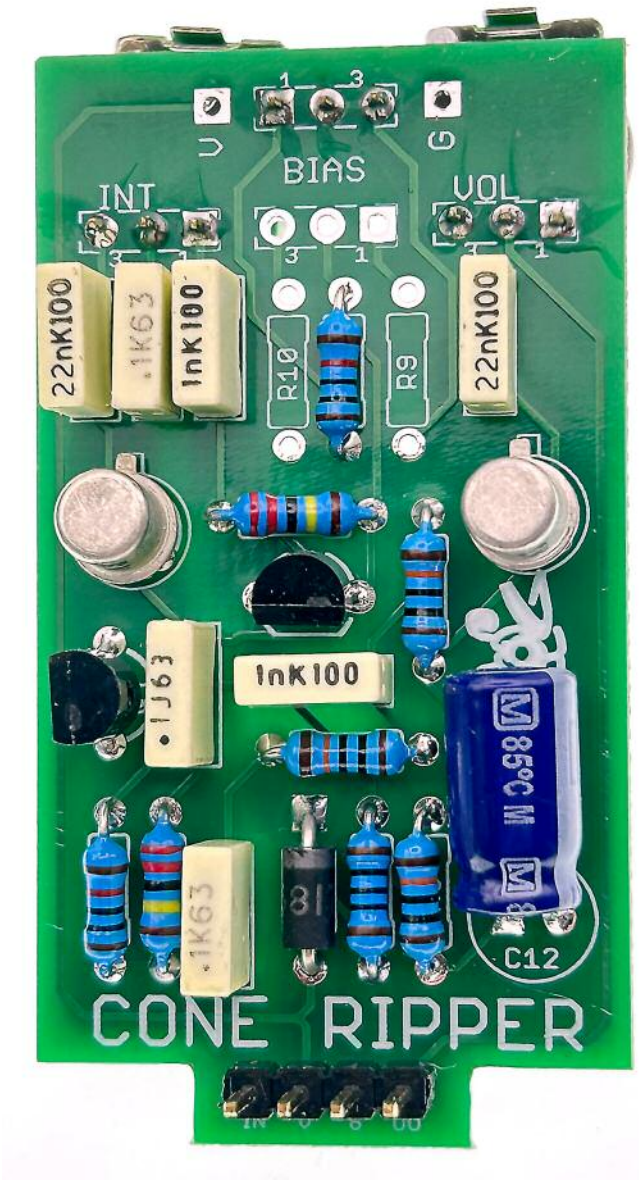
FuzzPup



Ripper

Broken-speaker overdrive and glitchy fuzz fun

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