

# 6 APPEAL™

## Hexaphonic analogue overdrive/distortion with digital controls

Please see further instructions on the product page on [www.spicetone.com](http://www.spicetone.com). Even though you can limit your experience to **10 POTENTIOMETERS** and **3 FOOTSWITCHES**, **6Appeal** has a lot more to offer. If you want to get the most of it, you really have to dig in.

For hexaphonic sound, use a 13pin cable to connect a guitar equipped with divided pickups that take separate signal from each string. For monophonic (normal) guitar, connect using 1/4" jacks and turn up the **MONO POT**. You can turn off the hexaphonic channels – see manual about mono guitar setting.

Footswitch **FX/ESC** switches the **drive effect on/off**. In menus, it's your escape (**exit**) button.

Footswitches **PREV** and **NEXT** browse presets and switch between menus. There are **24** customizable presets. Browse presets with footswitches or by turning the encoder.

There's an **ENCODER (ENC)** in the middle of the **CLOCK** that shows the preset memory slots. Use **ENC** to select presets. **ENC** also toggles and browses menu items.

Customizing a preset. To enter **Save Mode**, long press **ENC**. Turn **ENC** to save to other Preset Slot. To save, long press **ENC** again. To exit without saving, press **FX/ESC**. For advanced users, there are **6 Preset Banks**. You can save a preset from one bank to another, too.

**POTENTIOMETERS (POTS)** control parameters. In normal Player Mode, there are **Drive, Gain, Tone and Level**, plus **Mono** to add monophonic sound and **Dry** to add dry (clean) signal. In menus, the Pots do different things. **See user manual**.

You have **SPREAD POTS** for drive, tone, level and dry. In hexaphonic mode you can add more or less of the corresponding setting to higher or lower strings. For example less drive on lower strings.

There are Root Boost circuits (pre and post) on each channel. Root Boost adds basic harmonic frequencies, so it's a bit more than a bass boost. Essential for boosting 13pin **MIDI** pickups.

There's a powerful Filter, accessible in Menu 1. Use it to roll off highs and for creative resonant effects.

Enter menus to access further settings like distortion mode (Menu 1, Clock Position 11 for overdrive (green), crunch (yellow), fuzz (red), FX off (dark)), string stereo balance, filter settings, root boosts, **LFO** modulations and much more. The **POTS** have different duties in different menus, but as a rule **POT 1...6** and **CLOCK POSITIONS 1...6** affect corresponding strings (12 goes for the mono channel).

Please visit [www.spicetone.com](http://www.spicetone.com) to download an in-depth user manual.

**Power supply: almost any 9-12vDC centre negative 2.1mm adapter will do (min 300mA).**

Any problems? Email [customer@spicetone.com](mailto:customer@spicetone.com).

**Rock'N'Roll!**



**Table 1. CLOCK LED VALUES IN MENUS**

In Player Mode clock LEDs show 12 green and 12 red presets. Menus are for advanced settings

