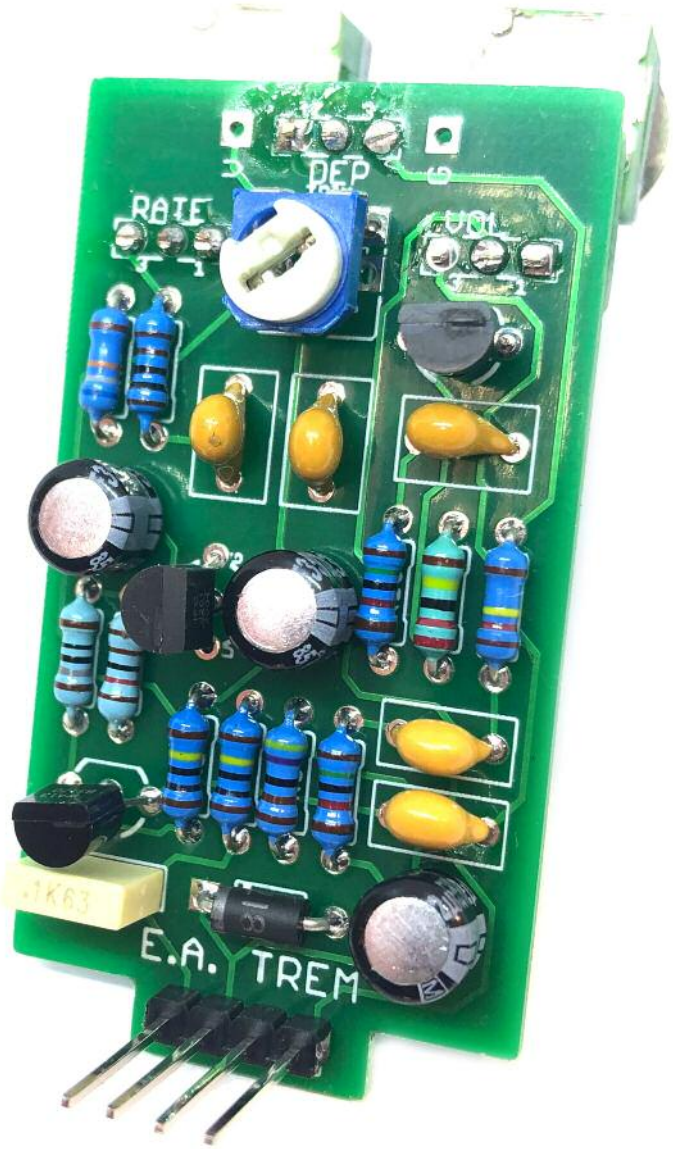
FuzzPup



E.A.Trem

Nice wobble from Electronic Arts

