Bloom Infinity Series | Verdict Poly Octave Effects Pedal

User Manual



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1. Introduction

Thank you for choosing the ***Verdict Polyphonic Octave*** by ***Klowra***.

Verdict is a polyphonic octave pedal that blends your guitar's original signal with multiple generated octaves, enabling a wide palette of tones and instrument emulations. From high solo lines to multi-string ensembles, from stacked harmonies to low-end support, ***Verdict*** captures every detail of your performance with precision and stability.

Swell and synth-like Filter functions provide versatile options for shaping the attack and texture of your sound, while Detune and Low Cut add thickness and tightness. Adjusting these parameters opens up virtually limitless tonal possibilities, from violin and bass to organ and synthesizer emulations.

The Freeze function allows notes or chords to sustain, creating rich, resonant harmonic layers, while the Ramp feature lets you morph seamlessly between different tones and instrument simulations. Paired with an expression pedal or external footswitch, ***Verdict*** responds dynamically to your playing, generating polyphonic textures full of depth and exploration.

Featuring Analog Dry-Through, selectable True Bypass/Buffered Bypass, and an independent dry-signal output, ***Verdict*** ensures clean, consistent performance across various stage and studio setups, keeping every interval clear, balanced, and powerful.

2. Highlights

- ***Bloom Infinity* Series -** Original artist hand-painted silkscreen artwork, with individual model stories and concepts, all strung together into a cohesive product line.
- **Four-Voice Polyphonic Octave -** The volumes of +1 OCT, +2 OCT, -1 OCT, and -2 OCT are independently controllable, building rich octave layers with stable polyphonic tracking and precise phase alignment. Paired with multi-phase Detune and precise Low-Cut, it delivers everything from high solo lines and bass foundations to multi-string ensembles, double-bass textures, and organ-like tones - one step, a whole new world of sound.
- **Adjustable Swell & Synth-Like Filter** - Swell allows precise shaping of note attacks, while the synth-inspired filter lets you glide seamlessly between bow-like gradual swells and thick, rich synthesized tones. When switched to Envelope Filter mode, the filter responds in real time to your playing dynamics, making the sound exactly as you perform it. From ambient pads to funky bass lines and synth leads, you can effortlessly achieve a wide range of synthesizer tones.
- **Selectable Analog Dry-Through** - The dry signal remains fully analog throughout, never passing through A/D conversion, and is only mixed with the wet signal, preserving the pure, original tone. You can also choose to process the dry signal when creating “non-guitar” soundscapes, producing a more sculpted and layered hybrid tone.
- **Freeze for Infinite Sustain** - Hold the footswitch to instantly lock notes or

chords in place. Use it to create warm, full-bodied pad backgrounds, sculpt envelopes with dynamic, surreal atmospheres, or extend a fleeting moment of inspiration to float indefinitely over harmonies.

- **Ramp** - The Ramp function provides linear parameter variation, controlling the fading back and forth between settings to create a dynamic, evolving effect.
- **External Control** - You can use an external TS/TRS footswitch and expression pedal for multifunctional continuous control.
- **Analog Dry-Through** - Keeps the dry signal analog, never converting it to digital, while mixing with the wet signal.
- **Versatile Output Options** - Support Dry/Wet Separation outputs, compatible with a variety of audio systems and complex signal chains.
- **Bypass Modes** - Switchable True Bypass (trails off) and Buffered Bypass (trails on), with Analog Dry-Through.
- ***WildSeed* Engine** - Class-leading sound quality with 24-bit AD/DA and 32-bit DSP floating-point processing.
- **Built to Last** - Premium aluminum alloy chassis, sturdy and reliable, designed for heavy-duty use and life on the road.

3. Knobs and Switches

+OCT
Adjusts the level of the +1 octave voice. Turn clockwise to increase the level; turn counterclockwise to decrease it.

+2 OCT
Adjusts the level of the +2 octave voice. Turn clockwise to increase the level; turn counterclockwise to decrease it.

-OCT
Adjusts the overall level of the lower-octave voices. Turn clockwise to increase the lower-octave level; turn counterclockwise to decrease it.
Note: The relative balance of the **-2 octave** voice is controlled by the hidden parameter **-2 OCT**.

