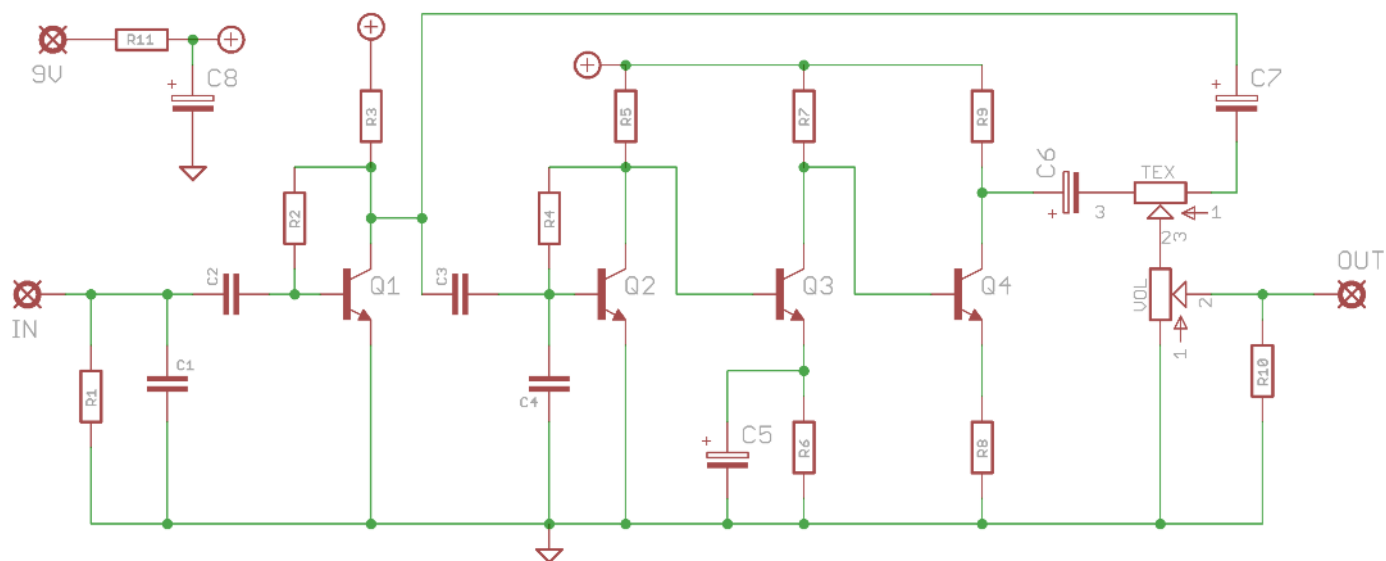


# HaraKiri Overlord

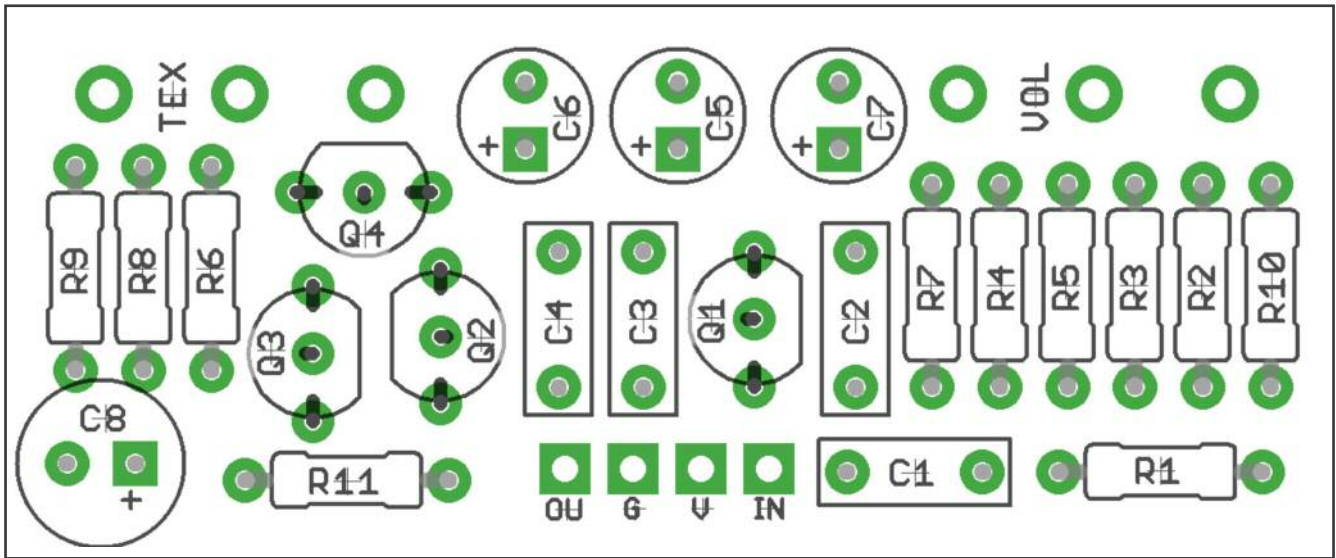
Intense, over-the-top  
filthy fuzz of doom



