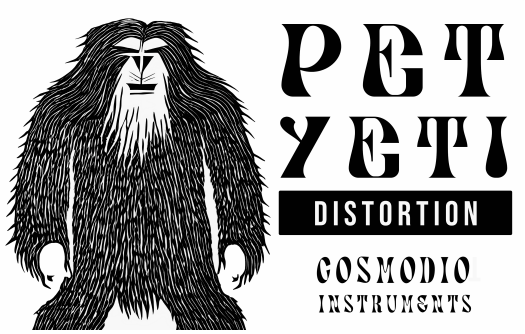
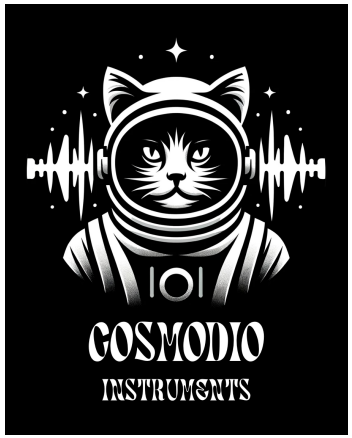


User Manual



http://cosmod.io
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Congratulations! Your very own Pet Yeti is unrelentingly ferocious and downright abominable. But fear not! It knows who feeds it and it is terribly loyal. It will heed your direction... most of the time.

The Pet Yeti distortion pedal is about harnessing and befriending a monstrous force. It delivers extreme, unbridled and sometimes unusual distortion along with the means to scale and sculpt that energy to suit your music and performance. Its gain range and selectable voicing patterns can move it from clean boost, through crunch, overdrive and fuzz to glitchy madness. Its parallel clean path and tunable wide-spectrum response make it excel at processing not only guitar, but also bass, drum-machines, synthesizers... anything really. It's omnivorous!

Searing, fuzzy, crunchy, wooly, blown out, tightened up, noisy, glitchy, boosted, saggy, saturated, subtle, or just plain weird – your Yeti is as versatile as it is fierce.

Controls

STRENGTH (max/lo/hi) controls the input level and gain range.
Center - Less gain
Right - More gain
Left - Extreme gain

SHAPE determines which frequencies you feed into the distortion. At low-to-mid gain settings you can think of this as a "fatness" control; turn it up for a thicker more full bodied sound; turn it down for a brighter more clear and cutting sound. Noon is a flat response. At extremely high gain settings or with louder input signals the shape knob functions as a sag control.

GAIN controls the overall amount of drive and distortion.

VOICE selects between 3 different flavors of the circuit. This control is highly interactive with the other controls, especially the Gain knob. With some settings the difference between two voices may be very subtle, but with others the difference between the same two voices will profoundly change the sound and feel. Volume jumps between voices is expected. Use LEVEL to adjust.
Center - Wide-open response of the circuit. Full spectrum, most headroom and most sag when gain is extreme.
Left - More mids with asymmetrical hard clipping.
Right - Symmetrical hard clipping of germanium diodes mid circuit. Warmer, fuzzier.

BIT passes the distorted sound through an analog bit crusher, reducing it to a single-bit binary signal. A pure square wave. Theoretically digital while still being 100% purely analog! In terms of how hard a signal can clip and dynamically gate, this is as extreme as physically possible. Try rolling the gain back a bit for classic glitchy gated video gamey sounds, but beware that if the gain or input aren't loud enough this might gate everything into silence.
Left - Off.
Right - On.

TONE balances the frequency output of the distorted signal.

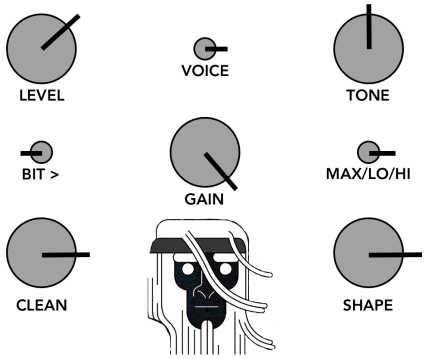
LEVEL controls the output volume of the distorted signal. It gets really loud if you want it to.