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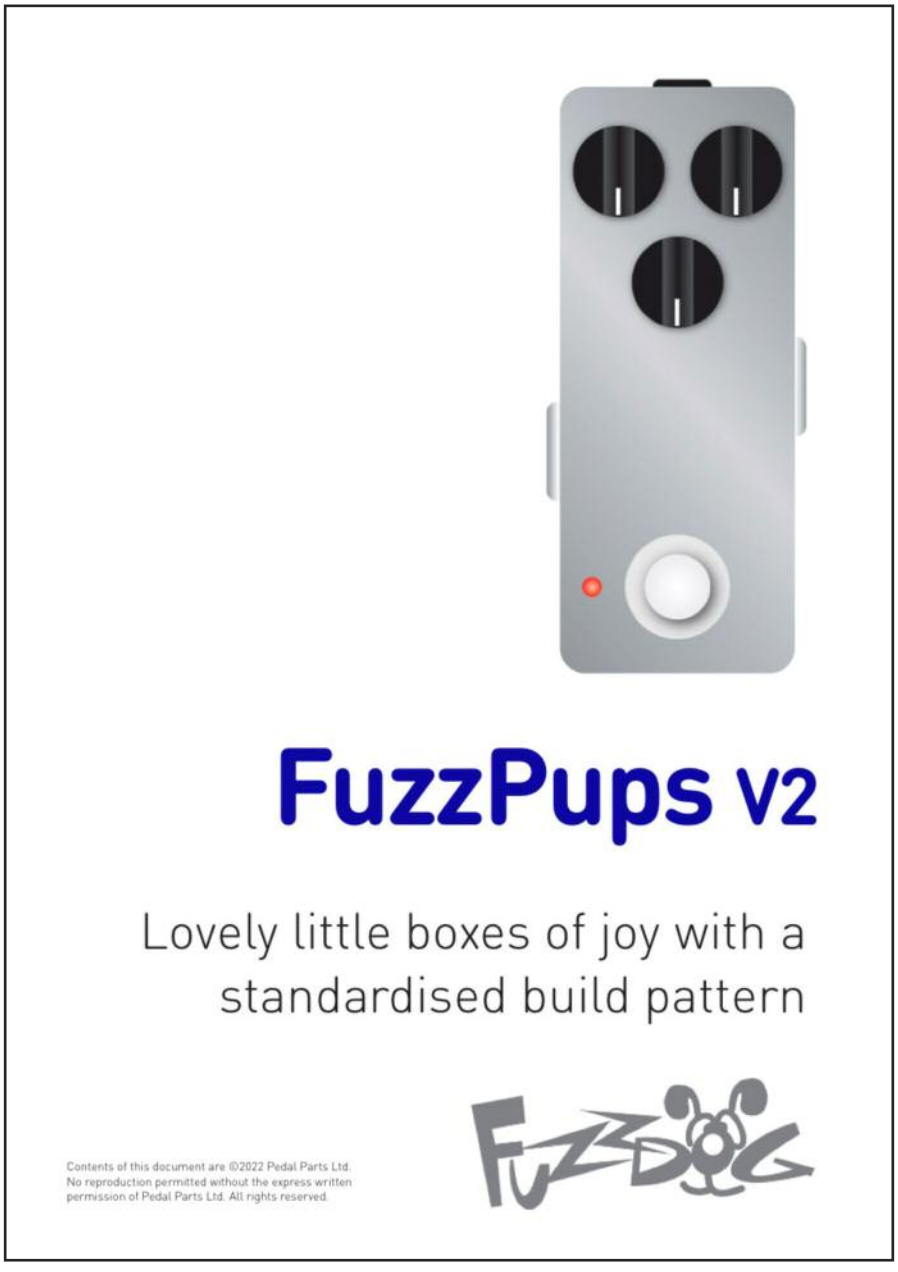