# Schematic + BOM



R1	1M	C1	3n3	TEXTURE	500KB
R2	2M2	C2	180n	VOL	100KA
R3	100K	C3	180n		
R4	100K	C4	100n		
R5	100K	C5	47u elec		
R6	2K7	C6	2u2 elec		
R7	22K	C7	1u elec		
R8	1K	C8	100u elec		
R9	3K9				
R10	1M	Q1-4	2N5088		
R11	10R				



The power and signal pads on the PCB conform to the FuzzDog Direct Connection format, so can be paired with the appropriate daughterboard for quick and easy offboard wiring.

Be very careful when soldering the transistors. They're very sensitive to heat. You should use some kind of heat sink (crocodile clip or reverse action tweezers) on each leg as you solder them. Keep exposure to heat to a minimum (under 2 seconds)..

The long leg (anode) of the electrolytic capacitors go into the square pads.

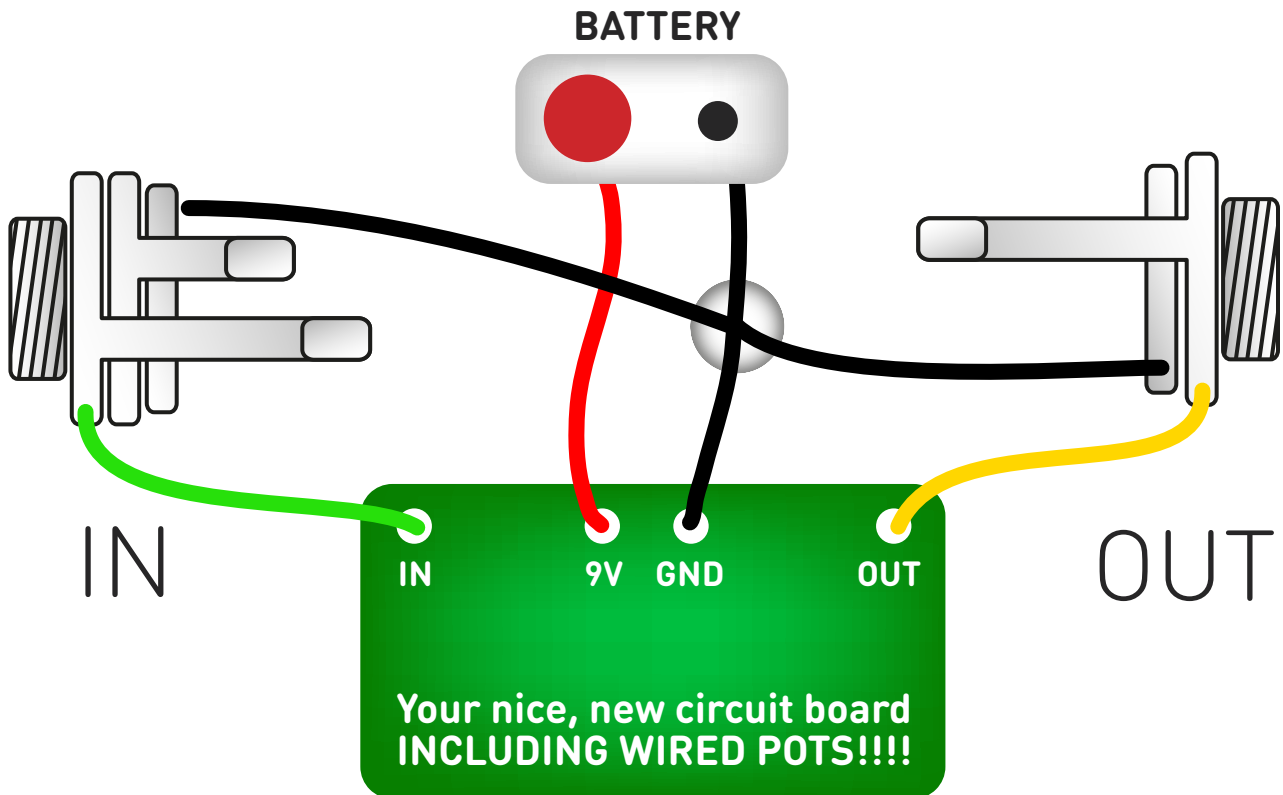
Snap the small metal tag off the pots so they can be mounted flush in the box.

C8 can be laid flat over the top of the adjacent resistors to give you more clearance in the enclosure - see cover image.

