SIZE 9 → SIZE 8 → SIZE 7 → SIZE 5 → L R; SIZE 7

Send/Return Chain (48~50)

48 SEND / RETURN (L) → SIZE 2 → S/R MIX → SIZE 2 → L R

49 SEND / RETURN (L) → SIZE 5 → SIZE 5 → S/R MIX → SIZE 5 → SIZE 5 → L R

50 SEND / RETURN (L) → SIZE 7 → SIZE 7 → SIZE 8 → S/R MIX → SIZE 7 → SIZE 3 → L R
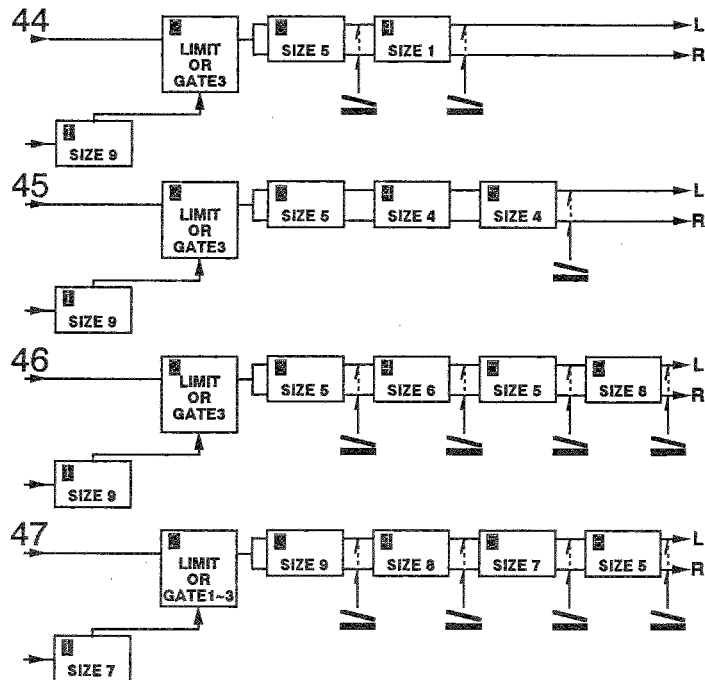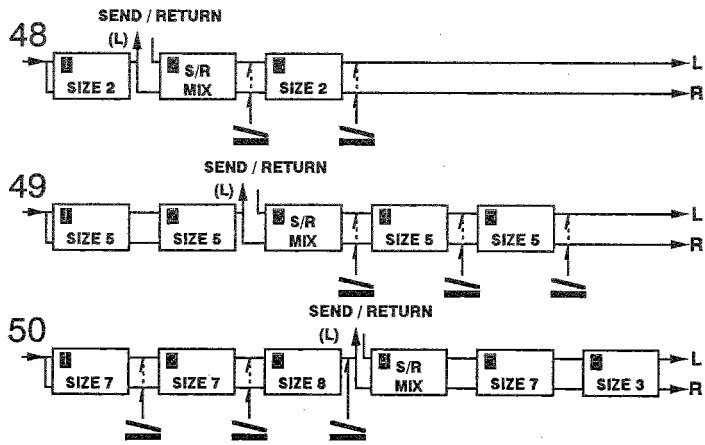
● Reverb Programs (00~19)

Prog.#00 LARGE HALL   Chain #35 Parallel Type

L → [SDLY] ─── [MIX 2] ─── → L
R →   [HL1]   → R

General (Effect Loop)
Hall Reverb with Stereo Delay in parallel.

Prog.#01 SMOOTH HALL   Chain #35 Parallel Type

L → [HL 2] ─── [MIX 2] ─── → L
R →   [HL 1]   → R

General (Effect Loop)
Bright and dark Hall Reverb effects in parallel.

Prog.#02 WARM HALL   Chain #37 Parallel Type

L → [D2EQ] → [SDLY] ─── [MIX 2] ─── → L
R →   [HL 1]   → R

General (Effect Loop)
Dual 2Band EQ in series with warm Hall Reverb and Stereo Delay effects in parallel.

Prog.#03 E/R HALL   Chain #02 Series Type

L → [d2eq] ─ [slm1] ─ [HL 1] ─── → L
R →   → R

General (Effect Loop)
Hall Reverb with high early reflection level.

Prog.#04 HUGE HALL   Chain #35 Parallel Type

L → [MTDL] ─── [MIX 2] ─── → L
R →   [HL 1]   → R

General (Effect Loop)
Very long reverb decay.

Prog.#05 RICH PLATE   Chain #01 Series Type

L → [slm 2] ─ [PL 1] ─── → L
R →   → R

General (Effect Loop)
Plate Reverb effect in series with Stereo Limiter.

Prog.#06 BRIGHT PLATE   Chain #01 Series Type

L → [d2eq] ─ [PL 1] ─── → L
R →   → R

General (Effect Loop)
Bright Plate Reverb. Turn on Dual 2Band EQ for low boost.

Prog.#07 LIVE PLATE   Chain #01 Series Type

L → [deql] ─ [PL 1] ─── → L
R →   → R

General (Effect Loop)
Bright Plate Reverb with short decay.

Prog.#08 LIMIT PLATE   Chain #04 Series Type

L → [PL 2] ─ [SXIT] ─ [SLM1] ─── → L
R →   → R

General (Effect Loop)
Compressed Bright Plate Reverb effect.

Prog.#09 GATED PLATE   Chain #03 Series Type

L → [PL 2] ─ [GAT1] ─ [DEQL] ─── → L
R →   → R

General (Effect Loop)
Gated Plate Reverb effect into Stereo Parametric EQ.

3

Prog.# 10   SMALL ROOM   Chain #26 Parallel Type
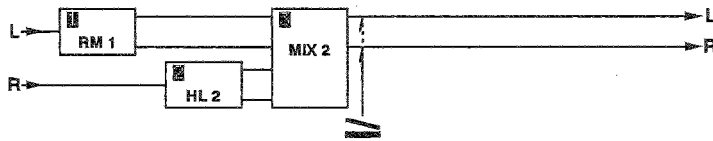
General (Effect Loop)
Small room ambience with a door open.

