

Vintage Soda

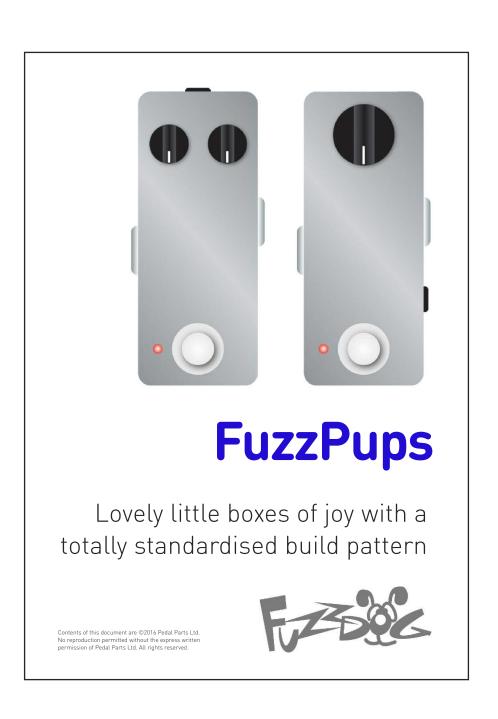
One board, two extreme fuzz possibilities



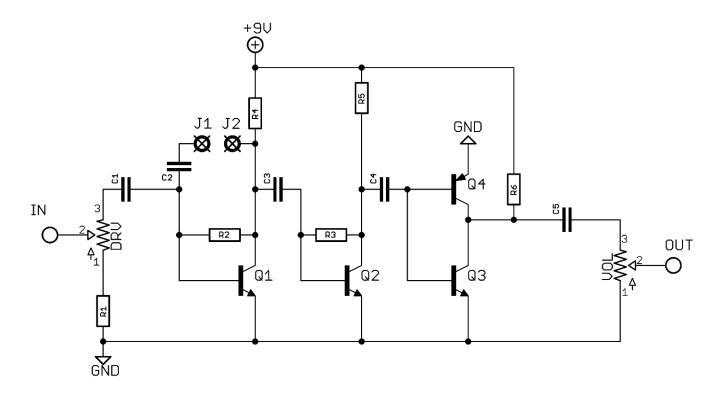
IMPORTANT Before you start...

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

Read it? OK, carry on.



Schematic + BOM



R1 1K R2 2M2 R3 3M3 R4 10K R5 10K R6 10K

C1 100n C2 100n C3 100n C4 100n

C5 100n

Q1-3 MPSA18 Q4 2N2907*

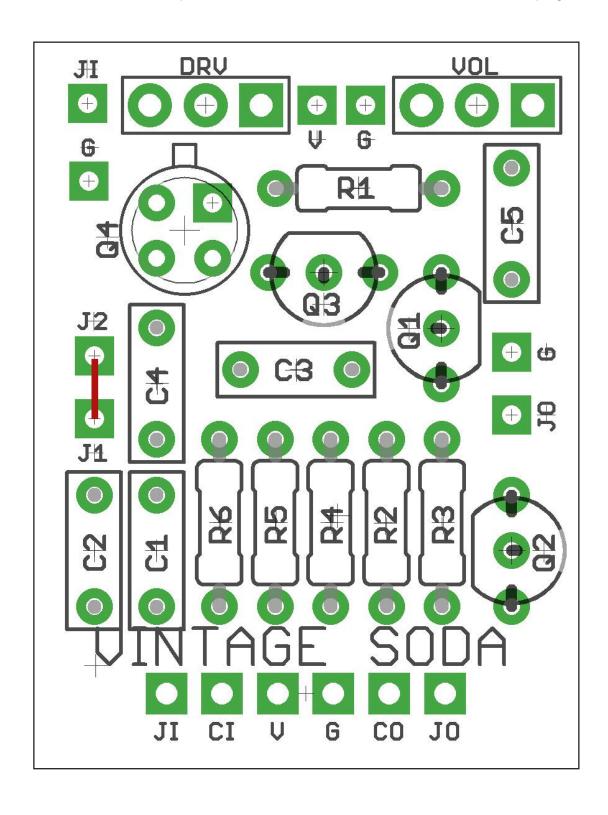
DRV 100KB VOL 100KA *The orientation of Q4 is the only difference between the Soda Fuzz and the Vintage Fuzz, which gives a pronounced octave-up.

For Soda Fuzz place Q4 as shown on the PCB silk screen and in the cover image, with the emitter tag to the top of the board. Ignore the square pad.

For Vintage Fuzz rotate Q4 180°, putting the Base leg in the square pad. Your emitter tag should now point to the bottom of the board as shown in the poor quality photo below.



If you aren't looking to create CHAOS you should place a wire jumper between the J1-2 pads as shown below. More on that on next page.



CHAOS! (said the captain...)

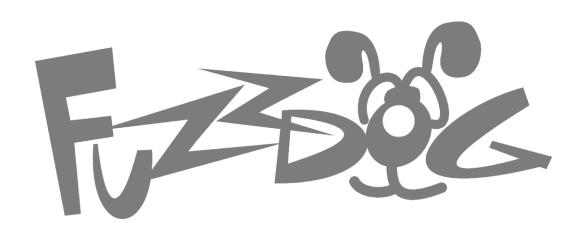
We've included a couple of pads so you can whacky things up if noise is your thing.

For a normal build you should connect pads J1-2 together with a jumper wire.

If you want to cause havoc, don't add a jumper.

OK, let's take it a small step further. If you want to get handy with your drill on the enclosure you can add a toggle switch to turn the CHAOS on and off. Simply wire up a SPST switch to the two pads. Doesn't matter which pad goes to which lug. Or you can use a SPDT and use only the middle and one of the outer lugs.

For even more fun you could add a pot in there to give you different degrees of CHAOS. J1 connects to pin 1 of your pot, J2 to pin 2. Now you'll have the normal circuit when your pot is fully CCW. The amount of madness will depend on the size of your pot. There are no rules here. Experiment. You'll probably find a larger value (100K+) with audio taper gives the best results.



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