



The MINI-Ark Manual:

Hello, and congratulations on the purchase of a Snazzy FX device! What you have in front of you was designed to provide the widest range of sounds, while still being easy enough to use that you can start making music/noise right away if you so desire. But first there are some things you should know about your new device.

1. SNAZZY FX boxes can handle a wide range of inputs and can add large amounts of gain. Because of this, please watch your volume, and never start with the box on FULL VOLUME unless your amplifier, audio interface, or mixer is turned down. There are so many different ways to set the box up and some modes are louder than others. Just be careful, as ***SNAZZY FX is not responsible for any damage you may cause to your amplifier, stereo, headphones, audio interface, speakers, or ears.*** These boxes were designed to go anywhere you might want to take them but when you are first learning how to use them, please exercise caution.
2. All SNAZZY FX ***input jacks require a ¼" mono plug.***

A TRS ¼" cable will not work.

The MINI-ARK is a monophonic tracking device. This means that it works very differently on different types of sounds. For example, a monophonic guitar line is going to achieve far different results than a super compressed drum track. Snazzy FX recommends that you first think about the source you are putting into the box, and then adjust accordingly.

The Mini-ARK was designed with four goals in mind

1. to work with as many different signals as possible
2. to track quickly
3. to allow for subtle as well as ridiculous sounds
4. to allow basic control over an external VCO and ADSR/VCA when using a bass or guitar using the GATE and SQUARE outputs (gate connects to gate in on an ADSR and SQUARE connects to the SYNC IN on an external VCO)

At times this means that there may be a trade-off between playability and precision. It also means that in some cases, the difference between a mild enhancement of tone and something akin to a siren, are just the turn of a knob away.

If you are plugging in a synthesizer or some other musical source (an mp3 player, field recordings, drum loops, etc) you will want to adjust both the Volume of your audio source, and the SENSITIVITY, of the MINI-ARK until you get the desired effect.

MONOPHONIC versus POLYPHONIC

The MINI-ARK is at its heart a “Tracking box”. It was not specifically designed to work with chords in a typical fashion (which are polyphonic). However, many people love to hear a tracking box “mis-track” and this is often going to be the sound that people into Noise, Industrial, or Space Rock will gravitate towards. But for those who want the MINI-ARK to track normally, try to remember some simple rules.

A: Use a pick (not necessary on BASS)

B: Pick with a good amount of force and try not to hit multiple strings at once.

C: Fret the note in a clean fashion

D: Turn your tone down and volume up

E: Start with the neck pickup

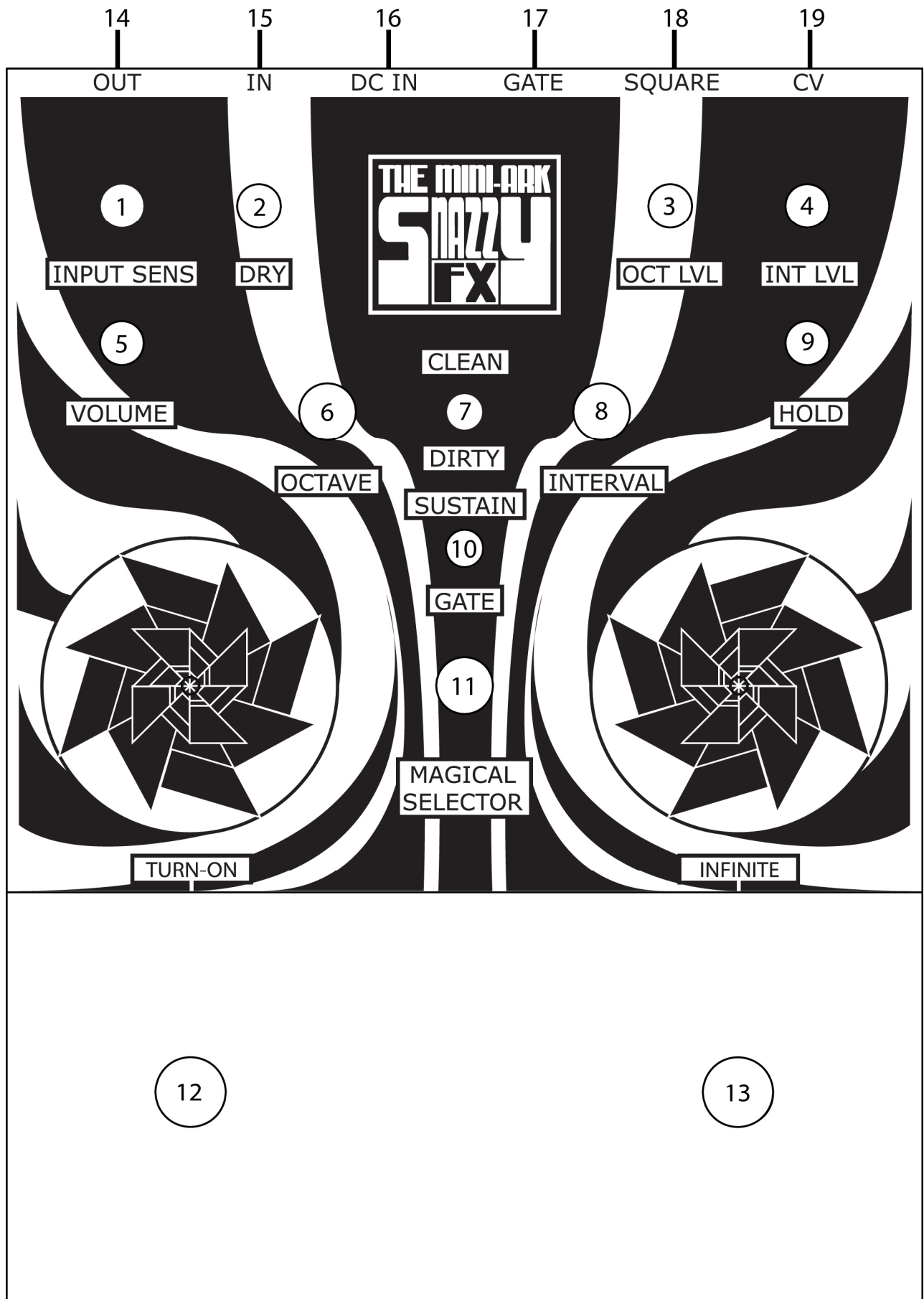
F: Make sure your SENSITIVITY is set properly for your instrument. (find a balance between response and precision)