Prog.# 11   E/R ROOM   Chain #37 Parallel Type
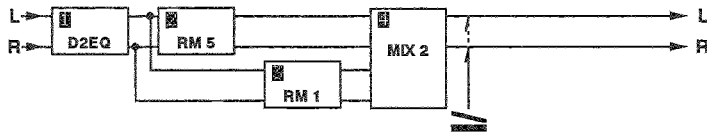
General (Effect Loop)
Small empty room with wood floor.
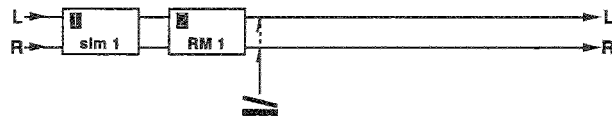

Prog.# 12   TILE ROOM   Chain #35 Parallel Type
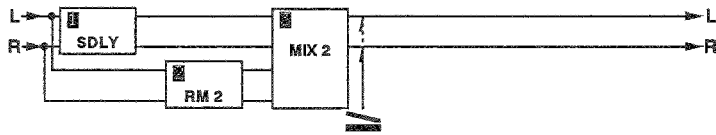
General (Effect Loop)
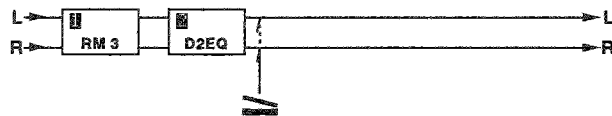Bright, short Room Reverb with Stereo Delay in parallel.

Prog.# 13   MEDIUM ROOM   Chain #01 Series Type

General (Effect Loop)
Medium size room reverb with Stereo Limiter in series.

Prog.# 14   WARE HOUSE   Chain #01 Series Type

General (Effect Loop)
Small warehouse ambience.

Prog.# 15   SLAP SPRING   Chain #35 Parallel Type
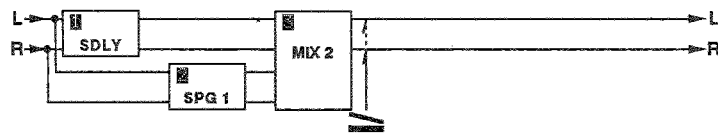
General (Effect Loop)
Dark Spring Reverb with slap delay.

Prog.# 16   AMBI SPRING   Chain #35 Parallel Type
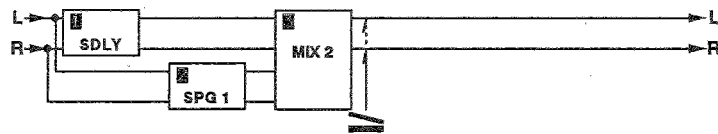
General (Effect Loop)
Short Spring Reverb effect adds room type ambience.

Prog.# 17   BRIGHT SPRING   Chain #36 Parallel Type
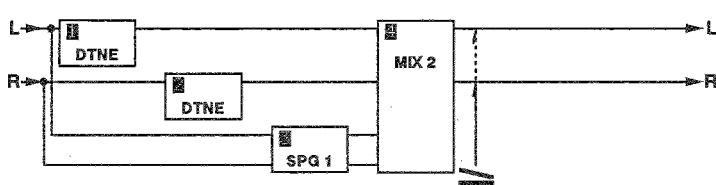
General (Effect Loop)
Very bright Spring Reverb with two Detune effects in parallel.

Prog.# 18   ECHOVERB   Chain #01 Series Type

General (Effect Loop)
This effect has an internal pre-delay with a feedback loop for creating echoing type reverb effects.

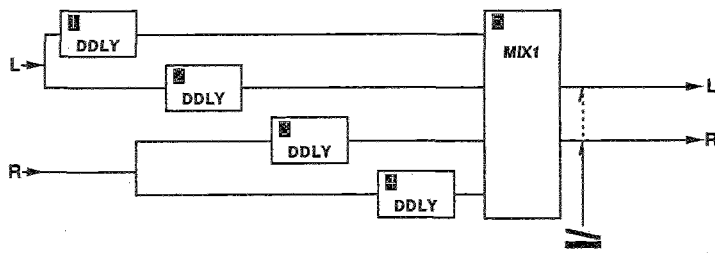---

Prog.# 19   DINAMIC REV   Chain #36 Parallel Type
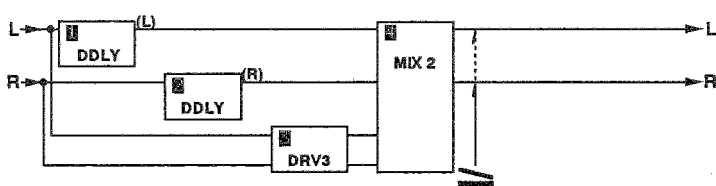
General (Effect Loop)
Low input levels trigger the Dynamic Delays, mixed in parallel and higher levels trigger the Dynamic Reverb effect.
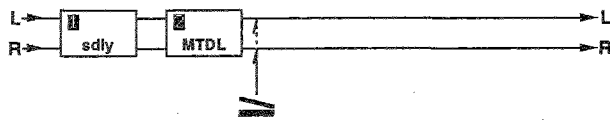
4

● Delay Programs (20~24)

**Prog.# 20   DYNAMIC DLYS**   Chain #33 Parallel Type

General (Effect Loop)
Low input levels trigger the short delays panned close and higher levels trigger the long delays panned wide.

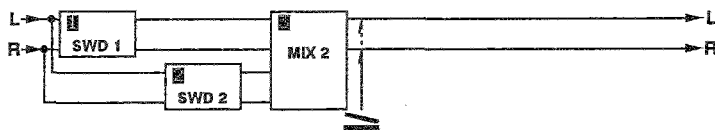**Prog.# 21   MultiTap DLY**   Chain #01 Series Type

General (Effect Loop)
This effect has two delay taps that can be spread out in the stereo field as well as a parameter that controls feedback density.

Prog.# 22   1.34sec DELAY   Chain #01 Series Type
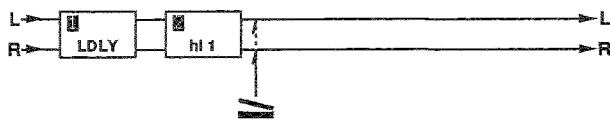
General (Effect Loop)
Delay time set at 1339.9msec.