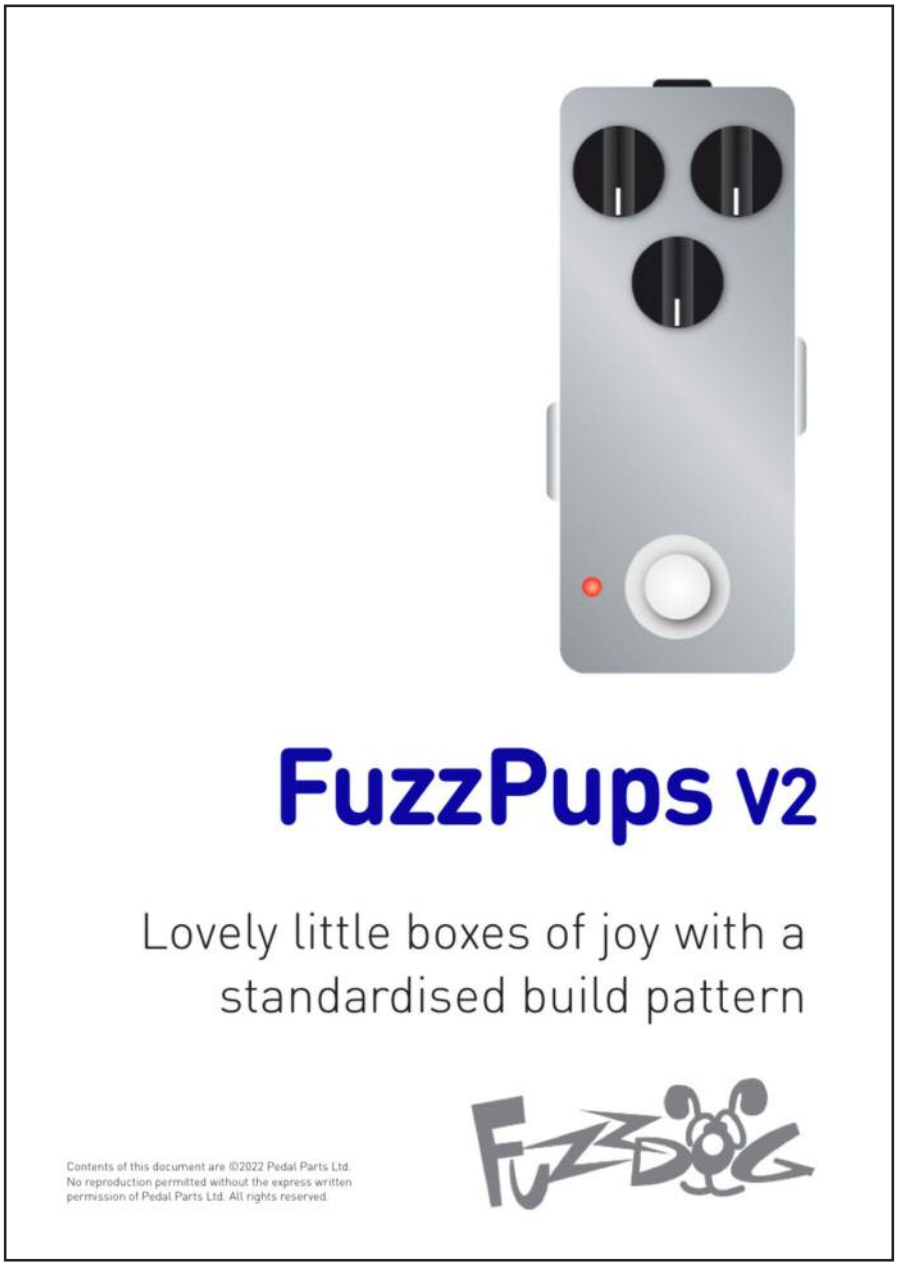
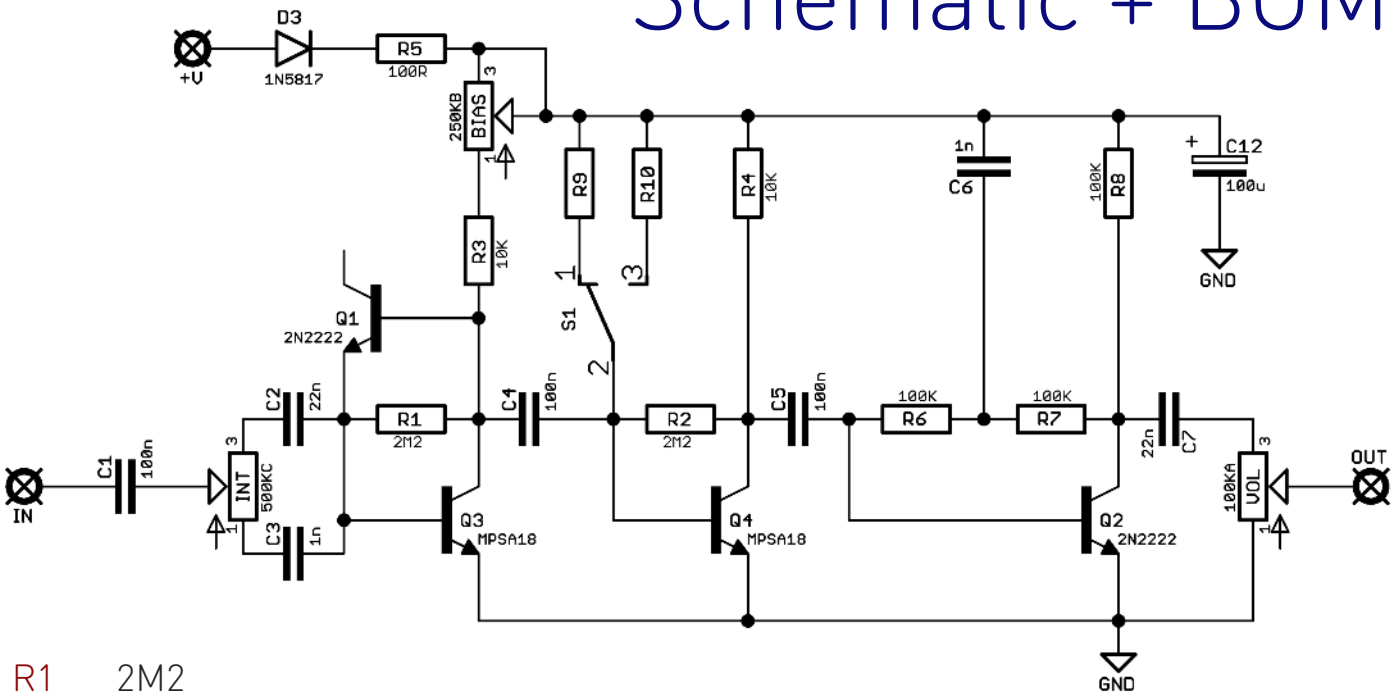
IMPORTANT
Before you start...