## TEXTURE CONTROL

This control is doing a couple of things. It sends signal from the last gain stage back to the second gain stage, and at fully CW you're only getting signal from the first gain stage through to the output. This adds all kinds of phasing and intermodulation interference, and the output level will drop as you increase the texture control. Not to worry - there's so much volume available from this beast that you can easily compensate for that.

# Test the board!



**UNDER NO CIRCUMSTANCES will troubleshooting help be offered if you have skipped this stage. No exceptions.**

Battery clip is supplied to test the circuit. Power supply is recommended when using the finished delay as it will EAT batteries.

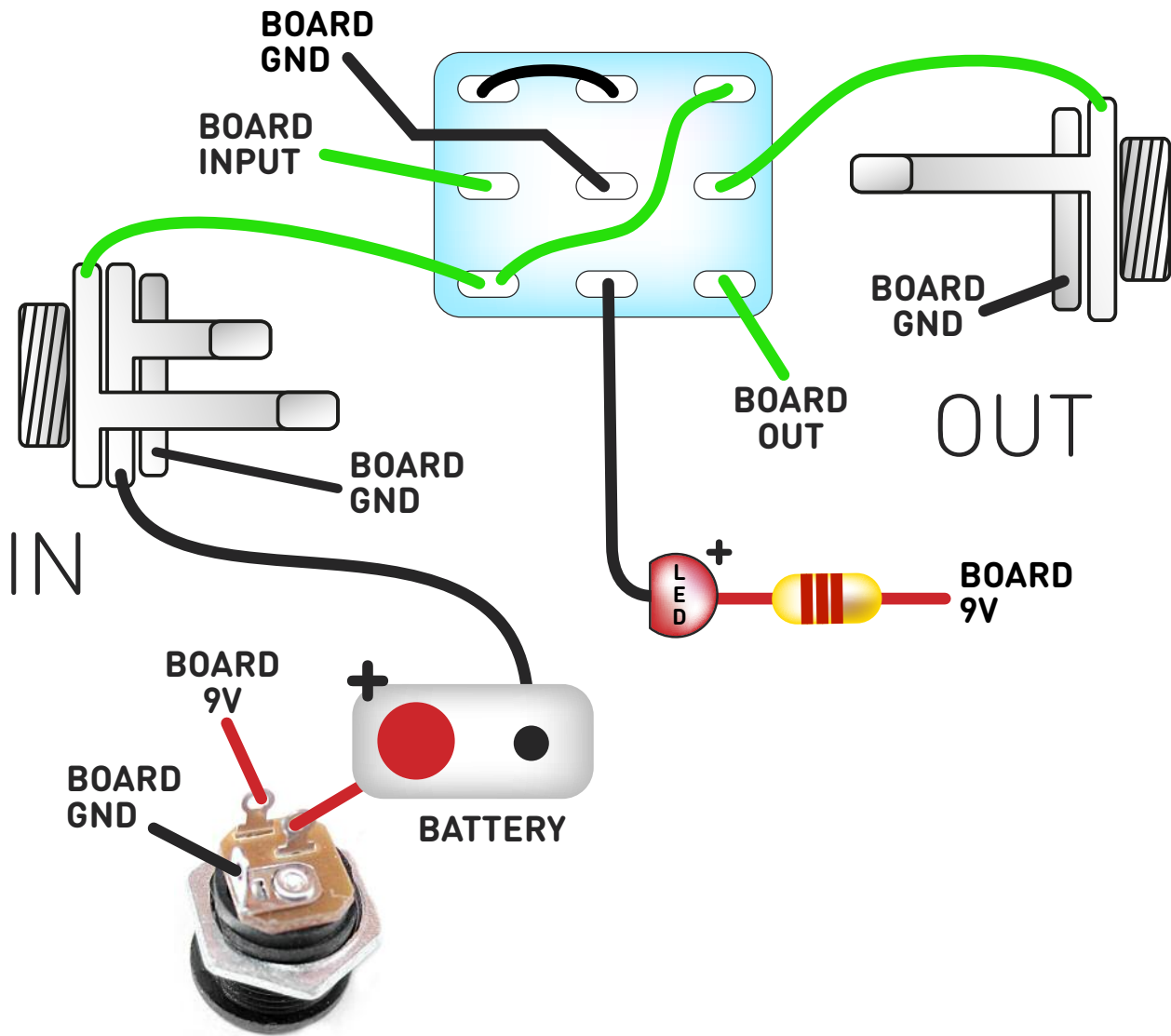
Once you've finished the circuit it makes sense to test is before starting on the switch and LED wiring. It'll cut down troubleshooting time in the long run. If the circuit works at this stage, but it doesn't once you wire up the switch - guess what? You've probably made a mistake with the switch.