Prog.# 23   SWEEP DELAYS   Chain #35 Parallel Type

General (Effect Loop)
Pitch up in left and Pitch down in right.
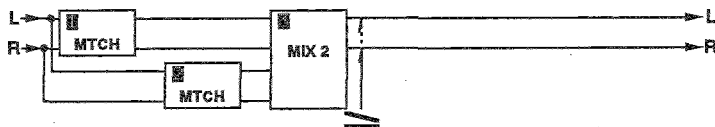

Prog.# 24   HOLD DELAY   Chain #01 Series Type
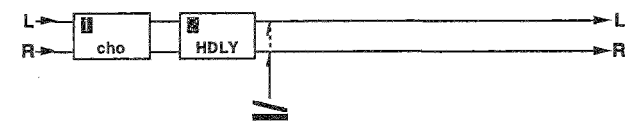
General (Effect Loop)
Press the Hold Delay's "Manual Record" button, ("C"), in the Edit Mode, to record and overdub.
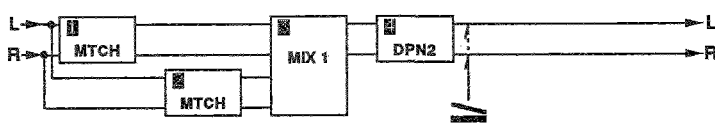
● Modulation and Pan Programs (25~34)

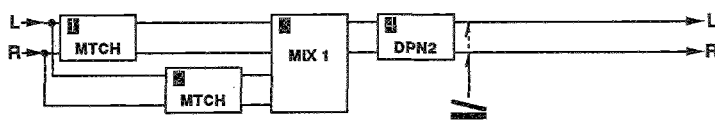**Prog.# 25   GIANT CHORUS**   Chain #35 Parallel Type

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 26   PARA CHORUS   Chain #28 Parallel Type
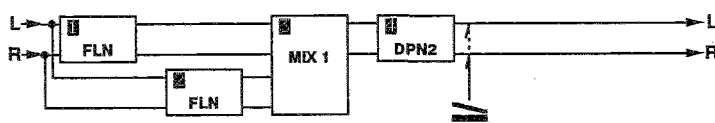
General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 27   PARA FLANGE   Chain #28 Parallel Type
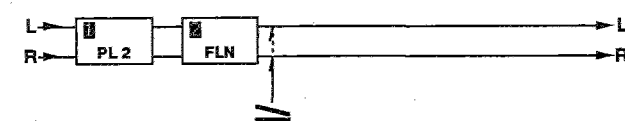
General (Effect Loop)
MIDI Controller#93 controls Flanger effect level.

Prog.# 28   Cymbal FLANGE   Chain #28 Parallel Type

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 29   FLANGE VERB   Chain #01 Series Type

General (Effect Loop)
MIDI Controller#93 controls Flanger effect level.

Prog.# 30   ENSEMLE PAN   Chain #40 Parallel Type

L→[ENS]─[DPN2]─[2BEQ]──────────→L
R→   [2BEQ]────→R

General (Effect Loop)
MIDI Controller#93 controls Ensemble effect level.

Prog.# 31   CROSS PAN   Chain #04 Series Type

L→[HL3]─[CHO]─[SPAN]──────→L
R→   →R

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 32   PHASER PAN   Chain #28 Parallel Type

L→[PHAS]──[MIX 1]─[SPAN]──────→L
R→   [PHAS]   →R

General (Effect Loop)
MIDI Controller#95 controls Phaser effect level.

Prog.# 33   4th BEAT PAN   Chain #39 Parallel Type

L→[DPAN1]─[MRV3]──────────→L
R→   [TDLY]──────────→R

General (Effect Loop)
The Dyna Pan effect counts the Left input signal to pan every 4th beat to the Tempo delay effect.

Prog.# 34   REV SWITCH   Chain #39 Parallel Type

L→[DPAN1]─[MRV3]──────────→L
R→   [MRV5]──────────→R

General (Effect Loop)
The Dyna Pan effect counts the Left input signal to alternate between the panned Hall and Plate reverb effects.

● Vocal Programs (35~49)

Prog.# 35   RECITAL HALL   Chain #35 Parallel Type

L→[MTDL]──[MIX 2]──────────→L
R→   [HL 1]   →R

for Vocals (Effect Loop)
Ambient medium size hall with Multi Tap Delay.

Prog.# 36   BALL COURT   Chain #37 Parallel Type

L→[d2eq]─[SDLY]──[MIX 2]──────→L
R→   [PL 3]   →R

for Vocals (Effect Loop)
Very live hard surface type ambience.

Prog.# 37   SIBILANT REV   Chain #27 Parallel Type

L→[DTNE]──[MIX 1]─[PL 1]──────→L
R→   [SDLY]   →R

for Vocals (Effect Loop)
Bright Plate Reverb with detune effect.

Prog.# 38   LATE PLATE   Chain #35 Parallel Type

L→[SDLY]──[MIX 2]──────────→L
R→   [PL 1]   →R

for Vocals (Effect Loop)
Long Plate with Stereo Delay.

Prog.# 39   TEMPO PLATE   Chain #01 Series Type

L→[TDLY]─[PL 2]──────────→L
R→   →R

for Vocals (Effect Loop)
Tempo Delay effect sets the pre-delay of the Plate Reverb.

Prog.# 40   MOD ROOM   Chain #36 Parallel Type

```
L ──┌──[1]──────────────────┐  ┌─[4]─┐ ──────────►L
    │  MDLY                  │  │ MIX 2│
R ──┤      ┌──[2]──────┐     │  │      │ ──────────►R
    │      │  MDLY     │     │  │      │
    └──────┤   ┌──[3]──┤─────┘  └──────┘
           │   │  RM 1 │            ╱═══
```

for Vocals (Effect Loop)
Panned Mod Delay with medium size room.

Prog.# 41   EMPTY ROOM   Chain #36 Parallel Type

```
L ──┌──[1]──────────────────┐  ┌─[4]─┐ ──────────►L
    │  MDLY                  │  │ MIX 2│
R ──┤      ┌──[2]──────┐     │  │      │ ──────────►R
    │      │  MDLY     │     │  │      │
    └──────┤   ┌──[3]──┤─────┘  └──────┘
           │   │  RM 1 │            ╱═══
```

for Vocals (Effect Loop)
Panned Mod Delay with small, bright, empty
sounding room ambience.