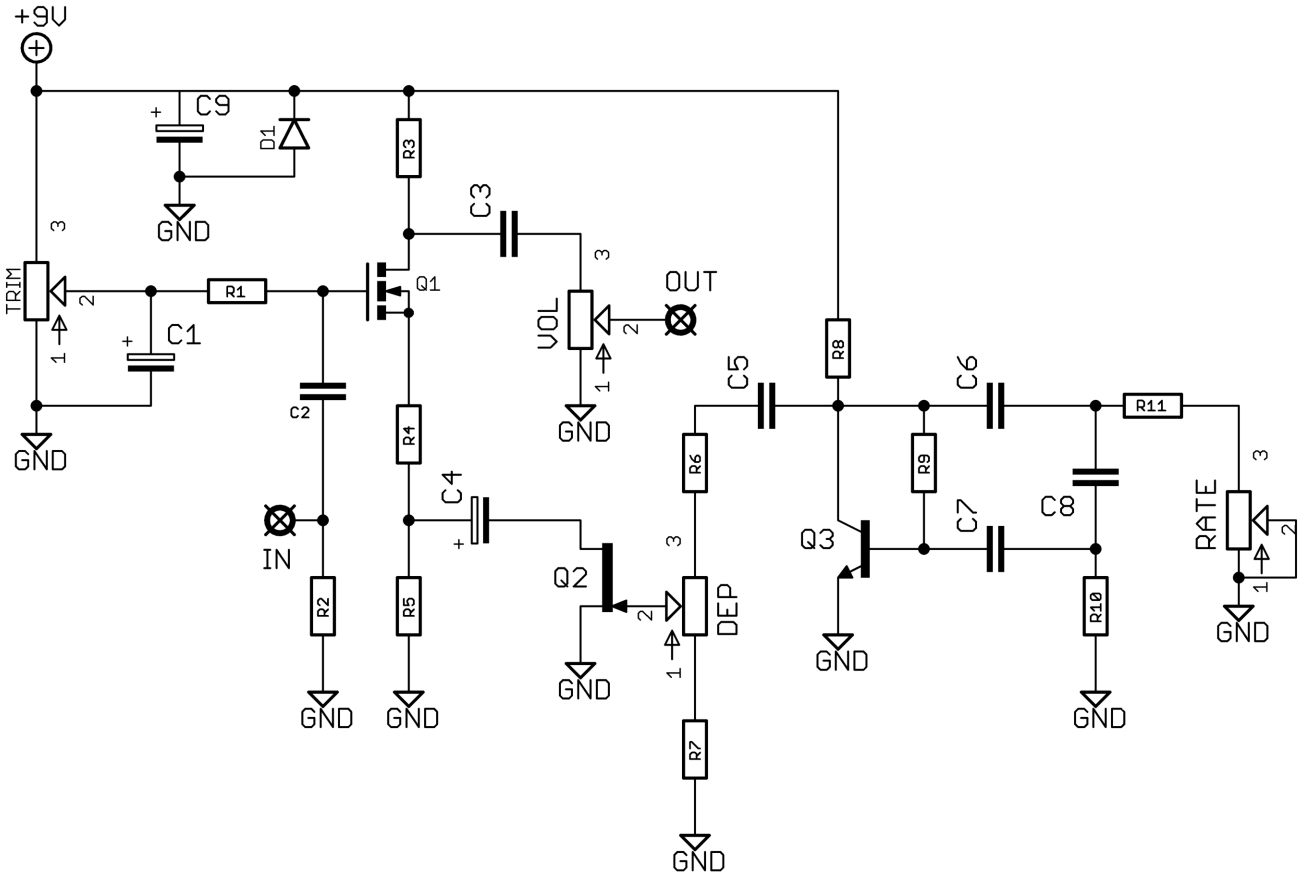
IMPORTANT
Before you start...