Solder some nice, long lengths of wire to the board connections for 9V, GND, IN and OUT. Connect IN and OUT to the jacks as shown. Connect all the GNDs together (twist them up and add a small amount of solder to tack it). Connect the battery + lead to the 9V wire, same method. Plug in. Go!

If it works, crack on and do your switch wiring. If not... aw man. At least you know the problem is with the circuit. Find out why, get it working, THEN worry about the switch etc.

# Wire it up - with battery

(if using a daughterboard please refer to the relevant document)



This circuit is standard, Negative GND. Your power supply should be Tip Negative / Sleeve Positive. That's the same as your standard pedals (Boss etc), and you can safely daisy-chain your supply to this pedal.

The BOARD GND connections don't all have to connect to one point. They can be daisy-chained around the circuit, using larger connection points (such as jack socket lugs) for multiple connections. As long as they all connect together in some way.

## PedalParts.co.uk

# Drilling template

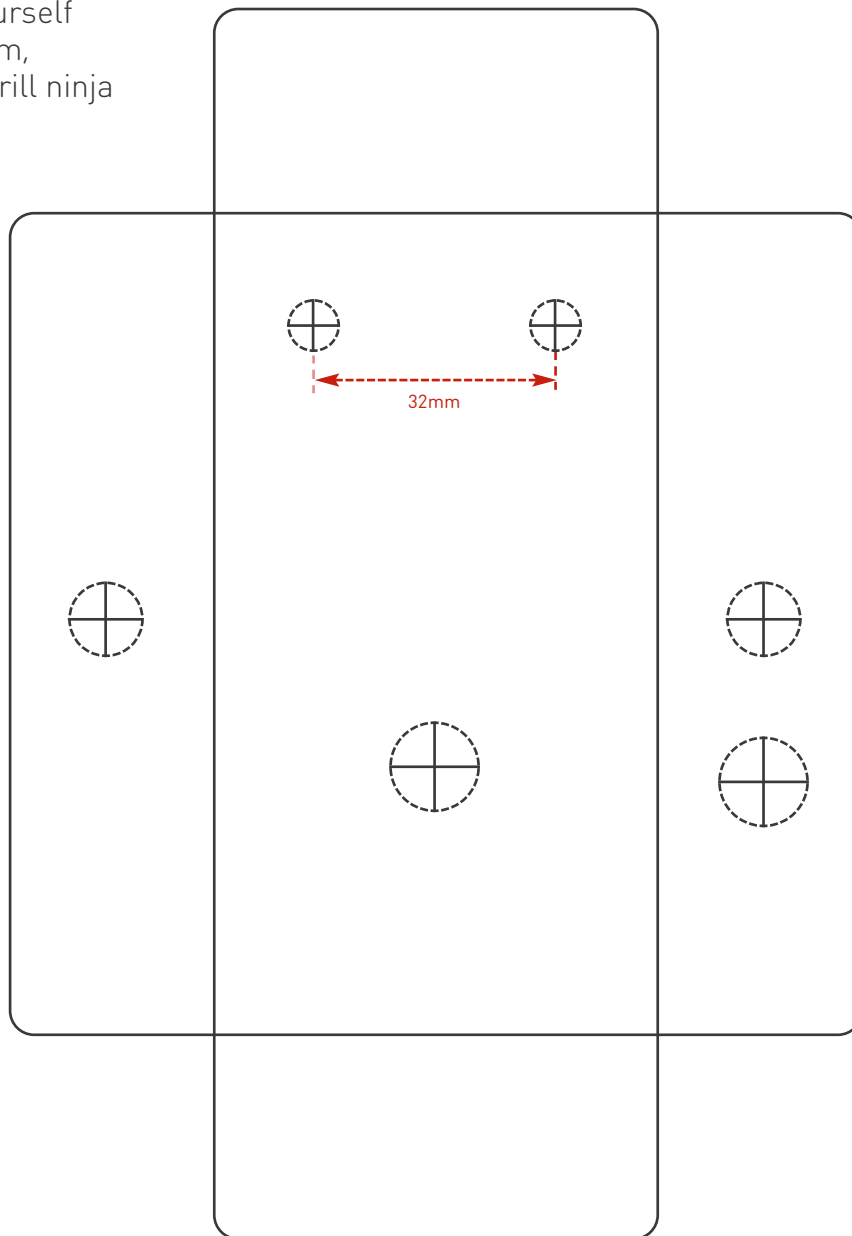
Hammond 1590B

60 x 111 x 31mm

It's a good idea to drill the holes for the board-mounted parts 1mm bigger to give yourself some wiggle room, unless you're a drill ninja

Recommended drill sizes:

Pots	7mm
Jacks	10mm
Footswitch	12mm
DC Socket	12mm



This template is a rough guide only. You should ensure correct marking of your enclosure before drilling. You use this template at your own risk.

Pedal Parts Ltd can accept no responsibility for incorrect drilling of enclosures.

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