Prog.# 42   WailWall   Chain #01 Series Type

```
L ─►┌─[1]─┐─┌─[2]─┐────────────────────►L
R ─►│ MDLY│ │ RM 4│────────────────────►R
    └─────┘ └─────┘
              ╱═══
```

for Vocals (Effect Loop)
Very small room early reflections with Mod Delay.

Prog.# 43   LATE ROOM   Chain #01 Series Type

```
L ─►┌─[1]─┐─┌─[2]─┐────────────────────►L
R ─►│ SDLY│ │ RM 1│────────────────────►R
    └─────┘ └─────┘
              ╱═══
```

for Vocals (Effect Loop)
Stereo Delay effect sets the pre − delay for the
Room Reverb.

Prog.# 44   ALCOVE   Chain #01 Series Type

```
L ─►┌─[1]─┐─┌─[2]─┐────────────────────►L
R ─►│ SDLY│ │ PL 1│────────────────────►R
    └─────┘ └─────┘
              ╱═══
```

for Vocals (Effect Loop)
Chamber ambience with Stereo Delay.

Prog.# 45   TAP HALL   Chain #01 Series Type

```
L ─►┌─[1]─┐─┌─[2]─┐────────────────────►L
R ─►│ MTDL│ │ HL 3│────────────────────►R
    └─────┘ └─────┘
              ╱═══
```

for Vocals (Effect Loop)
Hall Reverb with Multi- Tap Delay used for pre-
delay.

Prog.# 46   ALPINE ECHO1   Chain #28 Parallel Type

```
L ─►┌─[1]─┐────────┐  ┌─[3]─┐  ┌─[4]─┐ ──►L
    │ TDLY│        │  │ MIX 1│  │ PL 2│
R ─►┤     ┌──[2]───┤  │      │  │      │ ──►R
    └─────┤  TDLY  ┤──┘      └──┘
          └────────┘   ╱═══
```

for Vocals (Effect Loop)
Plate Reverb with quarter note delays panned left
and right with tempo at 86bpm.

Prog.# 47   ALPINE ECHO2   Chain #28 Parallel Type

```
L ─►┌─[1]─┐────────┐  ┌─[3]─┐  ┌─[4]─┐ ──►L
    │ TDLY│        │  │ MIX 1│  │ PL 2│
R ─►┤     ┌──[2]───┤  │      │  │      │ ──►R
    └─────┤  TDLY  ┤──┘      └──┘
          └────────┘   ╱═══
```

for Vocals (Effect Loop)
Plate Reverb with a quarter note delay in left, and
an eighth note delay in right, with tempo at
86bpm.

**Prog.# 48   DELAY GATE**   Chain #28 Parallel Type

```
L ─►┌─[1]─┐────────┐  ┌─[3]─┐  ┌─[4]─┐ ──►L
    │ TDLY│        │  │ MIX 1│  │ GAT 1│
R ─►┤     ┌──[2]───┤  │      │  │      │ ──►R
    └─────┤  TDLY  ┤──┘      └──┘
          └────────┘   ╱═══
```

for Vocals (Effect Loop)
The Gate cuts off the delay repeat

Prog.# 49   SEND TO TAPE   Chain #50 Send/Return Type

```
                    SEND / RETURN
                        (L)
                         ▲
  ►┌─[1]─┐─┌─[2]─┐─┌─[3]─┐ ┌─[4]─┐─┌─[5]─┐─┌─[6]─┐─►L
   │LIMIT│ │ 3beq│ │ deqh│ │ S/R │ │ SDLY│ │ PL 3│─►R
   └─────┘ └─────┘ └─────┘ │ MIX │ └─────┘ └─────┘
                           └─────┘
                             ╱═══
```

for Vocals (Effect Loop)
Use the A1 SEND "out" to record a vocal to tape.
Plug a direct out of your tape machine "or mixer
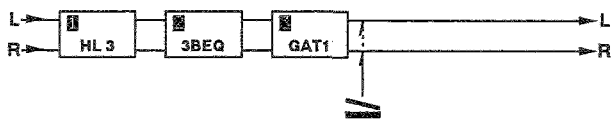back into the A1 RETURN to monitor through
reverb.

● Drum Programs — in Effect Loop(50~54)

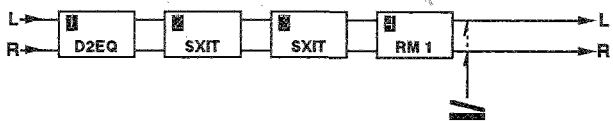**Prog.#50   AMBIENCE 1**   Chain #01 Series Type

L→ [HL 3] → [GAT 1] —————————→ L
R→   —————————→ R
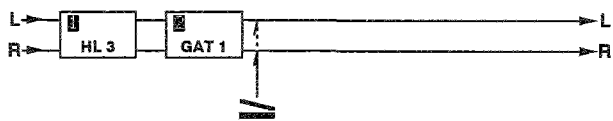
For Drums (Effect Loop)
Gated Hall Reverb.

Prog.#51   AMBIENCE 2   Chain #04 Series Type

L→ [HL 3] → [3BEQ] → [GAT1] ————→ L
R→   ————→ R

For Drums (Effect Loop)
Gated Hall Reverb with Low boost.

Prog.#52   KICK ROOM   Chain #08 Series Type

L→ [D2EQ] → [SXIT] → [SXIT] → [RM 1] → L
R→   → R

For Drums (Effect Loop)
Short Room Reverb for bass drum.

Prog.#53   E/R KICK   Chain #04 Series Type

L→ [ER 3] → [3BEQ] → [GAT1] ————→ L
R→   ————→ R
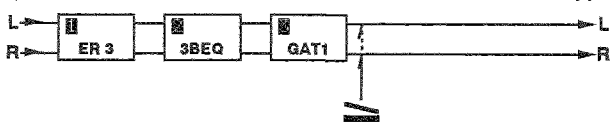
For Drums (Effect Loop)
Gated Early Reflection for bass drum.

Prog.#54   CHINA SNARE   Chain #05 Series Type

L→ [NG 2] → [3BEQ] → [PL 2] ————→ L
R→   ————→ R
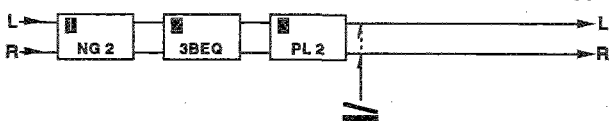
For Drums (Effect Loop)
Noise Generator effect adds decay sound effect
for snare drum.

