

### FEATURES

- Contains 6 different types of amp modules, based on multi-class amplifiers
- Four-class tube-like tone shaping controls
- MOD, DLY and FFB modules can be used simultaneously, each with 8 effects
- Bluetooth audio and aux input for jamming along with your favorite tracks
- Playing anytime, anywhere for up to 5 hours
- Onboard USB charger

### SPECIFICATIONS

Power: 2.7W (RMS) battery, up to 5 hours battery life  
Dimensions: 100mm(L) x 43.5mm(W) x 33.5mm(H)  
Weight: 55g

1. AUX/USB: Connect the aux output cable.
2. TONE: Controls the amp tone.
3. GAIN: Controls the gain amount.
4. F.F. Controls effect volume, repeat, depth, etc. of MOD, DLY, FFB modules. Which module is currently selected by F.F. the button light's color indicates with that.
5. Power: Used for switching the device (ON/OFF). The red LED will indicate current battery status.
6. USB Type-C: Connect to your charger with a USB cable.
7. BT indicator: indicates the Bluetooth status. Making means searching for devices, and the connection success indicator is shown on. Bluetooth is automatically turned on when the device is turned on. Note the BT and F.F. buttons in case of Bluetooth.

Battery Level	Normal	Low(15%)	Lower(5%)	Charging	Full Charge
LED status	Off	On	Flashes	Flashes	Off

## Amphonix

# Manual

New-Gen Pocket Guitar AMP<sup>1</sup>

### OVERVIEW

Amphonix is Sonitake new generation Bluetooth transphore guitar amplifier. Built with 6 amp modules, make you're find at the root of the world's most famous amplifiers, start with a full range of tone adjustment. You get everything you need for clean notes to tone, boost, overdrive, and even heavy metal. ALL IN ONE.

Not only that, but these amps can be combined with 18 effects. Reverbable modulation, delay and reverb effect modules to give your performance that's fit for tone. A special designed lithium battery is for powering the amp and bringing you over five hours of continuous use charged by USB. An aux in jack lets you connect your phone to jam on your favorite tracks, or simply do it via Bluetooth without the shoulder of cables.

Notes:

- 1. Please don't put your volume knob all the way down. Stop but power on.
- 2. To reduce the risk of hearing damage, do not use headphones at high volume for an extended period of time.

A. Aux in: 1/8" stereo input audio jack for connecting an external audio player.

B. Power: 1/8" stereo output audio jack for connecting headphones.

C. Input: 1/4" jack plugs into your guitar.

D. Module Buttons: Press to toggle the effect of the module. Just to turn off the module (AMP module cannot be turned off). The button light's color indicates the current effect.

### AMP MODULE

COLOR	NAME	BASED ON
Green	Class A	Fender's Bassman <sup>®</sup>
Blue	Class B	Legendary 300T King <sup>®</sup>
Red	Overdrive	Orange's Rockerstack 50 <sup>®</sup>
Open	Overdrive	Marshall JCM 500 <sup>™</sup>
Yellow	Overdrive	Handwired Overdrive <sup>®</sup>
Pink	Overdrive	Black & Powderal 5 <sup>®</sup>

### MOD MODULE

COLOR	NAME	DESCRIPTION
Green	Chorus	Modulated signal, produces a chorus effect.
Blue	Tempo	Modulated signal, produces a tempo effect.
Red	Reverb	Reverberant signal, produces a reverb effect.
Open	Mod	Modulated signal, produces a mod effect.
Yellow	Reverb	Reverberant signal, produces a reverb effect.
Pink	Mod	Modulated signal, produces a mod effect.

\*The manufacturers and product names mentioned above are trademarks or registered trademarks of their respective owners. The trademarks are used merely to identify the model number of the product.

### DLY MODULE

COLOR	NAME	DESCRIPTION
Green	Warm Echo	Produces a warm, vintage delay-sounding delay effect.
Blue	Pure Echo	Produces a pure, accurate delay effect.
Red	Tap Echo	Simulates the echo tone from a tape machine.
Open	Mod Echo	Produces a pure delay with a chorus effect.
Yellow	Dark Echo	Produces a smooth, mellow delay effect.
Pink	Stepback	Simulates the classic slapback echo tone.

### FFB MODULE

COLOR	NAME	DESCRIPTION
Green	Shake	Simulates the sensation of a shake.
Blue	Reverb	Simulates the sensation of a reverb.
Red	Half D	Simulates the sensation of a half with brighter decay.
Open	Half D	Simulates the sensation of a half with darker decay.
Yellow	Crunch	Simulates the sensation of a crunch.
Pink	Phylo	Simulates a phlo reverberator.

### FCC Warning:

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1)

This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

### RF Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

FCC ID: 2A7J4-QAP-10