Grab the general build doc that covers all FuzzPup V2 builds. Most of the information you need for this build is in there.

Read it? OK, carry on.



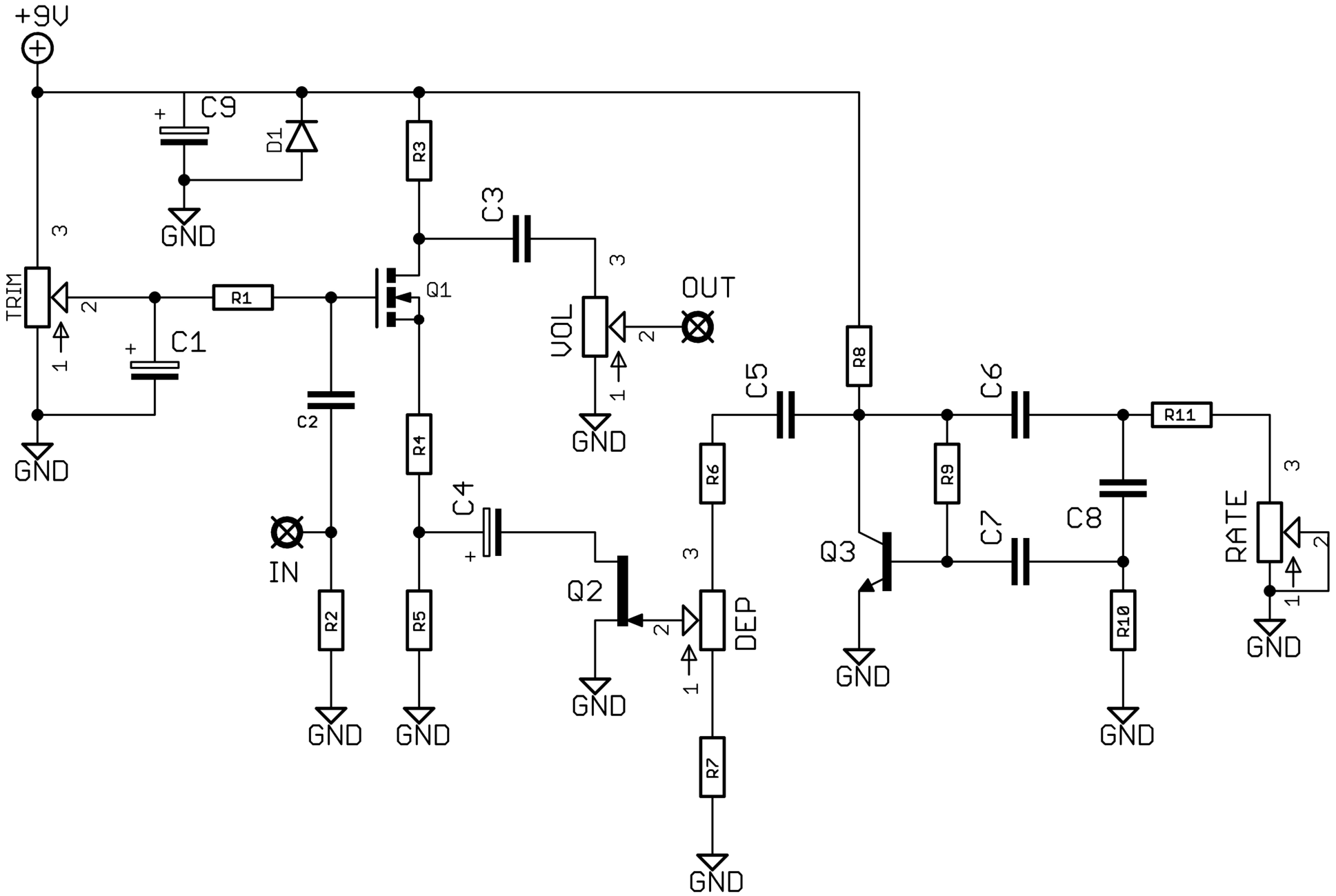
Schematic + BOM

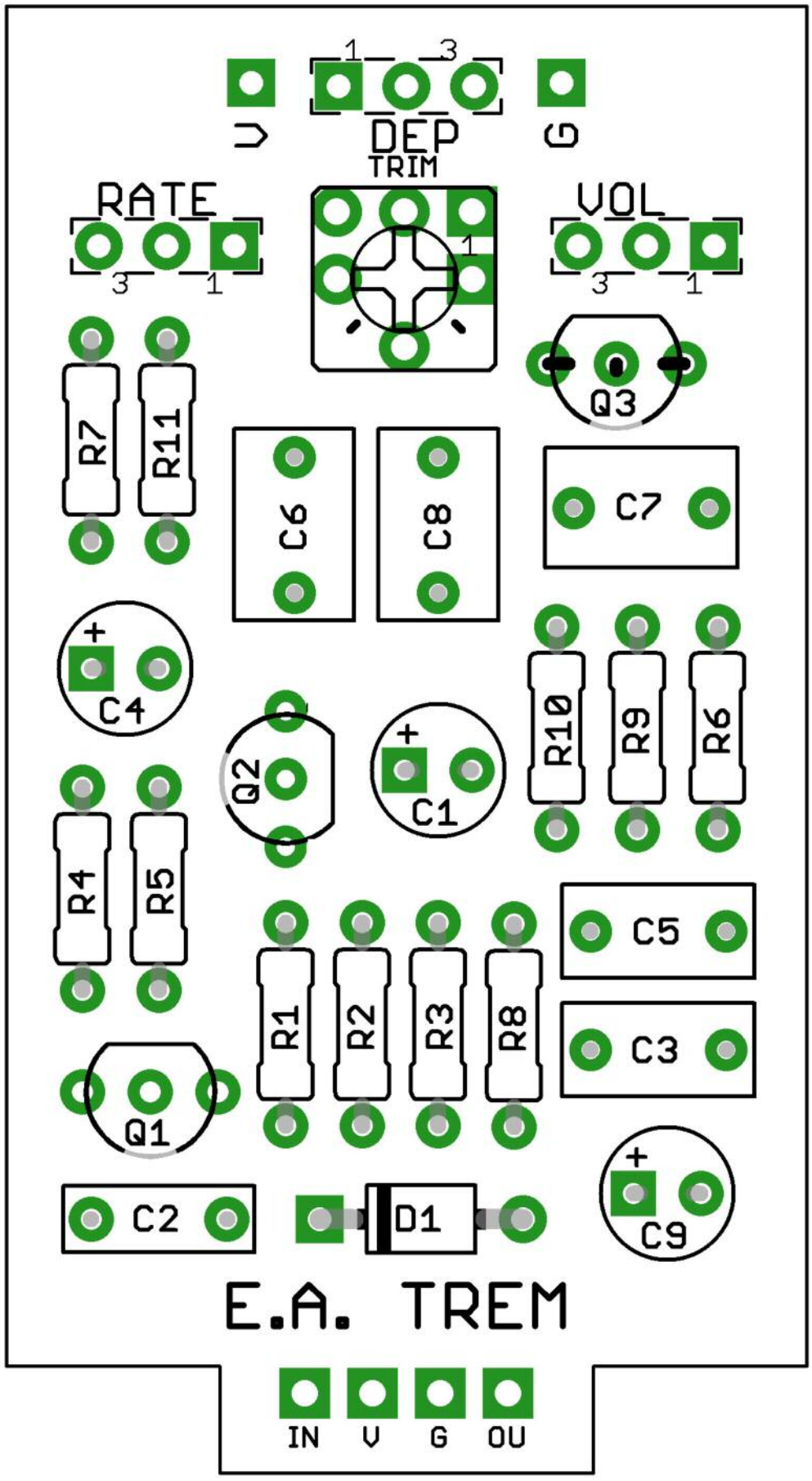


R1	1M	C1	22u elec*	Q1	BS170
R2	1M	C2	100n	Q2	J201
R3	4K7	C3	470n**	Q3	2N5088
R4	180R	C4	22u elec		
R5	1K2	C5	470n	D1	1N4001
R6	120K	C6	1u**		
R7	68K	C7	1u**	RATE	100KB
R8	15K	C8	1u**	DEP	250KB
R9	2M2	C9	22u elec*	VOL	100KA
R10	15K				
R11	1K			TRIM	100K

**These are power smoothing caps. Use the biggest value you can find that will physically fit height-wise, i.e. 7mm or under. Smaller values 10-22uf are readily available in smaller heights

**470n/1uf film caps tend to be quite big. Use MLCC (multi-layer ceramic).


+9V
C9
D1
R3
C3
GND
TRIM
R1
Q1
OUT
VOL
C1
C2
R8
C5
C6
R11
R4
R6
R9
C4
C7
C8
RATE
IN
Q2
Q3
R2
R5
DEP
R10
R7
GND



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Everything else you need is in the
general build doc you've already read.

Head back to that.

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