● Key — In Programs (55, 56)

Prog.#55   FREQLIM→KICK   Chain #44 Key — In Type

L→ [LIMIT] → [4BEQ] → [RM 1] ————→ L
                              ————→ R
R→ [PEQL]
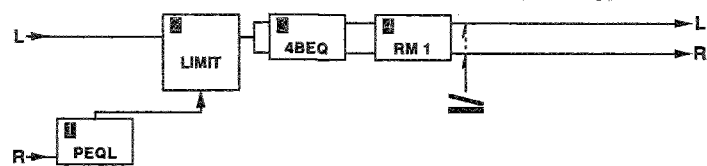
For Drums (Direct In)
This mono "direct- in" program is a frequency
weighted compression effect for bass drum.

Prog.#56   SNAREXTRACT!   Chain #29 Parallel Type

L→ ⎡ [GATE3] → [PL 3] ⎤ [MIX1] ————→ L
R→ ⎣   ⎦   ————→ R
     [PEQL]
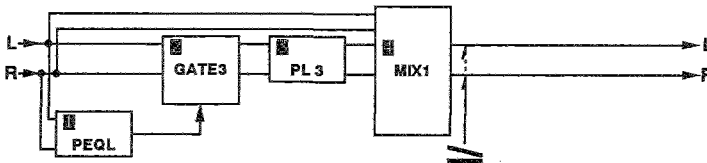
For Drums (Direct In)
This stereo "direct- in" program, adds reverb to a
snare in a dry stereo drum mix.
The EQ controls the "key- in" of the gate,
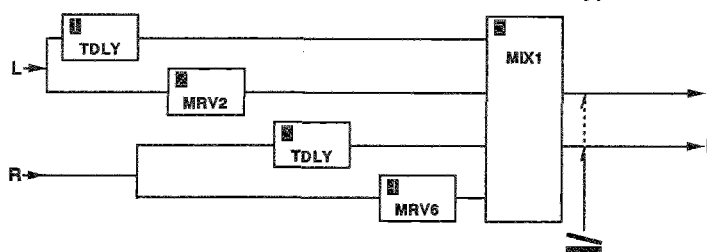producing a frequency selective gating effect.

● Dual Processing Programs (57~59)

**Prog.#57   DUAL RM&HL**   Chain #21 Dual Type

L→ [PEQL] → [LIMT] → [MRV1] ——————————→ L
R→   [PEQL] → [LIMT] → [MRV3] → R
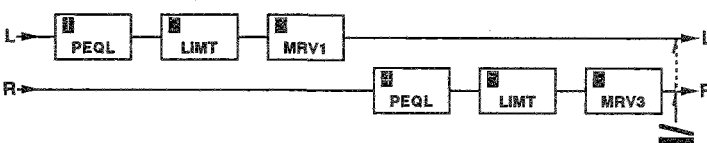
General (Effect Loop)
Room Reverb in left channel, Hall Reverb in right
channel.

Prog.#58   DUAL DLY&REV   Chain #33 Parallel Type

L→ [TDLY]   [MIX1]
      [MRV2]   ————→ L
               [TDLY]
R→   [MRV6]   ————→ R

General (Effect Loop)
Room Reverb with 16th note (at 120bpm) pre-
delay in left channel, and Plate Reverb with 8th
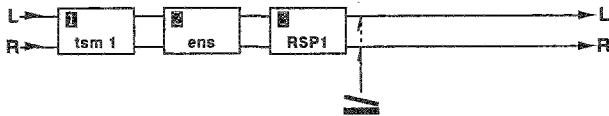note (at 120bpm) pre- delay in right channel.

Prog.#59   DUAL GraphEQ   Chain #23 Parallel Type

L→ [GEQ1] ————→ [sim1] ————→ L
R→ [GEQ1] ————→   ————→ R
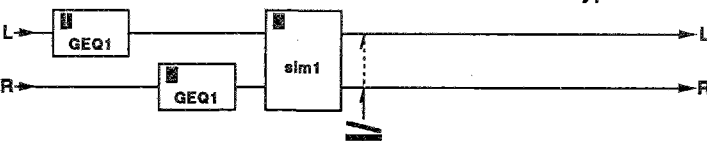
General (Direct In)
Stereo 7 band Graphic Equalizer program. (EQ
points: 80, 220, 500, 1K, 2.5K, 6.3K, 16KHz)

8

● Dynamic Modulation Programs (60~66)
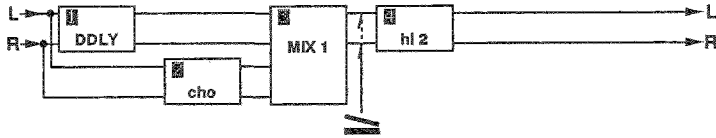
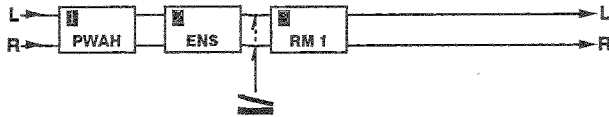**Prog.#60**   MOD*WHL R.SP   Chain #02 Series Type

```
L ─[ tsm 1 ]─[ ens ]─[ RSP1 ]──────► L
R ─                                 ► R
```

For Organ (Direct In)
Modulation wheel (Controller#01) switches
Rotary Speaker speed.

**Prog.#61**   MOD*WHL DDLY   Chain #27 Parallel Type

```
L ─┬[ DDLY ]─┐         [ MIX 1 ]─[ hl 2 ]──► L
R ─┘         │                            ──► R
             └─[ cho ]─┘
```

For Keyboard (Direct In)
Modulation wheel (Controller#01) controls the
input level of the Delay effect.

Prog.#62   MOD*WHL WAH   Chain #02 Series Type

```
L ─[ PWAH ]─[ ENS ]─[ RM 1 ]──────► L
R ─                                ► R
```

For Keyboard (Direct In)
Modulation wheel (Controller#01) controls the
sweep range of the Pedal Wah effect.