|          | Menu 1  | Menu 2   | Menu 3   | Menu 4   | Menu 5   | Menu 6   | Menu 7                         |
|----------|---|--|--|--|--|--|--------------------------------|
|          | Sound   | Pan  | Sequencer  | LFO1   | LFO2   | Envelope   | MidiCtrl                       |
| Clock 1  | Ch1:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan1:<br>LRLRLR (G)<br>Reverse (Y)<br>Off (R)              | Ch1Mod:<br>On (G)<br>Off (R)                                       | Ch1Mod:<br>On (G)<br>Off (R)   | Ch1Mod:<br>On (G)<br>Off (R)   | Ch1Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd1           |
| Clock 2  | Ch2:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan2:<br>RRRLLL (G)<br>Reverse (Y)<br>Off (R)              | Ch2Mod:<br>On (G)<br>Off (R)                                       | Ch2Mod:<br>On (G)<br>Off (R)   | Ch2Mod:<br>On (G)<br>Off (R)   | Ch2Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd2           |
| Clock 3  | Ch3:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan3:<br>L2R2L5R5-<br>L10R10 (G)<br>Reverse (Y)<br>Off (R) | Ch3Mod:<br>On (G)<br>Off (R)                                       | Ch3Mod:<br>On (G)<br>Off (R)   | Ch3Mod:<br>On (G)<br>Off (R)   | Ch3Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd3           |
| Clock 4  | Ch4:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan4:<br>L10L5L2R2-<br>R5R10 (G)<br>Reverse (Y)<br>Off (R) | Ch4Mod:<br>On (G)<br>Off (R)                                       | Ch4Mod:<br>On (G)<br>Off (R)   | Ch4Mod:<br>On (G)<br>Off (R)   | Ch4Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd4           |
| Clock 5  | Ch5:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan5:<br>L10R5L2R2-<br>L5R10 (G)<br>Reverse (Y)<br>Off (R) | Ch5Mod:<br>On (G)<br>Off (R)                                       | Ch5Mod:<br>On (G)<br>Off (R)   | Ch5Mod:<br>On (G)<br>Off (R)   | Ch5Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd5           |
| Clock 6  | Ch6:<br>On (G)<br>Clean (Y)<br>Mute (R)                                     | Autopan6:<br>MONO (G)<br>Reverse (Y)<br>Off (R)                | Ch6Mod:<br>On (G)<br>Off (R)                                       | Ch6Mod:<br>On (G)<br>Off (R)   | Ch6Mod:<br>On (G)<br>Off (R)   | Ch6Mod:<br>On (G)<br>Off (R)                               | SubMenu:<br>MidiCmd6           |
| Clock 7  | PostRB:<br>00ff_16Off (D)<br>00ff_16On (G)<br>00n_16Off (Y)<br>00n_16On (R) |  | SubMenu:<br>Step1  | Shape1:<br>Off (D)<br>Sine(G)<br>Triangle (Y)<br>Pulse (R)           | Shape1:<br>Off (D)<br>Sine(G)<br>Triangle (Y)<br>Pulse (R)           |  | SubMenu:<br>MidiCmd7           |
| Clock 8  | PostRB:<br>00ff_16Off (D)<br>00ff_16On (G)<br>00n_16Off (Y)<br>00n_16On (R) |  | SubMenu:<br>Step2  | Shape2:<br>Off (D)<br>Rising (G)<br>Falling (Y)<br>Random (R)        | Shape2:<br>Off (D)<br>Rising (G)<br>Falling (Y)<br>Random (R)        | Staccato:<br>On (G)<br>Off (R)                             | SubMenu:<br>MidiCmd8           |
| Clock 9  | Filter:<br>On (G)<br>Off (R)  |  | Start SEQ with<br>Preset:<br>On (G)<br>Off (R)                     | MidiCtrl:<br>Off (D)<br>ModWheel(G)<br>BreathCtrl(Y)<br>PitchBend(R) | MidiCtrl:<br>Off (D)<br>ModWheel(G)<br>BreathCtrl(Y)<br>PitchBend(R) | Front:<br>Lin (G)<br>Exp (Y)<br>Log (R)                    | SubMenu:<br>MidiCmd9           |
| Clock 10 | Tone:<br>On (G)<br>Off (R)  |  | Sync with<br>LFO1:<br>Off (D)<br>Midi (Y)<br>Midi.0R.<br>Tempo (R) | Sync: Off (D)<br>Tempo (G)<br>Midi (Y)<br>Midi.0R.<br>Tempo (R)      | Sync with<br>LFO1: Off (D)<br>1X (G)<br>2X (Y)<br>4X (R)             | Sync with<br>LFO1: Off (D)<br>1X (G)<br>2X (Y)<br>4X (R)   | SubMenu:<br>MidiCmd10          |
| Clock 11 | Distortion:<br>FX Off (D)<br>Overdrive (G)<br>Crunch (Y)<br>Fuzz (R)        | SpreadType2:<br>Freq (G)<br>Phase (R)                          | Mode:<br>Off (D)<br>Parameter (G)<br>Pan (Y)<br>Filter (R)         | Mode:<br>Off (D)<br>Parameter (G)<br>Pan (Y)<br>Filter (R)           | Mode:<br>Off (D)<br>Parameter (G)<br>Pan (Y)<br>Filter (R)           | Mode:<br>Off (D)<br>Parameter (G)<br>Pan (Y)<br>Filter (R) | SubMenu:<br>MidiCmd11          |
| Clock 12 | ChMono:<br>On (G)<br>Mute (Y)<br>Clean (R)                                  | SpreadType1:<br>Tilt (G)<br>Smile (R)                          | ChMono:<br>On (G)<br>Off (R)                                       | ChMono:<br>On (G)<br>Off (R)   | ChMono:<br>On (G)<br>Off (R)   | ChMono:<br>On (G)<br>Off (R)                               | MidiCtrl:<br>On (G)<br>Off (R) |