DIRECT
Adjusts the level of the dry signal. Use this to retain pick attack and clarity while blending in the octave voices.

In ***Power-Up Mode***, you can choose how the dry signal is routed to the ***Effect OUT***:

- **Analog Dry-Through**: The dry signal stays unprocessed. It bypasses **SWELL** and **FILTER**.
- **Processed Dry**: The dry signal runs through **SWELL** and **FILTER**. It is then mixed at the **Effect OUT**.

Note: ***Analog Dry-Out*** always outputs the unprocessed dry signal and is not affected by this setting.

SWELL
Adjusts the effect attack time. Higher settings create a slower, more pad-like swell. Lower settings respond more immediately.

Envelope Filter:* *In **Power-Up Mode, you can link the **low-pass filter** cutoff to the **SWELL** envelope, allowing longer swells to create a matching filter sweep.**

FREQ
Adjusts **the low-pass filter** cutoff for the effect and shapes brightness. Lower settings sound darker and smoother; higher settings sound brighter and more open. Resonance is adjusted by the hidden parameter **Q**.

Footswitch
Control effect ON/OFF. Press & hold to trigger **Freeze** or **Ramp**.

*Refer to the **Freeze** or **Ramp** section for details.*

The LED Button

Lit when active, press & hold this button while turning other knobs to adjust various functions and hidden parameters.

Hidden Parameters

*To adjust the hidden parameters, press & hold **the LED Button** while turning the knob. A successful adjustment is indicated by the LED blinking yellow.**

- **Detune**
  Adjusts the detune amount of the effect voices. Higher settings add width and a more chorused/synth-like character; lower settings stay tighter and more precise.
- **RampATK**
  Controls the attack time of the Ramp modulation, determining how quickly the fade reaches the **Snap-Set**. A shorter attack time results in a quicker transition to the **Snap-Set**, while a longer attack time creates a smoother, more gradual fade.
- **RampRLS**
  Controls the release time of the Ramp modulation, determining how gradually the transition fades back to the **Panel-Set**. A shorter release time results in a quicker return to the **Panel-Set**, while a longer release time provides a more drawn-out, fluid return to the **Panel-Set**.
- **-2 OCT**
  Adjusts the -2 octave level as a ratio of the -1 octave level, letting you blend from a subtle low foundation to a stronger sub-octave weight.
- **Low Cut**
  Adjusts the low-cut frequency for the octave effect. Higher settings reduce boom and muddiness; lower settings preserve more low-end weight.
- **Q**
  Adjusts the resonance of the **low-pass filter** controlled by **FREQ**. Higher **Q** adds more emphasis at the cutoff point; lower **Q** keeps the roll-off smoother and more natural.

*For adjustments to hidden parameters, please refer to the ***Description of the LED Button*** section.*

4. REAR PANEL I/O

9V DC

Connect a 9V DC power supply with a center-negative polarity and a minimum current rating of 250mA.

Note: Insufficient power may cause the pedal to malfunction.

IN (Mono)

1/4" TS mono input for your instrument.

Effect OUT (Mono)

1/4" TS output carrying the effected signal.

Analog Dry-Out (Mono)

1/4" TS output carrying the analog dry signal.

CTRL

1/4" stereo (TRS) input for connecting an expression pedal or external footswitch.

*Note: Please refer to the ***External Control** section for information on how the connected device is detected.*

5. Signal Path

For optimal performance, place the ***Verdict*** first in your signal chain. Placing other effects before it may interfere with its pitch-shifting accuracy.

