

MELEE

WALL OF NOISE

Two of the most quintessential effects that helped defined the shoegaze genre, reverb and distortion, have been harnessed and woven together for an eternity of ethereal distortion with The Melee: Wall of Noise. The Melee unapologetically uses a joystick to meld reverb and distortion together into one massive blaze of sound.

Got questions or need a repair?
Email help@walrusaudio.com to talk with a real live human about your Walrus gear!

This product comes with a limited lifetime warranty. [Click Here](#) for more info.



POWER STUFF

9 volt DC, Center Neg.
200mA min*

*The use of an isolated power supply is recommended for powering all Walrus Audio Pedals. Daisy chain power supplies are not recommended.

VOLUME

The “Vol” knob sets the overall output volume of the pedal.

TONE

Control the tone of both the distortion and reverb simultaneously. Left is the normal tone setting, middle is the dark tone setting, and right is the brightest tone setting.

DECAY

Control the decay time of the reverb. Left is minimum decay, middle is medium decay, right is max decay.

SECONDARY CONTROL

Hold down the bypass stomp switch and adjust the amount of modulation applied to the wet signal by moving the decay toggle. Left position is no modulation, middle is slight modulation at 33RPM, and right is high modulation at 45RPM.

Note: In Reverse Reverb (Blue LED), Decay sets the amount of feedback instead of the decay time.



D>R | R>D

Next to the joystick, this is where some of the special sauce comes in. Select the order that the distortion and reverb are set, while running in series in the Melee. To the left sets the distortion running first in series into the Reverb. To the right sets the Reverb running first in series into the Distortion.

The overall effect of the pedal will vary depending on which way you set the toggle. In D>R notes and chords will maintain their clarity like a traditional pedalboard setup, but in R>D notes and chords are muddled to create a powerful wall of sound. The range of the joystick will interact slightly differently because of this order change as well.

JOYSTICK

(This is the really fun part.) Choose your own adventure with your custom mix of distortion and reverb. Control both the amount of distortion and the reverb dry/wet mix by using the joystick on an X-Y axis. The X (left & right) axis will set the amount of reverb mix, with left being fully dry and right being fully wet. The Y (up & down) axis will set the amount of distortion of the pedal, with down being fully clean, and up being fully distorted.





MOMENTARY FEATURES

When the pedal is off, **press & hold** BYPASS to temporarily activate the pedal for a moment of texture. Release bypass to turn off again and effect will fade out.

Hold the SUSTAIN switch to ramp up the reverb trail to maximum, creating a long trail. The trail will ramp back down when released. **Press & Release** to latch the current reverb decay. Press again to release the latch.

REVERB PROGRAMS

The Melee is equipped with three different reverb programs, which can be changed by simultaneously pressing the bypass and sustain stomp switches. Experiment with the order switch to hear how differently these all react in-front and after the distortion!

Ambient Reverb (Pink LED)

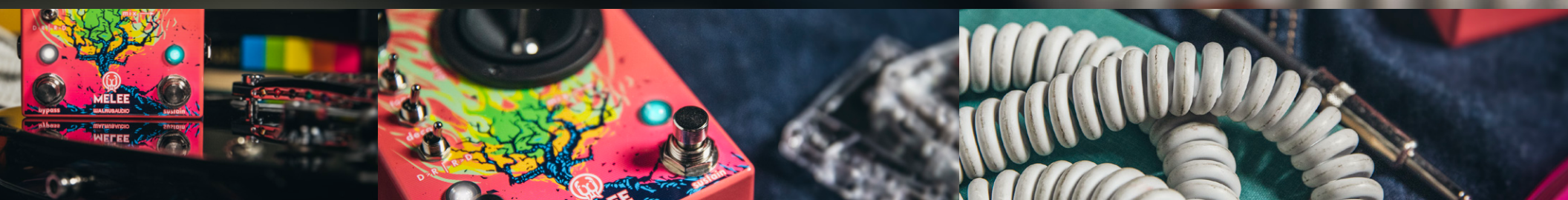
Huge reverb capable of massive trails and engulfing your chords into an angry wash of sound. Great for soaring melodic lines or shoegaze driven chord progressions.

Octave Down Reverb (Yellow LED)

Similar to the Dark mode in the Slö, you'll find an eerie lower octave hovering in the reverb trail for a nice and dark atmospheric touch.

Reverse Reverb with Feedback (Blue LED)

Add reversed reverb trails back into your signal, create gentle melodies or push into reverse feedback overload. Big, slow and sad chords love to hang out here.



BYPASS MODES

The Melee offers three bypass modes:

- **DSP Bypass**

The Melee locks the relays on and uses the DSP to bypass the pedal. The Melee ships in DSP Bypass mode by default. Reverb will have trails after bypassing the pedal.

- **DSP+True Bypass**

The Melee uses relays to bypass the pedal after the reverb decay dies out. The time it takes for the relay to bypass the pedal is dependent on the length of the decay setting. Reverb will have trails after bypassing the pedal.

- **True Bypass Mode**

In DSP Bypass mode, In DSP+True Bypass mode, In True Bypass mode, the Melee uses the relay to bypass the pedal. Reverb will not have trails after bypassing the pedal.

Use the following procedure to change the bypass mode:

1. Hold down the Bypass switch while applying power until the preset LED lights up a solid color. The Bypass LED will also flash until a selection is confirmed.

2. Press the Bypass switch to scroll to the color corresponding to the desired bypass mode.

A - Green: DSP Bypass

B - Blue: DSP+True Bypass

C - Red: True Bypass

3. Press the Bypass and Sustain switches simultaneously to confirm selection.





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