

CAVEMAN USER MANUAL

1. Features:

- Two channel all tube design
- Individual channel inputs for direct feed
- Channel switching input
- Ch.1 : Bass, Middle, Treble, Volume and 6 pos. Schizo
- Ch.2 : bass, Middle, Treble, Volume, Gain Boost, Gain and 6 pos. Schizo
- Footswitch-able boost, adjustable on Ch. 2
- Common presence control with Modern and Vintage Style switch
- Solid State post parallel FX Loop with send and return level controls
- Tube-buffered pre series FX Loop, active via channel switching input
- EL34 or 6L6 Class AB power amp
- 4 position rotary Power switch for standby, 30 or 60 watt operation
- Line Out with level control
- Single 16 and dual 8 + 4 ohm speaker outputs
- Functions on footswitch: channel select, boost 1, boost 2, pre fx and post fx

Please note the Caveman has been discontinued since 1997!

Available as:

- Head
- 2x12 open back Combo

DIMENSIONS and WEIGHTS: Are subject to change anytime, Please measure **your** amp carefully if a Custom Case is being made. **Add ¼ inch for each, handle and rubber feet.**

Head:	9.75" H	27.25" W	8.50" D	42lbs
2x12 combo:	20" H	25.25" W	10.50" D	68lbs

1. Direct Input

When using either of the direct channel inputs, make sure that: a. the desired channel is selected (via footswitch or rear panel selector) b. the pre-loop switch is "on" with nothing plugged into it. (If the footswitch is being used, make sure the rear panel selector for all the buttons are "out" and turn "on" the selected channel and pre-loop from the footswitch external switching unit.)

2. Channel Switching Input & Pre-Loop

Aside from allowing you to change channels with the flick of a switch (foot, rear panel, etc.) any effects you would normally use before the amp (wah, fuzz, Overdrive etc.) can go into the pre-loop signal path when using this input. This way, there's less signal loss from the guitar to the amp and it enables you to use a footswitch able master. "Truer" bypass for your chain of stomp boxes. Some of you may still prefer the color an effect can have when placed pre-input. None the less, the pre-loop function is an option for those of you who like as much clarity as control. So experiment!

3. Parallel Post-Loop

This feature allows you to use delays, reverbs, multi-fx units etc. without clipping and overloading your signal. It can be used in either direct or channel switching modes and can be manually or remotely bypassed. To use the post-loop, follow these instructions: a. Turn the send trim pot and return trim pot all the way down. b. Take the send into the input of your effect and the output of the effect back into the return. c. Turn the send trim up in relativity to the input level of your effect. d. Set the mix of the effect-unit(s) to be more "wet" than "dry". Unlike a series post-loop, there is a constant dry sound in order to preserve the tone of the amp when it gets "effected". So don't be shy, depending on your unit, you may want to set it all 'wet". e. Turn the return trim up slowly. Again, depending on your effect, you may only need to turn it up a pinch. If you need to hear more effect, try turning up the output of your effect before turning up the return trim. *Note: When the post-loop is not in use, i.e. nothing is plugged into it, be sure the return trim pot is all the way down or you may hear some unwanted cross-oscillation.

4. Schizo

This rotary switch allows you to drastically alter the parameters and responsiveness of the channels, independently.

Here's a rough layout of its functions:

Channel 1:	Channel 2:
1 Normal Dark	1 Dark Deeper bass
2 Low-end & mid-boost	2 Bright Loose feel
3 Normal Brighter	3 Brighter
4 Low-end & mid-boost	4 Dark Tighter bass
5 Normal	5 Bright Tighter feel
6 Low-end & mid-boost	6 Brighter

As a suggestion, set the tone knobs to twelve o'clock, then go through the Schizo positions to find which bandwidth you like. Then you can fine-tune with the tone knobs and tailor your sound.

5. Boost

The boost for the clean channel is fixed, while the boost for the dirty channel is adjustable with the Gain Boost control. Use it wisely.

6. Vintage/Modern Switch

This switch works in conjunction with the presence control. While vintage mode feels warmer and rounder, modern has clarity and tightness. Give it a whirl and see which one you like.

7. Power Switch

The low position is around 30 watts while the high is 60. The amp will sound and react very differently, so check it out soft at 60 as well as loud at 30 (if the neighbors permit). *Note: Be sure to always have a speaker plugged in from the amp even on standby. If you need to change speaker cabinets, turn the amp off.

8. Line Level

This out is for bi-amping and is not intended for use as a recording out. Be sure to raise the

9. Footswitch

Your amp comes with a 5 button footswitch. One button is for switching between the two channels, two for engaging the boost of channel 1 and 2, one for the pre fx loop and one for the post fx loop. The footswitch jacks are located on the back panel. They are labeled footswitch A white and footswitch B grey, the plugs of the footswitch are white and grey, plug them in accordingly.

10. Tubes

Your Caveman comes with a duet of Siemens EL34's or Philips small bottle 6L6's. Five 12AX7 tubes are used in the preamp and one 12AX7WB lower gain tube for the pre fx loop. See tube chart for the individual functions.

Note: If you want to experiment with different type or brand preamp tubes the first 3 tubes are the most noticeable ones sound wise. The less gain the tube has and the earlier the tube is in the sound chain (V1, V2...) the less noisy your amp is. *Make sure you turn your amp off when you switch tubes and be careful the tubes might be very hot!! Do not touch tube sockets with fingers? Even after turning your amp off and unplugging it from the power outlet there could be enough voltage stored in the capacitors to give you a lethal electrical shock.*

11. Speakers

The 2x12" combo is loaded with a Celestion Vintage 30 and Classic Lead 80, impedance is 8 ohm. Speakers are part of an amps tone shaping and can have a dramatic effect on tone and feel. The speakers we select are for best overall sound and reliability. Speakers are changed easily; feel free to try any speaker but make sure it has the right impedance and wattage.

12. Fuses

To check the fuses, use an Ohmmeter to make sure they're blown because sometimes you can't see if they are. The main and H.T. fuse are both 3AG Slow Blow type.

The HT (0.5A) fuse usually blows if your power tubes are bad to protect the power amp circuit from getting damaged. If the Main (3A) fuse blows it could be just a voltage peak from your power outlet. Put a new one in and see what happens. If it blows again give us a call.

13. Troubleshooting

Make sure you read and understand the safety instructions!! Repairs should be done only by knowledgeable Technicians!! Always make sure your Cables, Guitars, Effects and Extension Cabinets are working and hooked up correctly. If you think something is wrong with your Amp, play straight into the Amp with nothing else hooked up other than a Guitar. That way you make sure it is the Amp. If you own a combo unplug the internal speaker and hook up an external speaker cabinet to make sure it's only the amp which is faulty. Tubes are delicate and have a limited live span depending on operating time, temperature and mechanical influences. 99% of all sound and noise problems come from preamp tube failure. Every Amplifier has a three stage testing protocol before we ship them to make sure that the tubes work properly, but since they have a glass housing and delicate little plates inside them they could be damaged during shipping. Please don't feel discouraged. We don't manufacture tubes and can only retest them to make sure they're okay.

There you have it! It's all up to you now, be creative and push your musical imagination...For Questions call or check out our webpage: www.bogneramplification.com