Output Configuration

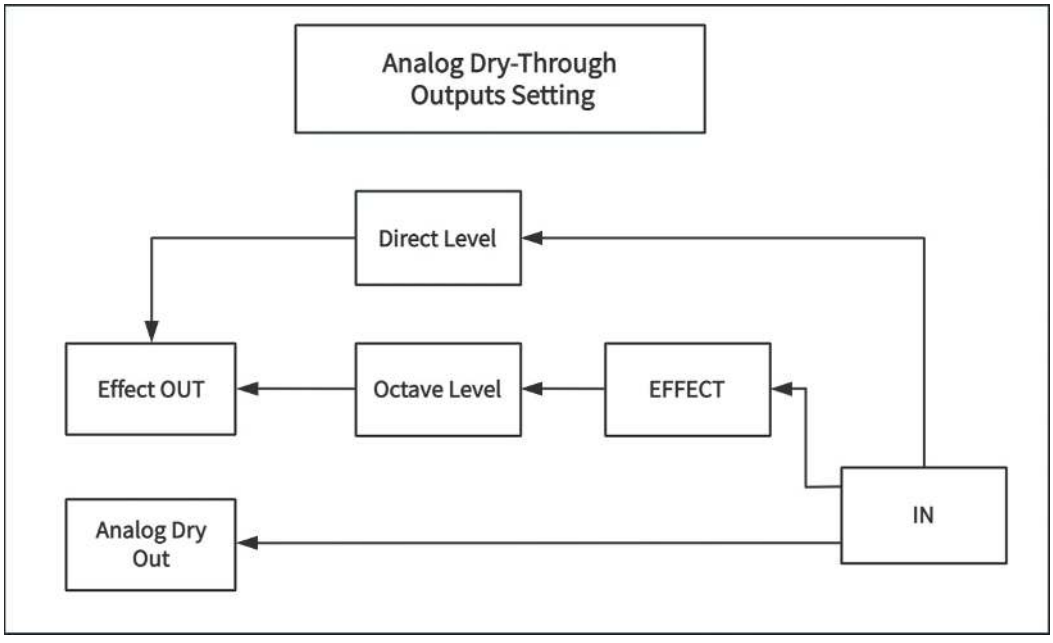
- **Effect OUT**: Outputs a blend of the dry and wet signals, determined by the DIRECT and Octave controls.
- **Analog Dry-Out**: Always outputs the direct dry signal only. It does not pass through any effect processing.

*Note: Please refer to the ***Power-Up Mode**** *section for information on how to select the dry signal at Effect OUT by selecting* ***Analog Dry-Through*** *or* ***Processed Dry****.*

Analog Dry-Through Outputs Setting

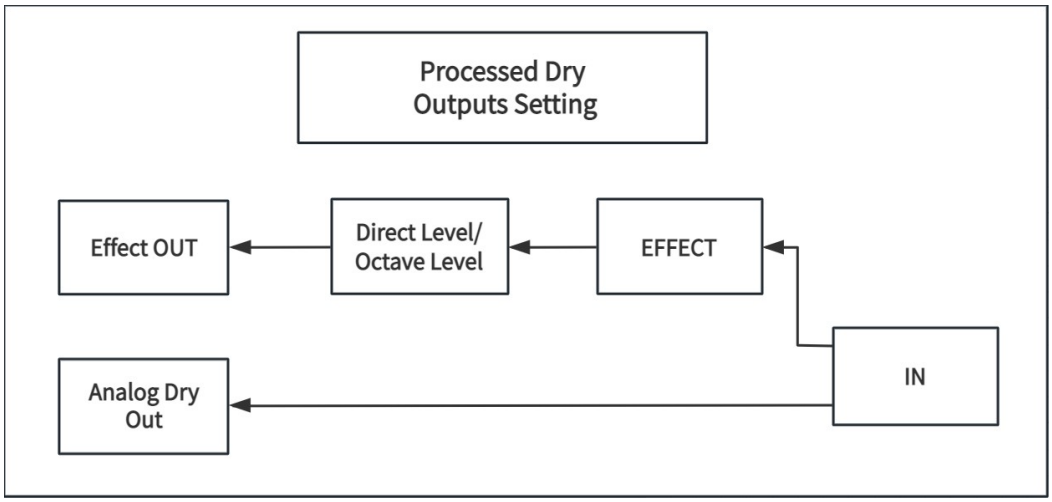
In this setting, the dry signal routed to the **Effect OUT** remains **unprocessed** and stays on the analog path. Only the octave voices pass through the digital processing chain and are mixed at the **Effect OUT**.

Note: The **Analog Dry-Out** always outputs the **unprocessed** dry signal.



Processed Dry Outputs Setting

In this setting, the **dry signal** routed to the **Effect OUT** is converted to digital and **processed by SWELL and FILTER** before it is mixed with the octave voices.



