ASTRONAUT III
MULTIVERB SPACE UNIT

BY SHIFT LINE

www.shift-line.com/astronaut3

Bank 1

PROGRAM	CHARACTER	DECAY	#
Room	Pre-delay	Decay	01
Spring	HPF	Decay	02
SkyNet-2	HPF	Decay	03
ShimUp-2	LPF	Decay	04
ShimDown	HPF	Decay	05
Universe M-2	Flange Rate	Decay	06
Eva Maj Arp	Rate	Decay	07
Eva Octave Arp	Rate	Decay	08
Cm-112 StepFlt	Rate	Depth+Mix	09
Ping-Pong Delay	Delay Time	Feedback	10
Force Roar	LPF	Not Used	11

Bank 2

PROGRAM	CHARACTER	DECAY
Plate	Pre-delay	Decay
Modulated	Rate	Decay
SkyNet	LPF	Decay
ShimUp	LPF	Decay
ShimUpDown	LPF	Decay
Universe M-1	Phase Rate	Decay
Eva Min Arp	Rate	Decay
Eva Random Arp	Rate	Decay
Mechanics Delay	LPF	Delay+Fbk
Reverse Delay	Delay Time	Feedback
Force OctDn	LPF	Not Used

Some sounds were exclusively created for the Astronaut III, while others were ported from the Astronaut and Astronaut V.2 and improved upon.

The CHARACTER knob controls an extra parameter depending on the selected algorithm. See the description below for more info.

All sounds are split into pairs and divided between two banks. Each bank holds 11 algorithms.
Bank 1 contains the basic sound in each pair, Bank 2 holds its alternate version. Turn the PROGRAM knob to select an algorithm from Bank 1. Press and hold the bypass switch while turning the PROGRAM knob to access the sounds from Bank 2.

All sounds are divided into several groups and split into pairs. For instance, **Room** reverb can be accessed by turning the PROGRAM knob to the first position. To select **Plate** reverb, press and hold the bypass switch, then turn the PROGRAM knob to the first position (without releasing the bypass switch).

Classic Reverbs
1. Room and **Plate** are classic reverb sounds. The CHARACTER knob controls pre-delay (0 to 200 ms). In **Infinity Mode**, decay becomes infinite
2. Spring and **Modulated** reverbs are exactly what their names say. The CHARACTER knob controls the "body" of the **Spring** and modulation rate for **Modulated** reverb

Space Reverbs
3. SkyNet 2 and 1 are spacious, futuristic reverbs with controllable DECAY. The CHARACTER knob provides mild low-pass filtering
4. ShimUp 2 and 1 are classic shimmers with different sound characteristics. For **ShimUP-2**, the CHARACTER knob is a resonant low-pass filter on reverb tails. In **ShimUP**, CHARACTER is a resonant low-pass filter for the octaver, set at the input
5. ShimUpDown combines the best parts of octave-up and octave-down shimmers with a few special ingredients. This algorithm works best for atmospheric, soundtrack-type music. The CHARACTER knob provides mild low-pass filtering
ShimDown is a reverb with a lower octave controlled by the CHARACTER knob. This algorithm creates a powerful atmospheric pad beneath the notes you play. It works equally well with guitars (particularly in the upper registers), 5-string basses, and synthesizers. Set the mix to 100% wet for a nice string pad
6. Universe M-2 and **Universe M-1** are complex effects aimed at creating walls of sound. Sonically, they can turn your guitar into an organ going through rotary speakers, a reverb, and a mild flanger/phaser. The CHARACTER knob controls the rate of the flanger/phaser

Arpeggiators
In the Astronaut III, arpeggiators add random notes from a selected scale to the main sound. The rate of changing the notes is controlled by the CHARACTER knob. The resulting sound is then processed through a reverb for good measure.

7. Eva Maj Arp and **Eva Min Arp** add major and minor arpeggios to the main sound. These algorithms work best for single notes. Select the **Eva Major Arp** for a dreamy, cheerful and inspiring tone, or choose the **Eva Minor Arp** for a more solemn mood
8. Eva Octave Arp randomly goes through octaves and sounds good with chords. **Eva Random Arp** is quite unpredictable as it adds completely random intervals to the main sound

Filters, Delays, and Freeze Reverbs
9. Cm-112 Step Filter is an unorthodox filter with nods to effects that have become staples in electronic music. The sound goes through the reverb first, then through the step filter with an additional internal filter. This algorithm allows for a wide range of sounds via just two knobs. CHARACTER controls the step changing rate, while DECAY controls the depth of the filter and the mix between the dry and filtered sound.
Mechanics Delay is a combination of short delay and longer reverb reflections for futuristic soundscapes
10. Ping-Pong is a delay with repeats alternating between forward and reverse. DECAY controls feedback, CHARACTER controls delay time
Reverse Delay is a delay with reverse repeats. It works great for ambient music but can fit into rock equally well. DECAY controls feedback, CHARACTER controls delay time
11. Force Roar and **Force OctDn** are differently voiced freeze reverb algorithms from the Shift Line Force. The bypass switch has several functions:
- Press once to freeze a sound (it can keep playing for up to several minutes afterwards)
- Press and hold for at least 0.3 seconds to freeze another sound
- Press once again to turn the effect off

The DECAY knob is inactive. CHARACTER controls a resonant low-pass filter that can dramatically change the sound

Infinity Mode (Infinite Sustain)
Press and hold the bypass switch for more than 0.3 seconds to enter Infinity Mode which simulates turning the DECAY knob to the max. In this mode, reverbs become infinite or very long (2–5 minutes), delays go into maximum feedback, and LEDs start blinking and spinning around. Release the bypass switch to let the decay go back to the setting of the DECAY knob.