Prog.#63   MOD*WHL PAN   Chain #01 Series Type

```
L ─[ HL 2 ]─[ PAN 1 ]──────► L
R ─                         ► R
```
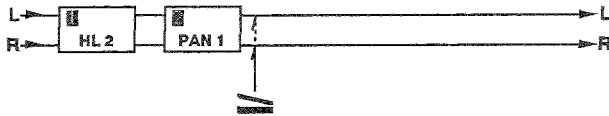
For Keyboard (Direct In)
Modulation wheel (Controller#01) controls
panning.

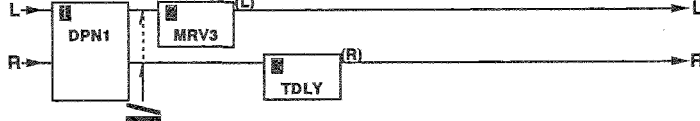**Prog.#64**   VELO*DynaREV   Chain #02 Series Type

```
L ─[ sxit ]─[ MTCH ]─[ DRV 2 ]──────► L
R ─                                  ► R
```
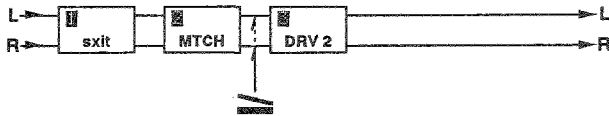
For Keyboard
Velocity controls the input level of the Reverb
effect.

Prog.#65   MIDI*CLK DLY   Chain #01 Series Type

```
L ─[ TDLY ]─[ hl 1 ]──────► L
R ─                        ► R
```

(Direct In)
MIDI Clock(from external device) sets the tempo
parameter. The delay time is selected as note
length.
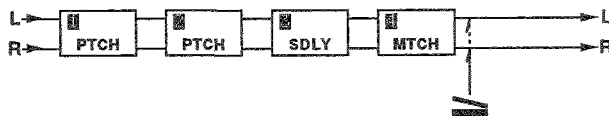

Prog.#66   MIDI*CLK PAN   Chain #39 Parallel Type

```
L ─[ DPN1 ]─[ MRV3 ](L)──────────► L
R ─          [ TDLY ](R)─────────► R
```

(Direct In)
MIDI Clock(from external device) sets the tempo
to control pan timing.

● Pitch Shifter Programs (67~71)

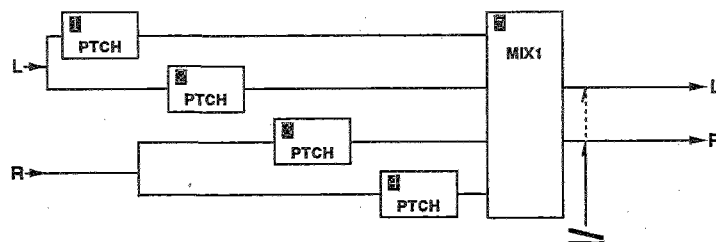**Prog.#67**   ORCHESTRA   Chain #12 Series Type

```
L ─[ PTCH ]─[ PTCH ]─[ SDLY ]─[ MTCH ]──────► L
R ─                                          ► R
```

(Direct In)
Pitch Shifter added one octave below and one
octave up to create a huge orchestra hit sound.

**Prog.#68**   EXAGGERATION   Chain #13 Series Type

```
L ─[ PTCH ]─[ PTCH ]─[ LDLY ]─[ MTCH ]──────► L
R ─                                          ► R
```
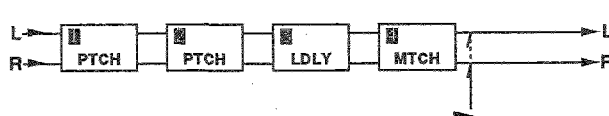
(Direct In)
A "Direct − In" special program featuring Pitch
Shifter, Long Delay and Tap Chorus.

Prog.#69   MAJOR (DM)   Chain #33 Parallel Type

```
     ┌[ PTCH ]─────────────────┐
L ─┬─┤                      [ MIX1 ]──► L
   │ └─[ PTCH ]─┐              │     ──► R
   │    [ PTCH ]─┤             │
R ─┘        [ PTCH ]───────────┘
```
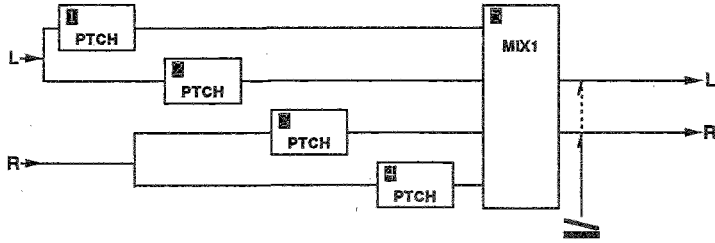
Detuned and panned root with 3rd and 5th
intervals.
Pedal control of Dynamic Modulation changes
major 3rd to minor 3rd.

Prog.#70   MAJ 6th (DM)   **Chain #33 Parallel Type**
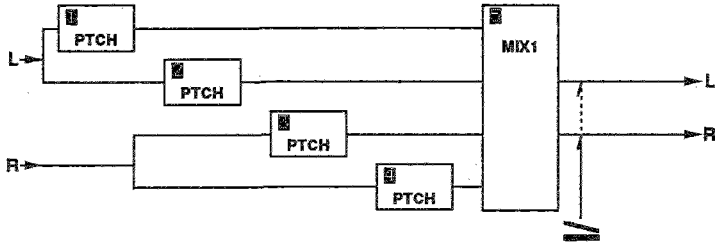
L→ PTCH → PTCH → PTCH → PTCH → MIX1 →L →R	Detuned root with 5th, 6th and 3rd intervals. Pedal control of Dynamic Modulation changes major 3rd to minor 3rd.

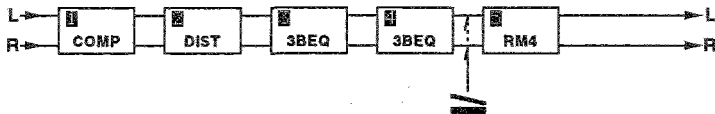**Prog.#71   7th Chord(DM)**   **Chain #33 Parallel Type**

L→ PTCH → PTCH → PTCH → PTCH → MIX1 →L →R	Detuned root with 3rd, 5th and 7th intervals. Pedal control of Dynamic Modulation changes major 3rd to minor 3rd.