Menu 8 Reserved

**Table 2. POTS IN MENUS**

In Player Mode POTS have their basic function (Drive, Gain, Tone etc.). Menus are for advanced settings

|       | Menu 1       | Menu 2        | Menu 3                            | Menu 4                            | Menu 5                            | Menu 6                            | Menu 7    |
|-------|--------------|---------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|-----------|
|       | Sound        | Pan           | Sequencer                         | LFO1                              | LFO2                              | Envelope                          | MidiCtrl  |
| Pot1  | Drive        | Channel 1 Pan | Drive/Pan1/<br>FreqA Depth        | Drive/Pan1/<br>FreqA Depth        | Drive/Pan1/<br>FreqA Depth        | Drive/Pan1/<br>FreqA Depth        | MidiPot1  |
| Pot2  | Gain         | Channel 2 Pan | Gain/Pan2/<br>FreqB Depth         | Gain/Pan2/<br>FreqB Depth         | Gain/Pan2/<br>FreqB Depth         | Gain/Pan2/<br>FreqB Depth         | MidiPot2  |
| Pot3  | Tone         | Channel 3 Pan | Tone<br>Pan3 Depth                | Tone<br>Pan3 Depth                | Tone<br>Pan3 Depth                | Tone<br>Pan3 Depth                | MidiPot3  |
| Pot4  | Level        | Channel 4 Pan | Level/Pan4/<br>FilterVol Depth    | Level/Pan4/<br>FilterVol Depth    | Level/Pan4/<br>FilterVol Depth    | Level/Pan4/<br>FilterVol Depth    | MidiPot4  |
| Pot5  | Mono         | Channel 5 Pan | Mono/Pan5/<br>FilterReso<br>Depth | Mono/Pan5/<br>FilterReso<br>Depth | Mono/Pan5/<br>FilterReso<br>Depth | Mono/Pan5/<br>FilterReso<br>Depth | MidiPot5  |
| Pot6  | Dry          | Channel 6 Pan | Dry<br>Pan6 Depth                 | Dry<br>Pan6 Depth                 | Dry<br>Pan6 Depth                 | Dry<br>Pan6 Depth                 | MidiPot6  |
| Pot7  | Frequency A  | Drive Spread  | SEQ Frequency                     | LFO1 Frequency                    | LFO2 Frequency                    | Attack                            | MidiPot7  |
| Pot8  | Frequency B  | Tone Spread   | SEQ Freq /<br>Phase Spread        | LFO1 Freq /<br>Phase Spread       | LFO2 Freq /<br>Phase Spread       | Decay                             | MidiPot8  |
| Pot9  | Filter Level | Level Spread  | SEQ Level                         | LFO1 Level                        | LFO2 Level                        | Sustain                           | MidiPot9  |
| Pot10 | Resonance    | Dry Spread    | SEQ Level<br>Spread               | LFO1 Level<br>Spread              | LFO2 Level<br>Spread              | Release                           | MidiPot10 |

Menu 8 Reserved

| Menu 9                         | Menu 10   |
|--------------------------------|---|
| Midi                           | Global  |
| Midlin:<br>On (G)<br>Off (R)   | Mono Guitar:<br>On (G)<br>Off (R)   |
| MidiOut:<br>On (G)<br>Off (R)  | Box:<br>On (G)<br>Off (R)   |
| MidiThru:<br>On (G)<br>Off (R) | Output Boost:<br>00ff_16Off (D)<br>00ff_16On (G)<br>00n_16Off (Y)<br>00n_16On (R) |
| MonoMode:<br>On (G)<br>Off (R) | Start1stPreset:<br>On (G)<br>Off (R)  |
|                                | G. VOL:<br>On (G)<br>Off (R)  |
|                                | PotDisplay:<br>On (G)<br>Off (R)  |
|                                |   |
|                                |   |
|                                |   |
|                                |   |
| SubMenu:<br>MidlinCH           |   |
| SubMenu:<br>MidiOutCH          | SubMenu:<br>Bank  |
| MidiAll:<br>On (G)<br>Off (R)  | SubMenu:<br>SWVersion   |