Sharkoon

DEVELOPED WITH CONVICTION.

MADE FOR EVERYONE WHO APPRECIATES GREAT SOUND.

WHY THE **STEALTHBITE IEM** BECAME WHAT IT IS TODAY.

Why would a gaming manufacturer develop an in-ear monitor in the first place?

This project didn't begin with a market analysis. It began with a passion for exceptional sound. For years, our CEO, Andrei Lyamin, has been deeply interested in high-quality in-ear monitors—not because of business requirements, but out of genuine enthusiasm. He closely followed the evolution of the IEM market, listened to countless models, and observed how IEMs had long since expanded beyond concert stages. More and more gamers were discovering their advantages: outstanding precision, accurate positional audio, and a more direct sound signature than many traditional gaming headsets.

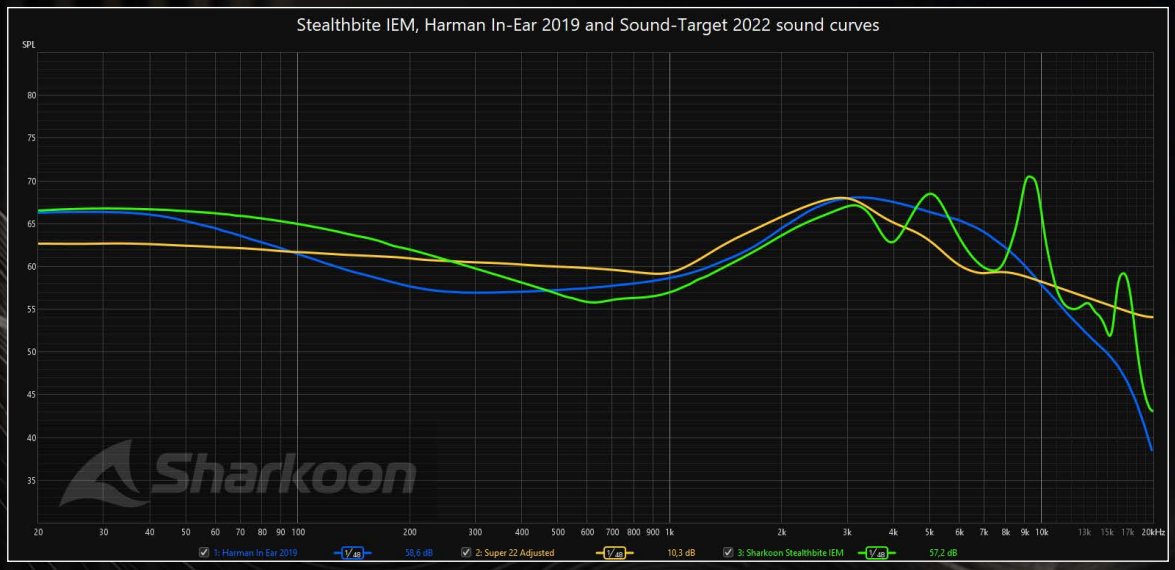
At the same time, Sharkoon brought together people who experienced IEMs from very different perspectives. Musicians relied on them regularly in rehearsal rooms or on stage. Gamers appreciated their precision in competitive play. Others used them to enjoy music, podcasts, or entertainment while on the go. A wide range of IEMs across every price segment was analyzed, measured, and critically evaluated. The goal was never to copy an existing product. Instead, we wanted to understand why certain models stood out—and why others, despite impressive specifications, ultimately failed to meet expectations.

These different perspectives led to one simple question:

> WHY NOT DEVELOP THE IN-EAR MONITOR THAT WE OURSELVES WOULD WANT TO USE EVERY DAY?

Not an IEM designed exclusively for musicians. Not an IEM made solely for gamers. But one that feels equally at home in almost any situation.

WHY SHOULDN'T AN IN-EAR MONITOR IMPRESS ONLY DURING THE FIRST LISTEN?



Anyone developing an in-ear monitor quickly faces a fundamental decision. Should it deliver a spectacular first impression—with heavier bass, sharper highs, and a sound signature that immediately grabs attention? Or should it remain natural and balanced even after hours of listening? We deliberately chose the latter.

As our point of reference, we used the well-known Harman Target Curve—a frequency response that numerous listening studies have shown to be particularly balanced and enjoyable for many listeners. For us, however, it was never a rigid target. It served as a compass rather than a rulebook. Our objective wasn't to reproduce a measurement curve as precisely as possible, but to create a sound signature that performs convincingly regardless of how it's used.

That's why the final tuning wasn't developed solely in front of a computer. Our engineers created multiple tuning variations, which were then evaluated by colleagues from different departments—during gaming sessions, while listening to music, and even during live performances.