6. Description of the LED Button

The LED Button is the heart of the *Verdict*.
You can determine the current operating status of the ***Verdict*** by observing the color of the LED Button. The LED Button can be pressed briefly or in combination with other knobs to adjust various functions or parameters.

Learning to interpret the LED colors and understanding the different ways the button can be pressed are essential for familiarizing yourself with the ***Verdict***'s operation.

What the LED Colors Mean

- **White**: Freeze function active.
- **Blue**: Freeze is actively being triggered.
- **Orange**: Ramp function active.
- **Violet**: Ramp is actively being triggered.

What the Button Can Adjust

- **Toggle the Freeze or Ramp**
  Press once to toggle between **Freeze** and **Ramp**.

- **Save Snap-Set**
  Press & hold to save the current parameter settings as **Snap-Set**.
  The LED blinks **violet** to confirm the **Snap-Set** has been **saved**.

- **Adjustment of Hidden Parameters**
  Press & hold while rotating the knob above the **hidden parameters**.
  Successful adjustment is indicated by the LED blinking **yellow**.

7. Freeze

Press & hold the footswitch while the LED is **white. When the LED turns **blue**, you have entered **Freeze**. Release the footswitch to exit **Freeze** and return to normal operation. **

Freeze captures the current sound and holds it like an organ sustain, creating a continuous pad under your playing until you release the footswitch. It is ideal for ambient pads, sustained textures, and creative layering.

- **How It Works**

When you press & hold the footswitch, ***Verdict*** captures a moment of your playing and sustains it as a continuous, frozen tone. The held tone continues until you release the footswitch.

- Freeze Release

In **Power-Up Mode**, you can select how the frozen sound releases when you let go of the footswitch:

- **Fast Release**: The held sound stops quickly for tight, rhythmic breaks.
- **Slow Release**: The held sound fades out gradually for smoother transitions.

- Freeze Latching

In Power-Up Mode, you can select how the footswitch triggers the freeze effect:

- **Momentary Mode**: The effect is active only while the footswitch is held down.
- **Latched Mode**: The effect toggles on or off each time you press the footswitch.

*Note: Please refer to the **Power-Up Mode** section for instructions on configuring **Freeze Release** and **Freeze Latching.***

-Signal Path Notes

Freeze applies only to the processed (wet) signal path. This setting determines how the held layer decays but does not affect your dry signal routing.

8. Ramp

Press & hold the footswitch while the LED is **orange. When the LED turns **violet**, you have entered **Ramp**. **

Ramp allows for smooth, dynamic transitions between two sets of parameters:

- **Panel-Set**–Your current front-panel parameter settings.
- **Snap-Set**–A saved set of parameters stored using the LED Button.

This feature creates expressive, evolving fades that add depth, movement, and emotion to your sound. The speed and character of the transition are defined by two parameters:

RampATK (Attack Time):
Controls how quickly the effect fades from the **Panel-Set** to the **Snap-Set**.
- A shorter attack gives a fast, sharp transition.
- A longer attack creates a smoother, more gradual fade.

RampRLS (Release Time):
Controls how quickly the sound returns from the **Snap-Set** to the **Panel-Set**.
- A shorter release results in a quick recovery.
- A longer release provides a more drawn-out, fluid return.

Ramp Modes

Ramp supports two switching modes - **Momentary** and **Latched**—giving you flexibility to match your performance style.

Momentary Mode:
Press & hold the footswitch to fade into the **Snap-Set** over **RampATK** time. Release the footswitch to return to the **Panel-Set** over **RampRLS** time.

Latched Mode:
Press once to transition to the **Snap-Set (RampATK)**, and press again to return to the **Panel-Set (RampRLS)**.

*To select between Momentary and Latched modes, see the ***Power-Up Modes*** section.*

9. Power-Up Modes

How to enter Power-Up Modes

Press & hold the footswitch while powering on the pedal. A flashing LED indicates successful entry.
Once your settings are configured, short press the footswitch again to exit **Power-Up Modes**.

In this mode, you can adjust the following settings:

Bypass & Trails Modes

Switch between modes by short press **the LED Button**.