G. Try to set the MINI-ARK for the best tracking over the widest area of the fret-board

BASS GUITAR does not need a pick if you are used to playing with your fingers.

Some people are going to want to use the MINI-ARK for “classic” sounds. The MINI-ARK excels at guitar “synth” style sounds, and can be used as a way to thicken up monophonic lead lines.

The controls for such use are very basic.



CONTROL DIAGRAM:

1. SENSITIVITY: This knob controls how precisely the MINI-ARK follows the input. For quiet sources (such as passive guitars and basses), this knob should be near or at full.

2. DRY: This is the DRY Signal level. This signal can be switched with the CLEAN/DIRTY switch to be clean, or a bit more aggressive in nature.

3. OCTAVE LEVEL –The volume of the octave

4. INTERVAL LEVEL-The volume of the interval

(These control the respective volumes for the Octave which is above or below your input, and the Interval which is above or below your input.)

5. VOLUME: This is the output volume of the BOX.

6. OCTAVE and 8. INTERVAL SWITCHES: These are the two knobs with which you determine the Octave pitch and the Interval pitch based on the incoming notes.

7. Clean/Dirty switch: This switch simply chooses between clean or a bit of dirt.

9. HOLD: This knob is a volume for yet ANOTHER octave, which is simply a fixed octave below the

input. This knob is useful for when the Interval and Octave are in INFINITE TURN-ON mode or for mixing in yet another source of tone in addition to your dry input.

10. Sustain/Gate switch: This switch works best in Magical Selector mode One (all the way to the left) and it allows for one note to be held until the next note is plucked. The sustain mode is still quite experimental and requires very clean picking and some practice. HOWEVER, very interesting effects are created even when it fails to hold the note you just played. This mode is very unpredictable in modes 2-8 and can be lots of fun with drum machines, synths, and any other kind of noise you want to pipe in. One possible with a drum machine is flipping the switch between gate and sustain so that the MINI-ARK holds certain sounds and drops others.

A VERY IMPORTANT NOTE----WHEN USING THE SQUARE OUT JACK, IN MAGICAL PRESET ONE, CONNECT YOUR SQUARE OUT TO THE SYNC IN OF A VCO. PUT THE GATE/SUSTAIN SWITCH INTO SUSTAIN. PLUG THE GATE OUT JACK INTO THE GATE INPUT OF AN ADSR. FEED THE ADSR INTO A VCA. WHEN IN SUSTAIN MODE, THE NOTE WILL CONTINUE AFTER YOU PLAY AND THE ADSR WILL LET YOU SET THE NOTE FOR A "NATURAL" LENGTH.

11. MAGICAL SELECTOR: This knob is a set of 8 "modes" or presets, and for normal tracking should be turned all the way to the left. The rest of the presets (2-8) are varying levels of vibrato or noise.

