9 volt DC, Center Neg. 100ma min\* Output Jack Input Jack



Bypass LED

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



WALRUSAUDIO.COM

help@walrusaudio.com

Need a repair? repairs@walrusaudio.com

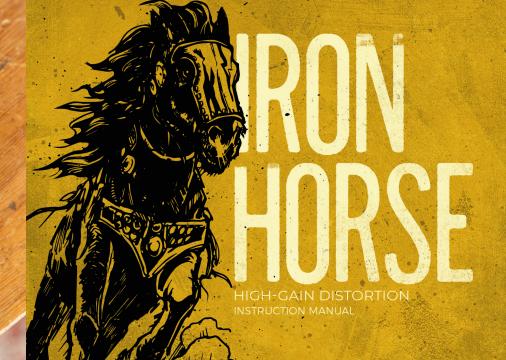
All our pedals come with a limited lifetime warranty.

walrusaudio.com/pages/warranty-and-repair for more info.











The Iron Horse is our take on a classic distortion circuit that's thick, punchy, riffy, and rowdy. With the help of the Si/LED knob and wide range of the distortion knob, this true bypass, highgain behemoth can be finely tuned for clear overdriven sounds or let the reigns loose for a full-on distorted onslaught.

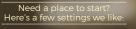
Top mount jacks with soft switch bypassing and art by David Hüttner complete the package for a pedal boardready distortion machine. LEVEL - Controls the output level.

TONE Allows specific adjustment of high-end/treble frequencies. Turn clockwise to increase high/treble frequencies and counterclockwise to decrease high/treble frequencies.

DISTORTION - Adjusts the distortion output. Turn clockwise to increase the amount of distortion. As it is increased, the signal becomes louder, thicker, and more distorted. Turn counterclockwise to decrease the amount of distortion.

Si/LED KNOB - Blend between Silicon and LED clipping. When the knob is set to the left, the distorted signal will be using Silicon clipping diodes adding in a high amount of compression. Rotating the knob to the right will bring in LED clipping and a smaller amount of compression. Putting the knob at noon will blend between the two using different ratios of the Silicon and LED clipping diodes for more complex clipping sounds.

Note: Since the Si/LED knob is changing the internal gain and clipping style, the other controls will behave slightly differently as well. You will need to use the volume knob to adjust the overall output up or down depending on where you have the knob set.





LP, P90s, bridge position.