● *Guitar Programs – Direct In (72~79)*

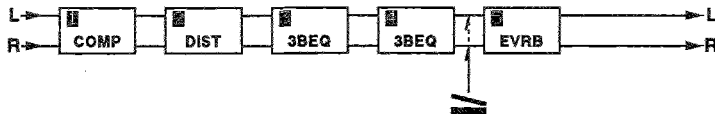**Prog.#72   HI-GAIN**   **Chain #15 Parallel Type**

L→ R→ COMP → DIST → 3BEQ → 3BEQ → RM4 →L →R	For Guitar (Direct In) Hi-gain amp distortion in room ambience.

Prog.#73   PEDAL DIST   **Chain #16 Series Type**
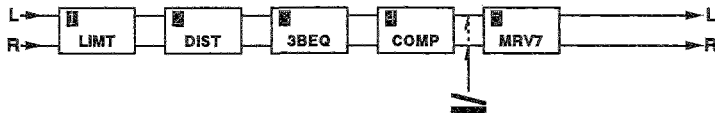
L→ R→ LIMT → DIST → 3BEQ → COMP → MRV7 →L →R	For Guitar (Direct In) Compressed analog distortion pedal sound.

Prog.#74   POCKET DIST   **Chain #16 Series Type**

L→ R→ COMP → DIST → 3BEQ → 3BEQ → EVRB →L →R	For Guitar (Direct In) Compact analog distortion unit simulation.

Prog.#75   DRY VALVE 1   **Chain #09 Series Type**
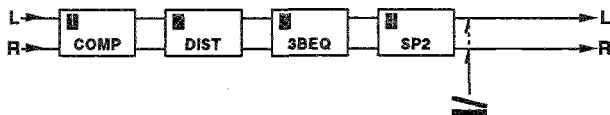
L→ R→ COMP → DIST → 3BEQ → SP2 →L →R	For Guitar (Direct In) Dry high-gain amp simulation.

Prog.#76   DRY VALVE 2   **Chain #09 Series Type**
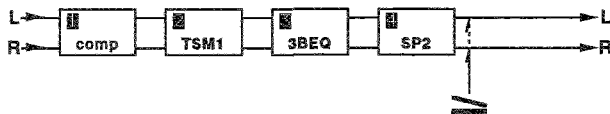
L→ R→ comp → TSM1 → 3BEQ → SP2 →L →R	For Guitar (Direct In) Dry crunch rhythm amp simulation.

Prog.#77   STUDIO X   **Chain #09 Series Type**
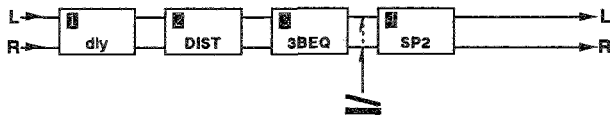
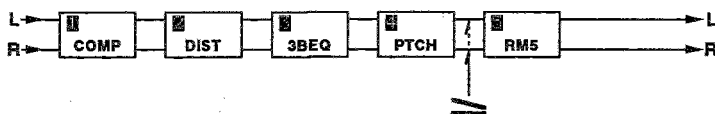|	
L→ R→ dly → DIST → 3BEQ → SP2 →L →R	For Guitar (Direct In) Distortion with Speaker Simulation effect for recording.

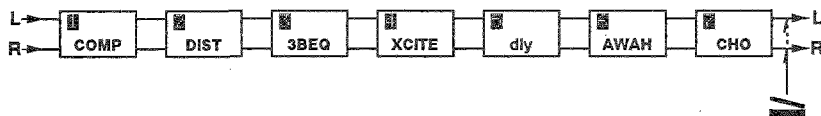**Prog.#78   STUDLY DIST**   **Chain #16 Series Type**
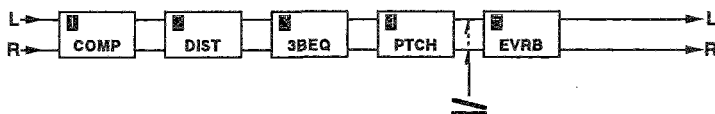
L→ R→ COMP → DIST → 3BEQ → PTCH → EVRB →L →R	For Guitar (Direct In) Hi-gain distortion with octave-down pitch shift.

Prog.#79   4TH-UP DIST   **Chain #16 Series Type**
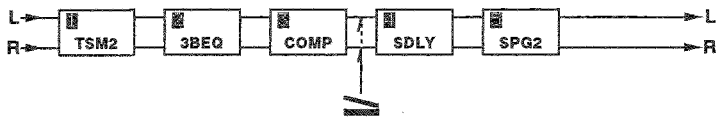
L→ R→ COMP → DIST → 3BEQ → PTCH → RM5 →L →R	For Guitar (Direct In) Hi-gain distortion with fourth-up pitch shift.

Prog.#80 STEVE!WHY█   Chain #18 Series Type

L→ COMP — DIST — 3BEQ — XCITE — dly — AWAH — CHO →L
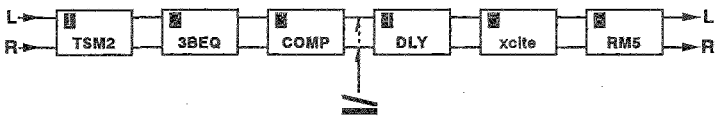R→   →R

for Guitar (Direct In)
Distortion with Auto Wah effect.

Prog.#81 BLUES VIBE   Chain #16 Series Type

L→ TSM2 — 3BEQ — COMP — SDLY — SPG2 →L
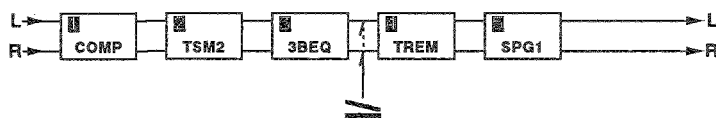R→   →R

for Guitar (Direct In)
Use neck position single coil pick-up with this
smoothe overdrive sound.

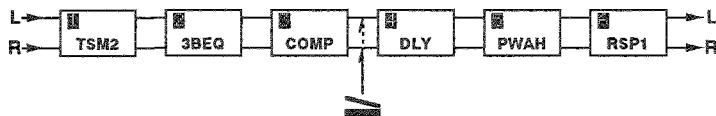**Prog.#82 smallMICDamp**   Chain #17 Series Type

L→ TSM2 — 3BEQ — COMP — DLY — xcite — RM5 →L
R→   →R

for Guitar (Direct In)
Small miked-up amp with delay in room
ambience.