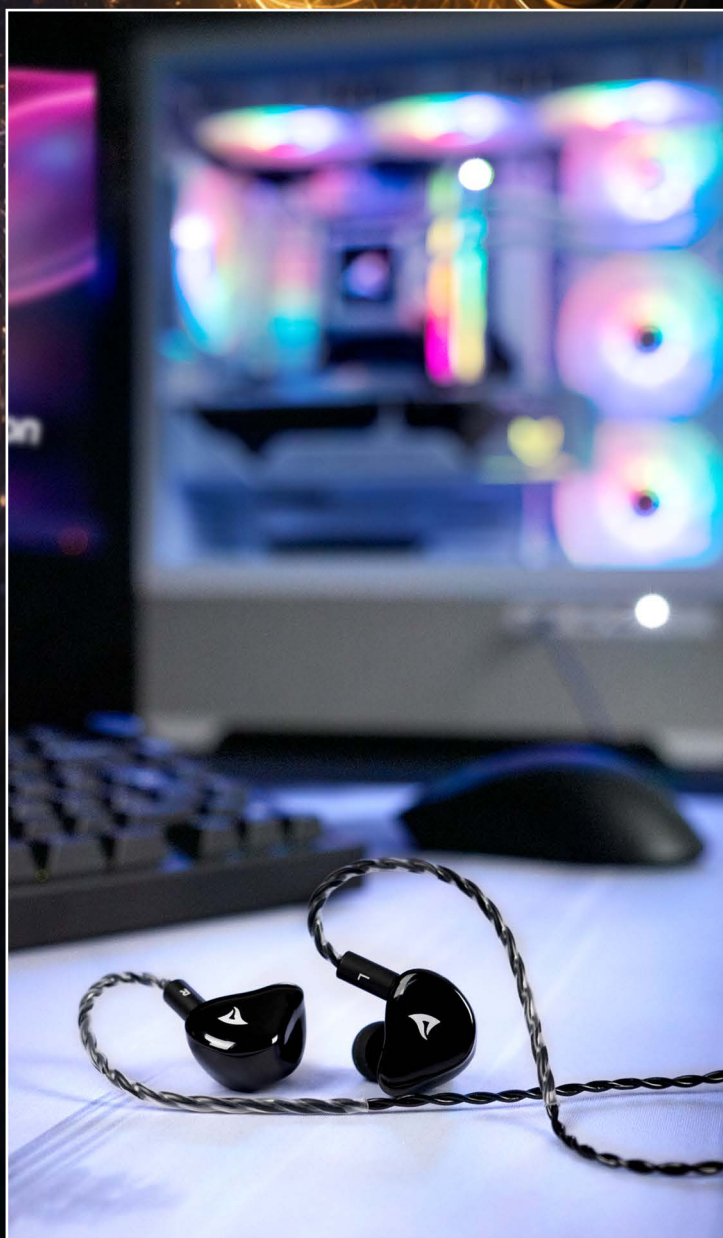
The frequency response went through countless refinements until everyone involved independently reached the same conclusion: This is exactly how we imagined it should sound.

WHY SHOULD A SINGLE DRIVER HAVE TO DO EVERYTHING?

Another question accompanied us throughout development: Why should a single driver be responsible for reproducing the entire frequency spectrum? Dynamic drivers excel at delivering powerful, natural bass along with an impressive sense of space. Balanced armature drivers, on the other hand, truly shine when it comes to revealing fine details, reproducing fast transients, and ensuring excellent vocal clarity. Both technologies have their own strengths—but each also has its limitations.

The real challenge, therefore, wasn't simply combining two different driver technologies. The key was tuning them so seamlessly together that they wouldn't sound like two separate speakers, but instead perform as one coherent acoustic system. That's exactly why we chose a hybrid driver system. Each driver is responsible for the frequency range where it performs at its absolute best.

The result isn't an artificially spectacular sound, but a balanced listening experience that excels equally with music, podcasts, voice chat, and the precise positional audio needed in games.



WHY DO WE INCLUDE A DAC WHEN MANY MANUFACTURERS DON'T?

Many people see a DAC as nothing more than an adapter for devices without a 3.5 mm headphone jack. In reality, however, it plays a crucial role in determining the quality of the audio signal that reaches the in-ear monitor in the first place. Even the best IEM can only sound as good as the signal it receives. Many integrated audio chips found in PCs, notebooks, and mobile devices are not designed with uncompromising audio quality as their highest priority. Depending on the hardware, audible background noise, limited dynamic range, or increased distortion can already affect the signal before it even reaches the IEM.

That's why the Stealthbite DAC was intentionally tuned to remain completely neutral. It doesn't alter the sound signature of the IEM or add any coloration of its own. Instead, it delivers an exceptionally clean signal with minimal background noise, low distortion, and optimized amplification, allowing the hybrid driver system to perform at its full potential.

Especially with sensitive in-ear monitors, this significantly reduces the likelihood of unwanted background noise while ensuring that the sound is reproduced exactly as originally intended—whether the Stealthbite IEM is connected to a smartphone, notebook, or gaming PC. The fact that the DAC also supports modern USB-C devices is therefore more of a welcome bonus than its primary purpose.

WHY DID WE DELIBERATELY LEAVE CERTAIN THINGS OUT?

While many products continue to accumulate more and more features, we asked ourselves the same question with every new idea: Does it actually improve the listening experience? If the answer was no, we left it out. Bluetooth would have compromised lossless signal transmission. Additional software features and audio effects would have increased both system resource usage and product cost without delivering a better experience. RGB lighting may have its place on a gaming PC—but it contributes nothing to the experience of an in-ear monitor. Instead, we invested where it truly matters: acoustic tuning, premium components, and thoughtfully designed accessories.

That's why the Stealthbite IEM comes with two interchangeable cables. The cable with the inline microphone is ideal for gaming, voice chat, and everyday mobile use. Those who prefer to use the Stealthbite IEM exclusively for music listening or live performances can switch within seconds to the included audio cable without a microphone.

Because sometimes, having less ultimately means focusing more on what truly matters.

WHEN DID WE KNOW THE PROJECT WAS FINISHED?

Not when the measurement curves looked perfect. Not when the technical specifications were finalized. But when people with completely different expectations all reached the same conclusion independently. Musicians appreciated the natural sound signature. Gamers could accurately pinpoint their opponents. Music sounded balanced. Voices remained crystal clear. That was exactly our goal.

We didn't want to develop a gaming IEM. We didn't want to develop a studio IEM. We wanted to create an in-ear monitor that we ourselves would naturally use on the way to work in the morning, while listening to music in the afternoon, during gaming sessions in the evening, and on stage over the weekend.

Only when all of these requirements came together did we know that a personal conviction had become a product we were genuinely proud to share with others: The Stealthbite IEM.

Further information:

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