

SOCKETS

A COMPREHENSIVE set of connections makes the Amp1 the perfect tool for just about any tonal job

CONTROLS

pots let you customise each channel's tone to your taste, apart from the Vintage channel, which is pre-set for Thomas's favourite sounds. Yes, he really does use one!



BLUGUITAR AMP1 £589 Thomas Blug's genius invention could be the 1 amp to rule them all...

AS well as fronting his own band, top guitar-slinger Thomas Blug has a serious set of electronics skills, which have enabled him to carve out a 20-year career as an amp designer and demonstrator for top German brand Hughes & Kettner. Recently, Blug has taken things a step further by forming his own company, BluGuitar, and here we're looking at one of the first products to come off the production line, the Amp1.

Born out of Blug's need for an ultra-compact head, with no tonal compromises and the flexibility to handle any situation, the Amp1's small package looks like a stompbox, but it's actually a fully featured channel-switching amp with a revolutionary valve-driven 100-watt output stage. It offers a clean channel and a choice of three different overdrive flavours, called Vintage, Classic and Modern; in normal mode, the footswitch on the left swaps between clean and the active overdrive sound, while the centre switch activates a boost for all four channels, and the right-hand switch toggles the built-in digital reverb. In pre-set mode, you can assign any voice to each of the three buttons, which remember volume and gain settings. If you don't fancy stomping on it, the Amp1 can also The Amp1 has a lot of tonal flexibility, centred mainly on classic American clean sounds and vintage Brit overdrives. We loved using the clean channel in boosted mode, which adds a complex chiming effect that really lifts rhythm parts, while our favourite lead sound was the vintage voicing, with the gain set high and

There's enough scope to mimic practically any core tone

be used sat atop a speaker cabinet, with a standard latching double footswitch handling boost and channel-switching duties. There's a loop and a direct output on the rear of the unit, while the left-hand side conceals a row of trim pots for customising volume and tone, as well as loop and noise gate settings. The front-panel tone controls fine-tune the settings. boost on. You can also find a pretty serious metal sound, as well as most of the classic-rock tones of the past three decades. While it isn't a do-all modelling amp, there's enough scope here to mimic practically any core tone, and the unique Nanotube valve-driven output stage sounds dynamic and punchy, from bedroom whispers up to the kind



THE BLUGUITAR logo lights up in blue when you plug in - way cool...

AT A GLANCE

TYPE: Analogue solid-state micro head w/ digital reverb & valve-driven Class D output stage OUTPUT: 100W

CONTROLS: Clean volume,

overdrive gain, overdrive volume bass, mid, treble, master volume, master reverb: trim pots for boost level, modern tone, modern level. classic tone, classic level, clean tone: series/parallel loop button. noise gate hard/soft/off button SOCKETS: Input, effects send, effects return, 2x speaker outputs, headphones/direct out, footswitch iack WEIGHT: 1kg DIMENSIONS: [HxWxD] 68x245x192 **CONTACT:** John Hornby Skewes 01132 865 381 www.bluguitar.com

of volume you'd use only on very big stages.

We're massively impressed with the Amp1: it's very portable, looks cool, has a logical design and works perfectly. You can add MIDI control and a module with four programmable true bypass loops, but even without these accessories, the Amp1 offers pretty much everything most players will need, in a good-looking, robust package. It's temptingly priced, too remember, this isn't a gimmick; it's a full-on, four-channel 100-watt head. Is Amp1 really the answer to life, the universe and everything? If you're a guitarist, the answer is probably yes. **Nick Guppy**

	FEATURES					
SUMMARY	SOUND QUALITY					
	VALUE FOR MONEY					
	BUILD QUALITY					
	USABILITY					
	OVERALL RATING	\star	\star	\star	\star	\star