- **True Bypass**
  The signal is routed directly through the pedal with no buffering or coloration.
  LED Green flashes to indicate True Bypass mode.
- **Buffered Bypass (Trails on)**
  The signal is routed through a buffer with **Analog Dry-Through**, allowing delay trails to continue after the effect is bypassed.
  LED Red flashes to indicate Buffered Bypass mode.

Freeze Release Switching

Select by rotating the **+OCT** knob.
- Turn fully left for **Fast Release** (LED yellow flashes 3x).
- Turn fully right for **Slow Release** (LED blue flashes 3x).

Ramp Lock

Select by rotating the **+2 OCT** knob.
- Turn fully left for **Momentary** (LED flashes yellow 3x).
- Turn fully right for **Latched** (LED flashes blue 3x).

- **Momentary:**
  Hold the footswitch to transition to **Snap-Set** over **RampATK** time. Release to return to the current set over **RampRLS** time.
- **Latched:**
  The first press transitions to **Snap-Set** over **RampATK** time. The second press returns to the current set over **RampRLS** time.

Dry Path Mode

Select by rotating the **DIRECT** knob.
- Turn fully left for **Analog Dry-Through** (LED yellow flashes 3x).
- Turn fully right for **Processed Dry** (LED blue flashes 3x).

*Note: This setting affects **Effect OUT** only. **Analog Dry-Out** is always analog dry signal and unprocessed.*

Freeze Lock

Select by rotating the **-OCT** knob.
- Turn fully left for **Momentary** (LED flashes **yellow** 3x).
- Turn fully right for **Latched** (LED flashes **blue** 3x).

- **Momentary**: The effect is active only while the footswitch is held down.
- **Latched**: The effect toggles on or off each time you press the footswitch.

Envelope Filter

Select by rotating the **SWELL** knob.
- Turn fully left to turn Envelope Filter off.
- Turn fully right to turn Envelope Filter on.

Envelope Filter: Links the **low-pass filter cutoff to the **Swell** envelope, so slow swells produce a matching filter sweep.**

LED Brightness

Adjust by rotating the **FREQ** knob.
- Turn fully left for dimmest.
- Turn fully right for brightest.

10. External Control

Connection & Activation

When connecting an **external TS/TRS footswitch or expression pedal**, the LED indicator will flash red. Trigger the footswitch or pedal repeatedly during this state. Once the connection is successfully recognized, the ***Verdict*** will return to normal operation.

Note: If the External Control is not fully activated, it may result in limited functionality.

External Footswitch Compatibility

When connecting an external TS/TRS footswitch, there are two specific functional settings, depending on the color of the LED indicator:

- **LED White - The current footswitch-specific function is *Freeze*.**
  - **TS Footswitch**: Momentary triggers Ramp.
  - **TRS Footswitch:**
    - Tip Position: Momentary triggers Ramp.
    - Ring Position: Momentary triggers Freeze.

- **LED Orange - The current footswitch-specific function is *Ramp***
  - **TS Footswitch**: Momentary triggers Freeze.
  - **TRS Footswitch:**
    - Tip Position: Momentary triggers Ramp.
    - Ring Position: Momentary triggers Freeze.

Expression Pedal Compatibility

When an expression pedal is connected, it takes direct control over the Ramp by blending between the **Panel-Set** and **Snap-Set**. In this mode:

- The **RampATK** and **RampRLS** parameters are disabled.
- Ramp cannot be triggered by pressing & holding the footswitch.
- The expression pedal locks the ***Verdict*** into **LED White** (**Freeze active**), and mode switching to **LED Orange (Ramp active)** is disabled.

11. Specifications

Input	1 x 1/4" TS Instrument jack	**Outputs**	2 x 1/4" TS Instrument jacks
Input Impedance	500k Ohm	**Output Impedance**	100 Ohm
A/D & D/A	24 Bits 44.1 kHz	**Max Input Level**	+10 dBu
Power Source	9V DC power supply required	**Minimum Current Rating**	250 mA
External Control	TS/TRS Momentary footswitch, or TRS expression pedal	**Bypass Mode**	Switchable: True Bypass, Buffered Bypass (Analog Dry-Through)
Hardware Interface	USB-C	**Dimensions**	54.7mm H x 124.8mm D x 69.2mm W (2.0" H x 4.9" D x 2.7" W)



Where Every Tone Blooms.