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	2M2
R2	2M2
R3	10K/220K*
R4	10K
R5	100R
R6	100K
R7	100K
R8	100K
R9	Empty/10K*
R10	Empty/180K*
C1	100n
C2	22n
C3	1n
C4	100n
C5	100n
C6	1n
C7	22n
C12	100u elec
D3	1N5817
Q1-2	2N2222A
Q3-4	MPSA18
INT	500KC
VOL	100KA
BIAS	Jumper*

As ever, the designer utilised the same basic circuit for several different pedals, and we can do the same.

For a standard Ripper go with the values in black. Jumper pads 1-2 of the BIAS pot as shown on page 5.

To add the bias pot for a range of tones simply populate the upper BIAS pads with a 250KB pot. Alternatively you can use a SPDT ON-OFF-ON switch in the lower BIAS pads and use the R values in red for three distinct biases.

Other versions: follow Ripper BOM but...

Butt Flush Fuzz

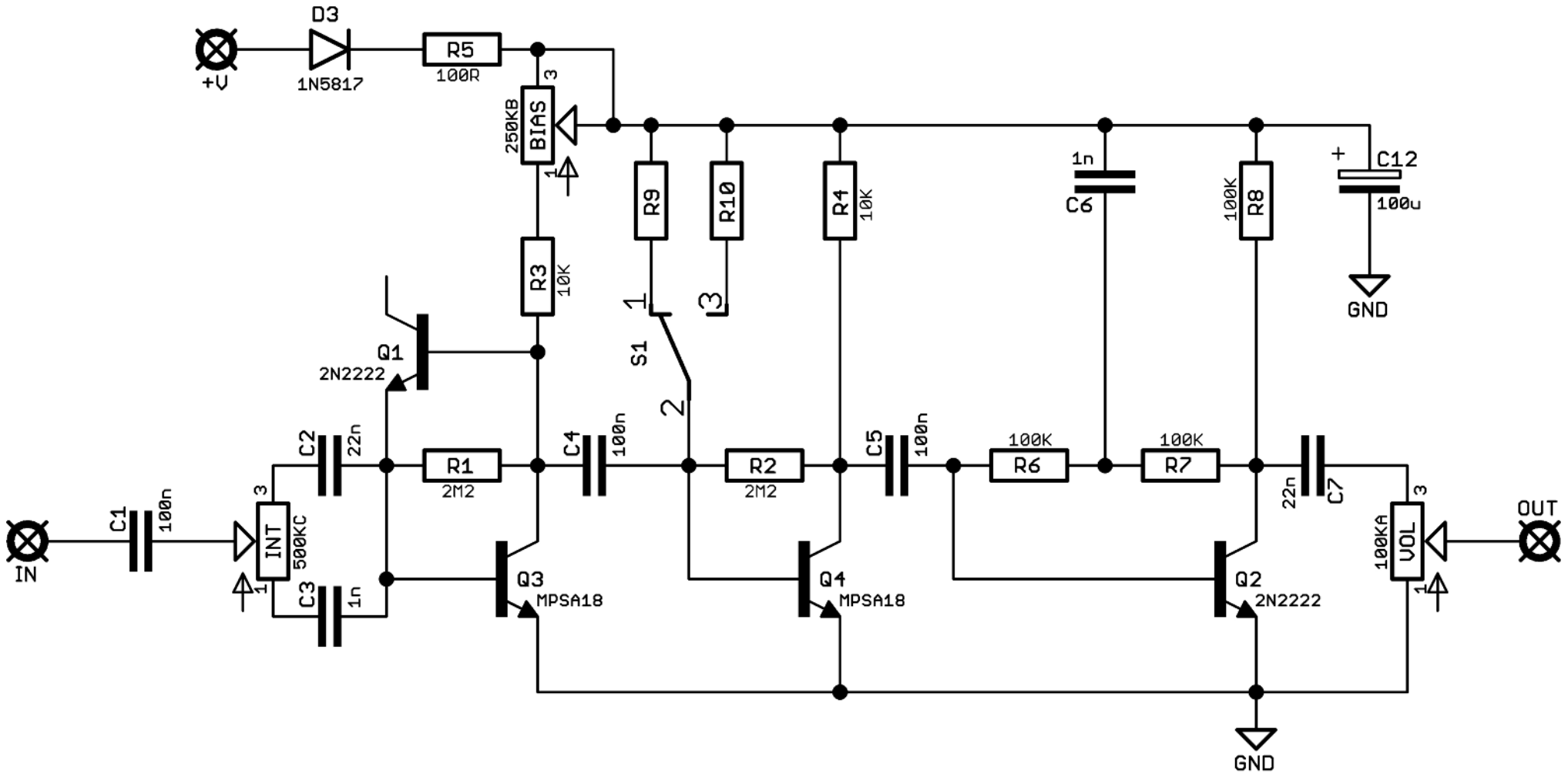
Change R3 to 100K

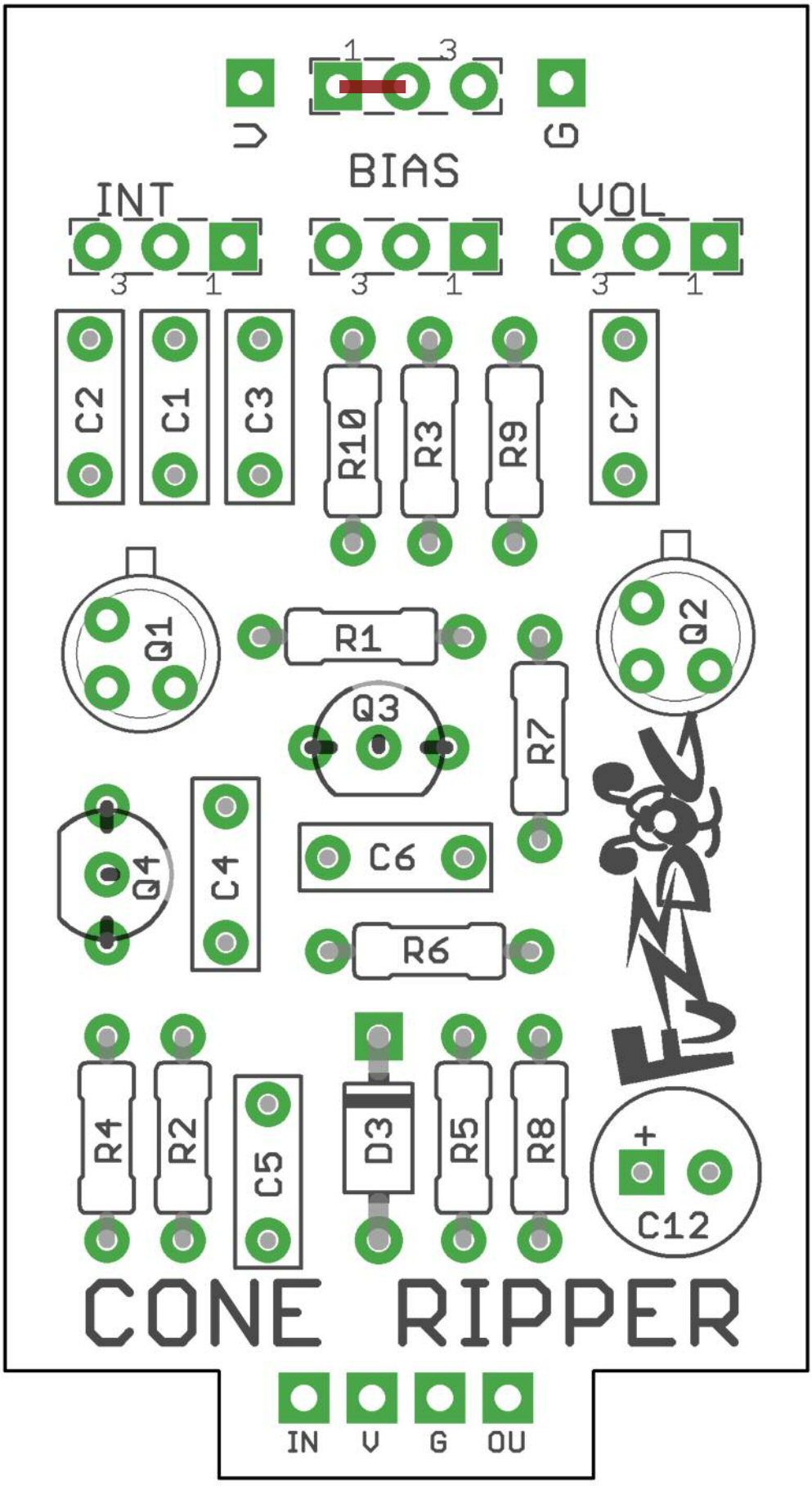
American Octave

Change R3 to 220K and C5 to 10n.
Leave out R6, R7, C6

No Way Drive

Reverse the orientation of Q1 and Q2


D3
+V
1N5817
R5
100R
250KB
BIAS
3
1
R3
10K
R9
R10
R4
10K
1n
C6
100K
R8
+
C12
100u
GND
S1
1
2
3
Q1
2N2222
C2
22n
R1
2M2
C4
100n
R2
2M2
C5
100n
100K
R6
100K
R7
22n
C7
C1
100n
IN
INT
500KC
C3
1n
Q3
MPSA18
Q4
MPSA18
Q2
2N2222
100KA
VOL
OUT
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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