CLEAN controls the output volume of the parallel clean path, and is unaffected by all other controls. Have your signal and eat it too! Retain all the clarity and body of your instrument while layering in gnarly distortion.

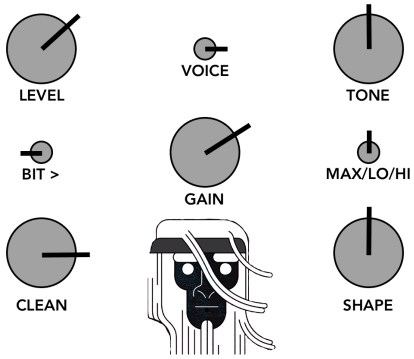
Other details

- True-bypass.
- ▼ = input ▲= output
- Uses a 9V DC center-negative "boss PSA style" power supply. You know the one!
- Consumes approximately 15ma.

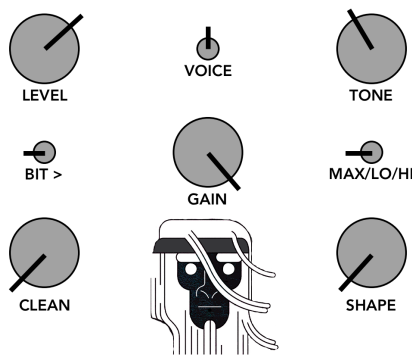
Sample Settings



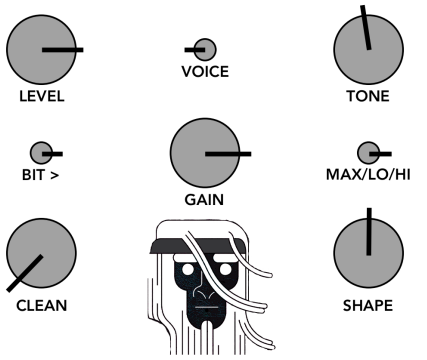
"WOOLY BULLY"



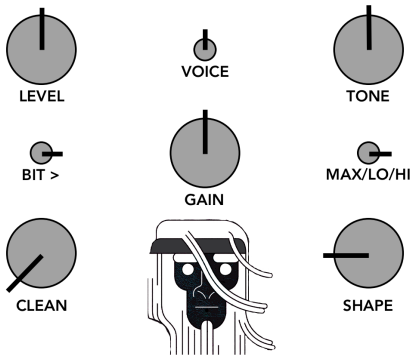
"GRUNGHY GLEAN"



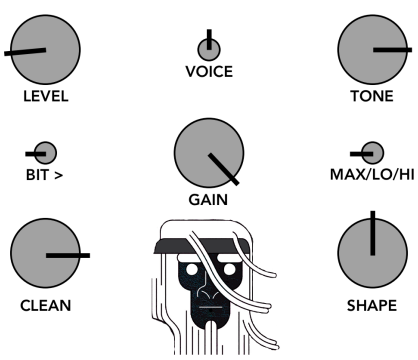
"OBLITERATION"



"THRESHOLD"



"CRANKY ROBOT"



"MINT OF MADNESS"

Take note and beware!!

Pet Yeti offers an extraordinary range of sounds. It does this by providing some unusually extreme settings and options. There's no guardrails. Some combinations of settings may sound odd or broken. Rest assured that they are indeed odd but that nothing is broken!

Volume differences between VOICE settings are expected. Use LEVEL to compensate. Furthermore, a brief volume sag may occur immediately upon changing the VOICE switch. Nothing is wrong! This is Yeti adjusting to its new gain configuration.

When BIT is activated (switched to right) the analog bit crusher also serves as a dynamic gate. If your gain settings are too low your sound might not pass the gate at all. Just turn your STRENGTH or GAIN up or down to control gating!

Stay weird. Have fun. Make noise.