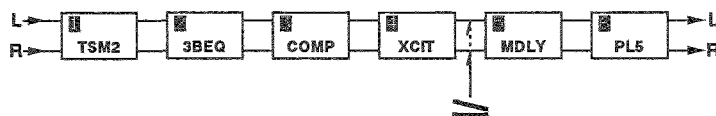**Prog.#83 TREM-De'LUXE**   Chain #15 Series Type

L→ COMP — TSM2 — 3BEQ — TREM — SPG1 →L
R→   →R

for Guitar (Direct In)
Vintage tube amp with tremolo.

Prog.#84 ROTARY WAH   Chain #17 Series Type

L→ TSM2 — 3BEQ — COMP — DLY — PWAH — RSP1 →L
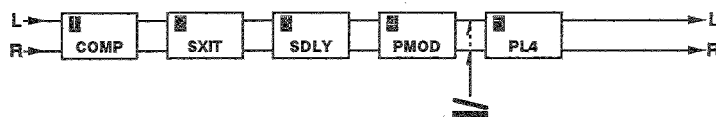R→   →R

for Guitar (Direct In)
Guitar amp with wah pedal through a rotary
speaker.

Prog.#85 SEMI-CLN MOD   Chain #17 Series Type

L→ TSM2 — 3BEQ — COMP — XCIT — MDLY — PL5 →L
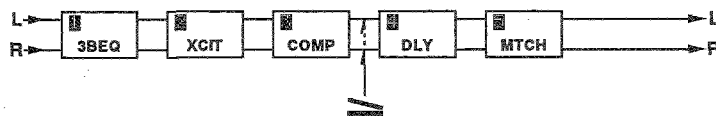R→   →R

for Guitar (Direct In)
Slightly dirty and compressed with long delay
and modulation.

**Prog.#86 PitchMod+Dly**   Chain #16 Series Type

L→ COMP — SXIT — SDLY — PMOD — PL4 →L
R→   →R

for Guitar (Direct In)
Clean compressed sound with compression and
Pitch modulation.

Prog.#87 BRIGHT COMP   Chain #15 Series Type

L→ 3BEQ — XCIT — COMP — DLY — MTCH →L
R→   →R

for Guitar (Direct In)
Bright compressed clean sound. Pedal control of
speed in Multi Tap Chorus.

Prog.#88 SWING PHASE   Chain #15 Series Type

L→ 3BEQ — XCIT — PHAS — DLY — MTCH →L
R→   →R
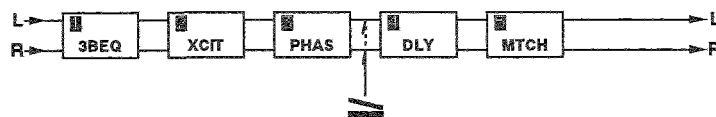
for Guitar (Direct In)
Bright clean sound with phaser and Multi tap
chorus. Pedal control of speed in Multi tap
chorus.

Prog.#89 NorthEastGTR   Chain #06 Series Type

L→ 4BEQ — MTCH — HL2 — SDLY →L
R→   →R
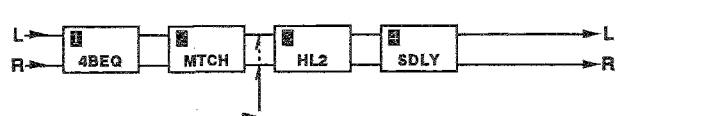
for Guitar (Direct In)
Warm clean sound with Hall reverb and slight
Multi tap chorus.
Pedal control of effect level in Multi tap chorus.

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Prog.# 90   OCEAN BLUE   Chain #07 Series Type

L ──[4BEQ]──[DLY]──[MTDL]──[MTCH]── L
R ──   ── R

for Guitar (Direct In)
Delay and Multi tap delay creates a natural echo.
Pedal control of effect level in Multi tap chorus.

Prog.# 91   RIPPLE   Chain #46 Key-In Type

──[LIMT]──[PTCH]──[PHAS]──[MTCH]──[SDLY]── L
                                              ── R
[PEQL]

for Guitar (Direct In)
Highly processed sound with 5th-up pitch
transposition.

● **Bass Programs (92~94)**

Prog.# 92   ACTIVE BASS   Chain #17 Series Type

L ──[LIMT]──[2BEQ]──[3BEQ]──[DXIT]──[CHO]──[RM4]── L
R ──   ── R

for BASS Guitar (Direct In)
Very bright and compressed sound for slap bass.

Prog.# 93   WHANKADELIC   Chain #12 Series Type

L ──[4BEQ]──[AWAH]──[MDLY]──[GEQ2]── L
R ──   ── R

for BASS Guitar (Direct In)
Very funky sound using Auto Wah.

Prog.# 94   8veDOWN BASS   Chain #12 Series Type

L ──[COMP]──[PTCH]──[3BEQ]──[LIMT]── L
R ──   ── R

for BASS Guitar (Direct In)
Pitch shifter adds one-octave below.

● **Direct In Programs (95~99)**

Prog.# 95   RADIO MIX1   Chain #03 Series Type

L ──[SLM1]──[DEQL]──[SXIT]── L
R ──   ── R

Mix down (Direct In)
Very compressed bright and boomy sound for
radio mix application.

Prog.# 96   RADIO MIX2   Chain #03 Series Type

L ──[SLM1]──[D2EQ]──[SXIT]── L
R ──   ── R

Mix down (Direct In)
Very compressed bright and boomy sound for
radio mix application.

Prog.# 97   LOUDNESS RM   Chain #04 Series Type

L ──[SLM1]──[D2EQ]──[RM2]── L
R ──   ── R

Mix down (Direct In)
Very compressed bright and boomy sound with
slight Room Reverb for radio mix application.

Prog.# 98   LOUDNESS MIX   Chain #04 Series Type

L ──[GAT1]──[D2EQ]──[SLM1]── L
R ──   ── R

Mix down (Direct In)
Bright compressed sound with Gate.

Prog.# 99   A1 EXAMPLE   Chain #08 Series Type

L ──[SLM1]──[SXIT]──[SDLY]──[PL1]── L
R ──   ── R

EXAMPLE
Program example used in manual

1991 KORG INC.