12. Bypass Switch

13. Infinite Turn-ON: This switch allows you to hold whatever note the MINI-ARK is creating at the

time. Once again, results will vary depending on what MODE you are in on the Magical Selector, but it is always great fun. Once again, in Gate mode, simply put the Magical selector all the way to the left for “regular” tracking. If you hit a note you like, simply click on the STOMP SWITCH to allow the note to freeze. You can then play over this note with the DRY signal and/or the HOLD signal (octave below)

14. OUT JACK

15. IN JACK (mono ¼” only)

16. DC IN JACK (use only 2.1mm 9volt center negative BOSS style adapter 200-650ma)

17. GATE OUT JACK: This jack puts out a signal to interface with ADSR'S or anything else you may want to experiment with.

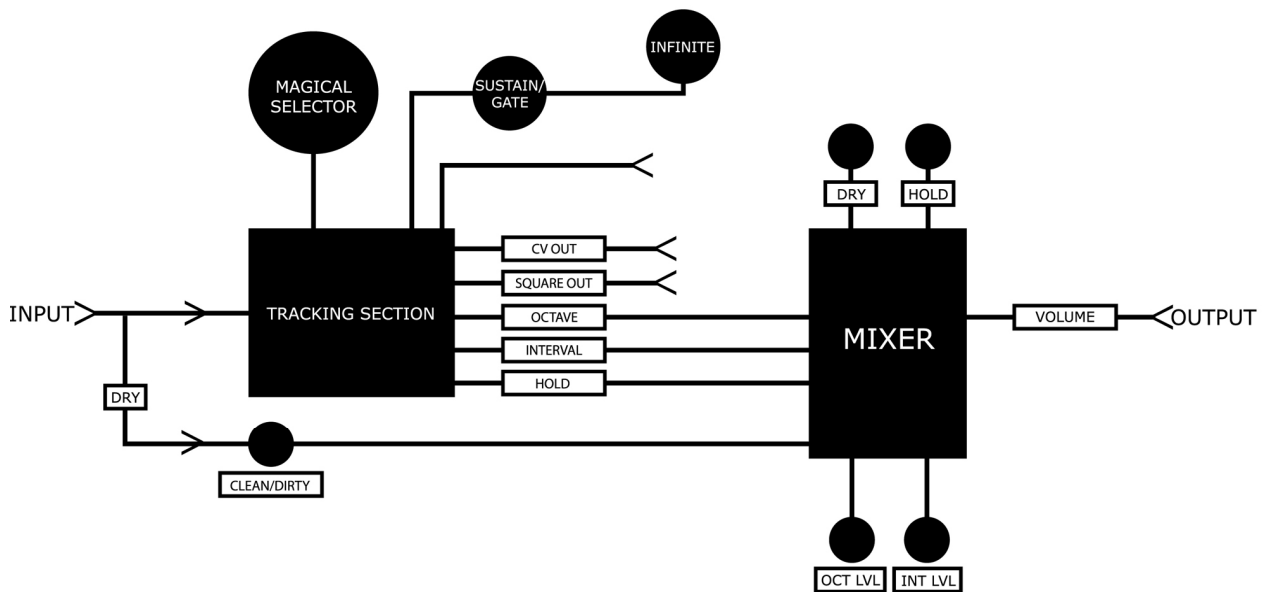
18. SQUARE OUT: This is a square wave out tapped off of the OCTAVE rotary. Use it for a second output or as a SYNC out. (or even plug it into the FM in of a VCO) When using for SYNC effects with a VCO, switch the GATE/SUSTAIN mode to SUSTAIN and plug this straight into your VCO or any other device with a SYNC IN to get interesting effects. Set your VCO so that it is not too high or low, and you will be able to play your VCO with your guitar. For best results, you may want to mix the audio from the MINI-ARK with the audio from your VCO.

19. CV (ENV) OUT: This is a very basic (CV) out, which can be patched into anything with a CV input. It's effect is tied to dynamics, and this jack can be connected to the cutoff of a filter or the pitch of a

VCO.

MAGICAL SELCTOR MODES:

There are 8 modes on the MAGICAL SELECTOR. These modes will vary with each revision of the MINI-ARK but in general will explore different levels of vibrato, sound fx, or lag. PRESET ONE (fully turned to the left) is always meant for NORMAL tracking and NORMAL use of the GATE/SUSTAIN Switch.



The MINI-ARK requires a proper DC 9v adapter. If you purchased this unit without a DC adapter please contact your nearest SNAZZY FX dealer for information.

SNAZZY FX has a one year parts and labor warranty. This warranty covers defects and does not cover misuse, negligence, or acts of god. If there is a problem with your SNAZZY FX device, please contact the dealer you purchased it from to first determine if the problem is related to control settings and or power. If your SNAZZY FX dealer determines there is a problem, they will then give you information on how to return the product so that you can get back to making weird sounds as soon as possible.